

PATHFINDER®



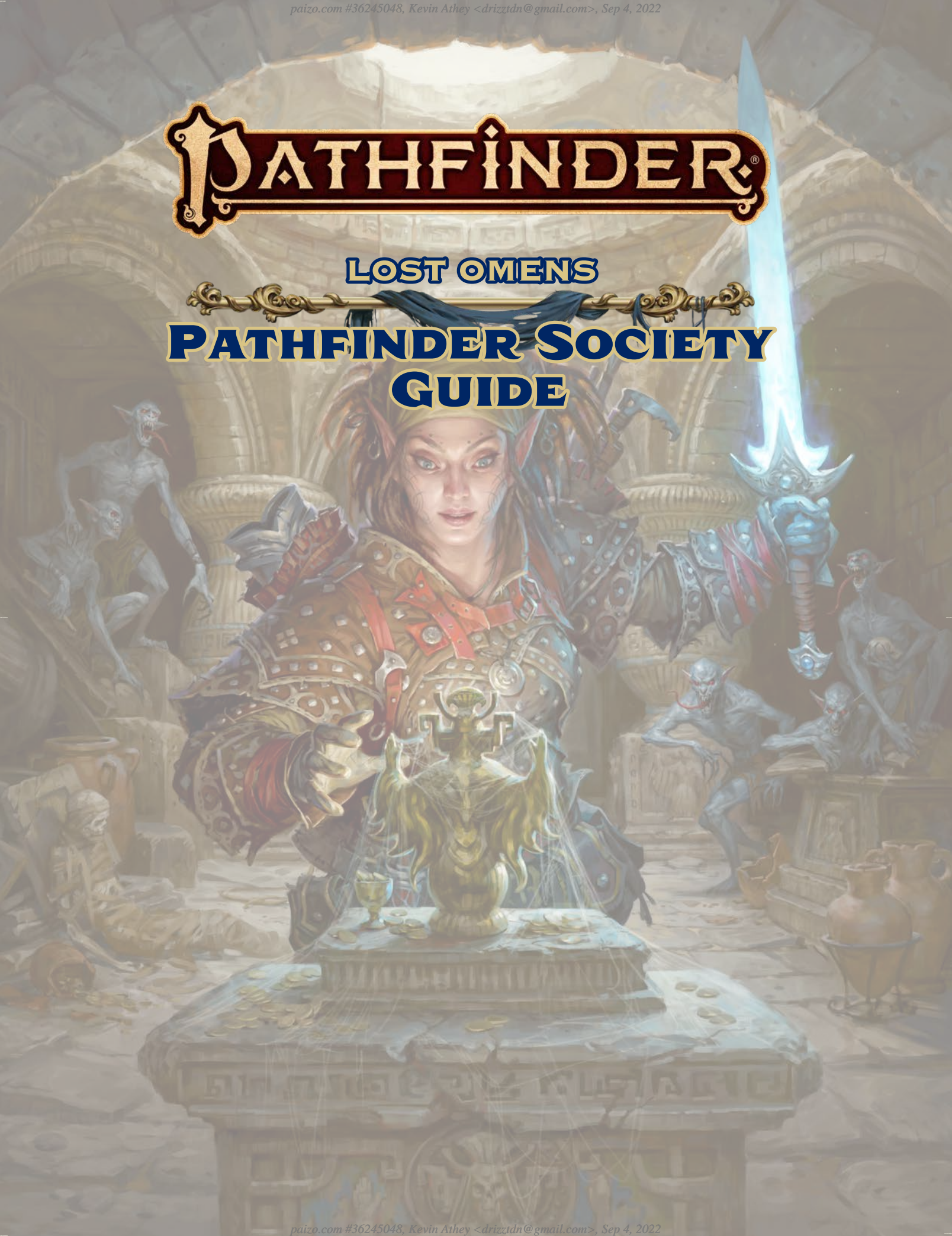
LOST OMENS

PATHFINDER SOCIETY GUIDE

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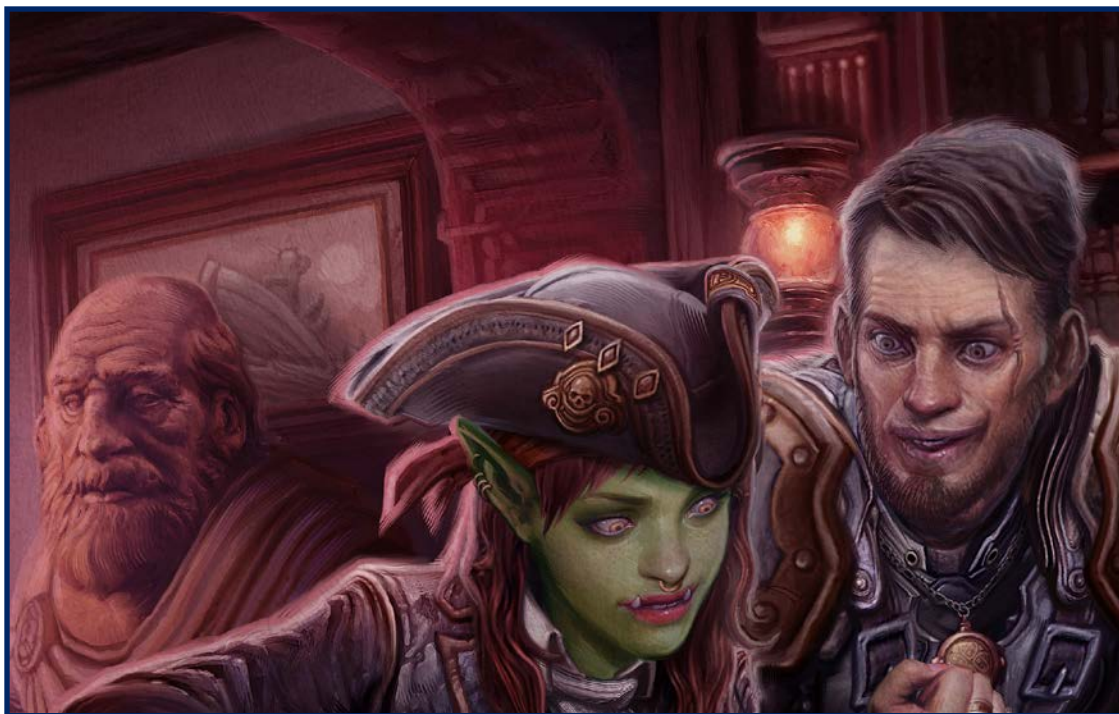
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CHAPTER 1: INTRODUCTION

PATHFINDER SOCIETY ORGANIZED PLAY

Just as the Pathfinder Society travels all over Golarion, so too can you participate in Pathfinder Society adventures anywhere in the world! As part of an organized play campaign, you explore a shared campaign setting with tens of thousands of others, and your actions contribute to the setting's ongoing stories and events.

Participate in organized play at home, at game stores, in libraries, at conventions, or online. Adventures come in a variety of lengths to accommodate different playing environments. Each adventure grants your characters experience points, treasure, and more. Take your characters and rewards between games and venues freely, continuing the campaign with players from across the world!

Organized play emphasizes community and flexibility, allowing you to meet new friends and play at whatever pace suits you. The format includes a few additional rules that help facilitate a shared world and experience, and there are hundreds of friendly venture-officers ready to help you find games. Find out more at pathfindersociety.club!

INTRODUCTION



Founded by a loose fellowship of like-minded adventurers, the Pathfinder Society began as a social club for showing off treasures and captivating peers with daring tales. The organization's grown considerably since then, evolving into a global operation of explorers, historians, and thrill-seekers that number in the thousands, with thousands more support staff in the Society's employ. In the course of more than four centuries, the Society's power has grown to the point that its field agents don't just preserve the past—in many cases they influence the course of history through their deeds and discoveries.

Of course, any misguided adventurer can ransack a temple and claim they're an archaeologist. But the Pathfinders hold themselves to a much higher standard, ensuring that they document their discoveries, hide partially explored sites to discourage looting, and extract finds in a way that minimizes both damage to the sites and disrespect to the people who lived there. Attaining the skills necessary for this is difficult, with most Pathfinders undergoing three or more years of training at the Grand Lodge, the Society's headquarters in the metropolis of Absalom. Only after demonstrating their mastery do these initiates achieve full field agent status, joining the Society's rank-and-file. Unaffiliated yet accomplished explorers who have already surpassed an initiate's coursework can skip this training, qualifying for membership through their past deeds alone and earning a field commission. No matter their path, a true Pathfinder carries a *wayfinder*—a magical compass that acts as a badge of office—that guides them to great discoveries.

Field agents travel far and wide, surveying uncharted regions, cataloging languages, recording stories, unraveling eldritch mysteries, discovering points of interest, and recovering the treasures and texts that can preserve the past. Between expeditions, field agents convene at the Society's official bases of operation, known as Pathfinder lodges. Typically operated by leaders called venture-captains, these lodges provide secure lodging, maps, library access, basic supplies, and a meeting place for other adventurers seeking assistance with their own projects. Most valuable of all, the lodges are invaluable stores of local knowledge, often including detailed reports of unexplored sites and unresolved mysteries just waiting for a skilled and interested agent to investigate further.

Yet this exchange goes both ways. For all the support and operational intelligence a field agent enjoys, they're expected to aid the Society in times of need, help nearby lodges as necessary, and report back to the Grand Lodge periodically to share their discoveries—both their written reports and their material treasures. In turn, the Grand Lodge periodically publishes its agents' greatest findings in the *Pathfinder Chronicles*, a centuries-old journal of formal travelogues, dashing adventure, and anthropological excellence. This is all the motivation that some Pathfinders need, driving them to seek out bigger and bolder discoveries in the hope of being featured.

Overseeing the entire Society is the Decemvirate, a body of 10 leaders who have maintained anonymity for centuries—at least until recent years, when reforms led one to shed her mask to introduce more openness and help restore organizational trust in these directors. Known as “The Ten,” these figures rarely intervene in the Society's day-to-day operations, instead serving as judges of errant agents, visionaries who guide the Grand Lodge's overarching goals, and overseers of the Society's health and activities. Given the Decemvirate's distant leadership style, the Pathfinder Society maintains a number of semiofficial factions and fellowships within the organization. Each faction represents a particular passion shared by many field agents, advocates for specific changes in Society policy, or just provides a greater and more intimate sense of community in such a world-spanning operation.

BACKGROUNDS

The following backgrounds are excellent fits for aspiring Pathfinders.

ARCHAEOLOGIST

BACKGROUND

You've excavated enough sites to know that ancient civilizations aren't lost; they're merely buried and waiting for the right scholar to unearth them and tell their story. You might have worked as a laborer or local guide before learning formal archaeological techniques.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Architecture Lore skill. You gain the Additional Lore skill feat related to an ancient culture or the history of a culture you've studied (such as Azlanti Lore or Osirian History Lore).

PATHFINDER RECRUITER

BACKGROUND

The Pathfinder Society's always on the lookout for talent, but that talent rarely just stumbles into the Grand Lodge. Whether you're professionally trained to encourage new recruits or the Society's own scouts identified your potential and raised you from childhood, you're committed to expanding the Society's roster.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and a Lore skill related to one city you've visited often. You gain the Group Impression skill feat.

SPELL SEEKER

BACKGROUND

Conventional magic can only hold your attention for so long. Instead, you've devoted yourself to understanding truly esoteric spells, which invariably draws you to explore the world and all its eldritch traditions.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in either the Arcana skill or Occult skill, as well as the Library Lore skill. You gain the Recognize Spell skill feat.

TRAILBLAZER

BACKGROUND

Uncharted realms have always intrigued you, and you've explored and mapped large territories in service to merchants, governments, or your own curiosity. Where some see a blank spot on a map, you see the potential for something new and undiscovered.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Cartography Lore skill. You gain the Terrain Expertise skill feat with one terrain you've explored (such as forest or underground).

TRANSLATOR

BACKGROUND

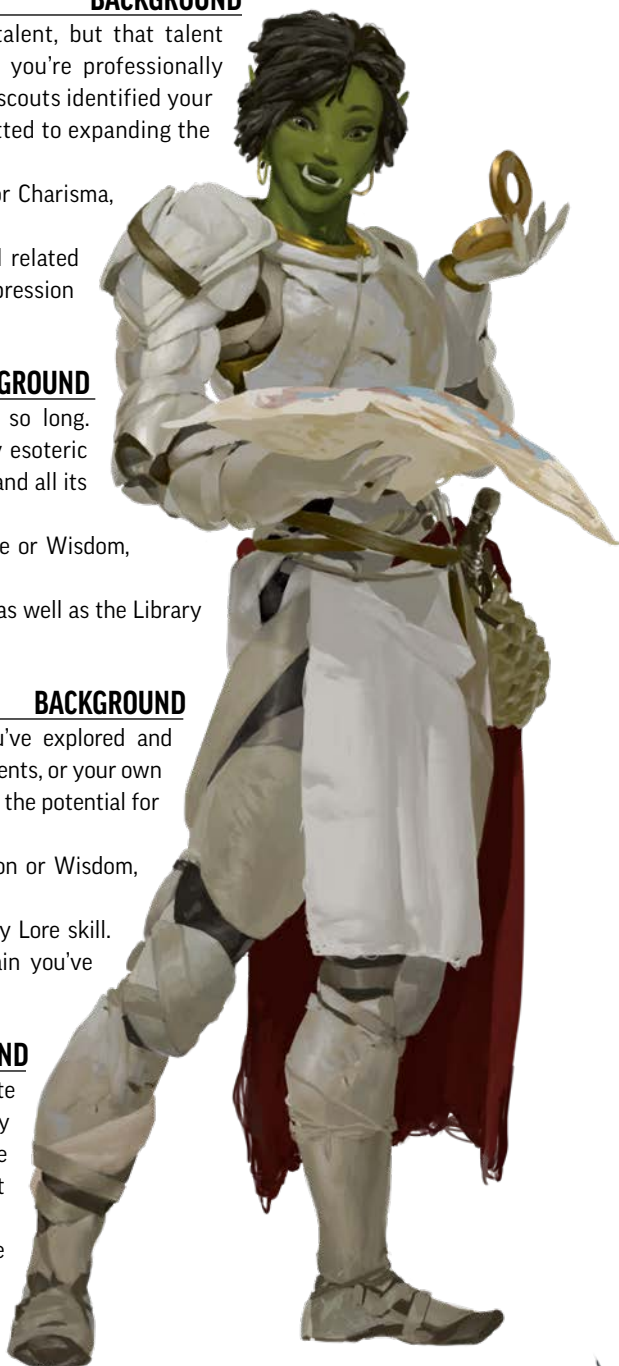
In your youth, you learned to transcribe books and translate scrolls to preserve knowledge or perhaps to aid wealthy merchants and politicians. Whether you set out to make your own fortune or are drawn to decipher the strangest codes, your linguistic training will guide your discoveries.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Scribing Lore skill. You gain the Multilingual skill feat.

PATHFINDER SOCIETY IN GOLARION

As the Pathfinder Society is one of the largest adventuring organizations in the Inner Sea, many player characters either know of it or are among its members. For more information on playing a Pathfinder in a campaign, see the organization's full write-up in *Lost Omens Character Guide* 106-115.



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PATHFINDER SOCIETY TIMELINE

- 4307 AR A group of adventurers establishes the Pathfinder Society during a pub crawl through Absalom, ending at the Wounded Wisp. Each member pledges to meet once a year in the Wisp to recount their adventures.
- 4308 AR First annual meeting of the Pathfinder Society. Attendees name the gathering the Grand Convocation. Adoption of "Explore, Report, Cooperate" as the Society motto.
- 4309 AR Membership count at the Grand Convocation logs 150 field agents and 18 venture-captains. Each member agrees to recruit two members before the next meeting.
- 4314 AR Society membership reaches 500 active agents and 30 venture-captains. The Grand Convocation moves to the Blakros Museum.
- 4317 AR Volume 1 of the *Pathfinder Chronicles* is published by the Pathfinder Society, funded by Durvin Gest. The journal features tales of Gest's explorations in the rediscovered ruins of the Azlanti empire. The chronicle generates substantial public interest; recruiting efforts reach an all-time high.
- 4319 AR Selmius Foster donates a manor house and surrounding land to the Pathfinder Society. Construction begins on quarters and classrooms.
- 4320 AR The Grand Lodge of Absalom is officially founded. Membership rosters list 4000 active agents and 200 venture-captains. Members decide the Society needs more formal leadership, so they form a committee led by Toriah al-Myran.
- 4321 AR At the behest of Toriah al-Myran's committee, 10 volunteer field agents step up to form the first leadership council, called the Decemvirate.
- 4330 AR The Pathfinder Society erects the Wall of Names on the

(cont'd)

HISTORY



On the 23rd of Desnus, in the year 4307 by Absalom Reckoning, a group of adventurers met at the Pig's Paunch in the Merchant's District of Absalom (now the Coins) for a night of drinking and revelry. Many famous names appeared among those gathered at the pub: Adolphus, Durvin Gest, Eylysia, Gregaro Voth, **Inali Buygram** (LG female dwarf explorer), Kerinha Napsunar, **Noyta Gleddirow** (NG female Taldan logistician), Selmius Foster, and **Toriah al-Myran** (CN male Keleshite warrior). As with prior gatherings, talk turned to adventuring, field work, and the difficulty of securing funding for archaeological activities. They agreed that the life of an independent adventurer was fraught with peril, both physical and economical. This time, talk turned to action when the group decided to unite into an association of adventurers with a common goal.

Leaving the Pig's Paunch, the adventurers soon moved to the Crimson Coin in the Foreign Quarter of Absalom, where they continued brainstorming and refining their ideas. Collectively they established the foundations for an archaeological society with the core tenets: explore, report, cooperate. They moved on to Westgate and the Vert Phippen parlor house. There, they decided the organization would function as a democracy. To apply for membership, any adventurer could chronicle a discovery or acquire an item of significance and present their findings at the next group gathering in Absalom.

The last stop of the night was the Wounded Wisp in the Foreign Quarter. The ale, wine, and cider hadn't stopped flowing since the evening started, but before they completely succumbed to inebriation, one of the assembled, believed to be Durvin, suggested "Pathfinder" as a name, evoking the act of exploration necessary for many endeavors. Another, likely Kerinha, suggested "Society" to emphasize the cooperative spirit desired by the companions. Thus began the Pathfinder Society, and the company raised toast after toast to the new group until the pub's owner closed the doors and sent them on their way. The group agreed to meet back at the Wounded Wisp in a year's time and then dispersed, heading off to their lodgings.

Each attendee chronicled the first meeting, incorporating their perspectives of the formative gathering into Pathfinder lore. Time either muddled or lost most of these accounts, however, leading to confusion as to the founding location. However, Eylysia's re-emergence from her hiding place on Mediogalti Island and Kerinha Napsunar's recovered writings confirmed that both the Pig's Paunch and the Wounded Wisp played a part in the Society's founding—and also explained why memories of the founding site had become so hazy.

Over the next decade, membership in the Pathfinder Society grew along with the renown of the first Pathfinders. Durvin Gest, Selmius Foster, Gregaro Voth, and Kerinha Napsunar set off on an expedition deep into the Mwangi Expanse. Toriah al-Myran journeyed over the Crown of the World and into Tian Xia, opening the continent to further exploration and trade with the nations of the Inner Sea region. Inali Buygram traveled to the Taldor-Qadira border to rescue artifacts before they fell victim to the ongoing conflict between the two nations. Eylysia crisscrossed the Inner Sea, observing and chronicling major events for publication. Noyta Gleddirow remained in Absalom, where she worked to establish an organizational framework for the growing membership.

Every year in Desnus, the Pathfinders either sent an account of their adventures to be read at the annual membership meeting or made arrangements to attend in person. Attendees hoped that by holding the meeting in the month named for Desna, goddess of travel, she would look on their adventures kindly. The first few gatherings—called the Grand Convocation—occurred in the Wounded Wisp, though swelling attendance soon forced a change of venue. The Society scoured Absalom for a location large enough to accommodate their growing numbers. The Blakros Museum, with its large exhibit rooms, provided a solution. In return for giving the museum the exclusive rights to display the artifacts the Pathfinders recovered, the Blakros family agreed to a partnership,

allowing the Pathfinders to use the museum for their gatherings and as a base of operations. Thus, a long-standing bond came into being; the Pathfinders and the Blakroses enjoy a close relationship to this day.

As word of the Pathfinder Society spread, would-be adventurers traveled to Absalom to linger outside the museum and petition for membership. Noyta kept busy, processing applications and supporting networking efforts between members. She recruited several assistants to help manage the increasing membership. In the Society's first 20 years of existence, their ranks reached 4000 active agents. The exploits of the first Pathfinders attracted many adventurers looking for like-minded companionship.

Networking proved essential to Pathfinders. Early in his adventuring life, Selmius Foster spent time in Vudra, an inland nation on the continent of Casmaron. He forged a relationship between the spice merchants of Absalom and Vudra, facilitating trade between the two nations. The grateful Absalomian spice merchants gifted Foster a manor in return, and in a gesture of generosity, he donated the manor house and grounds to the Pathfinder Society, transforming it into the Grand Lodge of Absalom, the Society's first premier lodge. A permanent home provided the final boost the Society needed to gather members by giving aspiring agents a formal location at which to apply.

The following years went well. The Society's ranks swelled to the point that truly democratic leadership became difficult. Agents who organized missions began calling themselves venture-captains, a title without formal definition. Society agents gathered and voted to establish a 10-person ruling council called the Decemvirate. Chosen from senior Pathfinders, the first council included founders Eylisia, Gregaro, and Noyta. The Decemvirate established lodges in key locations and defined a venture-captain's responsibilities. Continued growth allowed for excursions in more lands. Pathfinders began earning renown, acting as diplomats and negotiators for organizations throughout the Inner Sea. The Pathfinder Society embraced its influence, ushering in the Golden Age of Pathfinders.

PATHFINDER CHRONICLES

As Society membership grew, accommodating everyone who wished to attend the Grand Convocation became more difficult. Conflicting schedules and the rigors of long travel meant that field agents increasingly submitted their annual accountings via report, not in person, with their designated representatives reading these findings aloud for the Society. Eventually, the stacks of absentee submissions outnumbered returning Pathfinders. The founders decided the process needed revising; instead of reading the reports aloud, they would compile them into a tome that any Convocation attendee could read. At the eighth annual meeting, Society members voted to publish some of the accounts in a compendium called the *Pathfinder Chronicles*.

Arranging for publication and distribution took two more years, a delay made worse by disagreements over funding and content. While the Society collected a tithe of the treasure found during each expedition, they spent most of the income on securing

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grounds of the Grand Lodge to remember fallen field agents, the first of which is founder Selmius Foster.

4333 AR Adolphus and his partner Princess Ganjay of Bhohan found Nexus House in Quantum, Nex, recognized as the Society's second official lodge. The Grand Lodge sends a copy of all published *Chronicles*, establishing backup archives.

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DURVIN GEST

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- 4360 AR Durvin Gest disappears on an expedition to Garund. The Decemvirate recalls Volume 5 of the *Pathfinder Chronicles* shortly after publication, destroying all copies.
- 4364 AR Believing himself the last surviving member of the Open Road Pact, Gregaro Voth establishes an expedition to return to the Mwangi Expanse and open the fey door that he, Kerinha Napsunar, Selmius Foster, and Durvin Gest discovered decades earlier.
- 4376 AR Construction of Skyreach, a five-towered complex of offices, classrooms, and meeting areas, begins in the heart of the Grand Lodge. The uppermost floor includes heavily warded rooms for Decemvirate use.
- 4381 AR After 5 years of work and hundreds of thousands of gold spent, construction of Skyreach is complete.
- 4395 AR The donation of a fire beetle spurs the foundation of the Grand Lodge menagerie. Construction on habitats begins immediately.
- 4400 AR The Decemvirate orders the original Pathfinder manor house boarded, locked, and warded instead of repairing the aging structure. A new tradition is born: initiates seeking to prove their mettle try to bypass the wards and enter the building.
- 4411 AR Disagreements arise between Decemvirate members regarding the amount of influence outside parties should have on Society governance. The disagreement leads to an attempted coup. In the aftermath, the Decemvirate decides to mask their identities and protect themselves from further outside intrigue and manipulation.
- 4412 AR The current Decemvirate retire, choosing successors whose identities remain secret.

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ventures and outfitting agents. Little remained for other projects, which included publishing the *Chronicles*. With no recourse to gather capital, the writers provided the necessary funds. The more the author contributed, the more their reports appeared in print. The funding requirement sidelined many Pathfinders, while allowing repeat publications by the most prolific explorers. Durvin Gest, arguably the most famous Pathfinder in history, appeared in every one of the first five chronicles, but other founders, like Inali and Toriah, didn't appear at all.

Not every report made it into the bound volumes of the *Pathfinder Chronicles*, even if the author donated funds. The Society implemented a delegation to sort through submitted manuscripts and bring notable ones to the founders for review. More sensitive accounts were deemed ineligible for publication and filed away in the Society's vaults. For reports deemed important but too dangerous to print during the author's lifetime, the founders tagged and set them aside for future publication. Sometimes these accounts made it into later chronicles, but oftentimes they crumbled away on a high shelf. Certain authors set up legacies for their chronicle's publication at a future date—such was the case for Kerinha Napsunar. Her accounts covered her excursion into the Mwangi Expanse with Gest, Foster, and Voth and detailed their founding of the Open Road Pact, a pledge of cooperation they made during a particularly trying mission. Though set for publication a decade after her death, Napsunar's reports indefinitely stayed out of circulation due to a staff changeover between the time of submission and the intended publication date.

For unpublished reports, scribes produced two copies. One went to the Nexus House (page 94) archives in Nex, and the other made its way to the Woodsedge Lodge (page 106) in Galt. The original was filed away in the archives of the Grand Lodge. The founders hoped to preserve the knowledge contained within the folios by copying and dividing them. Unfortunately, all three archives sustained damage over the years. Revolutionaries targeted Woodsedge Lodge at the beginning of the Red Revolution, just as the Society transferred artifacts and papers to the Galtan libraries. In Absalom, sieges, earthquakes, floods, and rats took their toll on the Grand Lodge; a records review conducted in 4620 AR found most of the original documents to be at least partially illegible. Scribes copied what remained, though they also introduced errors while working with unreadable text. The folios sent to Quantum survived intact, but the current vash-vatom, Sebnat Sanserkoht (page 96), instructed the sale or gifting of older records. Thus, no complete manuscripts exist.

The first *Pathfinder Chronicles*, published in pamphlet form, sold out quickly, and a reprint shortly followed. The second volume included twice as many pages and still sold out within weeks of the first run. Originally targeted as training tools for Pathfinders, the tomes included sensitive information, such as detailed explanations of distant or fragile locales, trap diagrams, and maps. However, their popularity and potential as a capital venture prompted the membership to re-evaluate their purpose. Starting with the ninth volume, the *Chronicles* contained fewer secret details and more accounts of the adventures themselves.

The revision worked well. The adventurous tales sparked a desire in the nobility of the Inner Sea. Envisioning themselves traveling at the head of an expedition, nobles clamored for more works and continued purchasing subsequent volumes immediately upon publication. The Society doubled and then tripled their print runs, but still sold out. The *Chronicles'* sales contributed to the construction of Skyreach and the ongoing upkeep of the Grand Lodge.

After the formation of the Decemvirate, the council revised the selection process. Instead of the entire membership selecting viable folios, a committee of venture-captains reviewed submissions and approved a selection for the *Chronicles*. The council added new criteria for eligibility: the described events must have occurred within 2 years of submission, and the expedition must have ended within 1 year of submission. The approved manuscripts went to **Furani Clayumble** (CG female halfling archivist) for editing and publication. Volumes increased in size and decreased in frequency, until decades passed between issues.

Over the 400+ years of its existence, the Society has published a total of 39 volumes of the *Pathfinder Chronicles*. The first four editions focused on the exploits of Durvin Gest. Volume 1 featured Durvin's adventures on the lost continent of Azlant and retrieval of Azlanti technology; it also included the tales of Gregaro Voth's exploration of the Forbidden Jungle and Foster's opening of Vudran spice trade. Volume 2 focused on Durvin Gest and Borden Thalian investigating the headwaters of the Vanji River in Garund. The third volume chronicled the death of Selmus Foster in Bhophan and the foundation of the second Pathfinder lodge, Nexus House in Nex, by Adolphus and the Bhophanese Princess Ganjay. Volume 4 once again featured Gest and his confrontation with a pirate queen, where he stole her ship and sailed it around the cape of Garund. No known copies of Volume 5 exist. Records indicate that the Decemvirate issued a recall of all the volume's copies and destroyed them. While many have speculated on the contents, scholars suggest it included information on Durvin Gest's last mission to Garund.

RELATIONS

The Pathfinder Society has an overtly antagonistic relationship with the **Aspis Consortium**, a mercantile league specializing in archaeological relics. With a universal motive of greed to power their agenda, the Aspis controls operations on a larger scale than almost any other entity. They do so through legitimate trade as well as by manipulating capital markets in countries ranging from Andoran to Thuvia. Their methods of relic extraction and willingness to use any means to succeed put them in direct conflict with the Pathfinder Society.

The rivalry between the two organizations simmered for years, dominance and control constantly fluctuating back and forth. Several years ago, the conflict reached a boiling point when the Aspis Consortium invaded the Society's headquarters in the Grand Lodge. While seeking revenge, the Pathfinders discovered a secret inner group manipulating the Aspis, known as Conference Z. Joined by some rogue Aspis agents, the Society dealt a fatal blow to Conference Z's agenda and neutralized Aspis operations. Since then, the Consortium has focused on consolidating their holdings, largely avoiding conflict with the Pathfinders. However, with the decimation of the Pathfinder Society at the hands of Tar-Baphon, the Aspis Consortium once again has the opportunity to challenge the Pathfinder Society for dominance over Golarion.

Residing on Mediogalti Island, the **Red Mantis Assassins** are professional killers who dual-wield serrated blades and wear distinctive black and red armor, complete with mantis masks. Their residence, the Crimson Citadel, houses the Sarzari Library. Society leadership is heavily interested in the tomes of ancient knowledge contained in the library, but they cannot access them legally—current Red Mantis policy is to kill Pathfinder visitors on sight. This death warrant prevented Pathfinder intrusion on Mediogalti for years, with the notable exception of a raid by the *Grimming Pixie* (page 78) in 4699 AR. The Society defied the prohibition again in 4719 when they extracted Eylisia, one of the Society's founding members, from her hiding place in the jungles of Mediogalti, an endeavor that earned the attention and ire of the Red Mantis.

For eons, the **Whispering Way** taught that the ultimate form of existence is undeath. This teaching both intrigued and repelled the Pathfinder Society, as they coveted the knowledge held by the undead. With the escape of the lich Tar-Baphon from his prison on the Isle of Terror, the Whispering Way secured a powerful undead ally. Many members of the Society saw Tar-Baphon as an abomination that needed to be eradicated, not as a source of knowledge. In 4719, when the Society summoned all its members to defeat Tar-Baphon, most

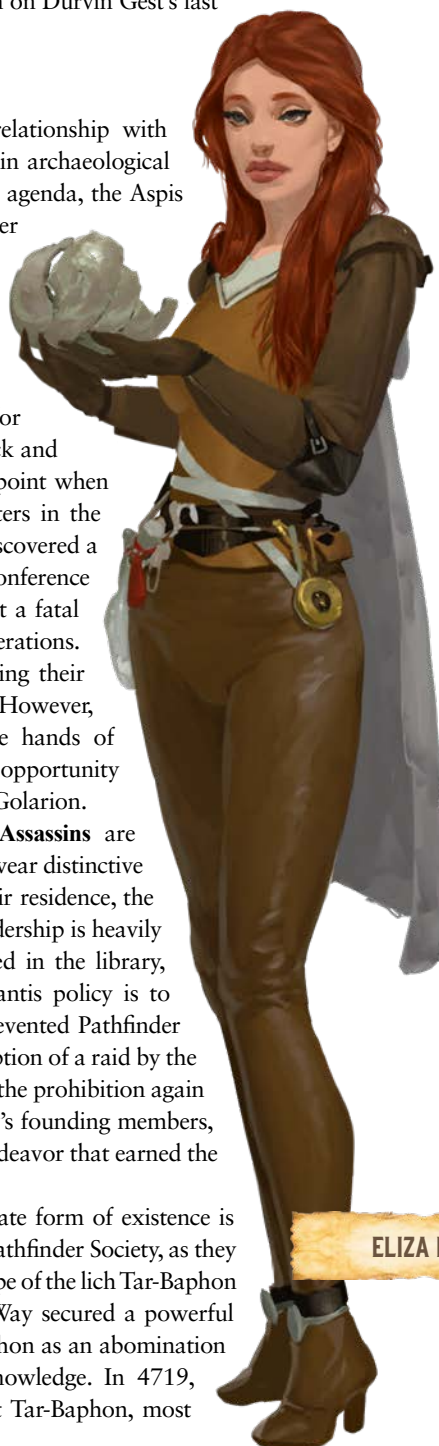
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The new leaders don masks even when with each other, so no Pathfinder may be sure who runs the organization.

4543 AR Membership in the Society passes 5,000 field agents and 112 venture-captains, spread over more than 30 lodges in the Inner Sea.

4606 AR Pathfinders rush to secure important artifacts as the

(cont'd)



ELIZA PETULENGRO

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death of Aroden creates chaos in established governments. Recovered items find their way to the archives located in vaults below Skyreach.

4621 AR Absalom's leaders initiate a 12-day siege of the Grand Lodge, seeking to establish governmental control over the Pathfinder Society. The siege fails as Pathfinders defend the walls of the Grand Lodge, killing hundreds of Absalomian soldiers in the process.

4638 AR The disappearance of Pathfinder Sheraya Solistar of House Asgavan of Cheliox results in no clear heir to the Chelish Throne. House Thrune uses the chaos to make a pact with devils and enact a coup.

4698 AR An earthquake in Absalom causes significant damage to the underground archives of the Pathfinder Society. Most of the early records, including accounts not published in the *Pathfinder Chronicles*, sustain irreparable damage.

4703 AR Pathfinder Shevala Iori leads a team of mathematicians in cracking the cypher code on the Spire of Nex, a siege tower outside Absalom. She becomes the first to unlock the tower door in over 1000 years.

4708 AR Eando Kline renounces his Society membership over concerns about the Decemvirate's disregard for Pathfinder agents' well-being, marking the first of several actions leading to the foundation of the Shadow Lodge by Grandmaster Torch.

4719 AR The Pathfinder Society embarks on a year-long census of active lodges and agents, determining who survived Tar-Baphon's undead assault. The reformed Decemvirate states its interest in returning to the Society's initial goal of archaeological exploration.

answered the call. The Whispering Way aided Tar-Baphon in his clash against the Pathfinder Society, escalating the conflict between the two organizations from a philosophical disagreement to a grudge match on a global scale.

The Pathfinder Society has allies, too. Many of them are well-placed individuals who leverage their wealth and influence on the Society's behalf. Grand Princess Eutropia Stavian of Taldor (*Pathfinder Lost Omens Legends* 42–43) owes her crown in some measure to the Society. Though not strictly an ally, the Ruby Prince of Osirion approves a few undertakings each year for the Pathfinder Society, despite recently closing his borders to other archaeological expeditions. Leaders of factions no longer supported by the Society, such as Guaril Karela of the Sczarni and Amenopheus of the Scarab Sages, still view the Society as friends and undertake pro-Society activities when they align with their own interests. The Concordance of Elements, an ancient organization interested in the planes, also views the Society as an ally and supports their extraplanar activities. The Concordance's representative, Ashasar, continues to involve himself in the Society, particularly with the founding of the new Open Road Lodge.

"A SOCIETY IN FLUX"

This essay, penned by **Dhauken Tor** (N male human scholar), First Speaker of the Wise Council and populist Absalom historian, appeared in the edition of the *Sennight Star* timed to coincide with this year's Grand Convocation:

The events of the past decade transformed the Pathfinder Society profoundly. In response to frequent threats to the Inner Sea region and wider Golarion, the Society rose in prominence. As a global force equipped to oppose emerging dangers, the Pathfinder Society transitioned from an archaeological research organization to a full-fledged geopolitical influence. Many expected growing pains associated with this leap, and there have been several.

However, the Society didn't transform overnight, instead growing and evolving gradually over the past 10 years. In its first major conflict of the decade, the Society defended Absalom from the Silent Tide, a phantom armada bent toward the city's destruction. Despite the largely local nature of the conflict, the threat to Absalom garnered worldwide attention. Though most of Golarion's inhabitants already knew of the Society as an adventurer's club, word spread of the Pathfinders protecting a capitol from invasion. Golarion's elite watched closely.

The group's new influence attracted new threats. The Aspis Consortium, the Society's long-time rival, grew in power and resources to match the organization, attempting to subvert it with double agents. The major Inner Sea powers tried to infiltrate and influence the Society to their advantage, fracturing it from within. Meanwhile, the masked leadership of the Decemvirate stayed removed and unaccountable. Institutional unity was dwindling rapidly.

Though tragic, the severity of the conflict with Grandmaster Torch and his Shadow Lodge thus surprised no one. The splinter faction's motives ultimately proved nefarious, but their stated goals—to reform the Pathfinder Society from within and free the organization from the shadowy puppet-masters at the top—resonated with many field agents and initiates alike. How cruel, then, for this supposed new order to be revealed as even more corrupt than the institution itself, how devastating for those who had been deceived into following them! But the Society stuck with the masked, figurative devils it claimed to know over these new usurpers, and the Decemvirate forcefully reexerted control. External ties were scrutinized, the compromised were removed, loyalty was pledged. New internal factions arose, bound not to foreign interests but to championing the Society's founding traditions and values. One imagines a certain level of fear permeating the very fabric of the organization during this time.

But then, a turn: secure in their reestablished dominance, the Decemvirate entered the Society in the Ruby Phoenix Tournament, unaware of how completely the organization's victory (and more importantly, its prize for winning, the Hao Jin Tapestry) would reshape its future. The Pathfinders' focus on the tapestry, initially just as an archaeological plaything and trophy to keep out of the Aspis'

reach, soon shifted. The Society realized the harm it had inflicted through its meddling and rededicated itself to helping the lost and displaced peoples trapped in the demiplane within.

This would become a pivotal moment, one that forced the Society to mature: the Pathfinders had a unique opportunity to leverage their diverse, deep talent pool and seemingly limitless resources to help those stuck in the tapestry—but only if they worked as one. From the magical expertise of those who opened access to the demiplane; to the tactical efforts of those fighting off Aspis conspirators; to the deft sociological work of those contacting, connecting, and retrieving the societies trapped within; the Pathfinder Society proved it was ready to do the work necessary to enact powerful change. The Society knew it, too. Gone were the days of idle intellectual curiosities; the Hao Jin Tapestry mattered. The fact that, years after making first contact, Aram Zey made one of the highest-profile sacrifices in the Society's history so that his comrades could extract those trapped inside speaks to the artifact's importance to the organization as a whole. For the first time in years, the Pathfinder Society had a clear, potent, and unifying purpose.

The Society then drew upon this rediscovered strength to secure its crucial victories that followed. Without the tapestry, it's unlikely that the Pathfinders would have stopped Runelord Krune as he awoke, helped seal the Worldwound, gained access to the ancient dwarven Sky Citadel of Jormurdun, or defeated the demon Yealek-Vor lurking within.

Jormurdun also represented another key moment, as it revealed the still-entrenched priorities of Society leadership. It's not that exploring the Citadel and reassembling the Sky Key were frivolous pursuits; both became extremely important archaeological discoveries, and the Society gathering to witness Earthfall firsthand dramatically impacted Golarion's historiography. But the prioritization of this goal, this unyielding devotion to the Society's adventure-club origins, now felt like a betrayal of its evolving identity. Like those lost inside the Hao Jin Tapestry, the Society's leadership remained stuck in the past.

Of course, the study of history is always timely—especially for the Pathfinder Society. Though Sorrina Westyr assumed Aram Zey's place as Master of Spells, heralding a changing of the guard, nothing could stop the Aspis Consortium from needling the Society's ranks, nor keep the vestiges of the Shadow Lodge from rising once more, because the structural problems that had made these threats so potent in the first place had never been resolved. The fact that Thurl, a former venture-captain, led the demon-flesh army that sieged Absalom was no coincidence. Nor was the return of the Silent Tide, the enemy that had first burdened the group with this new responsibility. Nor was the discovery of Eylysia, one of the Society's founding members, hiding on Mediogalti Island, behind enemy lines, avoiding the organization she helped found. The Pathfinders' past mocked their present: "Get your house in order."

The Society's ability to repel Tar-Baphon, a vengeful undead tyrant bent on razing Golarion to the ground, while simultaneously facing down Grandmaster Torch, the perennial symbol of the Society's corruption—and win on both fronts—exemplifies the organization's versatile, often paradoxical nature. What is the Pathfinder Society? A zealous group of plunderers and museum curators, directed by a questionable, shadowy cabal? Or a thoughtful, organized force for global peace? Clearly, the Society can do anything it pleases. But any decision it makes will impact the whole of Golarion.

Eliza Petulengro, the first member of the Decemvirate in over 200 years to refuse to don a mask, clearly believes that no matter what the future holds, the Society can face it transparently, accountably, and together. Whether this gesture will extend beyond performative reform remains to be seen, but for now, many view it as a sign that change is possible, even for something as old and storied as the Pathfinder Society.

Last year, the Decemvirate announced a census of the Society's membership. "Who are we?" the Pathfinders ask. But once they find their answer, even if they disclose it, another question still stands: where will they go from here?

PATHFINDER SLANG

Pathfinders have developed hundreds of catchphrases for common frustrations, contacts, and opportunities. Most of these they avoid sharing—the better to avoid offending bystanders.

All White, No Jacket: Descriptor for a very lucrative contact or influential employer whose personal security or employment standards are substandard, reminiscent of a wealthy Prophet of Kalistrade with no Blackjacket bodyguards. AWNJ ("ahn-ge") for short.

Axe-Envoy: An unpredictable or shortsighted adventurer who turns to violence before trying to understand or de-escalate.

Cover Jumper: An explorer who acts recklessly or callously to gain fame; named for those hungry for a cover feature in the *Pathfinder Chronicles*.

Dressed for the Convocation: Fully armed and expecting trouble—a snide reference to villains' tendency to attack during the Society's Grand Convocation.

Eleventh Helm: A condescending Pathfinder who thinks very highly of themselves and acts as if they will inevitably be part of the Decemvirate (or like they already are).

Head in the Aeon Stones: A sarcastic reprimand when someone erroneously assumes that the Azlanti are responsible for an innovation or site rather than giving credit to another society—as if blinded to other possibilities by the brilliant *aeon stones* orbiting their head. There are other cultural variations, such as asking about "Old-Mage Jatembe's saltshaker" with regard to Mwangi relics and "drinking in the Eighth Sin" when over-attributing phenomena to ancient Thassilon.

Lose Your Hats: Becoming irrationally angry and violent, such as "If you don't bow, he'll lose his hats."

Mana Waste: A needlessly enchanted magical contraption that is an utterly unwarranted squandering of expense and effort.

Rusty Shovel: A former Pathfinder who retired under bad or bitter circumstances.

Scribble-Silver: A desperate con artist who sells fake treasure maps.

Sewer Duty: An adventure that involves gratuitously unpleasant conditions for insufficient compensation.

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GLYPH OF THE OPEN ROAD

Though the official symbol of the Pathfinder Society has become more stylized over the centuries, what it represents remains the same—two roads leading off into the horizon, to adventures and discoveries unknown. The symbol adorns many pieces of Pathfinder gear and is displayed prominently over the main gate of the Pathfinder Society's Grand Lodge.

LIFE IN THE PATHFINDER SOCIETY



If one is to believe the widely distributed *Pathfinder Chronicles*, the life of a Pathfinder is a never-ending epic featuring dashing swordplay, insightful discoveries, bold poses at the prows of swift ships, and braving the wilderness. The reality consists of far more trekking through hostile terrain, parsing nearly illegible texts, fighting bad weather, and establishing dubious contacts in the hope of uncovering new leads. Yet the romantic narrative persists—arguably at the Society's direction—to attract new recruits.

JOINING THE SOCIETY

Indeed, ambitious scholars and restless wanderers alike seek out the Pathfinder Society. For many, the Society represents an enlightened network of like-minded historians dedicated to uncovering and preserving the past. For others, it's an employment firm for adventurers to get rich quick on the spoils of dead civilizations. In theory, the Society does not account for the quality of an applicant's character. However, after dealing with the fallout from numerous bad actors over the past two decades, senior Pathfinders have begun weeding out many of the most self-serving candidates—academic passion alone is no guarantee of admission. The Society walks a thin line: though it must remain selective, it always seems to be desperate for new recruits.

According to tradition, a candidate need only reach the Grand Lodge in Absalom to be considered for admission. This remains true for those candidates of far-flung origins, for such a voyage represents the will to travel and experience new cultures. Yet for those living along the Inner Sea's coast, the Grand Lodge often requires additional merits, such as letters of recommendation, proof of ongoing research, or exceptional talent. Those who grow up in Absalom arguably have the hardest time making it into the Society; unless a candidate has served as an independent informant or ally of the Society for a year or more, they're expected to apply with a historic discovery or worthy treatise in hand. An unintended consequence of this requirement is that the most gullible of Absalom's Pathfinder hopefuls have become a profitable market for hucksters looking to off-load counterfeit artifacts. Even though the Society attracts a diverse array of candidates, its leaders recognize that during various periods, the Pathfinders overrepresented the perspectives of Garundi, Keleshite, and Taldan explorers while harmfully marginalizing other cultures. The Grand Lodge has pushed to recruit, train, and award field commissions (page 16) to underrepresented groups such as Kellids, Shoanti, and Varisians—as well as to non-human populations like goblins, iruxis, kobolds, and tengu—in an attempt to broaden and diversify the historical record.

PATHFINDER TRAINING

Being accepted into the Pathfinder Society is only the beginning; even a capable adventurer must undergo additional training to learn proper field techniques as well as the organization's traditions and secrets. For most, this is a 3-year period spent as an initiate. Initiates surrender their personal effects to the Society, which keeps them safe during training; adopt plain, gray uniforms; and remain on the Grand Lodge grounds for the duration of their study, except for certain holidays and approved leaves.

The three deans (also called the three masters) oversee initiates' studies with the assistance of a small cadre of instructors and senior Pathfinders. This coursework begins with roughly 1 year of shared classes, focusing on history, archaeological theory, critical thinking, magical basics, Pathfinder lore, and physical education. Afterward, initiates guide their own studies



by splitting their time between the three schools: Scrolls, which promotes academic mastery and the study of languages; Spells, which teaches eldritch skills and how to disrupt hostile magic; and Swords, which focuses on tactics and physical skills like disarming traps and vaulting obstacles.

Pathfinders returning from the field often serve as adjunct teachers, conveying specialized lore and field-proven techniques, and there's never any shortage of work-study opportunities for an initiate to develop key skills while helping an agent decipher texts, research ancient mysteries, or practice foreign fighting styles.

By the end of the training, an ideal candidate can survive in the wild; perform moderate feats of athleticism; read and write at least three languages with proficiency; communicate through Napsu-Sign, the Pathfinders' system of hand signals (see sidebar); identify common threats; regale listeners with the Society's history; act with decorum and charm in social affairs; research complex subjects within a library; display an understanding of Golarion's overarching history; exhibit specialized knowledge of several historical eras or regions; and demonstrate skill with at least three different weapons. In practice, few candidates fulfill all of these criteria, and the three deans typically approve an initiate for advancement so long as they exhibit understanding of these skills (enough to avoid hindering more skilled comrades), literacy, and one or more extraordinary talents that would be a boon to the Society. As a result, the Society's roster includes its share of extraordinarily strong warriors who can't recite Azlanti poetry, prodigious wizards who struggle to climb a rope, and talented diplomats who can't assemble a tent. The Decemvirate simply reserves these agents for larger expeditions, where each Pathfinder's strengths can make up for the weaknesses of others.

CONFIRMATION

No matter how much training an initiate receives, they never attain full agent status without their Confirmation—a final test of skill, resourcefulness, and dedication typically undertaken within 3 years of joining the Society. Every Confirmation is different, and once an initiate is ready, they petition one of the three masters to act as a sponsor and help develop a suitable challenge.

A typical Confirmation fulfills multiple criteria. First, the objective ideally requires the agent travel well beyond Absalom, for which the initiate is responsible for arranging their own transportation and provisioning. Second, the objective involves working with one or more Society contacts—or in some cases making entirely new contacts. Third, the Confirmation involves acquiring something of historical or cultural note. Nearly anything could qualify: the secrets of a political movement, an ancient relic sealed within a dusty tomb, an understanding of a lost archaeological site, an innovative translation of an obscure text, the preservation of a dying martial art, or countless other possibilities that expand the world's knowledge. However, the Society strongly encourages acquisitions that the initiate can perform ethically, not by exploiting living populations or despoiling the past. Finally, the initiate must return to the Grand Lodge with a suitable write-up of the discoveries for review by their patron or other highly regarded Pathfinders. The Confirmation serves as a first adventure for most field agents, demanding many of the key skills and best practices expected of a Pathfinder.

If the initiate succeeds, one or more senior Pathfinders formally bestow the title of field agent upon the candidate in a small ceremony on the Grand Lodge's lawns. Those who narrowly fail the Confirmation might receive additional support before being given a second chance, but those who consistently or significantly fail their Confirmation are denied full membership. These rejected hopefuls vary in their reactions—some turn their Society connections into useful business contacts, while others become bitter freelance rivals of their former allies.

The iconic Confirmation is an individual's quest of discovery, and while the majority of Confirmations are solo endeavors, it's increasingly common to receive help from other Pathfinders. Mentors, especially Pathfinders who completed

HAND SIGNS

Subtlety is key to many agents' survival, and the Society has developed a cant of hand signs designed to convey simple information swiftly and silently. Formally called Napsu-Sign after its innovator Kerinha Napsunar, the cant is better known as Pathfinder Hand Signs and has an official vocabulary of about 1,250 universal signs, plus hundreds of regional dialectical signs. Collectively, these form a utility-focused language loosely based on Taldane, allowing for somewhat complex ideas like "Three flying threats through door, up," "Emergency: bring healing," or "Stranger is threat? Confirm?" However, slightly over half of the signs require both hands; with only one hand free, a Pathfinder is limited to very simple concepts like "three threats," "help," "behind you," and "wait there." It's quite intentional that the most urgent signs are one-handed.

The Pathfinder Society originally created Napsu-Sign as a simple means of visual communication that a typical agent can easily learn and remember, and most members learn enough signs to convey basic concepts. However, Pathfinders have consistently built upon and expanded Napsu-Sign into a full sign language, capable of conveying ideas as complex as any spoken language. Relatively few are fluent in this full version, though the popular mystique of Pathfinders has spawned the notion that such fluency is commonplace.

Napsu-Sign is a proprietary cant that the Society doesn't share except with its most trusted allies. By design, this makes parsing the signs difficult for non-Pathfinders, though bystanders can sometimes decipher a series of signs based on context and visual cues. The Secret Signs skill feat (*Pathfinder Adventure Path #147: Tomorrow Must Burn* 73) is an excellent way to represent high proficiency in Napsu-Sign. All trained Pathfinder characters know dozens or hundreds of signs, but Secret Signs conveys mastery of the official Napsu-Sign lexicon.

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their own Confirmations within the past few years, often accompany their protégés for part of the journey, using the opportunity to impart hard-learned practical advice along the way. Once a rare sight, the Society occasionally approves group Confirmations, wherein two or more initiates work together toward a shared objective. Most often, this opportunity is restricted to tight-knit cohorts who are likely to continue adventuring together, especially when they individually lack the comprehensive skill set expected of a full agent yet contribute admirably as part of a team. For all these group Confirmations' expediency and relative safety, the Society knows it's all too easy for a lackadaisical initiate to ride their companions' success to an undeserved membership. Likewise, some groups' unwarranted bravado can goad the initiates into unnecessarily hazardous situations; the apocryphal "4660 Duwwor Incident" is among the most insidious initiate legends, and although the details vary in the telling—with some combination of genies, an abducted prince, *feather tokens*, emergency disguises, *wish* magic, and frantic gambling—it's an enduring reminder of how quickly overconfident novices' first adventures can spin out of control.

FIELD COMMISSIONS

On rare occasions, an explorer attracts the Pathfinder Society's attention with a feat so extraordinary as to earn Pathfinder status outright. Known as field commissions, these awards carry the full benefits of Pathfinder status, typically waiving admission, training, and Confirmation requirements entirely.

Field commissions fall into three categories: unaffiliated achievement, affiliated achievement, and partial commission. Reserved strictly for those the Decemvirate identifies and honors, an explorer earns membership through unaffiliated achievement by making some grand discovery, achieving a historical breakthrough, or changing the course of history itself. Most accept this unsolicited honor, though a few researchers take pride in rebuffing the Society. Those earning a commission by affiliated achievement accomplish an impressive discovery, but rather than wait for the Society to recognize this deed, they send in their findings to the Grand Lodge specifically to earn membership.

Finally, a partial commission doesn't yield immediate field agent status. Instead, this commission represents ongoing service to the Society or lesser discoveries that represent a clear dedication to the Society's

ideals; these candidates bypass initiation requirements, have some portion of their training waived, see their discoveries contribute to their eventual Confirmation, or a combination of these. Many hopefuls consider it far safer to tag along with Pathfinders and earn their formal recommendation for a commission rather than risk traveling to the Grand Lodge only to face rejection. The result is overall positive, attracting many informants and guides to the Society's cause with the prospect of full membership.

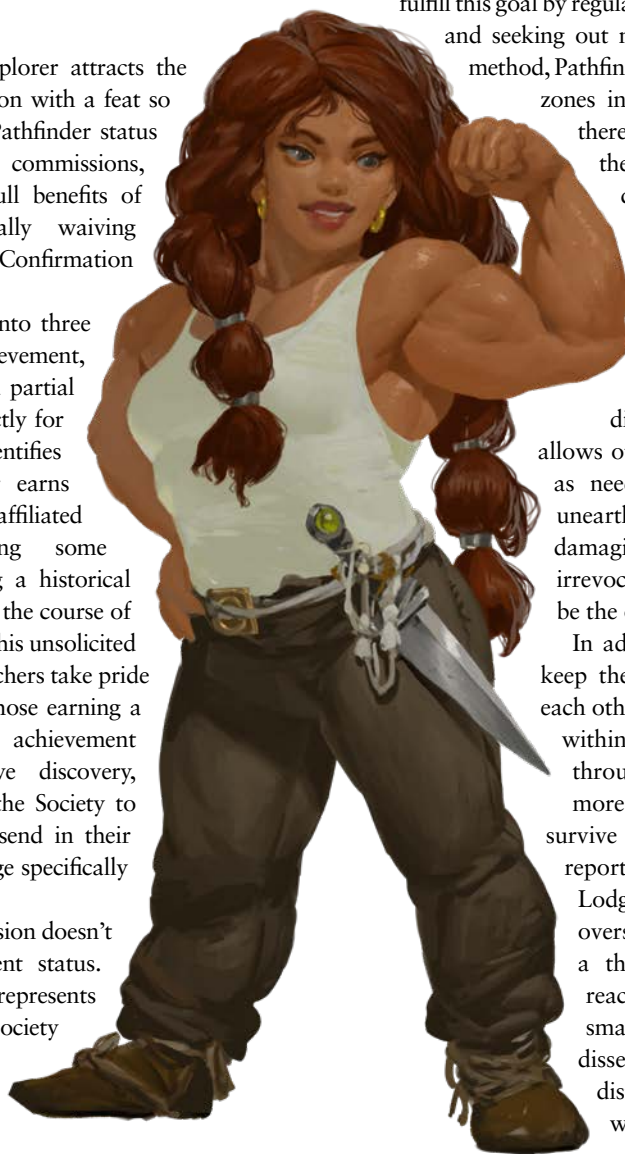
EXPLORE, REPORT, COOPERATE

Although the Pathfinder creed began as an informal reminder a few centuries ago, it's since grown so revered and pervasive that it's become the Society's unofficial motto. The saying's persistence reflects its simple ubiquity: those who follow its principles rarely run afoul of the Society's actual rules, while likely achieving the fame that most agents crave.

Explore: At their core, Pathfinders are explorers. A Pathfinder is expected to travel to unfamiliar realms—most often physically, though agents of lesser constitution often fulfill this goal by regularly challenging their assumptions and seeking out new perspectives. No matter the method, Pathfinders voyage beyond their comfort zones in search of the unknown. Once there, they map the uncharted, learn the legends of ancient peoples, and decipher the forgotten lore buried under millennia of soil.

Report: The thrill of discovery is fleeting, and memory is just as ephemeral; a Pathfinder must document their findings while those discoveries are still fresh. This allows others to retrace the agent's steps as needed, but since the process of unearthing ruins always runs the risk of damaging their archaeological context irrevocably, a Pathfinder's journals may be the only way that context survives.

In addition, regular reports not only keep the rest of the Society abreast of each other's findings, but the information within can be shared with the world through publication. Details of slightly more than half of all expeditions survive only within a few copies of reports carefully filed in the Grand Lodge and the Pathfinder lodge that oversaw the operation. Roughly a third of Pathfinders' adventures reach wider audiences in the form of small folios, short books, or larger dissertations—usually printed and distributed at the agent's expense, with some assistance from the



Grand Lodge, a mentor, or an independent patron. From these two sources, the Decemvirate and senior Pathfinders select the best studies for publication in the *Pathfinder Chronicles* (see below).

Cooperate: The Pathfinder Society recruits widely, with agents representing a vast array of personalities, backgrounds, and skill sets, yet agents are expected to honor each other's differences, assist each other as they can, and completely avoid outright hostilities. When conflict arises, tradition dictates that Pathfinders should parley peaceably whenever possible, no matter their difference of faith, nationality, or other allegiances.

PATHFINDER CHRONICLES

In the Pathfinder Society's mission of preserving the past, there is no purer medium than the *Pathfinder Chronicles*, detailed documentation of the Society's greatest and most meaningful discoveries. The *Chronicles* largely survive and see distribution in formidable volumes, each of which lavishly presents 4–10 major expeditions reported since the last volume saw print. In addition, a *Chronicles* volume logs very basic data about other ongoing or recently concluded expeditions that the Decemvirate hasn't deemed confidential. The rate at which the Grand Lodge compiles these honored anthologies has been inconsistent over the past four centuries; the earliest Pathfinders published prolifically (in part due to lesser oversight and peer review), whereas the 4400s saw only a handful of full volumes compiled (purportedly driven by the aftermath of the infighting that plagued the Society early that century). Following a boom in membership and the Grand Lodge's ambitions, the Society is again publishing at an accelerated rate, having released an extraordinary three volumes in the past decade alone.

Exploits not featured in the *Chronicles* see dramatically less distribution. Pathfinders often create copies of their theses to gift to universities or self-publish their abridged findings to distribute in Absalom to immortalize their deeds. The Society itself subsidizes some of these efforts, especially for those agents who lack the financial resources to promote their accomplishments, as well as for agents whose subject expertise is historically underrepresented. To hold its agents to the highest standards, the Society regularly tasks senior agents and venture-captains with peer reviewing the latest reports, confirming through interviews, travel, and divination that the Pathfinder's account is accurate and that their process met the Society's ethical standards.

Creating copies remains a time-consuming process. All but the most recent *Pathfinder Chronicles* are hand-copied, down to their maps and illustrations, resulting in limited inventory for even the most popular volumes. Periodically, the Society has employed scrying magic, contract scribes, or (in its darker years for which the Pathfinders continue to make amends) indentured labor to speed transcription, yet by tradition, it's the duty of initiates to reproduce at least one Chronicle per year of study. Not only does the process help the Society preserve its records, but the slow copying process ensures that each initiate becomes

intimately familiar with the exploits of those agents who came before. In the past decade, heightened demand led to the Society purchasing an Andoren printing press, and many of the latest volumes are now printed. Nonetheless, purists scoff at these newer editions.

Yet the Society's strategy for distributing the *Pathfinder Chronicles* has suffered from conflicting visions of what the publication represents. On one hand, the *Chronicles* are the pinnacle of recognition for one's academic accomplishments, and for more self-serving Pathfinders, publication in the *Chronicles* is the final feather in one's cap. The merit also legitimizes an agent's subsequent work, their augmented reputation opening doors to restricted libraries, forbidden ruins, and exclusive interviews. On the other hand, published adventures include maps, milestones, and more that put archaeological sites, contacts, and other sensitive sources at risk. Less scrupulous treasure-hunters have previously used the travelogue to loot and despoil the remains of Pathfinder discoveries. To curtail this, the *Chronicles* see fairly limited distribution outside of academic circles. Members of the public who read the *Chronicles* are most often consuming the abridged versions that are scrubbed of vulnerable details to instead highlight the sites' overarching narratives and the explorers' dashing deeds.

RULES OF THE SOCIETY

Except in the wake of rare disasters that shook the Grand Lodge to its foundation, the Pathfinder Society has maintained only



a short list of rules—albeit reinforced by several centuries of tradition and the occasional unilateral intervention by the Decemvirate. Beyond the informal tenets of “Explore, Report, Cooperate” (page 16), a Pathfinder must: not fight other Pathfinders, uphold the dignity of the Society, respect their colleagues’ property, and avoid undue risks to the world’s history, culture, and well-being. All of these are purposefully vague, allowing venture-captains and other leaders to exercise some creative interpretation when judging an agent’s misdeeds. It’s not uncommon for Pathfinders to compete or even clash outright when striving for the same objectives. For some, upholding the Society’s dignity is a matter of strict honor, whereas others’ underhanded tricks toe the line of decency. And little is as open-ended as “avoiding undue risks to history,” which could range from ethical and responsible excavation techniques to not unleashing an imprisoned demon on nearby settlements in the course of exploring an abandoned temple.

Over the past decade, the Society’s growing international profile and sundry debacles—anything from attacks on the Grand Lodge to unethical excavations to former Pathfinders falling under fiendish influence—have forced its leaders to tighten the traditionally loose guidelines. Venture-captains keep an ear out for the reputations their agents are developing in the field, and the Society has started to intervene much more regularly and decisively when it hears of gross misconduct that would besmirch the organization. Those who repeatedly show egregious disregard for mortal life or behave in ways likely to get the Society banned from a region may find themselves denied leads and pointed toward quiet tasks designed to keep them away from anything fragile or socially sensitive for at least a few months. Those who don’t learn from their mistakes, neglect to make reparations, or commit reprehensible acts find their membership terminated.

Those who wish to leave the Society on good terms can do so, though the Grand Lodge tries to limit attrition by sending a diverse handful of agents and venture-captains to counsel that Pathfinder and encourage them back into the fold. Failing that, those agents are to establish a working relationship with their former colleague so that the ex-Pathfinder remains a friendly ally. Those who resign from the Society on good terms typically keep their *wayfinders* and are instructed not to sell the devices.

PATHFINDER LEADERSHIP

Although the Decemvirate (page 54) guides the Society as a whole, the Pathfinder community rarely interacts with its masked leaders directly. Instead, most agents work with venture-captains, highly qualified veterans who know their region’s history, geography, opportunities, and hazards. A venture-captain exercises virtually unquestioned authority within their region regarding Society business, though they command no formal power outside of those regions. Even so, venture-captains rarely act as overbearing military commanders; most serve as facilitators first and foremost, helping to connect agents with local contacts, leads, maps,

and equipment to document the region’s antiquities and cultures. This informal tradition is pervasive, having begun early in the Society’s development as a way to preserve agents’ autonomy and foster their curiosity, rather than quashing independence through rigid commands.

It’s a testament to venture-captains’ knowledge and charisma—as well as the rigorous challenge of earning such a promotion—that agents snap to attention when these leaders speak. A Pathfinder qualifies for this position by cultivating the trappings of leadership—building either a reliable base of operations or a sizable following of loyal professionals. Once a candidate is nominated, other venture-captains then evaluate the agent on the strength of their contributions and character. If they pass this review, the agent then receives a unique challenge from the Society’s senior leadership. The difficulty of this challenge far exceeds that of a Confirmation—often involving considerable danger, accessing restricted texts, supervising a large team’s logistical needs and the like. Previous venture-captains’ challenges have included documenting a haunted castle, excavating a sunken ship, and mapping an entire region. Within a year, the candidate must return to the Grand Lodge with their findings and report to the Decemvirate, at which point the 10 masked leaders convene to weigh the candidate’s accomplishments and methods. The decision must be unanimous, sometimes taking weeks of deliberation. Yet if the Decemvirate approves, the candidate swiftly becomes a venture-captain. If the Decemvirate deny the application, the agent can begin the process anew after 2 years.

Once appointed, a new venture-captain receives a particular region to oversee, established in collaboration with the Decemvirate and any neighboring venture-captains. In some cases, the new leader adopts the domain of a recently deceased or retiring venture-captain, though the Decemvirate often uses these transitions as an opportunity to revisit the area’s old jurisdictions and shift boundaries. In other cases, if an area already has several venture-captains, the Decemvirate carves out some of the neighboring leaders’ territories to assign to the appointee. And sometimes a region is so busy, complex, or populous that an additional venture-captain need not compete for authority and instead controls a particular sphere of influence—such as how Venture-Captain Roderus oversaw adventures in rural Katapesh, Venture-Captain Dulm watched the city’s markets, and Venture-Captain Wulessa Yuul led investigations into esoteric treasures. However, that uneasy triad’s treacherous collapse following Roderus’s recent retirement has slowed the pace of joint venture-captain arrangements—yet the practice still continues for especially gregarious colleagues.

DISCOVERIES

Critics often disparage Pathfinders for absconding with relics as soon as they find them, feeding the simplistic misrepresentation of the Society as base looters. While the vaults below Skyreach at the Grand Lodge do hide countless treasures, many are the subject of preservation

and study. The Society also holds untold scores of deadly relics: blasphemous tomes, unholy weapons, and even the occasional fiend sealed within a ritual urn. Although some of these remain for the sake of posterity, many other artifacts have no known means of destruction; until such methods are discovered, keeping those objects locked away remains the safest course of action.

Though protective of its treasures, the Society displays many antiquities for perusal. Smaller lodges often maintain an archive of archaeological artifacts as well as a display space for the most exciting finds. The Grand Lodge maintains numerous museums of its own, from Starhall's exhibits of interstellar wonders to the Mausoleum's studies of various cultures' mortuary practices. Yet the most spectacular of the Society's museums is Skyreach, with floor after floor of trophy rooms and museums that number in the dozens. In an attempt to improve relations with distant countries and peoples, the Society has gradually repatriated large portions of the museum's contents, yet even so, the Grand Lodge is an unrivaled repository of world culture.

The Society restricts public access to the Grand Lodge's grounds for much of the year, primarily scheduling school groups, dignitaries, and scholars to view certain exhibits by appointment. But at least four times a year, the Grand Lodge hosts day-long events that invite the public onto the campus for open-house tours, magical demonstrations, history lectures, and sundry workshops. Even then, the Society keeps its most sensitive artifacts out of easy reach—if it decides to display them at all.

These tours do a great deal to dispel rumors that the Pathfinders sell their treasures for personal enrichment, though the tales have some truth to them. While it avoids wholesale liquidation of historical treasure, the Society does periodically sell off portions of its archives to collectors when it needs to either free up storage space or pad the budget. These sales represent only a small portion of the Society's operating budget, however. Senior agents shoulder some of their own costs, as well as their colleagues', and the Society earns healthy revenue by contracting agents to outside patrons to assist with a range of tasks. But the Grand Lodge's costs are largely covered by a vast endowment resulting from diverse investments made over the last several centuries—much of it supposedly

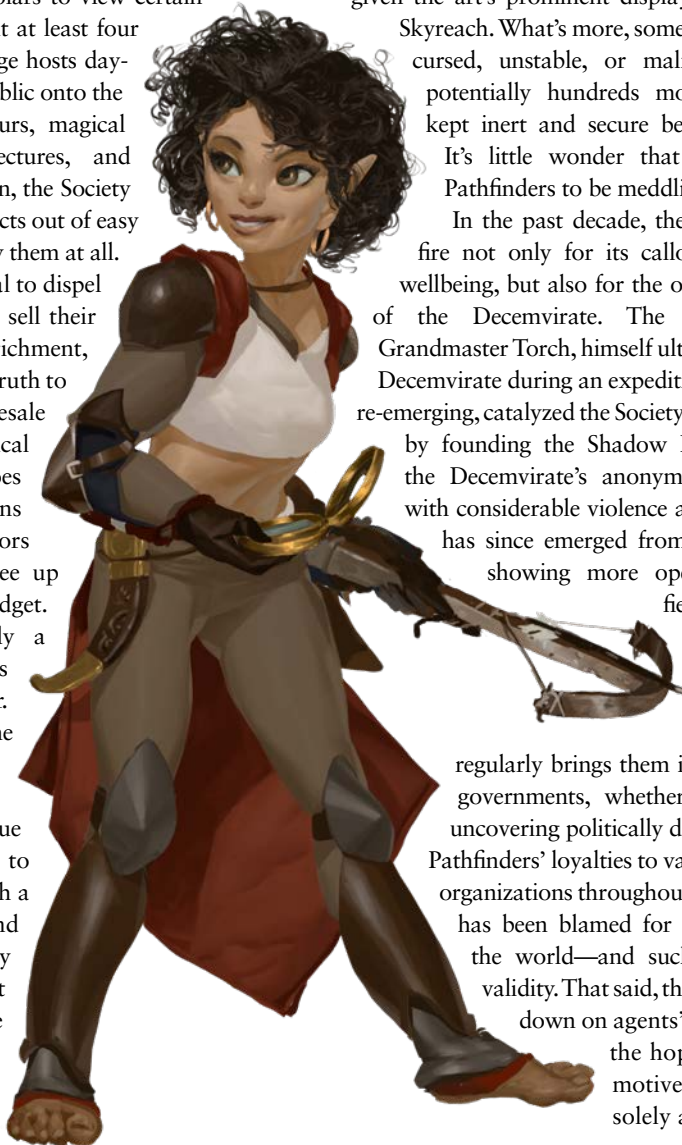
growing out of the vast fortune Durvin Gest left in his old companions' care.

CONTROVERSY

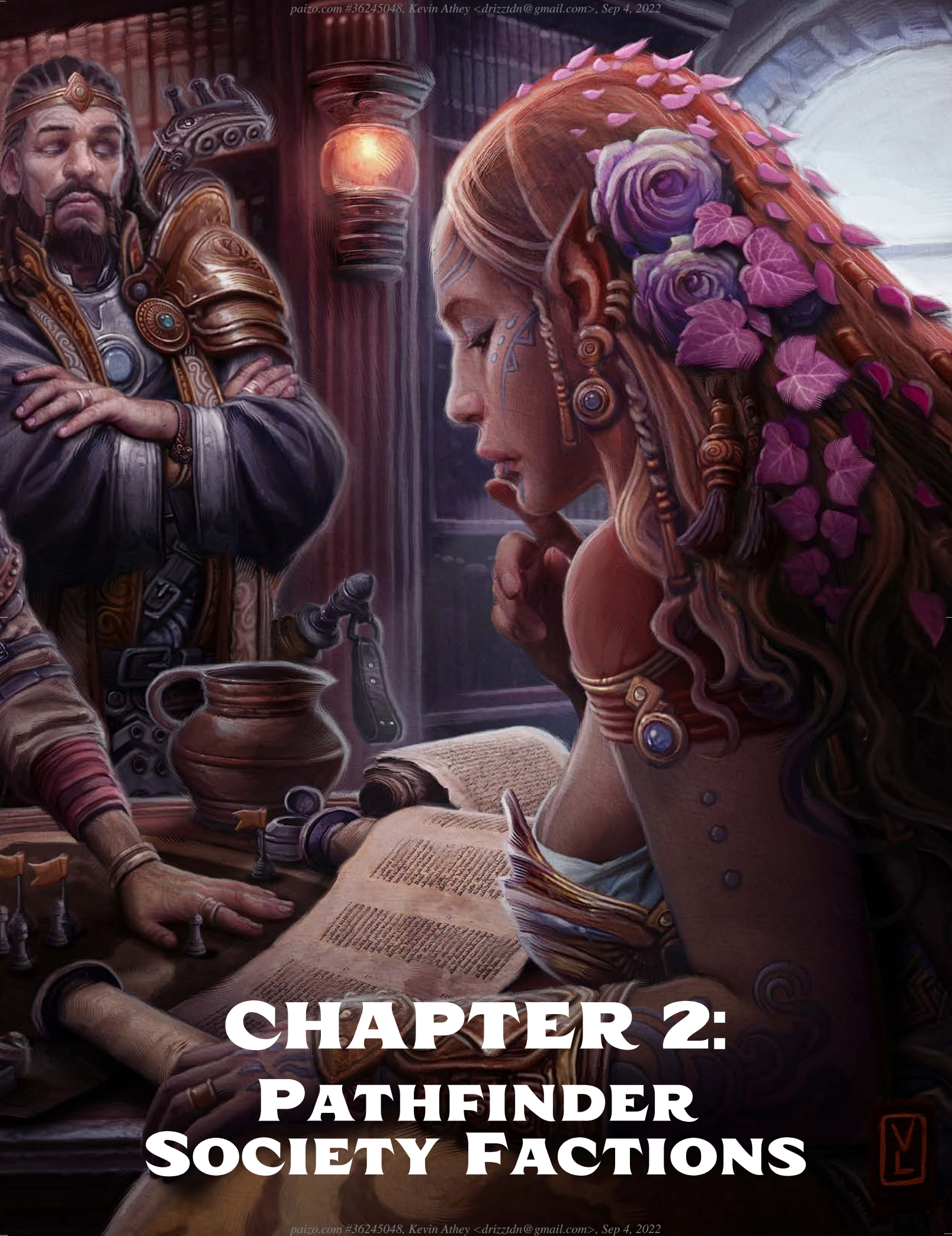
For all the Society's efforts to preserve history responsibly, the allure of widespread publication has driven some Pathfinders to commit grievous acts for which current leadership continues to struggle to amend. Thousands of the Society's treasures lack proper documentation, suggesting that they were looted from tombs, purchased from unscrupulous dealers, or swindled from unsuspecting indigenous groups. Whereas most of these goods lie undisturbed in Society vaults, others are on display for all to see; Baphory's Walk, a path at the Grand Lodge lined with faintly enchanted stone heads of Mwangi design that many suspect Pathfinder Taius Baphory stole from east of Lake Ocota, remains a notorious example. The Chelish government still hounds the Society to return the Lawgiver Tiles, an elaborate tiger-eye mosaic that Pathfinders extracted from Macini's main courthouse in the name of preservation during the Chelish civil war. The Society's insistence that Cheliah's continued political instability prevents the mosaic's repatriation rings hollow given the art's prominent display on the ground floor of Skyreach. What's more, some of these relics are actively cursed, unstable, or maliciously intelligent, with potentially hundreds more eldritch catastrophes kept inert and secure beneath the Grand Lodge. It's little wonder that many regions consider Pathfinders to be meddling grave robbers.

In the past decade, the Society has come under fire not only for its callous disregard for agents' wellbeing, but also for the overly opaque motivations of the Decemvirate. The relentless ex-Pathfinder Grandmaster Torch, himself ultimately abandoned by the Decemvirate during an expedition dozens of years before re-emerging, catalyzed the Society's most enduring upheaval by founding the Shadow Lodge, which challenged the Decemvirate's anonymity and morality—albeit with considerable violence and prejudice. The Society has since emerged from this tumultuous period, showing more openness and support for field agents, but the Grand Lodge's negligent past is hard to forget.

Finally, Pathfinders' curiosity and tenacity regularly brings them into low-key conflict with governments, whether by seeking permits or uncovering politically damaging texts. Given past Pathfinders' loyalties to various states or clandestine organizations throughout the Inner Sea, the Society has been blamed for political meddling across the world—and such a characterization has validity. That said, the Society has since cracked down on agents' secondary affiliations in the hopes of removing political motives from what should be solely academic operations.







CHAPTER 2: PATHFINDER SOCIETY FACTIONS

FACTIONS



VERDANT WHEEL TRUTH SPROUTS FROM THE ASHES

PREVIOUS FACTIONS

These factions were active before the reforms that led to the current system.

Dark Archive: Led by Zarta Dralneen (page 59). **Motto** In darkness lies enlightenment. **Focus** Finding dangerous relics and investigating menacing phenomena.

The Exchange: Co-led by Trade Prince Aaqir al'Hakam (page 56) and Sczarni leader Guaril Karela (page 57). **Motto** Dominance through trade. **Focus** Controlling events through the power of coin.

The Grand Lodge: Led by Venture-Captain Ambrus Valsin (page 68). **Motto** Loyalty to the Decemvirate (later amended from "Decemvirate" to "Society"). **Focus** Fulfilling their duties as Pathfinder agents above all else.

Liberty's Edge: Led first by Major Colson Maldris (NG male human eagle knight), then by Tamrin Credence (page 59). **Motto** In pursuit of liberty, in opposition to tyranny. **Focus** Freeing the oppressed and cleansing corruption from the land.

Scarab Sages: Led first by Amenopheus (N male human wizard), then Tahonikepsu (page 59). **Motto** Unlock the wisdom of the past for a brighter future. **Focus** Obtaining and cataloging knowledge.

Silver Crusade: Led by Ollysta Zadrian (deceased). **Motto** Use the Pathfinder Society's resources to do good in the world. **Focus** Protecting the world from evil.

Sovereign Court: Led by Lady Gloriana Morilla (page 57). **Motto** Nobility united for a common cause. **Focus** Leveraging social status for the betterment of all.

When forming the Pathfinder Society, the original members established the core ideals of "Explore, Report, Cooperate." Even then, each of the creators prioritized these ideals differently. Some, like Durvin Gest, sought to be the epitome of an explorer. Others, like Kerinha Napsunar, wished to use the Society's resources to preserve history. And still others wished to pursue knowledge, even if it meant paying the ultimate price, as Selmus Foster did. As each of the founders used their influence to prioritize the Society's goals, these motivations established distinct patterns of behavior. After the founding of the Decemvirate, many agents attached themselves to the goals or agendas of individual Decemvirate members. The last major shift in focus occurred with the masking of the Decemvirate—their newfound anonymity left the ruling council free from accountability for their actions and ushered in an age of the Pathfinder Society pursuing pet projects, personal gain, and global domination. Factions arose as desire for wealth and fame began to eclipse the founders' core ideals.

After some time, foreign intrigue arose as the primary motivator behind factions. Several governments of the Inner Sea manipulated the Pathfinder Society by offering rewards to any agents willing to champion their ideals. Cheliaz offered up membership in Hellknight orders, while the Ruby Prince of Osirion made Pathfinders part of his Risen Guard. Andoran awarded ranks in the Eagle Knights, Taldor gave away noble titles, and Qadira named agents to the Satrapy. This method functioned until a conflict between rival faction leaders, Taldor's Baron Jacquo Dalsine and Qadira's Pasha Muhlia al'Jakri, ended with the Baron's death in front of other Pathfinders.

For several years, a Shadow Lodge functioned as a splinter faction for Pathfinders disaffected by Decemvirate leadership. Led by Grandmaster Torch, a former Pathfinder cursed and terribly scarred on a mission gone wrong, the Shadow Lodge espoused that no Pathfinder should be left behind and demanded accountability from the Decemvirate. Torch gathered disenfranchised agents and mounted a campaign against the Society. Seeking to hold onto their power, the Decemvirate acquiesced to Shadow Lodge demands, though many felt they didn't concede enough. At the same time, Amara Li arrived in Absalom, bringing news of her Lantern Lodge in Tian Xia to the Inner Sea. Pathfinders flocked to these new groups, which offered a sense of collaboration and unity for those torn by their split allegiances.

Several years later, the Decemvirate excised governmental influence from the Pathfinder Society. Unfortunately, they created nothing to fill this power vacuum, and outsiders soon began to influence Society actions yet again. Instead of advocating for a specific country, they espoused different ideals: liberty, trade, knowledge, destroying evil, or aiding governments. While not as overtly political, this period of time saw agents participate in the rise of the Order of Jeweled Sages in Osirion and the deposition of King Stavian III in Taldor.

A few short years ago, many Pathfinders perished on the field of battle facing the Whispering Tyrant and his minions. The remaining agents gathered at the Grand Lodge and assessed the state of the Pathfinder Society. The Decemvirate consulted Elylsia, one of the founders, to learn more of the core ideals and what the founders envisioned for the Pathfinder Society. From this knowledge, they set a course for the organization that reflected the early years. Instead of outside influences, they formed four factions around the founders' core ideals. They assigned venture-captains who embodied the ideals to lead these groups and gave them permanent homes within the Grand Lodge. They encouraged new initiates to choose a faction to join so that they would have a group of like-minded individuals who would support their growth as Pathfinders. If they didn't want to choose, initiates could try out multiple factions or remain independent—whichever best reflected their personal path as Pathfinders.

Besides the core four groups dedicated to exploration, knowledge, fellowship, and protection, several other key ideals attracted Pathfinders, including helping others and exploring the natural world. They petitioned the Decemvirate for recognition. The Decemvirate, keen to embrace all Pathfinders (and hoping to learn from its past mistakes), granted recognition and support, albeit on a slightly lower scale than the main factions. These groups maintain their status as long as their membership remains above a certain threshold. Thus, each faction leader makes a priority of reaching out to new recruits and encouraging them to join.

OTHER FACTIONS

Each person comes to the Pathfinder Society with their own goals and motivations. Quite often, it is the simple desire for adventure, for a life other than the one to which they were born. But beneath the desire for excitement or change lie other needs. Fellowship, acceptance, learning, bonding: these aspirations draw Pathfinders to others like themselves, regardless of whether the Decemvirate recognizes their motivations as official factions within the Society—though two have achieved official status.

The **Verdant Wheel** faction unites those focused on the natural world. Under the leadership of Urwal (page 59)—who accepted neither the field commission nor rank of venture-captain that the Decemvirate attempted to bestow upon him—trackers, ecologists, druids, and other nature enthusiasts have a home. Following their words, “Truth Sprouts from the Ashes,” members of the Verdant Wheel study the cycles of nature and explore the earth, witnessing phenomena, collecting specimens, and providing protection for the primal realm.

The **Radiant Oath** is the spiritual successor of the Silver Crusade faction and focuses on doing good in the world, even when the Society’s mission doesn’t mandate it. Members of the Radiant Oath focus on helping others with acts of kindness, compassion, and redemption. Valais Durant (page 59), who has overcome much suffering caused by evil, now leads this faction. A longtime Pathfinder, her personal path leaves her committed to helping others. The group’s motto is “A Light in the Shadows.”

Another popular group, the Perfection Seekers, has submitted a petition and awaits recognition from the Decemvirate. Followers of the Houses of Perfection in Jalmaray, participants of this faction strive to be their best selves. They spend hours in meditation to focus their minds and tirelessly train their physical skills, pushing their bodies to the edge of what is considered possible. Members coach and support each other through the rigorous demands on body and mind needed to reach their goals.

Beyond broad ideological factions, some Pathfinders seek recognition for groups with a narrower focus. One such group centers around the Blakros Museum and the family who owns it. Curated by ex-Pathfinder Nigel Aldain (page 58), the museum regularly experiences strange mishaps. Many Pathfinder agents called upon to solve these issues have become intrigued with the Museum itself. This group hypothesizes as to the cause of such strange happenings, seeking to improve communication and record-keeping to stave off the next disaster.



RADIANT OATH A LIGHT IN THE SHADOWS



VALAIS DURANT

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ENVOY'S ALLIANCE



STRENGTH IN COMMUNITY

NOTABLE MEMBERS

Janira Gavrix (N female halfling instructor; page 57): Head initiate of the Pathfinder Society, Janira epitomizes the spirit of the Envoy's Alliance. Most people can hear her cheerful voice coming down the hall before they see her. Her upbeat attitude and welcoming demeanor help calm new recruits, and her position within the Society allows her to provide extra support when it's needed.

Nulasa Starfollower (NG male human innkeeper): Nulasa runs a hostel in Korvosa named Dusty Roads. While serving his patrons, Nulasa keeps an eye out for recruits and an ear open for information. He funds the travel of any recruits willing to undergo training at the Grand Lodge in Absalom.

Taiwalei (LG male human seafarer): Originally hailing from a chain of islands in the eastern Okaiyo Ocean, Taiwalei chose to sail out in search of adventure with his siblings and cousins. The group landed in Tian Xia and eventually met with the Pathfinder Society, joining the organization to continue their travels. Taiwalei now works as a recruiter, sailing around Golarion to speak with others about joining the Society and offering transport to Absalom to those who wish to join.

The Envoy's Alliance faction evolved from the founder's core ideal of cooperation and the former Shadow Lodge faction of years past. Just over a decade ago, Pathfinders angry at the way the Decemvirate treated agents formed a splinter group under the leadership of one-time Pathfinder Grandmaster **Torch** (N male human power broker). Years ago, and under a different name, Torch joined the Society and completed missions around Golarion. His last took him to a tomb in Osirion, where his group encountered a deadly curse. All members of the team died, with the exception of the Grandmaster. The Decemvirate refused to send another team as a rescue party and left him for dead in the desert sands. Ever tenacious, he survived, but under a dreadful curse that left him horribly disfigured with a rare skin disease. His only relief came from soaking himself in baths. Upon return, he assumed the moniker Grandmaster and made a base of operations in Absalom.

Torch was perfectly positioned to lead the disaffected Pathfinders. They adopted the motto "Hold your leaders accountable," and petitioned for better agent support, more discretion on completing missions, and recognition as a valued resource of the Pathfinder Society. The Shadow Lodge possessed enough influence among higher ranking Pathfinders that they caused quite a few problems for the Decemvirate. After a year of conflict, the Decemvirate decided to negotiate a truce. They agreed to the main cell's demands and established them as one of the factions within the Society. Then they used members of the faction to help root out those that didn't agree to the truce. This worked well for some time, but when Torch betrayed the Society in 4713, the Decemvirate immediately disbanded the Shadow Lodge, holding it responsible for its leader's activities.

The dangers inherent to being an active Pathfinder agent didn't disappear with Grandmaster Torch, however. Pathfinders still faced risks, from traps to hungry monsters to rival agents of the Aspis Consortium. As the Pathfinder Society took more interest in Golarion's important events, such as the Fifth Mendevian Crusade against the Worldwound and the liberation of the Dwarven Citadel of Jormurdun, the risks faced by field agents increased substantially. Every battle equated to fewer Pathfinders; though the Society's best healers could usually stop death, Pharasma would have her due. This culminated in 4719 AR, when the Pathfinder Society and other groups confronted the Whispering Tyrant and prevented him from overrunning the lands surrounding Lastwall when he destroyed that nation. At the end of the conflict, over half the active Pathfinder agents lay dead on the battlefield. This left the Pathfinder Society a shell of its former self, desperate for new recruits to swell numbers and restore its capabilities.

Enter the Envoy's Alliance. Having learned valuable lessons from the Shadow Lodge debacle, the leaders of the Society sought to embrace a more cooperative environment when they envisioned the Pathfinder Society in this new perilous world. Leaning into the founder's core ideal of cooperation, the Envoy's Alliance considers the welfare of the Pathfinders themselves important to every mission. The Decemvirate named new Venture-Captain Fola Barun as leader of the faction. Her years spent as liaison between the Ekujae elves of the Mwangi and the Pathfinders demonstrated she had the right mindset to lead a community-focused organization. She assumed leadership and adopted the motto "Strength in community" to represent those she gathered together.

At Fola's request, the Decemvirate granted the Envoy's Alliance a set of interconnected rooms in the Quadrangle buildings on the Grand Lodge campus. Stressing the idea of community, she preferred having all of her faction's adherence in one place. Additionally, having a base of operations also makes it easier for the faction to provide support to its members and the Society as a whole. Every member of the Envoy's Alliance that permanently

stations at the Grand Lodge has a room within the area. The group also keeps several other rooms for visiting members. In other lodges around Golarion, members of the Envoy's Alliance make sure to keep some rooms open for their fellow agents who are out adventuring.

During training, Envoy's Alliance members focus on helping the team achieve their goal. While other factions focus on personal greatness, or learning how to contain threats, those in the Envoy's Alliance strive to ensure every Pathfinder makes it home from the mission. A Pathfinder interested in representing the Envoy's Alliance tends to get average marks on training exercises, balancing studies with building social networks and support systems. These skills serve them well when they complete their Confirmation. As agents spread out across Golarion, they take with them the relationships they built during their 3 years of training, networks on which they can call as they progress down the path of Pathfinder agents.

Looking to rebuild their numbers, members of the Envoy's Alliance take missions throughout Golarion. They seek new Pathfinders from the pool of individuals they encounter. Recruits get sent to the Grand Lodge for 3 years of initiate training. Some newcomers with considerable experience receive offers of field commissions. Both are offered extra support as Envoy's Alliance members, at least until they can familiarize themselves with the Pathfinder Society as a whole and its other factions. At that point, agents may choose to join other factions or remain focused on the Envoy's Alliance.

The Envoy's Alliance believes that finding the Pathfinder agents lost in the conflict with the Whispering Tyrant at the Siege of Gallowspire is one of their highest callings. The retreat of the lich to his base on the Isle of Terror left an opportunity for agents to sneak into the Gravelands and recover fallen comrades. In some cases, small pockets of Pathfinders can't return to the Vodavani Lodge in Ustalav without assistance, so the Envoy's Alliance agents mount Decemvirate-sanctioned rescue missions. Other times, members of the Envoy's Alliance undertake missions to bring back the bodies of fallen agents. Whether alive or dead, identifying and retrieving fallen Pathfinders allows them to resume their lives as Pathfinders, or if resurrection is impossible, at least provide closure to family members.

Besides faction-directed field missions, members of the Envoy's Alliance look to provide support for fellow agents, regardless of their faction. Some do this by accepting missions on behalf of the Pathfinder Society. Being next to their comrades, resolving issues together, protecting each other's flank, all falls in the realm of the Envoy's Alliance. Members lean into the networks formed during training, establishing communications and gathering intelligence from the field. Many faction members engage in intrigue activities on behalf of the Society.

Not all faction duties involve field work. Members of the Envoy's Alliance often take duties as researchers and librarians, poring over old tomes and dusty scrolls looking for clues for Pathfinder agents mounting expeditions or departing on Decemvirate-assigned missions. Others spend time developing new equipment to assist those in the field, ensuring they have the tools they need to complete the task at hand. Yet other members study magic, looking to provide powerful spellcasting abilities to their field agent companions.

Just as there is no right way to be a Pathfinder, there is no ideal member of the Envoy's Alliance. Members embrace a variety of ancestries and backgrounds. They follow different



TAIWALEI

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A NARROW ROAD

Fola sat at a table in the refectory of the Grand Lodge amidst a large number of initiates and a few Pathfinder agents.

She nodded to the question of one of the initiates, then looked at the group as she replied.

"While he hasn't done it in years, Drandle used to wake agents up at two or three in the morning and send them on missions. Not because the mission couldn't wait, but because he used it to evaluate agent behavior. Would the assignee put the needs of the situation above their own personal comfort?"

She paused, scanning the group for nonverbal responses to her question. "It seems easy to espouse the ideals of cooperation, until you're caught in the middle of the conflict. For example, imagine you were one of the agents involved in the Fifth Mendevian Crusade against demons in the Worldwound. Your assignment involved mediating a dispute between two different orders of paladins assembled. They both are doing what they believe right and good. What do you do?"

Once again she paused, then took a deep breath. "Cooperation. The road between two camps is difficult, but that is the road those in the Envoy's Alliance follow."

paths, from cleric to rogue to primal sorcerer to barbarian. They come from a variety of social backgrounds and standings. The single common factor is their commitment to the Pathfinder Society and their fellow agents. To represent their fellowship, they often wear the symbol of an open door as part of their gear. This takes the form of a small necklace charm, an engraved cover for their *wayfinder*, a patch on their backpack, or embossing on their belt pouch.

ENVOY'S ALLIANCE GEAR

Members of the Envoy's Alliance use special equipment to aid in their recruitment of new members, communication with current members, or recovery of lost Pathfinders. Members of the Envoy's Alliance have access to the following equipment.

BODY RECOVERY KIT

ITEM 9

UNCOMMON ALCHEMICAL CONSUMABLE HEALING

Price 101 gp

Usage held in 2 hands; **Bulk** L

This small silver tin is filled with a herb-infused salve and a shroud of fine silk fabric. The salve smells of lavender and hyssop and is waxy to the touch. The shroud, made of spun silk, can hold a Medium or smaller creature. If you apply the salve and shroud to a creature that died within the past 3 days, a process which normally takes 1 hour, it slows the decomposition process, allowing a creature to be brought back to life with *raise dead* up to 1 week after its death.

COMMUNICATION BANGLE

ITEM 1

UNCOMMON

Price 10 gp

Usage worn; **Bulk** –

This simple brass ring is meant to be worn as an ornamentation piece to an outfit, oftentimes as a bangle on the wrist, as the ring closure of a scarf or sash, or as an ornamentation piece of a headdress. While decorative, this serves a cover for the bangle's function as a message bearer. Messages can be coded into the bangle, either through a series of raised dots and dashes or a pattern of notches of different depths and spacings. A bangle is large enough to hold a simple message consisting of a few words like "Danger. Flee." or "Meeting. Sunset. Fountain." Coding a message into a bangle requires 1 minute of time. All Pathfinders with access to communication bangles are taught how to code and read most basic messages, but anyone with a bangle can develop their own communication system. A creature inspecting a bangle can discover its true purpose by succeeding at a DC 20 Perception check. Deciphering a message requires a creature to succeed at a Society check against the coder's Deception DC.

WRIT OF AUTHENTICITY

ITEM 2

UNCOMMON

Price 5 gp

Usage held in 1 hand; **Bulk** –

A typical Pathfinder writ of authenticity confirms the holder's status as a member of the Pathfinder Society and their intended business. Most writs are pieces of fine parchment folded, bound with gold cord, and sealed with three wax seals. The top seal is always the Glyph of the Open Road and the middle one is the Envoy's Alliance open door emblem. The bottom seal uses the preparer's personal sigil. Inside, the text describes a specific instance of a legitimate business activity, with blanks for the Pathfinder to fill in and personalize the writ to the persons and activity desired. Presenting a writ of authenticity grants a +2 item bonus to Make a Request for the associated business, assuming the writ is legitimate and the viewer expects to work with the Pathfinder Society for that activity.



FOLA BARUN

The leader of the Envoy's Alliance is Fola Barun, an Ekujae half-elf born to an Ekujae mother and Mwangi father. Fola's parents were adventurers, traveling along the western region of the Mwangi Expanse. Fola was born during these adventuring days and spent a brief time with her father's family before joining her mother's clan. The clan took her in as one of their own and Fola eventually took a leadership role among her people. She served as the primary point of peaceful contact between her clan and the rest of the world.

In 4716 AR, Fola's clan encountered a vicious werebat corrupted by the power of the evil demon god, Camazotz. The werebat threatened to put an end to the clan. The Ekujae reached out to the Pathfinder Society for aid in dealing with the threat and this alliance was Fola's first encounter with the Society. Once the matter was resolved and her people were safe, Fola joined the Society, expanding her role as an emissary to serve as a contact for Pathfinders visiting the Kaava Lands.

Fola's eagerness to learn, attention to detail, and leadership skills were pivotal in the success of many Pathfinder missions throughout the Mwangi Expanse. With the Pathfinders' grave losses to the Whispering Tyrant's forces, Fola set out for the Grand Lodge and offered her services with rebuilding and recruitment efforts. When she arrived, she learned of an appalling amount of negligence in the Society's history. Hundreds of agents had been cursed, killed, lost, or otherwise mistreated over the years, and many Pathfinders treated these tragic fates as a fact of life in the Society. Having been isolated from this knowledge for years, Fola immediately sought some way to remedy the issue.

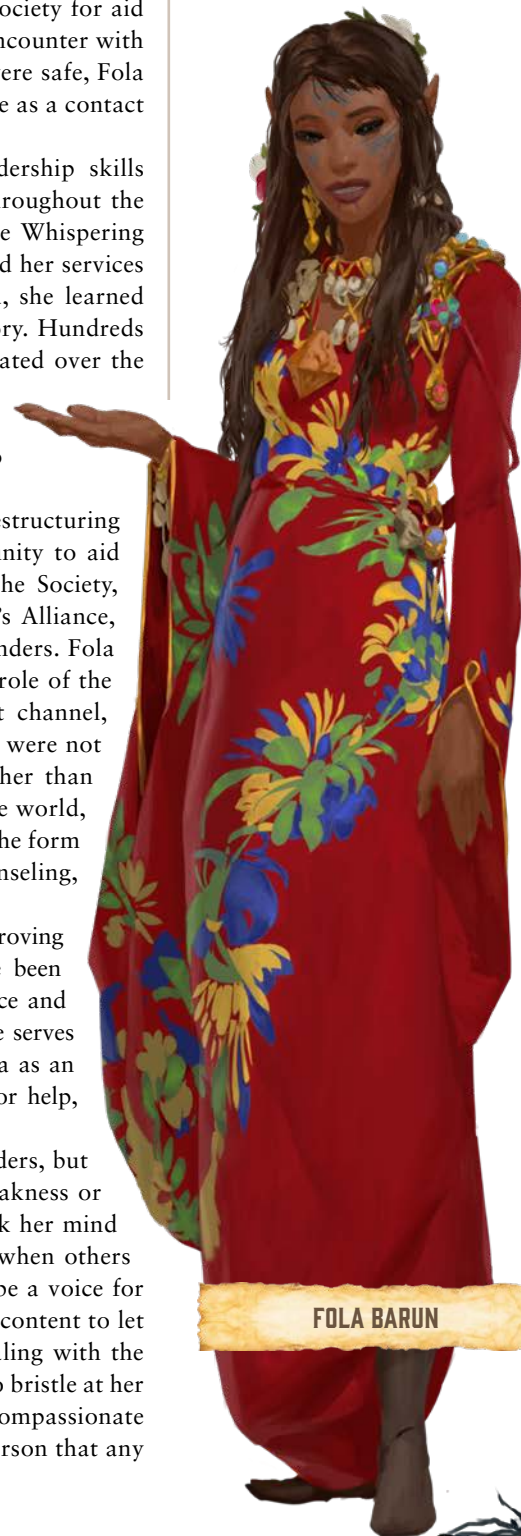
When Fola learned of the Decemvirate's attempts at restructuring the factions within the Society, she jumped at the opportunity to aid in the reform. Recognizing Fola's skill and history with the Society, the Decemvirate assigned Fola as the leader of the Envoy's Alliance, directly assigning her to lead the recruitment of new Pathfinders. Fola shined in her new position but also worked to expand the role of the Envoy's Alliance. Rather than just serve as a recruitment channel, Fola made sure that all Pathfinders, both new and veterans, were not ignored once they had completed their Confirmation. Rather than leave Pathfinders to the whims of fate and the dangers of the world, Fola wanted to provide support for all active Pathfinders in the form of additional training, medical treatment, psychological counseling, and social support.

Fola's skills as a leader are obvious and her attempts at improving both the Envoy's Alliance and the Society as a whole have been exceptionally successful. Recruitment is rising at a steady pace and overall morale for all Pathfinders has increased. Although she serves as the leader for the Envoy's Alliance, all Pathfinders see Fola as an exemplary leader and many of them will reach out to her for help, regardless of their Pathfinder faction.

Fola is a kind woman who wishes the best for all Pathfinders, but recognizes that her willingness to help can be seen as a weakness or something to exploit. As a result, Fola is not afraid to speak her mind to make sure that Pathfinders receive proper treatment or when others attempt to take advantage of her kindness. Determined to be a voice for others who are afraid to bring up complaints, Fola is rarely content to let others speak for her. Her assertiveness is a boon when dealing with the lives and well-being of Pathfinders, but it does cause others to bristle at her requests sometimes. Most Pathfinders know Fola only as a compassionate and helpful figure, however, earning her a reputation as a person that any Pathfinder can turn to for aid.

FOLA BARUN

Fola Barun (CG female half-elf ambassador) is a raven-tressed woman adorned with silver tattoos on her face. No matter her location, she greets everyone with an open smile and a warm handshake, eager to get to know her fellow Pathfinders.



FOLA BARUN

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CHRONICLING THE PAST

NOTABLE MEMBERS

Svala Ice-Rider (CG female human ranger): A Pathfinder of Ulfen and Varki heritage, Svala is a well-known member of the Grand Archive who recently gained significant acclaim from her accounts of her expeditions into the Crown of the World getting selected for publication in the *Pathfinder Chronicles*.

Lobda Moneymaker (N female goblin rogue): This goblin Pathfinder agent in Katapesh is often held up as an exemplar of the value that goblin agents have brought to the Pathfinder Society, with her bookkeeping skills making her both a highly sought-after accountant and one of the most knowledgeable information brokers in the region.

Toriton Venaaj (CG male ratfolk scribe): The son of two prestigious explorers, Toriton joined the Pathfinder Society to follow in their footsteps and make them proud, only to find out he was too anxious for field work. Now an archivist and researcher under a pen-name, Toriton's scholarly works have become famous in their own right, but Toriton still longs to get out into the field—despite multiple disastrous attempts.

The Grand Archive faction dedicates its resources to the pursuit and preservation of knowledge. While the Grand Archive does not have the Horizon Hunters' reputation for fearless exploration, virtually every expedition undertaken by the Pathfinder Society brings along a member of the Grand Archive. Wherever lost knowledge lingers or the stories of a vanished society wait to be rediscovered, members of the Grand Archive stand ready to record the lessons of the past in hope of bettering the future.

Where the Horizon Hunters seek to push against the horizons of the known world and discover sights never before seen by residents of the Inner Sea, the Grand Archive focuses on piecing together the fragmented histories of Golarion. Once-prosperous trade routes left abandoned due to natural disasters, civilizations buried by time or war, long abandoned lodges, and sites related to prominent historical figures fall under the purview of the Grand Archive. Under the leadership of Gorm Greathammer (page 31), the Archive seeks to recover secrets lost to history and ensure that they are never lost again.

The pursuit of lost knowledge is not limited to ancient civilizations, however. Over the course of its 4 centuries of existence, the Pathfinder Society has faced crisis after crisis, from feuds with tyrannical governments to disappearing lodges, and even the occasional siege by otherworldly armies. Libraries belonging to the Society—which have, at various points in their existence, contained the greatest collections of knowledge ever assembled in the Inner Sea region—have been repeatedly looted, pillaged, burned, water damaged, rat infested, and even catastrophically mismanaged, leaving many holes in the Pathfinder Society's current records. Members of the Grand Archive travel to lodges all over the world, seeking out preserved copies of lost or damaged volumes of the *Pathfinder Chronicles* and other histories. Some of the most exciting adventures recorded in the *Chronicles* took place not in remote wildernesses or opened tombs, but in the labyrinthine stacks beneath the Grand Lodge (page 64), Nexus House (page 94), and other key locations owned by the Pathfinder Society.

Unlike members of the Vigilant Seal, whose policy of containing or destroying dangerous sites and artifacts prioritizes safety over the pursuit of dangerous knowledge, members of the Grand Archive occasionally decide to take dangerous risks if they believe the reward justifies the consequences. Such archivists take every precaution when it comes to interacting with dangerous magic or creatures, but the lure of being the first to uncover a long-lost spell that could lead to a new era of advancement or learn secrets that protect innocents from new dangers remains practically irresistible to a committed archivist. Where a member of the Vigilant Seal might decide to bury or destroy an artifact that possesses humanoids for unknown purposes, a member of the Grand Archive is more likely to surround the artifact with runes and wards, package it in a lead-lined box, drop it in a *bag of holding*, and rush it back to the Grand Lodge so it can be cataloged in the vaults for proper study. Vocal members of the Vigilant Seal who disapprove of this tendency don't hesitate to list the many recorded incidents of something getting loose or unexpectedly activating in the vaults, typically to disastrous result.

Members of the Grand Archive are often simply referred to as "archivists," despite the consternation this occasionally causes for some of the day-to-day professionals employed at the Society's lodges and libraries. While some Pathfinders find the title of archivist too dry and stuffy for the adventuring image they seek to curate for themselves, the most passionate members of the Grand Archive take pride in the name. Careful cartography,

meticulous record keeping, and considerate preservation of the sites and relics they investigate remain hallmarks of the most devoted and respected archivists.

Though the clues are subtle, archivists stand out from their Pathfinder contemporaries by the exorbitant amounts of coin they spend on the specialized tools of their trade. Archivists often purchase expensive ink pens designed to avoid splattering when jostled, waterproof scroll cases with airtight seals, and expensive tomes protected by subtle wards that change their contents if someone other than the owner attempts to read them. Pathfinder agents within other factions like to joke that a true archivist will always have the best pens and parchment money can buy but might need to borrow a dagger if things turn violent. Quick-witted archivists rarely miss the opportunity to retort that, while members of other factions might be more likely to remember their sword or knife, they still need an archivist to remind them where on a monster they should stick it.

Despite intimations that archivists might not be the most physically or martially capable of those representing the Pathfinder Society's factions, significant evidence exists that suggests the opposite might be true. While many know of Gorm Greathammer's reputation as a diplomat and leader, many records illustrate his numerous exploits of strength and skill, such as when he slew a marauding ogre with his lute after his war hammer shattered against the creature's shield. Indeed, many well-known modern-day feats of martial prowess performed by members of the Society were performed by archivists, though members of the Horizon Hunters often suggest this might be a result of archivists remaining in charge of assembling the published *Chronicles*. Whatever the truth of the matter might be, it's undeniable that the Society's archivists have bragging rights equal to any other faction's when it comes to historic battles and glorious victories.

Members of the Grand Archive tend toward strong relationships with members of the Envoy's Alliance and Verdant Wheel factions. Archivists consider the Envoy's Alliance's goals—bringing in new members and providing logistical, medical, and after-action support to agents—to be an integral step in increasing the Society's reach beyond the edges of the Inner Sea. In turn, members of the Envoy's Alliance appreciate that a strong relationship with the Grand Archive means having allies with their fingers on the pulse of information flow for the entire Society. Members of the Verdant Wheel appreciate that their own directive to use their best judgment when determining how to intercede in a situation often aligns with the Grand Archive's goal to pursue and preserve knowledge above all else. Archivists are most likely to come into conflict with members of the Vigilant Seal, who often see them as dangerously reckless.

GRAND ARCHIVE GEAR

Members of the Grand Archive favor expensive scholarly implements as well as tools that have a wide array of practical uses. All Pathfinder Society agents have access to the following tools.

BOULDERHEAD BOCK

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

Price 5 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

No one is sure if Gorm brews this malty ale himself, but it seems to be an off-duty favorite of the Grand Archive faction leader. The brew

ITEM 2

SVALA ICE-RIDER



ANOTHER DAY ON THE JOB

Gorm strolled in through the swinging doors of the bar, a sack bouncing at his hip that seemed to contain an object roughly the size of a human head.

"Scotch, neat, and three blades of lemongrass," the dwarf called as he took a seat at the bar, his astonishingly dense frame causing the stool's legs to creak ominously. "Leave the bottle."

"Rough day?" The bartender asked.

"You have no idea," Gorm replied.
"I need to send a report back to Absalom to let my boss know that our latest mission to Roslar's Coffer cost one of our best agents her leg, and that's barely even the start! I also have to let him know we've got an alliance with an orc hold to sort out, and what I'm pretty sure is a cursed helmet."

"Wait, hold on," the bartender interjected. "Is that what's in that sack? Did you bring a curse into my bar?"

"Cursed helmet," Gorm responded.
"Totally different. Unless you put it on, I suppose, in which case one could argue that it's pretty much the same thing. Now, what do I owe you for the bottle, and do you take payment in ancient antiquities?"

packs a heavy punch, and while Gorm officially discourages drinking on the job, boulderhead bock does makes the drinker more self-assured and protects them from conditions that would addle their mental faculties. For 1 hour, you gain a +1 item bonus to saving throws against effects that would make you stunned or stupefied. However, you also become less aware of your surroundings, taking a -2 item penalty to Perception for 1 hour.

BOOKTHIEF BREW

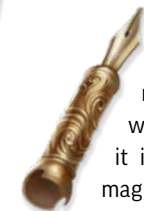
ITEM 1

UNCOMMON ALCHEMICAL CONSUMABLE

Price 3 gp

Usage held in 1 hand; Bulk L

Activate 1 minute (Interact)



This concoction mixes into a thick, paste-like substance when shaken. When exposed to air, the substance dries after one minute. If poured over a book, scroll, or other material featuring words written in ink, the brew will make an exact copy of the words it is in contact with while it dries, though it doesn't contain any magical effect or other special properties of the original words. Once dried, you can remove the dried substance as an Interact action. A single vial of bookthief brew can coat two pages from a book, a single scroll, or a similar amount of area for other surfaces, producing a dried sheet as thick as a piece of paper. Unfortunately, the sheet's copy is flipped, requiring a mirror to properly read.

CHRONICLER WAYFINDER

ITEM 6

UNCOMMON EVOCATION INVESTED MAGICAL

Price 200 gp

Usage worn; Bulk –

Chronicler wayfinders bear a mystical connection to the *Pathfinder Chronicles* themselves, granting them the ability to assist in situations where unusual lore is needed by drawing on lore from a particular topic. Each *chronicler wayfinder* is attuned to a specific Lore skill, chosen at the time of creation. In addition to the effects of a *wayfinder* (Core Rulebook 617), a *chronicler wayfinder* has the following activation.

Activate ◆ envision; **Effect** You tap into the *Pathfinder Chronicles* on the *chronicler wayfinder's* attuned topic, gaining the effects of a Recall Knowledge action with the chosen Lore skill. For the Lore check's modifier, use whichever is better of +12 or your own modifier, using your level as your proficiency bonus even if you're untrained in the attuned Lore skill.

STILETTO PEN

ITEM 1

UNCOMMON

Price 8 gp

Damage 1d4 piercing; **Bulk** L; **Hands** 1; **Group** dart; **Traits** agile, concealable^{APG}, finesse, thrown 10 feet

This weapon is a fully functional, lavish ink pen with a clip that can be attached to a pocket or bandoleer and easily retrieved as a free action. Using an action to Interact with the pen allows its wielder to disengage a stiletto blade that slides free of the upper body or reattach the previously removed blade.

WATERPROOF JOURNAL

ITEM 1

UNCOMMON

Price 5 gp

Bulk 1

This leather-bound tome is specially treated to protect from water damage and comes with a key and a treated slipcase that bears a simple lock to keep the tome secure. This journal is commonly used by adventuring scholars and ship navigators for recording their journeys.

GORM GREATHAMMER

The leader of the Grand Archive, Gorm Greathammer, was born third in line to inherit the throne of the dwarven Sky Citadel of Kraggodan. Gorm's adventurous spirit motivated him to leave his homeland at a relatively young age and travel across the Inner Sea. After graduating from the Grand Lodge in Absalom as a fully endorsed Pathfinder, Gorm spent years traveling around the Inner Sea and building up a reputation for himself.

In 4717 AR, Gorm returned to Kraggodan in response to the Ironfang Invasion, a massive incursion by a hobgoblin army. During this time, Gorm worked to broker a peace treaty with the nation of Molthune and spent some time assisting with the administration of the Sky Citadel and other tasks. However, Gorm longed for the road, and soon set off on another expedition, this time to the small town of Roslar's Coffin.

Gorm worked with another group of Pathfinder agents to recover an ancient helm protected by a vicious beast lurking in an old cathedral in Roslar's Coffin, but something about the expedition, or perhaps the recovered helm, changed him. Rumors flew about what exactly happened; some senior agents have quietly speculated that the helm Gorm retrieved was tied to a grave knight who attempted to bring down the Grand Lodge shortly thereafter, or that the helm was actually a seal to Tar-Baphon's prison. Whatever the case, from that moment on Gorm became intensely interested in restoring the Society's incomplete histories and delving into the lost past of the Inner Sea.

Gorm's closest ally in the Society is Zarta Dralneen (page 59). As the Society's grand archivist, Zarta works directly with Gorm on cataloging new discoveries and ensuring that agents are properly trained in assessing sites and identifying hazards. Zarta also steps in for Gorm when the unusually mobile faction leader decides that his personal attention is required for an operation. Surprisingly, Zarta doesn't seem to particularly mind these times when Gorm leaves her in charge of the faction; perhaps it's because she misses her own prior tenure as leader of the Dark Archives faction before its absorption by the Grand Archive, or perhaps her fondness for Gorm's company and stories just leaves her with a generous and lenient disposition towards him. Whatever the case may be, Zarta commands at least as much respect from the members of the Grand Archive as Gorm does, and both Gorm and Zarta seem perfectly content with this state of affairs.

Among the other members of the Society's leadership, Gorm has a boisterous and good-natured rivalry with Marcos Farabellus (page 50), and the two are known to stay up into the small hours of the morning drinking and telling increasingly fantastic stories of their most glorious adventures. Gorm's relationship with the Society's Master of Scrolls, Kreighton Shaine, however, is much more complex. Fundamentally the two have much in common and share multiple interests and priorities, but their personalities are nearly incompatible. Gorm and Kreighton can barely spend an hour in a room together without one of them storming out of the room, but the two have also discovered secrets hidden in the Society's own records, making connections between various stories and publications that no other team of scholars ever realized. It's unlikely that anyone can rival the knowledge of the Society's history possessed by Gorm Greathammer and Kreighton Shaine combined, with the possible exception of one or two of the masked members of the Decemvirate.

PORTRAIT OF A PATHFINDER

Gorm Greathammer (LN male dwarf prince) is one of the most renowned and well-traveled Pathfinders operating today. Though Gorm lacks a defining adventure like Eando Kline's journey to a lost serpentfolk city in the Darklands, nobles and military leaders across the Inner Sea know well his diplomatic efforts during the Ironfang Invasion. Dwarves are familiar with Gorm's face and story, and though a few find his wanderlust unseemly for dwarven nobility, most see him as a shining example of dwarven steadfastness and courage.



GORM GREATHAMMER

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HORIZON HUNTERS



GLORY LIES OVER THE HORIZON

NOTABLE MEMBERS

Jorvir Stormforged (N Ulfen male human zoologist): Jorvir has earned acclaim outside of the Pathfinder Society for his journals detailing newly discovered species that live in only the most remote and inhospitable regions. Tales of his survival in extreme conditions, from blizzards to flensing sandstorms, have earned this soft-spoken scholar numerous admirers, as well as his honorific surname.

Trade Princess Natani Copperlock (CN female halfling daredevil): Born poor on the streets of Druma, Natani has devoted her life to becoming rich and famous. Since earning the title of trade princess in Qadira, she has leveraged her wealth and connections to support ever more daring stunts.

"Boneyard" Gridden (N male human Firebrand): A human agent from a wealthy family who has died several times. His descriptions of rare and deadly monsters (and their eating methods) remain invaluable, and he often volunteers for more dangerous missions.

The Horizon Hunters faction is an individualistic organization that takes the "explore" portion of the Pathfinder Society's motto to heart. Members promote missions that travel to places the Society has never seen, enhancing their reputation as daring agents who venture into the unknown. The faction readily accepts members with a variety of motivations, from those who seek a life filled with wondrous experiences to those driven by a desire for personal glory.

By design, the Horizon Hunters don't adhere to strict definitions of what it means to explore someplace new, allowing each agent to choose a meaning that inspires them. Some Horizon Hunters favor places that are inhabited but unknown to the Society, or places that have undergone a dramatic transformation. Meanwhile, others prefer locations that have been abandoned for hundreds of years or that are truly uncharted and novel. So long as the agent contributes, in some way or another, to the prestige of the Society as a whole and the Horizon Hunters as a faction, the group is more than happy to support and benefit from their efforts. This adventurous and self-motivated spirit means that agents who have received field commissions (page 16) are most likely to gravitate toward the Horizon Hunters.

With its strong focus on personal accomplishment, the Horizon Hunters frown upon stealing credit from others. Agents who travel to an inhabited location and claim to have "discovered" it are met with ridicule and scorn, and those who erase the contributions of their Horizon Hunter traveling companions can find themselves pulled into life-long rivalries. But by the same token, exaggeration of accomplishments is commonplace among Horizon Hunters, who naturally highlight details that enhance their persona and prestige. The line between bolstering one's own reputation and diminishing the glory of others is nebulous, however. Agents often use minor slights as an excuse to begin mostly good-natured contests without escalation. Since the Society's tenets prevents agents from directly sabotaging each other, even the most bitter rivalries tend to manifest as a series of increasingly impressive exploits that compete for attention.

Most Horizon Hunters aspire to have their achievements recorded in numerous published articles, eventually making it into one of the carefully curated compilations of *Pathfinder Chronicles* that are sold around the world. But publication isn't the only route to glory. Horizon Hunters can often be found recounting their tales at taverns and feast halls. Parties and celebrations are commonplace in the aftermath of successful expeditions. Though these festivities happen most often in Absalom, the faction regularly hosts gatherings in faraway locations, both those that are near to promising adventure sites and those that require an exciting journey to reach, such as remote jungle clearings or the base camps of soaring mountain ranges. Accomplished agents without a flair for boasting or storytelling rely on their friends within the faction to spread their tales and cultivate their aura of mystique.

A typical mission with the backing of the Horizon Hunters involves navigation through wilderness areas unfamiliar to the Pathfinder Society. In areas near to mapped settlements, the task may involve finding particularly safe or efficient routes, scouting for and removing dangers along the way to make travel more accessible for those who come behind them. Better still are missions to places where both the journey and the destination have an aura of unfamiliarity. One such location is the Sarkoris Scar, a region that has only just begun to slowly recover from the abyssal rift that devastated the region, leaving behind transformed and wounded lands that remain a mystery to most inhabitants of Golarion.

The Horizon Hunters also remain the faction most likely to take interest in exploration that expands beyond the Inner Sea. Many faction members remain intrigued by tales of what hides in the mountains of Tian Xia, the forests of Casmaron, and even inhospitable locations like the bottom of the sea or other planes of existence.

The Horizon Hunters do not have a single formal symbol of membership. In lieu of a single symbol, however, it's customary for members of the Horizon Hunters to carry records or mementos of their most impressive discoveries. These can include written accounts of their accomplishments or keepsakes such as a shell taken from the beach of a remote island or a small piece of art bestowed upon them in a distant land. Pathfinders who are affiliated with this faction often wear their *wayfinders* proudly, and it is difficult for Pathfinders who have not yet earned or purchased a *wayfinder* to earn respect within the faction.

Some Horizon Hunters also adopt a personal symbol that represents them, which they use to mark their most valuable possessions as well as the locations they reach. These marks can be found etched into stones, carved into trees, and inscribed into gifts that Horizon Hunters give to their allies. Seeking out the marks of other Horizon Hunters and adding your own has become a tradition that the faction now fully embraces. The vanguard of this practice is **Toruk Melgron** (N male dwarf explorer), who adapted the practice from an age-old dwarven rite of passage. In this tradition, young dwarves delve into deep tunnels to write their gladdringgar, or name runes, next to those of their ancestors as a sign of honor and respect. Due to Toruk's signature charm and steadily increasing fame, more and more Horizon Hunters have decided to follow his lead.

When not on official missions for the Society, some Horizon Hunters act as hired guides for wilderness travelers, update the Society's maps and records of little-known locations, accept contracts to explore or scout areas, or conquer self-imposed challenges of bravery and skill. As scouts, Horizon Hunters have a reputation for being skilled and thorough, even if some are liable to abandon the fastest path to catch the view from the top of a cliff or sail out to a lovely island they spot just peeking over the horizon. Though Horizon Hunters aren't known on the whole for being particularly bookish, they are known for correcting errors in maps and adding records of potential dangers to protect future travelers. Agents tend to sign their most notable additions, either with their names or their personal marks. While the Pathfinder Society provides its fair share of adventures, not all who follow the Horizon Hunters' cause are content to wait for their next assignment from a venture-captain. Some take contracts with other individuals or organizations in search of their personal expertise. When these contracts align with the interests of the Society, it's not uncommon for Horizon Hunter agents to bring them to the nearest venture-captain, checking first if their local Pathfinder Lodge wishes to support the mission before embarking on a journey without the Society's prestige, support, and skilled adventuring companions.

Horizon Hunters tend toward chaotic alignments over lawful ones and often pay at least some respect to deities that preside over travel and adventure, such as Desna and Cayden Cailean (*Gods & Magic* 20 and 18, respectively). When they join official organizations other than the Pathfinder Society, they typically prefer ones that grant their agents significant autonomy. For example, the Firebrands—an organization of daring revolutionaries who promote freedom and personal glory—has a sizable presence within the Horizon Hunters. Such agents are likely to favor tasks that advance their reputation in both groups in the long run, such as charting new hidden paths through the wilderness to help revolutionaries travel without being detected.



TORUK MELGRON

A PATHFINDER CHANTEY

We went on out to Gloomspire
To look for treasure true
But those who sailed out vanished
So now we're sending you!

Hey-o, the whirlpool spins
Raise a glass to all your sins
Hey-o, the whirlpool spins
Lost heroes cannot die!

When you're lost out near Gloomspire
Best keep a weather eye
For sailing near to Gloomspire's
How foolish sailors die!

Hey-o, the whirlpool spins
Raise a glass to all your sins
Hey-o, the whirlpool spins
Lost heroes cannot die!

A pixie's not a pixie
When she's not on the waves
Elves can thread the needle
But a pixie's truly brave!

A pixie sailed near that dread keep
Its captain brave and wise
But all who went to Gloomspire
Came back without their lives!

Hey-o, the whirlpool spins
Raise a glass to all your sins
Hey-o, the whirlpool spins
Lost heroes cannot die!

Hey-o, the whirlpool spins
Raise a glass to all your sins
Hey-o, the whirlpool spins
Lost heroes cannot die!

—Calisro Benarry & her crew
aboard the *Grinning Pixie*

HORIZON HUNTERS GEAR

Pathfinders affiliated with the Horizon Hunters typically favor useful navigational tools and durable equipment. Pathfinder Society members have access to the following gear.

ASTROLABE

ITEM 2+

UNCOMMON

Usage held in 2 hands; Bulk L

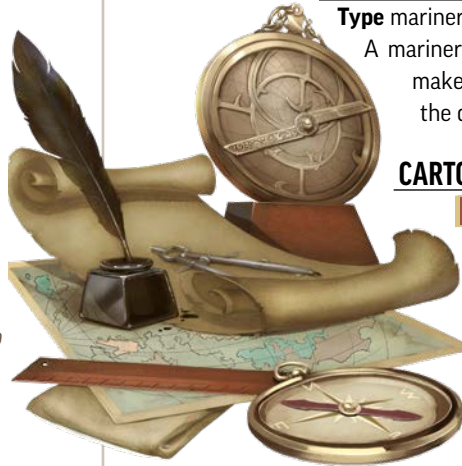
Activate 1 minute (Interact)

Astrolabes can be used for navigation in unfamiliar or featureless locations. To use an astrolabe, the holder must be trained in Survival. By spending 1 minute to measure the height of the stars and planets, a holder who knows the time and date can determine the latitude, and a holder who knows their latitude can determine the date and time. An astrolabe also grants a +1 item bonus on checks to identify celestial bodies. A standard astrolabe only functions on steady ground.

