



Pathfinder Module: Wardens of the Reborn Forge (I)

Character Chronicle # 018

Score 14034 - 57 *Silver Crusad*
 Player Name A.K.A. 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

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|---|---|
| <i>bag of holding</i> (type III; 7,400 gp) | <i>lesser strand of prayer beads</i> (9,600 gp) |
| burnt othur fumes (2,100 gp, limit 2 doses) | <i>necklace of fireballs</i> (type VII; 8,700 gp) |
| <i>elixir of ice breath</i> (as <i>elixir of fire breath</i> but deals cold damage instead of fire; 1,100 gp) | <i>periapt of health</i> (7,500) |
| <i>folding boat</i> (7,200 gp) | <i>wanderer compass</i> (18,000 gp) |

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	11-13	16,399	32,799
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EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	33	Starting XP	
	+ 3	XP Gained (GM ONLY) <i>SRL</i>	
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	53	Initial Prestige	
	+ 4	Prestige Gained (GM ONLY) <i>SRL</i>	
GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	2981	Starting GP	
	+ 32,799	GP Gained (GM ONLY) <i>SRL</i>	
= 35800			
Total			

For GM Only

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