



# Pathfinder Module: The Emerald Spire Superdungeon: Land Rush

Character Chronicle #  
39

Scott  
Gray

Rumhura

14034 12

Silver  
Crusade

This Chronicle sheet grants access to the following:

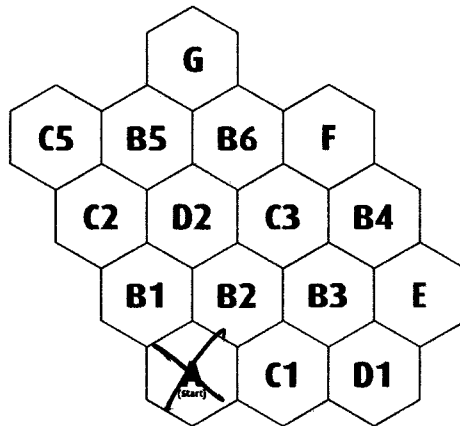
**River Kingdom Land Rush:** The more you adventure in and around the Emerald Spire, the more opportunity you have to acquire and develop your own plot of land. Every other Chronicle sheet for *The Emerald Spire Superdungeon* grants you the opportunity to purchase a parcel of land, represented by one 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.



MAX GOLD	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
GOLD	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> slow	<input type="checkbox"/> Normal
	—	—	—

Starting XP	
+	XP Gained (GM ONLY)
=	<u>34</u> Final XP Total
Initial Prestige	Initial Fame
+	Prestige Gained (GM ONLY)
—	Prestige Spent
<u>18</u>	<u>62</u>
Current Prestige	Final Fame
Starting GP	
+	GP Gained (GM ONLY)
+	Day Job (GM ONLY)
—	Gold Spent
=	<u>2482</u> Total

For GM Only

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EVENT

54058  
EVENT CODE

12/07/2014  
DATE

David R. Martin  
Game Master's Signature

74548-18  
GM Pathfinder Society #