



Pathfinder Module: The Emerald Spire Superdungeon: Land Rush

Character Chronicle #

001

Scott

Player Name

A.K.A.

Gorgo

Character Name

14034 - 40

Pathfinder Society #

Grand
Lodge

Faction

This Chronicle sheet grants access to the following:

River Kingdom Land Rush: The more you adventure in and around the Emerald Spire, the more opportunity you have to acquire and develop your own plot of land. Every other Chronicle sheet for *The Emerald Spire Superdungeon* grants you the opportunity to purchase a parcel of land, represented by one of the hexes below. Each new parcel you purchase must be adjacent to a parcel you already own. You immediately gain any bonuses tied to the land (see below). Your first parcel of land must be the hex marked "A."

A: Starting location (no reward)

B: You gain 1 Prestige Point and 1 Fame (listed on your most recent Chronicle sheet).

C: You gain a cumulative +1 bonus on all Day Job checks.

D: You regain 2 expended Prestige Points.

E: You gain the Country Estate vanity (*Pathfinder Society Field Guide* 62) based in the River Kingdoms for free.

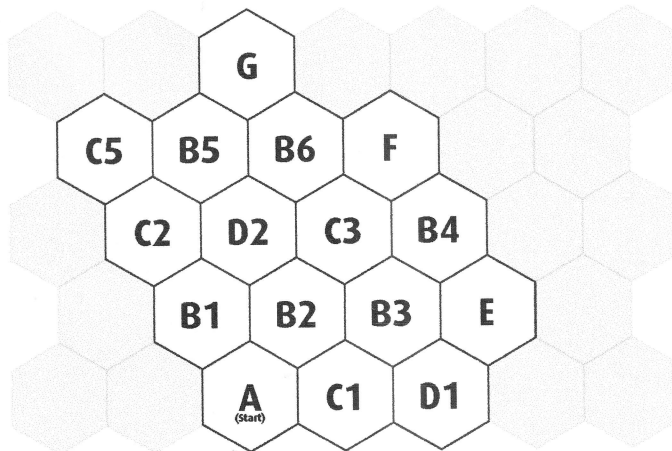
F: This parcel has exceptional resources such as an abandoned mine or a stretch of valuable trees. You gain a number of gold pieces equal to $150 \times$ your character level immediately.

G: You have established a unique site in your lands. Choose one of the following three boons, and cross the other two off the Chronicle sheet.

Archaeological Dig Site: You have uncovered archaeological remains dating back to early Azlanti explorations of the region. You gain a +1 bonus on Appraise checks. In addition, once per scenario, you can use this boon before attempting a Knowledge check to gain a +2 bonus on the check. For every eight parcels of land you own, these bonuses increase by 1.

Booming Settlement: You have built a series of roads and established patrols that make your territory a safe place to do business. The influx of taxes and commerce grants you a +2 bonus on Day Job checks. If you own at least eight parcels of land, increase the amount of gold you earn from any Day Job result by 50%. If you have at least 16 parcels of land, instead increase the amount of gold you earn from any Day Job check by 100%.

Training Grounds: In the River Kingdoms, borders change regularly as self-styled kings conquer their neighbors' lands. You have founded a small school for training fighters employed throughout the region. For every eight parcels of land you own, you gain a +1 trait bonus on initiative checks.



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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	Final XP Total

Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
-	Prestige Spent
Current Prestige	Final Fame

100	
Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	Gold Spent
=	100
Total	

For GM Only

571
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GM Pathfinder Society #