


# PATHFINDER<sup>®</sup> CARDS<sup>™</sup>

OUT OF THE MINE 



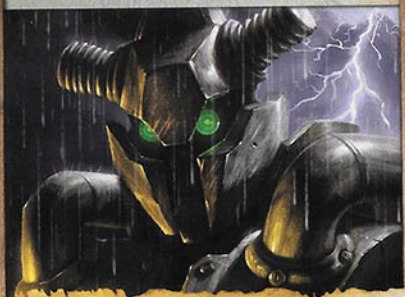
Find a way out of the mine other than the main entrance by which you went into the facility, both to dig deeper into your investigation and to provide a means of escape should you have need to flee in a hurry.

CRYSTAL

## WARDENS OF THE REBORN FORGE

54 Full-Color Campaign Cards  
for any fantasy roleplaying game

## SABOTAGE!



The renegade Brass Guardians have been tampered with, but how and by whom remains a mystery. It falls to you to uncover who has been sabotaging the clockworks and by what methods.

ILLUS: MATTHEW SHARROCK  
© 2013 PAZCO

## EVIDENCE OF TREASON



Eliza Baratella suspects an influential Alkenstar insider is behind the Brass Guardians' recent erratic and dangerous behavior, and has tasked you with uncovering irrefutable evidence against the plot's mastermind.

ILLUS: PAOLO PUCCIONI  
© 2013 PAZCO

## INTO THE KARGGAT MINE



Eliza Baratella wants you to discover the cause of the recent strange behavior exhibited by Alkenstar's clockwork Brass Guardians, which she has traced to the long-abandoned Karggat Mine northwest of the city.

ILLUS: MARK MOLNAR  
© 2013 PAZCO

## THE ALCHEMIST'S ADDICTION



The ratfolk alchemist Habblegash is afflicted both by his mutations and an addiction to his narcotic creation, crush. Aid him in overcoming the latter, so that he may find some cure for the former while not addled by drugs.

ILLUS: PAOLO PUCCIONI  
© 2013 PAZCO

## INTO THE DEPTHS



The Karggat Mine is divided into two primary levels of tunnels. Find a reliable passage to the deepest levels of the mines to ensure your investigation of the facility is as thorough as possible.

ILLUS: MARK MOLNAR  
© 2013 PAZCO

## MISSING MINERS



Evidence in the Karggat Mine indicates that a number of miners went missing while the facility was last in operation. Discover their fates in the course of your exploration of the abandoned tunnels.

ILLUS: MARK MOLNAR  
© 2013 PAZCO

## ARVANOR'S FATE



Eliza Baratella's assistant, Arvanor, has gone missing after reporting the suspicious activity at the Karggat Mines. Eliza has asked you to rescue him if he's alive, and recover his remains if he isn't.

ILLUS: PAOLO PUCCIONI  
© 2013 PAZCO

SABOTAGE! 3/54

NOTES

EVIDENCE OF TREASON 2/54

NOTES

INTO THE KARCGAT MINE 1/54

NOTES

THE ALCHEMIST'S ADDICTION 7/54

NOTES

INTO THE DEPTHS 6/54

NOTES

MISSING MINERS 5/54

NOTES

ARVANOR'S FATE 4/54

NOTES

## DANGEROUS MATERIALS



The Karggat Mine's lower level is rife with a strange, unidentified mineral. Discover the properties of this exotic material if you can, and determine if it has something to do with the Brass Guardians' erratic behavior.

ILLUS. MARK MOUKAR  
© 2013 PALZO

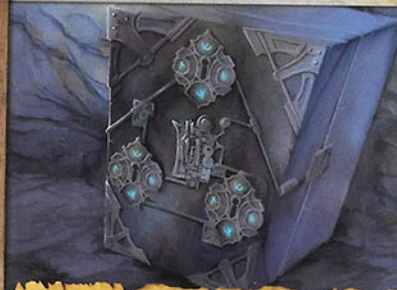
## REPAIRED TECHNOLOGY



After years of disuse and apparent sabotage, the mechanical winch granting access to the mine's lower levels lies in shambles. If you repair it, the winch could certainly provide useful in your exploration efforts.