Type standard astrolabe; **Level** 2; **Price** 30 gp

Type mariner's astrolabe; **Level** 3; **Price** 50 gp

A mariner's astrolabe contains additional stabilizers that make it suitable for use on moving surfaces, such as the deck of a ship.



CARTOGRAPHER'S KIT

ITEM 3

UNCOMMON

Price 42 gp

Bulk 1

This kit includes a writing set, a compass, a standard astrolabe, a ruler, and a survey map.

QUICKPATCH GLUE

ITEM 3

UNCOMMON

ALCHEMICAL

CONSUMABLE

Price 10 gp

Usage held in 1 hand; Bulk L

Activate 1 minute (Interact)

Quickpatch glue is a fast-setting adhesive designed for rapid but temporary repairs. When applied to a broken item, the glue adheres the item's pieces back together. This does not restore the item's hit points, but it allows the item to be used for its normal function and removes the broken condition. The glue is fragile and degrades over time. An item repaired by quickpatch glue regains the broken condition after it takes damage or 1 hour passes (whichever comes first). In order to apply a new vial of quickpatch glue to or repair the item, the item's holder must first remove the glue residue, a process that requires 10 minutes of effort and a set of alchemist's tools.

RULER

ITEM 0

Price 5 sp

Usage held in 1 hand; Bulk —

A ruler is a straight-edged object used for measuring small distances accurately and drawing straight lines.

STURDY SATCHEL

ITEM 2

UNCOMMON

Price 30 gp

Usage worn; Bulk 1

This heavy backpack of alchemically treated cloth layered over a metal mesh protects its contents from water damage and other harmful effects. It holds up to 4 Bulk of items, and the first 2 Bulk contained within the sturdy satchel do not count against your Bulk limits. The bag has Hardness 5 and 20 Hit Points. As long as the bag remains closed and is not broken, water and other liquids can't seep into it.

CALISRO BENARRY

Calisro Benarry's home is the high seas, where she confidently stands at the helm of her ship and inspires her crew to embark on bold adventures on behalf of the Pathfinder Society. She grew up in the Shackles, an archipelago where piracy is a way of life. From childhood, Calisro aspired to become a Free Captain, a pirate with command over a Shackles port and the allegiance of other captains. She knew she would only win this power the hard way: through amassing great wealth, acquiring her own ship, and proving through her bravery and toughness that she was a captain not to be trifled with—and she knew that there was no flashier way to earn wealth and respect than by carrying out daring raids in the Inner Sea under the nose of the vigilant Chelaxian navy.

For a time, these expeditions went according to plan, but after an encounter with an unexpectedly well-defended merchant ship that nearly sank her own vessel, Calisro retreated to Absalom for repairs. While she was at port, the Pathfinder Society put out a call for daring captains willing to sail their agents through the sea monster-infested waters of the Ironbound Islands to explore a newly-uncovered Thassilonian ruin. After seeing the sum the Society was offering for the expedition, and with a well-armed merchant vessel at her disposal, Calisro accepted the challenge. Posing as a seasoned merchant captain savvy to the tricks of pirates, she easily secured the contract.

While she initially planned to rob the Pathfinder agents once they had extracted the valuables from the ruin, the tales the agents told sparked her interest. They spoke of lives filled with excitement and adventure, lives of discovery, glory, and riches. Calisro respected the tenacity of the Pathfinders, and she saw the opportunity to leverage the Society to vastly expand her wealth by continuing to play the merchant captain for hire. At first, she planned to wait until she was carrying Pathfinders with a truly spectacular treasure and then run off with that cargo and make a glorious return to the Shackles. Yet as the months wore on, this fancy grew more and more distant. She came to enjoy the thrill of exploring uncharted territory even more than the thrill of the chase. When she ferried Pathfinders to their missions, she began accompanying them ashore, providing them with invaluable aid in exchange for a cut of their treasure.

It was not long before she received a formal offer to join the Society as a field-commissioned agent. As her profile rose, she was selected to become the venture-captain of the ship known as the *Grimming Pixie*, a role she clung to for many more years than Society leadership initially intended for her (see page 78). During this time, Calisro organized missions to coastal locations all over the Inner Sea, most famously a series of expeditions into the haunted and mysterious Gloomspires that rise from the seafloor of the Shackles. She now captains a new ship, bought with the money the Decemvirate threw at her to convince her to leave the *Grimming Pixie*. She proudly named the vessel the *Glorious Payoff* in giddy recognition of its origins.

Though she has left piracy behind, Benarry maintains her daring boldness and bravado in the face of danger. She has no patience for those try to cloak the truth in smooth words, particularly those who lean on formality and claim to be more capable than they are. She seeks agents who share her fondness for adventure, discovery, revelry, and self-promotion—for these kindred Pathfinders, Benarry is a stalwart ally.

PORTRAIT OF A PATHFINDER

Calisro Benarry (CN female half-orc corsair) is a muscular half-orc woman with a gruff, deep voice and prominent lower tusks. Even on land, she almost always dresses as a stylish sea captain. She is known for greeting dire challenges with a shark-like smile and a strong drink or two to soothe the nerves of any agents or crew who blanch at her frank assessments of peril.



CALISRO BENARRY

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VIGILANT SEAL



**PROTECT, CONTAIN,
DESTROY**

NOTABLE MEMBERS

Liluk (CG female goblin pyromancer):

The protege of Chief Velkik of the Crookedtoes goblin tribe, Liluk followed in her mentor's footsteps as one of the early goblin worshippers of Sarenrae. Since fleeing with the Knights of Lastwall to Absalom, she now wields the cleansing flame of her goddess against threats to goblinkind.

Arral Nakor (N male half-orc engineer): The youngest of four brothers, Arral became fascinated with intricate devices when his parents gifted him a wind-up toy on his fifth birthday. Now a professor, Arral singlehandedly crafts many of the devices and other specialized equipment used by the Vigilant Seal today.

Kinlynn Silverstride (NG female half-elf investigator): A senior agent who was among the first to join the Vigilant Seal, Kinlynn has a legendary reputation: she has never allowed a teammate to die, despite being assigned to some of the deadliest missions.

Explore, Report, Cooperate. For each word of the Pathfinder Society's motto, a faction exists that exemplifies it. The Horizon Hunters leave no stone unturned as they seek undiscovered lands. The Grand Archive seeks to catalog and present the Society's findings, providing knowledge of these discoveries to all. The Envoy's Alliance builds diplomatic ties across continents, stabilizing the Society and paving the way for future missions and recruits. The Society's fourth faction, however, dedicates itself not to a word in the Pathfinder motto, but to what it sees as the necessary but unspoken—and often unappreciated—final pillar of Society operations: cleanup.

With every door opened or chest unsealed by an overly eager Pathfinder expedition, the Society runs the risk of unwittingly unleashing fiends, plagues, and curses from ages past: a risk that, due to the sheer volume of Pathfinder missions, comes true with alarming regularity. When these incidents occur, the Vigilant Seal appears on the scene to set things right by following its motto, a short, clear directive that stands in contrast to the other factions' more poetic turns of phrase: Protect, Contain, Destroy. When a threat appears, the Seal first ensures the safety of the innocent, then cordons off the area to keep the danger contained, and finally raises its weapons to obliterate the evil from existence.

This focus on combat may surprise newcomers, as the Pathfinder Society is formally more akin to research society than military outfit. However, it's no secret that many Pathfinders are skilled combatants from across the planet, whose expeditions can lead them into situations that require a blade more than diplomacy. Pathfinders can and have massed to repel undead armies and fey monarchs, extraplanar intruders and towering constructs, so what are they if not an army? Members of the Vigilant Seal accept this as a quietly unacknowledged fact of the Society's role in Golarion and tend to employ more militaristic structure than the other factions. The simplicity of their core mission leaves little room for personal interpretation, while a clear chain of command can aid quick, efficient action when a crisis strikes. This doesn't mean, however, that the Seal blindly follows the highest-ranking Pathfinder on site; should the Vigilant Seal respond to an Iobarian plague, the supervising venture-captain is more likely to turn over control of the operation to a Mishkaran medic than a ranking Pathfinder, knowing that her firsthand experience and relevant expertise make her the authority in that situation.

Vigilant Seal members know they always need to be ready to face evil, so they exhibit a level of preparedness that may surprise more casual adventurers. A hip flask is as likely to contain an emergency antitoxin or healing elixir as it is a favorite drink, and Seal agents without at least a wand stashed in a boot or a few crossbow bolts disguised as hairpins are rare indeed. Many prefer heavier armor, and even among those that don't, agents cover vulnerable body parts such as the neck or wrists with heavy cloth or metal ornaments. Most members also wear plain, angular jewelry in a variety of precious materials, both for personal fashion as well as to ensure they always have a makeshift weapon to injure creatures that may resist conventional steel. While silver is most common, due to the wide range of creatures that recoil from its touch, Golarion is vast and the Vigilant Seal adaptable, so its members often carry a variety of evil-repelling tools from diverse cultures. Vigilant Seal members can often identify where their fellow agents have operated, noting a particularly sharp jade pendant on an agent recently returned from Tian Xia or an Arcadia-bound agent's strand of turquoise beads that just happen to be the size of sling stones.

Pathfinder agents find themselves drawn to the Vigilant Seal for any number of reasons. Many desire to keep their homes and communities safe. Some may have lost family or loved ones to monster attacks and seek to spare others a similar fate. And a large contingent of the Seal's warriors simply seek the thrill of pitting their skills against Golarion's greatest monsters. Regardless

of their motives, Vigilant Seal members tend to prioritize concrete, practical goals rather than ideals, immediately looking for ways to fix any problem they encounter. Perhaps this is why, for all the Seal's focus on striking down evil, the faction also contains many of the Pathfinder Society's finest healers and menders, who see caring for the physical and mental aftermath of surviving a horde of zombies or a transmogrifying curse as just one more way to uphold their directive to protect the innocent. After a threat has passed, Seal members sometimes take it upon themselves to stay a while in towns on the front lines to teach locals some basic self-defense or warding techniques. In addition to imparting practical knowledge, they know that learning these skills can help some in the community recover from the trauma.

The Vigilant Seal's role as the Society's cleanup team puts them at odds with the Horizon Hunters, whose individualistic nature, glory-hounding, and "kick open every door" approach to expeditions mean that they are often the ones responsible for disturbing the forces that the Vigilant Seal will need to eventually contain. Similarly, the organization often finds itself in tense disagreements with the Grand Archive, who would prefer to collect and catalog dangerous objects rather than eliminate them outright. While Vigilant Seal members are by no means iconoclasts, they see the Grand Archive's idealism as somewhere between vanity and recklessness. To the Seal, a cursed vase from a demon-worshipping civilization is not a priceless historical curiosity to be displayed in a museum as proof of the Society's exploits, but a dangerous liability that should remain consigned to the ashes of the past. More than one Seal member has spoken out—largely to no avail—against the wisdom of storing countless volatile artifacts together in archives underneath the Society's major lodges.

By contrast, the Vigilant Seal enjoys a good relationship with the Envoy's Alliance. Like Seal members, Envoys are similarly dedicated to maintaining the institution of the Pathfinder Society, even if they receive fewer accolades for their service. Though the Seal often saves the day, the faction knows how crucial the Alliance's work is, both in smoothing over diplomatic relations with various states and factions, as well as recruiting to replace Pathfinders lost in dangerous expeditions. With its mission of protection and conservation, the Verdant Wheel is also often in alignment with the Vigilant Seal, and the two factions often work together against aberrations, undead, and other monsters that seek to disrupt the natural order. Outside of the Society, the Vigilant Seal can often find allies in frontier towns that border dangerous lands, such as in the demon-infested Sarkoris Scar; the Knights of Lastwall stand out as particular allies. Once dedicated to watching over the Whispering Tyrant's prison but now displaced to Absalom after their home's destruction, many former knights who join the Pathfinder Society find the Vigilant Seal a natural place to carry on their mission of protection.

VIGILANT SEAL GEAR

Pathfinder Society members have access to the following gear. Members of the Vigilant Seal favor tools that both guard against and dispatch evil.

SEALING CHEST

ITEM 4+

UNCOMMON ABJURATION MAGICAL

Usage held in 2 hands; **Bulk** L

Vigilant Seal members use these containers when transporting samples and relics. The containers are soundproof, airtight, and studded with lead sheets, mistletoe, and other materials that block magical auras. Up to 1 Bulk of objects can be placed inside a *sealing chest*; the magic auras and curses of any objects placed within the chest cannot extend beyond the box unless



KINLYNN SILVERSTRIDE

PROPER PROCEDURE

"What do you mean it's missing? Just how does a three-foot tall clay sculpture go missing?" Eando scanned the room, looking at the assembled team.

"Let's walk through the steps. During yesterday's excavation, you found a walled-up cubbyhole in the room at the top of the northeast stairway. You extracted the sculpture, a scrollcase, and a bag of gems. As good Pathfinders, you scanned the items, logged your finds, then secured them in the guarded storage room. No one heard anything overnight. Now you've discovered the sculpture is missing?"

Eando sighed deeply and frowned, furrows forming between his brows.

"We may have missed one of those steps," the agent said in a voice at least an octave higher than usual.

"Which one," Eando asked, turning his gimlet glare on the agent.

"The, um, scanning," whispered the agent.

"You're telling me you found objects hidden in an abandoned, fire-damaged manor house and didn't scan them for magical or evil properties?" The vein in Eando's temple pulsed in time to his words. "Alright, folks, gear up. I expect we have some guests incoming shortly."

Eando loosened his sword in its scabbard and headed to the door. "You first," he barked to the agent. "Now!"

they are of a greater level than the chest. Artifacts and similarly powerful items are unaffected regardless of level. Many cursed items prevent their bearer from removing them, but a successful *remove curse* gives enough time to stash the item in the chest.

Type lesser; **Level** 4; **Price** 75 gp

Type moderate; **Level** 7; **Price** 300 gp

Type greater; **Level** 11; **Price** 1,250 gp

Type major; **Level** 14; **Price** 3,750 gp

ALIGNMENT AMPOULE

ITEM 1+

UNCOMMON

ALCHEMICAL

BOMB

CONSUMABLE

Usage held in 1 hand; **Bulk** L

This glass sphere is divided into four quarters, each of which contains a different material aligned with good, evil, chaos, or law, such as shavings from a holy relic or dried flowers that grew near a planar rift to the Abyss. When an alignment ampoule strikes a creature with a weakness to good, evil, chaos, or law, it deals the listed damage, which matches the creature's highest weakness. This damage is always based on the weaknesses of the initial target of the attack. If a creature has multiple eligible weaknesses, randomly determine the damage type. An alignment ampoule has no effect against creatures that don't have a weakness to the ampoule's associated alignment types.

Type lesser; **Level** 1; **Price** 4 gp

The ampoule deals 1 damage and 1 splash damage.

Type moderate; **Level** 3; **Price** 12 gp

You gain a +1 item bonus to attack rolls. The bomb deals 1d4 damage and 2 splash damage.

Type greater; **Level** 11; **Price** 300 gp

You gain a +2 item bonus to attack rolls. The bomb deals 2d4 damage and 3 splash damage.

Type major; **Level** 17; **Price** 3,000 gp

You gain a +3 item bonus to attack rolls. The bomb deals 3d4 damage and 4 splash damage.

METALMIST SPHERE

ITEM 3+

UNCOMMON

ALCHEMICAL

CONSUMABLE

Usage held in 2 hands; **Bulk** L

Activate ♦ Interact

This sphere contains small fragments of thunderstones within a colloidal suspension of a precious metal. When you twist the sphere, it creates an opaque mist in a burst centered on one corner of your space. Creatures within that area are concealed, and all other creatures are concealed to them. Any creature with a weakness to the precious metal that starts its turn in the mist takes damage equal to its weakness. The mist lasts for 1 minute or until dispersed by a strong wind. Most metalmist spheres are filled with silver or cold iron, but more expensive versions containing other ingredients might exist.

Type lesser; **Level** 3; **Price** 11 gp

The radius of the burst is 5 feet.

Type moderate; **Level** 8; **Price** 90 gp

The radius of the burst is 10 feet.

Type greater; **Level** 13; **Price** 500 gp

The radius of the burst is 15 feet.

PSYCHIC warding BRACELET

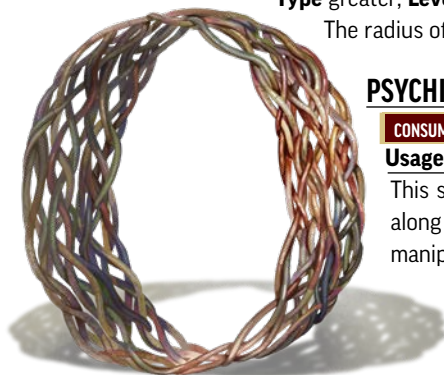
ITEM 3

CONSUMABLE

Usage worn; **Bulk** L; **Price** 10 gp

This set of reflective metal wires takes 10 minutes to properly tie along the wrist's energy meridians, then repels attempts at mental manipulation. You gain a +2 item bonus to your next save against a mental effect after tying on the bracelet. After this save, the metal strands tarnish and fall off (possibly alerting the wearer or others that their mind has been tampered with).

You can remove the bracelet with an Interact action, but doing so breaks the bracelet's alignment and requires you to spend another 10 minutes to carefully tie it back on.



EANDO KLINE

The leader of the Vigilant Seal is Eando Kline, a human explorer of presumed Taldan origin, though it's difficult to get him to speak about his beginnings. A clear veteran of multiple conflicts, Eando is covered in scars, though most—other than a notable gash over his eye—are concealed beneath the full-body armor and traveling leathers he wears at all times. Never one to be taken by surprise, Eando also brings his tools and weapons with him to every function, no matter how formal, a habit that more Pathfinder leadership has given up on trying to correct.

Eando was once one of the foremost Pathfinders of his day, with a sense of adventure and a desire to explore the ends of the world that might have made him the archetypal Horizon Hunter. However, Eando experienced firsthand the dangers of the Pathfinder Society's reckless, unfettered approach to exploration when he chased a mysterious *aeon stone* across Avistan, eventually finding a hidden serpentfolk city deep in the Darklands. Eando realized the stone had unlocked a door that should never have been opened—on the other side lay a slumbering telepathic serpent army that, once awoken, would emerge to enslave the surface. Eando resolved to seal the door behind him and never look back, but a rival Pathfinder, Arnois Belzig, sought to claim the glory and fame of the discovery for himself. Eando came to blows with Arnois multiple times, gaining the scar over his eye in the process, as the two raced back to Absalom to be the first to make their case to the Society's leaders: Arnois to publish the findings, Eando to beseech that the records be sealed.

When they arrived at the Grand Lodge, the Decemvirate offered Eando only one option: both his and Arnois's accounts would be published simultaneously. The Ten, with all their power, were unconcerned that further Pathfinders might fall prey to the serpent army's threat. Eando realized that the Decemvirate no longer understood what it is to be a Pathfinder, and that some doors were not worth the price of opening. In disgust, Eando threw down his *wayfinder* and resigned. Though he crossed paths with the Society over the years that followed, it was only recently that diplomatic overtures convinced him to rejoin the organization, on one condition: that he be empowered to reform the Society's priorities by creating a faction to act as a pragmatic counterbalance to eager exploration and publication. Thus, the Vigilant Seal was born.

Though he has a reputation of once being something of a rascal, Eando's past experiences with the Society have hardened him. Today, Eando is a stern man who forgives only reluctantly and forgets never. He strongly distrusts the old guard of Pathfinder Society leadership, who he sees as complacent in their station and completely beyond accountability—indeed, how can there be transparency in the Society when its symbols of leadership are identity-shrouding masks? Despite this, Eando remains a true believer in the Society's mission and has nothing but hope for the next generation of Pathfinders, who he sees as being genuinely committed to the ideals of exploration and corporation. Though he doesn't always do a great job of showing or communicating it, he takes great pride in his mentees and looks forward to seeing them change the Society for the better. Until that time, he's happy to take the burden of worrying about the Society on himself so that his fledgling Pathfinders might be able to explore, as he once did.

PORTRAIT OF A PATHFINDER

Eando Kline (CG male human explorer) remains cautious and stoic, a practical man who tends to disregard courtesy in meetings and deliberations. While his contemporaries may find him brusque, they also respect that his advice is always direct, genuine, and sound. In the rare moments that he lets his guard down, the rascal smile he was known for as a novice Pathfinder does occasionally reemerge, however fleetingly.



EANDO KLINE

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PATHFINDER AGENT FEATS

The following feats are available to characters with the Pathfinder Agent Dedication (*Pathfinder Lost Omens World Guide* 23).

DEAD RECKONING ◆◆

FEAT 4

ARCHETYPE CONCENTRATE SKILL

Prerequisites Pathfinder Agent Dedication, trained in Survival

You've trained yourself to maintain a strong sense of direction at all times, even when you can't use a compass or see the sky above. You immediately intuit which direction is north (assuming the concept of north exists at your current location).

ENVIRONMENTAL EXPLORER

FEAT 4

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

You've traversed enough untamed wilderness to gain an intuitive understanding of the dangers that exist in such places. Your extensive familiarity means you sometimes notice perils even when you're not trying to. Even if you aren't Searching in exploration mode, you can attempt a check to find environmental hazards that normally require you to Search for them. You still need to meet any other requirements to find a particular hazard.

OBSERVANT EXPLORER

FEAT 4

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

Thanks to the time you've spent wandering through wild and untamed environments, you've gained an intuitive sense about creatures. You sometimes notice them before they attack, or spot them nearby even if they weren't planning on attacking. You can attempt a check to notice hidden creatures attempting to Avoid Notice nearby even if you aren't actively Searching for them. You still need to meet any other requirements to notice a particular creature.

REMEMBER YOUR TRAINING ◆

FEAT 4

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

Frequency once per day

During your training to become a Pathfinder Agent you were schooled on a wide variety of creatures you might encounter, and you can think back to that training to gain crucial insight in times of need. Attempt a check to Recall Knowledge about a creature you can see, adding your level as a proficiency bonus if you are untrained (rather than 0). If you roll a failure (but not a critical failure) on this check, you get a success instead.

SPIRITUAL EXPLORER

FEAT 4

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

You're familiar with the danger that lingering spirits can pose to an unwary adventurer, and you're particularly attuned to their presence. Even if you aren't Searching in exploration mode, you can attempt a check to find haunts

that normally require you to Search for them. You still need to meet any other requirements to find a particular haunt.

WATCH AND LEARN ↻

FEAT 4

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

Trigger An ally you can see succeeds or critically succeeds at a Strength- or Dexterity-based skill check, using a skill in which you are untrained.

Pathfinder agents serve as members of diverse teams with complementary skill sets. You are practiced at following the example of a more skilled ally to accomplish a wide variety of tasks. For the next minute you can add your level as a proficiency bonus to the observed skill check, even though you are untrained. This does not allow you to attempt trained actions using that skill unless you would otherwise be able to do so.

ARCHAEOLOGIST'S WARNING ◆

FEAT 6

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

Trigger You are about to roll a Perception, Society, or Thievery check for initiative.

You visually or audibly warn your companions of danger, granting them a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this free action gains either the visual or auditory trait.

CRAFT FACSIMILE

FEAT 6

ARCHETYPE SKILL

Prerequisites expert in Crafting, Pathfinder Agent Dedication

You're renowned for your ability to recover important items, whether they're from a long-abandoned temple or a thieves' den, and sometimes that requires creating a stand-in. You can spend 1 minute to assemble a facsimile of an object of no more than 1 Bulk that you can see from available materials. The facsimile has the same shape and Bulk as the replaced object and can pass as the object if not examined. A creature familiar with the original who examines the object automatically realizes that it is a fake. A creature not familiar with the original can still tell it was a hastily jury-rigged stand-in of some kind, but they might not know the object was supposed to be something else.

DIVERSE RECOGNITION ◆

FEAT 8

ARCHETYPE SKILL

Prerequisites Pathfinder Agent Dedication, master in a skill used to Recall Knowledge

Frequency once per round

Trigger You successfully Recall Knowledge about a creature you can see, using a skill in which you are a master.

Your Pathfinder training allows you to quickly size up numerous threats. Attempt to Recall Knowledge against a

different kind of creature you can see using the same skill. You must still meet the requirements to attempt this check.

SNAP OUT OF IT! ♦♦

FEAT 8

ARCHETYPE SKILL

Prerequisites master in Medicine, Pathfinder Agent Dedication

Pathfinders are trained to help each other be safe and successful, and you know how to jolt your allies back to their senses. Attempt a Medicine check on an adjacent ally who is fascinated, frightened, stunned, or stupefied and choose one of those conditions. The DC is the DC for the effect that caused the condition.

Critical Success Reduce the value of the chosen condition by 2. If you chose fascinated, that condition ends.

Success Reduce the value of the chosen condition by 1. If you chose fascinated, that condition ends.

Failure The target is unaffected.

Critical Failure You increase the value of the chosen condition by 1. If you chose fascinated, increase the duration by 1 round instead.

WAYFINDER RESONANCE INFILTRATOR

FEAT 8

ARCHETYPE

Prerequisites Pathfinder Agent Dedication, Wayfinder Resonance Tinkerer (World Guide 23)

You are adept at using the unusual resonance of your *wayfinder* to aid in any deceptions you might employ. Once per day you can activate your *wayfinder* to cast *illusory disguise*, heightened to 2nd level, as an arcane spell. Additionally, once per day, you can Activate your *wayfinder* with a single-action envision activation to transform it into a perfect replica of another similarly sized badge of membership or office, such as an Aspis Consortium badge. This transformation lasts for 1 hour.

EIDETIC MEMORIZATION ♦♦♦

FEAT 10

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

Pathfinders are often asked to study the intricacies of ancient history under less than ideal conditions, and you've trained your brain to make the most of your limited time. You quickly memorize an inscription, scroll, or other piece of writing you can clearly see whose length is equivalent to no more than one page. You can then accurately recreate this writing using a writing kit, wax tablet, or other writing medium, once you have reached safety. You don't need to understand the writing or identify the language to reproduce it. Your memory lasts until the next time you make your daily preparations; if you have not written down or otherwise recreated what you saw by this point, your memory fades and any attempt to recreate what you saw is garbled and unintelligible. You can have only one piece of writing memorized at a time; any previous memorization fades the next time you use this ability.

SWAP INVESTMENT

FEAT 12

ARCHETYPE

Prerequisites Pathfinder Agent Dedication

Frequency once per day

Your time as a Pathfinder has taught you how to improvise, and you've learned to make use of the resources you find in the field. You Invest a magic item and remove a previously invested item. The previous item no longer counts against your limit of 10 invested items.

JANIRA'S TOP GEAR TIPS

There are a few pieces of gear that no initiate should be without.

Bring Chalk! Make sure to spare a few copper for some chalk. It's helpful for marking where you've been, or making visuals to sort out puzzles or communicate with others. You can even crush a few pieces and throw them at someone in a pinch.

Don't Forget Your Mirror! Mirrors are good for peeking around corners and redirecting light. If things get really bad, you can smash one and use a piece as a makeshift knife.

Rope Is Your Friend! You never know when you need to tie something down or secure yourself, or just need something long to see if that hallway is trapped.



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THE SCROLLS



KREIGHTON SHAINED

Most Pathfinders know at least half a dozen anecdotes about the eccentric Master of Scrolls, a Forlorn elven wizard named **Kreighton Shaine** (CG male elf scholar). A dedicated scholar and engaging teacher, Kreighton possesses a wealth of knowledge that he eagerly shares with his students. So vast is his knowledge of lore that discussions often stray completely from the classroom topic during his rambling digressions. Those who pay careful attention during Kreighton's tangents can gain a comprehensive understanding of many different subjects, incorporating the viewpoints of multiple fields of study. Even during his strangest episodes—such as lectures performed entirely through rhymes, diatribes delivered in the courtyard to animated objects, and unscheduled midnight trivia contests—astute students listen closely in case the Master of Scrolls suddenly imparts invaluable information.

Every Pathfinder-in-training must prove their interest in recovering and chronicling lost knowledge, and the Master of Scrolls ensures they have the competencies to do so before becoming full Pathfinder agents. The teachings of the Scrolls can be distilled into three major points: observe, then act; record everything; and come prepared. In essence, the Scrolls expects Pathfinders to consider the role of knowledge during all parts of every mission. Agents are expected to acquire any useful information available to them before setting out, analyze their surroundings before taking action, and consider even the tiniest details as valuable information that requires preservation. To a devotee of the Scrolls, there's no such thing as a useless fact or insignificant detail.

Those who rise in the ranks of the Scrolls typically possess keen intellects, patience, and an unparalleled zeal for recovering obscure knowledge. However, even Pathfinders who lack these traits and resent the bookish lifestyle must undergo basic training with the school. Much of the training the Master of Scrolls and his cadre of specialized instructors provide takes place in the Grand Lodge's libraries and archives. There, Pathfinder initiates learn the basics of research, especially as it pertains to preparing for field missions or following up on the Society's findings. Some of the questions they learn to ask include: What questions must a Pathfinder consider before departing on a mission? Where are the best places to find information about specific locales, creatures, magical phenomena, famous figures, or lost artifacts? What information can and can't be trusted, and why? Why would the Master of Scrolls task students with reading about mimics in the evening hours—and then put fake eyes on some of the books?

Though Scrolls instructors don't typically lead students in field exercises, they consider every moment an opportunity to test potential Pathfinders' memories and perceptive abilities. A student who casually discusses the past week's weather with an instructor—or the Master of Scrolls himself—must always assume that the conversation intends to test the student's memory. More than one student has gotten caught off guard by a question on a written examination referencing “off the record” happenings from previous instruction sessions, ranging from random digressions about fashion in class to major school events that seem to have no bearing on the subject of study at hand.

The eccentricities of the Master of Scrolls frustrate many initiates, especially those who fail repeatedly on these surprise assessments or those who seek a straightforward education. However, more experienced students might realize that these academic tests aren't meant to grade them. Initiates who suffer through those first months quickly learn that the instructors of the School of Scrolls don't intend to torment them; rather, their instructors collect data to help tailor each initiate's education to suit their specific needs and interests. Uncovering particular details a student takes interest in or commits to memory grants Pathfinder instructors greater insight as to what assignments and areas of research can most engage a given initiate. Furthermore, repeatedly testing unimportant facts and simple recollections can ascertain how much training each Pathfinder needs in memory-aiding skills, deduction, and the like. In the same vein, instructors assign “research sessions” in the library with no assigned subject or goal, just to see what sections the students peruse if given nothing specific to read.

Sometimes the Master of Scrolls selects promising students directly from basic training and prepares them to become archivists, instructors, and assistants at the Grand Lodge. More often, the Master and his instructors observe novice Pathfinders in their early missions. It's one thing to have

excellent recall for facts in the safety of a library or lecture hall—it's another situation entirely to remember the intricacies of frost giant social hierarchies when one of them threatens to use your bones to make a doll for their niece. If a Pathfinder seems liable to forget such details in the heat of a mission, they might not have the appropriate temperament for advanced field training in the School of Scrolls, or perhaps they would be better suited to using their skills in the safety of a lodge. Instructors also assess the quality and accuracy of novice agents' mission reports. Agents who provide brief or incomplete reports—and especially those who lie—must undergo remedial training. On the other hand, those who have an eye for detail receive personal “training sessions” with the Master of Scrolls, who further quizzes them on their recollection of the mission, as a reward. This session, in fact, serves as yet another test; the reward for passing involves more research assignments, more missions, and more tests. The Master of Scrolls remains opaque about the purpose of these examinations, but many suspect that he uses them to identify potential new instructors.

The School of Scrolls offers support for all Pathfinders, regardless of their scholarly leanings or their success rate in Kreighton Shaine's bizarre assessment regimen. Those who have questions about an upcoming mission are always welcome to browse the archives, ask questions of the archivists, and procure a few useful items. Individuals who impress the Master and align themselves with the School of Scrolls can reap additional benefits—most notably, access to the restricted areas of the archives, which most Pathfinders don't even know exist. With this increased freedom to access the knowledge in the archives, however, comes increased scrutiny and heightened expectations from Kreighton Shaine. The Master of Scrolls requires the archive's staff to keep impeccable records of anyone who accesses the restricted sections, and he always seems to know when someone has shared a fact not approved for dissemination. While severe abuse might merit banning a Pathfinder from the library, Kreighton notoriously assigns creative punishments for minor infractions—such as restricting access to the archives until a student counts all the flower petals in the Society greenhouse.

Of the four largest factions in the Pathfinder Society, the Grand Archive most aligns with the goals of the School of Scrolls. Gorm Greathammer, the current leader of the Grand Archive, corresponds regularly with Kreighton Shaine using coded messages. The two scholars find one another excruciatingly irritating in person, but they share a passion for cryptic language and secret messages that rivals their shared interest in knowledge itself. Their correspondence keeps the two well-informed of each other's pursuits without causing them more aggravation than necessary. The most common transaction between the two involves Kreighton Shaine recommending agents especially well suited for a given mission; in exchange, Gorm Greathammer supplies detailed reports of findings from across the Inner Sea.

The Envoy's Alliance recognizes the value of the School of Scrolls in maintaining the Pathfinder Society's role as a scholarly organization. Without Pathfinders dedicated to the collection and preservation of knowledge and artifacts, the Society might stray toward cultural theft and meaningless interference in Golarion's affairs. Members of the Horizon Hunters and Vigilant Seal factions may scoff at the cloistered lifestyle of many Scrollmasters, but they rely upon the vast knowledge of the School of Scrolls to help them explore the world, locate lost artifacts, and overcome their myriad foes. They welcome adventuring companions versed in lore, especially when that knowledge might save their lives.

FORMER MASTERS OF SCROLLS

Venture-Captain Drangle Dreng filled in for Master of Scrolls Kreighton Shaine when the latter went on a brief sabbatical to the Mwangi Expanse. Possessed with a remarkable memory that made him well-suited to the role, Dreng also shared the same reputation for eccentricity as his predecessor; he has been known to wander in disguise as a beggar or randomly wake agents in the middle of the night.



KREIGHTON SHAINÉ

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SCROLLMASTER FEATS

The following archetype feats are available to characters with the scrollmaster archetype (*Character Guide* 113).

FOOLPROOF INSTRUCTIONS

FEAT 8

ARCHETYPE

Prerequisites Scrollmaster Dedication

You feel confident that you can explain your scrolls so well that even your allies can use them... hopefully. During your daily preparations, you can select a single scroll and instruct a single ally in its use. Until your next daily preparations, the ally can attempt to use the scroll with a single action that has the manipulate trait. The ally rolls the skill corresponding to the spellcasting tradition. The GM determines the DC based on the scroll's level, possibly adjusted for the situation. If the spell has a spell attack bonus or a spell DC, use your level as the proficiency bonus and the highest of your ally's Intelligence, Wisdom, or Charisma modifiers.

Success For the rest of the ally's turn, they can spend actions to Cast the Spell.

Failure The ally misremembers your instructions and can't use the scroll this turn.

Critical Failure The ally misunderstood your instructions and can't use the scroll.

INNATE MAGIC INTUITION

FEAT 8

ARCHETYPE

Prerequisites Scrollmaster Dedication

You've spent countless hours learning to recognize and predict a creature's innate magical abilities. The first time you successfully Recall Knowledge to identify a creature, in addition to any information you learn from your successful check, you learn the names of three of the highest-level innate spells it can cast, and you gain a +2 circumstance bonus on your next save against an innate spell cast by that creature.

MAGIC FINDER

FEAT 8

ARCHETYPE

Prerequisites Scrollmaster Dedication

You've learned a few tricks to ensure you find every last magic item and interesting magical effect during your missions. You can cast *detect magic* and *read aura* as innate spells at will. You can also cast *locate* as an innate spell once per day, but only to locate magic items, not specific mundane objects or types of objects. If you could already cast spells, these spells are of the same tradition. Otherwise, they're arcane spells, you use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for arcane spells.

When you cast *detect magic* or *read aura* from this feat on an item or creature under the effect of a *magic aura* spell or interact with an item under the effect of an *item facade* spell, you gain a +2 circumstance bonus on your check to disbelieve the illusion.

TRANSCRIBE MOMENT

FEAT 8

ARCHETYPE

Prerequisites Scrollmaster Dedication

You gain the *transcribe moment* focus spell (page 45). If you don't already have one, you gain a focus pool of 1 Focus Point,

which you can Refocus by spending 10 minutes to study a text or record notes on your recent experiences.

BESTIARY SCHOLAR

FEAT 10

ARCHETYPE

Prerequisites master in Arcana, Crafting, Nature, Occultism, or Religion; Scrollmaster Dedication

You learn how to apply your extensive knowledge of certain creatures using the lore you know. When you gain this feat, choose one of the following skills in which you have attained master proficiency: Arcana, Crafting, Nature, Occultism, or Religion. You can use the chosen skill to Recall Knowledge to identify any creature normally identifiable by any of the above skills. In addition, when you critically succeed at identifying a creature, you gain a +1 circumstance bonus to your next attack roll or saving throw against that creature.

CAUTIOUS DELVER

FEAT 10

ARCHETYPE

Prerequisites Scrollmaster Dedication

You've studied the many ways that ancient architects and spellcasters protected their possessions, such as by implementing deadly traps and curses, and learned some magic to counteract them. You can cast *dispel magic*, *knock*, and *resist energy* as innate spells, each once per day. If you can already cast spells, these spells are of the same tradition. Otherwise, they're arcane spells, you use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for arcane spells.

MASTERFUL OBFUSCATION

FEAT 10

ARCHETYPE SKILL

Prerequisites master in a skill with the Recall Knowledge action, Scrollmaster Dedication

You've mastered the art of deceiving others about your area of study. When you gain this feat, choose one skill with the Recall Knowledge action in which you have attained master proficiency. You can attempt to deceive others about the truth of facts and knowledge related to that skill—such as by pretending to know something that you don't, planting false information, or the like—using the Lie action of the Deception skill. When you Lie in this way, attempt your skill check using the skill you selected when you gained this feat instead of Deception, applying all bonuses or penalties related from the selected skill to the check. While it's easier to convince someone who knows nothing about your chosen false information, on a critical success, you can even convince someone who has heard something contradictory, unless they have reason to be certain from direct experience. For instance, you might say, "I know you may have heard to use silver weapons against vampires, but that's a misconception based on conflating them with werewolves. According to all credible scholars, cold iron will do the trick." Once a creature realizes you've used masterful obfuscation to Lie to them, either from a failed check or due to

later discovering the falsehood, you can't use this feat against them again, as it relies on blind trust in your superior knowledge. However, you can still Lie to them normally.

DETERMINED LORE SEEKER

FEAT 12

ARCHETYPE

Prerequisites Lore Seeker

You've mastered useful spells that let you find hidden truths others might miss, and a preferred spell comes naturally to you. When you gain this feat, choose one of the innate spells granted by the Lore Seeker feat: *comprehend language*, *restore senses*, or *see invisibility*. You can cast this spell three times per day instead of once per day.

When you cast any of the spells granted by Lore Seeker as innate spells, they gain additional effects. When you cast *comprehend language*, the spell is heightened to 4th level. When you cast *restore senses*, the spell is heightened to half your level, rounded up. When you cast *see invisibility*, for the duration of the spell you can use an action, which has the concentrate trait, to see invisible creatures normally (instead of seeing them as translucent shapes that are concealed to you) until the end of your next turn.

WARD MIND

FEAT 16

ARCHETYPE

Prerequisites Scrollmaster Dedication

Requirements You're currently affected by a mental effect that you gained by failing, but not critically failing, a saving throw.

Trigger Your turn ends.

To protect the knowledge within your mind from intrusion or erasure, you ward yourself against a mental attack, temporarily delaying its effects. Until the end of your next turn, you ignore a single mental effect that meets the requirement. You can suppress a particular effect using Ward Mind or Cognitive Loophole (*Core Rulebook* 188) only once, even if you have both feats.

Special You can use this reaction even if the mental effect prevents you from using reactions.

SCROLLMASTER FOCUS SPELLS

TRANSCRIBE MOMENT

FOCUS 4

UNCOMMON EVOCATION

Cast ♦♦ material, somatic

You instantly create a small, permanent scroll that contains a magically precise written description of your current surroundings in every direction. Any creature who spends 1 minute to read the scroll—written in a language of your choice that you know—immediately sees and experiences your surroundings during the moment that you recorded (including whatever events transpired that round) exactly as you experienced it. This depiction records only what you can sense yourself. For example, if you can't see invisible creatures, the depiction doesn't reveal them even to a reader who could normally see them; a reader can't use their Perception to notice details you missed, but they can attempt a check to Recall Knowledge based on what they just experienced if they have knowledge that you lack. You can have multiple scrolls from *transcribe moment* in existence at the same time, up to a number equal to your Intelligence modifier. If you Cast the Spell again while already at the maximum number of scrolls, choose one of the current scrolls to lose its magic, then create the new one.

NOTABLE SCROLLMASTERS

Effeflinn Whyst (CG female elf poet):

Never seen outside the libraries of the Grand Lodge—where some claim she has memorized every book—this elven Scrollmaster speaks only in ancient songs and rhymes. Curiously, Kreighton Shaine avoids her at all costs.

Mennashte Amsa (N male human

researcher): This devotee of Nethys strives to recover ancient knowledge by searching crypts and graves for preserved corpses and speaking to them with magic. Such finds are rare, but their secrets can grant knowledge and power beyond measure. An infamously adventurous Scrollmaster, Mennashte has contributed to more than one casualty in the field due to his careless search for knowledge.

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THE SPELLS



SORRINA WESTYR

A cleric of Nethys, **Sorrina Westyr** (N female oread priest) disappeared during a magical experiment. Upon her return, Westyr resumed her position as Master of Spells, filling in the vacancy left by her successor and predecessor, the cantankerous wizard Aram Zey who had recently sacrificed himself to help stabilize a failing demiplane. Originally a human hailing from the magical academies of northern Garund, Westyr emerged from her ordeal as an oread—a geniekin of elemental earth. The phenomenon that transformed her presents a constant, fascinating distraction from her studies into the development of new types of magical *wayfinders* as well as the origins and properties of *aeon stones*.

Though many Pathfinders have never cast a spell—whether because they lack the interest, ability, or calling—all of them must undergo training under the Master of Spells. The School of Spells offers teachings not only on the art of learning, casting, and creating spells, but on magical lore in general, specific tactics and strategies for overcoming magical foes, and the best ways to avoid or recover from magical afflictions. Individuals who can cast spells or aspire to learn a spellcasting tradition make up the bulk of the students who climb the ranks of the Spells to become Spellmasters, serving as the top researchers, instructors, and field agents in the School of Spells.

Though only those with the ability to cast spells can become full-fledged Spellmasters, Society initiates must still meet the basic requirements of the school in order to become Pathfinder agents. As such, the introductory classes in the School of Spells often mix spellcasters and non-spellcasters together so that they all might understand the fundamentals of how spells work, where spellcasters get their power, and what to expect from the most common uses of magic. The various magical traditions, combined with the different ways of accessing or understanding the spells of those traditions, create difficulties in designing meaningful large-group instruction for every student. Beyond these basic courses, the training that the School of Spells offers becomes extremely specific, to the point that a given “class” can often amount to a one-on-one tutoring session.

The Master of Spells, Sorrina Westyr, pushes her instructors to provide practical training for their students. Rather than poring over scrolls and dusty tomes, she prefers students to learn, cast, and witness as many different magical effects as possible. Students of enchantment magic are expected not only to cast enchantments effectively, but to experience being ensorcelled themselves. Students don’t merely learn the theory of illusion spells; they also acquire practical experience in spotting illusions, such as distinguishing between two creatures—one real, one illusory—or determining the true identity of an instructor disguised as a xulgath while lecturing about the fundamentals of spell interpolation. Occasionally, the Envoy’s Alliance faction—which promotes the well-being of Pathfinders and the Society as a whole—has to step in and put a stop to spell lessons that risk causing lasting mental harm to students. Westyr and her instructors insist that without such an education in how spells work, Pathfinders in the field might underestimate magical foes, putting them at far greater risk.

Agents can rely on the School of Spells for extensive debriefing about their magic-related adventures and encounters, which can grant beneficial insights for future field assignments. Those who prove themselves as capable spellcasters can apply or receive an invitation to undergo a series of interviews and tests to become a Spellmaster. These tests—sort of like magical obstacle courses—are always unique, and current Spellmasters scramble for a chance to design the next variation. Some delight in creating puzzles that a variety of simple spells can solve, while others craft extraordinarily dangerous chambers complete with tunnels of spinning blades, pools of acid, and moving platforms. No single, correct solution exists for these tests, which assess a potential Spellmaster’s ingenuity as much as their spellcasting prowess. One long-standing legend features a test taker specialized in divination, who magically spied on their test designer for three weeks ahead of the scheduled exam; on the test day, they passed without having to cast a single spell, overcoming each obstacle with mundane solutions they had prepared in advance.

The School of Spells once retained Spellmasters of every school and tradition at the Grand Lodge—even devotees of most of Golarion’s primary

deities ranked among its instructors. However, due to the world-spanning crises that have entangled the Pathfinder Society in recent years, the ranks of Spellmasters that remain in the safety of the Grand Lodge have depleted. Many of them have dedicated themselves to pursuing the Society's goals in the field—or have perished in battle against the Society's foes. The School of Spells has many vacancies among its staff, and the intense focus and dedication required to master a magical tradition make it difficult to recruit skilled teachers. Nonetheless, the School of Spells remains one of the foremost sources of magical skill and knowledge in the Inner Sea.

Pathfinders in each of the Society's major factions have much to gain from a close connection with the School of Spells. The Envoy's Alliance has a keen interest in ensuring that the agents don't tarnish the Society's reputation with their behavior or put their compatriots at unnecessary risk. The power and influence that magic promises its wielders can cause spellcasters to stray from these goals. When a spellcaster's pursuits lead them to dangerous magical discoveries, the Envoy's Alliance works closely with the Spells to ensure that spellcaster's magic furthers the goals and reputation of the Society. If their magic risks inflicting great harm—whether to the Society or to others—the Envoy's Alliance appeals directly to the Master of Spells to cooperate and reduce the risk to Pathfinder agents.

The Grand Archive seeks to recover lost knowledge of all types, but its pursuit of magical knowledge has no resource greater than the Spellmasters who serve the faction. In their search for lost spells and magical theories, these specialists make some of the Grand Archive's most valuable discoveries. Similarly, the Vigilant Seal relies on its Spellmasters to “protect, contain, or destroy” dangerous magic. If a spell or magic item can't reasonably be put to safe use by the Society, the Vigilant Seal believes it shouldn't exist. This philosophy frequently puts the Grand Archive and the Vigilant Seal at odds with one another over the fate of magical discoveries. The Master of Spells often hosts vociferous debates in lecture halls about what to do with certain dangerous magics.

The Horizon Hunters rely on Spellmasters to enable their exploration of remote, dangerous, and fantastic locations, from the icebound Crown of the World to the hostile environs of other planes. Calisro Benarry, the half-orc venture-captain that leads the faction, seeks to personally meet and interview Pathfinders who travel to especially interesting locations. More often than not, magic—ranging from simple protective items to powerful teleportation spells—enables such perilous journeys.

Sorrina Westyr's obsession with discovering new types of *aeon stones* drives many of her interactions with the Society's factions. She pushes for the exploration of increasingly remote and ancient locales, despite the great risks often involved. Some say that Westyr is heedless to the possibility of magical mishaps—such as the one that transformed the Master of Spells herself—that might befall Pathfinder agents. Eando Kline, the leader of the Vigilant Seal, has made efforts to ensure that his faction remains keenly aware of Westyr's pursuits at all times.

FORMER MASTERS OF SPELLS

A titanic talent in the realm of magical research, Aram Zey served as the Society's Master of Spells for 10 years. Zey had some notoriety for being vocally critical of every student he ever taught, especially those without any magical talent. Therefore, while he's arguably a hero for willingly sacrificing himself for the good of the Pathfinder Society, few agents lament his loss as a teacher.



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SPELLMASTER FEATS

The Spellmasters of the Pathfinder Society have numerous magical secrets available to those who delve into their lore. The following archetype feats are available to characters with the spellmaster archetype (*Character Guide* 114).



FAMILIAR FORM

FEAT 8

ARCHETYPE

Prerequisites Spellmaster Dedication

You can use your magic to transform into a small creature of a type that commonly serves as a spellcaster's familiar, potentially allowing you to safely scout for your party while retaining a degree of spellcasting ability. You gain the *familiar form* focus spell. Increase the number of Focus Points in your focus pool by 1.

GLYPH EXPERT

FEAT 8

ARCHETYPE

Prerequisites Spellmaster Dedication

You've learned to recognize the telltale writings and other signs that indicate the presence of magical traps. You gain a +2 circumstance bonus to Perception checks to find magical traps, to AC against attacks made by magical traps, to saves against magical traps, and to checks to Disable magical traps. Even if you aren't Searching, you get a check to find magical traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You're also adept at avoiding the effects of traps that feature magical writing, such as runes, glyphs, ancient script, or other forms. When you attempt a saving throw against the effects of these traps, if you roll a success, you get a critical success instead. If you roll a critical failure, you get a failure instead.

RECOVER SPELL

FEAT 10

ARCHETYPE

CONCENTRATE

METAMAGIC

Prerequisites Spellmaster Dedication

Requirements An enemy's action disrupted your attempts to Cast a Spell since the beginning of your last turn.

You recover the energy of a recently disrupted spell, allowing you to cast it again as long as you do so immediately before the energy dissipates. You regain the use of a spell that was disrupted since the beginning of your last turn, but you must immediately Cast the Spell again with your next action or else you lose the spell; as normal for metamagic, this must be on the same turn that you use Recover Spell. You can change the area, targets, and other variables, including the number of actions used to Cast the Spell if the spell allows, such as when casting *heal* or *magic missile*.

SPELLMASTER'S WARD

FEAT 10

ARCHETYPE

Prerequisites Spellmaster Dedication

You can create a number of powerful shielding runes that bolster your defenses against damaging spells by absorbing the worst of the energy to keep you safe. You gain the *spellmaster's ward* focus spell. Increase the number of Focus Points in your focus pool by 1.

COMMUNAL SUSTAIN

FEAT 12

ARCHETYPE

Prerequisites Spellmaster Dedication

Frequency once per round

Choose one spell with a sustained duration that one of your allies has in effect. You must be within 30 feet of the chosen ally. The ally can Sustain the Spell once as a free action, triggered at the start of their next turn.

SPELLMASTER'S TENACITY

FEAT 14

ARCHETYPE

Prerequisites Spellmaster's Resilience

Frequency once per day

Trigger You critically fail at a saving throw against a foe's spell, and that spell was cast or created with the tradition of magic you selected with the Spellmaster's Resilience feat.

You call upon the power of your spells to protect you from the worst of the magic headed your way. You fail your saving throw instead of critically failing. For 1 minute, increase the circumstance bonus to saving throws from the Spellmaster's Resilience feat to +2, and increase the resistance to damage it grants to 10.

MASTER'S COUNTERSPELL

FEAT 16

ABJURATION

ARCHETYPE

Prerequisites Spellmaster Dedication, master in spell attack rolls and spell DCs

Trigger A creature Casts a Spell that you have prepared, and that spell was cast or created with a tradition of magic in which you have master proficiency in spell attack rolls and spell DCs.

When a foe Casts a Spell and you can see its manifestations, you can use your magic to disrupt it. If you're a prepared caster, you can expend a prepared spell to counter the triggering creature's casting of a spell. If you're a spontaneous caster, you can expend a spell slot. The level of the prepared spell or spell slot must be at least as high as the triggering spell's level. You lose your prepared spell or spell slot as if you had Cast the Spell. You then attempt to counteract the triggering spell, and you take a -2 penalty to your counteract check; for prepared casters, the GM might waive the penalty if the spell you're expending to counterspell is especially appropriate—such as countering with the same spell, or using a *cone of cold* to counteract a *fireball*.

MOBILE MAGICAL COMBAT

FEAT 16

ARCHETYPE

FLOURISH

Prerequisites Spellmaster Dedication

Requirements You're wielding a melee weapon and have Cast a Spell requiring at least 1 action this turn.

You dart around the battlefield, casting spells while you

carefully make melee attacks with your weapon. Stride once. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Mobile Magical Combat while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

RETAIN ABSORBED SPELL

FEAT 18

ARCHETYPE

Prerequisites Absorb Spell

When you absorb a spell using the Absorb Spell reaction, you utilize secret techniques that allow you to retain the power and knowledge necessary to cast the spell repeatedly—potentially for a greater period of time. If you're a spontaneous caster, you can cast the triggering spell up to three times instead of once. If you're a prepared spellcaster, you can replace up to three of your prepared spells of the same level with the absorbed spell instead of one. Either way, you can choose to retain the absorbed spell for the next hour instead of the next 10 minutes; if you choose to extend the absorption to an hour, you can't use Absorb Spell again until one hour after the spell is absorbed.

SPELLMASTER FOCUS SPELLS

FAMILIAR FORM

FOCUS 4

UNCOMMON

POLYMORPH

TRANSMUTATION

Cast ♦♦ somatic, verbal

Duration 1 minute

You transform into a Tiny animal that commonly serves as a spellcaster's familiar. You gain the effects of the spell *pest form*, heightened to the level of *familiar form* you cast. However, you can transform into only a bat, cat, raven, snake, or other Tiny animal of a type that you have seen serve as a spellcaster's familiar.

While in this form, despite the restrictions from polymorph battle forms, you retain the ability to cast spells of 1st level or lower but only those without material components. You still can't make any Strikes or other attacks in *pest form*, as normal.

Heightened (6th) You retain the ability to cast spells of 2nd level or lower, rather than 1st, but still only those without material components. Additionally, the duration of *familiar form* increases to 10 minutes.

Heightened (8th) You retain the ability to cast spells of 3rd level or lower, rather than 1st, but still only those without material components. Additionally, the duration of *familiar form* increases to 10 minutes.

SPELLMASTER'S WARD

FOCUS 5

UNCOMMON

ABJURATION

Cast ♦ to ♦♦♦ material, somatic, verbal

Duration sustained up to 1 minute

You create one or more glowing protective runes that revolve around you. For each additional action you use when Casting the Spell, increase the number of runes you create by one, to a maximum of three runes for 3 actions. When you next take damage from a spell, a rune is expended to prevent 2d6 of that spell's damage. If damage from the triggering spell remains, additional runes are expended until the damage is completely negated, or until all runes have been spent, whichever comes first.

Heightened (+1) Each rune prevents an additional 1 damage.

NOTABLE SPELLMASTERS

Antreth Oucarra (LN female sylph researcher): Antreth Oucarra leads novice Pathfinders on missions to study the magic of the Impossible Lands—including the spell-scarred Mana Wastes. She never comments on the frequent rumors about her origin.

Findletin (LG male gnome abjurist): This veteran instructor of abjuration magic primarily teaches Pathfinders how to keep themselves from death's door using protective spells. He allows more martially-inclined Pathfinders to practice assaulting such magical wards by pitting the students against one another in mock battles.

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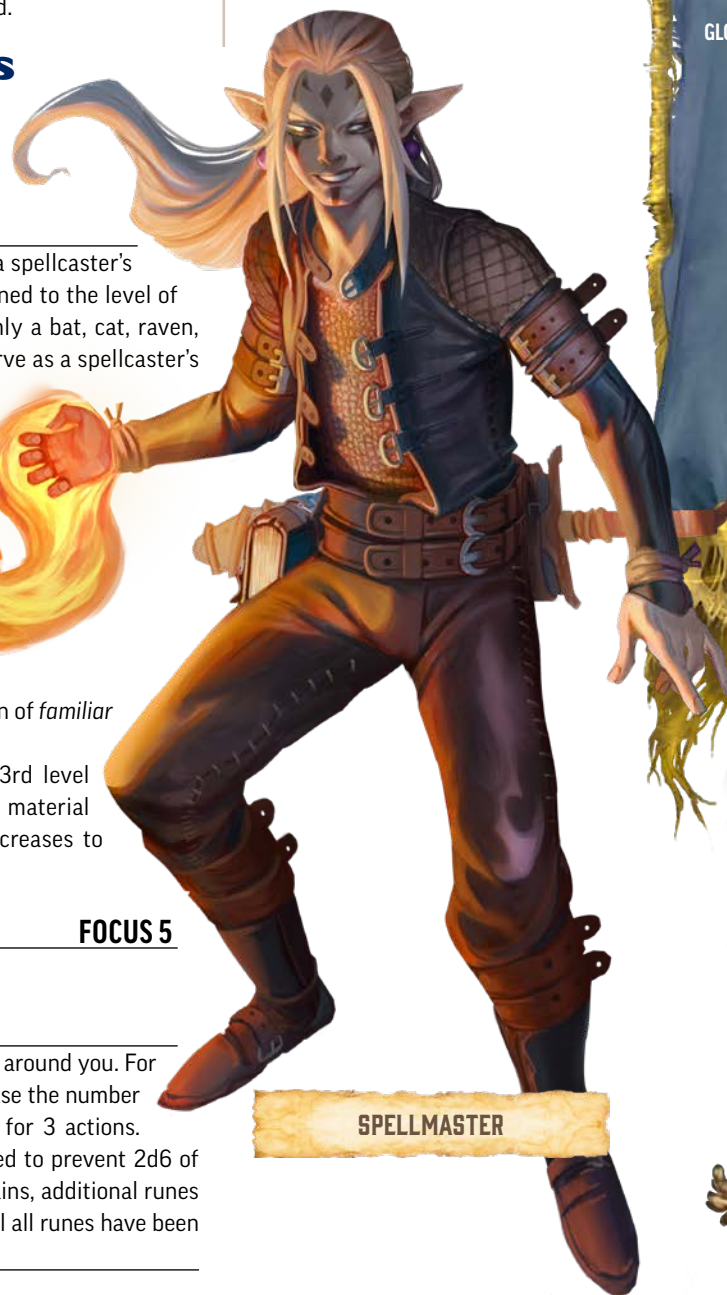
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THE SWORDS



MARCOS FARABELLUS

The Master of Swords, **Marcos Farabellus** (CG male human blademaster), has a dramatically different demeanor than the other school leaders. Boisterous and personable, he often regales students with tales of famous battles and missions gone awry at the pub after classes end for the day. Unsurprisingly, this habit has led to Marcos being the most popular Pathfinder dean by a wide margin. Though good-natured, he takes his role extremely seriously, and he insists on teaching a wide variety of skills both to avoid combat in the first place and win if it can't be avoided. His entertaining anecdotes serve the important function of keeping his students' attention, ensuring they remember his crucial lessons to help keep themselves and each other alive.

Those who find their place in the School of Swords typically use their physicality to solve problems, from building and crafting to defending the Society and its allies in combat. Despite the school's name, those who join the Swords train their skills in a variety of weapons, with even archers and martial artists taking up the mantle of Swordmaster. Magic users also attend the Swords, as they're still expected to train with weapons and mundane tools so that they can get by or defend themselves even without spell components or a magical focus.

Predictably, Pathfinders in the Swords must complete extensive martial training. While most members of this school have a preferred weapon, they're expected to gain passing familiarity with a variety of fighting techniques. Marcos Farabellus, the school's master, advocates for versatility and requires his students to have multiple backup plans. After all, a Pathfinder who fails to handle a flying creature or an incorporeal one can't successfully defend their colleagues. The school emphasizes practical training, and instructors sometimes summon monsters for their students to fight. Frequent tournaments offer the opportunity for students to practice against each other with bragging rights going to the winners. Newer Pathfinders use practice weapons like wooden swords, while more advanced agents use their normal weapons, taking care not to actually injure their opponents. Nevertheless, healers stay on standby, ensuring that no one suffers any serious injuries in what should be a friendly competition.

Given how many missions require extensive travel through the wilderness, the school also trains its students in survival techniques. A notoriously advanced course involves a wizard instructor waking a student up in the middle of the night, teleporting with them to a distant spot on Kortos with no gear, and then teleporting back, leaving the student alone to make their way back to the Grand Lodge. The instructor makes sure to avoid dropping the unarmored student immediately next to a den of harpies or camp of minotaurs, though the long journey back could involve encountering any number of dangers. The instructor uses divination to keep an eye on the student in case they find themselves in a dire situation, but those who complete this course emerge truly prepared for what the wilds have in store.

The curriculum includes classroom courses too, as all Pathfinders need to use their brains along with their brawn. These classes focus on topics relevant to both archaeology and modern defense. Many teach an overview of military history on Golarion, highlighting strategies both effective and not. These studies include academic treatments of weaponry and armor, and Swords historians can often identify the time period and country of origin from a small scrap of a hilt or broken arrowhead. One class on military uniforms throughout history involves spending a full day in historical costumes and leaves Pathfinders prepared to identify fallen soldiers from many battles.

Other coursework covers the various creatures from both Golarion and the Great Beyond against whom agents might need to defend themselves. While all three schools have courses of this type, training in the School of Swords focuses most heavily on learning creatures' resistances and vulnerabilities. Furthermore, this instruction discourages students from getting into unnecessary fights through courses on languages, diplomatic techniques, and animal handling. Students also learn first aid, as keeping allies alive can require more than just defeating opponents.

Quite a few members of the Swords take up crafting since a local blacksmith isn't always available when traveling through the wilderness, and a broken shield might prove worse than not having one at all. The school has several forges, and master blacksmiths instruct students on the proper ways to craft weapons and armor as well as how to perform repairs without the ideal equipment.

An extremely popular set of courses focus on the sneaky parts of being a Pathfinder. These classes cover setting and disabling traps, breaking and entering, and dirty tricks used in combat. Master Farabellus often says that rules in combat are for people who don't mind dying, much to the consternation of some instructors. A notorious final exam for this course involves breaking into a guarded, trapped building and retrieving a stuffed owlbear toy without getting caught or injured by a trap. Marcos Farabellus has a selection of owlbears in different colors for this exam to prevent crafty students from simply trying to make a forgery of the real toy for the test.

Camaraderie is strong among members of the Swords, and agents stay connected to the School throughout their careers. Older agents are often asked to teach workshops and master classes on their weapon of choice or the unique fighting styles they've developed. Swords agents who've visited previously unexplored areas or fought strange or unique creatures give lectures on their experiences, allowing others to learn from both their successful and failed battles. After a particularly bad encounter, Swords members often review it together, figuring out what to do in case of a similar situation in the future—a workshop series informally known as “How to Avoid the Boneyard.” Agents enjoy training together, and the School of Swords provides the best place to find a fencing opponent or archery partner. Tournaments within the school usually conclude with an exhibition match between two experienced agents, and no one in the Swords wants to miss these epic matches.

However, continued association with the Swords incurs more than just martial benefits. Taking lead on defense for missions is a hard job with severe consequences. The Swords have several support groups, both official and otherwise, that allow agents to talk with each other about how their duties affect them. Topics can range from agents they couldn't save to the opponents they hoped not to slay but had to. Senior agents often lead these groups, and Marcos Farabellus nudges agents toward one if they seem to be having a particularly difficult time. The settings for these meetings vary from formal discussions in meeting rooms to casual gatherings in pubs, but the point of these sessions is to support each other.

Swords agents focus on remaining physically fit, even after completing their official studies, and many members exercise together. The school has organized sports leagues and informal groups that play games or do physical training together. Predictably, the Swords have many members who enjoy the outdoors, and many hike, camp, and rock climb together during their time off between missions.

The School of Swords prepares its students for their careers as Pathfinder agents in many ways distinct from the approaches of the Schools of Scrolls and Spells. While well trained in combat, the agents of the Swords aren't soldiers. They endeavor to complete every mission with minimal bloodshed, and they learn a variety of skills toward that end. They can negotiate a peace treaty, spot traps and dangers, survive in the wilderness, and, if necessary, fight a battle. Given the dangerous lives of Pathfinders, the School of Swords has a crucial role in ensuring the safety of agents everywhere.

FORMER MASTERS OF SWORDS

Marcos's predecessor, Vonran Vilk, was a renown scholar and swordsman banished from his home in Ustalav over a botched expedition. An attack from a pack of werewolves after his retirement infected Vilk with lycanthropy, resulting in him murdering multiple victims in the city of Ardis. Though the Pathfinder Society eventually captured and cured Vilk, the cover-up of his involvement remains a black stain on the Society's past.



MARCOS FARABELLUS

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SWORDMASTER FEATS

The following archetype feats are available to characters with the swordmaster archetype (*Character Guide* 115).



IMPROVISED CRAFTING

FEAT 8

ARCHETYPE | EXPLORATION | MANIPULATE | SKILL

Prerequisites Swordmaster Dedication, expert in Crafting

You've learned to repair your equipment even in challenging circumstances, making use of what you have available. You can attempt to Repair an item without a repair kit, instead improvising tools out of your gear or found items. This adds 5 minutes to the time it takes to Repair the item. You can also Repair an item while on the move without needing a stable surface. This adds 10 minutes to the times it takes to Repair the item.

PHYSICAL TRAINING

FEAT 8

ARCHETYPE

Prerequisites Swordmaster Dedication, expert in Athletics and Acrobatics

You spend a lot of time focusing on your physical fitness. You increase your proficiency rank in Acrobatics and Athletics from expert to master.

PROTECT ALLY ◆

FEAT 8

ARCHETYPE

Prerequisites Swordmaster Dedication

You place your body between your friends and your enemies, protecting your allies against oncoming attacks. You choose one adjacent ally. That ally gains a +1 circumstance bonus to AC until the start of your next turn or until that ally is no longer adjacent to you, whichever comes first. You can only protect a single ally in this way. If you choose to Protect a different Ally, the previous ally loses the bonus to AC.

QUICK STOW ◆

FEAT 8

ARCHETYPE | MANIPULATE

Prerequisites Swordmaster Dedication

You know that situations can change rapidly and might leave you needing to change equipment in the middle of combat. Your training has taught you how to swap your equipment on the fly. You Interact to stow a weapon and then Interact again to draw a readied item or weapon.

REFLEXIVE GRIP

FEAT 8

ARCHETYPE

Prerequisites Swordmaster Dedication

You keep hold of your weapons even when knocked out. You gain a +2 circumstance bonus to your Reflex DC when defending against checks to Disarm you. In addition, when you fall unconscious, you don't drop any weapons that you're currently wielding, though somebody else can remove them from you.

ARMORED REST

FEAT 10

ARCHETYPE

Prerequisites Swordmaster Dedication; trained in light, medium, or heavy armor

You've slept many nights in your armor and gotten used to it. You can sleep in armor overnight without being fatigued the next day. If you were already fatigued before sleeping, the armor doesn't prevent you from recovering from being fatigued.

MARTIAL EXERCISE

FEAT 10

ARCHETYPE

Prerequisites Swordmaster Dedication

You've become comfortable in using weapons that you might not have picked up before training with the Swords. Choose one weapon group, such as hammer or sword. Whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with both simple and martial weapons of your chosen weapon group.

PRACTICED DEFENDER

FEAT 10

ARCHETYPE

Prerequisites Swordmaster Dedication

After extensive practice with the Swords, you're comfortable enough with your shield to move at a normal pace with it raised. You may use the Defend exploration activity while traveling at your full travel speed instead of half your travel speed.

EMERGENCY MEDICAL ASSISTANCE ◆◆

FEAT 12

ARCHETYPE | MANIPULATE | SKILL

Prerequisites Swordmaster Dedication, master in Medicine

Requirements An adjacent ally is suffering persistent damage.

You've learned a variety of methods for helping allies who are bleeding, burning, or otherwise suffering persistent damage, from brushing off acid to patting down fires. Your ally immediately attempts a flat check to remove all types of persistent damage, and your use of this feat automatically counts as especially effective aid, reducing the DC from 15 to 10 for all future flat checks to remove the persistent damage.

RECOLLECT STUDIES ◆

FEAT 12

ARCHETYPE | SKILL

Prerequisites Swordmaster Dedication, expert in a skill used to Recall Knowledge

Requirements You're fighting a creature of your level or lower that could be identified by Recall Knowledge with a skill in which you're an expert.

You paid attention during your studies and remember the right way to attack various creatures. Choose a creature that meets the requirements. You learn the resistances, immunities, or weaknesses of the creature (your choice) without needing to successfully Recall Knowledge.

RUGGED SURVIVALIST

FEAT 12

ARCHETYPE | SKILL

Prerequisites Swordmaster Dedication, master in Survival

You've studied survival skills with the School of Swords experts and are comfortable spending long periods of time in the wilderness. You don't get fatigued more quickly due to precipitation during overland travel, though you can otherwise be fatigued as normal. You can go 3 days + your Constitution modifier without water before you take damage from thirst and you can go 5 days + your Constitution modifier without food before you take damage from starvation (*Core Rulebook* 500).

TENSE NEGOTIATOR

FEAT 12

ARCHETYPE

Prerequisites Swordmaster Dedication, master in Diplomacy

You often find that the best way to win a conflict means avoiding a fight in the first place. You're good at talking to potential opponents without making things worse. If you would critically fail at a check to Make an Impression, you instead fail. You can attempt checks to make Requests of creatures who're indifferent or unfriendly toward you.

ARMORED EXERCISE

FEAT 14

ARCHETYPE

Prerequisites Swordmaster Dedication; trained in light, medium, or heavy armor

You've spent time training in your armor alongside other agents from the Swords. Your proficiency rank for light, medium, and heavy armor increases to expert for whichever of those you already had the trained proficiency rank in.

FORCEFUL SHOT

FEAT 14

ARCHETYPE ATTACK PRESS

Prerequisites Swordmaster Dedication

Your ranged attacks push your foes away from your allies. Make a ranged Strike, adding the following effects in addition to the normal effects of the Strike.

Critical Success The target is pushed 10 feet away from you.

Success The target is pushed 5 feet away from you.

Failure The target is flat-footed for 1 round.

FOCUS ALLY

FEAT 16

ARCHETYPE FORTUNE

Prerequisites Swordmaster Dedication

Trigger An adjacent ally fails, but doesn't critically fail, a saving throw against an effect with the incapacitation trait.

You're so focused on your allies that you can help them to recenter when something would take them out of the fight. Your ally rerolls the failed saving throw. That ally must take the second result.

STAVE OFF CATASTROPHE

FEAT 18

ARCHETYPE

Prerequisites Shoulder Catastrophe

You fully protect your allies from the worst blows. When you use the Shoulder Catastrophe reaction, you can choose to take the full critical damage and effects from the attack, including effects that apply on a critical hit, and have your ally take no damage and avoid the attack's effects.

NOTABLE SWORDMASTERS

Giralonna Epindome (LN female gnome fencer): A gnome fencer whose small size belies her strength and speed. She currently holds the record for most events won in tournaments hosted by the School of Swords.

Miro Kresbonnet (N male halfling rogue): A former member of the Swords who's now retired, Miro owns a pub that doubles as a Swords hangout and often pushes newcomers toward other agents who can help them.



THE DECEMVirATE



DECEMVirATE MASKS



The Decemvirate, commonly referred to as the Ten, functions as the ruling council of the Pathfinder Society. These individuals are the masterminds behind the Society's strategies, the visionaries behind the Society's goals, and the puppeteers pulling the venture-captains' strings. They act as the executive leadership of the Society, making decisions about what paths of research to fund and who to promote to the status of venture-captain. Rarely seen even to high ranking Pathfinders, the Ten prefer to rule by commanding their venture-captains and communicating directly with the Society's three deans: the Master of Scrolls, the Master of Spells, and the Master of Swords. When a member of the Ten does appear in public, they command great respect, for their personal oversight lends a heavy weight to the task at hand. They also function as the shadowy cabal that wields extraordinary power from the countless artifacts and magical items they keep sealed in their vaults. Therefore, when one of them personally oversees a Society mission or meets with lower-ranked agents, those Pathfinders know that their actions are being closely scrutinized and that the outcome of their task must be of great importance. Whatever they do could make or break their career as a Pathfinder agent.

For centuries the Decemvirate's members have donned their masks, hiding their identities from everyone—even each other. The helmets each member wears shroud them in secrecy, disguising every physical aspect: height, gender, body type, and even ancestry. They also make the wearer highly resistant to divination or identification magic of any type, including mental assaults. The mystery of the Decemvirate's identities has granted them an otherworldly mystique, creating rumors among the Society's agents and enemies as to the nature of the Ten. Wild theories circulate of extraplanar beings, undead masterminds, or bizarre creatures from the Darklands under the masks. These rumors carry only circumstantial evidence in many regards, as most of them don't hold up under scrutiny.

The nature of the Decemvirate's helmets remain a mystery to even the highest-ranking Pathfinder agents and venture-captains, but the amount of protection they provide can't be ignored. The artifacts keep these ten powerful individuals safe from their enemies and those who would wish to manipulate them. Each helmet has a unique appearance, creating a distinctive anima to each member while keeping their true identity hidden. When a member of the Decemvirate dies, another soon takes their place, leaving few aware of the transfer of power.

Though often unavailable, both to the public and members of the Pathfinder Society, the Ten can sometimes be found in the Skyreach Citadel at the heart of the Grand Lodge in Absalom. This towering edifice functions as the seat of the Decemvirate's power, where they have entire floors deemed off-limits except to the Ten and their invited guests. What lies within these floors remains shrouded in as much mystery as the Decemvirate themselves. Some consistent rumors seem to indicate that the facilities have seen use as meeting chambers, private offices for trustworthy venture-captains and heads of factions, and even prisons for enemies of the Society too dangerous for typical incarceration. Some of the most bizarre and powerful artifacts are said to be kept on display here as personal trophies for the Ten or as objects deemed too dangerous even for the Vigilant Seal, who usually contains such relics. Fearful stories of bound devils, animatronic creatures, and deadly traps keep these rooms secure just as much as the actual protections placed there by the Ten and their most trusted servants.

One of the more controversial rooms is the scrying chamber, where the Decemvirate keeps tabs on their enemies, political maneuverings, and

other world events. Some Pathfinders fear that the Decemvirate also uses it to keep tabs on their agents, possibly using their iconic *wayfinders* as beacons for the chamber. A number of agents have even begun storing their *wayfinders* in extradimensional spaces, not only to prevent them from detection by hostile forces, but to keep the highest ranks of the Society from watching their every move.

As more information about the Decemvirate is leaked, exaggerated, or invented, the social divide between the Society's ruling council and the field agents grows ever wider. While agents put their life on the line for a Society that rules from the shadows, distrust and resentment of the secretive cabal continues to fester. Every day, more agents join the chorus of voices demanding transparency and accountability from the Decemvirate, and these voices steadily gain traction.

In 4710 AR, an irate venture-captain named Adril Hestram sought to hunt down and assassinate the Decemvirate, intending for him and his fellow disenfranchised venture-captains to take their place. A group of veteran Pathfinder agents discovered the plot and prevented Hestram from succeeding with the help of Venture-Captain Eliza Petulengro and Osprey, a high-ranking Society agent. However, the resulting conflict left several members of the Decemvirate dead or cursed. Rumors circulate regarding which of them, if any, returned to life. None of them have appeared publicly since those events. Though the coup failed, several powerful Pathfinders aligned with Hestram formed the Shadow Lodge, a network of disgruntled Society agents that sought to destabilize the organization if they couldn't rule it. In time, the Society defeated this organization while simultaneously addressing many of their concerns and bringing some of the Shadow Lodge's redeemable members back into the fold. However, internal distrust for the Decemvirate never quite abated.

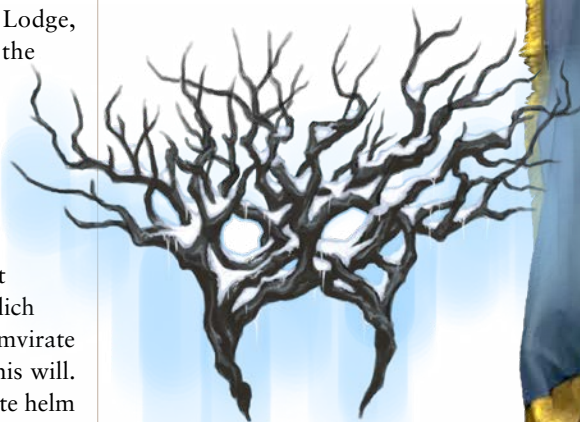
Tensions flared in 4719 AR, when a group of prestigious Seekers—highly experienced Pathfinder agents—uncovered a long-standing plot by a graveknight to manipulate the society to aid his master, the evil lich Tar-Baphon. This evil, undead creature had been a member of the Decemvirate for an unknown amount of time, bending the Society's resources to his will. Once the graveknight was vanquished and his three-spined Decemvirate helm destroyed, Venture-Captain Eliza Petulengro unmasked herself before the group of Seekers, revealing herself as a member of the Ten. This occurrence marked the first time in the Society's history that a member of the Decemvirate unmasked themselves willingly and announced their affiliation. She now remains the only public member of the Ten. Rumors circulate that one of the Pathfinder agents who defeated the graveknight donned Eliza's Decemvirate helm and became a new member of the Ten, but if true, everyone involved has remained quiet regarding the identity of that Pathfinder.

Eliza's choice to go public with her Decemvirate membership has been controversial. While most Pathfinders cheer her for bravely stepping into the light of public scrutiny, her choice has led more agents and public officials across the Inner Sea region to demand even greater transparency from the Decemvirate. Absalomian politicians with grievances against the Society now have a name and a face to associate with their outrage. Smear campaigns against Eliza call for her to personally stand trial for what these politicians perceive as criminal actions by the Society. This mix of applause and outrage has given the other nine members of the Decemvirate compelling reasons both to reveal themselves or keep their true identities a secret.

OTHERS OF NOTE

The following individuals have great renown and influence within the Pathfinder Society.

DECENVIRATE MASKS



PATHFINDER SOCIETY GUIDE

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PATHFINDER SOCIETY LODGES

PATHFINDER SOCIETY OPTIONS

GLOSSARY

DECEMVIRATE MASKS



Aaqir al'Hakam (N male human aristocrat): Known most publicly as a trade prince of Qadira and one of the most influential merchants in Absalom, Aaqir has strong ties to the Society. He represents Qadira by leading the silk, lumber, and saffron markets in Absalom and acts as a liaison between agents focused on elevating their social and financial status through their exploits with the Society. He also works as one of the Society's primary investment brokers, keeping the Grand Lodge financially stable. Aaqir runs his business operations from an estate in the Coins owned by his second cousin Lady Nymara, living there with his loving partner Emir Thalzar Gaatan and their three adopted daughters. Their eldest daughter, Alinzia, has taken over a sizable portion of the silk trade; their middle daughter, Vanissi, has petitioned to become one of the youngest students in the Pathfinder Society's 3-year training program with a graduation date just after her 18th birthday.

Ashasar (N male sulib^{B2} druid): Ashasar holds the title of liaison to the Seat of Balance of the plane-spanning group known as the Concordance of Elements. However, Society members know him as a champion of balance in nature and between the four elemental forces: earth, air, fire, and water. The Pathfinders act as a primary resource for the Concordance of Elements to gain information and access to the Material Plane; likewise, the Concordance provides the Society with guides to the Elemental Planes, both physically and politically. Ashasar is a hands-on leader and prefers physical evidence to any theories brought to him. When not overseeing Concordance business, Ashasar travels Golarion to see its wonders for himself or attends to his duties at the Open Road Lodge.

Aya Allahe (N female aasimar merchant): An influential woman in the city of Nantambu, Aya is the self-proclaimed Dealer in Dreams both Tangible and Ephemeral. Alongside the Pathfinder Agent Nieford Sharrowsmith, Aya aided in setting up a secret Pathfinder Lodge within the Mwangi Expanse. She also helped run the trading operations that served as the lodge's front. Aya witnessed the rivalry between the Pathfinders and the Aspis Consortium, in which she recognized a chance for personal enrichment and bringing prosperity to her city. Moreover, she saw the Society as a means of curtailing foreign exploitation of the Mwangi Expanse. So far, the alliance has paid off for her, though she had to take over as venture-captain of the lodge for a time after Nieford's death.

Evni Zongnoss (NG female gnome fortune-teller): This harrower gnome, often bedecked in the stars and crescent moons of the celestial expanse, previously led the now-destroyed Pathfinder lodge in Vigil. After assisting with the city's evacuation, she moved her operations and sizable library to Vodavani Lodge in Caliphas. From there, she oversees missions to rescue missing Pathfinder agents that were last seen in Lastwall—now the Gravelands—and to find important relics left behind, such as religious and cultural tokens. Evni loaded her impressive library into a carriage magically augmented to have an extraordinary amount of space on the inside, a gift from the Canterwall noble Zoenessa Thell, who claims to have owed it to Evni. The gnome now uses the carriage as a mobile base of operations to launch missions into the Gravelands while searching for a more permanent home for her lodge. Evni is most recognizable by her signature oversized turban and wardrobe full of flowing robes that pay tribute to the night sky and the iconography of her goddess, Desna.

Finze Bellaugh (N male human wizard): The venture-captain of Anthusis Lodge in the new nation of Vidrian—formerly the colony of Sargava—is a rotund, bald man with a large beard and a larger sense of humor. He issues missions out of his small harbor-side office where patient agents can find a wealth of information about the ancient cyclops empire of Ghol-Gan (if they can sort through the assorted clutter of books, papers, and maps

arranged in a system unknown to any librarian). Finze's strong ties to his own Ijo Bonuwat people led him to support the resistance during the Vidric Revolution and act as a silent advisor during the construction of the new Vidric government in Anthusis. Some members of the new council see Finze as a colonial sympathizer due to his loyalties to the Pathfinder Society. He insists that the Anthusians have an opportunity to share their many individual cultures with the world and that the Society can provide important means to that end.

Lady Gloriana Morilla (CN female human aristocrat): Always wearing the height of fashion, Lady Gloriana Morilla presents herself as a shining example of a scrupulous Taldan aristocrat. While she once hoped to use the vast reach of the Pathfinder Society to further the glory of Taldor, exposure to nobles from other cultures expanded her worldview. In 4714 AR, she refocused her efforts on improving aristocracy across Golarion instead by forming a secret society of nobles from all nations that work together to promote peace and prosperity for citizens all over the world.

When civil war broke out in Taldor, Gloriana used her network of contacts and the resources of the Society to promote Grand Princess Eutropia and help the Taldan heir reclaim her throne. Gloriana remains a savvy, aristocratic strategist, enjoying all the benefits of her high station and close ties to Taldan royalty. These advantages enable her to keep apprised of all the latest gossip among the elite of rival nations.

Guaril Karela (CN male human criminal mastermind): Though an ambitious man, Guaril Karela rarely tackles a problem head on. In 4711 AR, his allies in the Pathfinder Society passed him the deed to a glassblowing shop in the Ivy District called Crystal Creations; the shop sits atop the subterranean headquarters of a thieves' guild called the Crowsworn, and Guaril serves as the guild's grand master. By 4712 AR, he controlled all Szarni activity in and around Absalom, pulling the strings from his small curio shop in the Docks named the Pickled Imp. Never wanting a throne, a title, or grand accolades, Guaril prefers to accumulate connections, wealth, and influence. He and Aaqir al'Hakam formed a brief alliance, combining their expertise in the black markets and legal markets to create a powerful trade network. Eventually the relationship collapsed, and the two went their separate ways.

Guaril now has his sights on Eurythnia in New

Thassillon, a nation that accepts the fringes of society and offers open arms toward outcasts and artists of all types. Guaril hopes to build a new network there, establishing a subtle web of loyalty and profits, much as he once had in Absalom. Because of the Society's interests in this new nation, the two have become allied again as they work together to establish a presence in this land of eclectic traditions, tolerance for past mistakes, and no questions asked.

Hestia Themis (LN female human aristocrat):

The raven-haired venture-captain of the Cassomir Lodge is a practical, direct woman who speaks with a booming voice at odds with her small stature. Hestia holds her head high as a proud citizen of Cassomir first, and Talden second. During the recent Taldan civil war, she closed down most Pathfinder operations in the area, focusing her efforts on keeping her city safe from the ravages of war. She gives her hesitant support to Grand Princess Eutropia and continues to do so as long as Cassomir stays well taken care of. While reopening her lodge, Hestia

has gained little support from Lady Gloriana Morilla, even though Gloriana claims to be an ally of the Society.

Janira Gavix (N female halfling instructor): Most Pathfinder agents know Janira from their Confirmations, the graduation test Pathfinders take after finishing their 3-year training program. As Head Initiate, Janira ensures a smooth transition from student to field agent, often giving graduates the extra push they need to really shine. Whether they love her positive outlook and cheery demeanor or find her relentless enthusiasm overwhelming, everyone has an opinion about Janira after meeting her.

Karisa Starsight (LG female human organizer): Karisa Starsight was adopted and raised by a slaver and grew up working for him. However, as an adult, she swore allegiance to Andoran to save her father's life. There, she became an assistant to the Andoran Pathfinder and Eagle Knight Major Colson Maldris. Years later, when Maldris fell into disgrace, Karisa took up his mantle in penance for the suffering she contributed to while working for her father. The only qualities more striking

about her than her almost-luminescent blue eyes—a sure sign of celestial influence in her blood—are her fervent work ethic and dedication toward the cause of liberty, especially as she leads Pathfinder agents who wish to aid that very cause. A valuable ally to the Society, Karisa always looks for ways to spread light in the world, never asking anyone to do what she wouldn't do herself.



ASHASAR



HESTIA THEMIS

Khoumrock Blackthane (NG male dwarf adventurer): Though technically a retired Pathfinder, this former venture-captain finds himself contracted to help with Society business often enough. Currently content to remain on dry land in the town of Otari, Khoumrock experienced his fair share of exceptional adventures during his active days, most of which took place under the seas. Many suspect his stories are embellished by time, or possibly by his drink, but the dwarf's experience in the field can't be overstated.

Muesello (N male human mage-machinist): A gray-haired man with a ruddy complexion and pockmarked cheeks, Muesello oversees Pathfinder operations near and in Oppara, the capital of Taldor. Better known for his craftsmanship than his leadership, Muesello's arguably largest contributions to the Society are his extraordinary *wayfinders*, which he crafts for his fellow agents according to his exacting standards. His insistence on thorough quality checks extends to all his mission preparations, a tendency that draws both exasperation and gratitude from his fellow agents.

Nigel Aldain (LN male elf scholar): Though once an agent, Nigel Aldain expressed more interest in pursuing academics than searching ancient historic sites, and he eventually had a falling out with the Society. He later received a promotion to curator of the infamous Blakros Museum, located in the Wise Quarter of Absalom, after marrying Lady Dhrami Blakros. Though the couple gets along well with each other, they remain a stinging annoyance to House Blakros for a number of reasons. Nigel and the Society experienced a few years of estrangement before several incidents at the Museum prompted intervention from Society agents. Though many agents joke about the disasters and misfortune that the museum seems to attract, the Pathfinders and the Blakros Museum now have a begrudging, if skeptical, alliance.

Norden Balentiir (N male human alchemist): The venture-captain of the Sandswept Hall, the Pathfinder lodge in Sothis, is a calm, calculating man with a subtle humor. He stands on tradition and formality but seems willing to bend the rules against those who've crossed him or his allies. This level-headed demeanor has enabled him to prosper in the shifting political climate of Osirion by knowing whom to ally with and when to apply leverage. His position as venture-captain allows him to manage Society

business from his peaceful lodge rather than running around as a field agent, though he regards this position with some nostalgia.

Obo (LN male human archivist): Obo operates the Swordmeet Lodge in Manaket, Rahadoum—no easy task, considering the fervent Rahadoumi beliefs in the Laws of Morality and the tenacity of that nation's Pure Legion. His tactic is to be direct with field agents and cautious around local officials. An expert on the Jistka Imperium, he owns an impressive collection of Jistkan puzzle-boxes. Obo is also an accomplished ostler and horse trainer, holding several best-in-show trophies in Manaket, as befits his highly competitive nature.

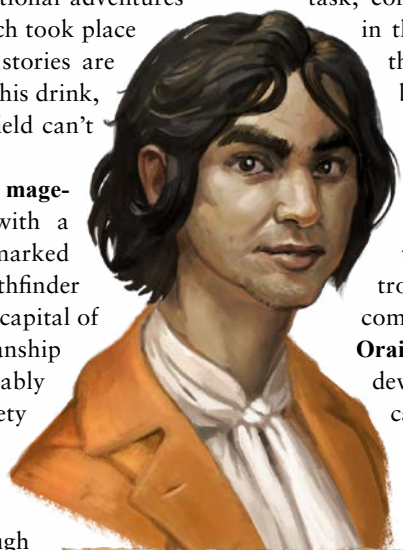
Oraiah Tolar (LN female halfling cleric): A devout priestess of Alseta and former venture-captain, this middle-aged halfling founded the Ashfall Lodge in Tamran, Nirmathas. While known for leading the construction of the multi-story, tree house-like lodge, Oraiah is also an outspoken supporter of peace between the warring nations of Nirmathas and Molthune. In 4720, she left the Ashfall Lodge to help found

the Open Road Lodge and has traveled extensively ever since then.

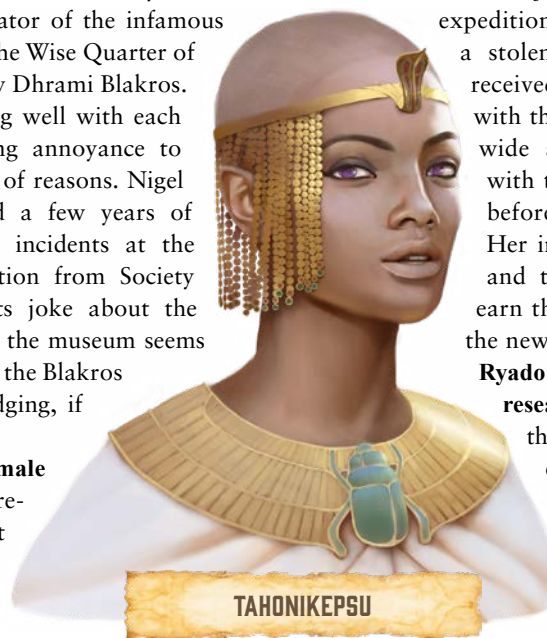
Rashmivati Melipdra (N female human martial artist): A graduate of the Monastery of the Unblinking Flame in Jalmeray, Rashmivati assisted an expedition of Pathfinder agents in recovering a stolen relic after the famous school received blame for the theft. Impressed with the agents' tempered judgment and wide array of capabilities, she allied with the Society for a number of years before accepting a field commission. Her invaluable knowledge of Jalmeray and the surrounding area helped her earn the position of venture-captain for the new lodge in Niswan.

Ryado Erudyta (LN male human researcher): Before Ryado attained the title of Pathfinder agent, he earned the title of Erudyta, an honor awarded only to someone who renounces ties to family, clan, and country to dedicate their life to the pursuit of knowledge and learning. Many of Ryado's colleagues contain their

bookish natures to libraries; however, Ryado felt that field research was the best source for learning new information rather than hashing over old theories, so he joined the Pathfinder Society. As one of the few active agents in Ardis, Ustalav, Ryado maintains a close relationship with Vonran Vilks (page 51), a former



RYADO ERUDYTA



TAHONIKEPSU

Master of Swords who retired to Ardis to write his memoirs and make up for past deeds.

Tahonikepsu (LN female time dragon): After winning a vote to take control of the Jeweled Sages—an order dedicated to seeking a set of artifacts known as the sage jewels—Tahonikepsu, a time dragon who takes the appearance of an Osirian woman with a shaved head, has been on a quest to restore the Sages to their former glory. Due to the Sages' connection with the Society through Amenopheus, the Sapphire Sage, and the Society's repeated success at helping Tahonikepsu restore the Sages, she regards them as trustworthy allies. Patient and methodical in her approach, Tahonikepsu has no love for evil magic, and she values historical knowledge and the strength of the Jeweled Sages above all else.

Tamrin Credence (NG male halfling Bellflower tiller): This halfling identifies himself as “longtime Bellflower and master of coming back alive,” and he has the scars to prove it, many of them openly displayed on his face. He functions as the Society's primary link to the Bellflower Network and often coordinates missions with Karisa Starsight. Tamrin is organized, methodical, and a master of disguise.

Temel Passad (LN male human prophet of Kalistrade): Currently one of the Society's most influential Kalistocrat allies in Druma, Temel sees his relationship with the Society as a means of gaining influence by proxy across much of Golarion—influence he hopes will prove quite profitable.

Urwal (NG male lizardfolk astrologer): The leader of the Verdant Wheel faction is a mysterious iruxi, or lizardfolk in the common vernacular, who feels a deep connection to nature. First coming to the Society as an uninvited guest who sought to helpfully rearrange several of their collections, Urwal somehow finagled his trespass into a permanent position within the organization. He has a habit of making benign intrusions and corrections to Society property that have proved helpful but altogether unconventional.

Valais Durant (LG female aasimar ritualist): The leader of the Radiant Oath faction is Pathfinder agent Valais Durant. Though she suffered capture, torture, and forced surgical alteration with demonic flesh at the hands of a corrupted venture-captain, she persevered and found acceptance within the Society. Valais traveled to Heaven in order to undergo

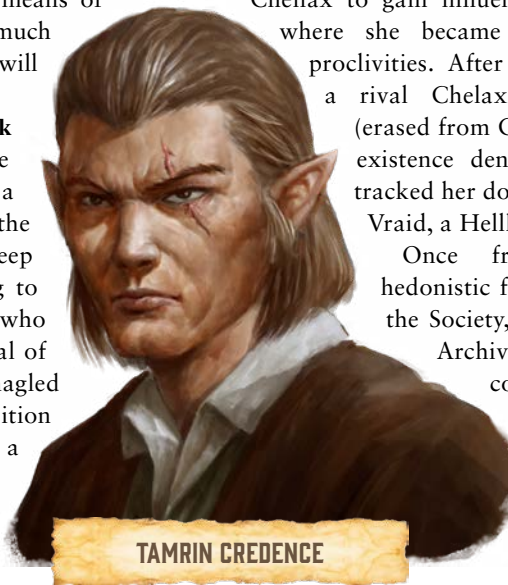
another transformation into a stunning aasimar woman with violet eyes and permanent golden patterns on her face. She believes inner strength and guidance can aid in the recovery of those affected by evil, and her experiences lend a personal stake to her work within the Society.

Varian Jeggare (NG male half-elf wizard): A half-elven venture-captain and Chelaxian noble from Egorian, Varian runs a secret lodge from his manor house. He's usually found with his tiefling bodyguard, Radovan, and his faithful dog, Arnisant. Best known for his publication of *Bestiary of Garund* in his youth, Varian recently returned the infamous *Lacuna Codex* to the Decemvirate in Absalom.

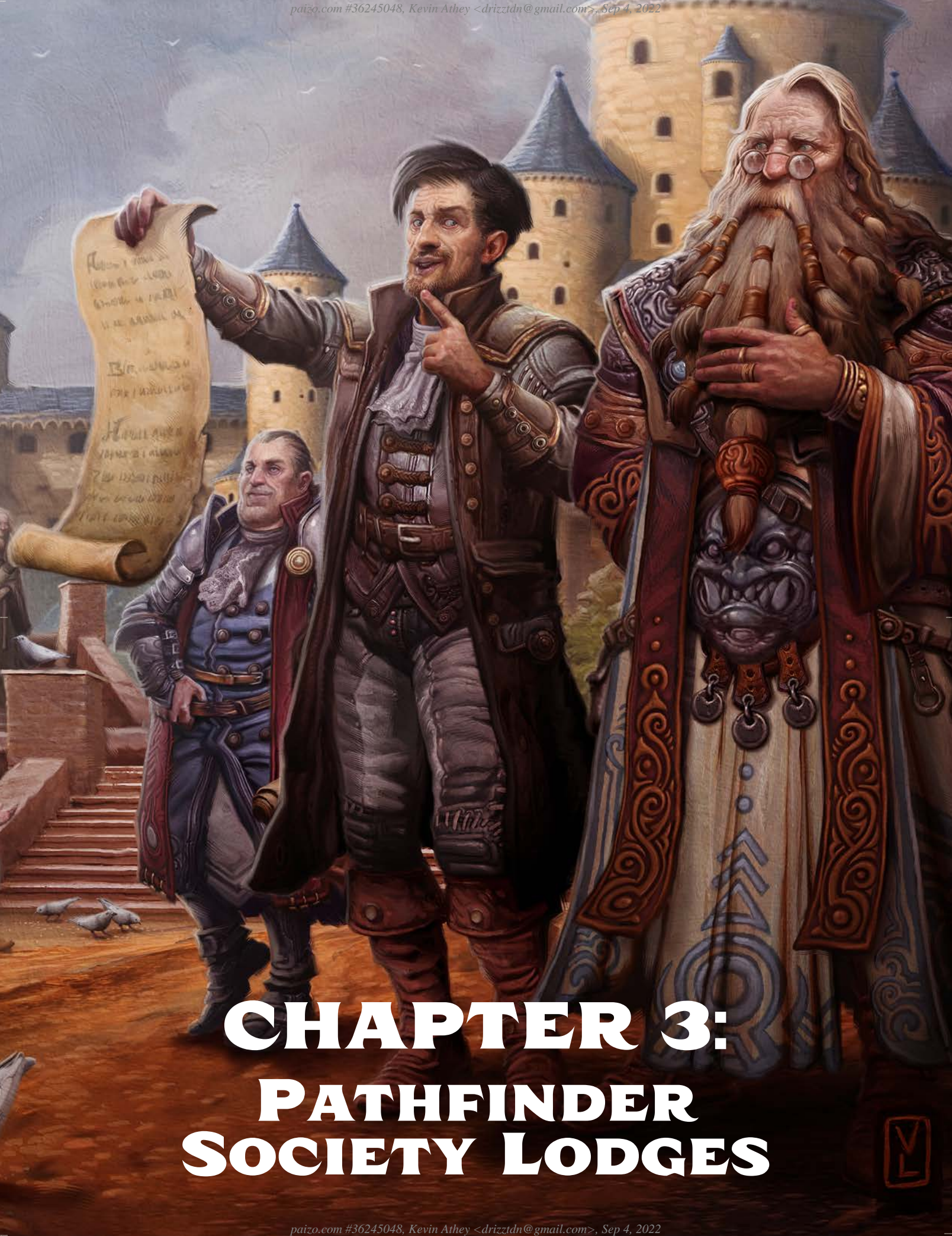
Yigrig Moneymaker (CN male goblin merchant): After Pathfinder agents helped this elderly goblin merchant free his son Zig from a Katapeshi prison, Yigrig became a strong ally of the Society. As a lover of books, Yigrig's very nature seems at odds with goblin tradition, but he hopes to one day spread respect of goblinkind across Golarion and enable goblins to take important positions in the larger world.

Zarta Dralneen (LN female human archivist): Once a paracountess of Chelax, Zarta held considerable influence and power running the Chelaxian Embassy in Absalom. From there, she leveraged her access to Chelax to gain influence in the Pathfinder Society, where she became known for her hedonistic proclivities. After political maneuverings from a rival Chelaxian had her “disappeared” (erased from Chelaxian records and her very existence denied), loyal Pathfinder agents tracked her down and freed her from Citadel Vraid, a Hellknight prison.

Once freed, Zarta dropped the hedonistic facade. To repay the loyalty of the Society, she decided to become Chief Archivist and assist the Society with controlling the powerful and dangerous magic that agents often encountered in the field. Years later, uncovered official documents proved that Zarta was the last surviving member of the Davian family—a once-powerful Chelaxian noble house that rivaled House Thrune and may have had a claim to the Chelaxian throne. After careful consideration and discussion with the Pathfinders who discovered the documents, Zarta decided not to pursue these claims, preferring to retain her position in the Society.







CHAPTER 3: PATHFINDER SOCIETY LODGES



PATHFINDER LODGES



For Pathfinders all over the world, the Grand Lodge serves as a symbolic home, though its significant distance prevents it from being a true, centralized base of operations. Instead, the Society primarily operates out of far-flung structures known as lodges, so named in honor of the famous hunting lodges that captured the city of Absalom's adventuring spirit during the city's fourth millennium. From a large closet to a towering fortress, practically any location can serve as a Pathfinder lodge so long as it meets key criteria: a member of the Decemvirate has chartered and approved it; a venture-captain or other senior agent manages it; and it keeps an archive of local academic resources that includes at least one volume of the *Pathfinder Chronicles*.

In practice, a lodge almost always maintains a cache of adventuring supplies, spare bedrooms for visitors, and a sizable library, but that depends heavily on its founders, its purpose, its past, and the level of support it receives from the Society. Unsurprisingly, an organization dedicated to recovering old treasures favors repurposed and restored structures for its lodges—especially when they would save on cost and labor. If prospective venture-captains have ample resources or the Society deems the site's importance worth a significant investment, Pathfinder lodges can become elaborate affairs with dozens of rooms, numerous outbuildings, gardens, and more. When a venture-captain has little money or social capital, lodges remain modest—sometimes purposefully so to keep a low profile. More than a few lodges have their inherited inconveniences, geographically or otherwise, thanks to their founders' frugality or other needs.

The Society expects lodges to stay self-sufficient after their establishment, even though most venture-captains and lodges receive irregular stipends from the Grand Lodge to help with basic expenses. Independently wealthy venture-captains can sustain major lodges for decades out of their own pockets, and a few governments subsidize favorite lodges, seeing the Pathfinders' presence as an investment in historical preservation. For the rest, a lodge must pay its own bills. Most income comes from services, as agents in residence dedicate parts of their earnings to the lodge. After all, local agents take on all manners of work, from collecting bounties, hiring themselves out as sages and tutors, consulting on security, or fulfilling other odd contracts. The venture-captain also typically amasses a supply of local treasures and texts, selling a few less-vital items whenever finances become tight.

Venture-captains usually step back from active adventuring in order to manage their regions. Typical duties include curating the lodge's archives, strengthening relationships with local authorities and scholars, identifying research leads, coordinating larger expeditions, keeping the Grand Lodge apprised of

progress, and enhancing the Society's regional standing. Most venture-captains receive 3-year commissions from the Decemvirate. Although the Decemvirate grants renewals with little comment, venture-captains must check in regularly, demonstrate consistent effort, and provide reports of their lodges' health and finances when requested. Those who fail to report in—or whose exploits don't align with the Society's values—often find themselves investigated and even ousted by specialized agents. The inquiries are especially swift and unforgiving when falsified reports, fake venture-captains, and unsanctioned lodges are concerned.

Although a venture-captain has absolute authority in their region regarding Society affairs, venture-captains act more as facilitators than as generals. When opportunities arise, the venture-captain sends out the call to local agents, assembling teams from those who answer to investigate whatever strange ruins or inexplicable phenomena crop up. Most operatives are fully-trained field agents, yet prosperous lodges regularly employ a host of other specialists, from engineers and excavators to archaeologists and freelance adventurers. In addition to the goodwill gained by employing workers from the area, the lodge also benefits from scoping out local talent for promising recruits. These contractors often work and train with the lodge for years before a venture-captain recommends them for admission to the Grand Lodge or outright field commission. However, lodges with tighter treasuries rely more heavily on field agents, expecting them to handle the majority of their own labor, or coax locals to pitch in.

Field agents rarely "belong" to just one lodge. Instead, Pathfinders gravitate toward various lodges and their surrounding regions for months or years at a time, informally joining the local network while in the area. A lodge commonly has a handful or even dozens of Pathfinders-in-residence who live out of the lodge while pursuing their academic agendas. So long as these agents actively contribute to Society interests, the venture-captain should provide lodging and food, which in turn attracts Pathfinders to help with the lodge's maintenance and defense. Of course, the quality of the meals varies greatly by location and resources. Heidmarch Manor famously provides multi-course meals several times weekly, whereas lodges without a culinarily adept caretaker might default to porridges, simple roasts, and whatever local vendors sell. Nearly every agent has survived some lodge's sub-par cuisine, with the most common recipe irreverently called "Durvin's Best Gest," a stew consisting of whatever ingredients are available.

Despite the appeal of guaranteed lodging, many Pathfinders prefer their privacy, and established agents often have the means to purchase or rent a home of their own. Pathfinders with families especially opt

for alternate living arrangements, as a guildhall full of rambunctious adventurers, sharpened steel, and potentially cursed relics doesn't make for a suitable environment to raise a child—as much for the parents' sakes as for the youth's. The common takeaway is that adventuring and raising families (much less maintaining healthy relationships) don't mix well, particularly thanks to horror stories of old rivals exacting revenge on Pathfinders' loved ones. After recognizing the mass attrition of family-minded agents, in 4530 AR, the Grand Lodge's steward established Society-funded childcare services a short walk from the main gates as well as instituting a fund to support and raise the orphans of fallen agents. Few other lodges can provide this level of support, though venture-captains often know locals who can provide reliable care while a child's parents risk their lives on Society business.

No matter a lodge's amenities, it serves first and foremost as a strategic base for expeditions, requiring that agents can actually reach the site. The most prominent lodges are usually in large settlements, allowing access to conventional transportation like ships and caravans. The more far-flung lodges often number among the smallest. The founders of these lodges generally established them off the beaten track intentionally, close to a point of interest or sentimentality, so they might require prospective adventurers to make an overland trek. Even with fast ships and steeds, moving from one lodge to another can take days or even months of transit, which often slows the process of calling in reinforcements for larger projects. However, venture-captains sometimes pay for capable spellcasters to teleport small groups to key sites in time-sensitive situations.

Coordinating tasks in the Society requires a steady flow of communications. Pathfinder lodges regularly send correspondence to nearby agents, the Grand Lodge, and neighboring venture-captains. Those with access to magic periodically use spells like *dream*, *message*, or *sending* to provide updates, and such spells have proven invaluable in requesting help. However, the vast majority of Pathfinders communicate through physical letters. After a lodge's staff catalogs recent acquisitions, they typically reserve a portion for further study, reward the Pathfinder explorers with their share (or fair monetary compensation in exchange), and send a representative fraction to the Grand Lodge. Potent magical relics rarely remain at a lodge and instead travel to the Grand Lodge for proper study and containment; however, a venture-captain might designate certain artifacts as too dangerous to transport or far more useful if kept in the area.

Once the adventures have concluded, Pathfinder lodges offer a place to relax and regale others about recent exploits—just as the founding Pathfinders did more than 400 years ago. Many Pathfinder lodges have common areas of a scale comparable to a tavern, and venture-captains often host public socials as a way to

build goodwill and coax more lucrative rumors out of local power brokers. Although most bases keep their priciest artifacts hidden from sight, a lodge's common area almost always has a collection of games, novels, and instruments to pass the time. Favorite games from Absalom are especially popular, with drouge tiles and rickets dice traveling as widely as the *Pathfinder Chronicles* do. Even when these pastimes grow dull, the archives provide an assortment of old journals, ancient rubbings, and incomplete maps. No doubt these documents hide the next great discovery that might take Pathfinders halfway across the world to their next grand adventure—and to the Pathfinder lodge that oversees it!



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GRAND LODGE



LOCAL ALLIES

Blakros Family: Members of this world-spanning, matrilineal family are skilled merchants and artifact collectors. They famously created the Blakros Museum, which has seen far more than its share of misfortune in recent years. After repeatedly calling upon the Pathfinder Society for aid, the Blakros family decided to reimburse the Society for its trouble; they now send the Grand Lodge regular and substantial financial support.

Forae Logos: The largest library in Absalom, the Forae Logos holds special relationships with both the city and the Pathfinder Society. Absalom charges a (cont'd)

LODGE OVERVIEW

Name Grand Lodge

Lodge Location Absalom

Venture-Captain Ambrus Valsin

Key Members The Decemvirate, Head Archivist Zarta Dralneen, Master of Swords Marcos Farabellus, Head Initiate Janira Gavix, Master of Scrolls Kreighton Shaine, Master of Spells Sorrina Westyr

Allies Blakros Family, Forae Logos, Muckruckers

Enemies Aspis Consortium, Peacebuilders

Assets and Services lodging, repairs, supplies, training, transportation

The Grand Lodge serves as the main headquarters of the Pathfinder Society, acting as the primary hub for Pathfinders around the world. Many consider the Grand Lodge the home of Pathfinders both new and old.

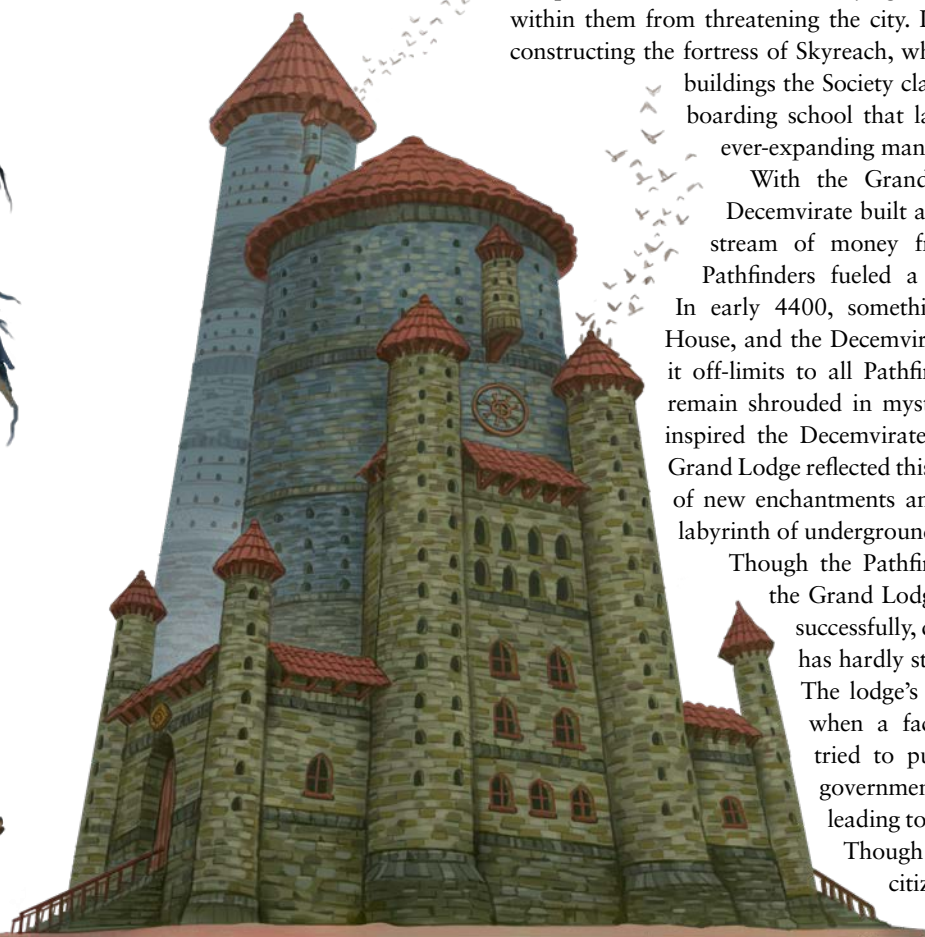
Originally founded in 4320 AR, the Grand Lodge began as a much smaller compound than the estate it claims today. After Pathfinder Selmius Foster's missions helped open Vudra's spice markets to Absalomian merchants, the city bequeathed an abandoned manor house to Foster, who then donated it to the Society. This original manor still stands on the grounds of the Grand Lodge, known today as the Center House. In 4330, the Society expanded by constructing the Wall of Names, a memorial to deceased Pathfinders, on a nearby wooded hill. Over the next few decades, the Grand Lodge expanded into the nearby areas that had fallen into disuse.

With surrounding buildings plunged into greater states of disrepair, the Decemvirate purchased a significant perimeter of land for little more than the promise to renovate its decaying buildings and to prevent any dangers within them from threatening the city. In 4376 AR, the Grand Lodge began constructing the fortress of Skyreach, where it relocated its operations. Some buildings the Society claimed during this time include an old boarding school that later became the Quadrangle and an ever-expanding manor, Arliss Hall.

With the Grand Lodge's expansion complete, the Decemvirate built a wall encircling its grounds. A steady stream of money from lucrative expeditions of early Pathfinders fueled a continuous boom of construction. In early 4400, something went terribly wrong at Center House, and the Decemvirate sealed off the building, declaring it off-limits to all Pathfinder agents. Details of this incident remain shrouded in mystery. In 4411, when a bitter conflict inspired the Decemvirate to don masks, construction at the Grand Lodge reflected this secrecy. Skyreach gained a vast array of new enchantments and protections, as well as a growing labyrinth of underground passages called the Vaults.

Though the Pathfinder Society has attempted to keep the Grand Lodge out of local politics—more or less successfully, depending on the era—the compound has hardly stayed isolated from Absalom's affairs. The lodge's first major threat occurred in 4621, when a faction within Absalom's government tried to put the Pathfinder Society under the government's rule. The Decemvirate refused, leading to the 12-day Siege of the Grand Lodge.

Though the siege failed and most of Absalom's citizens blamed the government for the resulting deaths, the incident



represented seeds of unease regarding the Grand Lodge's power, and this unease continues to flourish to this day. In 4698, a powerful earthquake ripped through the Isle of Kortos, wreaking destruction on Absalom that lingers even 20 years later. The surface of the Grand Lodge received swift repairs, but some hidden sections of the Vaults remain collapsed.

The Pathfinder Society's enemies have started attacking the Grand Lodge with greater frequency. In 4710, a disaffected group of Pathfinders known as the Shadow Lodge launched an attack, later named the Dragonstrike Assault due to the heavy involvement of black dragons during the battle. In the Siege of Serpents of 4715, a splinter faction of Aspis Consortium agents raided the lodge with an angry army from the demiplane known as the Hao Jin Tapestry and kidnapped then-Master of Spells Aram Zey. Perhaps the most devastating assault on the Grand Lodge came in 4719; Decemvirate member and graveknight Vahlo Huovar attempted to make the Grand Lodge the epicenter of his efforts to conquer Absalom, using the reanimated bodies of fallen Pathfinders as his soldiers. Fortunately, a group of the Pathfinder Society's most capable agents stopped his plans and destroyed Vahlo forever.

Located in Absalom's Foreign Quarter, the Grand Lodge sits in a cosmopolitan city district that welcomes travelers and immigrants from all across the world. The Society utilizes its ideal location to build its connections, stay informed about global events and potential sites for exploration, and spread its reputation.

Within the lodge's walls, Pathfinder agents have access to numerous free or inexpensive services. While initiates in training provide much of the labor required, the Society expects most field agents to spend about a third of their time between missions working on behalf of the Grand Lodge. Field-commissioned agents, who came to the Pathfinder Society based on the merits of their individual achievements rather than undergoing the typical training process of the Spells, Scrolls, and Swords, are exempt from this requirement.

Every year, the Grand Lodge hosts a festival open to all Pathfinders, the Grand Convocation. During the celebration, agents share tales of their greatest accomplishments, show off their skills, and build connections. No time or place stands as a greater symbol of the Pathfinder Society than this celebration of achievement hosted at the organization's heart, and the Society's enemies have made the Grand Convocation a frequent target for large-scale attacks. In response to these events, as well as a few incidents that occurred at other times of the year, the Grand Lodge has started offering its agents specific training in defending the lodge from assaults.

KEY LOCATIONS

The following are prominent landmarks within the Grand Lodge.

Arliss Hall: Numerous Pathfinder agents keep private apartments in Arliss Hall. The interior of the building consists of a confusing maze of hallways that seem to take up substantially more space than the exterior of the building suggests. Only venture-captains and the Decemvirate have the authorization to access Arliss Hall's central courtyard and the majority of its hallways. According to rumors that began in the aftermath of the Siege of Serpents, the building also includes a room that disappears into another dimension when locked, as well as a secret portal to a restricted area of Skyreach.

Artisan's Workshops: The Pathfinder Society maintains a collection of workshops on its grounds for artisans such as blacksmiths, carpenters, and leatherworkers. Here, Pathfinders can purchase weapons, armor, and other supplies between missions. These workshops

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tax on any new books brought into the city that aren't submitted to the library for copying. The Society sends agents to intern at the Forae Logos, and in exchange, the organization may exclude passages or entire tomes from the library's records without a fee. The arrangement also grants all Pathfinder agents access to the library.

Muckruckers: The official Absalom city guard doesn't venture into the Puddles district, leaving the volunteers called the Muckruckers to keep the peace. Severely understaffed, the Muckruckers appreciate any assistance the Society offers, and they willingly part with valuable information in exchange.



JANIRA GAVIX

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KEY MEMBERS

The Decemvirate: The enigmatic leaders of the Pathfinder Society are the Decemvirate, consisting of nine masked, anonymous figures and one public-facing member, **Eliza Petulengro** (N female human diviner). Based out of the highest levels of Skyreach, the Ten set the Society's broader objectives. For more on the Decemvirate, see page 54.

Master of Scrolls: Known for his eccentric behavior, obliviousness, and mastery of lore, **Kreighton Shaine** (CG male elf scholar) oversees training agents in a broad range of academic topics (page 42).

Master of Spells: **Sorrina Westyr** (N female oread priest) is a devotee of Nethys, the god of magic. Though she was once human, she gained additional magical abilities after a long research mission on the Plane of Earth, during which she was presumed to have perished. She oversees magical training, teaching agents to use, analyze, and counter spells and rituals (page 46).

Master of Swords: Quick to smile and laugh, **Marcos Farabellus** (CG male human blademaker) is an affable leader who readily uses humor to encourage new agents to not take themselves too seriously. He oversees training in martial combat, physical fitness, and athleticism (page 50).

Chief Archivist: Once a flirtatious and party-loving representative of Chelixa's interests within the Pathfinder Society, **Zarta Draldeen** (LN female human archivist) now devotes herself to the

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also repair Pathfinder gear for free and apply runes and other enchantments without an additional fee for labor—services that offset the inconvenience of the workshops' smells on an otherwise lovely estate.

Baphory's Walk: Identical stone heads, originating from the Mwangi Expanse, line this cobblestone path. The statues' facial expressions change often, but despite countless Pathfinders' efforts to catch them at the moment of transformation, the statues remain resolutely still while observed.

Center House: This ominous manor house, built in an old Ustalavic style, is off-limits to all Pathfinder agents. Whatever lies behind its potent magical wards remains a mystery, manifesting only in strange, high-pitched sounds and eerie flickering lights that suggest that the manner's woes include a particularly pernicious haunting.

Events Hall: While the grand hall in Skyreach is the most iconic and impressive meeting space in the Grand Lodge, it's reserved for official society business. As part of the efforts to boost recruitment numbers and morale, Fola Barun convinced the Decemvirate to construct this building in 4720. The events hall allows Pathfinders to host a broader array of gatherings on Grand Lodge grounds. It contains a theater, bar, ballroom, and numerous smaller rooms for private meetings and events. These other rooms include lounges for each of the Pathfinder Society's factions—here, like-minded agents gather to swap stories and discuss future expeditions.

Founder's Garden: This rock garden holds statues of notable figures within the Society's history. Until recently, this space held a single, giant statue of Durvin Gest, but Pathfinders had to destroy the statue in 4715 when a group of rogue Aspis Consortium agents animated it and used it as a weapon against the Society. The Decemvirate quickly replaced the destroyed statue with another of Durvin Gest, but instead of focusing only on the famous explorer, they also created statues to honor others who played key roles in the early years of the Pathfinder Society, such as Gregaro Voth, Kerinha Napsunar, and Selmius Foster.

Mausoleum: The mausoleum serves as the final resting place of many Pathfinder agents. Pathfinders interested in religious philosophy and the nature of life and death also use this space to study and reflect. Prior to the attack from Vahlo Huovar, Society necromancers used this space for quietly practicing the magic of undeath under the stipulation that they can't use the bodies of Pathfinders in their research or allow their experiments to wander the grounds of the Grand Lodge. Since that attack, Society necromancers have moved to the Vaults to avoid comparisons with the treacherous graveknight.

Menagerie: The menagerie houses animals and beasts from all across Golarion. Much of the work of maintaining the menagerie falls to Pathfinder initiates who gain hands-on experience in caring for and occasionally taming



rare animals as well as getting to study creatures from far-off lands. The menagerie hosts regular exhibitions of its creatures that are open to the public for a small fee, even allowing visitors who pay a greater sum to interact with some of its animals directly. As the one in charge of the menagerie, **Cardimignor** (N male gnome animal trainer) keeps a close eye on the treatment of animals, ensuring that his operations stay free of blood sport or abuse. In addition to its role as a training ground and a fundraising operation, the menagerie also supplies agents in the field. Agents in good standing may earn the right to take one of the menagerie's creatures as an animal companion or familiar.

Outer Wall: A 30-foot-tall stone wall encircles the Grand Lodge. The only opening in the wall is a massive pair of arched steel gates adorned with the Glyph of the Open Road. These gates stand open in all but the most extraordinary circumstances. While this arrangement has brought the Society trouble more than once, as it undermines much of the wall's defensive function, the Decemvirate believe that the symbolic value of the open gates far outweighs their advantages as a fortification.

Quadrangle: These ivy-covered buildings contain dormitories and classrooms for initiates as well as simple kitchens and workshops. Initiates earn better rooms as they progress through their training.

Repository: To the rare few who find its hidden location within the trees on the north edge of the Grand Lodge, the Repository appears as a featureless box of gray stone. Only venture-captains, Decemvirate members, and the leaders at the Grand Lodge have permission to access its contents, which include some of the Society's most powerful magic items and valuable relics.

Seeker's Plaza: Several scenic trails lead through the woods to this plaza near the north edge of the Grand Lodge. Bronze statues of notable Pathfinders tower over the plaza, looking down from 20-foot-tall stone plinths. The statuary keeps several empty plinths at the ready to represent the potential for great accomplishments that lies within the Society's current agents. In practice, these plinths are usually far from empty, as Pathfinders cover them with the scribbled names or artistic depictions of those they believe worthy of being honored. Not all of these suggestions are serious, as nominations for animals, entertainers, humorous false names, and other unlikely candidates intermingle with those of more worthy figures.

Skyreach: If the Grand Lodge is the heart of the Pathfinder Society's global operations, Skyreach is the heart of the Grand Lodge. This five-story fortress is packed with offices, meeting halls, libraries, lounges, museums, and all manner of other functional spaces. One of the many operations conducted out of Skyreach is the production of the *Pathfinder Chronicles*. Printing presses churn out copies of the latest issues and volumes along with reprints of the most popular historical editions. The task of hand-copying less popular publications once fell on the shoulders of a group of criminals held in the Repository, but the Grand Archive faction now manages that undertaking. Only the Decemvirate have the authority to access Skyreach's upper floor.

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Society as a whole. As Chief Archivist, she manages and secures the Pathfinder Society's vaults of magical and historical treasures (page 59).

Head Initiate: An enthusiastic agent with a knack for teaching, **Janira Gavix** (N female halfling instructor) educates new Pathfinders on how to survive and thrive within the Society. She manages many aspects of initiate life not directly related to their training with the Spells, Scrolls, and Swords (page 14).



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Southgrove: Southgrove looks like an entirely natural forest at first glance, but it features many plant species foreign to the Isle of Kortos. These non-native species of flora have important alchemical and medicinal uses. Southgrove is a popular place to hold private conversations, as the dense foliage and animal calls prevent sound from traveling far. Pathfinders who feel more comfortable sleeping in the open than in a furnished room are always welcome to spend the night in Southgrove.

Stables: The Grand Lodge's stables must contend with a broad variety of mounts and companions. While creatures that belong to Pathfinders receive free lodging, agents must either care for their creatures themselves or pay a maintenance fee to the Grand Lodge. The stables don't accept sapient companions, like familiars; such beings rarely take kindly to being stashed away with the horses. Instead, sapient companions have permission to share lodgings with the agent they serve.

Starhall: Part museum and part observatory, this Azlanti-style keep is dedicated to the Pathfinder Society's knowledge of astronomy, astrology, and other studies that look to the skies. It also houses relics from other planets (both confirmed and ostensible).

Training Area: This training area features several different terrains, including hills, rubble, grass, and muddy ground. Covered sheds hold stored equipment, such as benches, fences, training dummies, balance beams, and a variety of obstacle course components. While initiates are required to practice combat and athletic skills in these fields, full agents can use them too. The Grand Lodge allows agents to engage in any sort of good-natured competition here, so long as doing so doesn't cause permanent harm to anyone or the Grand Lodge.

Vaults: A dizzying complex of corridors and chambers run underneath the Grand Lodge. This network has grown organically over the years from incorporating several centuries worth of construction done by Pathfinder agents, underground rooms that served the residential area predating the Grand Lodge, and older, deeper ruins from centuries past. Not even the Decemvirate knows the full extent of these passageways. While the complex includes basements

holding simple adventuring gear, Pathfinders most often associate the Vaults with hidden rooms that hold valuable relics, secret laboratories, and other mysterious locations.

Wall of Names: The Wall of Names honors Pathfinders who have perished during Pathfinder operations. Tucked away in a quiet wood on the edge of the Grand Lodge, it provides a place for solemn reflection. Each fallen Pathfinder's name is inscribed upon this curved memorial of black glass along with a brief summary of their greatest achievements.

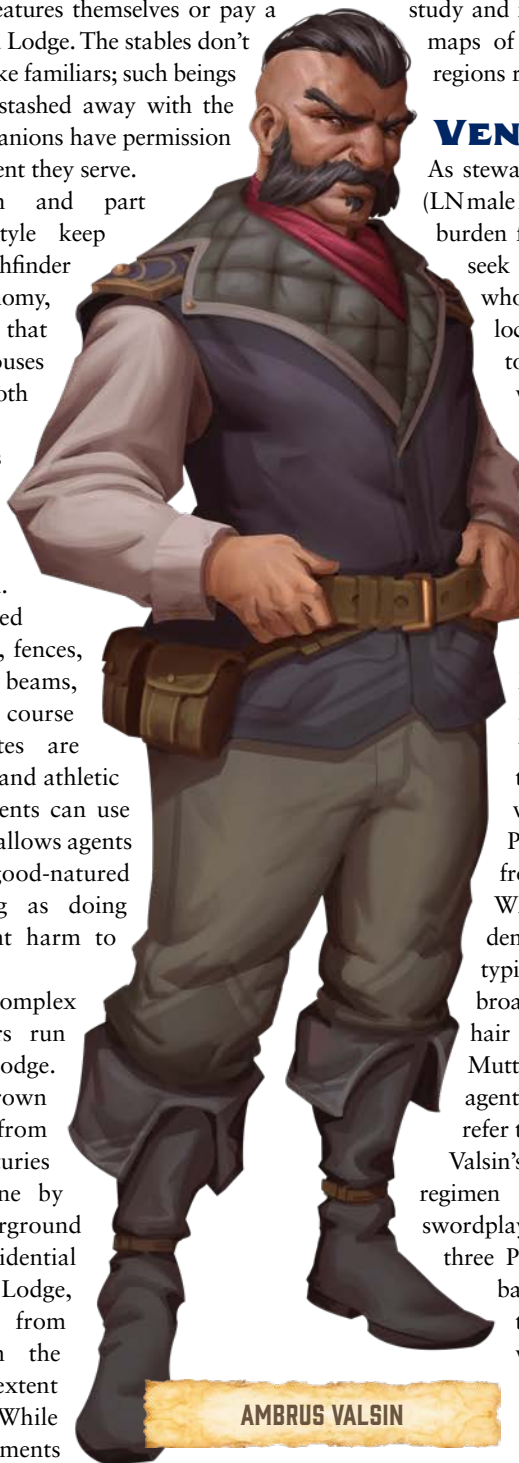
Water Palace: This pagoda-roofed manor, surrounded by a tranquil artificial stream, serves as a place of quiet study and meditation. Many of the Grand Lodge's maps of areas in Tian Xia and other faraway regions rest in its archives.

VENTURE-CAPTAIN

As steward of the Grand Lodge, **Ambrus Valsin** (LN male human chamberlain) shoulders a different burden from most venture-captains. Many who seek the Pathfinder Society's assistance or who wish to pass on information about locations of interest send missives directly to the Grand Lodge, where Ambrus Valsin vets them. He sends some of these leads directly to venture-captains stationed closer to the proposed missions' locations for further review. If there's no other venture-captain nearby, he dispatches agents directly from the Grand Lodge himself.

Valsin keeps a particular eye out for missions suitable for new agents, and he tries to ensure that as many Pathfinder agents as possible take a mission out of the Grand Lodge before venturing into the world in search of their fortunes with the Society. As a result, almost every Pathfinder agent has received a mission from this no-nonsense venture-captain. While new agents sometimes find Valsin's demeanor intimidating, seasoned agents typically respect him for his experience and broad knowledge. Valsin's distinctive facial hair has granted him the nickname "Old Mutton Chops," though he scowls when agents who have not yet earned his respect refer to him by this moniker.

Valsin's multifaceted Pathfinder training regimen blends spellwork, scholarship, and swordplay. He takes care not to favor any of the three Pathfinder Schools, as he knows that a balance between the Spells, the Scrolls, and the Swords keeps the Society necessarily well rounded. Valsin carefully stays up-to-date on all of the Pathfinder Society's publications, watching out for the seeds of new missions and for places



AMBRUS VALSIN

where agents have caused conflicts or friction with locals that the Society might need to address at a later time.

Valsin works closely with the other leaders based in the Grand Lodge. He frequently meets with Head Initiate Janira Gavix and the masters of Spells, Scrolls and Swords to assess the capabilities of prospective agents; together, they determine who's capable of field duty and who would be better suited to train for archaeological excavations or to assist with curating the Society's vast archives of knowledge. Though Valsin does his best to work effectively with all of the Society's authorities, he has a strained relationship with Chief Archivist Zarta Dralneen. Zarta and Ambrus do their best to stay civil with each other; however, Ambrus doesn't fully trust Zarta because of her past affiliations, and Zarta holds resentment towards Ambrus due to his efforts in stymieing her rise within the Pathfinder Society. Valsin also collaborates with the Decemvirate. He makes regular reports to these leaders about the Society's most notable accomplishments and threats. The Ten occasionally ask Valsin to direct agents toward a particular task or away from a region, but they usually leave the venture-captain to his own devices.

In his limited spare time, Valsin ventures into Absalom by himself. He enjoys theater, musical performances, and other forms of entertainment that allow him to set aside his responsibilities for a brief moment.

PATHFINDER OPERATIONS

While most other Pathfinder lodges tend to send agents to locations within a few hundred miles, the Grand Lodge often dispatches Pathfinders throughout the world. Venture-captains who don't have enough agents in the region to carry out operations send requests to the Grand Lodge for further support, which means the Grand Lodge has substantially more opportunities for Pathfinders than any other location. The Grand Lodge still sends plenty of agents into its backyard: as a bustling metropolis with a diverse array of districts and over four millennia of history, Absalom provides a nearly endless well of adventure for Pathfinder agents. Some parts of the city have fallen into disrepair, leaving Pathfinders willing to get their hands dirty with plenty of opportunities for discovery. Though once an idyllic upper-class neighborhood, the Precipice Quarter now presents a trove filled with haunted ruins, buried treasures, and lost knowledge. The flooded

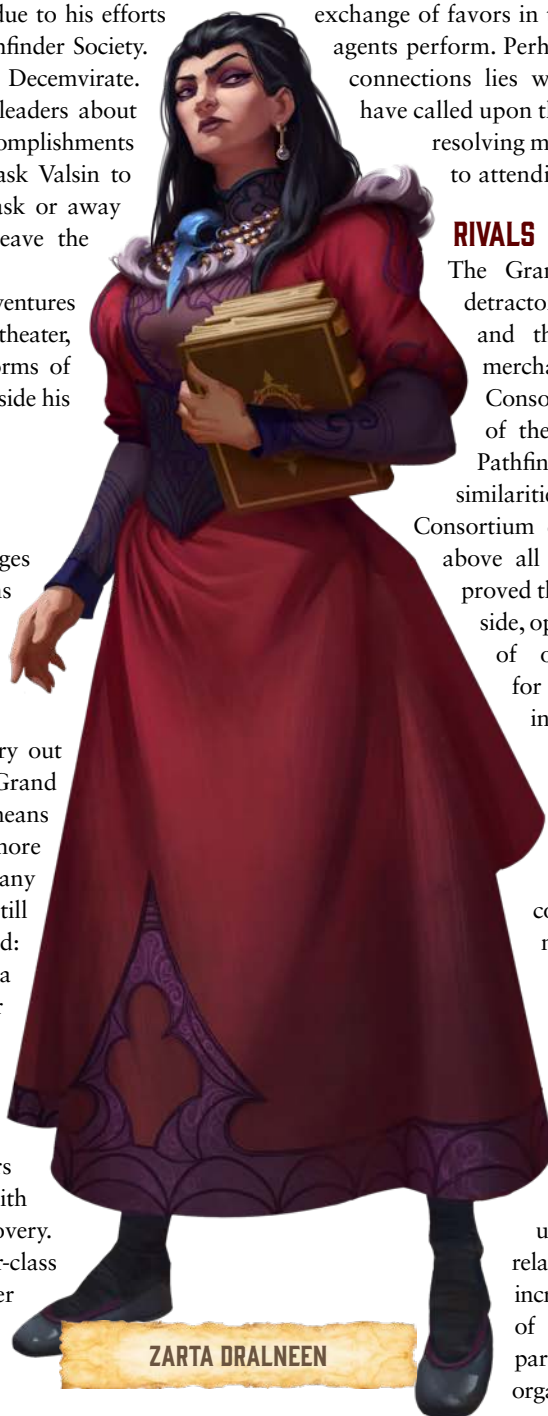
Puddles district hosts numerous underworld elements, from organized thieves' guilds to smaller operations. Its dangerous streets witness the plentiful trade of stolen goods and secrets alike. Beneath the streets, only a small fraction of the ruins from the city's ancient past have been discovered, but collapses, sewer expansions, and more direct exploration regularly reveal new sites.

These explorations represent only a fraction of the missions Pathfinders undertake in the city. Nowhere in the world do political relations matter more to the Society than the streets of Absalom, where enemies and allies alike stay close at hand. What begins as an effort to build the Society's reputation and foster alliances might stay in the realm of intrigue, but it often involves an exchange of favors in the form of tasks that Society agents perform. Perhaps the most famous of these connections lies with the Blakros family, who have called upon the Society for everything from resolving mishaps at the Blakros Museum to attending weddings.

RIVALS

The Grand Lodge's most prominent detractors are the Aspis Consortium and the Peacebuilders. A ruthless merchant alliance, the Aspis Consortium has interests in many of the same valuable relics as the Pathfinder Society. Despite their many similarities with the Society, the Aspis Consortium differs in that it seeks profit above all else. They have traditionally proved the largest thorn in the Society's side, opposing Pathfinders at all levels of operations, from competing for individual sites to vying for influence on a national scale.

The Peacebuilders act as a more overt rival to the Society in Absalom. They were founded to hold the Society accountable for the collateral damage Pathfinder missions inflict on individuals and communities, working to undermine the Society's influence in Absalom through a sustained propaganda campaign. To counter the Peacebuilders' narrative and improve their standing, the Grand Lodge has stepped up its investment in public relations. It has also dramatically increased its print runs for some of its most popular *Chronicles*, particularly those that portray the organization in a positive light.



ZARTA DRALNEEN

EXALTED LODGE



STRANGE ASSOCIATES

The Exalted Lodge and the Pathfinder Society ostensibly have the full support of the Razmiri populace and government, but in practice, the Pathfinders only have a true ally in Narsen. Many of the locals begrudge the liberties extended to these foreign adventurers—liberties denied to Razmiri citizens. Within the Church of Razmir, many priests see Narsen as a dangerous heretic only being used by Razmir as a pawn to gain control of the Pathfinder Society.

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LODGE OVERVIEW

Name Exalted Lodge

Lodge Location Razmiran

Venture-Captain Narsen

Key Members Lotte Mayar

Allies Razmiri priesthood

Enemies Kyonin, River Kingdoms, Ustalav

Assets and Services lodging, religious indoctrination, repairs, supplies, transportation

One of the most recently established active lodges used by the Pathfinder Society, the Exalted Lodge is a small, defensible keep located on the outskirts of the city of Xer in the nation of Razmiran. Considered something of an experiment by both the Pathfinder Society and the priests who rule Razmiran in the name of Razmir, the Living God, the Exalted Lodge represents a rare, cooperative effort undertaken by Razmiran and an outside power. It also provides the only location in all of Razmiran that permits the worship of gods other than Razmir, though this loosening of Razmiran's laws ends at the lodge's gates. Pathfinders outside of the Exalted Lodge must conceal any holy symbols or iconography associated with other deities until they leave Razmiran.

The Razmiri government fully funds the operations of the Exalted Lodge overseen by Venture-Captain Narsen (page 72), a charismatic and surprisingly jovial silver-masked Razmiri priest. Narsen and the leaders of the Pathfinder Society have worked out a detailed contract covering the operations of the lodge, including assurances that the Exalted Lodge must meet and uphold

the obligations required of all lodges. Narsen takes great pride in the quality of the Exalted Lodge's amenities: numerous private rooms and a large barracks for Pathfinders needing a place to stay, medical services for wounded agents, and an expansive library containing a collection of *Pathfinder Chronicles* as complete as any known collection in the Inner Sea, save for Nexus House (page 94) and the Grand Lodge (page 64). Narsen obtained many of these tomes when he first opened negotiations to establish a Pathfinder lodge in Razmiran, while others were purchased directly from the Society after both parties came to an agreement.

Narsen and a handful of iron-masked Razmiri priests oversee the day-to-day operations of the Exalted Lodge. The lodge employs around two dozen Razmiri citizens who work as chefs, scullions, housekeepers, farriers, guards, and blacksmiths—informally organized by chef **Lotte Mayar** (LN female human chef). These employees, who have their wages paid by the Razmiri government, are carefully documented in the lodge's records as part of Narsen's deal with the Pathfinder Society that the lodge won't use slaves or indentured servants in its operations. The lodge also houses a small chapel, ostensibly available

to Pathfinders of any faith seeking to perform religious services or ablutions, though the constant presence of at least one iron-masked Razmiri priest tends to encourage clerics and champions of other deities to conduct their religious rituals in a private room instead.

Most Pathfinders who frequent a lodge led by a group of Razmiri priests expect some degree of proselytization. Narsen ensures that his fellow Razmiri priests don't become too zealous in their efforts to convert Pathfinder agents, though he does actively encourage open discourse with his priests on the merits of the Razmiri faith. Interestingly, this approach has led to a surprising number of amicable debates between Razmiri and clerics of other faiths staying at the lodge. Narsen commonly rewards power and responsibility to Razmiri who regularly come out on top in such debates, and he's equally likely to give personal attention to non-Razmiri who prove themselves in these rigorous discussions, providing particularly sagacious Pathfinders opportunities for research assignments and other explorations within Razmiran. Popular rumor has it that several of the iron-masked priests occupying the lodge started as converts who found themselves swayed to Razmir's faith after long and rigorous discussions with the lodge's silver-masked venture-captain. More nefarious rumors accuse Narsen of corrupting the faithful with mental manipulation magic, but he rejects such claims and has even submitted himself to magical interrogation by foreign venture-captains to put these concerning stories to rest; no evidence has been found in support of his guilt.

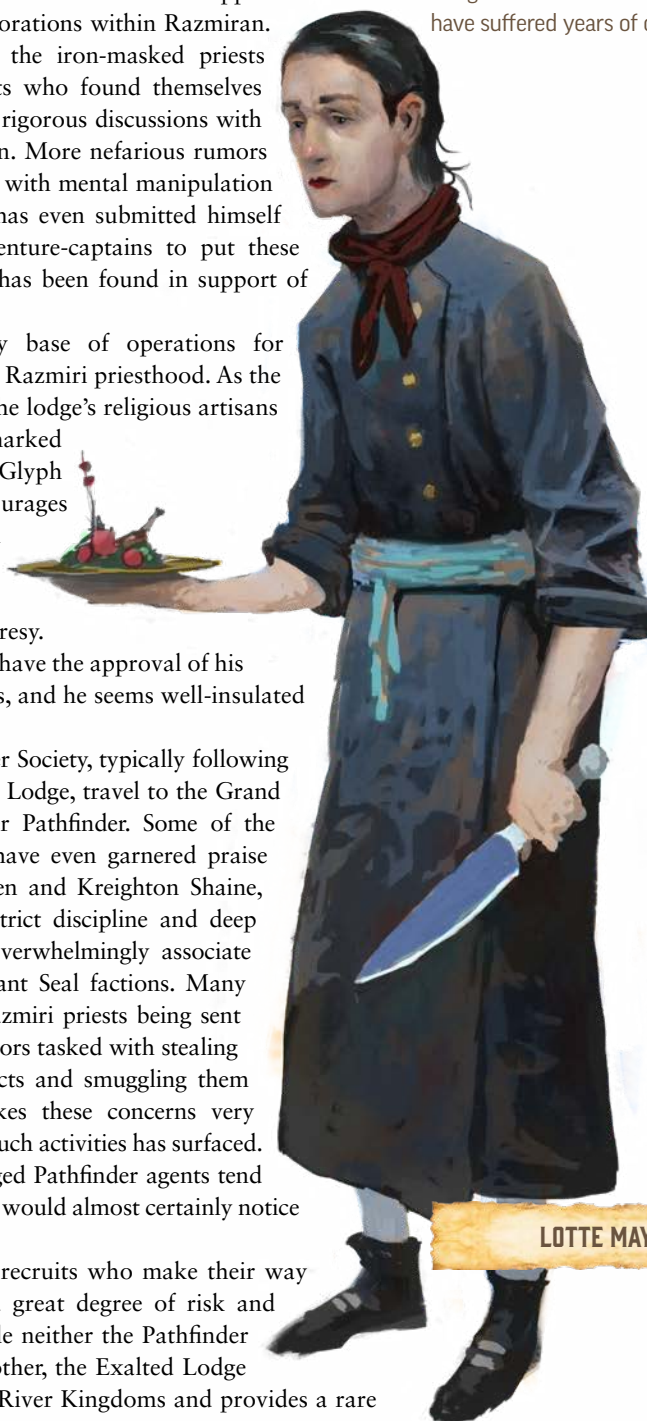
The Exalted Lodge is the primary base of operations for Pathfinders drawn from the ranks of the Razmiri priesthood. As the number of Razmiri Pathfinders grows, the lodge's religious artisans have begun crafting special iron masks marked on one side with a stylized *wayfinder* or Glyph of the Open Road. While Narsen encourages this practice, believing it a powerful recruiting tactic, his political rivals within the Church of Razmir whisper that Narsen tiptoes along the edge of heresy. For now, the venture-captain appears to have the approval of his superiors and his god backing his efforts, and he seems well-insulated from the scheming of his priestly peers.

Razmiri priests who join the Pathfinder Society, typically following a term of service working at the Exalted Lodge, travel to the Grand Lodge for initiation just like any other Pathfinder. Some of the Society's most recent Razmiri recruits have even garnered praise from Society leaders like Zarta Dralneen and Kreighton Shaine, who commend the Razmiri students' strict discipline and deep thirst for knowledge. Razmiri agents overwhelmingly associate with either the Grand Archive or Vigilant Seal factions. Many non-Razmiri agents whisper that the Razmiri priests being sent to the Society actually operate as infiltrators tasked with stealing knowledge or dangerous magical artifacts and smuggling them back to Razmiran. Ambrus Valsin takes these concerns very seriously, but to date no evidence of any such activities has surfaced. Razmiri priests who've become full-fledged Pathfinder agents tend to draw enough attention that their peers would almost certainly notice any larcenous activities taking place.

The Exalted Lodge and the Razmiri recruits who make their way into the Pathfinder Society represent a great degree of risk and also a surprising well of potential. While neither the Pathfinder Society nor Razmiran truly trust each other, the Exalted Lodge stands as an academic beacon near the River Kingdoms and provides a rare

(cont'd)

Even potential allies like the vigilante Shattermask can't be relied upon. The harsh rule of the Razmiri priests incites great discontent for many who live in or around Razmiran, and many see the Pathfinder Society's decision to ally with Razmiran as tacit support of the country's cruelty. A Pathfinder looking for common ground with someone like Shattermask risks making an enemy as much as a friend. Even a casual conciliatory remark regarding the Church of Razmir can enrage locals and anti-Razmiri allies who have suffered years of cruel abuses.



LOTTE MAYAR

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RISE TO POWER

Established in the year 4720 AR, the Exalted Lodge is one of the newest lodges to be accepted into the Pathfinder Society. A joint coalition of Pathfinder agents and Razmiri citizens repaired the fortified keep that houses the lodge. After driving out the vermin that previously infested the long-abandoned keep and restoring its defenses, the lodge immediately endured its first trial, brought about by an army of rampaging undead attracted to an altar in the keep's basement. The Pathfinders fought bravely to defend the lodge, and a combination of cunning, brute strength, magical acumen, and carefully arrayed traps ultimately won the day, fending off the undead horde.

The "Siege of the Exalted Lodge" has done much to improve the attitudes of the citizens of Xer toward the Society, as stories of Pathfinders bravely defending the Razmiri workers and servants at the keep spread to the wider populace. This goodwill doesn't extend far beyond Xer, however, and the Razmiri priests use their sermons and visitations to claim the victory for Razmir. The Exalted Lodge presents a strange dichotomy, a shining beacon of hope clad in the robes of a grim tyrant, awaiting the spark that might light all of Razmiran in a searing blaze.

opportunity for outsiders to learn about the Razmiri religion and government (at least to the degree that the Church of Razmir willingly shares such information). How long this tenuous alliance can last, however, has become a matter of ongoing debate. The Pathfinder Society and the Church of Razmir each believe they can benefit from a relationship with the other, but as soon as one side believes the relationship has ceased being mutually beneficial (or that whatever benefit gained no longer merits associating with the other party), this relationship could come to a sudden and unfortunate end.

VENTURE-CAPTAIN

Venture-Captain **Narsen** (LN male human priest) is the only citizen of Razmiran ever granted a field commission into the Pathfinder Society, though this commission came about as part of his negotiations to open a lodge in Razmiran. Incredibly charismatic, Narsen has a jovial personality that somehow cracks the chilly exterior of the silver mask symbolizing his faith. Even members of the Razmiri priesthood view Narsen as something of a radical. More than a few of his peers called for his death when he proposed the idea of opening a Pathfinder lodge in Razmiran, and even more joined in when he informed his superiors that the negotiations for the lodge required him to allow worshippers of foreign gods safe passage to and from the lodge.

Despite the rancor from his fellow priests, Narsen somehow deflected accusations of heresy and treason while receiving approval for his experiment from a trio of his gold-masked superiors. Calls for his death and excommunication quieted rapidly after that point, especially when the new lodge finished building a fortified castle on the outskirts of Xer. Holding a position of power situated at a major trade hub, and exerting authority over talented adventurers from beyond Razmiran's borders, Narsen has risen as a dangerous wild card in Razmiri politics. Only the upper echelons of Razmir's priesthood, and perhaps Razmir himself, know why Narsen has received such leeway.

Narsen has significant occult powers, though he rarely exercises them in the open. His mask and *wayfinder* radiate powerful enchantments, though some obscure spell or trick makes the nature of that magic practically impossible to determine. One of the more credible rumors about Narsen's past and rise through the ranks of the Church of Razmir claims that he attained his silver mask by successfully commanding its former wearer to "die in the name of Razmir." Such a clear sign of Razmir's divine favor seems undeniable and possibly hints at why Narsen has received certain allowances in a country whose strict hierarchy is a deeply entrenched pillar of its government and religion. Whatever the true source of his power, Narsen has a presence that naturally draws the eyes of anyone he shares a room with—a man who dares to laugh out loud where others whisper. Some Razmiri have even wondered whether Narsen might be an avatar of Razmir sent to usher in a new age, though such rumormongers have a strange tendency to disappear.

RAZMIRI WAYFINDER

Narsen's skills as a magical artisan facilitated, in part, his rise through the Razmiri priesthood. Narsen uses his occult powers to craft special *Razmiri wayfinders* for his most trusted agents, presenting them as graduation presents for Razmiri priests who pass their initiation exams into the Pathfinder Society.

RAZMIRI WAYFINDER

ITEM 10

UNCOMMON ILLUSION MAGICAL NECROMANCY

Price 900 gp

Usage worn; Bulk –

Worn on a chain around the neck, a *Razmiri wayfinder* functions as a compass and provides its wearer a +1 item bonus to Deception checks



to Lie or Impersonate. *Razmiri wayfinders* can also be used to grant temporary healing, making it easier for the wearer to impersonate a divine spellcaster.

Activate ♦ envision; **Frequency** three times per day; **Effect** You touch an adjacent creature, granting them 3d8 temporary Hit Points for 1 hour.

Activate ♦ manipulate; **Frequency** once per day; **Effect** You touch an adjacent creature and attempt a counteract check against one poison or disease afflicting the creature. On a success, you halt the effects of the poison or disease for 1 day, rather than removing it. This temporarily relieves any penalties imposed by the affliction but doesn't cure the effect or count against its duration; the poison or disease is merely halted for a time, and it resumes where it left off once this effect ends.

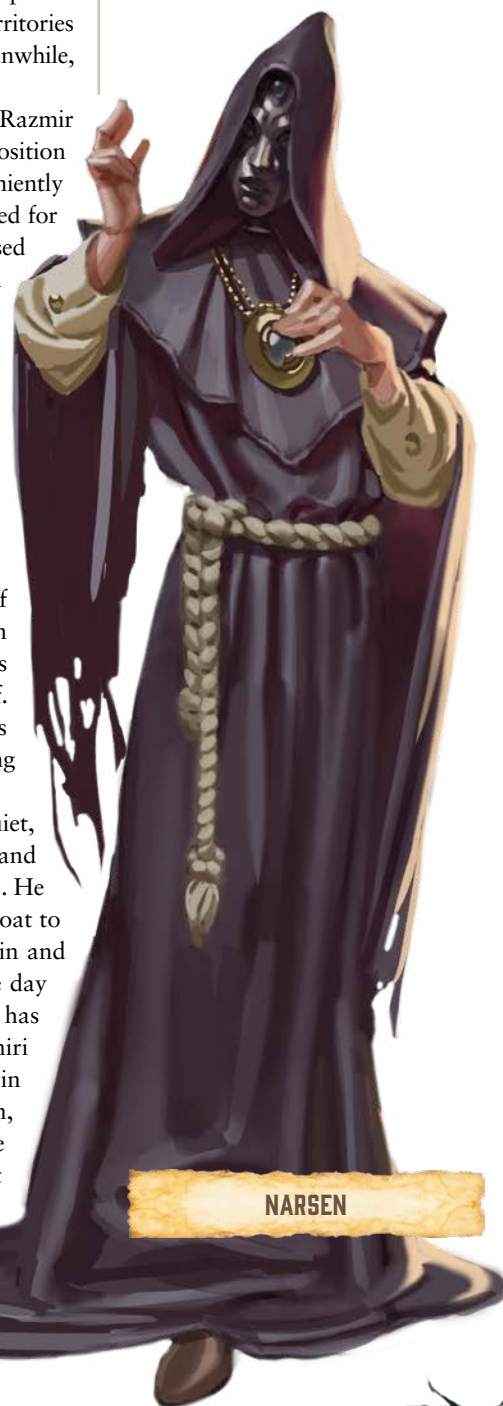
PATHFINDER OPERATIONS

As one of the oldest and most powerful River Kingdoms, Razmiran holds so much influence that it's acknowledged as its own political entity. A hotbed of political intrigue, few can call Razmiran peaceful, however. The Razmiri priests who rule the country vie for power and position. Hostile neighboring territories use spies and border troops to constantly monitor Razmiri activities. Meanwhile, the threat of the Whispering Tyrant's hordes looms just leagues away.

The foundation stones of the Exalted Lodge are ancient—older than Razmir himself, and perhaps older than the Pathfinder Society. The castle's odd position on the outskirts of Xer, away from the bustling docks and just inconveniently far enough from the riverbank, likely attributed to why it sat abandoned for so long, though local stories hint at other possibilities. One legend passed down from fisher to fisher in the communities around Xer tells of a fearsome creature that climbed out of Lake Encarthan. The creature, perhaps one of the dreaded Spawn of Rovagug, rampaged through the region until a powerful spellcaster laid the creature to rest and sealed it beneath a mighty keep. Razmiri priests who know this legend quickly ascribe this feat to Razmir, though the keep predates the Living God by several centuries, which makes the claim unlikely. Even so, the tightly controlled flow of information in Razmiran and the vicious beatings dealt to those who question the priests' teachings mean this narrative generally goes unchallenged.

Recently, odd rumors have reached Narsen and his Razmiri staff regarding a rebellious Razmiri priest in a cracked gold mask hidden inside the Exalted Wood. This individual supposedly approaches travelers and offers to share secrets of immortality from Razmir himself. Those who follow the priest never appear again, and in recent weeks Razmiri priests traveling near the Exalted Wood have been seen wearing bandoleers containing *holy water* and wooden stakes.

One of the most frequent visitors to the Exalted Lodge is a quiet, unassuming man named Boris Yulian. Every day, Boris awakens and climbs out of the modest bed in his tiny apartment above Xer's docks. He dresses in a plain woolen shirt and trousers, and heads down to his boat to seek the day's catch. Boris also serves as a spy for the elves of Kyonin and as the alter ego of the wanted criminal called Shattermask. Since the day that a Razmiri priest beat Boris's son to death, the unassuming man has remained a thorn in the Church of Razmir's side, pummeling Razmiri priests to a pulp before breaking their masks and leaving the ruins in a shattered heap. Boris long ago gave up hope of change in Razmiran, dedicating himself to punishing as many of the corrupt priests as he can before being inevitably caught and executed. However, the recent arrival of the Pathfinder Society in Razmiran has changed his perspective. Perhaps he can find new allies in his struggle, allies with the power to introduce real change for the first time in Boris's life; he just has to kill the silver-masked priest who slew his son first.



NARSEN

FARSEER TOWER



LOCAL ALLIES

Jewelers' Guild: Wulessa, her apprentices, and the Pathfinders who stay at Farseer
(cont'd)

LODGE OVERVIEW

Name Farseer Tower

Lodge Location Katapesh

Venture-Captain Wulessa Yuul

Key Members Karisa Starsight, Azynnna Thine

Allies Yigrig Moneymaker

Enemies Ashana Baieer, slavers

Assets and Services auguries, lodging, mental health counseling, supplies, transportation

Of the four major Pathfinder lodges in the region, only the Farseer Tower, located in the eponymous capital of Katapesh, remains to house and direct Pathfinder agents. Alongside Venture-Captain **Phlegos Duml's** (LE male half-orc herbalist) Kotargo Lodge, Venture-Captain **Roderus's** (NG male human diplomat) Winding Road Lodge, and Venture-Captain **Aurora Steelbloom's** (NG female half-elf chronicler) simply-named Katapesh Lodge, Venture-Captain **Wulessa Yuul's** (N female human seer) Farseer Lodge provided succor and resources to Pathfinders seeking to ply their trade in the dangerous streets and deadly wastes of Katapesh. Over the last decade, however, the Pathfinder Society's power and presence in Katapesh has waned. Roderus, now nearly 80 years old, closed his lodge in the Winding Road Inn and sold the building, using the funds from the sale to finance one last, great adventure into the deserts of Katapesh. The Society uncovered Phlegos Duml as a traitor and an unscrupulous slave trader; when Society agents discovered Phlegos' perfidy, they drove him from the city and ultimately brought him to justice on an island off the coast of Qadira. Aurora Steelbloom mysteriously vanished, leaving the only clues to where she might have gone sealed in her old lodge behind magical wards and protected by a pair of aluum golems. Today, Wulessa Yuul's Farseer Tower stands as the last safe haven for Pathfinders in the region.

Reaching 12 stories into the Katapeshi skyline, Farseer Tower looks like a twisting minaret thrusting up from the chaos of Katapesh's bustling markets and cramped alleyways. At night, magical magenta lights swirl around and illuminate the tower and its courtyard, reflecting off the white marble to bathe the nearby streets and alleyways in an eerie glow. As dawn breaks over the city, the magical enchantments ebb in response, and soon the unrelenting rays of the desert sun shine alone in the sky until night falls once more.

Farseer Tower appears larger inside than outside, as pocket dimensions provide access to indoor ponds for swimming and magically sustained hot springs for bathing. A staff of servants, almost all of whom are blind or visually impaired, maintain the tower. Wulessa, extremely nearsighted herself, has developed many spells and magical techniques to perceive the world around her in a variety of ways; she teaches these spells to people who wish to expand their perception, particularly those with visual impairments. During these extended apprenticeships, Wulessa instructs her students in divination magic, and they in turn care for the tower as payment. These tasks are part of the educational process Wulessa has developed—as the students become more confident in performing mundane tasks while maintaining their divinations, they also become more skilled at interpreting increasingly complex magical interactions and handling multiple spells that allow them to perceive the flow of life and magic around them with supernatural clarity.

Azynnia Thine (LN female half-elf seer), Wulessa's young chief apprentice, oversees most of the day-to-day training of Wulessa's other students. Azynnia has used a variety of transmutation and divination spells to transform one of her eyes into a crystal ball, which she uses to carefully observe the magical emanations surrounding any visitors to the tower and to note any potentially dangerous devices or effects. Other than Wulessa, only Azynnia possesses the keys and passphrases to all the rooms and vaults in Farseer Tower. Though doing so required Wulessa to place a great deal of trust in Azynnia, the venture-captain thought it prudent after an incident nearly left her trapped inside a mirror demiplane.

Politically, the Farseer Lodge balances on a knife's edge. In the past, former venture-captains Aurora Steelbloom and Phlegos Dulm maintained amicable relationships with the Pactmasters who rule Katapesh. However, Wulessa's anti-slavery efforts and a standing unpaid debt owed by Phlegos Dulm to the Pactmasters prior to his expulsion from the Society have soured the Pactmasters' views toward the Pathfinder Society in general and Wulessa Yuul in particular. While Wulessa leveraged her wealth and connections to protect her place in the city and to convince the Pactmasters that the Society shouldn't inherit Phlegos's debt, the venture-captain hardly has the Pactmasters' favor, which leaves the Society with few allies in Katapesh.

Farseer Tower's greatest asset is its unrivaled access to information from across the Inner Sea. Wulessa's potent divinations, as well as those of her students and apprentices, reveal untold secrets; the venture-captain knows more than one dangerous secret about high-profile Katapeshi movers and shakers, including the true identities of the enigmatic Pactmasters themselves. The tower's information resources go beyond spells and rituals. Wulessa's alliance with the unorthodox goblin merchant Yigrig MoneyMaker gives her eyes and ears across every district of Katapesh. With the city's nearly unrivaled markets and trade routes, this combination of goblin spies and numerous powerful diviners means that Wulessa has a sufficient wealth of secrets that can spark wars or dethrone monarchs. Over her lifetime, Wulessa has cultivated the skill of knowing how and when to deploy this valuable information.

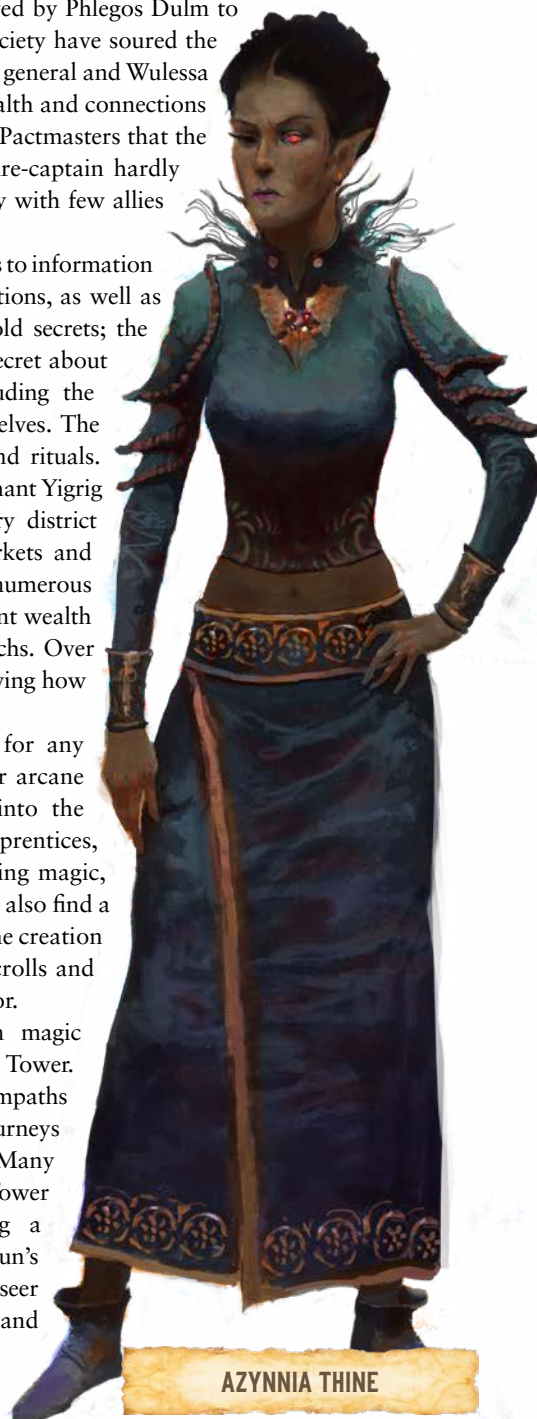
Pathfinder agents who stay at Farseer Tower for any length of time, particularly those with a talent for arcane or occult magic, often find themselves drawn into the divination classes held by Wulessa and her apprentices, where they can pick up minor cantrips for detecting magic, poisons, and the like. Diviners of any discipline can also find a wealth of knowledge related to scrying spells and the creation of crystal balls, and a vast library of divination scrolls and ritual books occupies most of the tower's third floor.

Even those without an interest in divination magic have an excellent reason to spend time at Farseer Tower. Wulessa's students and apprentices include skilled empathes who can offer counseling to Pathfinders whose journeys have scarred or wounded their hearts and minds. Many of these counselors stay as employees of Farseer Tower after completing their apprenticeships, receiving a regular stipend from Wulessa Yuul and Fola Barun's (page 27) Envoy's Alliance for their services. Farseer Tower provides the best grief counseling, therapy, and other mental health services currently available to members of the Society. As a result, many Pathfinders who get their start in Farseer

(cont'd)

Tower number among the most prominent purchasers of expensive jewelry in Katapesh, making the Jewelers' Guild one of the Society's most influential allies.

Yigrig MoneyMaker (CN male goblin merchant; page 59): Yigrig leads a powerful goblin "family" consisting of his biological relatives and numerous liberated goblin slaves. A highly educated former slave who purchased his own freedom, Yigrig now fights to ensure that no other Katapeshi goblins languish in slavery.



AZYNNIA THINE

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THE MONADISTIC ARCHIVE

In the 4716 AR, Wulessa Yuul and a team of Pathfinder agents retrieved a valuable collection of scrolls known as the Monadistic Archive. The agents were unable to decipher much of the text of the Monadistic Archive, as only a potent ritual could unlock the true value of this collection of occult knowledge. In order to delve into the scrolls' secrets, Wulessa and her Pathfinder allies traveled into an immersive mindscape bound to the occult repository. Within the mindscape, Wulessa and her companions faced numerous traps and false leads, and the venture-captain nearly found herself sealed in the mindscape by a guardian known as the Archivist.

While the mission failed in many ways (Wulessa and her allies had to retreat without retrieving the information they sought), Wulessa and her apprentices have made several journeys into the mindscape in the following years. The scrolls' depths concealed secrets of the ancient Jistka Imperium, and only Wulessa can truly say what they might be. However, Wulessa has shared the most dangerous information she gleaned from the scroll with only the most trusted Pathfinder agents: a spell for temporarily disabling the powerful aluums that the Pactmasters use to control Katapesh. For now Wulessa and her peers keep this knowledge tightly under wraps, but as the Society begins to search for the missing venture-captain, Aurora Steelbloom, the spell might prove necessary to bypass the aluum guards that bar the Katapesh Lodge's front gates.

Tower naturally fit into the Envoy's Alliance faction, and members of the Envoy's Alliance naturally gravitate toward missions that allow them to spend time in Farseer Tower. Wulessa Yuul also regularly entertains members of the Grand Archive, who value the seer's information-gathering expertise and the opportunity to make new contacts or learn new methods for uncovering hidden secrets.

VENTURE-CAPTAIN

Wulessa Yuul, sometimes known as the "Seer of Farseer Tower," came from a wealthy family; her father counted among Katapesh's most powerful merchants, and her mother had retired from a successful adventuring career. With wealth and privilege at her fingertips, Wulessa grew up with costly tutors who taught her economics, etiquette, history, and mathematics. From her father, she learned the arts of intrigue and deal-making, and from her mother, she learned the arts of divination, honed by her mother's years of practical application as an adventurer.

During Wulessa's sixteenth birthday party, assassins hired by one of her father's mercantile rivals killed her parents. Wulessa spent several years tracking down the people responsible for the crime, leveraging the vast wealth she inherited from her father and the magical skill she learned from her mother. Ultimately, she confronted the woman who ordered her parents' deaths, the oracle Ashana

Baieer. Wulessa defeated her in a magical duel and thereafter claimed Ashana's tower as her own.

While Wulessa had learned much about politics and economics from her father and tutors, she had little taste for the business. Investing her inherited wealth into upgrading the tower, Wulessa then built a reputation as a peerless seer, capable of divining secrets hidden beyond the reach of lesser information brokers and street prophets.

Stern in her dealings but kind-hearted and fair, Wulessa soon caught the attention of the elderly Venture-Captain Roderus. Roderus initially approached Wulessa in hopes of hiring her as a consultant, but Wulessa's keen mind and confident bearing impressed him so much that he immediately offered to sponsor her into the Pathfinder Society.

With little tying her to the area, Wulessa traveled to the Grand Lodge in Absalom and completed initiation as a Pathfinder agent before returning to Katapesh. Wulessa led missions under Roderus's direction for the better part of a decade before the aging venture-captain urged Wulessa to start her own lodge in the city. Wulessa opened Farseer Tower to her fellow agents as a lodge specializing in investigating the arcane and esoteric secrets hidden in and around the city of Katapesh.

As a venture-captain, Wulessa cares deeply for the health and well-being of the agents she sends on missions, but she also believes that acquiring knowledge requires taking risks. Wulessa won't ask an agent working under her to take any risk she wouldn't accept herself, and she confidently accepts most of the risk involved in missions whenever possible.

DIVINER'S NOSE CHAIN

Wulessa Yuul's signature nose chain is a carefully crafted item containing numerous powerful spells of divination and sensory manipulation. While no one other than Wulessa knows all the secrets hidden within her personal chain, she does teach her apprentices and Pathfinders who earn her favor how to create a lesser, but potent, variant.



DIVINER'S NOSE CHAIN

ITEM 9

UNCOMMON DIVINATION MAGICAL

Price 650 gp

Usage worn; Bulk –

The *diviner's nose chain* is worn by attaching piercings to the ear and nose, creating a connection between the senses of hearing and smell. The *diviner's nose chain* grants you scent out to 30 feet as an imprecise sense, and a +1 item bonus to checks to Seek or Sense Motive.

PATHFINDER OPERATIONS

A former part of the Osirian Empire, Katapesh is one of the busiest trade centers in the entire Inner Sea. Secrets and treasures alike hide in the twisting alleys, bustling markets, and sand-swept reaches of Katapesh, waiting for the clever or the lucky to seize the opportunity to discover and claim them. Many unusual relics find their way into Katapesh's markets, drawn from the desert sands or mixed among an array of priceless and worthless knickknacks. Full-time merchant and part-time thief Arbudazhad the Even-handed (CN male human purveyor of antiquities) traffics particularly questionable magical goods, hoping to sell them to the Pathfinder Society. While Wulessa Yuul and her apprentices have keen noses for sniffing out and avoiding undesirable deals, Arbudazhad occasionally has something valuable enough to tempt even the most cautious seers. Such finds usually require several sets of skilled hands holding dangerous implements to properly examine.

The goblin **Yigrig Moneymaker** (CN male goblin merchant) and his extended family of goblin spies, laborers, bodyguards, and porters are some of the Pathfinder Society's most valuable allies in Katapesh, though the relationship comes with its drawbacks. While Yigrig has cultivated an urbane demeanor that complements his deep voice and clever wit, most of his adopted "children" hew closer to the stereotype of goblins as pyromaniac horse-killers. Warehouse fires and kidnappings are common issues among Yigrig's family; occasionally the goblins turn to their allies in the Pathfinder Society for help in sorting through such tribulations, or their aftermath.

Most people living in Katapesh know that Pactbroker Hashim ibn Sayyid (*Pathfinder Lost Omens Legends* 50), who represents the Pactmasters' interests in Katapesh, oversees the city's day-to-day affairs. Very few know that just a few weeks after becoming a Pactbroker, Hashim was murdered by a veiled master who now oversees Katapesh disguised as the powerful human. While Wulessa's divinations have yet to pierce the alghollthu's facade, she has noted enough incongruities to suspect something about Hashim. Wulessa's investigations have led her to take note of a gnoll fugitive named Shimon-Je (NG female gnoll abolitionist), who the Pactbroker's agents seem to pursue with unusual fervor. The venture-captain now ponders how she might reach Shimon-Je first without accidentally leading assassins to the gnoll or tipping her hand and becoming the target of assassination attempts herself.

While Ashana Baieer, the woman who hired the assassins that slew Wulessa Yuul's parents, might have her lost her duel with the venture-captain of Farseer Tower, the oracle considers the matter far from settled. Ashana spent the better part of two decades trapped inside her own mind following her fight with Wulessa, who used a complex series of offensive divinations to swap Ashana's senses around and deactivate some entirely. Over the years, the oracle has gradually relearned how to function through the confusing haze of magic, and she now seeks revenge. Ashana has slowly begun to increase her power in Katapesh's dark underbelly; by building a web of alliances with unsavory criminals, she intends to reclaim Farseer Tower and drive Wulessa Yuul and the Pathfinder Society out of Katapesh permanently.



WULESSA YUUL

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GRINNING PIXIE



LODGE OVERVIEW

Name Arcadian Mariners Lodge (also known as the *Grinning Pixie*)

Lodge Location varies, ranging along the western Avistani and Garundi coasts

Venture-Captain Eras the Needle

Key Members Alkskou, Godless Trin, Weoru of Totra

Allies Free Captains, Mordant Spire, Rahadoumi government

Enemies Chelaxian government, Free Captains

Assets and Services cartography, deliveries, maritime transportation, wrecking

LOCAL ALLIES

Rhehyor Prahv (NG male catfolk smuggler): This art dealer made a small fortune smuggling Avistani paintings and statues to the colonists of old Sargava but now focuses on acquiring and repatriating ill-gotten Mwangi treasures. This old friend of the *Pixie* is always willing to swap rumors.

Alva Urthosdottir (CN female half-elf carpenter): This mostly retired shipwright still makes time to work on the *Pixie*, her friendship unwavering since the Society
(cont'd)

Formally known as the Arcadian Mariner's Lodge, the *Grinning Pixie* is the most famous of the Society's mobile Pathfinder lodges. The sophisticated three-mast carrack began life as a venerable merchant ship but is now retrofitted for exploration and combat, tasked with missions across the Arcadian Ocean. Between assignments, the *Grinning Pixie* remains on the lookout for submerged ruins, uncharted islands, and unfamiliar sea creatures.

The Pathfinder Society never intended to maintain a floating lodge. However, when the Society negotiated with Chelax to reopen its condemned Delvehaven lodge in Westcrown, contracting Chelaxian-made ships to carry out local business was part of the deal. The *Golden Barb*, a newly launched merchant ship from Ostenso, served as the primary coastal conveyance for several years—at least until Chelax suddenly shuttered Delvehaven and banned the Society from several ports. Considering the deal canceled, the Pathfinders retained the *Golden Barb*, and in 4683 AR, the Pathfinder Tal Xtimbuo successfully petitioned the Decemvirate to designate the carrack a Pathfinder lodge. By the time Venture-Captain Xtimbuo retired to the Grand Lodge in 4688 AR to document his research full time, the *Golden Barb* had been reborn as the *Grinning Pixie*, the garish namesake imp carving at its prow transformed into a whimsical fey.

The *Grinning Pixie* isn't available for just anyone's use. Senior

Pathfinders formally contract and fund roughly half of the ship's

scheduled voyages through the Grand Lodge, typically

directing the crew to berth at specific ports to rendezvous

with and transport prearranged teams up and down

the coast. From there, the ship provides ongoing

reconnaissance and provisioning for

a set period before departing for

its next destination, typically

scheduling a return to support

or extract those same teams

weeks later. The *Grinning*

Pixie's venture-captain sets most

of the ship's remaining itinerary,

most often spending weeks at a time

pursuing their own research objectives.

Over its more than four decades of

service, the ship's crew has charted

reefs, raised long-lost treasure fleets, taken

meteorological measurements within the Eye

of Abendego, and more.

Unlike most lodges,

which typically have

long-standing leaders,

the *Grinning Pixie* is both

wholly owned by the Society

and is such a coveted assignment that

venture-captains traditionally serve for only about 2



years before the Grand Lodge appoints a new caretaker. This provides a range of nautically savvy Pathfinders the opportunity to direct the *Pixie* and also keeps any one venture-captain from growing so attached that they decide to keep the ship for themselves. The recently replaced captain **Calisro Benarry** (N female half-orc corsair) applied for and received several extensions, thanks both to her momentous cartography of the ever-shifting Gloomspires and to her bold leadership, but the Grand Lodge recently forced her to surrender the beloved ship at last—purportedly softening the emotional blow by paying her a handsome sum for her cooperation and years of service.

Measuring about 110 feet long at the waterline, the *Griming Pixie* is fairly large for its class, propelled by its three-mast square rig and lateen-sailed mizzenmast. Although originally designed to haul about 650 tons of cargo, the ship's renovation by Society engineers converted roughly a third of the cargo space into a pair of libraries and five specialized storage chambers for fragile treasures. Crew accommodations are relatively generous, and the galley is famous for holding one of the most eclectically stocked spice collections on the water, resulting in different cultural culinary staples for each main meal (while supplies last). The captain's quarters in the aftcastle are especially large, in part because the room doubles as a meeting space and map room, complete with a large oak table that still bears the scars from the ballista bolt that shattered it years ago.

The *Pixie* typically carries enough supplies to last its crew 2 months at sea, plus a wealth of adventuring equipment—about half of which the lodge purposefully requisitioned, while the other half is cast-off equipment of Pathfinder teams who have long-since moved on to other regions. Pathfinder guests can typically purchase this gear from the ship's quartermaster: offerings include common adventuring equipment, alchemical elixirs, magical potions, and other seafaring gear. In addition, the ship carries several magic items—both temporary and permanent—that enable underwater respiration. When the ship docks, these items are often put on sale to the public, along with copies of the lodge's latest navigational maps.

In addition to its captain, the *Griming Pixie* typically houses a crew of about 40 to 50 people. Of these, about two-thirds are unaffiliated sailors hired from diverse ports. The remaining third consists of three major groups: initiates, field agents, and legacy crew. As many as five Pathfinder initiates serve aboard the ship at any time, given special dispensation by the Grand Lodge to complete their education at sea. Only a handful of field agents sail with the ship long term, though the numbers swell when the *Griming Pixie* takes on other Pathfinders as passengers—all of whom are expected to contribute to the ship's maintenance and operation along the way.

Finally, each venture-captain brings along a few loyal crew members from their previous voyages, helping to keep order and share their seafaring wisdom. Venture-Captain **Eras the Needle** (LG male half-elf shipbuilder) recruited three such allies. A retired member of the Pure Legion, **Atrinsi "Godless Trin" Sehathusu** (LN female human chaplain) serves as the ship's counselor, providing medical support and stern spiritual guidance in accordance with Rahadoum's Laws of Mortality. Although she doesn't forbid worship at sea and rarely lectures devout sailors, she has cracked down severely on the crew's idle oaths to Besmara.

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long ago helped her save her step-sister's ship from sea trolls. Alva was key in patching the *Pixie* after the "Fourth Norn Incident," a debacle she's spun into a yarn more ludicrous with each retelling.

Ztar (LE male human spy): This operative was exiled to the lonely fishing village of Albatross for unspoken crimes against Nidal. Whenever the *Griming Pixie* anchors nearby and delivers proof of having undermined a Nidalese elite, he's always ready to gleefully share another state secret—usually hidden ruins he learned of while serving the Umbral Court.



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LODGE HISTORY

- 4673 AR The *Golden Barb* launches from Ostenso's shipyards.
- 4674 AR The Pathfinder Society contracts the *Golden Barb's* services as part of negotiations with Cheliox to reopen Delvehaven.
- 4676 AR Cheliox shuts Delvehaven. The Society claims ownership of the *Golden Barb*.
- 4679 AR The *Golden Barb* is refurbished and renamed the *Grimming Pixie* by Venture-Captain Tal Xtimbuo, serving as a mobile lodge.
- 4683 AR Tal Xtimbuo retires, beginning a tradition of passing the *Grimming Pixie* to a new venture-captain every few years, beginning with Venture-Captain Cloud-Eye Squid.
- 4708 AR Laden with smuggled Irriseni treasures, the *Grimming Pixie* runs aground in the Ironbound Archipelago in the infamous "Fourth Norn Incident," spilling some relics into the sea and losing others to opportunistic thieves. Repairs return the ship to service.
- 4709 AR Calisro Benarry becomes venture-captain of the *Grimming Pixie*, succeeding the infamously unlucky Venture-Captain Schlero Val DuMorign.
- 4714 AR Venture-Captain Calisro Benarry coordinates the first of many expeditions into the mysterious Gloomspires.
- 4719 AR Calisro and her companions conclude their studies of the Gloomspires. By direct order from the Decemvirate, Calisro surrenders the *Grimming Pixie* to its new venture-captain, Eras the Needle.

Her longstanding friendship with Eras has earned the *Grimming Pixie* a warm welcome in Azir, much to the Society's delight. **Weoru of Totra** (CG male half-orc biologist), a Sothis-trained embalmer who turned his arts to preserving rare specimens, has served as Eras's chief collaborator for more than a decade. Although an able sailor, Weoru serves primarily as the archivist for the *Pixie*, not only cataloging its cluttered holds, accumulated maps, and strange carvings, but also assembling a comprehensive study of the Arcadian Ocean's marine birds and mollusks. Finally, **Alkskou** (N female tengu jinx eater), the ship's quartermaster, is an old friend of Eras's. Though they rarely sailed together before Eras became captain of the *Grimming Pixie*, she gladly accepted his offer to join the crew. Alkskou's reputation as a jinx eater and corsair makes her an invaluable emissary when dealing with the Free Captains, especially since Eras lacks the pirate credentials of his predecessor.

VENTURE-CAPTAIN

Raised in Magnimar by a fishmonger half-elven father and golem-crafting human mother, Eras the Needle made the most of his comfortable upbringing and education to become a well-rounded academic. His formal studies continued in Korvosa at the Jeggare Museum, where he worked with the young Mercival Jeggare (now the museum's curator). Not only did Eras earn the Jeggares' glowing recommendation when he later applied to join the Pathfinder Society, but his frequent scuffles with Korvosa's more outspokenly anti-Magnimar toughs taught Eras painful lessons in self-defense that eventually earned him his appellation for fast blade-work. As a Pathfinder, Eras disdains raiding ruins, instead favoring cartography, engineering, and ethnography.

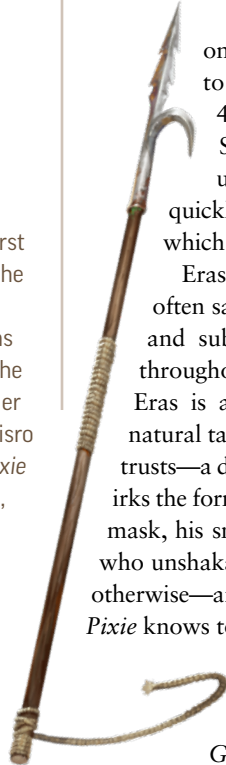
In early 4711 AR, Eras disappeared while on a lecturing tour of Varisia, emerging over a year later from the Mordant Spire with a personalized wooden mask at his hip, several Azlanti treasures in his pack, and the implicit blessing of the Spire elves. His subsequent interview with the Decemvirate seems to have satisfied the Ten, and Eras has served as a model Pathfinder ever since, saying little of his time in the Mordant Spire (except to confirm that his other loyalties don't conflict with the Society's goals).

In 4713 AR, Eras entered his bid to captain the *Grimming Pixie*, only to be turned down year after year as Calisro Benarry clung to the wheel. Since finally becoming the ship's venture-captain in 4719—no doubt helped by his vague Spire connections that the Society still hopes to exploit—he's applied his engineering skill to upgrade the vessel in subtle ways, much to Calisro's dismay. He's quickly growing exasperated with his predecessor's jealous espionage, which she claims serves only to ensure he's "treating the old girl well."

Eras the Needle is a calm, just man who rarely speaks in anger; he's often said to have "the patience of a paladin." He praises his colleagues and subordinates regularly, earning him many professional contacts throughout the Inner Sea region. While he is kind, this is also tactical: Eras is a largely unremarkable sailor whose success comes less from natural talent and more from assembling a capable crew whose counsel he trusts—a departure from Calisro's boldness and skill (something that further irks the former captain). Yet on the rare occasions that Eras dons his wooden mask, his smiling demeanor disappears and he becomes a relentless fighter who unshakably stands before foes—monstrous, magical, meteorological, or otherwise—and strikes them down while hissing Elven curses. The crew of the *Pixie* knows to tread lightly when Eras idly taps his mask.

BOARDING WEAPONRY

Especially thanks to Calisro Benarry's lengthy tenure, the *Grimming Pixie* bears many armaments that specialize it for ship-to-ship boarding action. Pathfinders on a mission for the Arcadian Mariner's Lodge have access to the following uncommon weapons.



BOARDING PIKE

ITEM 1

UNCOMMON

Price 8 sp

Damage 1d10 piercing; **Bulk** 2; **Hands** 2; **Group** polearm; **Traits** reach, shove

Taking the form of a longspear fitted with crossbars or hooks, a boarding pike provides its wielder a sharp implement that's as adept at shoving enemies off a ship's railings as facilitating the boarding of other vessels. This is a martial melee weapon.

COMBAT GRAPNEL

ITEM 1

UNCOMMON

Price 9 sp

Damage 1d6 piercing; **Bulk** 1; **Hands** 2; **Group** flail; **Traits** finesse, grapple, tethered (*Bestiary* 85), thrown 20 feet

Although grappling hooks typically serve as a climbing tool, this specially reinforced grapnel attached to a rope up to 10 feet long can be swung as a weapon. This is a martial melee weapon.

PATHFINDER OPERATIONS

The Arcadian Mariner's Lodge serves a key role as one of the Society's few truly mobile operations, allowing it to support coastal and aquatic expeditions of all types. Most famously, the *Grimming Pixie* carries Pathfinders to difficult-to-access islands like the pillars of Rachikan in Cheliaz or the precipitous Gloomspires north of the Shackles. Its crew still tells tales of a daring raid into the jungles of Mediogalti in 4699, from which they emerged with a host of relics thought to predate the Red Mantis Assassins' domination of that isle. While these exploits have earned the ship immortality back at the Grand Lodge, the sovereign nations suffering its trespass are far less congratulatory. Under Calisro Benarry's oversight, for example, the *Grimming Pixie* inspired at least 82 formal complaints issued by governments, maritime guilds, historical societies, and in one case, Magnimar's Gardening and Beautification League. The Grand Lodge's barristers have cleared nearly all extant charges and, thanks to the ship's new leadership, have begun removing the *Grimming Pixie* from most bounty posters.

For all its discoveries, the *Grimming Pixie* conceals potentially greater secrets in its hull. Between its evolving crew and ever-rotating cast of Pathfinder passengers, the ship has accrued a dizzying assortment of carvings across the interior of its hull. Although some are innocent signatures, most resemble maps, navigational instructions, riddles pointing to lost cities, drawings of distant landscapes as if remembered from a dream, and more. Periodically, a passenger puzzling over the pictographs deciphers one, uncovering a hitherto unknown ruin. Yet despite the *Pixie*'s modest age and forthright sailors, most of the carvings are completely anonymous, and when new ones arise, nobody takes credit. The latest of the decoded riddles identified a sunken city off Nuat's west coast, seemingly built by sea devils yet utterly abandoned and avoided by most sea life. To date, Eras hasn't managed to cajole his suspicious crew into exploring the site.



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HEIDMARCH MANOR



LOCAL ALLIES

Almya Gorangal (page 83): An acerbic Chelaxian explorer interested in the ancient Thassilonian ruins of Eurythnia, Almya spends much of her time in the Mushfens, dredging their depths for ancient artifacts. She utilizes the manor as a place to refresh her pack, research her finds, and get a hot meal now and again.

Joadric Heimurl (page 83): The Pathfinder Society fully funded this Kellid warrior's expedition to catalog the Malgorian Mountains with a handful of adventurers. He hasn't submitted a chronicle since his departure, and many speculate that he met his end in the mountains.

Ekkie (N female goblin scout): A member of the Wind Whisper tribe from the Mushfens, Ekkie pickpocketed the wrong person when she tried to snatch items from visiting Pathfinders. She's now working off her debt to the Pathfinder Society under the oversight of the Magnimarian venture-captains.

Shalelu Andosana (CG female elf ranger): Shalelu provides information
(cont'd)

LODGE OVERVIEW

Name Heidmarch Manor

Lodge Location Alabaster District, Magnimar, Varisia

Venture-Captains Sir Canayven and Sheila Heidmarch

Key Members Ebrylis, Wumbrount Brios, Ekkie

Allies Shalelu Andosana, Almya Gorangal, Joadric Heimurl, Skolvir Ironhammer, Lord Mayor Sabriyya Kalmeralm

Enemies Varisian Councilor Durriken Ithal, Gold Aspis Agent Maiveer Sloan, Night Scales

Assets and Services influence, introductions, research, training

The Pathfinder lodge of Heidmarch Manor provides a base of operations for missions throughout Varisia and along the western coast of Avistan. One of the newer lodges in the Society, the Manor rose to prominence when the ancient wizard, Runelord Krune, awoke in 4712 AR. Pathfinders across the globe congregated at the Manor to gather information, confront cultists, and deny the resources that the neo-Lissalan religious cults needed to support Krune's rise. In the end, the Heidmarchs rallied the Pathfinders and directed the fight against Runelord Krune, their victory ensuring that he couldn't reemerge from his stasis.

The lodge is also famous for standing against the resurgence of the Aspis Consortium in Magnimar in 4715. The Aspis agent **Maiveer Sloan** (NE male Taldan gold agent) sought to use his business acumen and influence in Magnimar to reinvigorate the smuggling of Thassilonian relics. Venture-Captains Sheila and Sir Canayven Heidmarch once again moved into prominence and led the Pathfinders' efforts to shut down the smuggling ring. As a result, the Aspis Consortium lost a lucrative source of income, damaging the wider organization and fueling more antagonism towards the Pathfinders.

When they founded their lodge, neither Sheila nor Sir Canayven Heidmarch expected to be at the center of such global concerns. They intended to establish a training center in Varisia, which up until then had no official Pathfinder presence. The pair had retired from active field duty to Sheila's birthplace and



spent several years climbing the Magnimar social ladder. Their wealth and personality made the task easier, and before long, they'd achieved enough influence to purchase property around the city.

Sir Canayven and Sheila manage operations together, working in tandem and complementing each other's strengths. Sheila, charismatic and outgoing, handles the public duties, while Sir Canayven, the master logistician, ensures teams have the necessary supplies to achieve their missions. While either Heidmarch could run the lodge on their own, their combined efforts have bolstered the lodge's reputation and increased its popularity. They present the same united front in all their endeavors, whether managing their investment interests at the Bank of Abadar or training resident Pathfinders in the art of research and field planning. The lodge functions smoothly as a result of their partnership, and the Decemvirate leave them to their own operations, contently regarding them as dependable managers.

Heidmarch Manor itself takes up several city blocks, overshadowing the nearby townhouses and businesses, a visible sign of wealth and power. Their manor house, a two-story structure built of brick and wood, sits behind a high stone wall. Visitors and residents alike must check in at the gatehouse with **Ebrylis** (LN male half-elf guard) before gaining access to the compound. The grounds contain two huge carp ponds filled with vibrant, multihued fish. Arched wooden bridges lead from the shore to a small rock island, on which perches a whitewashed gazebo. Fragrant flowers entwine around the bridges and gazebo, lending a wild ambiance to the area. Lotus flowers and water hyacinths float on the surface of the pond, bobbing on occasion as carp nibble on their roots.

To the east of the ponds grows a topiary maze, the tall hedges emitting the smell of pitch and pine. Resembling the Maze of the Open Road at the Woodsedge Lodge (page 106), it has but one entrance and one exit. A private refuge hides at its center, guiding maze-goers to its heart with the scent of roses. These blooms make the sanctuary a riot of color, including countless dozens of rose varieties. Sir Canayven takes great pride in the selection of flora and allocates substantial resources for the procurement of the most colorful and fragrant flowers he can find.

Those Pathfinders who visit the lodge stay in houses scattered throughout the grounds. These chalets, named for several of the old Thassilonian provinces, all feature slate-shingle roofs and colorful Varisian stained glass windows. The layout of each abode varies, though each contains a den, a kitchen, a sunporch, and private sleeping quarters in a loft above the living area. Two of the cottages house the lodge's semipermanent residents, **Almya Gorangal** (LE female human mage-explorer) and **Joadric Heimurl** (NG male human warrior).

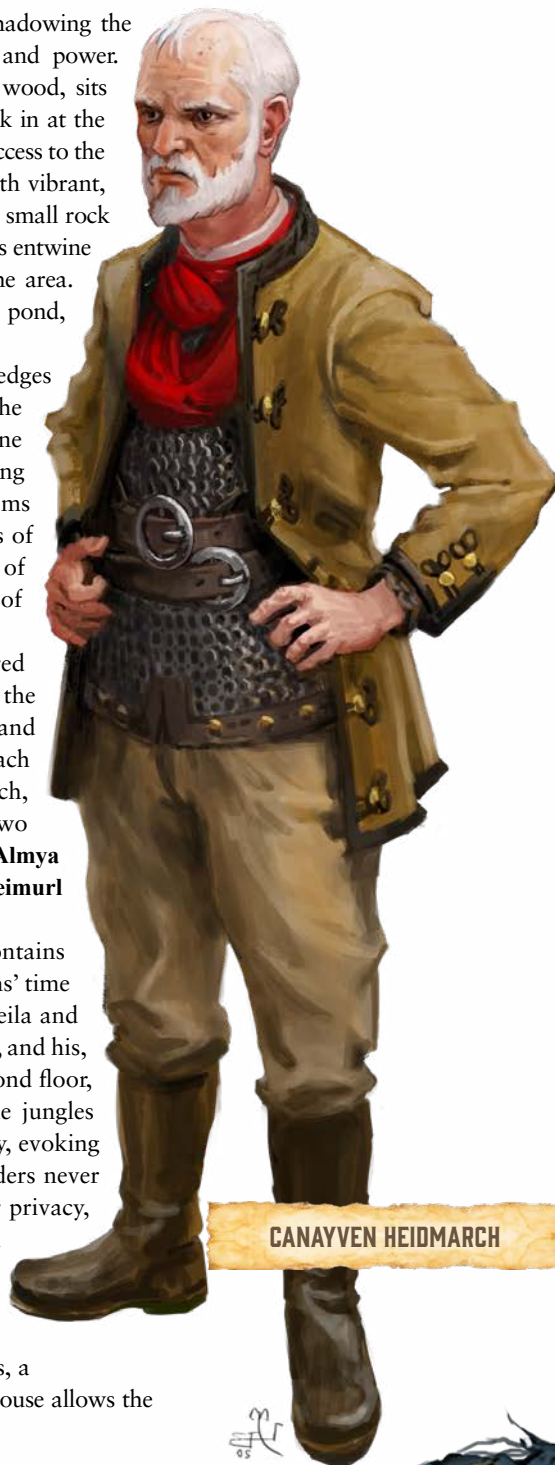
The manor house, built in the half-timbered fashion, contains numerous rooms that each contain souvenirs of the Heidmarchs' time as field agents. The study features matching desks used by Sheila and Sir Canayven that face each other—hers, a neat pile of dossiers, and his, a jumble of ledgers, budgets, and purchase orders. On the second floor, an atrium with a stained-glass roof features plants from the jungles of Garund, creeping vines, colorful birds, and topical greenery, evoking memories of the Heidmarchs' time in the field. Most Pathfinders never see the inside of the residence, as the Heidmarchs value their privacy, though every once in a while, Sheila and Sir Canayven will entertain a notable Pathfinder.

On the opposite side of the compound from the manor house is a similarly sized meeting house, overseen by **Wumbroun Brios** (LN male dwarf custodian). Comprised of meeting rooms, a library, lounges, a trophy room, and a map room, the meeting house allows the

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to the Heidmarchs about the wilds surrounding Magnimar. She identifies potential threats and leads expeditions into the countryside in exchange for goods and materials she can't source herself.

Lord Mayor Sabriyya Kalmeralm (LN female human rogue): Magnimar's new mayor supports the local Pathfinders as a calming, stabilizing influence and resource to combat corruption in the city.



CANAYVEN HEIDMARCH

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LODGE HISTORY

- 4708 AR After a few months of renovations and the construction of a new building solely dedicated to Pathfinder operations, Heidmarch Manor opens its doors as a new Pathfinder lodge in Magnimar.
- 4712 AR Aspis agents aid cultists of Lissala in their attempt to wake Krune, the Thassilonian Runelord of Sloth.

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Heidmarchs to keep their home personal while still supporting the Pathfinder mission. The library shelves hold a mostly complete first edition leather-bound set of the *Pathfinder Chronicles*. Besides the *Chronicles*, the manor library contains many more uncommon and unique tomes from Thassilon's history and a shelf dedicated to the Heidmarchs' own writings. The main meeting hall can hold 50 Pathfinders at once, while several other meeting rooms accommodate smaller groups. The oratorium allows communal dining for all residents at the same time, while a bunk room supplies sleeping quarters.

Visitors outnumber residents at Heidmarch Manor. Due to the quality of the facilities, especially the library, Pathfinders from all over Golarion visit the lodge to conduct research and take advantage of Sir Canayven and Sheila's experience. The Heidmarchs accept anyone with a desire to learn into their home and are willing to shoulder all costs of residence when visitors can't. Instead of formal lessons, Sir Canayven and Sheila present their students with questions and encourage them to find the answers through research and discussion. They support a difference of opinions and lively debates (within reason). When they find a student with aptitude, the Heidmarchs take them under their wing and provide more direct education.

VENTURE-CAPTAINS

Varisian-born **Sheila Heidmarch** (LN female Taldan diplomat) caught the adventuring bug at an early age when she met established Pathfinder **Sir Canayven Heidmarch** (NG male Taldan manager) at a Chelaxian ball. After training as a Pathfinder, she reunited with Sir Canayven in Garund on a Pathfinder Society-funded exploration of the Mwangi Expanse. They married a short time later. Wishing to return to Sheila's native Varisia, the couple retired from active adventuring and settled in Magnimar. There, they integrated with the local society, purchased property in the city, and established a Pathfinder Society lodge in their home. Self-funded, they run research projects to further their personal interests, only bowing to the Decemvirate's will when world-shaking events require it.

Physically, the couple are of similar height and physique. While retired from adventuring, they both keep fit by walking a route that passes by the city's monuments daily, regardless of weather. Sir Canayven, the elder by several years, wears his gray hair short and sports a thick beard, making his dark brown eyes all the more striking. Sheila, born of both Thuvian and Chelaxian heritage, wears her dark brown hair piled in a bun atop her head, gold eyes blazing with the next adventure.

Sheila has the louder, more outgoing personality. Her confident, forthright demeanor intimidates, with her adversaries labeling her as brash or haughty. Sir Canayven, quieter and more reserved, smooths the feathers his partner ruffles and remains a voice of calm in the storm of her tempestuous spirit. They both have quick wits and are always ready to conjure a tale of their own adventuring exploits. While Sheila usually draws the attention of the crowd, most Pathfinders find favor with both her and Sir Canayven.

Though they possess great wealth, only Sheila wears it openly. She favors bright, sumptuous materials and fine jewelry, appearing constantly prepared for high society exploits. Sir Canayven also enjoys quality fabrics but prefers more somber tones and understated cuts, his understated appearance just highlighting Sheila's exquisite style. They appear in society often, at fetes and gatherings hosted by the nobility of Magnimar,

SHEILA HEIDMARCH

Korvosa, and beyond. They know that the strength of the Pathfinder Society relies as much on drawing room conversations as on frontline adventurers, and the pair constantly seeks advantage for themselves, their name, and the Pathfinder Society—in that order.

EVERYNEED PACKS

Sir Canayven prides himself on ensuring that Pathfinders operating out of Heidmarch Manor have the items they need to succeed. Thus, he developed the *everyneed pack*, a belt-pouch-sized pack containing many overlooked but necessary items. Sir Canayven is currently the only person who knows the ritual to produce the pack, but he is happy to give one out to any Pathfinder who leaves his manor.

EVERYNEED PACK

ITEM 3+

UNCOMMON CONJURATION INVESTED MAGICAL

Usage worn on belt; **Bulk** –

Constructed of green material and decorated with a white Glyph of the Open Road, a dozen or more small pockets line the inside of this pack. The pack is enchanted so that each pocket contains common, mundane gear, each item worth no more than 1 gp, such as chalk, flint and steel, and string. It doesn't contain any armor, shields, weapons, or items made of any kind of precious material. Keep track of the exact value of the gear you retrieve from the pack. The pack empties after 8 gp worth of items of your choice are removed, after which it becomes a mundane backpack.

Activate 1 minute (Interact); **Frequency** once per hour; **Effect** You draw any number of pieces of mundane gear from the pack with a combined value of 1 gp or less.

Type *everyneed pack*; **Level** 3; **Price** 20 gp

Type *greater everyneed pack*; **Level** 7; **Price** 100 gp

The pack's pocket contain mundane gear worth no more than 5 gp each. You can draw any number of pieces of mundane gear from the pack with a combined value of 5 gp or less, and the pack empties after 45 gp worth of items are removed.

PATHFINDER OPERATIONS

Pathfinders interested in artifacts from ancient Thassilon have found fertile dig sites in Magnimar and the surrounding Mushfens, as the area was part of the Thassilonian nation of Eurythnia. The emergence of New Thassilon after the recent conflicts between the Runelords Sorshen, Alaznist, and Belimarius stirred other groups' interest in these artifacts as well. Sheila Heidmarch's interest in ancient Thassilonia borders on obsession, and she funds almost any project associated with Lissala—the Thassilonian goddess of runes and fate—or ancient Thassilon. Sheila has reached out to unengaged Pathfinders to reinforce a dig a day south of the town of Sandpoint. There, a Pathfinder team led by **Skolvir Ironhammer** (NG nonbinary dwarf archaeologist) found a skirmish site in the wars between Alaznist and Krune. The group is intent on finishing the repatriating of corpses and retrieving relics before they are disturbed. The Heidmarchs are sending additional Pathfinders to ensure the team completes its goals without interference from outside entities, such as the Aspis Consortium.

A rash of robbery-murders in Magnimar's Beacon's Point district has left residents feeling anxious about their safety. Evidence at the murder sites points towards the Night Scales, oldest and largest of Magnimar's criminal organizations. Organized law enforcement is nonexistent in the Beacons, and after several weeks and multiple incidents, the local guild leaders have approached the Pathfinder Society for help in finding the culprits and protecting the rest of the citizenry.

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The Heidmarchs recognize the danger and quickly mobilize local Pathfinders to combat Krune. They request backup from the Decemvirate, who sends much of the active Pathfinder force to Magnimar and funds the expeditions from Society coffers. The Pathfinder agents gather information, retrieve tools, and confront Krune as he reawakens.

4715 AR After a time of peace, the Aspis emerges again. Following the payment of copious bribes to the Lord-Mayor, a gold-level Aspis agent named Maiveer Sloan restarts the artifact smuggling operations, despite the practice being banned by Magnimar's government. The Council of Ushers approaches the Society to once again confront their rivals and put an end to the Aspis Consortium's smuggling ring. The Pathfinders rise to the occasion and deal the organization a deadly blow that breaks Aspis control in western Avistan.



ICEFERRY LODGE



LODGE OVERVIEW

Name Iceferry Lodge

Lodge Location Iceferry, Land of the Linnorm Kings

Venture-Captain Bjersig Torrsen

Key Members Svala Ice-Rider, Lirall, Mahki, Quil Tabberdash

Allies Frostfur goblin tribe, the Grenskuldr family

Enemies Hjeldr Oakfeller, Ellux Shost

Assets and Services cold-weather survival training, Erutaki and Varki translations and linguistic training, lodging, Pathfinder Sign training, sled dogs, supplies, transportation

LOCAL ALLIES

Frostfur Tribe: The goblins of the Frostfur tribe are small, rambunctious, perfectly suited to exploring northern environments, and completely unfazed by the dangers of the Pathfinder lifestyle. Exactly five members of the Frostfurs have been officially named as Pathfinder agents—three of them via field commissions—but many more Frostfur goblins will happily claim they are Pathfinder agents. Not even Venture-Captain Bjersig Torrsen is entirely sure which Frostfurs are actually Pathfinder agents and which aren't, as when a Frostfur goblin is killed on a mission for the Society, the goblin's *wayfinder* and name are immediately claimed by another Frostfur, who see the title and status as entirely transferable.

The Grenskuldr Family: Grehunde the Sunchaser was a famous Linnorm King nearly 5,000 years ago, and her descendants form the powerful Grenskuldr family in modern-day Kalsgard. When Grehunde's descendant Hlavard sought to bring her magical gorget to the fabled Ulfen holy land

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Though located in a small town in the Thanelands far to the north, the Iceferry Lodge is no simple outpost for adventurers and archaeologists. Venture-Captain **Bjersig Torrsen** (LG male half-orc scholar) has assembled one of the most robust libraries in all the Saga Lands. The Iceferry Lodge's written collection of Varki and Erutaki lore is second to none, and the lodge's staff includes some of the Inner Sea region's preeminent specialists on creatures and hazards of the Crown of the World. Iceferry Lodge member and veteran Pathfinder agent **Svala Ice-Rider** (CG female human explorer) and her snowy owl companion Kuokei garnered much praise in academic circles in the year 4719 AR following the publication of a chronicle recording their discoveries at a dig site detailed in old Erutaki stories. While the mission would have been disastrous if not for the intervention of a Pathfinder rescue team, the strange undead that Svala detailed in her accounts, along with the viscous black substance empowering them, have sparked a renewed interest among adventuring academics to uncover more about the secrets hidden beneath the glacial ice fields of Golarion's northernmost continent.

The Iceferry Lodge began as the personal abode of Bjersig Torrsen. Over the years, Bjersig has outfitted the Iceferry Lodge with a system of colored ropes run through pulleys and connecting to flags and bells throughout the lodge's rooms that can be used to gain his attention, or that of his service dog, a clever husky named Mahki. Depending on what room Bjersig is in, his scribe **Lirall** (NG female gnome Pathfinder agent) or another of the lodge's residents can pull the corresponding rope to wave a flag that catches Bjersig's attention or ring a bell that alerts Mahki that his master is needed.

While Bjersig Torrsen has a significant pool of personal wealth inherited from his parents, most of the Iceferry Lodge's day-to-day expenses are covered by the sale of cold-weather gear, trained sled dogs, and other necessities for traveling the frigid



tundra and snow-covered taiga of the Lands of the Linnorm Kings. The husky Mahki is a natural leader who assists in the training of the sled dogs raised and sold at the Iceferry Lodge—a significant contributing factor in the animals' reputation as the finest sled dogs in the Saga Lands. Many Ulfen jarls travel hundreds of miles to request a pup from the Iceferry Lodge kennels.

While it's no surprise that the Iceferry Lodge is the home base of numerous Ulfen agents, the lodge also boasts one of the most robust populations of gnome agents in the Inner Sea. The city of Kalsgard, located on the opposite side of the Rimeflow River from Iceferry, has a thriving gnome community overseen by the gnome cleric of Nivi Rhombodazzle and Pathfinder agent **Quil Tabberdash** (N female gnome priestess). With prominent gnome members such as Lirall and Quil working out of the Iceferry Lodge, many gnomes with a taste for adventure find their way north from Kalsgard to the lodge. Quil spends much of her free time finding exciting activities for the gnomes of Kalsgard to ward off the deadly Bleaching—the life-sapping affliction that claims gnomes who sink too far into ennui—and also recommends gnomes to the lodge when she believes that they're close to succumbing to the disease's grasp. She hopes that an expedition into the far reaches of the Saga Lands might provide the stimulation needed to restore a waning gnome's vitality.

Perhaps the most unusual residents of the Iceferry Lodge are the Frostfur goblin tribe. With blue skin and white fur, the Frostfurs are distinct in appearance from their southern cousins, though they share the typical goblin love of fire and hatred of dogs and horses. The Frostfurs who make their home at the Iceferry Lodge have settled into a nonviolent but antagonistic relationship with Mahki, occasionally playing harmless pranks on the husky before fleeing in terror as the riled dog chases them away.

While some lodges have special insignias or articles of clothing that they distribute to identify their members, the members of Bjersig's lodge focus on practicality. Their clothing typically consists of sturdy leathers treated to withstand rain and snow, with thick fur cloaks and fur-lined boots sewn to conserve heat. Virtually all members of the Iceferry Lodge also carry a set of carefully maintained snowshoes, regardless of the time of year. While such footwear is, of course, vital during the long northern winters, they can be equally valuable during the short summers. The top layer of permafrost beneath the tundra that covers much of the Lands of the Linnorm Kings turns into a swampy mire when the weather warms; this creates a muddy morass that grabs and clings to booted feet, potentially leaving an ill-prepared explorer bootless or immobilized. A proper set of Iceferry snowshoes, tightly woven and in good repair, can be just as useful for traversing these deadly swamps as they are for crossing deep snow.

Many explorers setting out from the Iceferry Lodge also prioritize skis among their equipment. A solid pair of waxed skis can be used to cross snowy landscapes quicker than most mounts can manage, enabling a skilled team to travel up to 50 miles a day across the snowy plains and tundra that stretch across the Lands of the Linnorm Kings, from Kalsgard to Icemark and beyond. Other supplementary gear, though situational, can be crucial for certain expeditions. Collapsible long poles with flattened plates attached to the base, for instance, are key for those crossing streams and rivers. Each tool has its purpose, though the more specialized a piece of equipment is, the less likely it is to be carried by every agent setting out.

(cont'd)

of Valenhall, his ship foundered a few days into the journey, the family heirloom thought lost forever. When a team of intrepid Pathfinders found and recovered the relic, they also earned the trust and respect of the Grenskuldrs, whose political connections and vast wealth have opened doors that would otherwise have remained barred to Venture-Captain Torrsten and his agents.

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FROSTFUR AGENT

THE JARLSBLOOD WITCH

Perhaps the most famous mission undertaken by the Iceferry Lodge was inspired by a story published in the *Pathfinder Chronicles* known as "The Jarlsblood Witch." Several hundred years ago, a woman named Kolvi set out on a mission to slay a linnorm and claim the title of Linnorm King. The nearby monarch Alvard and his warriors attempted to ambush Kolvi just a few days into her quest, but Alvard was thwarted by a fey whose ire he had earned in a previous dealing. Even so, Kolvi was blamed for the fey magic that slew Alvard and was brutally executed as a traitor.

In the year 4718 AR, the Pathfinder Society finally proved that Alvard had been slain by a fey monster known as an ijiraq, clearing Kolvi's name and vindicating her family, who had been banished following Kolvi's execution. Clearing Kolvi's name caused a cascade of political reform to sweep across the Inner Sea region; one of Kolvi's descendants, serving under the Taldan king, was able to reveal the political maneuverings of the cruel tyrant once their family's banishment was lifted. These revelations helped warn Grand Princess Eutropia about the violent political upheaval that would soon sweep through Taldor, giving her the upper hand in a conflict that would culminate with her securing the Taldan throne.

Bjersig's expertise in the Napsu-Signs (page 15) used by Pathfinder agents all over the world also makes the Iceferry Lodge a common stop for agents and academics looking to learn or refresh their knowledge of the system. Bjersig's regular use of Napsu-Sign in conversation creates an immersive environment that aids in the learning process, and his keen eye often catches sloppy habits or gestures that might obscure the meaning of various signals in the field. Most agents who spend significant time at the Iceferry Lodge end up receiving supplementary training on the Pathfinder hand-sign language, either directly or through regular, repeated exposure.

SNOWSHOES OF THE LONG TREK

The Iceferry Lodge has lost more agents to inclement weather than linnorms and yetis combined, and the lodge now enforces mandatory cold weather training before supplying any agents. The lodge always has several sets of *snowshoes of the long trek* available for purchase, and Bjersig is known to gift them to agents who perform particularly valuable services for the lodge.

SNOWSHOES OF THE LONG TREK

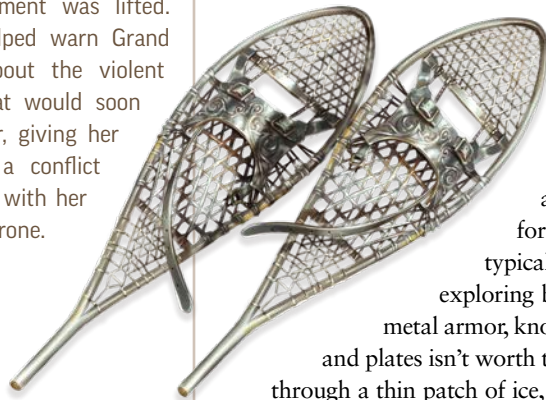
ITEM 5

UNCOMMON MAGICAL TRANSMUTATION

Price 550 gp

Usage worn; Bulk –

These magically enhanced snowshoes are practically a necessity when traversing the gelid tundra and snow-drenched taiga of the Saga Lands. The *snowshoes of the long trek* allow their wearer to walk across ice and snow with the same surety as dry earth, ignoring the uneven ground and difficult terrain caused by ice and the difficult terrain caused by snow (reducing greater difficult terrain from ice or snow to ordinary difficult terrain). In addition, a character wearing *snowshoes of the long trek* gains a +5-foot status bonus to their Speed while moving across snow or ice and is never at risk of breaking through naturally-occurring loose or soft snow.



VENTURE-CAPTAIN

Venture-Captain Bjersig Torrsen is a half-orc man topping 6-1/2 feet in height, though his well-muscled frame is surprisingly slender. A skilled warrior trained in sword, axe, and bow, Bjersig favors a bastard sword for its complimentary reach and versatility. He

typically also carries a brace of throwing axes when exploring beyond the borders of Iceferry. Bjersig eschews metal armor, knowing that the protection offered by metal links and plates isn't worth their extra weight that might send him crashing through a thin patch of ice, or their tendency to draw away vital heat and leave him unnecessarily vulnerable to Iceferry's frigid temperatures.

Bjersig's mother was an experienced half-orc Pathfinder agent, and his father was a respected jarl in service to Linnorm King Sveinn Blood-Eagle. Bjersig had a robust and well-rounded education, receiving training in a variety of weapons, Ulfen etiquette, sailing, and wilderness survival. Bjersig's father sailed off to Valenhall alongside Sveinn Blood-Eagle when the linnorm king set off on his last great voyage. The venture-captain's mother, Torrsa Brightlaugh, had left with her raven companion to adventure the year before, knowing that she and her husband would never meet again in this life. Though he hasn't seen her since her last departure, Bjersig occasionally spies a large raven in the trees near his lodge, and if the scribe Lirall or another of the lodge's longtime residents is present, Bjersig occasionally asks if they think the bird might be his mother's companion Rainwing.

Bjersig, who was born deaf, has a rarely used, quiet baritone, but his preferred method of communication is an expanded variant of the Pathfinder Society's Napsu-Sign language. He incorporates a larger array of concepts and words

drawn from Ulfen sign language than the more simplistic signals taught to agents at the Grand Lodge. Those who haven't received training in Napsu-Sign but who are familiar with Ulfen sign language are typically able to understand Bjersig's communications with little difficulty.

Though his stature and strength are impressively powerful, Bjersig is a scholar at heart, preferring to spend his days deciphering old scrolls and cataloging the discoveries of his agents. During one of Bjersig's first visits to Absalom, a Thuvian Pathfinder mistook Bjersig for a page when they didn't recognize the quiet man. The would-be scholar quickly realized the error of their assumption during a presentation later that evening when Bjersig handily dismantled their thesis on the migratory patterns of magical birds by citing contradicting evidence from numerous other experts in related fields, with references spanning nearly 100 years of records.

PATHFINDER OPERATIONS

While Bjersig Torrsen is widely respected by Ulfen, Varki, and Pathfinders alike, the rest of the Society is viewed less generously by some of the residents of nearby Kalsgard. The Oakfeller family of Kalsgard blames their recent loss in the historic cross-country race known as the Balgirdtrek on a competing team consisting of Pathfinder agents. **Hjeldr Oakfeller** (CN male human ranger) has taken the loss particularly hard and spends much of his free time watching for opportunities to sabotage Pathfinder agents launching expeditions from Iceferry and blaming them for whatever he can.

To claim the title of Linnorm King, one must first slay a linnorm. As one of the last well-provisioned trading posts on the edge of a vast, monster-infested wilderness, the Iceferry Lodge has hosted the inauguration of many a would-be linnorm king, though few ever return from these trips to claim a throne and dominion. Despite the frighteningly low success rate of these missions, every season sees at least one intrepid adventurer stopping at the lodge to provision their travels, occasionally seeking porters or guides willing to assist them in their hunt for a linnorm.

A much more common danger than linnorms for northbound adventurers are the fierce yeti clans who lair in partially concealed caverns near ancient portals and ritual sites. While the yetis rarely move far from their ancestral homes, unwary adventurers and overeager archaeologists who stumble into a domain protected by a yeti clan are likely to find themselves torn limb from limb by the fearsome guardians before they have time to realize their mistake.

Iceferry Lodge has also gained another nemesis recently. **Ellux Shost** (NE male gnome lich) was originally a gnome with a macabre plan: first master the dark arts of necromancy, then build an undead army of gnomes and burrowing animals, and finally conquer the Saga Lands and create an unrivaled gnome kingdom in the north. Unfortunately for Ellux, the other gnomes of Kalsgard were appalled by his dark goals and drove him out of the city. Undeterred, Ellux continued his efforts until a group of Pathfinder agents assisting the gnome priestess Quil Tabberdash thwarted his plans and slew the gnome necromancer in combat. Not even death could deter Ellux for long though, and now, arisen as an undying lich, Ellux plots to throw the northland into chaos.



BJERSIG TORRSEN AND MAHKI

LANTERN LODGE



LODGE OVERVIEW

Name Lantern Lodge

Lodge Location primary lodge: Goka; secondary lodges: Absalom, Haseong (Hwanggot), Kayajima (Minkai), Zom Kullan (Nagajor), Ramparassad (Dtang Ma)

Venture-Captain Amara Li

Key Members Yi Da Som, Kukuha Mukai, Keld Si Rung, Nehari Siriwardana

Allies Empress Ameiko Amatatsu of Minkai, Hirabashi Jiro, Way of the Kirin

Enemies Golden League

Assets and Services antiques, negotiators, translation services

LOCAL ALLIES

Ameiko Amatatsu (CG female human empress): Born Ameiko Kaijitsu, the empress of Minkai was once proprietress of the Rusty Dragon Inn in the Varisian town of Sandpoint. Upon learning of her heritage as the heiress to the Minkaian throne, she assembled a group of adventurers to help her reclaim her birthright. As empress, Ameiko allowed the formation of a Pathfinder lodge in northern Minkai. She values Pathfinders as both a link to her homeland and as a stabilizing force.

Hirabashi Jiro (NG male human samurai): Jiro is a middle-aged man with long black hair in a topknot and a grouchy expression, as well as a passion for the game of shogi that demonstrates more enthusiasm than skill. He has a pact of support with the Pathfinders of Minkai, and together his fellow samurai and the Lodge protect the country from any threats.

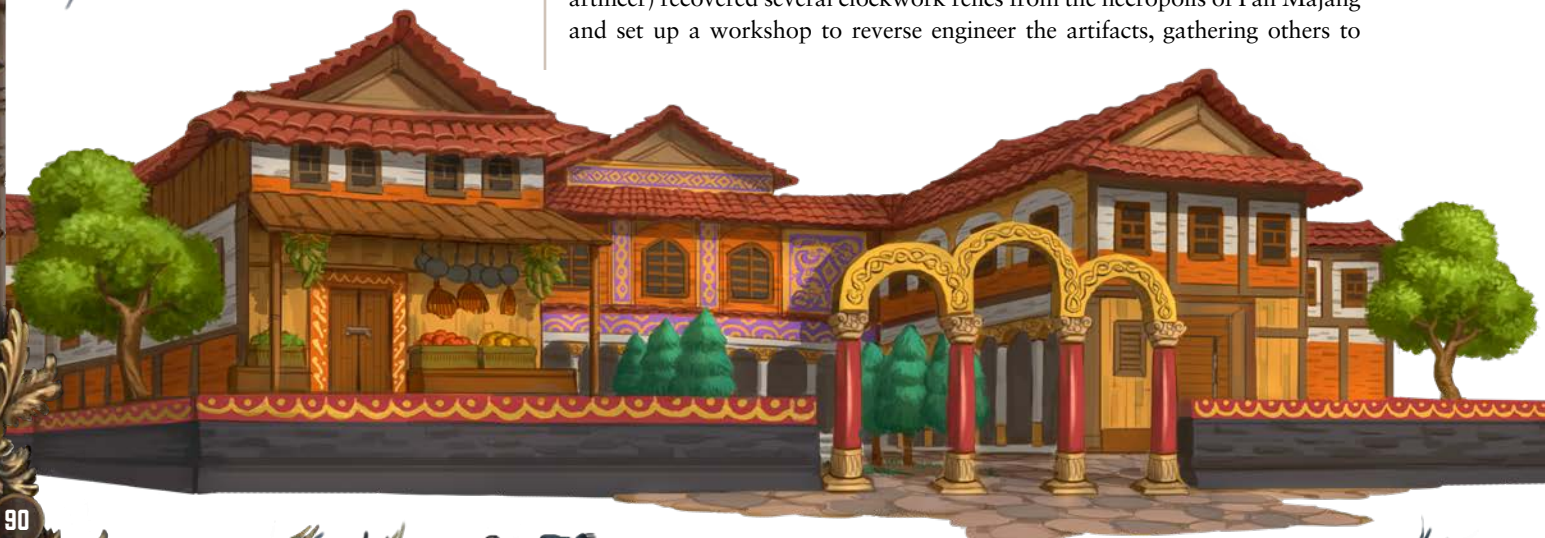
The Way of the Kirin: A mercantile organization with military protection, the Way of the Kirin was almost extinguished during the collapse of the Lung Wa empire. Seeking to reestablish

(cont'd)

An anomaly in the Pathfinder Society structure, the Lantern Lodge is a co-op of lodges scattered throughout Tian Xia. From her premier lodge in the city-state of Goka, Venture-Captain **Amara Li** (N female human bard) acts as the point of contact between the various Tian lodges and between Tian Pathfinders and Society leadership in Absalom. Amara founded the Lantern Lodge of Goka as an organization to preserve historical knowledge. Ambitious and driven, she sought allies and chose the Pathfinder Society, as the two organizations espoused similar goals. In 4711 AR, Amara traveled to Absalom and met with the Decemvirate. During her stay, she purchased and refurbished a building in the Petal District; she named it the Lantern Lodge, as it was a replica of her lodge in Goka, and opened its doors to Society agents. For many Pathfinders, Amara's introduction to Gokan lifestyles and customs woke a desire to learn more, and they formed a faction around her, also called the Lantern Lodge.

After forging the bond between the Lantern Lodge and the Pathfinder Society, Amara supported the Pathfinder goal of finding agents and items to aid them in winning the Ruby Phoenix Tournament—a competition held in Goka that earns the victor a single artifact from the collection of the legendary Ruby Phoenix, **Hao Jin** (LN female human sorceress). For more than a year, Amara used her influence and resources to assist Pathfinders traveling throughout Tian Xia. Many agents went to find contestants and stayed to pursue other activities, such as aiding villages and investigating haunted houses. In 4713 AR, the team fielded by the Society won the tournament and secured the artifact known as the *Hao Jin Tapestry*; Amara returned to Goka for the tournament and now only visits Absalom occasionally. The Lantern Lodge of Absalom remains open to Pathfinders, however, and Amara encourages exchanges of Pathfinders between Tian Xia and the Inner Sea region.

During Amara's absence, one traveling agent formed the Southern Tiger Lodge in Ramparassad, Dtang Ma. **Nehari Siriwardana** (CG female human artificer) recovered several clockwork relics from the necropolis of Pan Majang and set up a workshop to reverse engineer the artifacts, gathering others to



assist her. Upon her return, Amara learned about Nehari's works and negotiated a merger, bringing the Southern Tiger Lodge into the Lantern Lodge fold.

Amara continued her quest for alliances by reaching out to a mercantile group, the Way of the Kirin, as a potential ally in ensuring the preservation of history throughout Tian Xia. The Way of the Kirin accepted the invitation and placed its vast resources at the Pathfinders' disposal, increasing the profile of both organizations. Their alliance drew the attention of the Golden League, an organization dedicated to manipulating markets through both legal and nefarious means. They resented the actions of Society members in the area, and began to disrupt or thwart Pathfinder operations by any means possible.

Two years after her return, Amara tasked returning field agent **Yi Da Som** (LG female samsaran scholar) with compiling copies of all books recovered by Pathfinder teams in Tian Xia for distribution to lodges throughout Golarion. Settling in Haseong, Hwanggot, Da Som quickly assembled a team of Pathfinders to fulfill Amara's directives. One of the mysterious samsaran people, who reincarnate over many lifetimes, Da Som bears the signs of her trade with ink-stained fingers and her heritage with periwinkle skin and eyes with no irises. A natural orator who observes the formal etiquette of the Hwan people, her demeanor inspires confidence in others, making the Hwanggot Lantern Lodge one of the most popular outposts for Pathfinders in Tian Xia. When she speaks, her voice offers a pleasant cadence to the listener's ears.

The Lantern Lodge's newest branch is the Three Gates Lodge, located on the island of Kayajima off the coast of northwestern Minkai. Seeing the island's ideal diplomatic location, Amara petitioned the Empress of Minkai, Ameiko Amatatsu, for permission to establish a Pathfinder lodge in one of the ancient fortresses still standing in the region. The empress granted her permission, and Amara dispatched her protégé, **Kukuha Mukai** (LN female tengu monastic keeper), who along with Pathfinders was able to treat with the island's spirits and reactivate its magic. Tall and elegant, Kukuha trained at Minkai's Gentle Breeze Monastery for several years and carries many of those practices with her; she dresses simply in plain garments that match her dark feathers and prefers to preempt conflict rather than argue head on, extricating herself whenever discussions get too heated.

As Pathfinders in Absalom studied the *Hao Jin Tapestry*, they soon learned that instability in the tapestry meant all of its occupants were in danger and needed to be returned to the Material Plane. A group of agents ventured into the Darklands beneath Nagajor and evacuated the ratfolk denizens of a cavern called the Broken Ticker in time for the return of the chunk of earth ripped from the Darklands by Hao Jin herself, now a giant ark that contained the fleeing residents of the *Hao Jin Tapestry*. Both the people of the Broken Ticker and the tapestry were saved from destruction, but the evacuation crushed the ratfolk settlement. Amara, concerned about stability in the area, founded a lodge in the jungle capital of Zom Kullan and tasked veteran Pathfinder **Keld Si Rung** (LN male nagaji scout) as leader to keep an eye on the newly returned settlement.

In 10 short years, Amara achieved her ambition—the Lantern Lodge of Goka has now developed into the Lantern Lodge of Tian Xia. Pathfinders of all occupations travel the land, retrieving historical items of significance and chronicling the history of her people. As she forms new lodges, she ensures they retain similarities while embracing local customs and traditions.

Each of the lodges shares a similar architectural layout: a series of adjacent quadrangles within a surrounding wall forms the basis of each lodge, and a three-arched gate allows access to the buildings within. The buildings are set upon

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influence in Tian Xia, Kirin leader **Iko Tsuneo** (LN male human samurai) and Amara Li negotiated an alliance between the Way of the Kirin and the Pathfinder Society. By pooling resources, the groups exponentially increased their reach throughout all of Golarion. The organizations have partnered on several endeavors since the forging of the agreement and the coalition remains strong.



YI DA SOM

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LODGE HISTORY

- 4710 AR Amara Li seeks to expand the influence of the Lantern Lodge of Goka outside Tian Xia by allying with the Pathfinder Society.
- 4711 AR Amara Li establishes a branch of the Lantern Lodge in Absalom after meeting with the Decemvirate.
- 4712 AR Pathfinder agents traverse the continent of Tian Xia, looking for participants and items to assist them in the Ruby Phoenix Tournament. One of the agents, Nehari Siriwardana, founds the Southern Tiger Lodge in Dtang Ma.

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foundational platforms and the walls move to catch breezes and open smaller rooms into communal spaces. Each quadrangle supports a different function, revealed by the level of decoration in each. The quadrangle closest to the gate house, ornately painted and appointed, affords a place for meetings and scholarship. The middle section is plainer and more utilitarian, and provides residential facilities. The back quadrangle supports domestic activities such as cooking and cleaning, and has many implements and foodstuffs hanging from its beams and walls. Around each building itself, flagstone pathways lead between fields of pots, well-manicured trees, and calm ponds.

While each lodge shares a similar layout, they are built using indigenous materials. The lodge in Haseong was developed using stone and clay, while the lodge in Minkai is made of lacquered wood and paper. The lodge in Dtang Ma uses wood and clay, and most of the lodge in Zom Kullan is made from stone. The lodge in Goka was fashioned with a few rooms in the style of the Inner Sea region to cater to those visiting from outside Tian Xia, but the rest of the lodges don't. Most of the Pathfinders in Tian Xia come from local regions, and so most lodges don't see a need to accommodate outsiders—the lodges expect foreign Pathfinders who stay for an extended period to acclimate to the local customs. Amara encourages a minimalist lifestyle for the residents,

encouraging Pathfinders to step back from the hustle and bustle of duties to a more relaxed existence. Lodges don't employ domestic staff, so residents must cook, clean, and care for themselves. The emphasis on self-reliance fits well with the Tian mindset, and many agents take positions in Tian Xia to get away from the rush of the Inner Sea lodges.

VENTURE-CAPTAIN

Born and raised in Goka, Amara Li learned the skills of the courtly arts as protection against the vagaries of life at the insistence of her family. These skills included singing, dancing, reading, poetry, and playing musical instruments. While she abandoned that path to become a historian, Amara continues to practice these skills. She values the benefits of a cup of tea so much that she insists all Pathfinders who visit her lodge spend time participating in a formal tea ceremony. No matter the business at hand or the urgency, she uses the time during the ceremony to focus her mind and prepare to meet the presented challenges.

Amara has a cosmopolitan personality, and her appearance blends Inner Sea style and Gokan aesthetic. Most often, she chooses Avistani-style shirts and skirts, covering them with Gokan dresses or robes in bright jewel tones. She wears full Gokan cosmetics, painting her skin white, lips red, and lining her eyes with black kohl. A lover of fresh flowers, she wears them in her hair as accents and decorates her living space with many arranged bouquets, their heady scents filling the room.

In founding the Lantern Lodge and establishing the alliance with the Pathfinders, Amara established herself as the premier venture-captain in Tian Xia. From the moment the lodge was sanctioned, her competence and acumen spread the renown of the Tian Xia lodge, even raising her to the position of faction leader for several years. As the focus of the Decemvirate has shifted away from the Lantern Lodge, she has distanced herself from Society faction politics. Today, she focuses her energy on preparing the lodge for the next installment of the Ruby Phoenix Tournament, which she believes will spark renewed interest in the region from the Society at large.

Amara achieved many of her goals before she turned 35. Still young, she plans on managing the lodge for many more years, but she always keeps an eye out for prospective students to mentor or potential venture-captains for new lodges. Visitors who think they can



AMARA LI

best her, misreading her delicate sense of style or reserved demeanor, are often overwhelmed by her iron will and fierce determination. Those who embrace her leadership find a stalwart ally who supports their advancement and considers their best interests alongside those of the lodge.

BOOK OF TRANSLATION

Traveling Pathfinders strive to make favorable impressions when meeting new people, using the local language as often as possible as a sign of respect. To assist Pathfinders who don't speak the languages found in Tian Xia, Venture-Captain Amara Li developed a book of common phrases. The books of translation that Amara offers typically cover Tien, the most common language spoken in Tian Xia, though she has books with translation for most languages spoken throughout the continent.

BOOK OF TRANSLATION (TIEN)

ITEM 2+

UNCOMMON

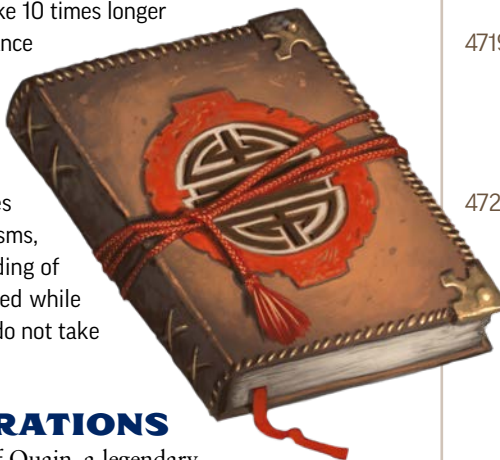
Usage held in 1 hand; **Bulk** L

The book is leather-bound and decorated with the symbol of the Lantern Lodge. Red and gold cords wrap around the book and tie to keep it shut. Each volume offers translation for a different language. When working with a book of translation, you can attempt Diplomacy checks to Gather Information or to Make an Impression with creatures that speak the language featured in the book, even if you do not speak the language. Such checks take 10 times longer to complete and you take a -2 circumstance penalty to the check due to your limited communication capabilities.

Type standard; **Level** 2; **Price** 25 gp

Type advanced; **Level** 5; **Price** 125 gp

An advanced book of translation features more complex phrases, local colloquialisms, and assumes a rudimentary understanding of the featured language. Checks attempted while using an advanced book of translation do not take a circumstance penalty.



PATHFINDER OPERATIONS

In the city of Khitai in the province of Quain, a legendary weaponsmith forges blades worthy of heroes. **Bukiya Haruhisa** (CN male human smith) crafts the weapons out of rare materials and alchemical components. Owning one of Haruhisa's blades, which are often worth more gold than an average mansion in the Inner Sea region, confers status and signals the importance of the bearer. Yet rumors abound that, along with creating the swords out of high-quality rare materials, Haruhisa binds souls into the blades—a rumor the bladesmith quickly denies. Venture-Captain Amara Li recently sent a group of Pathfinders to negotiate the purchase of one of Haruhisa's blades as a gift to the newly public Decemvirate member Eliza Petulengro. When the agents arrived in Khitai, however, they learned that Haruhisa had closed shop, taken his tools, and headed into the foothills of the Iron Mountain to escape the attention his fame brought upon him. Claiming a desire to create in peace, he left few traces of his travels to his new workshop. The Pathfinders now seek to find Haruhisa and negotiate the purchase of a hero's blade before they return to Goka.

Several years ago, a major incursion of qliploth flooded the Kaimuko Wood, part of the nation of Tianjing. Defeated by an alliance of Pathfinders, members of the Way of the Kirin, and local celestial residents, the qliploth retreated to the Abyssal plane via a chasm in the wood. Recently, tengu scouts and aasimar patrols have reported movement in the wood. **Wevenial Brulini** (LG female aasimar vanguard) sent a call to their allies to once again assist them in preventing a large-scale invasion of qliploth.

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- 4713 AR Iko Tsuneo and Amara Li forge an alliance between the Pathfinder Society and the Way of the Kirin. Amara returns to Goka and begins expanding the Lantern Lodge's influence throughout Tian Xia.
- 4715 AR The Hwanggot branch of the Lantern Lodge in Haseong is founded under returning field agent Yi Da Som.
- 4718 AR The battle of Kaimuko Wood is fought between an alliance of Pathfinders, mercenaries funded by the Way of the Kirin, and celestial-blooded inhabitants of Tianjing on one side and the qliploth of the Abyss on the other. The alliance is victorious, and their enemies retreat into a chasm that leads to the abyss.
- 4719 AR Amara Li establishes a branch of the Lantern Lodge in Zom Kullan under the leadership of Keld Si Rung, veteran of the Red Harvest.
- 4720 AR Kukuha Mukai, Amara's protégé, establishes a Pathfinder lodge on Three Gates Island in northwestern Minkai.

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NEXUS HOUSE



LOCAL ALLIES

Ambellek Dyr (LN male human arclord):

Dyr is one of the Arclords of Nex, a coalition of wizards who impose the guidance they believe the archmage Nex would want upon the nation. Most Arclords engage in spirited infighting, and Ambellek relies on his friendship with Venture-Captain Sebneth to gain lore to use against his rivals. He owes Sebneth many favors, as she frequently reminds him.

Kohili Nakete (NG male human merchant): Kohili is a member of the Merchant's League and a wealthy trader from Kibwe who settled semi-permanently (cont'd)

LODGE OVERVIEW

Name Nexus House

Lodge Location Quantum, Nex

Venture-Captain Sebneth Sanserkoht

Key Members Kharso Elspar, Pya Hundo (retired)

Allies Arclords of Nex, Merchant's League, Rumbra Sanserkoht

Enemies Arclords of Nex, Spellscar Desert assassins

Assets and Services connections with Quantum elites, early Pathfinder Society records, lodging, magical extravagances

Nexus House is the second-oldest Pathfinder Lodge, built 400 years ago in Quantum, the capital city of Nex. Its founders were Adolphus, a bookish Taldan scholar, and Princess Ganjay of the island nation of Bhopen. Their romantic, swashbuckling, continent-striding story seems more folktale than reality, but it is grounded in truth. Perhaps considered their most daring exploit, they "liberated" copious funds from the treasury of Bhopen, which they used to build the headquarters for the lodge in Quantum. To add local appeal to their roles, they adopted the Nexian title of "vash-vatom" rather than the title of venture-captain that was used for leaders at Absalom's Grand Lodge.

Nexus House is sprawling and sumptuous, a fusion of the most opulent Vudran styles and the rich stone-working traditions of Nex. The building occupies most of a wide, shallow lot, with the smaller buildings on each side adding to its expansive appearance. Large windows and arches punctuate the stone surface, creating an airy appearance despite the mountains of gorgeous striated stone used in its construction. Fanciful tracery accentuates these architectural features, giving the entire building a graceful, unusual look. There is little room for outbuildings on the lot, which are limited to a stable, garden shed, and greenhouse. The gardens and park are also somewhat limited, though adequate for a grand residence in the heart of such a large city.

Within the building, spacious rooms open into each other or connect with wide halls. Arches of varying styles abound, contributing to the airy, rambling feel, and detailed flourishes accentuate windows and walls. The layout throughout has a sense of the unpredictable, as though a brilliant architect had improvised as the building was being constructed. Against the backdrop of whimsical architecture is a multitude of statues, paintings, draperies, and tapestries. In smaller rooms, these artistic embellishments would be overwhelming, but here they are arranged with the care and style of a well-curated museum.

Most notable among the many extravagances of Nexus House are the luxurious magical effects, including the charms that preserve the artworks and the furniture. An additional enchantment keeps everything perpetually clean: dust simply disappears, as do muddy footprints and greasy fingerprints. This charm affects visitors too, with dusty boots nicely shined and ragged hems neatly stitched within a few minutes of entering Nexus House. The dishes and cookware wash and store themselves upon command, and

a small rotation of meals prepare themselves on a set daily schedule. Magical effects control lighting and ambient temperature and supply heated running water to many basins. Some windows look out on far-away landscapes, and some closets lead to unexpected destinations, like a steaming hot spring, a quiet forest path, or a vast sand dune. Whether an unexpected location is merely a convincing illusion or an actual gateway to a distant land seems to change as often as the destinations themselves. A handful of magical doorways provide additional routes—usually, though not always, shortcuts—to move around the sprawling building.

Some of Nexus House's magical effects signal themselves immediately upon entering the front hall. A full 30 feet across, this hall boasts a waterfall that flows upwards from floor to ceiling, where the water disappears. Life-sized statues of the founders, Adolphus and Ganjay, stand just beyond, holding hands. Rumors persist that these statues sigh or nod when lovers walk past them.

The building contains several sitting rooms, libraries, and archives, including at least two ballrooms, a variety of dining rooms—where meals of varying quality and elegance magically appear—a lecture hall, and dozens of guest rooms. Each room has its own theme, with a piece of art, an inimitable object, or a rare magical effect as its focus. A well-known example of this is the Orrery Archive: designed when astronomy was all the rage among the well-to-do of Nex, the archive includes a massive brass-and-steel orrery at its center. The orrery features not only the solar system, with Golarion and the other planets revolving around the sun, but also comets and other celestial bodies. Each globe glides easily along well-oiled tracks, and a single push sets the entire system in motion.

The current vash-vatom lives in Nexus House with a small staff of secretaries and assistants; the House's magic makes a large serving staff unnecessary. Pathfinders are welcome to stay whenever their business or leisure takes them to Quantum. Nexus House also hosts a regular series of lectures, garden parties, and other gatherings. Most of these events are decades or even centuries old and are woven into the social tapestry of Quantum. The current staff of Nexus House finds it annoying to cater to Arclords, nobles, and merchant princes who expect these events to occur as they did under the prior vash-vatom, but the lodge's quick magical preparations mean that such events aren't particularly burdensome on the staff. Due to the presence of overly curious dignitaries from Quantum at the lodge's social events, visitors to Nexus House struggle to keep secrets for long. The previous vash-vatom, Pya Hundo, took to labeling certain rooms or entire wings of Nexus House private, but his successor, **Sebnet Sanserkoht** (NG female gnome vash-vatom), finds these restrictions "appallingly unneighborly" and has removed most of them. Sebnet grudgingly keeps a few of the libraries or galleries containing truly valuable or dangerous items off-limits to all but Pathfinder agents.

Nexus House remains the preeminent lodge in Garund in which Pathfinders can submit their exploits for publication in the *Pathfinder Chronicles*. Each lodge has its own methods for submission, and Nexus House's are as traditionally Nexian as the title of vash-vatom. Nexian courts employ presh-varmas, magistrates who are equal parts scribe and skeptic, and Nexus House appoints a retired Pathfinder as presh-varma to hear and record prospective entrants, winnowing all but

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in Quantum. He sold a large load of Mwangi curiosities to Sebnet—which her assistants are still slowly cataloging—and the two became good friends.

Pya Hundo (LN male human retired vash-vatom): Pya led Nexus House for 38 years before retiring. Although he and Sebnet don't get along, as Pya is a stickler for rules, Sebnet frequently calls on his institutional knowledge about Pathfinder lore and Quantum society.

Rumbra Sanserkoht (NE female gnome bounty hunter): Rumbra is a stubborn bounty hunter and Sebnet's older sister. A job brought her to Quantum 2 years ago and afterwards she set up a business, Rumbra's Recovery. Rumbra and Sebnet couldn't be more opposite; Rumbra is grim, taciturn, and bloodthirsty by nature. Yet they are family, and Sebnet frequently has need of her sister's unique skills.



KHARSO ELSPAR

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LODGE HISTORY

- 4322 AR Nexus House is founded by a Pathfinder, Adolphus, and Princess Ganjay.
- 4364 AR Princess Ganjay dies, and Adolphus quickly follows. The Princess Assembly, a biennial ball to celebrate Ganjay's life, is established as one of Quantum's premiere social events.
- 4654 AR Agrellus Kisk, leader of the Arclords of Nex and member of Nex's ruling Council of Three and Nine, demands Nexus House surrender a series of tomes about extraplanar prisons. Vash-Vatom Torthis refuses, citing security concerns. Relationships between Nexus House and Nexian aristocracy sours, but the Princess Assembly of this year is one of the best-attended and most intrigue-laden events in memory.
- 4655 AR Agrellus pronounces Nexus House politically and magically separate from the nation of Nex. Pathfinders hold off a 16-day siege of vengeance-seekers and looters before Agrellus suddenly reverses the pronouncement.
- 4673 AR Pya Hundo becomes vash-vatom upon his superior's murder. Pathfinder investigators identify the perpetrator was a summoned genie who also stole a magical map titled *Incongruous Domains*.

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the most deserving from the annual submission to the Grand Lodge. Serving as presh-varma for the past century is a dour, elderly dwarf named **Kharso Elspar** (LN male dwarf presh-varma), who can become squeamish and dismissive if a tale happens to remind him of his own harrowing years in the field.

GANJAY BOOKS

Among many pleasant, aristocratic diversions, Princess Ganjay mastered the art of paper folding. Ordinary paper can only be folded a certain number of ways and to a certain thickness; although such folding can produce artistic forms such as boats, lotus flowers, and boxes, the paper's nature remains limited. Ganjay developed several new folds and tucks, assisted by the *mage hand* and *prestidigitation* cantrips, to create impossible new geometric shapes, or even make items physically smaller. Princess Ganjay left clues about different types of folds around Nexus House, and Pathfinders who practice paper art enjoy finding strangely folded books in the Nexus House archives.

GANJAY BOOK

ITEM 1

UNCOMMON MAGICAL TRANSMUTATION

Price 10 gp; **Bulk** L or –

This item is a formula book, religious text, or spellbook that has been creased—possibly by Princess Ganjay herself—to fold up into an impossibly small shape. When folded up, the book can't be read or used, but its Bulk is reduced by 1 (a book that is 1 Bulk becomes light Bulk, and a book that is light Bulk becomes negligible in weight).

Activate 1 minute (Interact) You fold or unfold the Ganjay book, manipulating the cunning creases.

VENTURE-CAPTAIN

The cheerful gnome Sebneth Sanserkoht is the current vash-vatom of Nexus House, although, bowing to Pathfinder custom, she also answers to the title of venture-captain. Keeping up relations with the Grand Lodge in Absalom, running Nexus House's public events, and organizing Pathfinder missions are what occupy most of her time, but she also works to extend Pathfinder influence in Quantum and throughout Nex. Sebneth grew up in Absalom, so she understands the many layers and overlapping jurisdictions of a major city. She is comfortable with the urban bustle, chaos, and the jockeying for power and influence. But that doesn't mean that she likes it: the congested spaces of her youth gave her a longing for wide expanses that were as yet unknown to her or to those around her. From an early age, Sebneth attended lectures at the Grand Lodge, spent countless hours begging Pathfinders for stories, and trained to join their ranks. Her family eagerly supported her ambitions, and at the age that many of her peers found apprenticeships, she proudly achieved the rank of Pathfinder agent.

A capable and courageous agent, Sebneth particularly enjoyed exploring in far-flung, little-mapped areas—the more remote or dangerous, the better. She would then bring her vivacious tenacity to bear on other agents until she had a capable team under her command. Her missions were almost always successful and, perhaps more remarkably, saw few casualties.

All of this came to an unexpected end on a mission in the Mana Wastes, where bizarre and powerful emanations of magic tend to have unpredictable effects. Sebneth was drinking a powerful healing potion to recover from a serious injury when a magical emanation, tinged with negative energy, enveloped her. The effect of the intense fusion of positive and negative energy within her body could have necrotized organs or produced some molecular instability; instead, it rendered her unable to be healed by either positive or negative energy.

Reluctantly acknowledging the extreme vulnerability of her condition, Sebnét retired from field work and returned home to Absalom. But she found she couldn't leave the Pathfinder Society; it had been her identity for too long. Fortunately, hanging around the Pathfinder Lodge kept her fame fresh in the minds of the Pathfinder elite, and when Nexus House needed a venture-captain, she was offered the job. She eagerly relocated to Quantum a few years ago and has steadily made friends and expanded her influence while figuring out her many roles and responsibilities.

Sebnét is a brown-skinned gnome with bright golden streaks in her long, dark hair. She prefers to wear brightly colored tunics and leggings with enough bangles, earrings, and necklaces to stock a small jewelry store. Gregarious and vivacious, she doesn't stand on ceremony and enjoys showing off Nexus House's many marvels to visitors.

PATHFINDER OPERATIONS

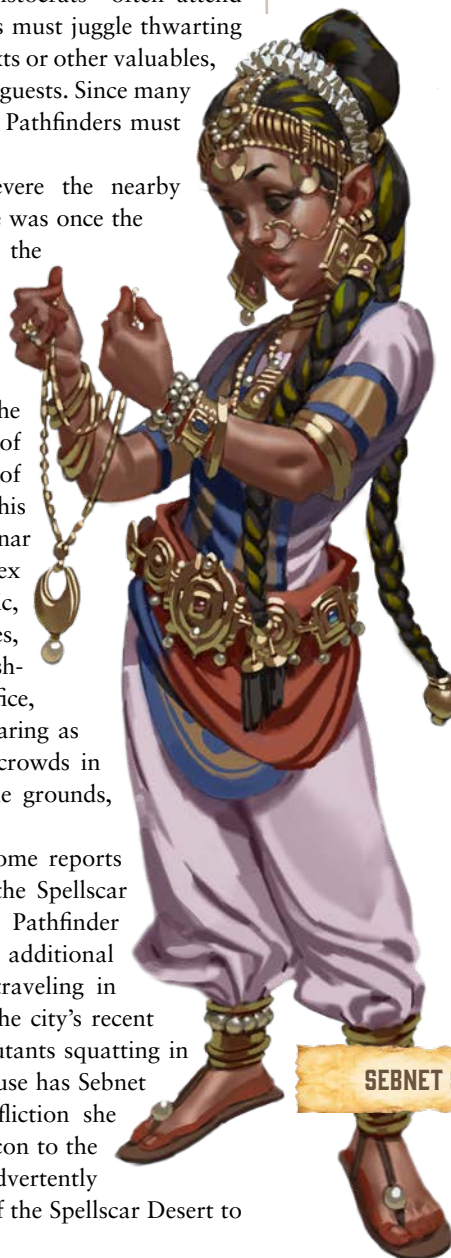
As a lodge in one of Garund's most cosmopolitan cities, agents who visit Nexus House find themselves more often embroiled in diplomatic or political intrigues than other types of danger. The fact that outsiders—particularly the city's scheming Arclords, merchant princes, and aristocrats—often attend any number of high-profile events means Pathfinders must juggle thwarting assassination plans, preventing thefts of Pathfinder texts or other valuables, and even officiating duels among hot-tempered party guests. Since many powerful arcane spellcasters attend these gatherings, Pathfinders must exercise care to ensure these conflicts don't escalate.

Explorers and treasure-seekers in Quantum revere the nearby Bandeshar as rife with lost relics and history. The site was once the archmage Nex's palace and contains an entrance to the fabled Refuge of Nex, an extraplanar treasure house that many enter but none ever leave—including the mighty Nex himself. This doesn't stop tavern chatter about some sly thief or cunning wizard who managed to escape the Refuge of Nex with treasure. The Pathfinders, however, might be able to claim that one of their own has actually seen the interior of the Refuge of Nex and returned. Over 65 years ago, Vash-Vatom Torthis postulated it would be possible to enter an extraplanar realm that is mystically "adjacent" to the Refuge of Nex and return. As Torthis had grown increasingly erratic, even his own Pathfinders put little stock in his theories, but one day Torthis simply disappeared. The next vash-vatom, who set immediately to clearing out Torthis's office, also spoke of "the prison next door" before disappearing as well. Reports place sightings of Torthis among the crowds in the Warlock's Walk, Quantum's busy central parade grounds, although no one's yet been able to find him.

Nexus House has also heard increasingly worrisome reports from the Mana Wastes, as strange creatures from the Spellscar Desert are targeting Pathfinders and their allies. Pathfinder expeditions into the Mana Wastes now require an additional layer of approval due to the danger, and agents traveling in southern Nex are advised to take particular care. The city's recent extermination of a gang of alchemically invisible mutants squatting in a nature preserve only a few blocks from Nexus House has Sebnét particularly anxious. She wonders whether the affliction she suffered in the Mana Wastes somehow acts as a beacon to the strange creatures there, or whether she might have inadvertently brought out an item that's compelling the denizens of the Spellscar Desert to declare Nexian Pathfinders their enemy.

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- 4711 AR Sebnét Sanserkoht arrives from the Grand Lodge to become Nexus House's new vash-vatom.
- 4719 AR A theft from the Orrery Archive reveals the existence of the Open Road Pact, a long-forgotten contract among the founding members of the Pathfinder Society.



SEBNÉT SANSEKHOHT

OPEN ROAD LODGE



LODGE OVERVIEW

Name Open Road Lodge

Lodge Location Northern Mwangi Expanse, 50 miles north-northeast of Nagisa

Venture-Captain Sigvard Tornkvist

Key Members Gregaro Voth

Allies Ihuoma Eze, Morgork and Mr. Bunbun, Magaambya

Enemies none

Assets and Services fey herbs and medicinal plants, transportation

LOCAL ALLIES

Morgork (CN male goblin forager):

Morgork spends his time patrolling the Mwangi Expanse, accompanied by his faithful giant rabbit steed, Mr. Bunbun. The pair gather information for the Lodge in exchange for room and board. Morgork loves collecting baubles, and his outfit teems with pockets waiting to be filled or holding snacks to eat on the trail.

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The newest lodge in the Society, the Open Road Lodge formed in 4720 AR after the defeat of an evil fey, the Thorned Monarch Qxal. The conflict between the fey and the Society culminated a year of research and expeditions by field agents aimed at uncovering the Society's history.

In the Society's early years, agents embarked on an exploration of the Mwangi Expanse, led by Selmus Foster, Kerinha Napsunar, Durvin Gest, and Gregaro Voth. The four founders, along with a small support team, followed rumors of wondrous treasures lost in the Mwangi Expanse. During their adventures, they came upon a gate of vines and leaves covered in locks and surrounded by keys of various shapes and sizes—a gate they called the Door of Seasons. Intrigued,

Durvin began trying keys in the locks to no avail. Selmus, Gregaro, and Kerinha joined in the effort. After some time, a mocking voice announced that any of the keys would work, but as the group had discovered the door together, it wouldn't work until only one of those trying the locks remained.

Durvin, Kerinha, Gregaro, and Selmus, demonstrating the Pathfinder spirit of cooperation, swore a pact to leave the site and postpone the discovery of treasure until nature decreed only one of them remained. The promise made in the middle of the Mwangi Expanse became known as the Open Road Pact and further strengthened the ethos of cooperation established during the founding of the Society. Concerned their continued travels would incite the voice to further mischief, the companions scattered throughout Golarion. They vowed to hide their keys and never to travel together again.

In 4719 AR, field agents conducting a census and inspection of Nexus House in Quantum learned of the existence of the Open Road Pact through chronicles that were filed by Kerinha Napsunar but never published in official volumes. Following this information, the Society learned that the tormenting voice encountered by Selmus and the others belonged to Qxal, the Thorned Monarch. Agents retrieved a magical artifact, the *Perennial Crown*, which functioned as the true key needed to gain the treasure beyond the Door of

Seasons, from the island of Bhopan. Here, they began to untangle

Qxal's web of schemes, misdeeds, and deceptions. Meanwhile, the Society mobilized other agents to search through the archives for clues to what happened to the other members of the Open Road Pact. Digging further, researchers identified three potential locations for the gate at the heart of the Open Road Pact. Field agents quickly headed to the Mwangi Expanse to explore the locations, and gathered enough information to determine the gate was in the northeastern portion of the Mwangi Expanse. The Decemvirate then authorized a major expedition, sending out the call to all available field agents.

During their journey to the gate, these Pathfinders faced hordes of the Thorned Monarch's cunning allies and hazards.

They used the *Perennial Crown* to open the door and revealed the true treasure beyond—the



Thorned Monarch's demiplane. They also found a half-orc dressed in traveling gear from a bygone age, bound by vines and plant growth to the wall of the demiplane, who revealed himself as Gregaro Voth. The door sealed behind the agents, and the Pathfinders found themselves facing Qxal in the fight for their lives. With great effort, the Pathfinders defeated the Thorned Monarch and freed Voth from the vines. In the following days, Venture-Captains Oraiah Tolar (page 110) and Sigvard Tornkvist, along with the planar specialist and ally of the Society Ashasar (page 56), renewed the Open Road Pact with Gregaro, establishing their control over the demiplane but committing one of them to always remain inside its boundaries.

Knowing he could not leave the extraplanar complex without crumbling under the weight of his years, Gregaro agreed to remain inside. He set about forming a location for Pathfinders to use as a base of operations. Unfamiliar with the structure of the present-day Society, Gregaro requested help managing the lodge. As a result, the Decemvirate appointed Venture-Captain Sigvard Tornkvist as leader. The Decemvirate also authorized a link between the lodge and the Maze of the Open Road, allowing for speedy travel between the Open Road Lodge, the Grand Lodge in Absalom, and other terminus lodges such as Woodsedge Lodge in Galt.

Using his experiences as a druid, Gregaro melded the natural wild Fey fabric of the demiplane into structures fit for habitation, a holistic blend of stone and greenery. A three-storied tower of natural stacked stone, covered in ivy, stands in the center of a sprawling complex of soaring trees, vibrant flowers, and verdant ground cover, a focal point in the lushness of the expansive grounds. Smaller stone outbuildings dot the landscape, each dedicated to a different pursuit. Kitchens, laundry, classrooms, workshops, and quarters spread out among ferns and flowers. A pond teems with many types of fish, a staple of residents' diets. Trout, pollan, and char swim calmly through the crystal-clear water, while water lilies and lobelia float on the top, providing shade for the fish. Fresh green shoots peek through the brown earth of garden beds, their tender leaves reaching upward to the sky. While no sun appears in the sky, the ambient light suggests a sun traveling just out of sight. Leaves rustle in the breeze, a gentle zephyr blowing through the complex, filling the air with the scent of flowers and earth. Gregaro's control over all aspects of the demiplane allows for a pleasant spring-day environment.

While a haven of idyllic buildings and serene surroundings, the lodge boasts few luxuries. Each visitor must spend time helping with chores. Basic fare and plain rooms lay the foundations for an ascetic lifestyle, while still leaving time for relaxation and self-reflection. Unplugging from the hustle of the main Society does have benefits, and most adventurers in the lodge seek to refresh and renew themselves before new expeditions.

VENTURE-CAPTAIN

Sigvard Tornkvist, or Siggy to those who know her, speaks little about her early years. The few conversations she's had about her origins point to roots in Rahadoum and a traumatic childhood. Upon reaching her maturity, Sigvard presented herself at the gates of the Grand Lodge and applied for membership in the Pathfinder Society. Her 3 years of training focused on the School of Spells with little regard to other instructional paths. Upon completing her confirmation and graduating to

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Morgork acts as Gregaro's eyes, and is dedicated to maintaining the safety of the lodge.

Ihuoma Eze (NG female Mwangi linguist): Born in Osibu, Ihuoma spent numerous years traveling the globe, working to expand on her innate skill with languages. Her fluency with many tongues, including numerous Mwangi dialects, makes her an invaluable asset in inter-group communications. Ihuoma works closely with Sigvard, establishing positive relationships with local residents and creating a network of Pathfinder allies throughout the Mwangi Expanse.

Magaambyan Scholars: While Magaambyan and Pathfinder Society organizational goals do not always align, both groups respect each other and work to find points of intersection. Two such outlets involve cosponsoring symposia about wizarding and exchanging of resident scholars as visiting instructors.



LODGE HISTORY

- 4312 AR Gregaro Voth, Selmius Foster, Kerinha Napsunar, and Durvin Gest form an expedition to the Mwangi Expanse in search of wondrous treasures. Their search results in the formation of the Open Road Pact.
- 4314 AR Kerinha Napsunar establishes a lodge in the River Kingdoms.
- 4330 AR Selmius Foster's expedition to Bhopan, which was inspired

(cont'd)

field agent, she quickly found work clearing the Blakros Museum of a miasmic fog. From there, she kept up active work as an agent of the Pathfinder Society.

While her assignments took her throughout Golarion and beyond, Sigvard remains most passionate about ancient Osirian archaeological sites. She spent many years as part of a four-member team. When one adventure resulted in her death, the Ruby Prince assisted in raising her from the dead and gave her the moniker “the Risen” as thanks for her dedication to Osirion. A half-decade ago, her group thwarted threats against the Society and corruption at the highest level and collectively earned recognition as venture-captains for their efforts.

Afterwards, she split with her group instead of settling down, choosing to maintain a mobile lodge at her current dig site. When Osirion canceled almost all foreign exploration, she entered semi-retirement, only leaving to aid particularly dangerous missions or those needing her expertise. She was thus available when the call for a leader for the Open Road Lodge came, and answered it eagerly. She views members of the Open Road Pact as kindred spirits and looks forward to learning Society history from a founder.

Sigvard's orc ancestry is evident from her small lower tusks and green skin, set off by her gold-rimmed glasses. Those who encounter her find a keen intellect behind her quiet demeanor. Her voice, while firm and decisive, never dominates a conversation. She prefers to leave discussion and debate to others, interjecting when her experiences provide relevant data. Of middling age, she dresses in functional adventuring garb, preferring substance over style. A diviner by calling and an academic by trade, Sigvard always carries her spellbook, a massive tome covered in brown leather and embossed with the Osirian scarab. Knowing she loses herself in her work, she has sought out magical means of sustenance so that she doesn't have to break from her studies of ancient tomes and artifacts to take care of her basic needs.

VERMIN REPELLENT AGENT

Adapted from a recipe received from the Ekujae elves of the Mwangi Expanse, this cream of lavender, lemon, and a few other alchemically treated ingredients is now a must-have for travelers to and from the Open Road Lodge. Anyone visiting the lodge can stock up on more vials of cream.

VERMIN REPELLENT AGENT

ITEM 3+

UNCOMMON ALCHEMICAL CONSUMABLE

Usage held in 2 hands; Bulk L

Activate ♦♦♦ Interact

This specialized cream serves as a repellent to stave off insects.

The repellent also binds with a number of common insect venoms, dulling the potency and giving the wearer's immune system a boost to resist venoms. Once applied to your skin, the repellent grants you an item bonus to Fortitude saving throws against poisons for 4 hours. In addition, any arthropods (insects, spiders, scorpions, crabs, and similar invertebrate animals) must attempt a Will save when attempting to attack you with a melee Strike, or with a swarm attack such as the spider swarm's swarming bites. The arthropod then becomes temporarily immune for 1 minute.

Critical Success The creature can act normally.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 2 and fleeing.

Type lesser; Level 3; Price 8 gp

You gain a +1 item bonus and the save DC is 17.

Type moderate; Level 8; Price 75 gp



SIGVARD TORNKVIST

You gain a +2 item bonus and the save DC is 24.

Type greater; Level 12; Price 315 gp

You gain a +3 item bonus and the save DC is 29.

Type major; Level 16; Price 1,350 gp

You gain a +4 item bonus and the save DC is 35.

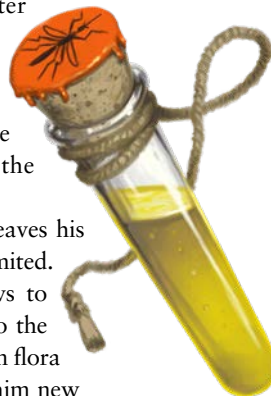
PATHFINDER OPERATIONS

No current established travel routes exist to the Door of the Seasons, with the Society having established only rough foot tracks to the remote lodge. Visitors must thus spend days in overland travel to reach the Door of the Seasons and the lodge within. Most travelers pass through the cities of Kibwe or Jaha, but to even reach those takes time, as they are situated well inland in the Mwangi Expanse. Travelers encounter many different communities on their way to the lodge, and each holds different ideals and goals. To ease travel and prevent social mishaps, Venture-Captain Sigvard wishes to negotiate safe passage through the lands, recognizing the delicateness of the situation.

Gregaro Voth's inability to leave the demiplane leaves his ability to catch up with current events severely limited. Since he can't travel, he asks agents to bring news to him. While he's primarily focused on catching up to the Society, his training as a druid means he's interested in flora and fauna as well. To generate interest in bringing him new information, he has announced a contest, promising a reward for the rarest specimen, and another for the group that brings in the greatest variety of specimens. The contest is scheduled to begin on the first of the next month and run for 6 months to enable groups to wrap up their current adventures before starting their searches. He also decreed that participating Pathfinders must source their specimens responsibly, not stripping anything bare or causing harm to surroundings in pursuit of an item. To keep contestants apprised of the current standings, he posts a list of all delivered specimens in the Lodge of the Open Road.

On their way from Kibwe to the Door of the Seasons, Pathfinders stumbled upon ancient ruins in the territory of the Alijae elves, a subgroup of the Mualijae elves of the Mwangi jungles. Seeing the site as a trove of undiscovered information, the Pathfinders attempted to negotiate with the Alijae for continued access to the site, permission to explore, and authorization to publish their findings. Upon meeting with the local elder **Abeo Okafor** (N male elf shaman), the Pathfinders gained conditional approval, provided they could prove their intentions as an archaeological mission of discovery. The Alijae have secretly set several tests for the Pathfinders during their exploration, however. Their intention is to observe how the Pathfinders handle themselves during the trials and whether they remain true to their position of archaeological explorers. If they do, the Alijae intend to grant them full access to the ruins and establish a positive relationship with the on-site teams and the Lodge of the Open Road. If they don't conduct themselves well, the Alijae plan to shut the site down and evict any Pathfinders by force, no doubt souring the relationship between the elves and the Pathfinder Society.

Additionally, a band of monkeys has settled in the territory between Jaha and the Door of the Seasons, terrorizing any who pass through their area. The Pathfinder Society plans to dispatch a team to remove the threat by relocating the animals elsewhere. Initial evaluations of the situation suggest the monkeys moved northward, fleeing a larger predator. The agents might have to head deeper into the jungle and remove the disturbance to resolve the situation.



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by Qxal's temptations, ends with his death. His assistant, Adolphus, flees the island with the Princess Ganjay and part of the Bhopanese treasury. Adolphus and Ganjay use the funds to found Nexus House (page 94).

4352 AR Kerinha Napsunar dies in her bed in Quantum, surrounded by friends from the Pathfinder Society. In her will, she arranges publication of her adventures in the *Pathfinder Chronicles* 10 years after her death.

4360 AR Durvin Gest disappears while on an adventure on the Garundi continent.

4364 AR Believing himself the last living member of the Open Road Pact, Gregaro Voth sets out for the Mwangi Expanse to open the fey door at the heart of the Open Road Pact. According to the official records, Voth died on this expedition.

4719 AR Field agents discover the existence of the Open Road Pact while visiting Nexus House in Quantum, Nex. Agents spend the next year uncovering information about the Pact, leading to a climatic fight with the Thorned Monarch and the formation of the Open Road Lodge.

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STARRISE SPIRE



LOCAL ALLIES

The Farheaven Clan: As staunch Society allies, **Nelket** (NG female human god caller) of the Farheaven Clan and her personal god, the eidolon Dolok Darkfur, feel that they owe the Society a great debt. Pathfinders helped restore Dolok's mind
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LODGE OVERVIEW

Name Starrise Spire

Lodge Location Confluence District, Nerosyan, Mendev

Venture-Captain Jorsal of Lauterbury

Key Members Seeker Ereth Brightmane, Sir Osbert Deloray, Captain Sorranda Forgeheart

Allies Church of Iomedae, Farheaven Clan, Queen Galfrey, Reclaimers

Enemies demon cultists, demons

Assets and Services cold iron armaments, combat training, divine training, lodging

As one of the most ostentatious lodges occupied by the Society, Starrise Spire puts all but the Grand Lodge to shame. The Spire is built on the outer wall of the diamond-shaped city of Nerosyan, just south of the Woundward Tower. It has a commanding view of the Sarkoris Scar—formerly the Worldwound—and of Nerosyan. Located in the Coopertown neighborhood of the Confluence District, the Spire is one of the oldest parts of the city. The original structure, formerly known as Starrise Citadel, provided the name still used to casually refer to the tower and the surrounding attached structures. When the great outer wall of Nerosyan was built, the citadel was incorporated into the structure as a whole.

The first and most obvious identifying feature of the Spire is a powerful burst of celestial sunlight pouring from the top of the tower. Legend states that as long as one guard remains within to stand against evil, the light will never fade. For centuries, crusaders occupied the tower, but their numbers waxed and waned depending on the missions at hand. Keeping the Spire guarded to ensure its beacon stayed alight became more of a scheduling chore than a sacred duty, especially since the crusaders recruited during the Fifth Crusade included more mercenaries and outcasts rather than zealous holy warriors.

As a result, when **Jorsal of Lauterbury** (LG male human knight-errant) appealed to Queen Galfrey for a space to host a second Pathfinder lodge in Nerosyan, she decided to solve two problems at once. She had heard of the Pathfinders' capabilities in combat, as well as their wide variety of other skills and abilities, and viewed them as potentially potent resources. Should the city ever fall under direct assault, having experienced Pathfinder field agents on hand can prove useful, but only if she maintained a sufficient number of them. Jorsal's request gave her the opportunity she needed. In 4707 AR, Queen Galfrey granted the Society use of the Starrise Spire so long as a crusade was active in Mendev and so long as the Society kept sufficient numbers stationed there to keep the tower's light strong. Jorsal readily agreed, and he began working with the holy warrior Ollysta Zadrian to fill the barracks with the righteous Pathfinders who called themselves Silver Crusaders.

After the closing of the Worldwound and the end of the Fifth Crusade, the Society's occupation of Starrise Spire has come into question. When Queen Galfrey stepped down

to become Iomedae's new herald and appointed Chancellor Irahai (*Legends* 54) to manage the kingdom, the Society's right to continue occupying such a prestigious landmark became tentative at best. Jorsal works to keep the Society integral in the cleansing of the Sarkoris Scar and the restoration of displaced Sarkorians while attempting to build a relationship with Chancellor Irahai; he hopes that by doing so she'll allow the Pathfinders to remain in Starrise Spire without having to pay taxes or rent. Now that many of the crusaders have traveled south to engage the forces of Tar-Baphon or Treerazer in Kyonin's Tanglebriar, Mendev is under-defended—Irahai's dependence on the standing treaty with the Society to support Nerosyan in times of siege may be the only thing keeping the agreement intact. With Jorsal focusing efforts on assisting with the Sarkorians, an endeavor that earns the Society little gold, the Starrise Spire accounts are starting to dry up. While trading favors worked during the time of the crusades, Mendev's treasuries have also rapidly emptied without the aid of foreign nations looking to support the war against the Worldwound. Chancellor Irahai might come looking for rent for the Spire's prime real estate sooner or later, an expense Jorsal can't afford to pay in coin.

For now, the Spire continues to function as the largest lodge north of the Grand Lodge and supports Pathfinder missions across all of northern Avistan. In addition to barracks-style lodging for up to 1,000 field agents, 20 apartments for semi-permanent agents offer some degree of comfort and privacy. For the more pious Pathfinders, Starrise contains 10 chapels to various good-aligned deities and a large cathedral dedicated to Iomedae. Crusaders and Pathfinder agents alike have used the three different open-air training grounds, which double as ballista stations, to practice maneuvers and train new recruits. The five military-style forges and two alchemical laboratories keep local agents well-equipped. A three-floor grand mess hall with attached kitchens feeds troops and houses major ceremonies. For the more erudite agents, a decent library below ground provides a cool and quiet, if stuffy, reading space.

The Society quartermaster keeps weapons, armor, and restorative potions and elixirs in stock, as well as a good amount of cold iron weapons and ammunition. Once the Fifth Crusade ended, cold iron equipment became more accessible, and with orders for more placed before the war concluded, the Society ended up with a small surplus. Society alchemists have used extra ingots to create cold iron instant weapon blanches (page 104). These revisions of the traditional instant blanch powder have the thick liquid consistency of a slurry and include a small amount of alchemist's fire. When poured over a weapon, the liquid heats up for a moment and then rapidly cools, affixing itself to the weapon and flaking off after several attacks. The alchemists readily give this formula to Pathfinder agents, but they sell it for a high price to the general public.

The lodge offers other public services, such as use of their library, extensive map collections, and cartographic services provided by Sir **Osbert Deloray** (LG male human paladin), a retired knight faithful to Iomedae. The lodge also offers spellcasting services, mostly divine in nature. Jorsal relies on **Ereth Brightmane** (LG female aasimar human priestess of Iomedae) to train divine spellcasters and keep the holy sites in the Spire consecrated.

For now, Jorsal has redoubled the lodge's efforts toward cataloging information about the Sarkorian clans, their histories, and the various deities of their god callers. After the Society's partnership with **Dolok Darkfur** (NG male old god of Sarkoris) and the Farheaven Clan, Jorsal has experienced more success in gaining the trust of other Sarkorians and their clans' gods. He's also working on a definitive bestiary for

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and Nelket's connection with the eidolon; later, the agents helped the Farheaven clan find a new home. Though still rebuilding their holdings in Iobaria, Dolok and Nelket would swiftly send aid at Jorsal's request.

Captain Sorranda Forgeheart (CG female tiefling^{APG} dwarf mercenary): Sorranda leads the Sibling Spears mercenary company, an organization of outcasts and misfits from northern Avistan. She keeps the company in Mendev to stay close to Jorsal. Her overtures toward him border on lewd; Jorsal seems to ignore most, though he never rejects them and does crack a smile on his stern face now and again.



ERETH BRIGHTMANE

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LODGE HISTORY

- 4705 AR Jorsal of Lauterbury completes a mission for Venture-Captain Thurl to capture a live babau demon for study. Jorsal writes the Decemvirate to request his own lodge in Nerosyan to aid the crusaders.
- 4707 AR The Decemvirate approves Jorsal's request for a new lodge. Queen Galfrey permits the use of Starrise Spire after signing a mutual defense treaty.

(cont'd)

demons based on reports of the dangers faced by crusaders and his field agents in the Worldwound.

VENTURE-CAPTAIN

A pious knight and skilled combatant, Sir Jorsal of Lauterbury joined the Society to see the world and to bring goodness to people's lives through chivalry, piety, and acts of kindness. His laughter and positivity captured the affection of many who knew him. When he began his first mission at Venture-Captain Thurl's lodge in Nerosyan, Jorsal felt heartbroken at the suffering caused by the Worldwound and the cold callousness that Thurl showed for the plight of the Sarkorians. He immediately sent a letter to the Decemvirate in which he pleaded to establish a second lodge in Nerosyan, hoping to aid the crusaders and learn more about the so-called Sarkorian god callers. The Decemvirate granted permission, provided Jorsal could find a site and funding for the lodge himself. The charismatic knight appealed to the Mendevidian nobility and attracted the attention of Queen Galfrey, who saw the marks of a great leader in the young man. In 4707 AR, she granted Jorsal the right to use Starrise Spire so long as he had noble souls guard the tower and keep the Spire's magical beacon alight.

In a few short months, Jorsal established the new lodge, and he immediately became a major personality in Mendevidian politics. He took his new role very seriously, treating each mission briefing and interaction with officers of the crusade with the utmost gravity. As his time near the Worldwound continued, he saw more of the horrors the Abyss offered. Slowly, his jovial personality and sense of humor eroded until only pleasant professionalism remained. However, with the discovery of Jormurdun in the Worldwound—one of the 10 ancient Sky Citadels built by the newly emerged dwarves at the end of their Quest for Sky—Jorsal found a new and exciting purpose that revitalized his spirit. Unfortunately, the ensuing siege of the Diamond City shattered his newfound passion once more, and he again retreated behind his mask.

Now that the crusade has ended, Jorsal has returned to aiding the displaced Sarkorians, learning about their culture and healing the land. His smile is slowly returning, a welcome reprieve from the worry lines etched into his face after a bitter and difficult war.

Those who knew him before his promotion to venture-captain say that they can see a bit of his old humor resurfacing, as he seems to see a bit more light in the world with each day.

COLD IRON BLANCH

When cold iron became scarce, Society alchemists developed a quick and inexpensive way for field agents to defend themselves against demons. Members of the Pathfinder Society have access to this item.

COLD IRON BLANCH

LEVEL 3+

UNCOMMON ALCHEMICAL CONSUMABLE PRECIOUS

Usage held in 1 hand; Bulk L

Activate ♦♦ Interact

You can pour a vial of this dark liquid onto one melee weapon, one thrown weapon, or 10 pieces of ammunition. When used on a melee or thrown weapon, rather than ammunition, the blanch lasts for the listed duration or 10 successful Strikes, whichever comes first. When you use it on ammunition, the blanch is expended on a given piece of ammunition after firing it, whether it hits or not. A cold iron blanch contains small amounts of

JORSAL OF LAUTERBURY

alchemist's fire, so it must be used all at once; an opened vial ignites to melt the cold iron onto the weapon and is quickly consumed. The weapon or ammunition counts as cold iron instead of its normal precious material (such as silver) for any physical damage it deals, if applicable.

Type lesser; **Level** 3; **Price** 10 gp

The blanch provides low-grade cold iron, so you can use it on a magic weapon up to 8th level, or ammunition for such a weapon. It lasts for 1 minute.

Type moderate; **Level** 9; **Price** 140 gp

The blanch provides standard-grade cold iron, so you can use it on a magic weapon up to 15th level, or ammunition for such a weapon. It lasts for 10 minutes.

Type greater; **Level** 16; **Price** 1,700 gp

The blanch provides high-grade cold iron, so you can use it with any magic weapon. It lasts for one hour.

PATHFINDER OPERATIONS

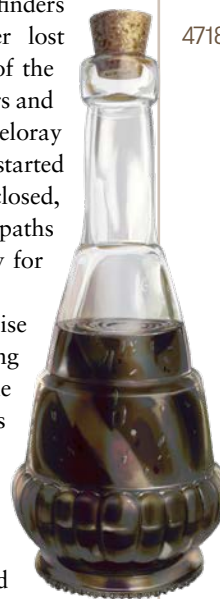
Since the closing of the Worldwound and end of the Fifth Crusade, Jorsal of Lauterbury has focused most of his lodge's efforts on humanitarian aid to help the displaced Sarkorian people battle the remaining demons still lingering in their ancestral homes. The Pathfinder agents have learned much from the old Sarkorian god Dolok Darkfur about centuries of activity in old Sarkoris before the Worldwound opened. Jorsal hopes to replicate that success with other Sarkorian clans and their god callers' personal gods and share each clan's unique history with the world.

Due to the continued corruption of the Sarkoris Scar, Pathfinders commonly venture into the former Worldwound to recover lost Sarkorian artifacts, though these efforts rarely succeed. Many of the sites have been destroyed by demons or scavenged by the crusaders and their mercenary allies. However, with training from Sir Osbert Deloray and his masterful cartography skills, Pathfinder agents have started making new maps of the Sarkoris Scar. With the Abyssal portals closed, the land is much more stable, if still horrific, and finding reliable paths has become far easier. The remaining crusaders pay handsomely for accurate maps, a source of income the lodge sorely needs.

The Lake of Mists and Veils remains a long journey from Starrise Spire, but strange tales of both treasure and monsters lurking beneath the water have captured the attention of Jorsal and the agents who frequent the taverns used by merchants and travelers from Brevoy. Jorsal is already drawing up plans for a long-term expedition to the lake; he hopes to send divers down with magical protection to search the waters.

Of course, funding and authorizing missions of any sort has been difficult of late. Chancellor Irahai believes that Jorsal should keep the Pathfinder agents nearby, tending to the needs of Mendev, to maintain their role as the occupants of Starrise Spire and protectors of Nerosyan. Jorsal must negotiate with Irahai on a regular basis just to get basic missions off the ground, as the two leaders struggle to deal with the wave of poverty that followed the crusade's end.

To appease the chancellor, Jorsal also considers Mendev itself a subject of study. For over a century, Mendev has focused on the Worldwound and containing the demonic forces. Because of this severe threat, the native Mendevidians allowed foreign powers and resources to flood their country for the sake of the world. However, now that the threat has passed, many would like to rediscover what it means to be Mendevidian and reclaim some of their past culture. Jorsal has started working with local leaders, native Mendevidians, to help them reclaim their history and share their culture with the rest of Golarion through the *Pathfinder Chronicles*. He hopes they'll reassert their needs on the global stage and allow for more aid to come to their war-ravaged land.



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- 4712 AR Pathfinder agents discover a dwarven sky citadel in the Worldwound and start preparing to investigate one of the largest finds of the century.
- 4713 AR Demons break free of the Worldwound and attack Nerosyan. Jorsal of Lauterbury commands the assembled Pathfinders to aid in the city's defense. Working with the crusaders, the combined forces fight off the demon invasion. The Fifth Mendevidian Crusade begins.
- 4713 AR The Society focuses efforts to aid the Fifth Mendevidian Crusade with Jorsal of Lauterbury leading missions in Mendev and the Worldwound, while other Pathfinders seek to gain financial and military aid from abroad.
- 4718 AR A small band of heroes defeats the demon lord Deskari and closes the Worldwound, ending the Fifth Mendevidian Crusade in victory.

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WOODSEGE LODGE



LODGE OVERVIEW

Name Woodsedge Lodge

Lodge Location Woodsedge, Galt

Venture-Captain Armeline Jirneau

Key Members masked servants

Allies Firebrands, the Red Raven, River Kingdoms nations that shelter Galtan refugees (such as Gralton and Liberthane)

Enemies Galtan revolutionaries, Grey Gardeners

Assets and Services alchemical items, identity protection, martial training, transportation (via Maze of the Open Road)

LOCAL ALLIES

Alois Lofton (LG male human barrister):

A former venture-captain and lawyer in Woodsedge, Alois suddenly abandoned his post several years into his efforts to repair the Society's situation in Galt, and his upstanding practice turned to shady deals and sloppy legal work. In 4718 AR, Pathfinder agents discovered the reason for his strange behavior: fey magic had swapped his mind with that of a criminal he was pursuing. These Pathfinders reversed the effect and helped Lofton redeem his name. He has since resumed his work defending innocents from mob justice.

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With some portions of this two-story stone manor being more than 400 years old, Woodsedge Lodge reflects the fashions of the Chelaxian nobility from the time of its construction, including the pair of low, rounded turrets at the front of the building. Located in its namesake city, the second largest in Galt, the lodge has undergone several renovations to distance the building from its ties to the nobility by replacing all traces of the original noble owners on the doorways and tiles with stylized *wayfinders*. After sustaining heavy damage during two different attacks in the span of 5 years, the lodge also received a series of upgrades to its durability, from improvements to its structural reinforcements to fire-retardant alchemical coatings along its wooden surfaces.

Woodsedge Lodge's greatest treasure is the vast hedge maze on its grounds, the Maze of the Open Road—originally a gift from Forest King Narven Feathereyes, druidic ruler of a short-lived kingdom in the nearby Arthfell Forest. Narven constructed the maze and filled it with portals that connected to locations of interest to members of the

Decemvirate, as well as dangerous creatures to guard its winding hedge passages from unwelcome travelers. With Narven's death, modifying the maze and handling its dangers became increasingly difficult, and the Decemvirate gradually used the maze for transportation less often. Still, some of its portals lead to locations so difficult to access through other means, most notably the planet Aucturn, that the maze remained a valuable asset. In 4720 AR, an influx of primal magic revitalized the maze and connected it to an extradimensional realm with ties to the First World—this extradimensional realm later became known as the Open Road Lodge (page 98).

A flight of large stone steps decorated with potted red roses leads up to the manor's double doors. These roses, a rare breed called Narven's Tears, went extinct in the wild 200 years ago but live on through the Maze of the Open Road. The lodge displays them prominently to suggest an affiliation with the goddess Milani, a particularly popular champion of revolutionaries in Galt. The doors



open into the lodge's great room, a two-story chamber overlooked by balconies and adorned with a massive crystal chandelier. The roaring fireplace and comfortable chairs, tables, and couches make the great room a pleasant place to relax, socialize, and plan missions. Along the walls, shelves hold an eclectic array of trophies and curios, surrounded by the mounted heads of several animals. The oddest item in this collection is the stuffed body of Beaky III, the former owlbear pet of Taldor's Grand Prince Stavian I.

Meals and formal meetings, such as mission briefings, take place in the conference room around a 25-foot-long table marked with the lodge's insignia. The lodge's kitchen and pantry stay well-stocked with exquisite ingredients from across the Inner Sea region and beyond. Its masked chef can skillfully create cuisine from numerous nations. Initially, the kitchen received such resources to satisfy the refined palate of the lodge's former venture-captain, Eliza Petulengro, but no one at the lodge has the inclination to break the tradition of good food.

Pathfinders looking to hone their combat skills can practice in the battleground, an indoor training facility with armored dummies and numerous nonlethal versions of common weapons. The lodge also features a well-stocked armory, where agents can purchase weapons and armor suited for real combat or borrow them when necessary. Due to the sensitive nature of operations in Galt, Woodsedge Lodge sends its greatest treasures to the Grand Lodge for storage. One of the lanterns along the battleground's wall serves as a secret switch that, when turned, opens a hidden hatch in the floor. The hatch connects to a branch of the Low Highway, an underground thoroughfare nearly inaccessible from the surface. As a part of the Darklands, the Low Highway is far from safe, but it does provide a place for agents to retreat if necessary.

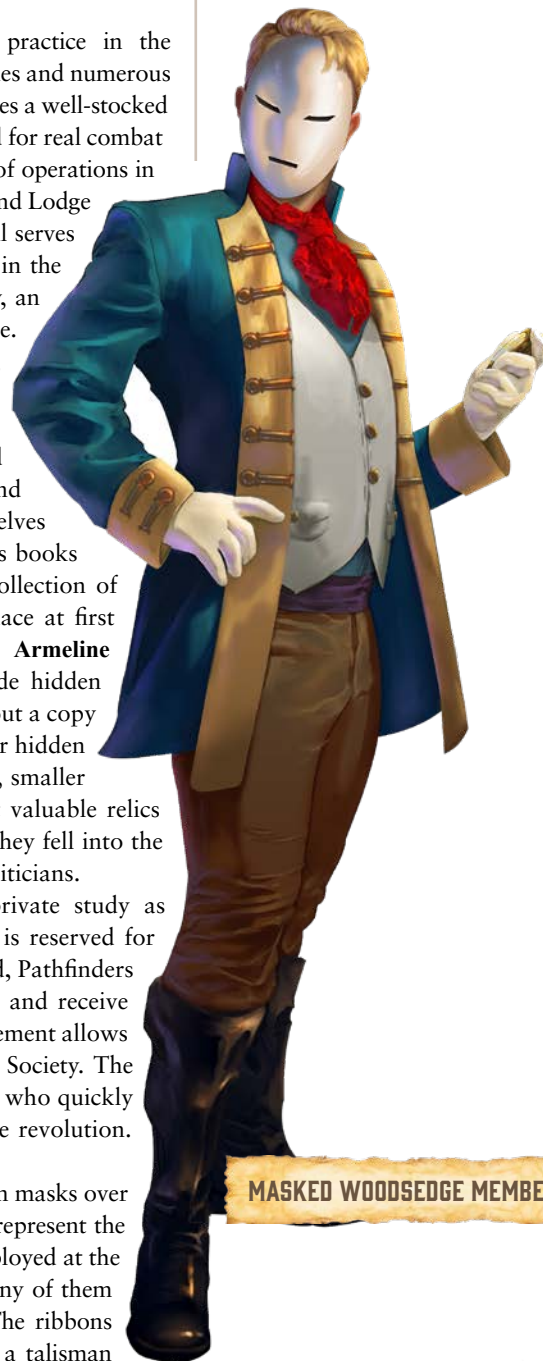
The battleground and armory both lead to a walled-off courtyard decorated with fountains, cobblestone paths, and meticulously tended topiaries. The last feature of the ground floor accessible to rank and file Pathfinders is a library. Its shelves contain numerous maps and historical documents as well as books on local flora and fauna. The library also holds a large collection of romance novels. Though these novels may seem out of place at first glance, they serve a critical function—Venture-Captain **Armeline Jirneau** (CG female half-elf detective) uses them to encode hidden messages with a method nearly impossible to decipher without a copy of the same book used to conceal the message. A locked door hidden behind a sliding bookshelf in the library leads to a second, smaller library. This secret archive holds Woodsedge Lodge's most valuable relics along with documents that could compromise the lodge if they fell into the wrong hands, such as dossiers on Galt's most prominent politicians.

The second floor contains Armeline's bedroom and private study as well as seven other bedrooms. The largest of these rooms is reserved for visiting Pathfinders, but it's rarely occupied for long. Instead, Pathfinders on extended missions in Galt typically stay in nearby inns and receive subsidies from Woodsedge Lodge for their costs. This arrangement allows the agents to conceal their affiliation with the Pathfinder Society. The Society remains on tenuous ground with the local populace, who quickly lash at outsiders or those suspected of being disloyal to the revolution. The other six rooms belong to the lodge's staff.

Those who work at Woodsedge Lodge wear white porcelain masks over their faces and red ribbons around their necks. The ribbons represent the harsh cut of Galt's guillotines, the *final blades*—everyone employed at the lodge has lost people dear to them to the guillotine, and many of them risk execution themselves if they walk the streets openly. The ribbons serve as more than symbols, however, as each functions as a talisman

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Nadise Dupal (CN female halfling inventor): A talisman specialist, Nadise mass-produces popular talismans while working to innovate new models. She pays lip service to the Galtan government and its Grey Gardener executioners, though she finds their violent methods distasteful. Nadise keeps her shop open to any customer but offers many more wares to those she trusts not to use them against innocent Galtans. One item of her own invention she makes available only to trusted customers: the *emergency disguise talisman* (page 108).



MASKED WOODSEGE MEMBER

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LODGE HISTORY

4428 AR Woodsedge Lodge is founded. The lodge is trusted to recover, maintain, and display priceless magical artifacts and historical relics, receiving patronage from numerous members of the Chelaxian nobility.

4640 AR House Thrune rises to power in Chelax. Woodsedge Lodge severs its connections to its noble patrons in an attempt to avoid being swept up in Galt's waves of revolutionary zeal.

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that allows its wearer to assume a disguise at a moment's notice in the event of a raid on the lodge (see the *emergency disguise* talisman below). Few besides Armeline herself know the true names and identities of the lodge's servants.

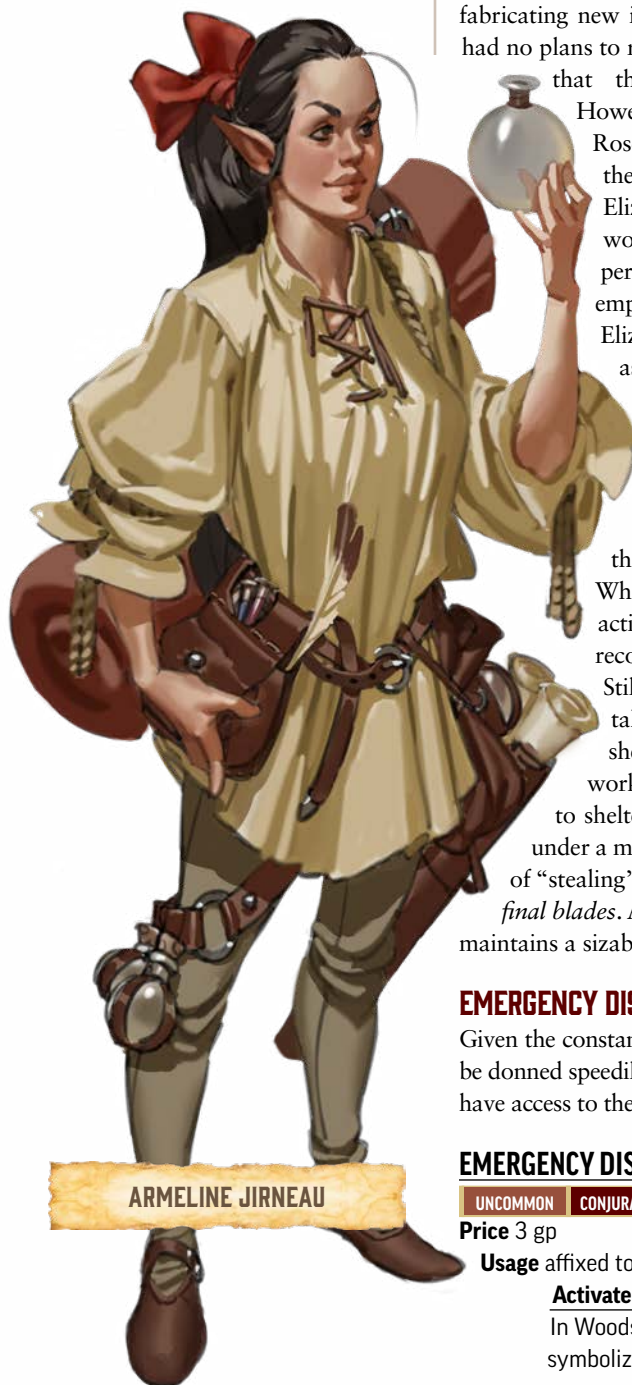
VENTURE-CAPTAIN

One of the Society's newest venture-captains, Armeline Jirneau has worked as an active member of the Pathfinder Society in Galt for over a decade. After many Pathfinders lost their lives in an assault by Galtan citizens, the Decemvirate gave the order to leave any remaining agents to their own devices—Armeline numbered among those abandoned. She subsequently got arrested and sentenced to death as an enemy of the Galtan revolution, but through quick thinking and improvised alchemical recipes, she managed to engineer her escape.

Instead of leaving Galt, Armeline moved to the village of Rosehaven and dedicated her life to helping other people elude the wrath of the mobs, fabricating new identities for them or helping them flee Galt altogether. She had no plans to return to the Pathfinder Society, convinced by her experiences that the organization was opportunistic and untrustworthy.

However, after a group of up-and-coming Pathfinder agents saved Rosehaven from evil and murderous spirits, she decided to give the Society another chance. The venture-captain at the time, Eliza Petulengro, impressed Armeline with her accounts of the work that Woodsedge Lodge had done in recent years to help persecuted Galtans, most notably its habit of sheltering and employing fugitives. Thereafter, Armeline worked closely with Eliza over the following years. In 4719 AR, Eliza revealed herself as a member of the Decemvirate. Due to significant political events in the Pathfinder Society, Eliza returned to Absalom, leaving Woodsedge Lodge in Armeline's care.

Armeline has a sharp, analytical mind and a knack for finding unconventional solutions to the challenges that face her. She guards secrets carefully, both her own and those that others have entrusted to her, and she's slow to trust others. While Armeline prefers to gather meticulous information before acting (particularly if a plan would put others in danger), she recognizes that some situations require quick and decisive action. Still, she never asks another person to take a risk she wouldn't take herself, and she carefully informs agents about any dangers she knows of in regards to their missions. In addition to her work as a venture-captain, Armeline continues to run operations to shelter and assist Galtans in distress. For this work, she operates under a masked identity she calls Bladethief—a reference to her practice of “stealing” people sentenced to death at Galt's infamous guillotines, the *final blades*. Armeline refers to these excursions as “hunting trips,” and she maintains a sizable collection of hunting trophies to help preserve her cover.



ARMELINE JIRNEAU

EMERGENCY DISGUISE

Given the constant scrutiny in Galt, a good disguise is a must, and one that can be donned speedily is invaluable. Pathfinders operating out of Woodsedge Lodge have access to the following item.

EMERGENCY DISGUISE

ITEM 1

UNCOMMON CONJURATION CONSUMABLE MAGICAL TALISMAN

Price 3 gp

Usage affixed to armor; Bulk –

Activate ♦ envision; **Requirements** You're trained in Deception.

In Woodsedge Lodge, this thin red ribbon, typically worn around the neck, symbolizes the reach of Galt's soul-trapping guillotines, the infamous

final blades. Each of these talismans stores a specific disguise, chosen at the time of its creation. When activated, the talisman applies a disguise to its wearer, allowing them to Impersonate without taking the time to assemble a convincing disguise first. The components the disguise creates can appear to be worth up to 3 gp total. The instant nature of the disguise leaves a few traces of its haphazard nature, imposing a -2 circumstance penalty on checks to Impersonate using the disguise. Wearers with the Quick Disguise feat don't take this penalty. Any objects created as a part of the disguise disappear after 24 hours or after you remove them.

PATHFINDER OPERATIONS

Even in the revolutionary nation of Galt, Woodsedge Lodge provides a haven for free thinkers, rebels, and iconoclasts, serving as a hotbed for the seeds of Galt's newest waves of thought. From here, numerous groups of rebels have formed and risen to overthrow the government, only to become the target of the next group convinced that it holds the answers to Galtan prosperity. Nobles, criminals, and outcasts of all descriptions hide among these rabble-rousers. Though a dangerous place to keep a lodge, Woodsedge is also a city full of potential. Countless old maps, texts, and other documents have disappeared due to censorship and propaganda in the last century. While some have been deliberately buried or burned, others remain tucked away in libraries or hidden in ruined buildings. Woodsedge Lodge's library has one of the most comprehensive collections of such documents in all of Galt, and the lodge always looks to expand its resources.

Few in Galt show much interest in preserving or documenting the pre-revolutionary history of their land. Those with the knowledge and skill to track down unexcavated sites find little local support but also a notable lack of oversight. For locations near rivers or along the open plains, finding the sites and dealing with bandits or wilderness predators may well serve as the greatest challenge. However, Galt's ruins aren't always in such hospitable locations. Caverns under the dense and haunted Boarwood hold fragments of ancient elven ruins. The Verduran Forest is the domain of powerful druids and fey. The druids possess extensive knowledge, and they don't easily trust outsiders. Even the friendliest of the Verduran's fey have limited experience dealing with outsiders, and they hold a set of priorities that rarely matches up with the outsiders' best interests. The Fog Peaks might be the most dangerous location of them all, with frost giants, white dragons, and even an ancient cyclops lich among its greatest threats.

While hidden sites draw few competitors, sites that advertise treasures within (such as old manor houses) become frequent targets for looters. These scavengers take only what they expect to fetch a hefty price on the market, leaving behind plenty of documents of historical interest. A cultural disregard for the value of the past makes Galt's marketplaces an excellent place for a savvy scholar to find artifacts with a rich history. Such objects can become pieces of a larger archaeological puzzle, perhaps leading to other sites or helping to answer open questions.

Pathfinder agents adventuring in Galt should take care in their missions, however, as those who seem too interested in the pre-revolutionary past could find themselves branded as traitors to the revolution. Protecting agents from the mob's ire may involve proving the agent's innocence, redirecting the mob's interest to a greater threat, or even breaking the agent out of prison. Such delicate jobs require stealth and subterfuge, lest Woodsedge Lodge find itself the target of another murderous raid. Pathfinders who demonstrate bravery, compassion, and discretion in their missions for the Society may receive an invitation from Armeline, in the form of her alter ego Bladethief, to join her underground operations.

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Despite this precaution, the lodge loses most of its treasures, as disaffected locals still subject it to frequent raids.

- 4704 AR Anti-Pathfinder sentiment surges, and a mob assaults Woodsedge Lodge, murdering its venture-captain and most other Pathfinder agents operating in Galt at the time. The Decemvirate judges a rescue of survivors too risky. A few months later, the Pathfinder Society sends in a trio of skilled agents—Alois Lofton, Senri Stenn, and Thurv—to assess the situation, recover what relics they can, and avenge their fallen allies.
- 4709 AR Eliza Petulengro makes an active effort to reestablish Woodsedge Lodge, serving as venture-captain for over a decade.
- 4710 AR An attack from a Galtan hero of the people, the Red Raven, nearly destroys Woodsedge Lodge; Venture-Captain Adril Hestram is killed.
- 4719 AR After revealing herself as a member of the Decemvirate, Eliza Petulengro cedes control of the lodge to Armeline Jirneau.



LODGE ROUNDUP



In addition to the lodges featured in this chapter, the Pathfinder Society maintains dozens more throughout the world. Lodges rise and fall in prominence based upon local opportunities, political factors, finances, unforeseen disasters, and the determination of their venture-captains. The following are a sample of some of the most prominent lodges.

Anthusis Lodge: Located in the capital of the fledgling nation of Vidrian, the Anthusis Lodge serves as a base of operations for missions in western Garund. The physical lodge predates Vidrian's independence from colonial rule by several years. Venture-Captain **Finze Bellaugh** (N male human explorer; page 56) founded the Anthusis Lodge after anticolonial sentiment drove the country's previous Pathfinders out of the country. The Anthusis Lodge is located in a set of cozy, breezy buildings that overlook the city's bustling harbor.

Ashfall Lodge: Comprising a cluster of treetop cabins connected by rope bridges, the Ashfall Lodge has enough space for a dozen agents to stay the night and store their belongings. Located on the outskirts of Nirmathas's capital, Tamran, the lodge also occasionally hosts travelers in need. It features a small shrine to the goddess Alseta, goddess of thresholds and transitions and patron of the lodge's founder, **Oraiah Total** (LN female halfling cleric; page 58). After Oraiah left to assist with the Open Road Lodge and continue her travels, Ashfall found itself without an official venture-captain. Since then, local Pathfinder agents have continued to use it as a safe place to meet, rest, and plan expeditions. It remains uncertain how long it will take for the Decemvirate to recognize this unconventional arrangement.

Cathedral of Aroden: Though a century has passed since the death of the god Aroden, this Pathfinder lodge still bears his name. While the building retains the external trappings of a cathedral, including its iconic stained-glass windows, Venture-Captain **Brackett** (LN male human swordmaster) has remodeled the interior to better suit the needs of his agents. The Cathedral features numerous comfortable guest rooms, meeting rooms, a laboratory, an underground storage area for relics, and an extensive library staffed by homunculi. The homunculi's creator, **Wystorn Telfyr** (N male human construct crafter) resides within the lodge, and

he occasionally provides spellcasting services to assist agents with challenging missions.

Greensteeples: In defiance of the ban on Pathfinder Society lodges in Cheliah, Venture-Captain **Varian Jeggare** (NG male half-elf noble; page 59) oversees local Pathfinder operations from his ivy-covered manor, Greensteeples. In addition to serving as a clandestine place for agents to rest and plan secret expeditions within the area, the lodge features an extensive library. The volumes within include a catalogue of histories of Cheliah from various decades, which reveal not just the true history of the nation, but also the gradual revisions of the past mandated by the Chelaxian government.

Gray Falls Lodge: Largely overshadowed by the Pathfinder Lodge in Tymon, Gray Falls is a weather-worn gristmill that sits by a waterfall near the Embeth Forest in the River Kingdoms. Settled close to the River Kingdom of Uringen, Gray Falls bears a close connection to the First World and the realm of the fey. The owner of the lodge, **Sayrin Firewyne** (NG female gnome sorcerer), bears a fascination with her ancestral origins in the First World. Gray Falls' low foot traffic has also resulted in a number of fey taking up residence. Nixies, pixies, and other fey seeking refuge can be found at the old gristmill at any given time. Some even willingly assist with Pathfinder operations or seek to join the Society. Unsurprisingly, the lodge specializes in lost lore of the First World and also contains an observatory powered by a number of magical contraptions.

Hajoth Hakados Lodge: Venture-Captain **Dagur Hawksight** (CN female human diplomat) oversees the lodge in Hajoth Hakados, the Pathfinder Society's only foothold in Numeria. The lodge works to curry favor with local warlords and hopes to secure permission for the Society to explore sites in the wastelands outside the nation's settlements, where vicious monsters, often technological or even alien in nature, roam free.

Rumors abound that these craggy plains harbor priceless metals and treasures from other planets.

Nantambu Lodge: The late Venture-Captain Nieford Sharrowsmith founded Sharrowsmith's Exports—a thriving trading post in Nantambu's bazaar that specializes in local produce—though the business also doubles as a front for the Nantambu Lodge. Since



BALOKU



AYA ALLAHE

Nieford's death, his ally **Aya Allahe** (N female aasimar merchant; page 56) has run the trading post's business operations. She also took the role of acting venture-captain for several years until she helped the Society find a suitable replacement, though she remains a stalwart ally of the lodge. As of 4720 AR, **Baloku Ulameni** (NG male halfling archaeologist) has taken over as the new venture-captain. A graduate of the Magaambya, Baloku is skilled in magic, scholarship, and archaeology. He believes that increased collaboration between the Magaambya and other organizations such as the Pathfinder Society can benefit greater society as a whole.

Niswan Lodge: Venture-Captain **Rahmivati Melipdra** (N female human martial artist; page 58) founded the Niswan Lodge in 4718 AR on the outskirts of Niswan's bustling commerce district. Among the newest of the Pathfinder Society's lodges, this lodge is a stone building with soaring roofs, high towers, and dramatic bronze doorways. As befits a building in the capital of Jalmeray, the Impossible Kingdom, it benefits from several types of elemental magic granted by genies, boasting eternally burning torches and air circulation systems that keep the lodge cool and refreshing even on the hottest days of the year.

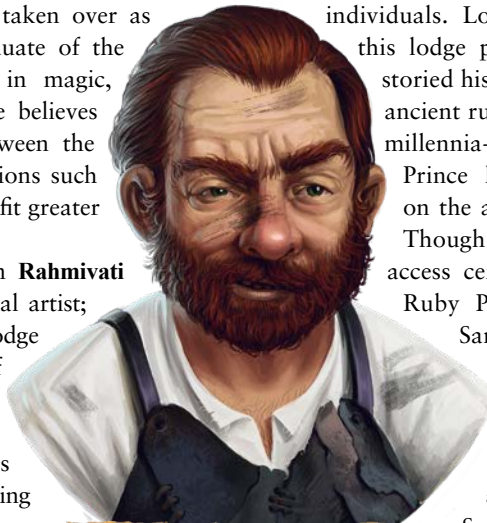
Oppara Lodge: Operating covertly under the guise of a simple bait and tackle shop, Oppara Lodge is located in the capital city of Taldor. Venture-Captain **Muesello** (N male human mage-machinist; page 58) handles Pathfinder missions in the back of his shop, deterring the curious with a simple sign that reads "Gone Fishing." Despite the purported support of high-ranking nobles, such as **Gloriana Morilla** (CN female human aristocrat; page 57), and exchanges between the lodge and Grand Princess Eutropia before her rise to the throne, the Pathfinder Society isn't well-liked among many Taldan institutions. Muesello often has trouble accessing other academic archives and has cut political deals for library access on more than one occasion.

Risen Albatross: The *Risen Albatross* is a large sailing vessel that has recently become a Pathfinder lodge. Under the direction of Venture-Captain **Stella Fane** (CN female human privateer; *Character Guide* 119), the *Risen Albatross* carries Pathfinders on missions throughout the Inner Sea. Stella Fane is also a Free Captain of the Shackles; through her membership with this notorious band of pirates, she claims that any vessel that flies her flag counts as part of her fleet, allowing Pathfinder ships safe passage through pirate blockades.

Sandswept Hall: Sandswept Hall once served as an austere prison. The majority of the structure has been refurbished into a lodge with sprawling gardens and space for agents to stay overnight, though the Society still occasionally uses some remaining prison cells in the basement to temporarily hold dangerous individuals. Located in Osirion's capital, Sothis, this lodge previously benefited from Osirion's storied history, and its agents eagerly explored ancient ruins and cataloged some of Osirion's millennia-old treasures. However, the Ruby Prince has recently tightened restrictions on the activities of foreign-based explorers. Though the Society has negotiated to access certain archaeological sites from the Ruby Prince, future missions out of the Sandswept Lodge will likely require leveraging political favors, traveling with an escort, or engaging in covert missions. Venture-Captain **Norden Balentiir** (N male human alchemist; page 58) currently runs Sandswept Hall.

Smine's Weaponworks: The gruff Venture-Captain **Holgarin Smine** (N male dwarf blacksmith) runs a covert Pathfinder lodge out of his smithy in the River Kingdom of Tymon. He and his apprentices find plenty of business in Tymon, as the nation has a proud tradition of gladiatorial contests. The kingdom's relative stability makes Smine's lodge the default landing point for agents seeking to perform missions in the River Kingdoms, despite the Society possessing several other lodges in the area. In addition to his three full-time apprentices, Holgarin offers training and the use of his forge to Pathfinder agents, accepting payment in weapons crafted by the agents. While Holgarin often conducts meetings by the forge, the lodge has several nondescript outbuildings with modest rooms and simple kitchens for agents staying the night.

Vodavani Lodge: Located in Ustalav's capital, Caliphas, the Vodavani Lodge—still sometimes referred to as the Havenguard Asylum—doubles as an institution for the treatment of mental illnesses. The chief healer of the lodge, Dr. **Beaurigmand Trice** (NG male human doctor), is a pioneer of affirming non-magical treatments, and he offers his services to Pathfinder agents free of charge. Dr. Trice also served as the lodge's venture-captain until the return of the Whispering Tyrant, after which a massive spike in demand for his services convinced him to hand over his other tasks to Venture-Captain **Evni Zongnoss** (NG female gnome fortune-teller; page 56), who lost her own lodge in the wake of the Tyrant's destruction.

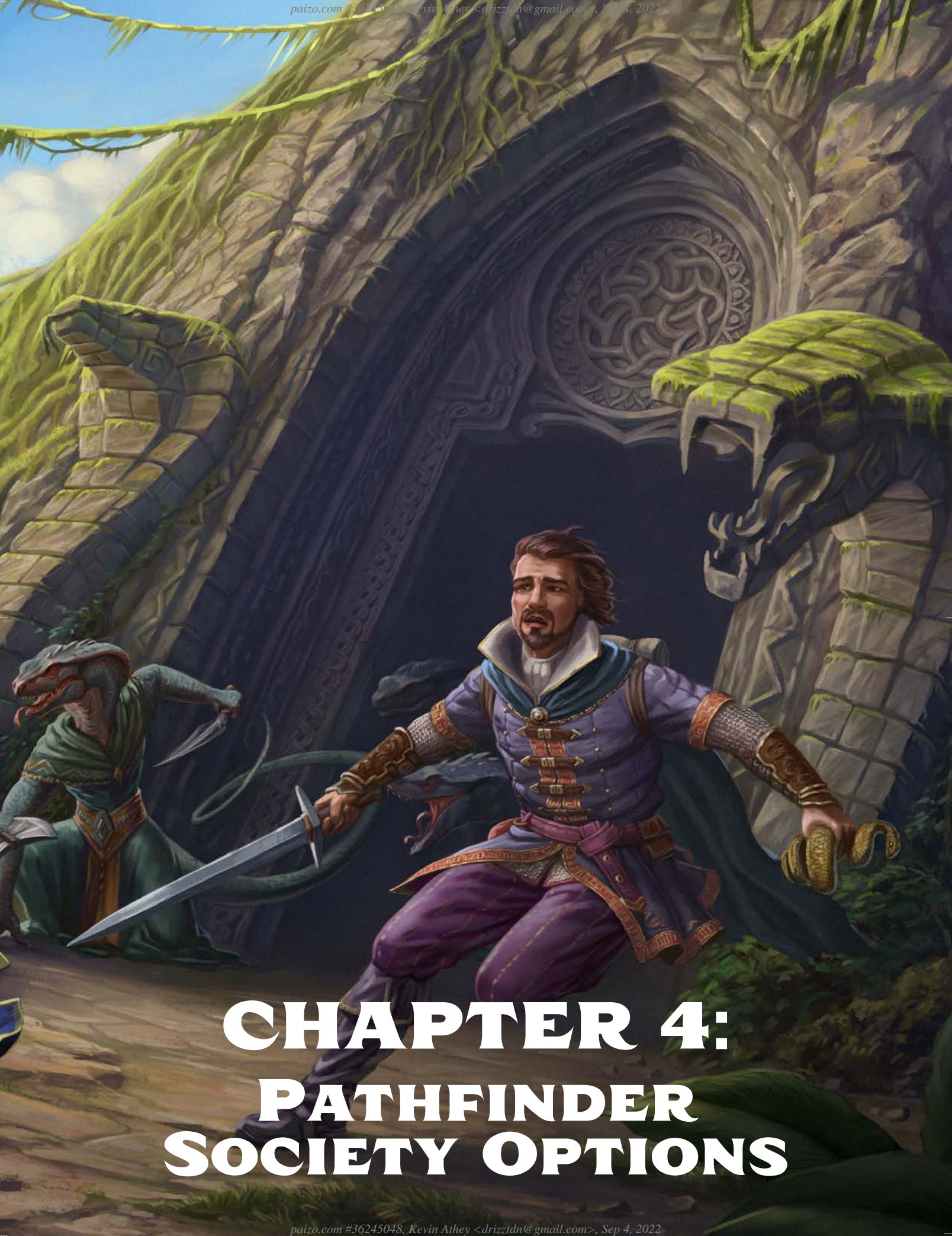


HOLGARIN SMINE



EVNI ZONGNOSS





CHAPTER 4: PATHFINDER SOCIETY OPTIONS

PATHFINDER GEAR

Pathfinders use a wide variety of equipment on their journeys, ranging from standard adventuring gear to magical items. Pathfinder agents have access to the following pieces of adventuring gear, including uncommon gear.

ADVENTURING GEAR

| Item | Price | Bulk | Hands |
|---|--------|------|-------|
| Buoyancy vest | 5 gp | 1 | — |
| Clockwork dial ^U | 20 gp | — | 1 |
| Comealong ^U | 3 gp | 1 | 2 |
| Concealable picks (level 4) ^U | 10 gp | — | — |
| Concealable thieves' tools (level 4) ^U | 80 gp | L | 2 |
| Depth gauge ^U | 1 gp | L | 2 |
| Earplugs | 1 cp | — | — |
| False manacles ^U | 10 gp | — | 2 |
| Familiar satchel ^U | 5 gp | 1 | — |
| Glass cutter ^U | 5 gp | L | 2 |
| Grappling arrow ^U | 2 sp | L | 1 |
| Grappling bolt ^U | 2 sp | L | 1 |
| Marked playing cards | 1 gp | — | 2 |
| Playing cards | 5 sp | — | 2 |
| Rubbing set ^U | 1 gp | 1 | 2 |
| Shield sconce ^U | 1 sp | — | — |
| Snowshoes | 10 gp | 1 | — |
| Water purifier ^U | 5 gp | L | 2 |
| Replacement filter (level 1) ^U | 3 gp | — | — |
| Replacement filter (level 5) ^U | 25 gp | — | — |
| Replacement filter (level 10) ^U | 155 gp | — | — |
| Wax key blank ^U | 1 gp | — | 2 |

ADVENTURING GEAR

Pathfinders commonly use the adventuring gear found pages 287–292 of the *Core Rulebook* as well as the gear featured here.

Buoyancy Vest: This canvas vest has been filled with cork shavings, tightly folded, and sewn shut. Wearing a buoyancy vest allows you to float in water with a lowered risk of sinking. If you end your turn in water while wearing a buoyancy vest and haven't succeeded at a Swim action that turn, attempt a DC 5 flat check. On a success, you do not sink, though you can still get moved by the current, as determined by the GM. The GM can also determine whether the vest is more or less effective in different weather conditions, raising the DC in rough waters or lowering the DC in calm water.

Clockwork Dial: This small timepiece allows you to accurately track time, useful for coordinating attacks, cooking, and all other sorts of activities, without the steadiness or care necessary to use an hourglass. As always, spell durations are too inexact to be reliably tracked, as they don't last precisely the duration listed. Protected within a brass or steel case, the clockwork mechanism of this device is turned using

a small key. Most dials have a maximum duration of 1 hour, with each turn of the key adding 10 minutes to the timer, though some are crafted with longer or shorter durations and intervals. Setting the timer requires one free hand and an Interact action.

Comealong: This portable winch consists of a length of cable or chain, two hooks, and a ratcheting drum with a handle. When used with two sections of rope or chain, it allows you to pull a heavy load along a flat surface.

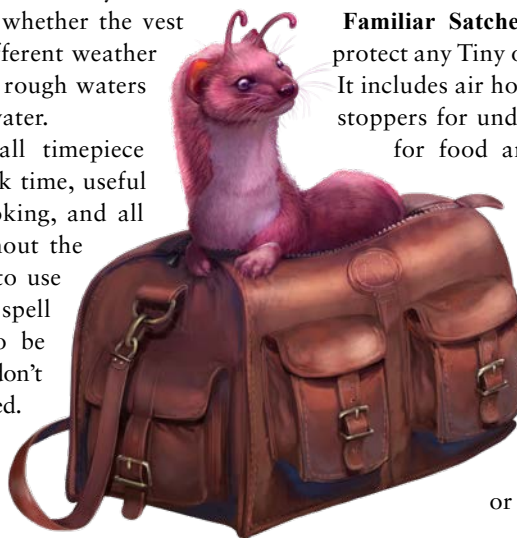
Concealable Thieves' Tools: Smaller and made of stronger materials than most sets of thieves' tools, the items in this kit are much easier to conceal. You gain a +1 item bonus to Stealth checks to Conceal these tools. They otherwise function as infiltrator thieves' tools.

Depth Gauge: This simple tool consists of a small iron weight attached to a thin rope that is marked at regular intervals (typically every foot). It can be used to measure the depth of a hole or body of water by dropping the weight down into unknown depths and counting the markings on the rope. It can also be used as a plumb bob.

Earplugs: Made of waxed cotton or cork, earplugs give you a +1 item bonus to saves against effects with the auditory trait. The earplugs make it difficult to hear, however, imposing a –2 item penalty on Perception checks involving sound. Inserting or removing the earplugs requires an Interact action.

False Manacles: These manacles are nearly indistinguishable from real manacles upon inspection, but contain a hidden release that enables a wearer who knows the location of the release to free themselves with a single Interact action. An observer who examines the manacles and succeeds at a DC 20 Perception check notices their false nature. On a critical success, the observer finds the location of the hidden catch as well.

Familiar Satchel: This armored case is made to protect any Tiny or smaller creature contained within. It includes air holes (which can be plugged with cork stoppers for underwater travel) and two receptacles for food and water. Any creature inside has neither line of sight nor line of effect to the outside world but also cannot be targeted by attacks that require a line of effect while in the satchel. However, an area effect that deals enough damage to break the case also damages the creature inside. The satchel is made of leather (Hardness 4, HP 16, BT 8). A creature can enter or exit the satchel by using a total of



2 actions: an Interact action to open the satchel and a single action with the move trait to enter or exit.

Glass Cutter: This small rod has a tiny, sharp cutting wheel made of steel on one end and a thick bulb on the other. You can use the glass cutter's wheel to score ordinary glass and use the bulb to break the piece along your scoring. It typically takes 1 minute of work to cut a hole large enough to fit your hand. If you are attempting to break the glass quietly, you must attempt a Thievery check against the Perception DC of nearby creatures to go unnoticed.

Grappling Arrow: This small grappling hook is designed to be tied to a rope and fired from a bow. When fired, it has half the normal range increment for the weapon.

Grappling Bolt: As a grappling arrow, but designed for use with a crossbow.

Marked Playing Cards: A deck of marked playing cards appears to be an ordinary deck upon initial inspection but bears specific folds, colors, scratches, or other markings on each card that allow an informed user to know what's on the other side of a card. A deck of marked cards grants you a +1 item bonus to Games Lore checks or other relevant checks to gamble with the cards. You can determine that an unattended deck of cards is marked with a successful DC 20 Perception check. Determining that a deck is marked during play is more difficult and is typically determined by a Perception check against the dealer's Games Lore or Thievery DC.

Playing Cards: A standard deck of cards consists of 54 cards made from thick paper contained within a paper sleeve. The most common deck used for games and gambling is known as the Old Mage deck and features four suits themed with the four essences of magic, each with 13 cards, as well as two wildcards. The name and appearance of the deck varies from region to region, such as the Magician's Deck in Taldor or the Deck of Masks in the Shackles.

Rubbing Set: By using a rubbing set, you can quickly make a copy of carvings or etchings you find during your explorations, making them easier to accurately reproduce. This kit consists of a roll of thin onion-skin paper in a waterproof leather case, several thick wax crayons, and a bar of sealing wax that can be melted and used to temporarily hold the paper in place while you take the rubbing. Using the kit consumes the materials and provides a +1 item bonus on checks to document or reproduce artwork or writing that has been carved, etched, or otherwise physically added to a surface.



Shield Sconce: This carefully balanced metal bracket can be attached to the front or top of a shield or tower shield (but not a buckler), allowing you to carry a torch without giving up your shield or holding it in your other hand. While carrying a torch in this way, you must attempt a DC 11 flat check every time you use the Shield Block reaction; on a failure, the torch is extinguished.

Snowshoes: These specialized pieces of footwear are designed to distribute the wearer's weight over a larger area to prevent them from sinking while walking on snow. They are typically made with a wood frame and rawhide lacings that are tied over the wearer's other footwear. While wearing snowshoes, you ignore the effects of non-magical difficult terrain caused by snow (reducing greater difficult terrain from snow to ordinary difficult terrain). You take a -10-foot item penalty to your Speed if wearing snowshoes while walking on any surface other than snow.

Water Purifier: This small tube of metal and glass has an opening at one end into which water can be poured, leading to a series of interconnected chambers filled with purifying agents contained between various perforated walls. The purifier attempts to counteract poisons and other toxins present in water or any other liquid poured into it. Alchemically-treated replacement filters can be purchased to more effectively filter out more dangerous substances, using the filter's listed level as the counteract level. The counteract modifier is +5 for the level 1 filter, +9 for the level 5 filter, and +17 for the level 10 filter. If you pour a liquid other than water, such as a potion or beverage, into the purifier, the filtration process negates the liquid's effects and ruins the taste. The center of the tube can be unscrewed from the ends to access and replace the chambers of purifying agents. Each filter can be used to cleanse up to 10 gallons of water at a rate of about 1 gallon every 20 minutes.

Wax Key Blank: This small wooden or metal box is slightly larger than a typical large key and folds open along a hinge, revealing two halves filled with wax. When a key is placed within and the box closed, the wax is displaced by the key, leaving an accurate impression of its shape. Once the key is removed, the impression left behind will remain indefinitely and can later be used to cast a duplicate key. Inserting, impressing, or removing a key each requires an Interact action. The wax inside this blank can be reused, though it must be smoothed over between uses, erasing any previous impression.

SERVICES

Though the Pathfinder Society is a wholly equipped and capable organization on its own, there are times when it requires outside assistance. This usually happens when specific agents need help with an assignment but don't have immediate access to the Society's resources. In other cases, the Society finds it quicker and easier to hire help than spend the resources required to do the work itself. The following are a few of the different types of services that the Society employs. Though the Pathfinder Society often contracts these services itself, they are also available for all characters to hire directly.

FIXERS

A fixer is a guide who knows the inner workings of life in a given location. The right fixer can help you navigate the complicated alleyways of a new city or the tangled social expectations of the local populace. Every fixer has knowledge about a specific location, such as a settlement like Katapesh, a geographical region like the Verduran Forest, or a notable establishment like the Grand Lodge. If you plan to hire a fixer, you must do so for the specific location for which you need a guide, though the GM can decide that a given fixer may be able to provide assistance with a closely related location, such as a fixer for the Isle of Kortos being able to provide some guidance for the town of Diobel.

There are two varieties of fixers: informants and counselors. Informants help provide basic information on a location, such as how to navigate a city, the type of animals native to a region, or the type of clothing worn by specific members of a local thieves' guild. An informant automatically Aids you on attempts to Gather Information and Recall Knowledge about your specific location, granting you a +1 circumstance bonus to such checks. An expert informant critically succeeds at Aiding you, granting a +2 circumstance bonus.

A counselor is specialized in social matters. They can help you learn proper etiquette, introduce you to important or useful people,

and generally help navigate social circles. A counselor automatically Aids you on attempts to Impersonate, Lie, Make an Impression, and Request when speaking with individuals within the location of the counselor's expertise. An expert counselor critically succeeds at Aiding you, granting a +2 circumstance bonus.

The GM is the final arbiter in deciding whether or a not a fixer for a given location is available. A fixer's rate may also change depending on the location or the nature of guidance required. For example, a fixer might lower their rate for simple guidance, such as locating the best Qadiran cuisine in Absalom, or increase their rate when dealing with dangerous information or individuals, such as helping navigate a sewer inhabited by dangerous monsters. Pathfinders are typically able to hire a fixer without issue, but must do so through contacts at a local lodge.

RESEARCHERS

In cities all around the world you can find temples, city archives, and organizations like the Pathfinder Society where scholars and librarians can be hired to do research for you or aid you in your own research.

Each researcher specializes in a particular subject such as flora native to the Mwangi Expanse, leaders of the First Mendevian Crusade, or Absalom shipping routes. If you plan to hire a researcher, you must hire one for the appropriate subject. The GM can decide that an appropriate researcher is unavailable in a given location, requiring you to look elsewhere for a researcher.

A researcher can be hired to do independent research or as a research assistant. Regardless of what they're hired for, you must specify the level of researcher you're hiring, which is typically not higher than the level of the settlement in which they are hired. When contracting independent research, you hire the researcher to study a subject on your behalf and report the findings to you upon completion. An independent researcher can provide information on subjects up to their level +4, though more difficult tasks take much longer to research. Once the research is done, the researcher presents the relevant findings for



PATHFINDER RESEARCHER

the subject as determined by the GM, which is typically the critical success of Recall Knowledge. The level of the subject determines how long the independent research takes. A researcher can provide information on a subject of their level after 1 week. The researcher needs an additional week for every additional level of the subject above their own. For example, a level 6 independent researcher can provide pertinent information on subjects of up to 10th level, but would need 5 weeks to do so. A researcher needs less time when researching subjects of a lower level. A subject 1 level lower requires 5 days, a subject 2 levels lower requires only 3 days, and a researcher only needs 1 day for a subject 3 levels lower. A subject 4 or more levels lower takes less than 1 day and typically not more than 12 hours, as the GM dictates.

When hired as a research assistant, a researcher provides a bonus to checks during the research subsystem (*Gamemastery Guide* 154). The research assistant automatically Aids a single PC with a single skill check rolled as part of researching. If the research assistant is at least 4 levels higher than the level of the library, the Aid is a critical success instead, possibly granting a higher bonus based on the research assistant's proficiency. A research assistant can never help out with a library that's more than 4 levels higher than their own level.

The GM ultimately decides if a researcher is available for a given subject. Particularly obscure subjects may be outside of the capabilities of a hired researcher and are best reserved as something that the PCs must research themselves. Pathfinders typically employ fellow Pathfinders for additional research and must do so by working with a local lodge.

SERVICES

| Service | Price |
|----------------------|-------|
| Fixer (per hour) | |
| Basic Informant | 5 sp |
| Expert Informant | 1 gp |
| Basic Counselor | 1 gp |
| Expert Counselor | 2 gp |
| Researcher (per day) | |
| Level 1 (trained) | 4 gp |
| Level 2 | 6 gp |
| Level 3 (expert) | 10 gp |
| Level 4 | 14 gp |
| Level 5 | 20 gp |
| Level 6 | 40 gp |
| Level 7 (master) | 50 gp |

MAGIC ITEMS

When mundane gear is not enough to accomplish a task, Pathfinders turn to magical items. Members of the Pathfinder Society have access to the following uncommon items.

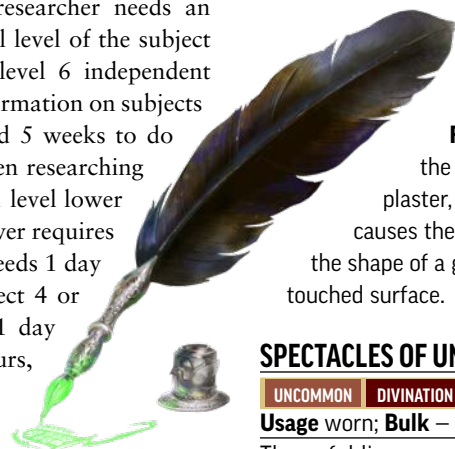
QUILL OF PASSAGE

ITEM 11

UNCOMMON CONJURATION MAGICAL

Price 1,200 gp

Usage held in one hand; Bulk –



This black-feathered quill has a glowing nib with a small amount of glowing ink inside it.

Activate ♦♦ command, Interact; **Frequency** once per day; **Effect** Placing the tip of the quill against a wall of wood, plaster, or stone and speaking a command word causes the ink to flow from the nib onto the wall in the shape of a glowing doorway, casting *passwall* on the touched surface.

SPECTACLES OF UNDERSTANDING

ITEM 5+

UNCOMMON DIVINATION INVESTED MAGICAL

Usage worn; Bulk –

These folding, wood-framed spectacles hold flat discs of cut crystal as lenses and are held in place with thin cords that wrap around each ear, with another strap holding them around the neck while not in use. While you are wearing the spectacles, you gain a +1 item bonus to checks to Decipher Writing.

Activate ♦ Interact; **Frequency** once per day; **Effect** Unfolding the spectacles onto the bridge of the nose, you gain the effects of 2nd-level *comprehend language* for one hour except that it applies to all languages you see rather than a single language, and it does not apply to language you hear.

Type spectacles of understanding; **Level** 5; **Price** 130 gp

Type greater spectacles of understanding; **Level** 11; **Price** 1,200 gp
The item bonus is +2, and the ability to comprehend writing from *comprehend language* lasts until you fold up the spectacles or the item is no longer invested by you, whichever comes first, rather than lasting 1 hour.

TALISMAN CORD

ITEM 4+

UNCOMMON ABJURATION INVESTED MAGICAL

Usage worn; Bulk –

This thin leather cord bears delicate runic markings and threads through an item that can bear affixed talismans. When you Affix a Talisman to that item, you can thread the talisman onto the cord, activating the cord's preserving effects. The cord is attuned to a particular school of magic, chosen when the cord was created. It gains the corresponding trait for that school. When you activate a talisman threaded through a cord with the same magic school trait that's also the cord's level or lower, attempt a DC 16 flat check. On a success, that talisman is not consumed and can be used again.

Type lesser talisman cord; **Level** 4; **Price** 85 gp

Type talisman cord; **Level** 10; **Price** 850 gp

This cord is attuned to two schools of magic, and since it's higher level, it can hold higher-level talismans.

Type greater talisman cord; **Level** 16; **Price** 8,500 gp

The cord is attuned to three schools of magic, and since it's higher level, it can hold higher-level talismans.

ACADEMY INSTRUCTORS



One of the more significant, if less widely advertised, benefits of joining the Pathfinder Society is the opportunity for initiates and agents to learn from teachers and specialists from across Golarion, including the deans of the Pathfinder Society's three schools. Characters who are members of the Pathfinder Society have access to the uncommon feats in this section. Many of these feats require the Pathfinder Agent Archetype Dedication (*Pathfinder Lost Omens World Guide* 23).

PERILOUS LARCENY

Pirate captain Stella Fane (CN female human privateer; *Lost Omens Character Guide* 119) joined the Pathfinder Society as a venture-captain as part of a deal to help the Society make it through the heavily armed naval blockades of Port Peril's Free Captains. Cunning and competitive, Stella's greatest weakness as a leader of the Society is her uncompromising hatred of the Chelaxian government. Those who can avoid ending up sunk or executed by Chelaxian naval commanders while assisting Stella may leave with a few more tricks than they had before seeing the skilled pirate in action. Fane's Fourberie and Stella's Stab and Snag, below, are class feats that rogues or swashbucklers can select. When you select either feat, it loses the trait from the other class.

FANE'S FOURBERIE ◆

FEAT 2

UNCOMMON ROGUE STANCE SWASHBUCKLER

Stella Fane has perfected a technique for using playing cards as weapons that's one part sleight of hand and one part magic. When you enter this stance, choose whether to treat playing cards (page 115) in your possession as daggers or darts; you can wield a playing card in all ways as the chosen weapon until the stance ends. As long as the majority of the deck remains in your possession, any cards that are lost or thrown can be found after 1 minute. Otherwise, the remaining cards are likely lost or destroyed.

A character who has this feat can enchant a single deck of playing cards as a magic weapon, etching fundamental and property runes directly onto the deck of cards.

FANE'S ESCAPE ◆◆

FEAT 4

UNCOMMON GENERAL SKILL

Prerequisites expert in Stealth

Requirements You have a deck of playing cards in your possession.

A good getaway requires a good distraction. You Interact to draw a deck of cards and flip it in a fluttering explosion, causing you to become briefly hidden to all other creatures using vision as their precise sense, and then you Sneak. You have enough cover to Sneak until the end of your turn. This leaves all of the cards from the deck scattered about the room; collecting them into a deck again takes several minutes.

STELLA'S STAB AND SNAG ◆◆◆

FEAT 6

UNCOMMON ROGUE SWASHBUCKLER

Prerequisites expert in Thievery

Requirements You are wielding a piercing or slashing melee weapon.

You dart towards your opponent, seeking to stab them and slice their purse-strings with a single movement. Stride up to your Speed; this movement does not trigger reactions triggered

by movement. At any point during this movement you can Strike an opponent within reach. If this Strike is successful, you can attempt a Thievery check to Steal from the target.

RAIN OF EMBERS STYLE

The martial artist **Meleeka Sanvara** (CN female human monk) originally met agents of the Pathfinder Society as an enemy when the agents were sent to retrieve an artifact she had stolen. Now, Meleeka works as a Pathfinder agent and occasionally shares the knowledge of her family's unique martial arts techniques with agents who earn her trust.

RAIN OF EMBERS STANCE ◆◆

FEAT 1

RARE FIRE MONK STANCE

Requirements You are unarmored.

You enter the stance of an enraged phoenix, holding your fingers as rigid as deadly talons while moving with quick, flickering gestures that dance with biting flames. The only Strikes you can make are fire talon Strikes. These deal 1d4 fire damage; are in the brawling group; and have the agile, finesse, fire, nonlethal, and unarmed traits.

While in Rain of Embers Stance, you gain a +1 status bonus to AC and fire resistance equal to half your level (minimum 1).

BLAZING TALON SURGE ◆◆◆

FEAT 6

FIRE FLOURISH MONK

Prerequisites Rain of Embers Stance

Requirements You are in Rain of Embers Stance.

You rush forward and latch onto your enemy with talons of hungering fire. Stride once. If you end your movement within reach of at least one enemy, you can make a fire talon Strike against that enemy that deals an additional 1d4 persistent fire damage. If it hits and deals damage, you can attempt an Athletics check to Grapple the creature you hit.

EXPLOSIVE DEATH DROP ◆◆

FEAT 14

FIRE MONK

Prerequisites Blazing Talon Surge

Requirements You are in Rain of Embers Stance and have a target grabbed or restrained.

You lift your enemy into the air before bringing them crashing down with a fiery detonation. Roll an Athletics check against your target's Fortitude DC. You take a -1 circumstance penalty to your check if the target is one size larger than you and a -3 circumstance penalty if it's larger than that. You gain a +1 circumstance bonus to your check if the target is one size smaller than you and a +3 circumstance bonus if it's smaller than that.

Critical Success The target takes 12d6 fire damage and falls prone in an unoccupied adjacent square of your choice. The target is no longer grabbed. The target and any creature adjacent to it also each take 1d6 persistent fire damage.

Success As critical success, but the target takes 6d6 fire damage instead of 12d6, and creatures don't take persistent fire damage.

Failure The target is no longer grabbed.

Critical Failure As failure, but you fall prone.

SCROLLS TRAINING

The Society's Master of Scrolls, Kreighton Shaine (page 42), may be considered strange and absent-minded by his peers, but the elf venture-captain takes his duties quite seriously. Skilled in researching obscure subjects and unraveling inscrutable secrets, Kreighton teaches his students the value of an inquisitive mind.

KREIGHTON'S COGNITIVE CROSSOVER FEAT 4

UNCOMMON GENERAL SKILL

Trigger You gain no information from a Recall Knowledge check (usually because you failed the secret check) using one of the two skills you chose for this feat.

Kreighton teaches his students that an agile mind can glean clues leading to the truth, even from the most unlikely of sources. You immediately reattempt the triggering check using the other chosen skill.

Special When you gain this feat, choose two of the following skills: Arcana, Crafting, Lore (any one), Medicine, Nature, Occultism, Religion, or Society.

SPELLS TRAINING

Sorrina Westyr (page 46) took up the mantle of dean of the school of Spells to replace her predecessor Aram Zey, who had originally been her replacement. When Aram Zey was lost to the magic of the extradimensional demiplane known as the Hao Jin Tapestry, Sorrina began teaching an advanced studies course in extradimensional and interplanar phenomena, hoping to both prevent future losses and better prepare her students for the unexpected challenges that may await them in their careers as Pathfinder agents.

WESTYR'S WAYFINDER REPOSITORY FEAT 6

ARCHETYPE

Prerequisites Pathfinder Agent Dedication, Wayfinder Resonance Tinkerer

Requirements You have at least one 1st-level spell slot and a *wayfinder*.

You can use your *wayfinder* to store a little extra magic for when you need it most. When making your daily preparations, you can choose one 1st-level spell from your spellbook or spell repertoire and store it in your *wayfinder*. You can cast this spell from the *wayfinder* using the normal actions required. Once the spell has been cast, it is expended, and you must make your next daily preparations to store another spell in your *wayfinder*.

SWORDS TRAINING

Marcos Farabellus (page 50) is a talented swordsman and likely the most beloved of the Society's three deans. In addition to teaching his students about the dangers of exploring ruins through energetic and performative

lectures, Farabellus also teaches his favorite students a few of the martial techniques he's developed over his illustrious career. The Farabellus Flip is a class feat for barbarians, fighters, or rangers. When you select the feat, it loses the traits from the other classes.

DISCERNING STRIKE FEAT 6

ARCHETYPE

Prerequisites Pathfinder Agent Dedication, Thorough Reports
Requirements You have successfully identified the target with Recall Knowledge during this combat.

Identifying a creature is the first step in finding its weaknesses. Attempt a Strike against the target; if successful, you deal an additional 1d6 precision damage. If you have succeeded on a Recall Knowledge check against the target during this combat and their creature type was previously recorded using Thorough Reports, you also deal 1 point of persistent bleed damage. The creature is then temporarily immune to Discerning Strike for 1 day.

FARABELLUS FLIP FEAT 4

UNCOMMON BARBARIAN FIGHTER RANGER

Prerequisites trained in Acrobatics and medium armor

Trigger An enemy targets you with a melee Strike.

Surprisingly agile even in a breastplate and carrying a full rucksack, Marcos Farabellus developed this evasive maneuver during one of his many adventures. Flinging your body into a twisting somersault, you gain a +2 circumstance bonus to your AC against the triggering attack. If the attack still hits you, you can Step to an open space that's still within the triggering enemy's reach, turning the impact of the blow into momentum.



MELEEKA SANVARA

SECRETS OF THE PATHFINDER SOCIETY



Whether stored in the vaults of the Grand Lodge, hidden in the minds of various agents, or lost to time from the Society's ancient past, the Pathfinder Society is rife with secrets. Some take the form of unusual magic items; others are spells or special techniques. Agents who discover and use these secrets gain an edge that can help them as they undertake Society missions. All characters affiliated with the Pathfinder Society have access to the uncommon options in this section.

WAYFINDERS AND AEON STONES

Wayfinders, the special magic compasses given to every Pathfinder, are the Society's calling card and badge of membership. They are given to many new agents after their Confirmation—the rite of passage into the Society that grants them the status of a full agent. The Pathfinder Society created the modern *wayfinder* by reverse-engineering ancient Azlanti magic and has kept the secret of this methodology mostly to itself. Nonetheless, enough *wayfinders* have found their way to the open market through the misfortune of Pathfinder agents that the magic, while uncommon, is no longer exclusive to the Society. Venture-Captain Muesello of the Oppara lodge, a skilled machinist, crafts most of the Society's standard-issue *wayfinders*, while *wayfinder* researchers like Evodokiia Chortova tinker with archaic *wayfinders* (*Pathfinder Lost Omens World Guide* 17) and other various special *wayfinders* with additional abilities that Pathfinders have thus far kept to themselves.

One of the most curious and useful aspects of a *wayfinder* is its ability to resonate with the magical floating gemstones called *aeon stones*. Another Azlanti creation, *aeon stones* bear great powers but orbit around their user's head, leaving them exposed to their owner's enemies. When an *aeon stone* is placed in a *wayfinder*, its owner can not only keep the stone safe while still benefiting from its abilities, but it can also create a harmonic magical resonance between the *aeon stone* and the *wayfinder* that grants a new power, different from either the *wayfinder* or the *aeon stone* alone. While many of these resonant powers bear at least some resemblance to the original power of the *aeon stone*, they are sometimes completely unpredictable.

AEON STONE

ITEM 3+

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Usage worn, Bulk —

Aeon stones are magic stones that orbit your head when invested and grant a resonant power when slotted in a *wayfinder*. See page 604 of the *Core Rulebook* for basic information on *aeon stones*.

Type agate ellipsoid; **Level** 5; **Price** 130 gp

This *aeon stone* allows you to cast 2nd-level *augury* as a divine innate spell once per day.

The resonant power causes the *augury* spell from the *aeon stone* to always succeed at the DC 6 flat check to give an answer other than “nothing.”

Type azure briolette; **Level** 4; **Price** 85 gp

This *aeon stone* must be activated to provide a benefit.

Activate envision; **Trigger** An enemy fails its save against a mental spell you cast using one of your spell slots; **Effect** You gain temporary Hit Points equal to twice the spell's level until your next turn.

The resonant power grants a separate activation.

Activate command, Interact; **Frequency** once per day;

Effect You gain the effect of a *chill touch* arcane cantrip.

Type dusty rose prism; **Level** 3; **Price** 50 gp

This *aeon stone* allows you to cast the 1st-level *shield* cantrip as an arcane innate spell, surrounding yourself in pink energy.

The resonant power increases the damage prevented by your *aeon stone*'s *shield* spell from 5 to 10.

Type pale orange rhomboid; **Level** 19; **Price** 40,000 gp

The first time each day you die, your vital and spiritual essences mingle together and reside within this *aeon stone*. You have a limited sense of how many life forces are currently within 30 feet of the stone, which you can potentially use to determine when it's safe to call on the stone's power. At any time within the next hour after your body died, you can spend 1 minute concentrating in order to return to your body. As long as your body is still intact, you are no longer dead—you are restored to 1 HP with the doomed 3 and wounded 3 conditions. You can benefit from the effects of only one *pale orange rhomboid aeon stone* in a given day.

The resonant power allows you to wait more than an hour to return to your body with the *aeon stone*; as long as the *wayfinder* remains on the body, your body doesn't decay and you can return at any point.

Type pearlescent pyramid; **Level** 10; **Price** 900 gp

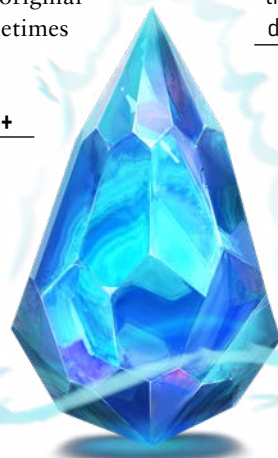
While invested, this *aeon stone* grants the benefit of the *ghost touch* property rune to your weapons and unarmed attacks.

The resonant power grants a special activation.

Activate envision; **Frequency** once per minute; **Effect** You gain the effects of see *invisibility* for 1 round.

Type pearly white spindle; **Level** 3; **Price** 60 gp

When you invest this *aeon stone*, it slowly starts healing your wounds, restoring 1 HP every minute.



The resonant power grants you resistance 1 to negative damage.

Type western star; **Level** 6; **Price** 225 gp

This *aeon stone* must be activated to provide a benefit.

Activate ♦♦ envision, Interact; **Effect** You activate the *aeon stone* to gain the effects of a 1st-level *illusory disguise*.

The resonant power allows you to render all of your *aeon stones* and your *wayfinder* invisible whenever you use the activation to gain the effects of *illusory disguise*.

ELEMENTAL WAYFINDER

ITEM 9+

UNCOMMON EVOCATION INVESTED MAGICAL

Usage worn; Bulk –

Pathfinder Society researchers recently created *elemental wayfinders* with the assistance of the Society's elemental allies. In addition to the effects of a *wayfinder* (Core Rulebook 617), these *wayfinders* each grant the ability to cast a particular elemental spell once per day, and can assist Pathfinders in exploring areas associated with their element. Each has the trait associated with its element.

Activate ♦♦ command; **Frequency** once per day; **Effect** The *wayfinder* casts its associated spell.

Type air; **Level** 9; **Price** 650 gp

The *wayfinder* can cast 4th-level *lightning bolt*. Additionally, you can cast *feather fall* as a primal innate spell once every 10 minutes.

Type earth; **Level** 9; **Price** 600 gp

The *wayfinder* can cast 4th-level *stoneskin*. Additionally, you dig twice as quickly as normal.

Type fire; **Level** 9; **Price** 700 gp

The *wayfinder* can cast 4th-level *fireball*. Additionally, you gain resistance 5 to fire.

Type water; **Level** 10; **Price** 900 gp

The *wayfinder* can cast 4th-level *hydraulic torrent*. Additionally, you gain the constant effects of *water breathing*.

FASHIONABLE WAYFINDER

ITEM 3

UNCOMMON CONJURATION INVESTED MAGICAL

Price 50 gp

Usage worn; Bulk –

Fashionable wayfinders allow you to be dressed for success in almost any situation. In addition to the effects of a *wayfinder* (Core Rulebook 617), a *fashionable wayfinder* can attune to up to three sets of mundane clothing in your possession during your daily preparations. A *fashionable wayfinder* has the following activation.

Activate ♦ envision; **Effect** You call one of the attuned sets of clothing onto yourself, changing clothes instantly and leaving you either holding the old set of clothing or with the old set folded neatly on the floor if you don't have a free hand to hold it. This activation can't change you into or out of a suit of armor of any kind. While the activation can transport the chosen attuned set of clothing onto you from up to 60 feet away, it

can't transport any other creatures or items that might have been stored in the clothing.

HOMeward WAYFINDER

ITEM 13

UNCOMMON CONJURATION EVOCATION INVESTED MAGICAL

TELEPORTATION

Price 2,750 gp

Usage worn; Bulk –

Homeward wayfinders are powerful escape tools in the hands of a Pathfinder agent, drawing upon a special connection to the Maze of the Open Road. In addition to the effects of a *wayfinder* (Core Rulebook 617), a *homeward wayfinder* attunes itself to the most recent Pathfinder Lodge you've visited and has the following activation.

Activate 10 minutes (command, Interact); **Frequency** once per day; **Effect** You teleport back to the attuned Pathfinder Lodge, as long as you are no more than 100 miles away. This teleportation effect fails if you would bring another creature with you, even if you're carrying it in an extradimensional space.

HUMMINGBIRD WAYFINDER

ITEM 12

UNCOMMON EVOCATION INVESTED MAGICAL TRANSMUTATION

Price 1,750 gp

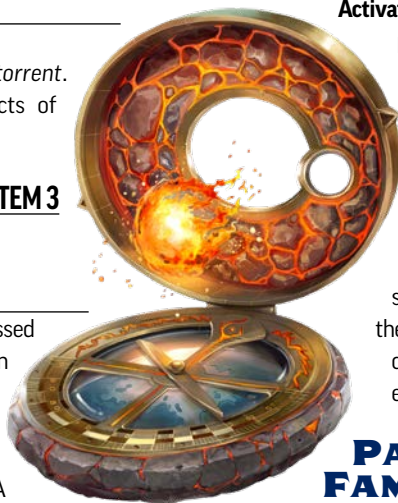
Usage worn; Bulk –

Hummingbird wayfinders blend a few Arcadian secrets into the original *wayfinder* design, allowing the *wayfinder* to gain mobility for a time and act as a spy. In addition to the effects of a *wayfinder* (Core Rulebook 617), a *hummingbird wayfinder* has the following activation.

Activate ♦♦ command, Interact; **Frequency** once per hour; **Effect** You cause the *wayfinder* to transform into a Tiny bee hummingbird, only 2 inches long. Other than the *wayfinder* being a visible bird, this has the effects of *prying eye*. In addition to Seeking through the hummingbird, you can activate any *aeon stone* within the *wayfinder* as if the *wayfinder* were still on your person. When the effect ends, the *wayfinder* transforms back to normal in its current position. Damaging the bird ends the effect but does not destroy the *wayfinder*.

PATHFINDER SOCIETY FAMILIARS

Pathfinders often employ unusual friendly constructs as their familiars, especially *aeon wyrd* and *poppet* familiars, and they have made fey and draconic allies as well. Specific familiars (Advanced Player's Guide 147) allow you to gain a familiar with unique abilities. In order for you to choose a specific familiar, your familiar must be capable of having the template's required number of familiar abilities. A specific familiar gains familiar traits and several abilities,



including abilities it can gain only as a specific familiar. As with a familiar that naturally has a familiar ability, you can never switch out any of the abilities a specific familiar has, nor can you convert your specific familiar into a different familiar. (If your familiar is a faerie dragon, it doesn't stop being a faerie dragon the next day.) If your familiar gains more abilities than necessary to become a specific familiar, you can spend the remaining abilities normally, though a familiar can be only a single type of specific familiar.

AEON WYRD

An aeon wyrd is a floating swarm of gemstones surrounding a larger stone. It grants the power of its internal *aeon stone* to its master.

AEON WYRD

CONSTRUCT

Required Number of Abilities 3

Granted Abilities *aeon stone* reservoir, can't walk, constructed, crystalline, flier

Aeon Stone Reservoir Your aeon wyrd can hold any *aeon stone* as a powerfully resonant nucleus that holds it together. You gain the *aeon stone*'s benefits without needing to use one of your investiture slots for the day, and you also gain the *aeon stone*'s resonant power, without interfering with any *wayfinder* you invest.

Can't Walk Your aeon wyrd has no land Speed.

Constructed Your aeon wyrd is immune to bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, and unconscious. It can recover Hit Points only via the Repair action and other methods that fix items, not from any form of Hit Point healing. It's destroyed at 0 HP.

Crystalline Your aeon wyrd's crystalline structure makes it vulnerable to sonic attacks. It gains weakness to sonic damage equal to your level.

CALLIGRAPHY WYRM

Calligraphy wyrms are curious dragons constantly in search of new lore and writing. They make natural allies for Pathfinders. While knowledgeable, calligraphy wyrms can also be know-it-alls. Their chirpy, high-pitched voices make this attitude humorous to some and insufferable to others.

CALLIGRAPHY WYRM

BEAST

Required Number of Abilities 6



Granted Abilities darkvision, flier, ink spray, manual dexterity, scent, skilled (Arcana, Society), speech, stylus claws

Ink Spray ✦ (arcane, evocation) **Frequency** once per 10 minutes; **Effect** The wyrm splatters ink in a 10-foot cone. Each creature in the area must succeed at a Reflex save or become covered in ink. Ink spray has the effects of *glitterdust* except the creature isn't dazzled, and it can remove its blindness by spending a single action, which has the manipulate trait, to wipe off the ink from their face.

Stylus Claws Your calligraphy wyrm has stylus-shaped claws that it can fill with its natural ink, using its claw as a pen without having to purchase ink.

DWEOMERCAT CUB

Pathfinder agent Arianrhod Thriceborn, an adherent of the Eldest Magdh, raised a litter of these intelligent mystical felines from the First World. Dweomercat cubs are curious and love exploring ley lines and traveling the world. At only 1 foot tall and weighing 15 pounds, dweomercat cubs are smaller than their egos and curiosity imply.

DWEOMERCAT CUB

BEAST

Required Number of Abilities 4

Granted Abilities alter dweomer, darkvision, detect magic, scent, speech

Alter Dweomer ✦ (abjuration, arcane) **Frequency** once per 10 minutes; **Requirements** The dweomercat cub was targeted by a spell or was within the area of a spell as it was cast since its last turn; **Effect** The dweomercat cub gains an effect related to the school of the triggering spell. Other than the damage, the effect lasts for 1d4 rounds or until the dweomercat cub Dismisses the effect, whichever comes first.

- **Abjuration** The cub gains a +1 status bonus to AC.
- **Conjuration** A cloud of fog appears in a 5-foot burst centered on a corner of the cub's space. Anything in the cloud is concealed.
- **Divination** The cub gains a +1 status bonus to skill checks.
 - **Enchantment** The cub gains a +1 status bonus to saves.
 - **Evocation** Magical feedback deals 1d6 force damage for every 2 levels you have to the triggering spellcaster (basic Reflex save using your class DC or spell DC, whichever is higher).
 - **Illusion** The cub becomes invisible. This effect ends if the cub uses a hostile action, in addition to the normal end conditions.



- **Necromancy** The cub gains temporary HP equal to your level.
- **Transmutation** The cub gains a +1 status bonus to attack rolls.

Detect Magic Your dweomercat cub can cast 1st-level *detect magic* as an arcane innate spell.

POPPET

Endlessly modifiable, poppet familiars made of wicker and wood are among the most basic construct familiars available to Pathfinder agents across the globe.

POPPET

CONSTRUCT

Required Number of Abilities 1

Granted Abilities constructed, flammable

Constructed As aeon wyrd (page 122).

Flammable Your poppet's components make it particularly vulnerable to fire. It gains weakness to fire equal to your level. You can spend an additional familiar ability, either permanently or on a per-day basis, to reinforce the poppet's construction, removing this weakness.



OTHER SECRETS

Cordelia Perseis, free-roving venture-captain for Taldor, is also an arcane enthusiast. Over the course of her research on the magic of First King Xin of Thassilon, originally discovered by the Magnimar Lodge, Cordelia has developed several useful magics.

CORDELIA'S CONSTRUCT KEY

ITEM 8+

UNCOMMON CONJURATION INVESTED MAGICAL TRANSMUTATION

Usage worn; Bulk –

Worn on a necklace, this intricate key grants you greater facility with constructs. The key alerts you to constructs lurking around you. Whether or not you are Investigating, the GM automatically rolls secret Recall Knowledge checks for you when you see a construct pretending to be a normal object, statue, or the like. Typically, this check is Arcana, Crafting, or an appropriate Lore skill. On a success, you recognize the presence of the construct and gain the usual benefits of Recall Knowledge.

While you're wearing the key, if your attack reduces a construct to 0 Hit Points, instead of destroying it completely, you can send it into a dormant state, from which you can study its inner workings and possibly (at the GM's discretion) spend time and money to reprogram or repurpose it. Even if you don't subvert it, you can Repair a construct rendered dormant this way, allowing you to return tomb guardians to their vigil after you've battled them. Additionally, you can activate the key in two ways to call a construct to serve you.

Activate ♦♦ command, Interact; **Frequency** once per hour;

Effect You turn the key in the air and create a magic glyph.

The key casts 3rd-level *summon construct*.

Activate 1 minute (command, envision, Interact); **Frequency** once

per day; **Effect** You place the key on a Small object and turn it, creating a simple animated object for 1 hour. The animated object has the statistics of an animated broom (*Pathfinder Bestiary* 20) but has no bristles Strike and can't attack. It performs simple and broad menial tasks for you in exploration or downtime but is too slow to react to individual commands to assist you in a combat encounter.

Type Cordelia's construct key; **Level** 8;

Price 450 gp

Type Cordelia's greater construct key; **Level** 12; **Price** 1,750 gp

A greater key allows you to fully comprehend and thus partially bypass a construct's resistances. You ignore the first 5 resistance a construct has against your damaging effects, whether martial or magical. Additionally, the key's first activation casts a 5th-level *summon construct*, and its second activation lasts 8 hours.

CUNNING

RUNE 5

UNCOMMON DIVINATION MAGICAL

Price 140 gp

Usage etched on a slashing or piercing weapon
The weapon performs divination magic on the blood of your foes, granting you insight into their abilities and weaknesses.

Activate ♦ envision; **Frequency** once per minute;

Requirements On your previous action this turn, you used this weapon to hit and damage a creature that has blood or other vital fluids; **Effect** You learn the secrets the weapon gleaned from the creature's blood. Attempt to Recall Knowledge about the target of the required attack, gaining an item bonus to the Recall Knowledge skill check equal to the weapon's item bonus to attack rolls from its potency rune. If the required attack was a critical hit, you also gain a +2 circumstance bonus to this check.



PERSEIS'S PRECAUTIONS

SPELL 3

UNCOMMON DIVINATION FORTUNE PREDICTION

Traditions arcane, occult

Cast ♦♦♦ material, somatic, verbal

Range touch

Duration 10 minutes

Leaving nothing to chance, you weave divinatory precautions against an ambush, alerting the target to danger. Once during the duration of this spell, the target can roll one Perception, Arcana, Crafting, Lore, Occultism, or Society initiative roll twice and take the better result, after which the spell ends. The strain of staying so prepared is too much for a mind to handle for long; the target is temporarily immune to this spell for 24 hours once the spell ends, whether they used the initiative benefit or not.

GLOSSARY & INDEX



This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on. New rules content is marked with an asterisk (*).

Abadar Lawful neutral god of cities, law, and wealth. Known as the Master of the First Vault. *Gods & Magic* 12–13

Absalom The largest city in the Inner Sea region. Founded by Aroden and located on Starstone Isle. *Absalom, City of Lost Omens*

Absalom Reckoning The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4720 AR.

Abyss An endlessly winding, chaotic evil plane full of dangerous chasms. Home to the fiends known as demons. *Gamemastery Guide* 142

access Certain uncommon abilities, feats, and other options have an Access entry. Characters who meet the criteria in the entry gain access to that option.

Achaek Lawful evil god of assassins, divine punishment, and the Red Mantis. Also known as He Who Walks in Blood. *Gods & Magic* 52

Alijae One of the three subgroups that make up the Mualijae elves. Alijae live in the northern Mwangi Expanse. *Character Guide* 25

Andoran A relatively young nation in southern Avistan known for its adherence to democracy and personal freedom. *World Guide* 122–124

Arcadia One of Golarion's continents. Lies to the west of the Inner Sea region, past the ruins of Azlant. *World Guide* 6–7

Archlords of Nex Mages with formal training in the ways of the archmage Nex. *World Guide* 80

Aroden Lawful neutral god of humanity, innovation, history, culture, and fulfillment of destiny. Also known as the Last Azlanti. Now deceased. *World Guide* 14, 21

Aspis Consortium A prominent trade organization that spans the Inner Sea region and often opposes the Pathfinder Society. Known for its unscrupulous practices. *Character Guide* 65

Aucturn Eleventh planet from the sun known as the Stranger. *World Guide* 9

Avistan One of Golarion's continents. Comprises the northern half of the Inner Sea region. *World Guide* 7

Azlant One of the most powerful empires during the Age of Legend. Destroyed during Earthfall. Its ruins remain as islands in the Arcadian Ocean. *World Guide* 8, 62–63

Azlanti The people of the ancient empire of Azlant. Aroden, god of humanity, was also called the Last Azlanti. *Character Guide* 10

Bellflower Network A secretive organization dedicated to the liberation of halfling slaves, especially in Cheliax. *Character Guide* 65

Besmara Chaotic neutral goddess of piracy, sea monsters, and strife. Also known as the Pirate Queen. *Gods & Magic* 55

Bleaching A process that decolorizes and ages a gnome, brought on by ennui and typically culminating in the gnome's death.

Boneyard The neutral plane where the souls of the dead arrive for judgment in the afterlife. Home to the monitors known as psychopomps. *Gamemastery Guide* 142–143

Bonuwat A major Mwangi ethnic subgroup that lives along Garund's western coast. *Character Guide* 7

Brevoy A nation in northeastern Avistan, known for its political uncertainty. *World Guide* 26–28

Casmaron One of Golarion's continents. Located just east of the Inner Sea region. *World Guide* 7

Cayden Cailean The chaotic good god of bravery, ale, freedom, and wine. Also known as the Drunken Hero. *Gods & Magic* 18–19

Cheliax A nation in southwest Avistan, known for its ties to diabolic rule. *World Guide* 98–100

Crown of the World The northernmost of Golarion's continents. Connects Avistan to Tian Xia. *World Guide* 7

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7–8

Decemvirate The mostly anonymous 10-person ruling body of the Pathfinder Society. Also known as “the Ten.” 4

Desna The chaotic good goddess of dreams, luck, stars, and travelers. Also known as the Song of the Spheres. *Gods & Magic* 20–21

Draconic The ancient language of dragons.

Druma A nation in southern central Avistan, known for its prominent trade and great wealth. *World Guide* 124–125

Earthfall A cataclysmic event in –5293 AR in which a swarm of meteorites fell upon Golarion and caused massive destruction, ending the Age of Legends and starting the Age of Darkness.

Ekujae One of the three groups that make up the Mualijae elves. Ekujae predominantly live in the western Mwangi Expanse. *Character Guide* 25

Eldest A group of powerful demigods and fey lords who rule in the First World.

Elemental Planes A set of planes, located within the Inner Sphere, that surround the Material Plane. These include the planes of air, water, earth, and fire.

Envoy's Alliance A faction within the Pathfinder Society dedicated to the recruitment of new members, securing the well-being of agents, and growing the Society as a whole. 24–27

Erutaki A common human ethnicity in the Inner Sea region. Erutaki span the Crown of the World. *Character Guide* 6

Eye of Abendego An enormous, perpetual hurricane located between Mediogalti Island, the Shackles, and the Sudden Lands. *World Guide* 63–64

Firebrands A rebellious organization known for its members' daredevil acts and resistance against oppression. *Character Guide* 66–75

First World A plane that overlaps the Material Plane, said to be a “rough draft” of existence. Home to vibrant landscapes and fey. *Gamemastery Guide* 141

Free Captains The leaders of pirates in the Shackles.

Galt A nation in eastern Avistan, known for its constant political upheaval and revolution. *World Guide* 126

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8

Garundi A common human ethnicity in the Inner Sea region that spans the nations of northern Garund. *Character Guide* 6

Goka A large city-state in western Tian Xia.

Golarion The primary world of the Lost Omens campaign setting. *World Guide* 6–9

Grand Archive A faction within the Pathfinder Society dedicated to seeking out knowledge, uncovering ancient relics, and rediscovering the secrets of the past. 28-31

Gravelands The region in central Avistan formerly known as Lastwall. Now home to undead and other roaming horrors. *World Guide* 40–41

Great Beyond The collective name for all the planes of existence in the known multiverse. *World Guide* 9–10

Heaven A lawful good plane that embodies order and compassion. Home to the celestials known as archons. *Gamemastery Guide* 143–144

Hellknights A set of knightly orders with a strict focus on enforcing law and order. *Character Guide* 76–85

High Seas The region of coastal nations and open ocean along the western edge of the Inner Sea region. Includes the Fever Sea, Hermea, Mediogalti Island, the Shackles, and the Steaming Sea. *World Guide* 60–71

hobgoblin Hobgoblins are a sturdy, clever people with a propensity for militaristic order. *Character Guide* 48–51

Horizon Hunters A faction within the Pathfinder Society dedicated to traveling and exploring the world, discovering new lands and forgotten ruins. 32–35

House Thrune The current ruling noble house of Cheliax.

Icemark A territory in the northern region of the Lands of the Linnorm Kings.

Impossible Lands The region in eastern Garund that consists of Geb, Jalmeray, the Mana Wastes, and Nex. *World Guide* 72–83

Inner Sea The sea between Avistan and Garund, created by the reshaping of the region during Earthfall.

Inner Sea region The collective name for the area surrounding the Inner Sea, consisting of Avistan and the northern part of Garund.

Iobaria A nation in western Casmaron, unsettled and largely lawless in the wake of several plagues.

Iobarian A human ethnicity based in the Casmari nation of Iobaria. *Character Guide* 9

Iomedae The lawful good goddess of honor, justice, rulership, and valor. Also known as the Inheritor. *Gods & Magic* 28–29

Isle of Terror A small island, wracked by terrible storms and overrun with undead horrors, in the center of Lake Encarthan. Also serves as the Whispering Tyrant's headquarters. *World Guide* 41

Jaha A massive walled city located in the northern portion of the Mwangi Expanse. *World Guide* 92

Jalmeray An island nation off the eastern coast of Garund. Predominantly populated by immigrants from the distant region of Vudra. *World Guide* 77–79

Jistka Imperium An ancient empire that ruled northern Garund circa –3600 AR.

Katapesh A nation located on the northeastern coast of Garund and known for its markets. *World Guide* 51–52

Keleshite A human ethnicity in the Inner Sea region, common among the nations of the Golden Road. *Character Guide* 6–7

Kellid A human ethnicity in the Inner Sea region, originating among the mountains and steppes of northern Avistan. *Character Guide* 7

Kibwe A trade city located in the eastern reaches of the Mwangi Expanse. *World Guide* 86–87

Knights of Lastwall The remaining knights of fallen Lastwall who seek to destroy the Whispering Tyrant. *Character Guide* 86–95

Kortos The island that Aroden raised along with the Starstone and upon which Absalom was built. Also known as Starstone Isle. *World Guide* 14

Kraggodan A dwarven Sky Citadel located in the southern Mindspin Mountains in Nirmathas.

Kyonin A nation in central Avistan, known as the center of elven culture on the continent. *World Guide* 127–128

Lake Encarthan A large lake located in central Avistan that facilitates trade throughout the region. *World Guide* 41

Lake Ocota A large lake located in the central portion of the Mwangi Expanse. *World Guide* 87–88

Lake of Mists and Veils A large lake in northeastern Avistan. *World Guide* 28

Lands of the Linnorm Kings A region in northwestern Avistan, known for its harsh environs and fierce leaders. *World Guide* 112–113

Lastwall A destroyed nation that was founded to watch over Gallowspire, the former prison of the lich Tar-Baphon. *World Guide* 40–41

Lissala The lawful neutral goddess of duty, fate, reward for service, and runes, once worshipped by the Azlanti. Also known as the Order of Virtue. *Gods & Magic* 130–131

lizardfolk Reptilian humanoids also called iruxi. Known for their extreme adaptability and patience. *Character Guide* 56–59

Magaambya The oldest academy of arcane learning in the Inner Sea region, located in the city of Nantambu. *Character Guide* 96–105

Magnimar One of the major city-states in Varisia. Also known as the City of Monuments.

Mana Wastes A region in eastern Garund known for its areas in which magic becomes inert or dangerously unpredictable. *World Guide* 79–80

Material Plane The plane that encompasses the known universe, including Golarion and its surrounding solar system. Located within the Inner Sphere. *Gamemastery Guide* 138–139

Mediogalti Island A large island off the northwestern coast of Garund. Home of the Red Mantis assassins. *World Guide* 65–66

Mendev A nation located in northeastern Avistan that has long been a launching point for crusades against the demons of the Sarkoris Scar. *World Guide* 28–29

Milani The chaotic good goddess of devotion, hope, and uprisings. Also known as the Everbloom. *Gods & Magic* 66

Minkai A large empire located in eastern Tian Xia. Known for its recently quelled civil instability.

Molthune A nation located in central Avistan and dominated by its military. Currently at war with Nirmathas. *World Guide* 42

monitor A creature that hails from or has a strong connection to the neutrally aligned planes.

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Mordant Spire A strange tower located in the Steaming Sea. Home of the secretive Mordant Spire elves. *World Guide* 66–67

Mualijae A major elven ethnic group that predominantly lives in the Mwangi Expanse and consists of three subgroups: Alijae, Ekujae, and Kallijae. *Character Guide* 24

Mwangi Expanse The area in northern Garund consisting of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian. *World Guide* 84–95

Nantambu A city-state located on the western edge of the Mwangi Jungle. *World Guide* 89–90

Nethys The neutral god of magic. Also known as the All-Seeing Eye. *Gods & Magic* 34–35

New Thassilon A young nation in northwest Avistan, home to time-displaced Thassilonians. *World Guide* 113–115

Nex A nation located on the eastern coast of Garund, famous and notorious as a center for arcane study. *World Guide* 80–81

Nidal A nation located on the southwest coast of Avistan and watched over by Zon-Kuthon. *World Guide* 102–103

Nidalese A human ethnicity in the Inner Sea region. Common in Nidal and the surrounding regions. *Character Guide* 7–8

Nirmathas A nation located in central Avistan, known for its vast wilderness and current war with Molthune. *World Guide* 43

Numeria A nation in northeast Avistan known for its unique and powerful technology, originally salvaged from a fallen starship. *World Guide* 29–30

Old-Mage Jatembe The great wizard who founded the Magaambya and helped rekindle the art of magic during the Age of Anguish. *Legends* 62–65

Osibu An idyllic city located in the southern reaches of the Mwangi Expanse. *World Guide* 93

Osirion A nation in northeastern Garund that boasts countless tombs and temples from the time of the empire of Ancient Osirion. *World Guide* 53–54

Pathfinder Society A globe-trotting organization of adventurers dedicated to exploration and the reclamation of lost relics. *Character Guide* 106–115

Plane of Earth An Elemental Plane exemplified by solid stone, endless caverns, and rich mineral veins. *Gamemastery Guide* 139–140

Qadira A nation located in southeast Avistan. Also the westernmost satrapy of the great Padishah Empire of Kelesh. *World Guide* 54–55

qlipthoth A group of primeval fiends native to the Abyss and born of that plane's chaotic essence. *Bestiary* 2 309

Quantum The capital of the nation of Nex.

Radiant Oath A faction within the Pathfinder Society dedicated to assisting others, redeeming those who have strayed into evil, and generally doing good for the world. 23

Rahadoum A nation located in northwest Garund, known for its prohibition of all religious practice. *World Guide* 55–56

Razmir The lawful evil god of law, luxury, and obedience. Patron and protector of the nation of Razmiran. Known as the Living God. *World Guide* 31

Razmiran A nation located in central Avistan. Known as the home of Razmir and his church. *World Guide* 30–31

Red Mantis A group of assassins who serve the mantis god Achaekek and reside on Mediogalti Island. *World Guide* 65–66

River Kingdoms A turbulent region in northeast Avistan composed of dozens of small kingdoms all struggling for dominance. *World Guide* 31–32

Rovagug The chaotic evil god of destruction, disaster, and wrath. Also known as the Rough Beast. *Gods & Magic* 40–41

Runelord One of seven powerful wizards that ruled in ancient Thassilon, each tied to an aspect of sin magic.

Saga Lands The region in northwest Avistan consisting of Irrisen, the Lands of the Linnorm Kings, New Thassilon, the Realm of the Mammoth Lords, and Varisia. *World Guide* 108–119

Sarenrae The neutral good goddess of healing, honesty, redemption, and the sun. Also known as the Dawnflower. *Gods & Magic* 42–43

Sargava A part of the Empire of Cheliax that broke off into an independent state. A recent revolution led Sargava to become the new nation of Vidrian.

Sarkoris Scar A region in northern Avistan that previously housed the demonic Worldwound. *World Guide* 32–33

Sczarni A group of tight-knit criminal families in Varisia.

Shackles A collection of islands off the western coast of Garund, known for rampant piracy. *World Guide* 67–68

Shelyn The neutral good goddess of art, beauty, love, and music. Also known as the Eternal Rose. *Gods & Magic* 44–45

Shoanti A human ethnicity common across the Storval Plateau, the frontiers of Varisia, and beyond. *Character Guide* 8

Taldan A human ethnicity widespread throughout Avistan, especially in the southern regions of the continent. *Character Guide* 8

Taldor A nation located in southeast Avistan, formerly an empire, that now seeks to reclaim its former glory. *World Guide* 128–129

Tanglebriar A large swamp in southern Kyonin, ruled by the demon lord Treerazer. *World Guide* 128

Tar-Baphon A necromancer killed by Aroden who rose again after the god's death as the lich king known as the Whispering Tyrant. Threatened the Inner Sea region for centuries before being imprisoned; broke free in 4719 AR to terrorize the region once more. *World Guide* 14, 38

Thassilonian The language of the people of Thassilon and New Thassilon.

Thuvia A nation located in northern central Garund, known for its exclusive production of the sun orchid elixir. *World Guide* 56–57

Tian A group of human ethnicities originally hailing from the nations of Tian Xia, now common along major Avistani trade routes, including the Crown of the World. *Character Guide* 8–9

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *World Guide* 9

Tien The common trade language of the various Tian peoples.

Treerazer A powerful demon lord banished to Tanglebriar, a swamp in southern Kyonin. Also known as the Lord of the Blasted Tarn.

Ulfen A human ethnicity common in the northern reaches of Avistan. *Character Guide* 9

Ustalav A nation located in northern central Avistan. Beset by countless roaming terrors. *World Guide* 45

Varisia A region in northwestern Avistan. Known as a frontier land and home to ancient Thassilonian ruins. *World Guide* 116–117

Varisian A human ethnicity common throughout Avistan but centered in and around Ustalav and Varisia. *Character Guide* 9

Varki A human ethnicity related to the Erutaki, predominantly populating the mountains of northern Avistan. *Character Guide* 10

Verdant Wheel A faction within the Pathfinder Society dedicated to studying natural phenomena, protecting natural realms, and preserving nature. 23

Verduran Forest A large forest in southeast Avistan, nestled between Andoran, Galt, and Taldor. *World Guide* 129

Vidrian A young nation located on western coast of Garund that only recently broke free of oppressive colonial rule. Born from the overthrown nation of Sargava. *World Guide* 91–92

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Vigilant Seal A faction within the Pathfinder Society dedicated to locating and defeating potential threats to Golarion and facing any dangers that have been unleashed upon the world. 36–39

Vudra A vast peninsula in southeastern Casmaron. Home of the Vudrani people.

Whispering Tyrant Another name for the lich-king Tar-Baphon. *World Guide* 14, 38

Whispering Way A group of cultists dedicated to spreading undeath and serving the lich-king Tar-Baphon. *Character Guide* 65

Worldwound An enormous, now-closed rift that opened in the nation of Sarkoris and allowed the demonic hordes of the Abyss to spill forth and destroy the region. The surrounding region, blighted by its effects, is now known as the Sarkoris Scar. *World Guide* 26, 32

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