



Pathfinder Module: The Emerald Spire Superdungeon: The Spire Axis

Character Chronicle #

009

Score

Player Name

A.K.A.

Cael

Character Name

14034 - 35

Pathfinder Society #

Silver
Crisade

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 exp/turn 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.

CONSTRUCTIONRequirements 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)
ARMOR
-5 charges 40-charge Winged Boots (16000)
CLW
-6000 charges 2-charge CLW
Sigils of the Spire = +1.5/1.5

SUBTIER ☐ Slow ☒ Normal

7-9

7,431

14,862

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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MAX GOLD

21

Starting XP

EXPERIENCE

+

3

GM's initials

XP Gained (GM ONLY)

=

24

Final XP Total

FAME

20

30

Initial Prestige Initial Fame

+

4

GM's initials

Prestige Gained (GM ONLY)

-

1

+1/1 +1.5/1.5

Prestige Spent

24.5

38.5

Current Prestige Final Fame

GOLD

1206

Starting GP

+

14862

GM's initials

GP Gained (GM ONLY)

+

10

GM's initials

Day Job (GM ONLY)

-

16000

Gold Spent

=

78

Total

For GM Only

GAMING ETC.
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EVENT CODE12-28-2015
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Game Master's Signature116711
GM Pathfinder Society #