

PATHFINDER ADVENTURE PATH:

IRON GODS

PATHFINDER SOCIETY ORGANIZED PLAY

The Iron Gods Adventure Path may be played as part of the Pathfinder Society Organized Play campaign for credit. These adventures are produced for a wider audience than just Pathfinder Society Organized Play, and are thus structured differently from scenarios. As such, the specific rules changes needed for receiving Pathfinder Society Organized Play credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Iron Gods Adventure Path 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 Iron Gods adventure being played.

For the sanctioned content in "Fires of Creation" and "Lords of Rust," 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

Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Level
"Fires of Creation"	Part 3 to Conclusion	2-4
"Lords of Rust"	Area P to Conclusion	5-7
"The Choking Tower"	Part 4 to Conclusion	8-10
"Valley of the Brain Collectors"	Area K1 to Conclusion	11-13
"Palace of Fallen Stars"	Part 3 to Conclusion	13-15
"The Divinity Drive"	Area D to Conclusion	15-17

Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the adventure, and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Iron Gods Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path 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 from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Pathfinder Society Roleplaying Guild Guide*, if you have already played a sanctioned Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the sanctioned Adventure Path in order to meet a minimum PC requirement (see Chapter 7 of the *Pathfinder Society*

Roleplaying Guild Guide), but if you already have received a player Chronicle sheet for this sanctioned content for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any of the sanctioned content from the Iron Gods Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the normal advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since sanctioned Adventure Paths are multi-session events, Pathfinder Society characters may not be used in other Pathfinder Society events until they receive a Chronicle sheet for the sanctioned content. GMs are advised to work with players who miss the final session of the module or Adventure Path in order for those players to receive their Chronicle sheets.

TIMEWORN GEAR

The Pathfinder Society Roleplaying Guild includes only small amounts of advanced technology, which is disproportionately prevalent in the Iron Gods Adventure Path. This rarity is on purpose in the organized play campaign, yet PCs should still be able to bring some of their Numerian prizes with them when going on a typical mission.

Items marked with a double asterisk (**) are timeworn items when used outside of the Iron Gods Adventure Path and are priced as such. When a PC uses a (**) item purchased from an Iron Gods chronicle during a sanctioned portion of the Iron Gods adventure, it ignores its timeworn condition, functions properly, and can be recharged. Any charges regained during an Iron Gods adventure do not carry over past the end of the sanctioned adventure and the item is once again treated as timeworn at the end of the adventure.

HANDLING SPECIAL POINTS

Several volumes of this Adventure Path require tracking point totals or other factors. Use the following assumptions when running the sanctioned portion of a volume for Pathfinder Society characters.

Lords of Rust: The PCs begin the sanctioned portion of the adventure with a scrap-worth of 8. Defeating the undead in area **P** and Helskarg in area **Q1** can boost their total to 10 and completely weaken the remaining defenders in Hellion's domain.

The Divinity Drive: The PCs begin the sanctioned part of the adventure with 7 Victory Points, representing the challenges they would have overcome during the earlier part of the adventure.

ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

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. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle

of Kortos. 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.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for all six parts of the Iron Gods adventure path are included in this document. 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 Adventure Path #85: Fires of Creation

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Alien Language: While exploring the strange ruins beneath and around Torch, you found that most of the writing and signs were in an alien language known as Androffan. There are enough surviving texts that you can add Androffan to the list of languages that you can learn.

Otherworldly Beasts: Not all of the habitation pods that you found were broken; one contained a exceedingly rare desert-dwelling species from another world. You may select a petromin, pilo, or sorico (*Pathfinder #85: Fires of Creation*) as a familiar or animal companion. If you make this bond with the creature, you must provide a copy of *Fires of Creation* as though it appeared on the Additional Resources page. This is a unique creature, and if it dies, you must return it to life by the end of the adventure or cross this boon off your Chronicle sheet. Alternatively, you may cross this boon off your Chronicle sheet before making an attack against any creature not native to Golarion (including many outsiders and alien species) to gain a +2 bonus on the attack roll and increase the critical threat range for the attack by 1.

NERAPLAST ARMOR		PRICE 1,200 GP
TYPE light	WEIGHT 5 lbs.	AC +2
MAX DEX +8	PENALTY +0	SPELL FAILURE 5%
SPEED (30 ft.) 30 ft.	SPEED (20ft.) 20ft	
CAPACITY 24	USAGE 1 charge	

This lightweight, formfitting bodysuit features a variety of pockets, straps, and a built-in interface for automatically adjusting the various colors and patterns on its fabric. Selecting a color or pattern is a full-round action that consumes 1 charge and provokes an attack of opportunity. Capable of cycling through dozens of hues, the armor can even be used to adopt sophisticated camouflage patterns that grant a +3 competence bonus on Stealth checks. Whenever the wearer enters a terrain of significantly different coloration and background patterns, the armor must be recalibrated to its current area to maintain this bonus.

CONSTRUCTION REQUIREMENTS

COST 600 GP

Requirements Craft Magic Arms and Armor, *anticipate peril*^{UM}, *stabilize*, *cure critical wounds* or *lesser restoration*; **Cost** 2,695 gp

amulet of natural armor +1 (2,000 gp)
bang grenade (250 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 46)
battery (100 gp, limit 1; *Technology Guide* 39)
flash grenade (750 gp, limit 1; *Technology Guide* 46)
medlance (500 gp, limit 1; *Technology Guide* 49)
nanite canister (500 gp, limit 2; *Technology Guide* 50)
neraplast armor (1,200 gp, limit 1)
ring of protection +1 (2,000 gp)
screaming bolt (267 gp, limit 1)
soft grenade (750 gp, limit 1; *Technology Guide* 46)
swarmlance (3,000 gp; *Pathfinder RPG Ultimate Equipment* 261)
timeworn autograpnel (10 charges; 2,000 gp, limit 1; *Technology Guide* 22)
timeworn brown nanite gun (10 charges; 500 gp, limit 1; *Technology Guide* 50)
timeworn radiation detector (10 charges; 1,000 gp, limit 1; *Technology Guide* 51)
timeworn stun gun (5 charges; 1,500 gp, limit 1; *Technology Guide* 28)
wand of magic missile (CL 3rd, 44 charges; 1,980 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

2-4 1,856 3,711

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ 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 #



Pathfinder Adventure Path #86: Lords of Rust

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Choose one of the following boons, and cross the other off your Chronicle sheet.

Scrap-Worthy: The gangs and denizens of Scrapwall have learned to respect your power, and as they scatter across Numeria, these survivors spread fearful tales of your accomplishments. When you earn other Chronicle sheets associated with *Pathfinder Adventure Path: Iron Gods* with this character, increase the Prestige Points and Fame earned by 1. This benefit is not retroactive.

Tech Innovator: As your exposure to Numerian technology grows, you have learned to adapt to the damaged devices in innovative ways. Treat the cyber-soldier and techslinger archetypes (*Pathfinder Campaign Setting: Technology Guide* 12–13) as legal character options though they appeared on the Additional Resources page. After receiving this boon (but before you play another adventure), you may retrain any fighter or gunslinger archetypes you have and replace them with these archetypes at no cost.

MIND BURNER		PRICE 8,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DAMAGE special	CRITICAL x2	
RANGE 20 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL touch	WEIGHT 2 lbs.	

A mind burner is a pistol with a dishlike adornment at the tip of its barrel. When this weapon is fired, a pulse of white smoke pools in the dish an instant before a thin beam of white light lances out to strike its target. A mind burner is silent when fired, but stray particles from the mind-altering beam can cause those nearby to catch unexpected scents associated with powerful memories.

On a successful hit, a mind burner causes intense headaches that dull the senses and weaken willpower. Each hit deals 1d4 points of nonlethal damage, but also imposes a –2 penalty on Perception checks and a –1 penalty on saving throws against mind-affecting effects. These penalties stack with themselves, up to a maximum penalty of –10 on Perception checks and –5 on mind-affecting saving throws. A creature can resist the penalties caused by a shot from a mind burner with a successful DC 14 Will save; otherwise, the penalties persist for 1 hour after the previous successful shot. On a critical hit, a mind burner's penalties are doubled along with its nonlethal damage.

CONSTRUCTION REQUIREMENTS

COST 600 GP

Requirements Craft Technological Arms and Armor, military lab

+1 chainsaw** (2,500 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 22)
+1 icy burst dagger (18,302 gp)
battery (100 gp, limit 2; *Technology Guide* 39)
brown veemod (200 gp, limit 1; *Technology Guide* 53)
concussion grenade (750 gp, limit 3; *Technology Guide* 46)
cylex (3,600 gp, limit 3; *Technology Guide* 43)
green e-pick (1,600 gp, limit 1; *Technology Guide* 43)
inferno grenade (750 gp, limit 1; *Technology Guide* 46)
laser torch** (4,500 gp, limit 1; *Technology Guide* 25)
plasma grenade (1,600 gp, limit 1; *Technology Guide* 46)
red scatterlight suit** (700 gp, limit 1; *Technology Guide* 32)
slot (2,000 gp, limit 1; *Technology Guide* 38)
timeworn emergency beacon (18 charges, 270 gp, limit 1; *Technology Guide* 44)
timeworn emergency raft (3 charges, 540 gp, limit 1; *Technology Guide* 44)
timeworn emergency shelter (60 charges; 9,000 gp, limit 1; *Technology Guide* 44)
timeworn grenade launcher (14 charges, 2,800 gp, limit 1; *Technology Guide* 24)
timeworn hard light shield (11 charges, 1,760 gp, limit 1; *Technology Guide* 30)
timeworn magboots (10 charges; 2,500 gp, limit 1; *Technology Guide* 49)
timeworn mind burner (9 charges; 3,600 gp, limit 1)
veemod goggles (1,000 gp, limit 1; *Technology Guide* 53)
zero grenade (750 gp, limit 1; *Technology Guide* 46)

SUBTIER ☐ Slow ☐ Normal

5–7

4,356

8,712

SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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SUBTIER ☐ Slow ☐ Normal

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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 #



Pathfinder Adventure Path #87: The Choking Tower

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Rescuing Casandalee: You have recovered an artificial intelligence known as Casandalee. Her neurocam is missing, and although she cannot provide you any aid yet, this boon interacts with later rewards in the *Iron Gods* campaign.

Choose one of the following boons, and cross the other off your Chronicle sheet.

Inured to Smoke: After spending hours in the Choking Tower, you have developed several tricks to weather airborne hazards. You can cross this boon off your Chronicle sheet in order to reduce your miss chance imposed by fog, mist, or smoke by 15% for 1 minute; this does not affect any other benefits these conditions might grant, such as using concealment to hide. Alternatively, you can cross this boon off your Chronicle sheet before attempting a saving throw against an inhaled poison or similar airborne threat (such as a belker's smoke claws or *stinking cloud*) in order to treat your result as 11 plus your character level.

☐ ☐ ☐ **Tomes of Furkas Xoud:** Even before he fled the Technic League to pursue independent research, the technomancer Furkas Xoud had accumulated a large number of spells. When scribing a new spell into your spellbook (and/or paying another wizard to scribe a spell from his spellbook), you may check one of the boxes that precedes this boon to reduce the total cost by 250 gp; this represents your using Xoud's spellbooks as the source instead. When you check the last box, cross this entire boon off your Chronicle sheet.

+2 EMP pistol** (10,150 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 23)

+2 human-bane bolts (366 gp, limit 5)

all tools vest (1,800 gp; *Ultimate Equipment* 220)

battery (100 gp, limit 3; *Technology Guide* 39)

blue scatterlight suit** (2,700 gp, limit 1; *Technology Guide* 32)

bottle of air (7,250 gp)

cardio amp (4,550 gp, limit 1; *Technology Guide* 33)

cloak of resistance +2 (4,000 gp)

cureall (1,400 gp, limit 1; *Technology Guide* 33)

eversmoking bottle (5,400 gp)

goggles of minute seeing (2,500 gp)

hemochem (grade III, 750 gp, limit 2; *Technology Guide* 34)

ion tape (100 gp, limit 2; *Technology Guide* 48)

laser sight** (4,000 gp, limit 1; *Technology Guide* 48)

nanite canister (500 gp, limit 2; *Technology Guide* 50)

pale blue rhomboid ioun stone (8,000 gp)

ring of force fangs (8,000 gp; *Ultimate Equipment* 171)

timeworn chemalyzer (9 charges, 1,125 gp, limit 1;

Technology Guide 40)

timeworn fire extinguisher (4 charges, 1,200 gp, limit 1; *Technology Guide* 44)

torpinal (300 gp, limit 2; *Technology Guide* 34)

voidfrost robe (11,000 gp; *Ultimate Equipment* 219)

wand of cure serious wounds (22 charges, 4,950 gp, limit 1)

wand of gust of wind (18 charges, 1,620 gp, limit 1)

wirejack tendons (mark II; 32,000 gp, limit 1; *Technology Guide* 38)

zipstick (20 gp, limit 1; *Technology Guide* 53)

SUBTIER ☐ Slow ☐ Normal

8-10 8,883 17,766

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

MAX GOLD

Starting XP

EXPERIENCE

+ 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

+ 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 Adventure Path #88: Valley of the Brain Collectors

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Saving Casandalee: By obtaining Casandalee's AI core from the decomposing dropship, you have gained a great ally to help you defeat the god Unity. Once per adventure, you may consult Casandalee and use her Disable Device modifier (+15) instead of your own when attempting to disable an electronic device up to 60 feet away. Alternatively, you can use her Knowledge (engineering) modifier (+24) instead of your own when identifying a robot or technological device. If you have the Rescuing Casandalee boon from *Pathfinder #87: The Choking Tower*, you may use this boon one additional time per adventure.

FLESHNET CANNON

PRICE
3,000 GP**TYPE** two-handed ranged**PROFICIENCY** exotic (heavy weaponry)**DAMAGE** see below**CRITICAL** —**RANGE** 20 ft.**CAPACITY** 10**USAGE** 1 disposable**SPECIAL** single shot, touch**WEIGHT** 11 lbs.

This is a 3-foot-long, rifle-like device constructed from a hard, fleshy material of mottled dark hues. The triggering mechanism is built for a neh-thalggu's pincers and tendrils, but it can be fired by a humanoid by taking a -2 penalty on the attack roll. Fleshnet cannons are built for Large creatures, and smaller creatures take additional penalties as appropriate when using these weapons. When fired, a fleshnet cannon convulses and expels a glob of pink fleshy material. This glob expands rapidly so that by the time it strikes its target, the flesh unfurls into a net. Unlike a typical net, this net doesn't trail ropes, nor does it have a maximum range of 10 feet.

The net automatically entangles a creature of Huge or larger size it hits. As soon as it entangles a creature, and then again at the start of every round that follows for the next 5 rounds, the fleshnet squeezes and crushes the target, dealing 2d6+6 points of bludgeoning damage as it excretes a powerful soporific—the victim must make a DC 15 Fortitude save to avoid being rendered unconscious for 2d6 minutes. A fleshnet does not continue to crush a sleeping or unconscious foe.

An entangled creature can escape a fleshnet with a successful DC 25 Escape Artist check (a full-round action). The net has 10 hit points and DR 10/slashing; it can be burst with a successful DC 28 Strength check (also a full-round action).

CONSTRUCTION REQUIREMENTS

COST 1,500 GP**Requirements** Craft Technological Arms and Armor, nanotech lab

+2 spell-storing longsword (18,315 gp)

Acrobatics skillchip (mark III, 3,600 gp, limit 1; *Pathfinder Campaign Setting: Technology Guide* 52)Acrobatics skillchip (mark IV, 6,400 gp, limit 1; *Technology Guide* 52)battery (100 gp, limit 3; *Technology Guide* 39)blue veemod (20,000 gp, limit 1; *Technology Guide* 53)cybernetic arm (4,750 gp, limit 1; *Technology Guide* 36)cybernetic eyes (4,000 gp, limit 1; *Technology Guide* 37)

fleshnet cannon (3,000 gp, limit 2)

green veemod (10,000 gp, limit 1; *Technology Guide* 53)

pale lavender ioun stone (15 spell levels, 15,000 gp)

robe of arcane heritage (16,000 gp)

rocket launcher** (5,400 gp, limit 1; *Technology Guide* 27)skillslot (2,000 gp, limit 1; *Technology Guide* 38)

staff of healing (29,600 gp)

timeworn mindrender (10 charges, 28,000 gp, limit 1; *Technology Guide* 25)timeworn robojack (4 charges, 6,000 gp, limit 1; *Technology Guide* 51)veemod goggles (1,000 gp, limit 1; *Technology Guide* 53)

wand of displacement (10 charges, 4,200 gp, limit 1)

SUBTIER ☐ Slow ☐ Normal

11-13 16,399 32,799

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ 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 #



Pathfinder Adventure Path #89: Palace of Fallen Stars

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

Technic League Spoils: You have taken over the Technic League's compound and claimed it as your own. Select one of the boons below when you use this boon, and cross the other off your Chronicle sheet.

For Science! You have claimed the stronghold for yourself, studying its secrets and repurposing its technology for your adventures. You may spend Prestige Points to refurbish one timeworn weapon, suit of armor, or other device by spending Prestige Points equal to the device's market price divided by 2,000 gp (rounded up, minimum 8 Prestige Points). You may only refurbish one such device, which permanently loses the timeworn property and is restored to its full maximum charges.

Salvage Operation: By spending 8 Prestige Points, you salvage the most useful and expensive pieces of the stronghold and are able to sell them to a wealthy merchant for 8,000 gp.

ARC CANNON

PRICE
40,000 GP

TYPE toe-handed ranged	PROFICIENCY exotic (heavy weaponry)	
DAMAGE (M) 3d6 electricity	DAMAGE (S) 2d6 electricity	CRITICAL x2
RANGE 300 ft.	CAPACITY 50	USAGE 1 charge
SPECIAL automatic, touch	WEIGHT 18 lbs.	

An arc cannon is an immense version of an arc rifle. In addition to the standard automatic firing mode options (*Pathfinder Campaign Setting: Technology Guide* 20), a beam cannon can be used to launch a devastating blast of energy. This is a full-round action, and these blasts can't be used to make iterative attacks. When a beam cannon is used to launch a blast, no attack roll is made—you simply target a 20-foot-radius spread within a maximum range of 300 feet. You must have line of effect to your target when you launch a blast; if the blast impacts a solid object before reaching the target area, it explodes at that point. All creatures caught in the blast radius take 6d6 points of electricity damage (Reflex DC 14 half). Firing a blast from a beam cannon consumes 10 charges.

An arc cannon grants a +2 circumstance bonus on attack rolls against metallic targets or creatures wearing medium or heavy metal armor. Such creatures also take a -2 penalty on saves against the arc cannon's blast.

CONSTRUCTION REQUIREMENTS

COST 20,000 GP

Requirements Craft Technological Arms and Armor, military lab

+1 *stun gun*** (2,650 gp, limit 3; *Technology Guide* 28)
+3 *martyring o-yoroi* (28,850 gp; *Ultimate Equipment* 13, 120)
+5 *heavy weapon harness* (34,150 gp, limit 1; *Technology Guide* 31)
arc cannon** (20,000 gp, limit 1)
belt of physical might +6 (Str, Dex; 90,000 gp)
biofilter (16,000 gp, limit 1; *Technology Guide* 35)

cardioamp (4,550 gp, limit 1; *Technology Guide* 33)

cureall (1,400 gp, limit 1; *Technology Guide* 33)

cybernetic arm (4,750 gp, limit 1; *Technology Guide* 36)

fragmentation grenade (750 gp, limit 3; *Technology Guide* 46)

hemochem (grade III; 750 gp, limit 3; *Technology Guide* 34)

hemochem (grade V; 1,250 gp, limit 1; *Technology Guide* 34)

implanted +1 *keen dagger* (28,302 gp, limit 1; *Technology Guide* 38)

mark II thoracic nanite chamber (32,000 gp, limit 1; *Technology Guide* 38)

medlance (500 gp, limit 5; *Technology Guide* 49)

nanite canister (500 gp, limit 3; *Technology Guide* 50)

nanite hypogon** (green, 10 charges; 22,500 gp, limit 1; *Technology Guide* 50)

*null blade*** (44,126 gp, limit 1; *Technology Guide* 26)

scroll of lightning bolt (CL 9th; 675 gp, limit 3)

soft grenade (750 gp, limit 3; *Technology Guide* 46)

timeworn commset (10 charges; 3,000 gp, limit 3; *Technology Guide* 42)

trauma pack plus (11,250 gp, limit 1; *Technology Guide* 52)

veemod goggles (1,000 gp, limit 1; *Technology Guide* 53)

white veemods (2,500 gp, limit 1; *Technology Guide* 53)

zortaphen (2,250 gp, limit 1; *Technology Guide* 34)

SUBTIER ☐ Slow ☐ Normal

13–15 27,500 55,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ 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 #



Pathfinder Adventure Path #90: The Divinity Drive

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

If you have received credit for all six volumes of *Iron Gods*, you gain the Iron Apotheosis boon below. Otherwise, cross it off your Chronicle sheet.

Iron Apotheosis: From the rubble of Unity's reign rises a new iron goddess, the artificial intelligence Casandalee. She is a legal deity in Pathfinder Society organized play for any character you play or create. Casandalee is a neutral goddess who grants the Artifice, Charm, Knowledge, and Void domains (and the Construct, Love, Memory, and Stars subdomains). All one-handed technological firearms (such as laser pistols and zero pistols) are considered her favored weapon, and a cleric (or other character who would gain proficiency in her favored weapons as a result of worshipping her) can fire a timeworn one-handed technological firearm once per day without expending a charge or triggering a glitch. This boon does not grant special access to such firearms; a PC must still acquire such a weapon from a Chronicle sheet.

Iron Ascension: You have conquered the secrets of Silver Mount and shattered its iron gods. From its wreckage, you have secured alien devices that push you one step closer to technological perfection. When purchasing cybertech from a Chronicle sheet, you may cross this boon off your Chronicle sheet to reduce the cost of that item by 10,000 gp (minimum 0 gp).

+1 shock chainsaw** (5,500 gp, limit 1; *Pathfinder*

Campaign Setting: Technology Guide 22)

+3 axiomatic battleaxe (50,310 gp)

+3 vorpal battleaxe (128,310 gp)

battery (100 gp, limit 3; *Technology Guide 39*)

cybernetic arm (4,750 gp, limit 1; *Technology Guide 36*)

cybernetic legs (8,500 gp, limit 1; *Technology Guide 37*)

cylex (3,600 gp, limit 2; *Technology Guide 43*)

dermal plating (mark III; 36,000 gp, limit 1; *Technology Guide 37*)

force field** (red; 50,000 gp, limit 1; *Technology Guide 45*)

gravity grenade (2,250 gp, limit 3; *Technology Guide 46*)

gravity pistol** (47,500 gp, limit 1; *Technology Guide 24*)

inferno grenade (750 gp, limit 2; *Technology Guide 46*)

integrated laser pistol** (11,667 gp, limit 1; *Technology Guide 25, 38*)

lantern of revealing (30,000 gp)

major ring of cold resistance (28,000 gp)

nuclear resonator** (45,000 gp, limit 1; *Technology Guide 26*)

portable hole (20,000 gp)

rain gun** (15,000 gp, limit 1; *Technology Guide 27*)

ring of shooting stars (50,000 gp)

rocket launcher** (5,400 gp, limit 1; *Technology Guide 27*)

soft grenade (750 gp, limit 6; *Technology Guide 46*)

staff of healing (29,600 gp)

wand of lightning bolt (35 charges; 7,875 gp, limit 1)

wirejack tendons (mark I; 8,000 gp, limit 1; *Technology Guide 38*)

SUBTIER ☐ Slow ☐ Normal

15-17 47,500 95,000

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ Normal

— — —

SUBTIER ☐ Slow ☐ 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 #