



# Pathfinder Module: The Emerald Spire Superdungeon: The Cellars

Character Chronicle #

001

GM Sheet

Scott A.K.A. Amenophemose 14034 - 48 Scumb Gages  
 Player Name Character Name Pathfinder Society # Faction

**This Chronicle sheet grants access to the following:**

**River Kingdom Notoriety:** Tales of your adventures in the Emerald Spire have reached the ears of Echo Woods's local powerbrokers, and they have granted you an opportunity to claim land to develop as you see fit at the low cost of 2 Prestige Points. Refer to the "Land Rush" Chronicle sheet, select a parcel of land that is adjacent to another parcel you own, and list the selected plot of land below. You immediately gain any bonuses tied to the land. Your first parcel of land must be the hex marked "A." You may only purchase one plot of land with this boon, but each additional Chronicle sheet awarded as part of *The Emerald Spire Superdungeon* allows you to purchase more land.

Hex Selected: \_\_\_\_\_ Benefit: \_\_\_\_\_ Date: \_\_\_\_\_

**Trap Intuition:** Traversing the trap-laden halls of the cellars, you found that even the slightest movement can cause dangerous consequences, but with a sharp eye and quick feet, you can avoid being caught in a trap. When you attempt a Reflex save to avoid a trap but before you know whether you failed, you can use this boon to reroll the save with a bonus equal to one-half your character level (rounded down). You must use the reroll result, even if it is lower. When you use this boon, cross it off your Chronicle sheet.

- horn of fog (2,000 gp)
- potion of cure moderate wounds (300 gp)
- scroll of fireball (375 gp)
- scroll of fly (375 gp)
- belt of mighty constitution +2 (4,000 gp)
- silversheen (250 gp)
- spire transport token (600 gp, limit 1; allows a PC to use the Emerald Spire's transport function to reach the surface).

Notes

Wayfinder 250  
Wand of Cure Light Wounds 750

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	1-3	768	1,536
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Starting XP		0	
+ XP Gained (GM ONLY)		3	
= Final XP Total		3	
Initial Prestige		0	
Initial Fame		0	
+ Prestige Gained (GM ONLY)		4	
Prestige Spent		4	
Current Prestige		4	
Final Fame		4	
Starting GP		25	
+ GP Gained (GM ONLY)		1536	
Day Job (GM ONLY)		—	
- Gold Spent		1000	
= Total		536	

For GM Only

Emerald Spire at Malabar 71499 2/3/16 X 14034-48  
 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #