



Pathfinder Module: The Emerald Spire Superdungeon: The Tomb of Yarrix

Character Chronicle #

016

GM SHEET

Scott Vasile 14034 - 57 Silver Crusade
 Player Name A.K.A. 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: _____

Choose one of the following boons, and cross the other off your Chronicle sheet. Cross both boons off your Chronicle sheet if you did not defeat Yarrix.

Temporal Acceleration: Your exposure to the time-bending properties of Yarrix's tomb has provided you a limited ability to warp time to your benefit. As a standard action, you can touch a creature (requiring a successful melee touch attack against an unwilling target) to reduce the duration of all spells and spell-like abilities affecting that creature by 3 rounds (no save), or you can reduce the duration of a single spell effect that you touch by 3 rounds. You can use this ability on yourself as a swift action rather than as a standard action. When you use this boon, cross it off your Chronicle sheet.

Time Dilation: Your exposure to the time-bending properties of Yarrix's tomb has provided you a limited ability to warp time to your benefit. You can use this boon when casting a non-instantaneous spell that affects an area to apply the Lingering Spell metamagic feat (*Pathfinder RPG Advanced Player's Guide* 164) to the spell without increasing the spell's level. Alternatively, you can use this boon when casting a non-instantaneous spell to apply the Extend Spell metamagic feat to the spell without increasing the spell's level. When you use this boon, cross it off your Chronicle sheet.

+3 heavy steel shield (9,170 gp)

ring of protection +2 (8,000 gp)

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

staff of fire (18,950 gp)

Notes

Upgrade Cloak of Resistance +2 -> +3 (5000)
 Dusty Rose Prism Ioun Stone (5000)
 Wand of Find Traps [50/50] (4500)

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-10	8,883	17,766
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	—	—	—
	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	29		
	Starting XP		
	+ 3		GM'S Initials
	XP Gained (GM ONLY)		
	= 32		
	Final XP Total		
	47	47	
	Initial Prestige	Initial Fame	
	+ 4		GM'S Initials
	Prestige Gained (GM ONLY)		
—			
Prestige Spent			
51	51		
Current Prestige	Final Fame		
314			
Starting GP			
+ 17766		GM'S Initials	
GP Gained (GM ONLY)			
+ —		GM'S Initials	
Day Job (GM ONLY)			
— 14500			
Gold Spent			
= 3580			
Total			

For GM Only

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 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #