



Pathfinder Module: The Emerald Spire Superdungeon: The Tower Ruins

Character Chronicle #

004

Scott Gray

A.K.A.

Intan Sukamo

14034 - 51

Sovereign Court

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: _____ 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)

Notes

5: Signet Ring

48: Two golden earrings, each set with a tiny emerald

50: Masterwork Tool (Craft Trouble)

50: A golden bracelet

65: Extra wizard spellbook, four extra 1st level spells:

Comprehend Languages

Enlarge Person

Monkey Fish

Vanish

70: A golden pin set with an emerald

75: Noble's Outfit

100: Masterwork Thieves Tools

165: Wand of Grease with 11 charges [From sheet 001]

250: Wayfinder

250: Purchase Silversheen to upgrade Falchion [From sheet 003]

300: Wand of Cure Light Wounds with 20 charges [From sheet 003]

450: Wand of Cure Moderate Wounds with 5 charges [From sheet 001]

750: Wand of Burning Hands

1000: +1 Cloak of Resistance [From sheet 001]

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1-2	699	1,398
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	5	Starting XP		
	+ 3	XP Gained (GM ONLY)		
	= 8	Final XP Total		
	8	8	Initial Prestige Initial Fame	
FAME	+ 4	Prestige Gained (GM ONLY)		
	—	Prestige Spent		
	12	12	Current Prestige Final Fame	
	2551			
GOLD	Starting GP			
	+ 1398	GP Gained (GM ONLY)		
	+ NA	Day Job (GM ONLY)		
	— 3638	Gold Spent		
	= 11	Total		

For GM Only

ES of Marlborough 71459

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EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #