



# PATHFINDER MODULE: FROM SHORE TO SEA

This Chronicle Certifies That

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

Has Completed This Scenario.

## Items Found During This Scenario

### SUBTIERS

All

**Resisting the Blackcove Taint:** You have resisted the warping taint of the waters around Blackcove and now your body is more resistant to forces that try to make it into something else. You gain a +1 bonus on saves against transmutation.

+1 aberration bane spear (8,302 gp)  
Amulet of natural armor +1 (2,000 gp)  
Armillary amulet (2,500 gp; when worn around the neck, this amulet grants a +5 competence bonus on Spellcraft checks)  
Cloak of the manta ray (7,200 gp)  
Elemental gem, fire (2,250 gp)  
Elixir of swimming (250 gp)  
Elixir of true form (1,600 gp, limit 1; removes all curses and transformation effects from the imbiber)  
Horn of fog (2,000 gp)  
Minor circlet of blasting (6,480 gp)  
Pearl of power, 3rd level (9,000 gp)  
Potion of levitate (300 gp)  
Ring of swimming (2,500 gp)  
Salve of slipperiness (1,000 gp)  
Scroll of freedom of movement (700 gp)  
Wand of remove curse (1350 gp, limit 1; 6 charges)

Scenario Chronicle #

☐ Slow ☐ Normal

LEVEL 5-7 4,356 8,712

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)

+

=

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 #