



Pathfinder Module: The Emerald Spire Superdungeon: The Emerald Root

Character Chronicle #

039

Sore

Player Name

A.K.A.

Tesla

Character Name

14034 - 23

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: _____

Alchemical Quicksilver: You have recovered a small amount of quicksilver from within a *philosopher's stone*. The portion you have is insufficient to bring a long-dead corpse back to life, but you can mix it with a *potion of cure serious wounds* to create a splash weapon that affects a direct target as per *breath of life* (CL 20th). Mixing the potion and quicksilver takes a full-round action, and once prepared, the splash weapon is stable until used.

Alternatively, you may use this boon before using Craft (alchemy) as part of a Day Job check to multiply the gold earned by 10 (maximum 3,000 gp).

+1 *keen dart gun* (9,300 gp; treat as a hand crossbow that automatically reloads itself, stores up to 20 darts, and allows its wielder to fire an additional shot per round as if using the Rapid Shot feat. This is an exotic weapon.)

+2 *keen shocking heavy pick* (32,308 gp)

+3 *construct bane adamantine heavy pick* (35,308 gp)

spire transport token (600 gp, limit 2; allows a PC to use the Emerald Spire's transport function to reach the surface).

staff of earth and stone (85,800 gp)

stone of good luck (20,000 gp)

Notes

Purchase: 2 additional
Lesser Maximize Metamagic rods
1 lesser elemental acid
metamagic rod

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
11-13	16,400	32,799

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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MAX GOLD

EXPERIENCE

FAME

GOLD

36
Starting XP

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

=	39
Final XP Total	

34	63
Initial Prestige	Initial Fame

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

Prestige Spent	
38	67

Current Prestige	Final Fame
38	67

1524
Starting GP

+	32799	GM's Initials
GP Gained (GM ONLY)		

+	225	GM's Initials
Day Job (GM ONLY)		

-	31000
Gold Spent	

=	3548
Total	

3548

For GM Only

Gaming Etc.
EVENT86450
EVENT CODE11/21/2016
DATEDEVON KERNING
Game Master's Signature116711
GM Pathfinder Society #