



Pathfinder Module: The Emerald Spire Superdungeon: The Clockwork Maze

Character Chronicle #

011

GM Sheet

Score

A.K.A.

Amenophus

14034-48

Search Scores

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: _____

Clockwork Engineer: After defeating Klarkosh in The Clockwork Maze, you located a journal that told of his work with automatons and his attempts at turning himself into a construct. Researching the journal further, Klarkosh explains his processes and knowledge of engineering constructs and their programming and some of the information, while most of it ramblings, could be of use in the future. You gain a +2 bonus on Knowledge (arcana) checks made to identify creatures with the construct type, and you may make such checks to identify constructs untrained. You may cross this boon off your Chronicle sheet before rolling such a check to treat the die's result as though it were a 20.

WESTERN STAR IOUN STONE

Aura faint illusion; CL 1st

Slot none; Price 4,000 gp; Weight —

DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; Cost 2,000 gp

amulet of natural armor +1 (2,000 gp)

belt of mighty constitution +2 (4,000 gp)

spire transport token (600 gp, limit 2; allows a PC to use the Emerald Spire's transport function to reach the surface).

wand of magic missile (CL 3rd, 25 charges; 1,125 gp, limit 1)

Western Star ioun stone (4,000 gp)

Notes

upgrade Black-bladed Dabamante dagger +1
2000
Purchase Belt of Incredible Dexterity +2
4000

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
4-6	3,378	6,756

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

14

Starting XP

+ 3

XP Gained (GM ONLY)

=

Final XP Total

19 23

Initial Prestige Initial Fame

+ 4

Prestige Gained (GM ONLY)

—

Prestige Spent

23 27

Current Prestige Final Fame

624

Starting GP

+ 6756

GP Gained (GM ONLY)

+ NA

Day Job (GM ONLY)

- 6000

Gold Spent

= 1380

Total

For GM Only

Sumville Spire

EVENT

64540

EVENT CODE

9/25/16

DATE

[Signature]

Game Master's Signature

14034-48

GM Pathfinder Society #