



Pathfinder Module: The Emerald Spire Superdungeon: The Tower Ruins

Character Chronicle #

004

Player Name: Scor A.K.A. Amerophemoxe Character Name: 14034-48 Pathfinder Society # Scorab Faction: Sages

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	699	1,398
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
		5	Starting XP
		+ 3	XP Gained (GM ONLY)
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
		= 8	Final XP Total
		7	Initial Prestige
GOLD		7	Initial Fame
		+ 4	Prestige Gained (GM ONLY)
		- 4	Prestige Spent
		7	Current Prestige
		11	Final Fame
		366	Starting GR
		+ 1399	GP Gained (GM ONLY)
		+ -	Day Job (GM ONLY)
		- 1200	Gold Spent
		= 564	Total

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: _____

Goblin Bane: By slaying Grulk, the goblin's bugbear leader, you have removed the immediate goblin threat in the area as well as allowing safe passage deeper into The Emerald Spire. The terror you have hewn has made a resounding impact to the other goblin tribes nearby. You gain a +2 bonus on Intimidate checks against humanoids with the goblinoid subtype.

- "Clanky's Arm" (masterwork club that cannot be enchanted; 150 gp, limit 1)
- potion of cure moderate wounds (300 gp)
- ring of feather falling (2,200 gp)
- wand of cure light wounds (20 charges; 300 gp, limit 1)

Notes

Used six charges, wand CLW
 Thieves Guild Membership (4pp)
 Check one box of "Explore an Ancient Site during" on Scorab Sages faction sheet.
 Sleeves or Many Garments (200 gp)
 +1 Cloak of Resistance (1000 gp)

For GM Only

EVENT: 8/10/16 Monium EVENT CODE: 82754 DATE: 08/07/2016 Game Master's Signature: Pawel Wilson GM Pathfinder Society #: 74548