



# Pathfinder Module: Plunder & Peril (Dangerous Waters)

Character Chronicle #

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Player Name

Character Name

Pathfinder Society #

Faction

## This Chronicle sheet grants access to the following:

**Archelon Eggs:** You recovered several archelon eggs and kept one to incubate and raise as your own. If you have the divine bond, mount, or nature bond class ability—or a similar feature that grants you an animal companion—instead of choosing an animal from the list provided by the ability, you may instead select an archelon (*Pathfinder RPG Bestiary* 331). If the archelon already appears on your list of available animal companions, you can instead treat your effective druid level as one higher when determining an archelon animal companion's bonus HD, natural armor bonus, Strength and Dexterity bonus, bonus tricks, and special abilities. This boon cannot increase your effective druid level more than one level above your actual character level.

**Growing Notoriety:** Your actions have earned you some 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 over 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.

**To the Seas, Ya Landlubber!** (3+ Disrepute) As a standard action, you can cast *touch of the sea* as a spell-like ability using your character level as your caster level. If you use this boon as a full-round action, you can touch up to six other targets to share the spell's effects with them, though doing so costs an additional 3 Disrepute per additional target.

**Quartermaster's Favor** (Pathfinder Society Adventure Card Guild): When upgrading your deck, you may cross this boon off your Chronicle sheet to treat the adventure deck number of your chosen card as though it were one higher, to a maximum of the adventure deck number of the chosen scenario.

## LESSER HORN OF THE TRITONS

Aura faint conjuration; CL 6th

Slot none; Price 6,600 gp; Weight 2 lbs.

### DESCRIPTION

This iridescent spiraling shell can be blown once per day as a standard action to activate any one of these functions:

- Calm rough waters in a 40-foot radius for 5 minutes, reducing the DCs of Swim checks by 5 (minimum DC 10).
- Summon up to six hippocampi equipped with bit, bridle, and a riding saddle crafted for aquatic use. The creatures serve willingly and well, entering combat and risking attack if a rider directs them to do so (treat as combat-trained mounts), though they don't make attacks of their own. The hippocampi serve for up to 2 hours.
- Create a soothing effect in a 40-foot radius that affects only animals and magical beasts with Intelligence scores of 1 or 2 that also have the aquatic or amphibious subtype. This otherwise functions as *calm animals* (Will DC 12).

The sounding of this magical horn can be heard by all tritons within a 1-mile radius.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *calm animals*, *communal mount*, *slipstream*, creator must be a triton; Cost 3,300 gp

belt of giant strength +2 (4,000 gp)

cassock of the clergy (4,600 gp; *Pathfinder RPG Ultimate Equipment* 214)deathwatch eyes (2,000 gp; *Ultimate Equipment* 224)

eyes of the eagle (2,500 gp)

gray bag of tricks (3,400 gp)

immovable rod (5,000 gp)

lesser horn of the tritons (6,600 gp)

lesser reach metamagic rod (3,000 gp; *Ultimate Equipment* 190)tome of the transmuter (2,610 gp; includes the preparation ritual; *Pathfinder RPG Ultimate Magic* 123)SUBTIER ☐ Slow ☐ Normal

4-6

3,378

6,756

SUBTIER ☐ Slow ☐ NormalSUBTIER ☐ Slow ☐ NormalSUBTIER ☐ Slow ☐ Normal

MAX GOLD

EXPERIENCE

FAME

GOLD

10

Starting XP

+

3

GM's initials

XP Gained (GM ONLY)

=

13

Final XP Total

+

8

16

Initial Prestige

Initial Fame

+

4

GM's initials

Prestige Gained (GM ONLY)

-

Prestige Spent

12

Current Prestige

20

Final Fame

+

416

Starting GP

+

6756

GM's initials

GP Gained (GM ONLY)

+

0

GM's initials

Day Job (GM ONLY)

-

6000

Gold Spent

=

1172

Total

### For GM Only

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EVENT

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EVENT CODE

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DATE

[Signature]

Game Master's Signature

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GM Pathfinder Society #