ILLUS. PAOLO PUSSIGNI  
© 2013 PALZO

## THE MINER'S VAULT



When the workers who scoured the Karggat Mine for valuable ores abandoned the facility, they left behind many personal effects, including a well-made dwarven safe. Discover what contents still lie within.

ILLUS. PAOLO PUSSIGNI  
© 2013 PALZO

## THE GUG THREAT



The gugs of the Karggat Mine's upper level make travel through the otherwise abandoned facility dangerous. Ensure they no longer pose a threat to you or to those who come after you.

ILLUS. MATTHEW STARBUCK  
© 2013 PALZO

## A CONSPIRACY ENDED



With evidence in hand, all that remains to put an end to the foul plot to turn Alkenstar's Brass Guardians against its citizens is to confront the mastermind behind the plan and see that justice served, whatever the means.

ILLUS. MATTHEW STARBUCK  
© 2013 PALZO

## STOP THE MACHINES



It's clear that the ancient dwarven factory of Megator Facient is the center of operations for those sabotaging the Brass Guardians. Shut down the facility so that the clockworks of Alkenstar can return to normal.

ILLUS. MARK MOUKAR  
© 2013 PALZO

## PRISONERS OF MUTHLOK COLONY



Enslaved mutants from the Muthlok Colony make up the labor force for the operation currently underway in the Karggat Mine. Help the slaves escape their cruel masters and once again enjoy freedom.

ILLUS. MATTHEW STARBUCK  
© 2013 PALZO

## OUT OF THE MINE



Find a way out of the mine other than the main entrance by which you went into your investigation and to provide a means of escape should you have need to flee in a hurry.

ILLUS. MARK MOUKAR  
© 2013 PALZO

DANGEROUS MATERIALS 11/54

NOTES

REPAIRED TECHNOLOGY 10/54

NOTES

THE MINER'S VAULT 9/54

NOTES

THE CUC THREAT 8/54

NOTES

A CONSPIRACY ENDED 15/54

NOTES

STOP THE MACHINES 14/54

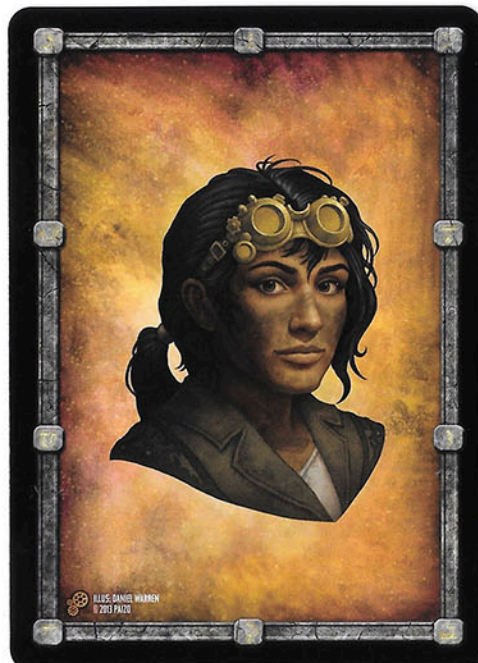
NOTES

PRISONERS OF MULTHOK COLONY 13/54

NOTES

OUT OF THE MINE 12/54

NOTES



EDWID FICKLEBERRY 19/54

### Edwid Fickleberry

Downtrodden mutant  
gnome slave

NOTES

NPC CODE \_\_\_\_\_

HIMNENTEP 18/54

### Himnentep

Imposing leader of a  
troublesome gug tribe

NOTES

NPC CODE \_\_\_\_\_

HABBLEGASH 17/54

### Habblegash

Hermit ratfolk Mana Wastes  
mutant alchemist

NOTES

NPC CODE \_\_\_\_\_

MINISTER ELIZA BARATELLA 16/54

### Minister Eliza Baratella

Head of the Brass Guild and  
creator of the Brass Guardians

NOTES

NPC CODE \_\_\_\_\_

METRUNI 23/54

### Metruni

Demon-worshiping tiefling  
in charge of the Karggat  
Mine operation

NOTES

NPC CODE \_\_\_\_\_

MURC-NURK HEADSPLITTER 22/54

### Murg-Nurk Headsplitter

Ruthless but dimwitted ettin  
slave overseer

NOTES

NPC CODE \_\_\_\_\_

ARVANOR 21/54

### Arvanor

Minister Eliza Baratella's  
missing assistant

NOTES

NPC CODE \_\_\_\_\_

SHYAR BURKIN 20/54

### Shyar Burkin

Leader of the enslaved  
mutants of Muthlok Colony

NOTES

NPC CODE \_\_\_\_\_





KOGRA 27/54

### Kogra

Twisted cleric of Brigh who sees undead as just another form of construct

NOTES

NPC CODE \_\_\_\_\_

YVESA 26/54

### Yvesa

Azer taskmaster of Megator  
Facient's furnaces

NOTES

NPC CODE \_\_\_\_\_

CORRUPTED BRASS GUARDIAN 25/54

### Corrupted Brass Guardian

Sabotaged clockwork soldier

NOTES

NPC CODE \_\_\_\_\_

SYCKAR 24/54

### Syckar

Vermin-loving sabosan druid,  
leader of the sabosan tribe  
and of Sultur Mill Outpost

NOTES

NPC CODE \_\_\_\_\_

ESPARA 31/54

### Espara

Leader of the thieves' guild  
known as Espara's Paladins

NOTES

NPC CODE \_\_\_\_\_

GRAND DUCHESS TRIETTA RICIA 30/54

### Grand Duchess Trietta Ricia

Alkenstar's elected  
head of state

NOTES

NPC CODE \_\_\_\_\_

MINISTER AREDIL SULTUR 29/54

### Minister Aredil Sultur

Influential but corrupt  
entrepreneur and politician

NOTES

NPC CODE \_\_\_\_\_

HRUGOR GURSTWELD 28/54

### Hrugor Gurstweld

Cannon-armed Mana  
Wastes mutant hill giant

NOTES

NPC CODE \_\_\_\_\_



LORD ARMORER NARDA HUFFTWOOD 35/54

### Lord Armorer Narda Hufftwood

Controller of Alkenstar's industrial complex, including the Gunworks

NOTES

NPC CODE \_\_\_\_\_

IRONMASTER YTHARIA VULANE 34/54

### Ironmaster Ytharia Vulane

Overseer of the City of Alkenstar's security

NOTES

NPC CODE \_\_\_\_\_

HIGH SHIELDMARSHAL ARMAND MENELEY 33/54

### High Shieldmarshal Armand Meneley

Commander of Alkenstar's elite shieldmarshals

NOTES

NPC CODE \_\_\_\_\_

BURNISHER PENDLYN 32/54

### Burnisher Pendlyn

The mysterious Lithos Clan's enigmatic spokesperson

NOTES

NPC CODE \_\_\_\_\_

VIAL 39/54

Goldish-orange powder spills from the mouth of this metal-and-glass vial.

NOTES

ITEM CODE \_\_\_\_\_

HIGH CLOCKMOTHER ATHENTH LLANALIR 38/54

### High Clockmother Athenth Llanalir

Priestess of Brigh and influential clergy member in Alkenstar

NOTES

NPC CODE \_\_\_\_\_

SODARA "SOUR" LONDA 37/54

### Sodara "Sour" Londa

Admiral of Alkenstar's famed Aeromantic Fleet

NOTES

NPC CODE \_\_\_\_\_

HIGH CHAMBERLAIN LAEL BRANAIN 36/54

### High Chamberlain Lael Branain

Head of Alkenstar's bureaucracy

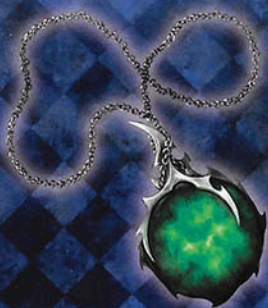
NOTES

NPC CODE \_\_\_\_\_

ROD



AMULET



MUZZLE



COMPASS



MUSKET



DOUBLE-BARRELED PISTOL



STATUETTE



MAGICAL BOMBARD



ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ILLUS: TIM KINGS-LYNE  
© 2013 PAZD

ROD 43/54

Red twine is tied to one end of this twisted length of wood.

NOTES

ITEM CODE \_\_\_\_\_

AMULET 42/54

Sharp silver claws grasp the glowing green gemstone that makes up the heart of this mysterious amulet.

NOTES

ITEM CODE \_\_\_\_\_

MUZZLE 41/54

This muzzle, fashioned from thick leather straps and small metal chains, has a glowing orange ball in its center.

NOTES

ITEM CODE \_\_\_\_\_

COMPASS 40/54

Two glowing needles sit above the enameled face of this brass compass.

NOTES

ITEM CODE \_\_\_\_\_

MUSKET 47/54

Decorative silverwork adorns the stock and action of this beautiful musket.

NOTES

ITEM CODE \_\_\_\_\_

DOUBLE-BARRELED PISTOL 46/54

Masterful filigree and exquisite wood make this pistol a finely crafted showpiece.

NOTES

ITEM CODE \_\_\_\_\_

STATUETTE 45/54

Soft plates cover the gears and mechanisms of this statue, giving it a more humanoid appearance.

NOTES

ITEM CODE \_\_\_\_\_

MAGICAL BOMBARD 44/54

A myriad of gears and levers cover this strange and exotic arcane cannon.

NOTES

ITEM CODE \_\_\_\_\_



**EVERY CARD'S AN ADVENTURE!**

Pathfinder Campaign Cards bring together an entire deck of useful tools to make sure your epic adventure doesn't get bogged down with recaps and note keeping. Face Cards help you track major characters, Item Cards let you hand out actual treasure, and Quest Cards make sure you're always on track for your next objective. Now you've got the perfect way to truly make the adventure your own!

**OUT OF THE MINE**

Find a way to the mine entrance. Use the map provided to locate the mine entrance.

*It's pretty dark in here. Should have brought more torches.*



BATTLEAXE 51/54

Deep crimson crystals make up the head and spiked end of this dreadful weapon.

NOTES

ITEM CODE \_\_\_\_\_

BADGE 50/54

Two crossed rifles adorn the face of this small silver badge.

NOTES

ITEM CODE \_\_\_\_\_

GAS MASK 49/54

A small metal cylinder hangs from the leather face cup of this weathered gas mask.

NOTES

ITEM CODE \_\_\_\_\_

SWORD CANE PISTOL 48/54

The ebony-and-silver sheath of this cane conceals both a dangerously sharp blade and a close range pistol.

NOTES

ITEM CODE \_\_\_\_\_

# PATHFINDER CARDS

Watch for future Pathfinder Cards and RPG accessories exclusively from Paizo Publishing. Future Pathfinder Cards sets will contain a host of new options ready for use in your game. Subscribe to the Pathfinder Cards line at [paizo.com](http://paizo.com) and never miss another exciting release!

**Next Set: Pathfinder Cards: Reign of Winter Face Cards**, with 54 beautifully illustrated cards, releases in December 2013!

Art Direction: Sarah Robinson  
Production Specialist: Crystal Frasier  
Card Design: Joe Boulden  
Product Concept: Jason Bulmahn  
Card Text: Jeffrey Alvarez and Mark Moreland  
Publisher: Erik Mona



[paizo.com/pathfindercards](http://paizo.com/pathfindercards)

©,™, © 2013 Paizo Publishing, LLC. All Rights Reserved.  
Printed in the U.S.A.

KEY 54/54

This brass key shows scratches and other signs of considerable age, though someone has taken care recently to polish it.

NOTES

ITEM CODE \_\_\_\_\_

SIGNET RING 53/54

Within the face of this platinum ring lies a stylized "S".

NOTES

ITEM CODE \_\_\_\_\_

ORE 52/54

Fresh from the dig site, this roughly excavated hunk of material seems to pulse with green light.

NOTES

ITEM CODE \_\_\_\_\_