



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

Character Chronicle #  
**024**

**SOGE** A.K.A. **Vasile** **14034 - 57** **Silver Crusade**  
 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  
 upgrade Amulet natural armor +2 → +3 50000  
 amulet of primal mastery (24,200 gp) 10000  
 periapt of wound closure (15,000 gp)  
 upgrade +2 → +3 10000  
 upgrade +1 → +2 10000  
 upgrade +3 → +5 16000  
 upgrade +4 → +5 16000  
 upgrade +3 → +5 16000

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>		
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—
<b>EXPERIENCE</b>		
Starting XP <del>33</del> 92		
+	3	GM's Initials
XP Gained (GM ONLY)		
=	45	
Final XP Total		
65 65		
Initial Prestige Initial Fame		
+	6	GM's Initials
Prestige Gained (GM ONLY)		
Prestige Spent		
77 65		
Current Prestige Final Fame		
90875		
Starting GP		
+	70,000	GM's Initials
GP Gained (GM ONLY)		
+	75	GM's Initials
Day Job (GM ONLY)		
~ 126000		
Gold Spent		
=	9970	
Total		

85875  
160950

135970

**For GM Only**  
**533766** EVENT **GM'S SY** EVENT CODE **Aug 17<sup>th</sup> 2019** DATE **[Signature]** Game Master's Signature **237865** GM Pathfinder Society #