

# PATHFINDER ADVENTURE PATH:

## SHATTERED STAR

PATHFINDER SOCIETY ORGANIZED PLAY

The Shattered Star Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

### KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

### SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Shattered Star Adventure Path are considered sanctioned content.

### LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Shattered Star adventure being played.

For the sanctioned content in "Shards of Sin" and "Curse of the Lady's Light," if you do not have a character in the correct level range, you may use a Pathfinder

### Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Levels
"Shards of Sin"	The Crow (areas B1–D15)	3–5
"Curse of the Lady's Light"	The Lady's Light (areas K1–M4)	6–8
"The Asylum Stone"	Therassic Workshop & The Black Keep (areas B1–C18)	9–11
"Beyond the Doomsday Door"	Beneath Windsong) Abbey (areas B1–E13)	11–13
"Into the Nightmare Rift"	Guiltspur (areas B1–F10)	13–15
"The Dead Heart of Xin"	Crystal Palace (areas A1–E4)	16–18



Society pregenerated character, available on [paizo.com](http://paizo.com). You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Shattered Star Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the

GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement (see Chapter 7 of the *Guide to Pathfinder Society Organized Play*), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.



## APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character.

A GM who runs any of the sanctioned content from the Shattered Star Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the medium advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

## RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

## ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take

your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for the first five parts of the Shattered Star Adventure Path are contained in this document. A sixth Chronicle sheet will be appended to this document upon release of the final volume of the Shattered Star Adventure Path.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).





# Pathfinder Adventure Path #61: Shards of Sin

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_

Player Name A.K.A. Character Name Pathfinder Society # Faction

Has Received This Chronicle. \_\_\_\_\_

## Items Found During This Scenario

You may have the influence of one shard of the *Sihedron* active on your character at a time, and may only change your selected shard once per day. This Chronicle sheet provides you with access to the following two shards' powers.

**Shard of Greed:** Select one of the following three abilities, crossing the others off the Chronicle sheet. When active, this shard's influence grants you the selected ability, and imparts upon you the listed penalty.

- Gain a +2 insight bonus on saves versus transmutation spells and spell-like abilities.
- Gain *haste* as a spell-like ability usable 1/day.
- Gain a +1 insight bonus on attack rolls.

**Penalty:** You become greedy, and are sickened whenever you are not wearing nonmagical jewelry and fine clothing worth at least 500 gp per Hit Die in total. Each time you sell a belonging or give one away, you must succeed at a DC 20 Will save or take 1d4 points of Wisdom damage.

**Shard of Pride:** Select one of the following three abilities, crossing the others off the Chronicle sheet. When active, this shard's influence grants you the selected ability, and imparts upon you the listed penalty.

- Gain a +2 insight bonus on saves versus illusion spells and spell-like abilities.
- Gain *major image* as a spell-like ability usable 1/day.
- Gain a +2 insight bonus on all skill checks.

**Penalty:** You suffer delusions of grandeur, and are sickened whenever you must serve another creature as a subordinate of any sort for as long as that arrangement persists. You can neither gain the benefit of the aid another action, nor take the aid another action.

*bracers of armor* +2 (4,000 gp)

*elixir of love* (150 gp)

*elixir of truth* (500 gp)

*frostspore* (100 gp, limit 5 doses; poison—ingested or injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d6 cold damage plus staggered for 1 round; cure 2 saves)

*golembane scarab* (2,500 gp)

*headband of vast intelligence* +2 (4,000 gp)

*id moss* (125 gp, limit 5 doses)

*lens of detection* (3,500 gp)

*necklace of fireballs I* (1,650 gp)

*potion of cure moderate wounds* (300 gp)

*potion of invisibility* (300 gp)

*scroll of animate dead* (375 gp)

*scroll of water breathing* (375 gp)

*striped toadstool poison* (180 gp, limit 3 doses)

*ungol dust* (1,000 gp, limit 1 dose)

*wand of charm person* (19 charges; 285 gp, limit 1)

*wand of lesser restoration* (17 charges; 1,530 gp, limit 1)

*wand of spiritual weapon* (11 charges; 990 gp, limit 1)

☐ Slow ☐ Normal

LEVEL	2,400	4,800
3-5		

MAX GOLD

## EXPERIENCE

Starting XP

+

XP Gained (GM ONLY)

Final XP Total

## FAME

Initial Fame

Initial Prestige

+

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame

Current Prestige

## GOLD

Start GP

+

GP Gained (GM ONLY)

+

0

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

## Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

## Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Adventure Path #62: Curse of the Lady's Light

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Received This Chronicle.

## Items Found During This Scenario

You may have the influence of one shard of the *Sihedron* active on your character at a time, and may only change your selected shard once per day. This Chronicle sheet provides you with access to the following shard's powers.

**Shard of Lust:** Select one of the following three abilities, crossing the others off the Chronicle sheet. When active, this shard's influence grants you the selected ability, and imparts upon you the listed penalty.

- Gain a +2 insight bonus on saves versus enchantment spells and spell-like abilities.
- Gain *suggestion* as a spell-like ability usable 1/day.
- Gain a +2 insight bonus on Initiative checks.

