



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 are hit by 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 you 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)

Played in campaign mode via PbP on Paizo.com

at <http://paizo.com/campaigns/DMMichaelCullensSkullAndShackles/gameplay>

EXPERIENCE

Starting XP

+ 3 MJC

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame Initial Prestige

+ 4 MJC

Prestige Gained (GM ONLY)

Prestige Spent

Final Fame Current Prestige

GOLD

Start GP

+ 23,574 MJC

GP Gained (GM ONLY)

+ MJC

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

Mike Cullen's Skulland Shackles

48821

6 OCT 2017

Michael Cullen

20638

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #