



Pathfinder Society Scenario #7-11: The Darkness Within

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You descended the Dark Archives to retrieve the *Ruby Asp*, an Osirian relic that could help in the Inner Sea conflict. After dealing with the unstable *Heart of Gloom*, you made into the Hall of Mechanical Works. Three relics, linked by unstable energy, fed on the mechanical brain of an Ustalavic alchemist. In the end, you stopped a thief from leaving the vault ☐ along with Envoy, a living vessel empowered by the *Heart of Gloom*.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

gallows tooth (level 8, 100 gp)
greater spiny lodestone (level 8, 425 gp; *Pathfinder Rage of Elements* 147)
iron cube (level 6, 50 gp)
lesser antidote (level 1, 3 gp)
moderate antidote (level 6, 35 gp)
moderate healing potion (level 6, 50 gp)
potion of quickness (level 8, 90 gp)
retrieval belt (level 7, 340 gp)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: J6V9

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club