

PATHFINDER MODULE: IRE OF THE STORM

PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Module: Ire of the Storm may be played as part of the Pathfinder Society Roleplaying Guild for credit. The adventure was produced for a wider audience than just the organized play campaign, and is thus structured differently from scenarios. The specific rules changes and Chronicle sheets needed to receive Pathfinder Society Roleplaying Guild credit when playing this adventure are presented here.

SANCTIONED CONTENT

Ire of the Storm is broken up into three smaller adventures, or “chapters”, that encompasses an overarching storyline when played in sequence. Each chapter of *Ire of the Storm* is 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 *Ire of the Storm*, 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 Roleplaying Guild (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.

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. Players must decide which character to apply credit to when they receive the Chronicle sheet and the GM signs it. 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.

SANCTIONED CONTENT KEY

Sanctioned Content	Legal Character Levels
Part 1: The Deluge	1–2
Part 2: Beyond the Colony	2–4
Part 3: The Sky Tempest Temple	3–5

Players who play through the entire module and apply all three Chronicle sheets to the same Pathfinder Society character earn a fourth Chronicle sheet that must also be applied to that character. As always, each player may receive credit for each module once as a player and once as a GM in either order.

Players earn the boons listed on the Chronicle sheets through their actions during the adventure. If the PCs do not fulfill the conditions listed in the first sentence of a boon, cross that boon off of each player’s Chronicle 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

The Pathfinder Society Roleplaying Guild 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 tens of 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 Roleplaying Guild, 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: Ire of the Storm

Event _____
Date _____

GM # _____
GM Character # _____

GM Name _____
GM Prestige Earned _____

Dark Archive
 Scarab Sages
 A

The Exchange
 Silver Crusade
 B

Grand Lodge
 Sovereign Court
 C

Liberty's Edge
 D

Character # _____
 Prestige Points

Character Name _____

Dark Archive
 Scarab Sages

The Exchange
 Silver Crusade

Grand Lodge
 Sovereign Court

Liberty's Edge

Character # _____
 Prestige Points

Character Name _____

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Character # _____
 Prestige Points

Character Name _____

Dark Archive
 Scarab Sages

The Exchange
 Silver Crusade

Grand Lodge
 Sovereign Court

Liberty's Edge



Pathfinder Module: Ire of the Storm (The Deluge)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Ready for Disaster: You helped avert disaster at Pridon's Hearth. After this ordeal, you take extra effort to be prepared in case of sudden disaster in the future. Once per adventure, you can check a box next to this boon to add a nonmagical item with a value of 10 gp per character level or less to your character's equipment, paying the standard price of the item as if you had purchased it before the adventure. This item must be something you can easily carry without being encumbered or other impediments. If you have access to less than 100 gp per character level worth of gear—for example, if your character has temporarily lost her equipment—you can instead add a nonmagical item whose value is at most 25 gp per character level. If you earned 19 or fewer Preparation Points during this chapter, check the first box when you gain this boon. If you earn 12 or fewer, check the first two boxes.

Steady in a Storm: Your experiences in Pridon's Hearth have taught you how to handle strong winds. Treat your size category as one larger for the purposes of whether powerful winds would cause you to be checked or blown away. You may cross this boon off your Chronicle sheet to reduce the effects of wind on your character and on her ranged attacks by two categories for 1 round (for example, to treat a hurricane as severe wind).

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|--|--|
| <ul style="list-style-type: none"> +1 animal-bane ammunition (166 gp; limit 3; may be any kind of ammunition) antiplague (50 gp; <i>Pathfinder RPG Ultimate Equipment</i> 100) bloodblock (25 gp; <i>Ultimate Equipment</i> 102) brooch of shielding (1,500 gp) defoliant (30 gp; <i>Ultimate Equipment</i> 103) handy haversack (2,000 gp) mwk terbutje (305 gp; <i>Ultimate Equipment</i> 38) | <ul style="list-style-type: none"> pearl of power (1st level; 1,000 gp) potion of lesser restoration (300 gp) potion of cure moderate wounds (300 gp) scroll of water breathing (375 gp) wand of cure moderate wounds (8 charges; 720 gp, limit 1) wand of touch of the sea (CL 3rd, 15 charges; 675 gp, limit 1; <i>Pathfinder RPG Advanced Player's Guide</i> 250) |
|--|--|

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

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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Pathfinder Module: Ire of the Storm (Beyond the Colony)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Bravery of the Song'o: You earned the trust of a reclusive group of Song'o halflings, and they shared tales of bravery and tenacity. Their calm in the face of danger bolsters your confidence. When you gain the shaken or frightened condition, you may cross this boon off your Chronicle sheet to reduce the associated penalty you receive on your rolls by 1. This benefit lasts until the condition ends, up to a number of rounds equal to your character level.

Dinosaur's Protection: You scavenged the choicest dinosaur bones from the tar pits. You may purchase one +1 *weapon* or +1 *armor* made of bone (*Pathfinder RPG Ultimate Equipment* 52) at a 10% discount. When you use this boon, check the box that precedes it.

