



# Pathfinder Adventure Path #55: The Wormwood Mutiny

This Chronicle Certifies That

5000  
~~2000~~

2000000

14034

53

Dark  
Archon

☐ Slow ☐ Normal

LEVEL  
2-4 1,856 3,711

MAX GOLD

Has Received This Chronicle.

## Items Found During This Scenario

**Nascent Notoriety:** Your actions have earned you a modicum of 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 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.

**Fearsome Reputation** (1+ Disrepute): When you make an Intimidate check or a saving throw against a fear effect, you may spend 1 point of Disrepute to gain a +1 bonus on the roll. For every additional point of Disrepute you spend, increase the bonus by 1 (maximum +5).

**Captured Ship** (1+ Disrepute): You may spend any number of Disrepute to reduce the cost of purchasing the Ship vanity (Pathfinder Campaign Setting: Pathfinder Society Field Guide 62) by an equal number of Prestige Points. If you reduce the cost to 0 Prestige Points, you gain the Ship vanity for free. You may only use Disrepute to reduce the cost of a single ship.

amulet of natural armor +1 (2,000 gp)  
anchor feather token (50 gp)  
bracers of armor +1 (1,000 gp)  
lesser bracers of archery (5,000 gp)  
oil of taggit (90 gp, limit 4)

potion of blur (300 gp)  
potion of cure moderate wounds (300 gp)  
ring of swimming (2,500 gp)  
screaming bolt (267 gp)  
wand of mirror image (23 charges; 2,070 gp, limit 1)  
wand of summon nature's ally II (12 charges; 1,080 gp, limit 1)

Infamy / Disrepute 5/5

## EXPERIENCE

21

+ 3 98

4

## FAME

1 2

+ 4 98

-

5 6

## GOLD

340

+ 3,711 98

+ - 98

3750

-

-

301

## Items Sold / Conditions Gained


## Items Bought / Conditions Cleared

Armbrasts of the Brablers	500
Ward CLW	750
Anchor Shield +1	1150
Anchor Chain Shield +1	1150
10 Atcham so fit	200

For GM Only

Bosha Skull and Shackles 89737

EVENT

EVENT CODE

12/18/16

DATE

John P. Sch

Game Master's Signature

123155

GM Pathfinder Society #