



Pathfinder Module: The Emerald Spire Superdungeon: The Clockwork Maze

Character Chronicle #

006

Scott Gray

Player Name

A.K.A.

Cael

Character Name

14034

Pathfinder Society #

35

silver
chalice

Faction

SUBTIER ☐ Slow ☒ Normal

4-6

3,378

6,756

SUBTIER ☐ Slow ☐ NormalSUBTIER ☐ Slow ☐ NormalSUBTIER ☐ Slow ☐ Normal

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:

D2

Benefit:

Regan 2 surge

Date:

11/30/15

06-26-2015

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

Used 1 charge Max Armor
Used 7 charges CLW
Upgrade cloak to Resistance to +2 (3000)
Purchase +2 Belt & Gar Strength (4000)

MAX GOLD

EXPERIENCE

FAME

GOLD

12

Starting XP

+ 3

XP Gained (GM ONLY)

= 15

Final XP Total

12

16

Initial Prestige

Initial Fame

+ 4

Prestige Gained (GM ONLY)

Prestige Spent

16

20

Current Prestige

Final Fame

751

Starting GR

+ 6756

GP Gained (GM ONLY)

+ 75

Day Job (GM ONLY)

- 7000

Gold Spent

= 582

Total

For GM Only

The Garage

EVENT

63437

EVENT CODE

June 26, 2015

DATE

David R. Wilson

Game Master's Signature

74548

GM Pathfinder Society #