



Pathfinder Module: The Emerald Spire Superdungeon: Splinterden

Character Chronicle #

004

GM Sheet

Scott

Player Name

A.K.A.

Kerigan

Character Name

14034 - 50

Pathfinder Society #

The Exchange

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: _____

Splinter Slayer: In Splinterden, you fought a bandit group named the "Splinters." These cunning rogues used stealth and subterfuge while attacking you and following a few clashes, you were able to learn the nuances of their combat tactics. When a sneak attack is scored against you, you can use this boon to negate up to 2 dice of sneak attack damage from the attack. When you use this boon, cross it off your Chronicle sheet.

greenblood oil (100 gp each, limit 2 doses)

potion of invisibility (300 gp)

spire transport token (600 gp, limit 1; allows a PC to use the Emerald Spire's transport function to reach the surface).

Notes

Wayfinder 250
x1 Cloak of Resistance 1000
sell heavy steel shield (10)
mithral Heavy steel shield 1020

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
2-4	1,856	3,711

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD

EXPERIENCE

FAME

GOLD

5
Starting XP

+	3	GM's Initials
XP Gained (GM ONLY)		

=	8
Final XP Total	

8	8
Initial Prestige	Initial Fame

+	4	GM's Initials
Prestige Gained (GM ONLY)		

—
Prestige Spent

12	12
Current Prestige	Final Fame

1008
Starting GP

+	1856	GM's Initials
GP Gained (GM ONLY)		

+	—	GM's Initials
Day Job (GM ONLY)		

—	2260
Gold Spent	

=	604
Total	

For GM Only

Emerald Spire & Arlbor

EVENT

71459

EVENT CODE

2/6/16

DATE

X

Game Master's Signature

14034-50

GM Pathfinder Society #