



# Pathfinder Module: The Emerald Spire Superdungeon: The Spire Axis

Character Chronicle #

009

SCORE Caerl 14034-35 Silver Crusade  
 Player Name A.K.A. 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: B6 Benefit: +1 prestige/point Date: 12/28/15

If the PCs learned two or more level sigils from the Mistress of Thorns, they earn the following boon.

**Sigils of the Spire:** You have learned several level sigils from the Mistress of Thorns, granting you and other Pathfinders easier access to the various levels of the Emerald Spire. This feat earns you additional renown, and any time you gain Prestige Points and Fame from the "Land Rush" Chronicle sheet, you increase the points gained by 1/2 (e.g. 1.5 Prestige Points rather than 1). This increase is retroactive.

**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

*morlock hide* (Pathfinder RPG Ultimate Equipment 128, 8,910 gp)

*potion of barkskin* (CL 12th; 1,200 gp, limit 1)

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

*Western Star ioun stone* (4,000 gp)

Land Grab

-3 charges max = B6 (+1 prestige point + fame)  
 ARMR  
 -5 charges 40-charge Winged Boots (16000)  
 CLW  
 -6000 charges 2-charge  
 CLW  
 Sigils of the Spire = +1.5/1.5

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	7-9	7,431	14,862
	—	—	—
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	21	Starting XP	
	+ 3	XP Gained (GM ONLY)	
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	20	30	Initial Prestige Initial Fame
	+ 4	Prestige Gained (GM ONLY)	
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	- 1 + 1/1 + 1.5/1.5	Prestige Spent	
	24.5	38.5	Current Prestige Final Fame
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1206	Starting GP	
	+ 14862	GP Gained (GM ONLY)	
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	+ 10	Day Job (GM ONLY)	
	- 16000	Gold Spent	
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	= 78	Total	

**For GM Only**

GAMING ETC. 70535 12-28-2015 DEVON TEEBENING 116711  
 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #