

PATHFINDER MODULE:

THE EMERALD SPIRE SUPERDUNGEON

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: The Emerald Spire Superdungeon may be played as part of the Pathfinder Society Organized Play campaign for credit. The adventure was produced for a wider audience than just Pathfinder Society Organized Play, and is thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing this adventure are presented here.

Sanctioned Content

Because of the length and scope of *The Emerald Spire Superdungeon*, the module is divided by dungeon level, each one granting Pathfinder Society credit. See the Sanctioned Content Key for information regarding what is sanctioned and for what character levels.

Legal Pathfinder Society Characters

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific sanctioned portion of the adventure being played. If you do not have a character in the correct level range, you may use a Pathfinder Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played.

Getting Credit

Players who play through one of the sanctioned segments of the module receive the respective Chronicle sheet. A GM who runs the module may likewise apply credit to any one of her Pathfinder Society PCs of the appropriate level. Each Chronicle sheet gives 3 XP and 4 Prestige Points, or 1.5 XP and 2 Prestige Points for characters on the slow advancement track. As always, each player may receive credit for each module once as a player and once as a GM in either order.

Some players may want to play through the entire superdungeon from top to bottom as one immense campaign. Because there are more dungeon levels than a character can explore before “leveling out” of deeper areas, the Sanction Content Key marks several levels with

SANCTIONED CONTENT KEY

Adventure	Legal Character Levels
Level 1: The Tower Ruins	1-2
Level 2: The Cellars	1-3
Level 3: Splinterden	2-4
Level 4: Godhome	3-5*
Level 5: The Drowned Level	3-5*
Level 6: The Clockwork Maze	4-6
Level 7: Shrine of the Awakener	5-7
Level 8: The Circle of Vissk-Thar	6-8
Level 9: The Spire Axis	7-9
Level 10: The Magma Vault	8-10*
Level 11: The Tomb of Yarrix	8-10*
Level 12: The Automaton Forge	9-11*
Level 13: The Pleasure Gardens	9-11*
Level 14: The Throne of Azlant	10-12*
Level 15: Order and Chaos	10-12*
Level 16: The Emerald Root	11-13

an asterisk (“*”), which the PCs are advised to play using the slow advancement option.

Land Rush

Each Chronicle sheet for *The Emerald Spire Superdungeon* awards the PC the River Kingdom Notoriety boon, which allows the PC to claim a small parcel of land in the River Kingdoms and eventually build his or her own settlement. Which land a PC has claimed is tracked on the bonus Chronicle sheet at the end of this sanctioning document, and each character that earns a Chronicle sheet in this dungeon should also have a copy of this bonus sheet. Each parcel of land grants an additional benefit, such as increased gold earned, additional Prestige Points, and regional benefits. When a PC is able to claim an additional parcel, he must choose a parcel that is connected to at least one of his other parcels. A PC must choose Parcel A as his first acquisition.

Running Multi-Session Adventures

Since a sanctioned module can be a multi-session event, Pathfinder Society characters may not be used in other Pathfinder Society events until they complete and receive

a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module in order for those players to receive their Chronicle sheets.

About Pathfinder Society

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.



**Pathfinder Module:
The Emerald Spire superdungeon**

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court
 A B C D

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court

_____ _____
 Character # Prestige Points

_____ Character Name _____
 Dark Archive The Exchange Grand Lodge Liberty's Edge
 Scarab Sages Silver Crusade Sovereign Court



Pathfinder Module: The Emerald Spire Superdungeon: The Tower Ruins

Character Chronicle #

	A.K.A.	-	
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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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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	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	+	Starting GP		
	+	GP Gained (GM ONLY)		
		-	Day Job (GM ONLY)	
		-	Gold Spent	
		=	Total	



Pathfinder Module: The Emerald Spire Superdungeon: The Cellars

Character Chronicle #

	A.K.A.	-	
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: _____

Trap Intuition: Traversing the trap-laden halls of the cellars, you found that even the slightest movement can cause dangerous consequences, but with a sharp eye and quick feet, you can avoid being caught in a trap. When you attempt a Reflex save to avoid a trap but before you know whether you failed, you can use this boon to reroll the save with a bonus equal to one-half your character level (rounded down). You must use the reroll result, even if it is lower. When you use this boon, cross it off your Chronicle sheet.

- horn of fog* (2,000 gp)
- potion of cure moderate wounds* (300 gp)
- scroll of fireball* (375 gp)
- scroll of fly* (375 gp)
- belt of mighty constitution +2* (4,000 gp)
- silversheen* (250 gp)
- spire transport token* (600 gp, limit 1; allows a PC to use the Emerald Spire's transport function to reach the surface).

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	1-3	768	1,536
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Initial Prestige	Initial Fame		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	Starting GP	GP Gained (GM ONLY)		
	+	Day Job (GM ONLY)		
-		Gold Spent		
=		Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: Splinterden

Character Chronicle #

	A.K.A.	-	
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: _____

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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input 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	-	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	Starting GP	GP Gained (GM ONLY)		
	+	Day Job (GM ONLY)		
		-	Gold Spent	
		=	Total	



Pathfinder Module: The Emerald Spire Superdungeon: Godhome

Character Chronicle #

	A.K.A.	-	
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: _____

Your rewards for completing this adventure depend on how you resolved the encounters. You earn 1 XP, 1 Prestige Point, and 1,600 gp for each of the following accomplishments (maximum 3 XP, 3 Prestige Points, and 4,800 gp). If you completed three or more objectives, you earn one additional Prestige Point (for a total of 4 Prestige Points).

Appeaser of the Godbox: You and your allies sacrificed metal to the Godbox, and in doing so you opened the trapdoor to the next level of the superdungeon.

Disabler of the Godbox: You and your allies disabled the Godbox machine.

Scavenger of Offerings: You recovered most or all of the trinkets attached to the Godbox.

Slayer of Troglodytes: You and your allies defeated at least 10 troglodytes in combat.

You gain one of the following two boons based on the outcome of the module. Cross the other off your Chronicle sheet.

Troglodyte Foe: You have defeated a den of troglodytes, and you are better equipped to do so again. You gain a +1 bonus on attack rolls and Intimidate checks against troglodytes. You may cross this boon off your Chronicle sheet to double these bonuses for 1 minute or apply them to all humanoids with the reptilian subtype for 1 minute.

Troglodyte Friend: You peacefully dealt with a den of troglodytes, and you are better equipped to do so again. You gain a +1 on all saving throws against the extraordinary abilities of humanoids with the reptilian subtype, and you gain a +2 bonus on Diplomacy checks against such creatures. You may cross this boon off your Chronicle sheet to double these bonuses for 5 minutes.

brooch of shielding (1,500 gp)

boots of elvenkind (2,500 gp)

handy haversack (2,000 gp)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-5	2,400	4,800
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+ <small>GM'S Initials</small>	XP Gained (GM ONLY)		
	=	Final XP Total		
			Initial Prestige	Initial Fame
FAME	+ <small>GM'S Initials</small>	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+ <small>GM'S Initials</small>	GP Gained (GM ONLY)		
	+ <small>GM'S Initials</small>	Day Job (GM ONLY)		
	-	Gold Spent		
		=	Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Drowned Level

Character Chronicle #

	A.K.A.	-	
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: _____

Touch of Planar Waters: Your experience with the many portals into the elemental Plane of Water in The Drowned Level have given you insight into the mysteries of the primordial plane and its inhabitants. Just being around the portals, a small amount of the plane's magical essence has imbedded itself inside you, which manifests when you are near water. As a swift action, you may use this boon to receive the benefits of *touch of the sea* (CL 6th). When you use this boon, cross it off this Chronicle sheet.

headband of inspired wisdom +2 (4,000 gp)

potion of water breathing (750 gp)

ring of protection +1 (2,000 gp)

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

Notes

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-5	2,400	4,800
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+	<small>GM'S Initials</small>		
	XP Gained (GM ONLY)			
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	<small>GM'S Initials</small>		
	Prestige Gained (GM ONLY)			
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	<small>GM'S Initials</small>		
	GP Gained (GM ONLY)			
	+	<small>GM'S Initials</small>		
	Day Job (GM ONLY)			
-	Gold Spent			
=	Total			



Pathfinder Module: The Emerald Spire Superdungeon: The Clockwork Maze

Character Chronicle #

	A.K.A.	-	
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: _____

Clockwork Engineer: After defeating Klarkosh in The Clockwork Maze, you located a journal that told of his work with automatons and his attempts at turning himself into a construct. Researching the journal further, Klarkosh explains his processes and knowledge of engineering constructs and their programming and some of the information, while most of it ramblings, could be of use in the future. You gain a +2 bonus on Knowledge (arcana) checks made to identify creatures with the construct type, and you may make such checks to identify constructs untrained. You may cross this boon off your Chronicle sheet before rolling such a check to treat the die's result as though it were a 20.

WESTERN STAR IOUN STONE

Aura faint illusion; **CL** 1st

Slot none; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 2,000 gp

amulet of natural armor +1 (2,000 gp)

belt of mighty constitution +2 (4,000 gp)

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

wand of magic missile (CL 3rd, 25 charges; 1,125 gp, limit 1)

Western Star ioun stone (4,000 gp)

Notes

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	4-6	3,378	6,756
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	Starting XP			
	+ GM'S Initials			
	XP Gained (GM ONLY)			
FAME	Initial Prestige			
	Initial Fame			
	+ GM'S Initials			
GOLD	Prestige Gained (GM ONLY)			
	Prestige Spent			
	Current Prestige			
EXPERIENCE	Final Fame			
	Starting GP			
	+ GM'S Initials			
GOLD	GP Gained (GM ONLY)			
	+ GM'S Initials			
	Day Job (GM ONLY)			
EXPERIENCE	Gold Spent			
	=			
	Total			



Pathfinder Module: The Emerald Spire Superdungeon: Shrine of the Awakener

Character Chronicle #

	A.K.A.	-	
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: _____

Secrets of Serpent Magic: After being exposed to ancient serpentfolk magic in the Shrine of the Awakener, you have acquired some insight into the archaic creatures' spellcasting. You may use this boon as a swift action before casting a spell or spell-like ability to gain a +5 insight bonus on your caster level check made to overcome spell resistance with that spell. Alternatively, you may use this boon as an immediate action before attempting a saving throw against a spell or spell-like ability to gain a +4 insight bonus on that save. When you use this boon, cross it off your Chronicle sheet.

minor ring of fire resistance (12,000 gp)

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

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	5-7	4,356	8,712
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Initial XP			
	+ <small>GM'S Initials</small>	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ <small>GM'S Initials</small>	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+ <small>GM'S Initials</small>	GP Gained (GM ONLY)		
	+ <small>GM'S Initials</small>	Day Job (GM ONLY)		
	-	Gold Spent		
	=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Circle of Vissk-Thar

Character Chronicle #

	A.K.A.	-	
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: _____

Sting of Serpent Magic: You have once again experienced ancient serpentfolk magic in the depths of The Circle of Vissk-Thar and have gained even more archaic knowledge regarding how the serpentfolk practice magic and tolerate magical effects. You may use this boon as a swift action before casting a spell or spell-like ability to increase you effective caster level for that effect by two. Alternatively, you may use this boon as an immediate action before attempting a saving throw against a spell or spell-like ability. If you succeed at the saving throw, and the spell or spell-like ability has a reduced effect on a successful save, you instead avoid the effect entirely. This functions much like the evasion rogue class feature or stalwart inquisitor class feature (*Pathfinder RPG Advanced Player's Guide* 41). When you use this boon, cross it off your Chronicle sheet.

- +2 dagger (8,302 gp)
- necklace of adaptation (9,000 gp)
- wand of cure moderate wounds (4,500 gp)

Notes

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	6-8	5,893	11,787
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Initial XP			
	+ <small>GM'S Initials</small>	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ <small>GM'S Initials</small>	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	Starting GP			
	+ <small>GM'S Initials</small>	GP Gained (GM ONLY)		
+ <small>GM'S Initials</small>	Day Job (GM ONLY)			
-	Gold Spent			
=	Total			



Pathfinder Module: The Emerald Spire Superdungeon: The Spire Axis

Character Chronicle #

	A.K.A.	-	
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: _____

If the PCs learned two or more level sigils from the Mistress of Thorns, they earn the following boon.

Sigils of the Spire: You have learned several level sigils from the Mistress of Thorns, granting you and other Pathfinders easier access to the various levels of the Emerald Spire. This feat earns you additional renown, and any time you gain Prestige Points and Fame from the "Land Rush" Chronicle sheet, you increase the points gained by 1/2 (e.g. 1.5 Prestige Points rather than 1). This increase is retroactive.

WESTERN STAR IOUN STONE

Aura faint illusion; **CL** 1st

Slot none; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 2,000 gp

morlock hide (*Pathfinder RPG Ultimate Equipment* 128, 8,910 gp)

potion of barkskin (CL 12th; 1,200 gp, limit 1)

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

Western Star ioun stone (4,000 gp)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	7-9	7,431	14,862
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	Starting XP			
	+ GM'S Initials			
	XP Gained (GM ONLY)			
	= Final XP Total			
FAME	Initial Prestige	Initial Fame		
	+ GM'S Initials			
	Prestige Gained (GM ONLY)			
	- Prestige Spent			
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+ GM'S Initials			
	GP Gained (GM ONLY)			
	+ GM'S Initials			
	Day Job (GM ONLY)			
	- Gold Spent			
	= Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Magma Vault

Character Chronicle #

	A.K.A.	-	
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: _____

Chapter of the Damned: You have recovered an incomplete copy of the vile text known as the *Book of the Damned*, a treatise on fiends of all kinds. You may use the book in a variety of ways. As a free action, you can increase your effective caster level by 2 when casting a spell with the evil descriptor. As a free action you can gain a +4 bonus on a Charisma-based skill or check when interacting with a lawful evil creature. As a standard action up to three times per scenario, you can cast one of the following as a spell-like ability with a caster level equal to your level: *desecrate*, *lesser planar binding* (lawful evil creatures only; DC 19), *order's wrath* (DC 18), *summon monster IV* (lawful evil creatures only), or *unholy blight* (DC 18). You may spend 10 Prestige Points to piece together a more complete copy of the text, which permanently adds the following to the list of spell-like abilities, though using any of these checks three boxes rather than just one (see below): empowered *order's wrath* (DC 18), *planar binding* (lawful evil creatures only; DC 20), *summon monster VI* (lawful evil creatures only), or empowered *unholy blight* (DC 18).

Each time you use one of the text's abilities, check one of the boxes below and then attempt a Will save (DC 14 + 1 for every box checked) to resist your alignment permanently shifting one step toward lawful evil. If you have checked all of the boxes provided below, you automatically fail this save. You can undo the effects of one such alignment shift by being subject to an *atonement* spell. If you end an adventure with an evil alignment, report your character as dead.

You may cross this entire boon off your Chronicle sheet to destroy the text and spare the world its evil. Doing so allows you to recover 1 previously spent Prestige Point, though it does not increase your Fame.

Sadistic Ally: You aided the tiny kyton auger (*Pathfinder RPG Bestiary* 3171) Aoz by recovering its master's remains. Having concluded its corruption of the revived Hellknight, it has offered its services to you. You must be lawful neutral, have the Improved Familiar feat, and be a spellcaster of at least 7th level to take Aoz as a familiar. If you do not have a class feature that grants you a familiar, you can instead spend 2 Prestige Points to secure Aoz's services (treat as if you had gained the augur's services via a successful casting of *lesser planar ally*) for the duration of one game session.

- chaotic outsider slaying arrow* (2,282 gp)
- belt of giant strength +2* (4,000 gp)
- wand of shield* (22 charges; 330 gp, limit 1)

Notes

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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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	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	+	Starting GP		
	+	GP Gained (GM ONLY)		
+	Day Job (GM ONLY)			
-	Gold Spent			
=	Total			



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

Character Chronicle #

	A.K.A.	-	
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: _____

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

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	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	+	GP Gained (GM ONLY)		
	+	Day Job (GM ONLY)		
-				
Gold Spent				
=				
Total				

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Automaton Forge

Character Chronicle #

	A.K.A.	-	
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: _____

Automaton-Aided Convalescence: You have secured the gratitude of the Steward and its staff, and they are able to repair much of the damage you might sustain over the course of your adventures. You may use this boon while in the River Kingdoms (or at the end of an adventure before receiving a Chronicle sheet or reporting the character as dead) to reduce the Prestige Point cost of any one spellcasting service of the conjuration (healing) subschool by 5 (minimum 0). When you use this boon, cross it off your Chronicle sheet.

WESTERN STAR IOUN STONE

Aura faint illusion; **CL** 1st

Slot none; **Price** 4,000 gp; **Weight** —

DESCRIPTION

This blue crystal is perfectly cut into a five-pointed star. As a standard action, its user can alter her appearance as with a *disguise self* spell. When so disguised, the user may render this ioun stone and any other ioun stones in her possession invisible.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self*; **Cost** 2,000 gp

+1 anarchic greatsword (18,350 gp)

bracers of armor +4 (16,000 gp)

scarlet and blue sphere ioun stone (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).

Western Star ioun stone (4,000 gp)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	9-11	11,787	23,574
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	Starting XP			
	+	<small>GM'S Initials</small>		
	XP Gained (GM ONLY)			
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	<small>GM'S Initials</small>		
	Prestige Gained (GM ONLY)			
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	<small>GM'S Initials</small>		
	GP Gained (GM ONLY)			
	+	<small>GM'S Initials</small>		
	Day Job (GM ONLY)			
	-	Gold Spent		
	=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Pleasure Gardens

Character Chronicle #

	A.K.A.	-	
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: _____

Healing Waters: While on this level, you recovered a sample of water with miraculous healing properties. The magic has diminished over time, but you have been able to sustain part of the enchantment. Treat this as a *potion of heal* (CL 6th, DC 19). When you consume it, the magic is expended, and you must cross this boon off your Chronicle sheet; the dweomer does not survive even if the drinker is under the effects of *alchemical allocation* (*Pathfinder RPG Advanced Player's Guide* 201) or a similar effect that would allow one to benefit from a potion multiple times.

- +2 frost longsword (18,315 gp)
- cloak of resistance +3 (9,000 gp)
- figurine of wondrous power (bronze griffon; 10,000 gp)
- necklace of fireballs, type VI (8,100 gp)
- wand of lightning bolt (11,250 gp)

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	9-11	11,787	23,574
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+	GM's Initials		
	XP Gained (GM ONLY)			
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	GM's Initials		
	Prestige Gained (GM ONLY)			
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	GM's Initials		
	GP Gained (GM ONLY)			
	+	GM's Initials		
	Day Job (GM ONLY)			
	-	Gold Spent		
	=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Throne of Azlant

Character Chronicle #

	A.K.A.	-	
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: _____

Boon of Abraxas: In return for destroying his wayward minion, Abraxas rewarded you with a single wish. Choose one of the wishes below, and cross the other four off your Chronicle sheet. In addition, any *atonement* spell cast on you requires an additional 1,000 gp in rare incense as a material component (or an additional 3 Prestige Points if you use Prestige Points to purchase the spellcasting service).

Wish for Prosperity: You gain 1 Prestige Point and 1 Fame. In addition, when calculating the benefits granted by the unique site on the "Land Rush" Chronicle sheet (Archaeological Dig Site, Booming Settlement, or Training Grounds), you are treated as owning eight more parcels of land.

Wish for Recovery: You may use this boon to cross any other boon earned as part of *The Emerald Spire Superdungeon* off your Chronicle sheet. When you use this boon, cross this part of the boon off your Chronicle sheet; your cost of *atonement* is still increased.

Wish for Rescue: As an immediate action when you drop below 0 hit points, you may heal yourself for 3d8+10 points of damage. This healing can prevent you from dying or falling unconscious. When you use this boon, cross this part of the boon off your Chronicle sheet; your cost of *atonement* is still increased.

Wish for Wealth: You earn an additional 1,500 gp for completing this adventure.

Refuse the Wish: By refusing the wish, you have proven your admirable nobility. You can purchase a parcel of land through this Chronicle sheet's River Kingdom Notoriety boon for free, and you do not suffer the increased cost of *atonement* associated with the Boon of Abraxas boon.

EASTERN STAR IOUN STONE

Aura faint divination; CL 1st

Slot none; Price 6,000 gp; Weight —

DESCRIPTION

This red crystal is perfectly cut into a five-pointed star. Its user understands spoken languages, and reads as if under the effects of *comprehend languages*.

CONSTRUCTION

Requirements Craft Wondrous Item, *comprehend languages*; **Cost** 3,000 gp

blessed book (12,500 gp)

dark blue rhomboid ioun stone (10,000 gp)

Eastern Star ioun stone (6,000 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 swarming insects (22,800 gp)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	10-12	11,787	23,574
	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	Starting XP		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
	Current Prestige	Final Fame		
GOLD	Starting GP			
	+	GP Gained (GM ONLY)		
	+	Day Job (GM ONLY)		
	-	Gold Spent		
	=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: Order and Chaos

Character Chronicle #

	A.K.A.	-	
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: _____

Runes of Change: The Maelstrom's chaotic energies have transformed you into another creature, and this transformation may only be reversed by a spell on the order of *wish* or *miracle*. If you used the runes of change, record your physical form as of the end of this adventure; if you did not use the runes, cross the entire boon off your Chronicle sheet. You do not gain any racial traits based on your new race, you retain your original form's racial traits, your base speed changes to 20 feet if you are Small or 30 feet if you are Medium (dwarves are an exception with a base speed of 20 feet), and your equipment grows or shrinks to match your new size. You are treated as a member of both your previous race and your new one for the purposes of the ranger's favored enemy class feature, the *bane* weapon ability, and similar effects.

You retain any race-specific feats, favored class bonuses, spells, and related options, but you no longer qualify to acquire new ones—even race-specific character options associated with your new form. If you have levels in a race-specific archetype or prestige class, you do not lose the archetype. However, continuing to train those techniques is difficult in your new form, and gaining a level in a class with a pre-existing, race-specific archetype or prestige class costs you 4 Prestige Points per additional level gained.

You earn one of the following boons as best reflects your choices during the adventure. Cross the other off your Chronicle sheet.

Ally of Chaos: You aided the proteans, and you have earned their fickle boon. You may use this boon as an immediate action to gain the benefits of *entropic shield* and *protection from law* for 2d4–3 rounds (minimum 0; CL 10th). When you use this boon, cross it off your Chronicle sheet.

Ally of Order: You aided the inevitables, and you have earned their unbiased yet unforgiving trust. You may use this boon as an immediate action to gain the benefits of *protection from chaos* and *shield* for 2 rounds (CL 10th). When you use this boon, cross it off your Chronicle sheet.

+1 *axiomatic greatsword* (18,350 gp)

pink rhomboid ioun stone (8,000 gp)

spire transport token (600 gp, limit 3; allows a PC to use the Emerald Spire's transport function to reach the surface).

Notes

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	10–12	11,787	23,574
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
EXPERIENCE	Starting XP			
	+ <small>GM'S Initials</small>			
	XP Gained (GM ONLY)			
	=	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ <small>GM'S Initials</small>			
	Prestige Gained (GM ONLY)			
	-	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	Starting GP			
	+ <small>GM'S Initials</small>			
	GP Gained (GM ONLY)			
GOLD	+ <small>GM'S Initials</small>			
	Day Job (GM ONLY)			
	-	Gold Spent		
	=	Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #



Pathfinder Module: The Emerald Spire Superdungeon: The Emerald Root

Character Chronicle #

Player Name	A.K.A.	Character Name	Pathfinder Society #	Faction
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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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	11-13	16,400	32,799
	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	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-

Starting XP	
+	GM's Initials
XP Gained (GM ONLY)	
=	
Final XP Total	
Initial Prestige	Initial Fame
+	GM's Initials
Prestige Gained (GM ONLY)	
-	
Prestige Spent	
Current Prestige	Final Fame
Starting GP	
+	GM's Initials
GP Gained (GM ONLY)	
+	GM's Initials
Day Job (GM ONLY)	
-	
Gold Spent	
=	
Total	



Pathfinder Module: The Emerald Spire Superdungeon: Land Rush

Character Chronicle #

_____ A.K.A. _____ - _____

 Player Name Character Name Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

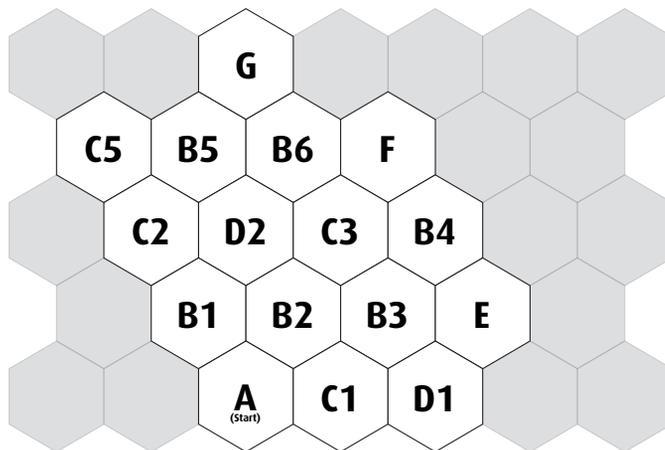
River Kingdom Land Rush: The more you adventure in and around the Emerald Spire, the more opportunity you have to acquire and develop your own plot of land. Every other Chronicle sheet for *The Emerald Spire Superdungeon* grants you the opportunity to purchase a parcel of land, represented by one of 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	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—

EXPERIENCE	Starting XP	
	+ GM'S Initials	
	XP Gained (GM ONLY)	
	=	
Final XP Total		

FAME	Initial Prestige	Initial Fame
	+ GM'S Initials	
	Prestige Gained (GM ONLY)	
	-	
Prestige Spent		
Current Prestige	Final Fame	

GOLD	Starting GP	
	+ GM'S Initials	
	GP Gained (GM ONLY)	
	+ GM'S Initials	
Day Job (GM ONLY)		
-		
Gold Spent		
=		
Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #