

PATHFINDER ADVENTURE PATHS



PATHFINDER SOCIETY ORGANIZED PLAY

The Skull & Shackles 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 Skull & Shackles 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 "The Wormwood Mutiny," "Raiders of the Fever Sea," and "Tempest Rising," if you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on 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

SANCTIONED CONTENT KEY

Adventure	Sanctioned Content	Legal Character Levels
"The Wormwood Mutiny"	Bonewrack Isle (Swamp, areas C1-D8)	2-4
"Raiders of the Fever Sea"	Mancatcher Cove (areas C1-D21)	5-7
"Tempest Rising"	Part 2 (steps 1-11)	7-9
"Island of Empty Eyes"	Chelish Fort and Ruins of Sumitha (areas B and G)	9-11
"The Price of Infamy"	Harrigan's Fortress (areas C-G3)	11-13
"From Hell's Heart"	Lucrehold (areas D1-Last Stand)	13-15

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 Skull & Shackles 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, at which point he applies the Chronicle sheet to that character immediately.



A GM who runs any of the sanctioned content from the Skull & Shackles 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 normal 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 so that everyone may receive the full award.

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 all six parts of the Skull & Shackles Adventure Path are included in this document. 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



Pathfinder Adventure Path #55: The Wormwood Mutiny

This Chronicle Certifies That

☐ Slow ☐ Normal

LEVEL	1,856	3,711
2-4		

MAX GOLD

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle.

Items Found During This Scenario

Nascent Notoriety: Your actions have earned you a modicum of respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Fearsome Reputation (1+ Disrepute): When you make an Intimidate check or a saving throw against a fear effect, you may spend 1 point of Disrepute to gain a +1 bonus on the roll. For every additional point of Disrepute you spend, increase the bonus by 1 (maximum +5).

Captured Ship (1+ Disrepute): You may spend any number of Disrepute to reduce the cost of purchasing the Ship vanity (Pathfinder Campaign Setting: Pathfinder Society Field Guide 62) by an equal number of Prestige Points. If you reduce the cost to 0 Prestige Points, you gain the Ship vanity for free. You may only use Disrepute to reduce the cost of a single ship.

amulet of natural armor +1 (2,000 gp)

anchor feather token (50 gp)

bracers of armor +1 (1,000 gp)

lesser bracers of archery (5,000 gp)

oil of taggit (90 gp, limit 4)

potion of blur (300 gp)

potion of cure moderate wounds (300 gp)

ring of swimming (2,500 gp)

screaming bolt (267 gp)

wand of mirror image (23 charges; 2,070 gp, limit 1)

wand of summon nature's ally II (12 charges; 1,080 gp, limit 1)

EXPERIENCE

Starting XP

+	GM'S Initial
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XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

+	GM'S Initial
---	--------------

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)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #56: Raiders of the Fever Sea

This Chronicle Certifies That

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

Has Received This Chronicle.

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
LEVEL	4,356	8,712
5-7		

MAX GOLD

Items Found During This Scenario

Deep Platinum Pendant: You recovered a curious pendant crafted from deep platinum, an exceptionally rare alloy of platinum extracted from the darkest ocean trenches. The substance is prized by aquatic creatures, and you gain a +2 bonus on Diplomacy checks made to influence creatures with the aquatic or water subtype. In addition, you gain a +5 bonus on saving throws to avoid pressure damage from deep water.

Growing Notoriety: Your actions have earned you a modicum of respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Get Up, You Dogs! (10 Disrepute): While on a waterborne vessel, you may cast *mass cure light wounds* as a cleric of your character level, though it may only be used to heal living targets, not harm undead. You may use this ability when not on a waterborne vessel by spending an additional 5 Disrepute.

Walk the Plank! (0 Disrepute): While on a waterborne vessel, you may execute a follower to gain temporary Disrepute equal to the number of Prestige Points that you used to purchase the follower vanity. These Disrepute points must be spent by the end of the scenario or are lost forever.

Belt of giant strength +2 (4,000 gp)
Bloodroot poison (100 gp, limit 2)
Potion of water breathing (750 gp)
Ring of animal friendship (10,800 gp)
Slippers of spider climbing (4,800 gp)
Wand of produce flame (41 charges; 615 gp, limit 1)
Wand of web (37 charges; 3,330 gp, limit 1)

EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

FAME

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

GOLD

Start GP	
+	GM's Initial
GP Gained (GM ONLY)	
+	GM's Initial
Day Job (GM ONLY)	
Items Sold	
Subtotal	
Items Bought	
Total	

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #57: Tempest Rising

This Chronicle Certifies That

Player Name _____ A.K.A. _____

Character Name _____

Pathfinder Society # _____

Faction _____

Has Received This Chronicle.