**Penalty:** You become narcissistic, and are sickened whenever you have not engaged in sexual relations with another creature within the past 12 hours. While you wear any sort of armor or magic item that occupies the body slot, you are staggered.

+1 keen longsword (8,315 gp)  
+1 light fortification breastplate (4,350 gp)  
+2 longsword (8,315 gp)  
bag of holding (type II; 5,000 gp)  
boots of speed (12,000 gp)  
boots of striding and springing (5,500 gp)  
cloak of resistance +1 (1,000 gp)  
dust of appearance (1,800 gp)  
dust of illusion (1,200 gp)  
elemental gem (air or earth; 2,250 gp)  
goggles of night (12,000 gp)  
immovable rod (5,000 gp)  
incense of meditation (4,900 gp)  
marvelous pigments (4,000 gp)

ring of minor electricity resistance (12,000 gp)  
scroll of dream (1,125 gp)  
scroll of heal (1,125 gp)  
scroll of mind fog (1,125 gp)  
scroll of symbol of sleep (2,125 gp)  
stone salve (4,000 gp)  
wand of acid arrow (CL 5th, 11 charges; 2,475 gp, limit 1)  
wand of cure critical wounds (10 charges; 4,200 gp, limit 1)  
wand of detect secret doors (11 charges; 165 gp, limit 1)  
wand of dimension door (14 charges; 5,880 gp, limit 1)  
wand of fly (9 charges; 2,025 gp, limit 1)  
wand of lightning bolt (6 charges; 1,350 gp, limit 1)

LEVEL	5,893	11,787
6-8		

MAX GOLD

## EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
Final XP Total

## FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

## GOLD

Start GP
+
GP Gained (GM ONLY)
+ 0
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

## Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD	
Add 1/2 this value to the "Items Sold" Box	

## Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT	

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Adventure Path #63: The Asylum Stone

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Received This Chronicle.

## Items Found During This Scenario

You may have the influence of one shard of the *Sihedron* active on your character at a time, and may only change your selected shard once per day. This Chronicle sheet provides you with access to the following shard's powers.

**Shard of Gluttony:** Select one of the following three abilities, crossing the others off the Chronicle sheet. When active, this shard's influence grants you the selected ability, and imparts upon you the listed penalty.

- Gain a +2 insight bonus on saves versus necromancy spells and spell-like abilities.
- Gain *vampiric touch* as a spell-like ability usable 1/day.
- Increase your maximum hit points by 1 per Hit Die.

**Penalty:** You are always hungry and thirsty, and are always sickened when you have not eaten food in the last hour. You must make a DC 20 Will save to resist consuming any food or beverage (including potions and the like) you carry immediately. If the save is successful, you can resist the urge for 1 hour before being forced to make the save again.

+1 *human bane bolts* (166 gp, limit 10)  
+1 *seeking light crossbow* (8,335 gp)  
+1 *shadow leather armor* (4,910 gp)  
+1 *undead bane disruption club* (32,300 gp)  
+1 *undead bane longsword* (8,315 gp)  
+2 *handaxe* (8,306)  
+3 *full plate* (10,650 gp)  
+3 *studded leather armor* (9,175 gp)  
*amulet of natural armor* +1 (1,000 gp)  
*amulet of natural armor* +2 (8,000 gp)  
*boots of striding and springing* (5,500 gp)  
*bracers of armor* +2 (4,000 gp)

*hat of disguise* (1,800 gp)  
*horseshoes of a zephyr* (6,000 gp)  
*manual of bodily health* +1 (27,500 gp)  
masterwork pistol (1,300 gp, limit 2; *Pathfinder RPG Ultimate Equipment* 46)  
*monk's robe* (13,000 gp)  
*phylactery of positive channeling* (11,000 gp)  
*ring of mind shielding* (8,000 gp)  
*scroll of plane shift* (1,125 gp)  
*wand of mount* (37 charges; 555 gp, limit 1)  
*wand of shield* (CL 10th, 11 charges; 1,650 gp, limit 1)

LEVEL	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
9-11	11,787	23,574

MAX GOLD

## EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
Final XP Total

## FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

## GOLD

Start GP
+
GP Gained (GM ONLY)
+ 0
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

## Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

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## Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

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## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



# Pathfinder Adventure Path #64: Beyond the Doomsday Door

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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Has Received This Chronicle.

## Items Found During This Scenario

You may have the influence of one shard of the *Sihedron* active on your character at a time, and may only change your selected shard once per day. This Chronicle sheet provides you with access to the following shard's powers.

**Shard of Envy:** Select one of the following three abilities, crossing the others off the Chronicle sheet. When active, this shard's influence grants you the selected ability, and imparts upon you the listed penalty.

- Gain a +2 insight bonus on saves versus abjuration spells and spell-like abilities.
- Gain *dispel magic* as a spell-like ability usable 1/day.
- Gain a +2 insight bonus to AC.

**Penalty:** You covet the success, wealth, and appearance of all other creatures, and become sickened whenever you are within 30 feet of any creature of the same race or character class as yourself. Physical contact with such a creature nauseates you for 2d6 rounds if you fail a DC 20 Fortitude save.

+1 *adamantine full plate* (17,500 gp)  
+1 *human bane arrow* (166 gp, limit 10)  
+1 *unholy dagger* (18,302 gp)  
*amulet of natural armor* +2 (8,000 gp)  
*belt of physical might* +4 (Str, Con) (40,000 gp)  
*bracers of armor* +5 (25,000 gp)  
*cloak of resistance* +3 (9,000 gp)

*headband of mental prowess* +2 (Int and Wis; 10,000 gp)  
*minor cloak of displacement* (24,000 gp)  
*ring of force shield* (8,500 gp)  
*scroll of mass inflict critical wounds* (3,000 gp)  
*wand of cure moderate wounds* (CL 10th, 15 charges; 4,500 gp, limit 1)  
*wand of fireball* (CL 10th, 9 charges; 4,050 gp, limit 1)

LEVEL	16,399	32,799
11-13		

MAX GOLD

## EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
Final XP Total

## FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

## GOLD

Start GP
+
GP Gained (GM ONLY)
+ 0
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

## Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
TOTAL VALUE OF ITEMS SOLD	
Add 1/2 this value to the "Items Sold" Box	

## Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	

## For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

GM Pathfinder Society #





# Pathfinder Adventure Path #66: The Dead Heart of Xin

This Chronicle Certifies That

_____	A.K.A. _____	_____	_____
Player Name	Character Name	Pathfinder Society #	Faction

Has Received This Chronicle.

## Items Found During This Scenario

**Sihedron Reforged:** Although the shards of the *Sihedron* embody sin, the reformed star is an artifact of virtue that embraces harmony and teamwork. You may now benefit from two shard boons simultaneously and only suffer from one of the shards' penalties (your choice). When you change your shard, you may change one or both shards. In addition, once per day as an immediate action you may unleash a surge of potent magic that grants a willing ally within 120 feet a +2 insight bonus on all saving throws for 1 round and 2d8+10 points of magical healing. This transfer occurs so quickly that it can grant the bonus on a saving throw after the saving throw has been rolled, but it must be made before the result of that roll is confirmed by the GM. Likewise, the healing granted can occur in the instant before a creature actually takes damage from any source, which could heal a heavily wounded target before the additional damage kills it.

- +1 *dancing horacalcum rapier* (56,320 gp; grants a +1 circumstance bonus on attack rolls, and has 1/4 more hit points than normal and hardness 15)
- +1 *flaming burst hot siccate longsword* (19,315 gp; deals 1 extra point of fire damage on a hit)
- +1 *horacalcum longsword* (8,015 gp; grants a +1 circumstance bonus on attacks, and has 1/4 more hit points than normal and hardness 15)
- +1 *noqual full plate* (14,650 gp; behaves like mithral armor and grants a +2 resistance bonus on saving throws against spells and spell-like abilities)
- +2 *axiomatic noqual flail* (32,815 gp; +4 bonus on saving throws on saving throws against spells and spell-like abilities that affect the flail)
- +3 *defending transformative adamantine longsword* (45,315 gp)
- +3 *inubrix longsword* (23,315 gp; deals damage as if one size category smaller, is always treated as broken, and ignores armor and shield bonuses granted by metal equipment)
- +4 *human-bane longsword* (50,315 gp)
- +5 *adamantine longsword* (53,315 gp)
- Cube of force* (62,000 gp)
- Ghost iron scimitar* (162,315 gp; +2 *dancing keen ghost touch inubrix scimitar*, ignores armor and shield bonuses granted by metal equipment)

- Metamagic rod of empower spell* (32,500 gp)
- Metamagic rod of quicken spell* (75,500 gp)
- Orange prism ioun stone* (30,000 gp)
- Orb of utter chaos* (36,000 gp; *Pathfinder RPG Ultimate Equipment* 314)
- Pale green ioun stone* (30,000 gp)
- Ring of telekinesis* (75,000 gp)
- Rod of thunder and lightning* (33,000 gp)
- Tome of living runes* (36,000 gp; this massive, metal-bound tome is filled with 20 thin pages indented with arcane runes and symbols. By making a successful DC 20 Linguistics check as a full round action, a character may animate the runes from a single page of the tome to do one of the following three tasks: summon a living rune (*Pathfinder Adventure Path* #66 88) for 15 rounds via a *summon monster* spell; attempt to deactivate a writing-based trap with a +25 Disable Device check; or grant the user a +1 bonus to the caster level of any one spell cast in the next minute. Once a page's runes have been activated, that page goes blank. Only one page's runes may be active at any one time.)
- Wand of magic missile* (CL 9th, 15 charges; 2,025 gp, limit 1)

<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	MAX GOLD
LEVEL	60,000	
16-18		

## EXPERIENCE

Starting XP
+
XP Gained (GM ONLY)
Final XP Total

## FAME

Initial Fame	Initial Prestige
+	
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Final Fame	Current Prestige

## GOLD

Start GP
+
GP Gained (GM ONLY)
+ 0
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

## Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
TOTAL VALUE OF ITEMS SOLD	
Add 1/2 this value to the "Items Sold" Box	

## Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	

## For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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