

# PATHFINDER MODULE: HEROES FOR HIGHDELVE

## PATHFINDER SOCIETY ORGANIZED PLAY

*Pathfinder Module: Heroes for Highdelve* may be played in all Pathfinder Society Roleplaying Guild events for credit. This additional option provides game stores, conventions, and home groups additional resources when organizing games, especially for groups that find the two scenarios released each month to be insufficient. Additionally, modules are a fun and exciting way for players to try out new and different character concepts and builds in addition to those of their primary Pathfinder Society PCs. Because the nature of modules differs from that of scenarios, this document outlines the specific rules changes needed for playing Pathfinder Modules for Pathfinder Society credit and provides a Chronicle sheet to award players upon the completion of *Heroes for Highdelve*.

### HOW TO PLAY

Because Pathfinder Modules are produced for a wider audience than just Pathfinder Society Roleplaying Guild, several special rules are required for playing them as sanctioned events. These guidelines should be considered supplementary to the rules presented in the *Pathfinder Society Roleplaying Guild Guide*. In instances where rules presented in this document conflict with the *Pathfinder Society Roleplaying Guild Guide*, the specifics here supersede the rules in the Guide, but only when playing this Pathfinder Module.

Pathfinder Modules are not tiered for play by PCs over a wide range of levels. Thematically, the adventures do not assume that the PCs are members of the Pathfinder Society as scenarios do.

### Legal Pathfinder Society Characters

Players who wish to receive Pathfinder Society credit for playing through *Heroes for Highdelve* may use either one of their own 1st- or 2nd-level characters, or they may use one of the pregenerated PCs provided in the adventure, beginning on page 13.

### Getting Credit

All players who play the entire module receive the attached Chronicle sheet, which may be applied to any 1st- or 2nd-level PC as if that character had played the

module. A GM who runs a module may likewise apply credit to any one of her Pathfinder Society PCs of those levels. The decision of which character receives credit must be made when the Chronicle sheet is received and signed by the GM.

*Heroes for Highdelve* is shorter than most Pathfinder Modules, and playing the adventure from beginning to end earns a player 1 XP and 1 Prestige Point (or 2 Prestige Points if that player used one of the four provided pregenerated characters). The GM earns 1 XP and 2 Prestige Points for running the entire module.





# Pathfinder Module: Heroes for Highdelve

Character Chronicle #

Core Campaign

A.K.A. \_\_\_\_\_

Player Name \_\_\_\_\_ Character Name \_\_\_\_\_ Organized Play # \_\_\_\_\_ Character # \_\_\_\_\_ Faction \_\_\_\_\_

**This Chronicle sheet grants access to the following:**

**Blessing of Aurelliax:** By helping the people of Highdelve, you have also earned the favor of its protector, Aurelliax. As a sign of her appreciation, she has provided you a small golden dragon statuette. You can check the box that precedes this boon to tap into the statuette's faint magic and gain one of the benefits below; afterward cross out all of the benefits below, (except Dragon's Friend, if you selected that benefit).

*Dragon's Prosperity:* Before attempting a Day Job check to earn additional gold at the end of one adventure, you can use this benefit to triple the amount of gold the check grants you (maximum 300 gp).

*Dragon's Luck:* Before you roll any one d20 roll, you can use this benefit to roll twice and take the higher result. For 1 minute afterward, you gain a +1 luck bonus on all attack rolls, skill checks, ability checks, and saving throws.

*Dragon's Scales:* You gain fire resistance 5 for 24 hours.

*Dragon's Friend:* The statuette permanently transforms into a fairly harmless animal with supernaturally golden features, such as gold-hued fur, feathers, or scales. Once per day, the animal can either deal an additional 1d6 fire damage with one natural attack or can gain fire resistance 10 against one attack. You can select any Diminutive, Tiny, or Small animal suitable for a familiar. You can choose to adopt this creature as your familiar, spirit animal, or similar companion, replacing your current companion at no cost. Otherwise, you can keep the creature as a loyal pet.

**Highdelve's Hero:** You were instrumental in saving Highdelve from imminent attack and preserving its Brightbloom tradition. If you played one of the provided pregenerated characters, you earn the benefit below associated with that character. Otherwise, choose one of the benefits below. Cross out the other benefits.

*Brialla or Meraina:* Thanks to the generosity and understanding of a Highdelve jeweler, you have acquired a replacement signet ring for your family. You gain a signet ring of your own, and when purchasing a magic ring, you can check the box that precedes this boon to enchant this signet ring, reducing the magic ring's cost by 150 gp.

*Kiliuk:* The people of Highdelve have helped you track down your family, and their stories help inspire you in your upcoming adventures. You can check the box that precedes this boon to gain one of the following feats for the duration of one adventure: Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, or Toughness.

*Torgen:* You have tracked down an errant shipment of expensive goods, which has earned you the favor of Brevoy's finest merchants. When purchasing a weapon or armor of masterwork quality (or made of a material that is automatically masterwork, such as mithral), you can check the box that precedes this boon to reduce that item's cost by 150 gp.

**All Subtiers**

- scroll of scorching ray (150 gp)*
- elixir of hiding (250 gp)*

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-2	240	480

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

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	

**For GM Only**

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #