



# Pathfinder Module: The Emerald Spire Superdungeon: The Tower Ruins

Character Chronicle #

002

Scae

Player Name

A.K.A.

Gorgo

Character Name

1434 - 40

Pathfinder Society #

Grand  
Lodge

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: \_\_\_\_\_ Benefit: \_\_\_\_\_ Date: \_\_\_\_\_

**Goblin Bane:** By slaying Grulk, the goblin's bugbear leader, you have removed the immediate goblin threat in the area as well as allowing safe passage deeper into The Emerald Spire. The terror you have hewn has made a resounding impact to the other goblin tribes nearby. You gain a +2 bonus on Intimidate checks against humanoids with the goblinoid subtype.

"Clanky's Arm" (masterwork club that cannot be enchanted; 150 gp, limit 1)

potion of cure moderate wounds (300 gp)

ring of feather falling (2,200 gp)

wand of cure light wounds (20 charges; 300 gp, limit 1)

~~350~~ Spend 2 prestige  
Masumuh Gearsword 350gp for a wand of cure  
Masumuh Scimitar 315gp light wounds  
Upgrade Arcane Bond  
Light 550 gold  
Quadrant Arcane Bond  
Shield to Masumuh Light  
Metal Steel Quadrant  
250gp Shield to Metal  
Spell Companion Pouch 5gp

~~Spent 550 gold, for  
Masumuh Gearsword  
Heavy Bugbear Shield  
and Heavy Metal Shield~~

SUBTIER ☐ Slow ☐ Normal

1-2

699

1,398

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

MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+

3

GM's Initials

XP Gained (GM ONLY)

=

3

Final XP Total

Initial Prestige

Initial Fame

+

4

GM's Initials

Prestige Gained (GM ONLY)

Prestige Spent

Current Prestige

Final Fame

100

Starting SP

+

1398

GM's Initials

GP Gained (GM ONLY)

+

578

GM's Initials

Day Job (GM ONLY)

Gold Spent

578

Total

For GM Only

EH

EVENT

63703

EVENT CODE

7.13.2015

DATE

Game Master's Signature

GM Pathfinder Society #

116711