



# Pathfinder Module: The Emerald Spire Superdungeon: Shrine of the Awakener

Character Chronicle #

007

Scoll

Player Name

A.K.A.

Cael

Character Name

14034-35

Pathfinder Society #

Silver  
Crusade

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: D1 Benefit: Regain 2 prestige Date: 11/30/15

**Secrets of Serpent Magic:** After being exposed to ancient serpentfolk magic in the Shrine of the Awakener, you have acquired some insight into the archaic creatures' spellcasting. You may use this boon as a swift action before casting a spell or spell-like ability to gain a +5 insight bonus on your caster level check made to overcome spell resistance with that spell. Alternatively, you may use this boon as an immediate action before attempting a saving throw against a spell or spell-like ability to gain a +4 insight bonus on that save. When you use this boon, cross it off your Chronicle sheet.

minor ring of fire resistance (12,000 gp)

spire transport token (600 gp, limit 1; allows a PC to use the Emerald Spire's transport function to reach the surface).

5 prestige spent on land

- A (002) + 1 prestige + 1 fame
- B2 (004) + 1 prestige + 1 fame
- B3 (005) Regain 2 prestige
- D2 (006) Regain 2 prestige
- D1 (007)

+2 Bracers of Armor (4000)

Hardy Hairsuit (2000)  
Pawl or Power 1 (1000)SUBTIER ☐ Slow ☒ Normal

5-7

4,356

8,712

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

MAX GOLD

EXPERIENCE

FAME

GOLD

15

Starting XP

+ 3

XP Gained (GM ONLY)

= 18

Final XP Total

16 20

Initial Prestige Initial Fame

+ 4

Prestige Gained (GM ONLY)

- 5

Prestige Spent

21 26

Current Prestige Final Fame

582

Starting GP

+ 8712

GP Gained (GM ONLY)

+ 500

Day Job (GM ONLY)

- 7000

Gold Spent

= 2344

Total

For GM Only

EH

EVENT

69860

EVENT CODE

11.30.2015

DATE

Devon Jennings

Game Master's Signature

116711

GM Pathfinder Society #