



# Pathfinder Adventure Path #59: The Price of Infamy

This Chronicle Certifies That

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Player Name	Character Name	Pathfinder Society #	Faction	

Has Received This Chronicle.

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

## 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 information and your practiced eye easily detected when you ran into enough trouble. When you take 10 on a Perception check, treat the result as if you had rolled a 1 instead of a 20.~~

**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)

Infamy: 40  
Disrepute: 0

## Items Sold / Conditions Gained

## Items Bought / Conditions Cleared

Vessel of Legend (3500gp)	3500
Master of Winds (15 disrepute version)	15 vanity
Upgrade Belt Incredible Dexterity to +4	12000
Pale Blue Rhomboid Ioun Stone	8000
1 Level VI scroll*	1650
3 Level VII scrolls**	6825

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## For GM Only

S&S WWS Group	36282	04/21/2014	14034-22
EVENT	EVENT CODE	DATE	Game Master's Signature
			GM Pathfinder Society #

\* Greater Dispel Magic

\*\* Summon Monster VII, Greater Scrying, Elemental Body IV

EXPERIENCE	
33	
Starting XP	
+ 3	GM's Initial
XP Gained (GM ONLY)	
36	
Final XP Total	
FAME	
51	49
Initial Fame	Initial Prestige
+ 4	GM's Initial
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
55	53
Final Fame	Current Prestige
GOLD	
516	
Start GP	
+ 32799	GM's Initial
GP Gained (GM ONLY)	
+ XXX	GM's Initial
Day Job (GM ONLY)	
0	
Items Sold	
33315	
Subtotal	
31975	
Items Bought	
1340	
Total	