



Pathfinder Module: The Emerald Spire Superdungeon: The Circle of Vissk-Thar

Character Chronicle #

008

Scott A.K.A. Cael 14034-35 Silver Crusade
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: E Benefit: Courtesy Escape Boon Date: 12/14/15

Sting of Serpent Magic: You have once again experienced ancient serpentfolk magic in the depths of The Circle of Vissk-Thar and have gained even more archaic knowledge regarding how the serpentfolk practice magic and tolerate magical effects. You may use this boon as a swift action before casting a spell or spell-like ability to increase you effective caster level for that effect by two. Alternatively, you may use this boon as an immediate action before attempting a saving throw against a spell or spell-like ability. If you succeed at the saving throw, and the spell or spell-like ability has a reduced effect on a successful save, you instead avoid the effect entirely. This functions much like the evasion rogue class feature or stalwart inquisitor class feature (*Pathfinder RPG Advanced Player's Guide* 41). When you use this boon, cross it off your Chronicle sheet.

+2 dagger (8,302 gp)
necklace of adaptation (9,000 gp)
wand of cure moderate wounds (4,500 gp)

Land Grab
• E (Courtesy Escape)

Sell Amulet of Natural Armor (1000)
Buy Amulet of Mighty Fists +2 (4000)
Buy Headband of Inspired Wisdom +2 (4000)
Upgrade Bracers of Armor +3 (5000)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	6-8	5,893	11,787
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal

Starting XP: 18
XP Gained (GM ONLY): 3
Final XP Total: 21

Initial Prestige: 21
Initial Fame: 26
Prestige Gained (GM ONLY): 4
Prestige Spent: 1
Current Prestige: 20
Final Fame: 30

Starting GP: 2344
GP Gained (GM ONLY): 11787
Day Job (GM ONLY): 75
Gold Spent: 13000
Total: 1206

For GM Only

G.E.
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Game Master's Signature116711
GM Pathfinder Society #