Jungle Explorer: Your thorough exploration of the region around Pridon's Hearth has improved your ability to survive in the wilderness; to earn this boon, you must explore at least 10 of the hexagonal regions on the map. You may check off a box next to this boon to gain a +2 bonus on a Survival check to avoid getting lost or to produce food, water, or shelter in a jungle or forest. When you check off the last box, cross this boon off your Chronicle sheet.

Playful Pickpocket: You gained a coral capuchin as an ally, either by befriending an adult or raising a hatchling. You may use this boon in one of two ways. First, you may take a coral capuchin (*Pathfinder Adventure Path #58: Island of Empty Eyes* 82) as a familiar with the Improved Familiar feat as long as you are a spellcaster of at least 3rd level. If you make this bond with a coral capuchin, you must provide a copy of *Island of Empty Eyes* as if the improved familiar were available on the Additional Resources page.

Alternatively, you may use *water breathing* as a spell-like ability, using your character level as your caster level. After you use this spell-like ability, cross this boon off your Chronicle Sheet. If you use this spell-like ability, you cannot later select a coral capuchin as an improved familiar.

+1 *corrosive rapier* (8,312 gp; *Pathfinder RPG Ultimate Equipment* 138)

+1 *monstrous humanoid-bane ammunition* (166 gp; limit 10; may be any kind of ammunition)

cauldron of brewing (3,000 gp; *Ultimate Equipment* 287)

cloak of resistance +1 (1,000 gp)

elixir of hiding (250 gp)

elixir of swimming (250 gp)

elixir of vision (250 gp)

feather token (bird; 300 gp)

feather token (tree; 400 gp)

headband of alluring charisma +2 (4,000 gp)

ioun torch (75 gp; *Ultimate Equipment* 305)

defoliant polish (800 gp; *Ultimate Equipment* 291)

mwk wooden armor (170 gp; *Ultimate Equipment* 14)

potion of neutralize poison (750 gp)

ring of protection +1 (2,000 gp)

scroll of breath of life (1,125 gp)

steadfast gut-stone (800 gp; *Ultimate Equipment* 320)

wand of cat's grace (8 charges; 720 gp, limit 1)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	2-4	1,856	3,511
	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
			Starting GP	
GOLD	+ <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:

Ire of the Storm (The Sky Tempest Temple)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Bane of the Lizardfolk: You defeated the lizardfolk chief Shathva in combat, proving your combat prowess. While in combat, you may check the box that precedes this boon to gain a +1 morale bonus on your next attack roll. The attack roll bonus increases to +2 against lizardfolk. If your opponent is a lizardfolk or another humanoid with the reptilian subtype, you may apply this bonus once per round without checking the box.

Blessed Spell: You prayed at the shrine of the Green Faith in the Sky Tempest Temple. If you are a druid, a shaman, or a divine spellcaster who worships Erastil, Gozreh, or the Green Faith or has the Air, Animal, Earth, Fire, Plant, Water, or Weather domain, you gain the following benefit. You may apply one of the following metamagic feats to one of your spells when you prepare it: Empower Spell, Extended Spell, Silent Spell, or Still Spell. If you are a spontaneous caster, you may select one spell that you know after resting for 8 hours and apply your chosen metamagic feat the next time you cast that spell. The feat increases the spell's effective levels as normal. When you use this boon, cross it off your Chronicle sheet.

Shathva's Aid: You allied with the lizardfolk chief Shathva and helped her eliminate a major threat to her tribe. In thanks for your efforts, she offers to help you in your future adventures. You may call in a favor when performing one of the skills below to use Shathva's skill modifier instead of your own as she assists you. Using any of the skill-based 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 a box each time you ask for help. When you check the last box, Shathva considers her debt to you repaid; cross this boon off your Chronicle sheet.

- Intimidate +10
- Perception +8
- You can direct Shathva to rescue an unconscious, drowning PC within 30 feet of you, using her 15-foot swim speed and her Swim bonus of +15. It takes her one round to reach and grab the PC. Once she has a hold of the PC, she drags them to the nearest pocket of air or solid surface.
- You can spend a move action to direct Shavtha to use her intimidating glare rage power (Intimidate +10)
- Shathva assists you in combat for one round, entering rage and making an attack on your initiative against an adjacent target of your choice with her *+1 ghost touch greatclub* +11 (1d10+8). She has the Power Attack feat, which she uses at your request.

RING OF INUREMENT		PRICE 1,000 GP
SLOT ring	CL 1st	WEIGHT —
AURA faint abjuration		

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Forge Ring, *endure elements*, *prestidigitation*

- +1 *ghost touch greatclub* (8,305 gp)
- +1 *spell-storing breastplate* (4,350 gp)
- amulet of natural armor* +1 (2,000 gp)
- boots of elvenkind* (2,500 gp)
- bracers of armor* +2 (4,000 gp)
- cloak of resistance* +1 (1,000 gp)
- elemental gem* (air, 2,250 gp)
- preserving flask* (1st level; 1,000 gp; *Pathfinder RPG Ultimate Equipment* 316)

This humble ring is crafted from smooth red and blue porcelain and wrapped with threads of copper. Each morning, the ring's wearer must select either hot or cold, and for the next 24 hours, the *ring of inurement* affords basic protection from the selected condition as if she were using endure elements and superficially alters the wearer's clothing to better accommodate her, growing fur linings and extra layers in frigid environs or lightening fabric in response to high temperatures. The ring protects only the wearer who determined its properties for the day, and its protection immediately ends for the day if it is removed.

- ring of inurement* (1,000 gp)
- ring of swimming* (2,500 gp)
- salve of slipperiness* (1,000 gp)
- scroll of air walk* (700 gp)
- scroll of restoration* (1,700 gp)
- twitch tonic (50 gp; *Ultimate Equipment* 101)
- wand of cure moderate wounds* (10 charges; 900 gp, limit 1)
- wand of flaming sphere* (10 charges; 900 gp, limit 1)

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			
	+	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 #
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Pathfinder Module: Ire of the Storm (Bonus Chronicle Sheet)

Character Chronicle #

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

This Chronicle sheet grants access to the following:

Savior of Pridon's Hearth: When you earn this Chronicle sheet, you may choose whether or not to receive XP, Prestige Point, and gold rewards; you may instead choose to gain no XP and gold; you instead earn 2 Prestige Points and still qualify for all of the boons and items on this sheet. If you elect to earn the full rewards, you gain 3 XP, 6 Prestige Points, and 6,756 gp (3,378 gp for characters use the slow track method of advancement).

Frontier Landowner: You own several square miles of land outside of Pridon's Hearth. You can pay Prestige Points to hire employees to develop and maintain the land for you while you embark on your adventures. Choose one of the following locations and cross the other two off your Chronicle sheet.

Jungle Retreat (5 PP): You own a home on the borders of the Laughing Jungle itself. Though the location is dangerous, it provides ample food and privacy. You may use Survival for your Day Job checks. Additionally, you gain a +3 circumstance bonus on Knowledge checks to identify animals, plants, and vermin native to jungles.

Riverside Property (4 PP): You have a small but sturdy property along the Lower Korir River. You gain a +2 circumstance bonus on Profession (sailor) and Profession (fisherman) checks. These skills are class skills for you, and you can use them for Day Job checks untrained. You also gain a +1 circumstance bonus on Swim checks.

Tar Pit Excavation (2 PP): You build a camp on the solid ground near a patch of tar pits, where you can uncover bones from creatures that lived in the region long ago. As your Downtime action, you may attempt a DC 19 Appraise, Knowledge (nature), or Survival check. If you succeed, check off one of the boxes below this boon. As long as you have checked at least 1 box, you may line through the five boxes to purchase an armor or weapon made of bone (*Pathfinder RPG Ultimate Equipment* 52) or dragonhide with a discount of 150 gp per checked box. If you use this discount with the Dinosaur's Protection boon from Beyond the Colony's Chronicle sheet, apply Dinosaur's Protection first. You may spend 2 PP to begin a new excavation and reuse this boon. If you do so, draw additional checkboxes below this boon; otherwise cross the entire boon off the Chronicle sheet.

CHIME OF STORM CALLING		PRICE
		6,750 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint conjuration and evocation		

This copper chime can be struck as a standard action, producing a cloud of mist around the user equivalent to an *obscuring mist* spell. If struck again before the mist disperses, the user can call down the fury of the storm on a single target in the clouded area, either striking it with a bolt of lightning (3d6 electricity damage, Reflex DC 15 half) or buffeting it with a gust of wind for 1 round, equivalent to the spell *gust of wind*. Either use immediately disperses the cloud of mist and renders the *chime of storm calling* inert for 24 hours. If the *chime of storm calling* is not struck again, the mist dissipates after 5 minutes, after which it may be used again to create a new bank of mist.

A *chime of storm calling* cannot summon lightning or wind underground, indoors, or an arid climate.

CONSTRUCTION REQUIREMENTS	COST 3,375 GP
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Craft Wondrous Item, *call lightning*, *gust of wind*, *obscuring mist*

Water Affinity: Your connection to elemental water has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

- belt of giant's strength* +2 (4,000 gp)
- chime of storm calling* (6,750 gp)
- headband of alluring charisma* +2 (4,000 gp)
- necklace of resistance* +2 (6,000 gp; as a *cloak of resistance* +2, except it occupies the neck slot)
- pearl of power* (3rd level, 9,000 gp)
- trident of stability* (9,815 gp; *Ultimate Equipment* 163)
- royal jelly (100 gp; *Pathfinder RPG Bestiary* 2 43; limit 3)

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal
	4-6 SPECIAL SPECIAL
	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	

For GM Only

EVENT

EVENT CODE

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GM Pathfinder Society #