



# PATHFINDER MODULE: DOOM COMES TO DUSTPAWN

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

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario.

Scenario Chronicle # \_\_\_\_\_

Slow  Normal

LEVEL	8,883	17,766
8-10		

MAX GOLD

### EXPERIENCE

Starting XP \_\_\_\_\_

+	GM's Initial
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XP Gained (GM ONLY)

Final XP Total \_\_\_\_\_

### FAME

Initial Fame	Initial Prestige
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+	GM's Initial
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Prestige Gained (GM ONLY)

Prestige Spent \_\_\_\_\_

Final Fame	Current Prestige
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### GOLD

Start GP \_\_\_\_\_

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
---	--------------

Day Job (GM ONLY)

+

=

Subtotal

-

Items Bought

=

Total

### Items Found During This Scenario

LEVEL

ALL

**Orb of a Distant World:** You have recovered one of the spheres from the *orrery of distant worlds*. The sphere is a use-activated item that can expend a number of charges to cast a spell-like ability as a standard action (CL 11th). The sphere has 4 charges and cannot be recharged. Choose one of the following spheres when you gain this boon: Sun (*searing light*, 1 charge); Aballon (*haste 2*, charges); Castrovel (*detect thoughts*, 1 charge); Golarion (*resilient sphere*, 4 charges); Akiton (*rage*, 1 charge); Verces (*align weapon*, 1 charge); Eox (*death ward*, 2 charges); Triaxus (*teleport*, 4 charges); Liavara (*dream*, 4 charges); Bretheda (*restoration*, 2 charges); Apostae (*fly*, 2 charges); or Aucturn (*confusion*, 2 charges).

Sphere Selected \_\_\_\_\_ GM Initials \_\_\_\_\_

Charges:

- +1 defending halberd (8,310 gp)
- +1 human bane bolt (167 gp, limit 5)
- +1 seeking composite longbow (8,600 gp)
- +2 breastplate (4,350 gp)
- +2 short sword (8,310 gp)
- amulet of natural armor +1 (2,000 gp)
- amulet of natural armor +2 (8,000 gp)
- bag of holding, type I (2,500 gp)
- belt of mighty constitution +2 (4,000 gp)
- belt of physical perfection +2 (16,000 gp)
- bottle of air (7,250 gp)
- cloak of resistance +2 (4,000 gp)
- dream toxin (2,500 gp, limit 2 doses; poison—  
ingested or injury; DC 20; 1/hour for 6 hours;  
1d2 Int drain; 3 saves)
- efficient quiver (1,800 gp)

- headband of alluring charisma +2 (4,000 gp)
- headband of vast intelligence +2 (4,000 gp)
- potion of cure moderate wounds (300 gp)
- potion of cure serious wounds (750 gp)
- potion of water breathing (750 gp)
- ring of minor fire resistance (12,000 gp)
- ring of protection +2 (8,000 gp)
- rust bag of tricks (8,500 gp)
- scroll of fireball (375 gp)
- scroll of phantom steed (375 gp)
- wand of magic missile (CL 5th, 10 charges; 750 gp,  
limit 1)
- wand of magic missile (CL 5th, 4 charges; 300 gp,  
limit 1)
- wand of mirror image (12 charges; 1,080 gp, limit 1)
- wand of vampiric touch (9 charges; 2,025 gp, limit 1)

### 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 #