



Pathfinder Module: The Emerald Spire Superdungeon: Order and Chaos

Character Chronicle #

021

Score

A.K.A.

Büro

Character Name

14034 36

Pathfinder Society #

Libony
Edgi

Faction

Player Name

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: _____

Runes of Change: The Maelstrom's chaotic energies have transformed you into another creature, and this transformation may only be reversed by a spell on the order of *wish* or *miracle*. If you used the runes of change, record your physical form as of the end of this adventure; if you did not use the runes, cross the entire boon off your Chronicle sheet. You do not gain any racial traits based on your new race, you retain your original form's racial traits, your base speed changes to 20 feet if you are Small or 30 feet if you are Medium (dwarves are an exception with a base speed of 20 feet), and your equipment grows or shrinks to match your new size. You are treated as a member of both your previous race and your new one for the purposes of the ranger's favored enemy class feature, the *bane* weapon ability, and similar effects.

You retain any race-specific feats, favored class bonuses, spells, and related options, but you no longer qualify to acquire new ones—even race-specific character options associated with your new form. If you have levels in a race-specific archetype or prestige class, you do not lose the archetype. However, continuing to train those techniques is difficult in your new form, and gaining a level in a class with a pre-existing, race-specific archetype or prestige class costs you 4 Prestige Points per additional level gained.

You earn one of the following boons as best reflects your choices during the adventure. Cross the other off your Chronicle sheet.

Ally of Chaos: You aided the proteans, and you have earned their fickle boon. You may use this boon as an immediate action to gain the benefits of *entropic shield* and *protection from law* for 2d4-3 rounds (minimum 0; CL 10th). When you use this boon, cross it off your Chronicle sheet.

Ally of Order: You aided the inevitables, and you have earned their unbiased yet unforgiving trust. You may use this boon as an immediate action to gain the benefits of *protection from chaos* and *shield* for 2 rounds (CL 10th). When you use this boon, cross it off your Chronicle sheet.

+1 axiomatic greatsword (18,350 gp)
pink rhomboid ioun stone (8,000 gp)

spire transport token (600 gp, limit 3; allows a PC to use the Emerald Spire's transport function to reach the surface).

Notes

~~Reptilian~~Spectacles or Understudy
3000Upgraded benevolent whip to +2
10000

Ring of eternal precision 11000

SUBTIER ☐ Slow ☒ Normal
10-12 11,787 23,574SUBTIER ☐ Slow ☐ Normal
— — —SUBTIER ☐ Slow ☐ Normal
— — —SUBTIER ☐ Slow ☐ Normal
— — —

MAX GOLD

EXPERIENCE

FAME

GOLD

34

Starting XP

+ 3 DBT
XP Gained (GM ONLY)= 37
Final XP Total48 50
Initial Prestige Initial Fame+ 4 DBT
Prestige Gained (GM ONLY)—
Prestige Spent52 54
Current Prestige Final Fame1334
Starting GP+ 23574 DBT
GP Gained (GM ONLY)+ 158 DBT
Day Job (GM ONLY)- 24000
Gold Spent= 1058
Total

For GM Only

Gaming Etc.
EVENT85100
EVENT CODE10/10/2016
DATEDEVON KERPENING
Game Master's Signature116711
GM Pathfinder Society #