



Pathfinder Adventure Path #60: From Hell's Heart

GM SHEET

This Chronicle Certifies That

Scott David Gray A.K.A. Paulo 14034 22 Andoran
Player Name Character Name Pathfinder Society # Faction

Has Received This Chronicle.

Items Found During This Scenario 50 Infamy, 0 Disrepute

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)

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

Upgrade +4 dex/str balt +4 dex/str/con	24000
Upgrade +1 Amulet nat armor -> +2	6000
Upgrade +1 Ring prot -> +2	6000
Upgrade +1 Mithral full plate -> +3	5000
Upgrade +4 cloak res -> +5	9000
Scroll Wall of Lava	3000
wearer of the hurricane crown	10 dis / 20 pp

53000

For GM Only

S&S WWS Group

36282

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14034-22

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #

☐ Slow ☒ Normal
LEVEL 13-15 27,500 55,000
MAX GOLD

EXPERIENCE

39

Starting XP

+ 3

GM's Initial

XP Gained (GM ONLY)

42

Final XP Total

FAME

59

Initial Fame

57

Initial Prestige

+ 4

GM's Initial

Prestige Gained (GM ONLY)

- 20

Prestige Spent

63

Final Fame

41

Current Prestige

GOLD

139

Start GP

+ 55000

GM's Initial

GP Gained (GM ONLY)

+ x

GM's Initial

Day Job (GM ONLY)

Items Sold

55139

Subtotal

53000

Items Bought

2139

Total