Items Found During This Scenario

Widespread Notoriety: Your actions have earned you increased respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Dead Men Tell No Tales (10 Disrepute): While on board a waterborne vessel, you may automatically confirm a single threatened critical hit.

Built for Speed (10 Disrepute): Permanently increase the circumstance bonus on Profession (sailor) checks granted by your Ship vanity by 2. You may spend gold to reduce the Disrepute cost of this ability by 1 for every 150 gp spent to a minimum of 0 Disrepute for 1,500 gp.

+2 Trident (8,315 gp)
Bracers of armor +2 (4,000 gp)
Cloak of resistance +2 (4,000 gp)
Ring of force shield (8,000 gp)
Ring of protection +1 (2,000 gp)
Rope of climbing (3,000 gp)
Scroll of wall of force (1,125 gp)
Wand of gust of wind (6 charges; 540 gp, limit 1)
Wand of shield (20 charges; 300 gp, limit 1)

☐ Slow ☐ Normal
LEVEL 7-9 7,431 14,862
MAX GOLD

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #58: Island of Empty Eyes

This Chronicle Certifies That

☐ Slow ☐ Normal
LEVEL 9-11 11,787 23,574
MAX GOLD

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

Has Received This Chronicle.

Items Found During This Scenario

Marid's Reward: You have freed the Marid Vailea from her nearly eternal imprisonment, and in return she granted you a single wish. Choose one of the wishes below and cross the other two off your Chronicle sheet.

- Wish for Notoriety: You gain an additional 10 points of Disrepute and 10 points of Infamy.
- Wish for Rescue: As an immediate action when you drop below 0 hit points, you may heal yourself for 3d8+10 points of damage. This healing can prevent you from dying or falling unconscious. When you use this boon, cross it off your Chronicle sheet.
- Wish for Wealth: You earn an additional 1,200 gp for completing this scenario.

Exceptional Notoriety: Your actions have earned you considerable respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Master of the Waves (10+ Disrepute): As a standard action, you may cast *slipstream* (Pathfinder RPG Advanced Player's Guide 244) or *water breathing* as a spell-like ability using your character level as your caster level. If you spend 15 points of Disrepute, you may instead cast *control water*.

The Widow's Scar (15 Disrepute): As a move action you may curse one enemy in line of sight. You and your allies gain a +2 bonus on attack and damage rolls against that enemy for 1 week. The enemy is aware of the curse and can end the effect with a *remove curse* spell.

+1 giant bane arrow (166 gp, limit 5)
+1 glamered mithral chainmail (7,850 gp)
+1 monstrous humanoid bane arrow (166 gp, limit 5)
+2 dagger (8,302 gp)
+2 leather armor (4,160 gp)
Bag of holding, type II (5,000 gp)
Gloves of swimming and climbing (6,250 gp)
Headband of mental prowess (10,000 gp)
Helm of comprehend languages and read magic (5,200 gp)

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial
Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #59: The Price of Infamy

This Chronicle Certifies That

Player Name _____ A.K.A. _____

Character Name _____

Pathfinder Society # _____

Faction _____

Has Received This Chronicle.

Items Found During This Scenario

Legendary Notoriety: Your actions have earned you immense respect on the high seas, and you gain 10 points of Disrepute and 10 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Master of the Winds (10+ Disrepute): You may cast *call lightning storm* or *control winds* as a spell-like ability using your character level as your caster level. If you spend 15 points of Disrepute, you may instead cast *control weather*.

Vessel of Legend (10 Disrepute): Permanently increase the circumstance bonus on Profession (sailor) checks granted by your Ship vanity by 3. You may spend gold to reduce the Disrepute cost of this ability by 1 for every 350 gp spent to a minimum of 0 Disrepute for 3,500 gp.

In addition, choose one of the following two boons. Cross the other boon off your Chronicle sheet.

Keen Eye for Evidence: Your methodical search of Harrigan's Fortress turned up much-needed documentation, and your practiced eye misses little when you can take enough time. When you take 10 on a Perception check, treat the result as if you had rolled a 12 instead of a 10.

Psalm of the Splintered Spine: While exploring Gannet Island, you found a complete copy of a prayer sacred to Norgorber that reveals hidden truths. You may use *discern lies* or *greater interrogation* (Pathfinder RPG Ultimate Magic 225) as a spell-like ability using your character level as your caster level. When you use either spell-like ability, cross this boon off your Chronicle sheet.

+3 shadow studded leather armor (12,925 gp)

Minor ring of fire resistance (12,000 gp)

Necklace of adaptation (9,000 gp)

Ring of improved climbing (10,000 gp)

Ring of improved swimming (10,000 gp)

Rod of splendor (25,000 gp)

Wand of cure moderate wounds (24 charges; 2,160 gp, limit 1)

Wand of cure serious wounds (14 charges; 3,150 gp, limit 1)

Wand of fly (11 charges; 2,475 gp, limit 1)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
LEVEL	16,400	32,799
11-13		

MAX GOLD

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial

Prestige Gained (GM ONLY)

-

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial

GP Gained (GM ONLY)

+ GM's Initial

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Adventure Path #60: From Hell's Heart

This Chronicle Certifies That

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

Has Received This Chronicle.

Items Found During This Scenario

Terror of the Shackles: You and your companions overthrew the reigning Hurricane King, earning you 10 points of Disrepute and 10 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; you may spend Prestige Points as if they were Disrepute, but you may not use Disrepute as Prestige Points. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction.

Wearer of the Hurricane Crown (30 Disrepute): You have claimed the *Hurricane Crown* and with it rulership of the Shackles. You gain the Coastal Island vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 62) and a +5 competence bonus on Intimidate checks. By spending 20 Disrepute, you can cast *summon nature's ally IX* as a spell-like ability to summon a sea serpent with a 10 minute duration in a body of water large enough to hold a Gargantuan creature. In addition, you may purchase the *Hurricane Crown* at the price listed on this Chronicle sheet. Maintaining your position as reigning monarch of an archipelago of cutthroat pirates is hard work, and you must expend 1 Disrepute for every experience point that you earn or lose all benefits of this boon. If you own the *Hurricane Crown* when this happens, you must also spend 31,250 gp immediately or lose the magic item.

HURRICANE CROWN

Aura strong conjuration and evocation; **CL** 17th

Slot head; **Price** 93,750; **Weight** 2 lbs.

DESCRIPTION

On command, the *Hurricane Crown* changes its shape and appearance to assume the form of a normal piece of headwear. The wearer gains a +5 competence bonus on Profession (sailor) checks and Survival checks made to determine direction or predict the weather at sea, and he can see normally through fog, mist, smoke, precipitation, and other weather effects, whether natural or magical. Once per day, the wearer can cast *control winds*; if the wearer is standing on a ship, the ship and any creatures aboard it are unaffected by the controlled winds unless the wearer wishes to affect them, even if the ship's area is larger than the spell's unaffected area. In addition, once per day, the wearer can surround himself in either a shroud of elemental water or supernatural winds, as the *seamantle* or *winds of vengeance* spells (*Pathfinder RPG Advanced Player's Guide* 241, 256).

Lastly, the wearer of the crown can create a single-use *phase door* in the rock of Lucrehold to access the sea caves and Hidden Harbor beneath the island. If the wearer is standing on a ship, the *phase door* is large enough to accommodate the ship and any creatures on it. This ability can be used at will.

CONSTRUCTION

Requirements Craft Wondrous Item, *control winds*, *disguise self*, *phase door*, *seamantle*, *true seeing*, *winds of vengeance*

+3 rapier (18,320 gp)

+4 moderate fortification leather armor (49,160 gp)

Amulet of natural armor +3 (18,000 gp)

Amulet of proof against detection and location (35,000 gp)

Belt of physical might +6 (Str and Con; 90,000 gp)

Cloak of resistance +5 (25,000 gp)

Lord's banner of victory (75,000 gp)

Potion of barkskin +5 (1,200 gp)

Potion of shield of faith +5 (900 gp)

Ring of evasion (25,000 gp)

Ring of freedom of movement (40,000 gp)

Sniper goggles (20,000 gp; *Pathfinder RPG Ultimate Equipment* 227)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
LEVEL	27,500	55,000
13-15		

MAX GOLD

EXPERIENCE

Starting XP

+ GM's Initial

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ GM's Initial
Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ GM's Initial
GP Gained (GM ONLY)

+ GM's Initial
Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #