

# PATHFINDER MODULE: WARDENS OF THE REBORN FORGE

PATHFINDER SOCIETY ORGANIZED PLAY

*Pathfinder Module: Wardens of the Reborn Forge* 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 Pathfinder Modules, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, each sanctioned segment of the module corresponds to a single dungeon complex or adventuring location, though some variation from this may arise from time to time. The following sections of *Wardens of the Reborn Forge* are considered sanctioned content.

## 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.

Alternatively, you may play the entirety of *Wardens of the Reborn Forge*, afterward receiving credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the module are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters playing through this alternative format may not play in the same adventure. Characters in this format do not qualify for the fourth Chronicle sheet (see Seeker Arc Option below).

## Getting Credit

Players who play through one of the sanctioned segments of the module receive the respective Chronicle sheet. A

## SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Part 1: First level of the Karggat Mine (areas <b>A1-A18</b> )	11-13
Part 2: Second level of the Karggat Mine (areas <b>B1-B19</b> )	12-14
Part 3: The Megator Facient factory (areas <b>D1-D16</b> and Confronting Aredil)	13-15

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

## Seeker Arc Option

In addition to the legal ways to play described above, *Wardens of the Reborn Forge* can be played as a special challenge for Seeker characters—12th-level characters with 33–35.5 XP. The PCs play through the entirety of the module, observing all the rules of Pathfinder Society Organized Play; however, the PCs earn the module's Chronicle sheets as they complete those parts of the adventure. When the PCs complete the entire module, they receive the fourth Chronicle sheet in addition to their other rewards. This is the only way to receive this fourth Chronicle sheet, though a GM who runs the entire module and applies all three of the first Chronicle sheets to the same character may also apply the fourth sheet to that PC. If a PC receives credit for a different adventure before completing *Wardens of the Reborn Forge* using this option, he forfeits the opportunity to earn the fourth sheet.

## 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 about 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](http://paizo.com/pathfinderSociety).



**Pathfinder Module:  
Warden of the Reborn Forge**

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Event \_\_\_\_\_ Date \_\_\_\_\_

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GM # \_\_\_\_\_ GM Character # \_\_\_\_\_

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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: Wardens of the Reborn Forge (1)

Character Chronicle #

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

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

**Alchemist Ally:** You befriended Habblegash, an outcast ratfolk alchemist who helped you to navigate Karggat Mine. He owes you a good turn or two, and you may call in a favor when performing one of the skills below to use Habblegash's skill modifier instead of your own as he assists you. Alternatively, Habblegash can throw an alchemist bomb as though he shared your space, though any attacks of opportunity he provokes for as a result damage you. Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off one or more boxes each time you ask for help. When you check the last box, Habblegash's debt has been repaid; cross this boon off your Chronicle sheet. If you did not cure Habblegash of his crush addiction, cross off the first box when you receive this boon to represent the ratfolk's conflicting priorities.

- Craft (alchemy) +20
- Knowledge (arcana) +18
- Use Magic Device +15
- **Ranged** alchemist bomb +15 (6d6+4 fire); this is a splash weapon that deals 10 fire damage to splashed creatures (Reflex DC 19 half). This ability uses a standard action and follows the rules for the alchemist bomb class feature (*Pathfinder RPG Advanced Player's Guide* 28).
- Habblegash (*Wardens of the Reborn Forge* 11–12) fights alongside you for one encounter in *Wardens of the Reborn Forge* module. You may use this boon at the beginning of combat or at the start of a combat round. Habblegash begins combat adjacent to you or in the closest available square, and he acts on his own initiative. He has a starting attitude of helpful and follows your commands to the best of his abilities, but he is a GM-controlled NPC; a GM may grant you direct control at his or her discretion. If Habblegash dies during the encounter, cross the entire boon off your Chronicle sheet. (2 boxes)

**Clockwork Spy:** Habblegash maintains a small flock of clockwork spies (*Pathfinder RPG Bestiary* 3 58), and over the course of your adventures, you acquired one either through friendship or by force. The clockwork spy now serves you. You must bring a copy of *Pathfinder RPG Bestiary* 3 to any game in which you plan to use the clockwork, as though it were available on the Additional Resources page.

**WANDERER COMPASS**

**Aura** moderate divination; **CL** 6th

**Slot** none; **Price** 18,000 gp; **Weight** 2 lb.

**DESCRIPTION**

This brass compass's needle appears to be of a weird material, one that shimmers silver and blue. When held in hand in a magic-warped region such as the Mana Wastes, a *wanderer compass* points toward the nearest pocket of magical non-interference—an area where there is little or no chance of spellcasting being warped by primal magic. This effect has a range of 1 mile. If no pockets of non-interference are within range, the compass's needle slowly spins clockwise. If the bearer of a *wanderer compass* is already within a pocket of non-interference, the compass needle spins counter-clockwise.

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, Enlarge Spell, *arcane sight*, *clairaudience/clairvoyance*; **Cost** 9,000 gp

*bag of holding* (type III; 7,400 gp)

burnt othur fumes (2,100 gp, limit 2 doses)

*elixir of ice breath* (as *elixir of fire breath* but deals cold damage instead of fire; 1,100 gp)

*folding boat* (7,200 gp)

*lesser strand of prayer beads* (9,600 gp)

*necklace of fireballs* (type VII; 8,700 gp)

*periapt of health* (7,500)

*wanderer compass* (18,000 gp)

<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	11–13	16,399	32,799
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
<b>EXPERIENCE</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Starting XP		
	+	XP Gained (GM ONLY)		
	=	Final XP Total		
<b>FAME</b>	Initial Prestige	Initial Fame		
	+	Prestige Gained (GM ONLY)		
	-	Prestige Spent		
<b>GOLD</b>	Current Prestige	Final Fame		
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	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: Wardens of the Reborn Forge (3)

Character Chronicle #

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

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

**Survivor of the Wastes:** After surviving volleys of bullets, the chaos of primal magic, the power of unconstrained clockwork, and the mutations of the Mana Wastes, little seems dangerous in comparison. You may cross this boon off your Chronicle sheet as a free action to gain one of following benefits, selected when you use the boon.

**Gunslinger's Edge:** You may treat your effective gunslinger level as 2 higher than normal for the purpose of determining what deeds you can use and their effects. This effect lasts for 1 hour.

**Primal Surge:** If you would lose a spell due to a failed concentration check, you may re-roll the check and use the second result (even if it is worse). If the new result exceeds the concentration check DC by 10 or more, you can modify the spell with one of the following metamagic feats without increasing the spell's spell slot or casting time: Enlarge Spell, Extend Spell, or Empower Spell. If your second result fails, the spell's energy runs amok and deals 1d6 damage per level of the spell to you.

**Quick Thinking:** You gain a +4 insight bonus to your touch AC and a +2 insight bonus on Reflex saves. These bonuses last for 1 minute, but you may end the effect as an immediate action to deflect a projectile as though you had the Deflect Arrows or Missile Shield (*Pathfinder RPG Advanced Player's Guide* 168) feat.

**STABLE METAMAGIC ROD**

**Aura** strong universal; CL 17th

**Slot** none; **Price** 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater); **Weight** 5 lbs.

**DESCRIPTION**

Three times per day, the wielder can lower the chance of a spell he casts triggering a primal magic event by 25%. In cases where a primal magic event would trigger despite the reduced chances, the caster receives a +2 bonus on the concentration check to avoid the primal magic event.

**CONSTRUCTION**

**Requirements** Craft Rod, Stable Spell (*Pathfinder Module: Wardens of the Reborn Forge* 49); **Cost** 1,500 gp (lesser), 5,500 gp (normal), 12,250 gp (greater)

- +1 *thundering bastard sword* (8,335 gp)
- +2 *lucky musket* (19,800 gp; *Pathfinder RPG Ultimate Equipment* 145).
- +3 *full plate* (10,650 gp)
- belt of physical might +2* (Dex, Con; 20,000 gp)
- bracers of armor +3* (9,000 gp)
- greater stable metamagic rod* (24,500 gp)
- lesser stable metamagic rod* (3,000 gp)
- stable metamagic rod* (11,000 gp)
- wand of owl's wisdom* (14 charges; 1,260 gp, limit 1)
- wand of undetectable alignment* (16 charges; 1,440 gp, limit 1)

Notes

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
13-15	27,500	55,000
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
-	-	-
<b>MAX GOLD</b>		
	Starting XP	
+	XP Gained (GM ONLY)	
=	Final XP Total	
<b>EXPERIENCE</b>		
	Initial Prestige	Initial Fame
+	Prestige Gained (GM ONLY)	
-	Prestige Spent	
<b>FAME</b>		
	Current Prestige	Final Fame
<b>GOLD</b>		
	Starting GP	
+	GP Gained (GM ONLY)	
+	Day Job (GM ONLY)	
-	Gold Spent	
=	Total	



# Pathfinder Module: Wardens of the Reborn Forge (4)

Character Chronicle #

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

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

**Alkenstar Hero:** When you earn this Chronicle sheet, you may choose to receive 3 XP, 6 Prestige Points, and 70,000 gp (1.5 XP, 3 Prestige Points, and 35,000 gp for characters using the slow track method of advancement). Alternatively, you may choose to gain no XP and gold, but you earn 2 Prestige Points (1 Prestige Point on slow track) and still qualify for all of the boons and items on this sheet.

**Gemstone Bounty:** A combination of rich mines and advanced refineries results in a glut of precious gems, and you can spend these in one of three ways by crossing this boon off your Chronicle sheet. First, you can receive up to 10 precious gems whose combined value is 10,000 gp; no gem can be worth less than 500 gp, and the gems have a resale value of 0 gp. Second, you can reduce the cost of any one item that appears on one of the *Wardens of the Reborn Forge* Chronicle sheets by 10,000 gp (minimum cost 0 gp). Finally, you can simply cash in the gems to receive 5,000 gp.

**Haagenti's Blessing:** Having endured the effects of Metruni's transformation ritual and spent time adjusting to your new body, your connection to the demon lord Haagenti has grown—and with it grows your power. If you have the Golden Curse of Haagenti boon, you retain the fire resistance, ability to ignore extra damage from critical hits, penalty to Wisdom, and means of removing the curse (though the caster level check DC increases to 30); however, the penalty to Dexterity is reduced to -2. Further, you gain a +2 natural armor bonus (or your existing bonus increases by 2) and a +2 profane bonus on saving throws against transmutation spells and spell-like abilities. Finally, you gain an overwhelming aura of chaos and evil as though you were an outsider with the chaotic and evil subtypes

This boon's growing corruption gradually reconfigures your moral compass even if you perform no evil acts. Beginning an adventure with this boon is considered an evil action and could result in a PC's losing access to certain class abilities. At the end of such an adventure (even if you removed the curse partway through), your alignment changes to chaotic evil unless you are subject to an *atonement* spell. If you remove the curse and cross the Golden Curse of Haagenti off your Chronicle sheet, you must also cross this boon off your Chronicle sheet.

**Quake Cannon Aftershock:** Although you do not have access to the powerful *quake cannon*, you did collect a piece of its iron conveyance that still hums with seismic energy. You can release this energy as a standard action to create a miniature *earthquake* as the spell but with a 10-foot radius and maximum range of 100 feet. Alternatively, you can direct the energy at a construct within 100 feet to deal 5d6 sonic damage and stun the creature for 1 round (DC 15 Fortitude negates the stun). When you use this boon, cross it off your Chronicle sheet.

**AMULET OF PRIMAL MASTERY**

**Aura** strong evocation; **CL** 17th

**Slot** neck; **Price** 24,200 gp; **Weight** —

**DESCRIPTION**

The dark green orb on this silver necklace is covered in what looks like thorns, but it's not sharp or painful to the touch. While wearing this amulet, whenever you cast a spell that triggers a primal magic event, roll d% twice when generating the result.

You may pick which of the two results actually occurs. Additionally, you gain a +2 bonus on all saving throws to resist primal magic events. This bonus doesn't stack with other bonuses on saves to resist primal magic events.

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *miracle*; **Cost** 12,100 gp

*amulet of primal mastery* (24,200 gp)

*periapt of wound closure* (15,000 gp)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
14-16	SPECIAL	SPECIAL
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
—	—	—
<b>MAX GOLD</b>		
Starting XP		
+	<small>GM'S Initials</small>	
XP Gained (GM ONLY)		
=		
Final XP Total		
<b>EXPERIENCE</b>		
Initial Prestige		
Initial Fame		
+	<small>GM'S Initials</small>	
Prestige Gained (GM ONLY)		
-		
Prestige Spent		
Current Prestige		
Final Fame		
<b>FAME</b>		
Starting GP		
+	<small>GM'S Initials</small>	
GP Gained (GM ONLY)		
+	<small>GM'S Initials</small>	
Day Job (GM ONLY)		
-		
Gold Spent		
=		
Total		
<b>GOLD</b>		

**For GM Only**

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