

PATHFINDER

CAMPAIGN SETTING™



PATHFINDER SOCIETY FIELD GUIDE

Erik Mona, Mark Moreland, Russ Taylor, and Larry Wilhelm

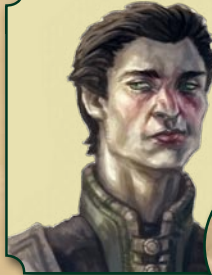
PATHFINDER SOCIETY FACTIONS



ANDORAN

Freedom and democracy for all.

Faction Leader:
Major Colson
Maldris



QADIRA

Dominance through trade.

Faction Leader:
Aaqir Al'Hakam



CHELIAX

Establish order, no matter the costs.

Faction Leader:
Paracountess Zarta
Dralneen



SCZARNI

Use Pathfinder missions as a front for personal gain.

Faction Leader:
Guaril Karela



GRAND LODGE

Loyalty to the Decemvirate above all else.

Faction Leader:
Venture-Captain
Ambrus Valsin



SHADOW LODGE

Ensure the Decemvirate doesn't take advantage of Pathfinder agents.

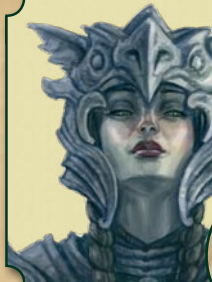
Faction Leader:
Grandmaster Torch



LANTERN LODGE

Spread the wisdom of Tian Xia within the Inner Sea.

Faction Leader:
Amara Li



SILVER CRUSADE

Use the Pathfinder Society's resources to do good in the world.

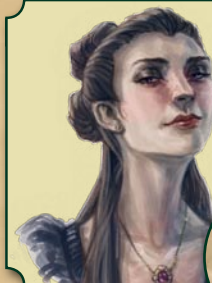
Faction Leader:
Ollysta Zadrian



OSIRION

In the secrets of the past, we shall find today's triumphs.

Faction Leader:
Amenopheus



TALDOR

Gain control of Absalom through political manipulation and intrigue.

Faction Leader:
Lady Gloriana Morilla



PATHFINDER SOCIETY FIELD GUIDE

A Pathfinder Campaign Setting Supplement

This book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for use in the Pathfinder campaign setting.



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WELCOME TO THE PATHFINDER SOCIETY

Some of Golarion's greatest heroes record their victories in an ongoing series of chapbooks known as the *Pathfinder Chronicles*. The amazing tales bound in these volumes tell of lost gods and sunken continents, of creatures older than history and the fantastic ruins they left behind.

The authors of these tales belong to the Pathfinder Society, a loose-knit group of explorers, scholars, and adventurers who span the globe and band together in search of lost knowledge and ancient treasures. Some seek to unlock the secret history of the world, piecing together the past one fragment at a time. Others are in it for the money, filtering priceless antiquities through a series of unscrupulous merchants to enrich themselves beyond measure. Other Pathfinders take up the trade for the potential fame, or because they find the thrill of risking their lives more addicting and exhilarating than any vice or drug.

A shadowy inner circle of 10 masked leaders known as the Decemvirate rules the Pathfinder Society from the bustling metropolis of Absalom, the so-called City at the Center of the World. There, in a huge fortress complex called the Grand Lodge, the Ten manage a vast organization of operatives spread throughout the Inner Sea and beyond. Their subordinates, called venture-captains, coordinate independent teams of Pathfinders, tipping them off to ancient legends, passing along newly discovered maps, and supporting their efforts in the field. Venture-captains provide an ideal "in-world" source of adventure leads, making them indispensable NPCs in any campaign. That doesn't necessarily make every venture-captain an ally, however. The ultimate goals of the Decemvirate are inscrutable, and not even the venture-captains understand the full picture of what the Pathfinder Society does with the information it collects.

Each venture-captain oversees the activities of several tightly knit groups of Pathfinder field agents who conduct much of the exploration and adventure

that fuels the organization as a whole. Perhaps your player characters are one such group, moving from locale to locale to discover the lost secrets of dead civilizations.

Pathfinders provide written reports of their exploits to their venture-captains, who in turn forward the most compelling records to the Grand Lodge for consideration by the Decemvirate. Periodically, the masked leaders collect and publish the greatest exploits into new volumes of the *Pathfinder Chronicles*, which they ship back to the venture-captains for distribution to field agents, sending adventurers flocking to the sites detailed therein.

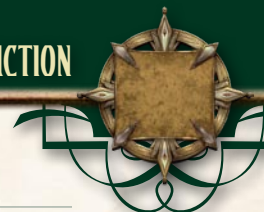
Individual groups of Pathfinder agents often find themselves at cross-purposes in the field, particularly if each team reports to a different venture-captain. Competition between Pathfinders rarely results in outright battle, but certain agents aren't above collapsing passages, triggering ancient traps, or selling out their rivals to hostile natives—all in the name of friendly competition, of course.

THE PATHFINDER SOCIETY CAMPAIGN

Paizo's massive organized play campaign is based on the concept that the thousands of players who take part in organized play games are members of the Pathfinder Society. As members of this organized play campaign, you play field agents sent on various tasks throughout the Inner Sea region (and periodically beyond) to help the Pathfinder Society achieve its countless goals. Players also attempt to aid their own factions, who use their agents' status as Pathfinders to achieve their own goals. To find out more about Pathfinder Society Organized Play, visit paizo.com/pathfindersociety, where you can download free guidelines for play, register your character, and more.

An organized play campaign works quite differently than most home games, but that doesn't mean you can't adapt some of the unique rules of a massive campaign to your home game.





DAY JOBS

Not every Pathfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra gold on the side, between missions. During these times, you can attempt a Craft, Perform, or Profession skill check to see how much extra money you earn—this is called a Day Job check. In the organized play campaign, you may make one Day Job check after the end of each adventure—in a home game, the GM should set a schedule for Day Job checks that fits with her particular campaign. Note that if you use Day Job checks in your game, this system should replace the normal rules for using these skills to earn money. Certain Vanities (see the end of Chapter 5 of this book) allow you to further modify your Day Job rolls, or even let you use skill ranks from other, more specialized skills. You cannot take 10 or 20 on a Day Job check.

In order to determine how much money you make as a result of a Day Job check, consult the table below.

Day Job Check Rewards

DC Result	GP Award
5	1 gp
10	5 gp
15	10 gp
20	20 gp
25	50 gp
30	75 gp
35	100 gp
40	150 gp

PRESTIGE AND FAME

In the Pathfinder Society Organized Play campaign, every player character belongs to a specific faction chosen from the 10 options presented in Chapter Two. As characters go on adventures and perform services for their factions, they gain Fame and Prestige with those factions. In addition to the brief rules presented here and the details on how Fame and Prestige tie to specific factions in Pathfinder Society Organized Play (presented on page 13), full details on these subsystems can be found in the free online guidelines at paizo.com/pathfindersociety.

Item Purchases: In the Pathfinder Society campaign, your Fame score sets the upper limit of what kinds of items you can purchase for your character. The higher your Fame, the higher your character's purchase limit grows, thus allowing you to spend your gold on more expensive gear.

Fame and Item Purchases

Fame Score	Maximum Item Cost
4 or less	500 gp
9	1,500 gp
13	3,000 gp
18	5,250 gp

22	8,000 gp
27	11,750 gp
31	16,500 gp
36	23,000 gp
40	31,000 gp
45	41,000 gp
49	54,000 gp
54	70,000 gp
58	92,500 gp
63	120,000 gp
67 or more	157,500 gp

Additional Prestige Purchases: While each faction lists a customized selection of boons, favors, and awards that can be purchased with Prestige Points (abbreviated as "PP"), a wide selection of "generic" purchases are available to all characters. Most of these purchases are in the form of restorative spells cast by helpful faction members, but some of them are bonuses on checks, access to items, or favors.

Generic Prestige Awards

Award	Cost*
+4 on any one skill check**	1 PP
<i>Dispel magic</i>	1 PP
<i>Lesser restoration</i>	1 PP
<i>Make whole</i>	1 PP
<i>Remove blindness/deafness</i>	1 PP
<i>Remove curse</i>	1 PP
<i>Remove disease</i>	1 PP
<i>Remove paralysis</i>	1 PP
Free purchase up to 150 gp***	1 PP
<i>Atonement</i>	2 PP (8 PP to restore cleric/druid powers)
<i>Break enchantment</i>	2 PP
<i>Greater dispel magic</i>	2 PP
<i>Neutralize poison</i>	2 PP
<i>Restoration</i>	2 PP (4 PP to remove a permanent negative level)
Free purchase up to 750 gp***	2 PP
<i>Regenerate</i>	3 PP
Have your body recovered by a rescue team	5 PP
<i>Raise dead</i>	16 PP
<i>Greater restoration</i>	16 PP
<i>Resurrection</i>	32 PP
<i>True Resurrection</i>	77 PP

* Add +5 to this cost if this benefit is purchased outside of a settlement of 5,000 residents or more.

** Does not include the Day Job check.

*** Once per session, you can acquire any single item of this cost or less from your faction by spending the appropriate PP. Items purchased this way are worth 0 gp and cannot be sold.





ABSALOM

“As a venture-captain, I’ve dispatched Pathfinder agents all across the Inner Sea and beyond, and I can tell you for a fact that there’s no city better than Absalom. Here in the City at the Center of the World, a day at the market might turn up more priceless historical antiquities and magical treasures than a lucrative archaeological expedition anywhere else. The city is old. Osirion old. Aroden old. It’s been around since the beginning of the Age of Enthronment, gathering treasures, gathering secrets. The Pathfinder Society is based here for a reason: Absalom is the delve that never runs dry.

—Drandle Dreng, Venture-Captain of Absalom



The city of Absalom traces its origins back to the dawn of the modern age, which began with the city's founding by Aroden, the god of humanity. Since then, countless tyrants, empires, and godlings have attempted to claim it, but the "City Under Siege" has never fallen, and remains as integral to the trade and culture of the Inner Sea today as it was in the era of Old Taldor or the glory years of Cheliox. As far as modern history is concerned, Absalom has always stood astride the mountainous Isle of Kortos, and probably always will.

In the nearly 5,000 years since its founding, Absalom has attracted visitors from all over Golarion, and even some from the distant fringes of the Great Beyond. These travelers have brought secrets and wealth along with them, making Absalom one of the greatest sources of antiquities and lore that the world has ever known. Even today trade brings ships from the far harbors of the legendary eastern continents and the distant side of the Horn of Droon in southern Garund, flooding the metropolis with exotic ideas, diverse magical artifice, and enough political intrigue to inspire machinations from enemies both foreign and domestic. There's a lot going on in the Inner Sea's biggest city, and wise Pathfinders take every precaution before attempting to make the city their own.

The following guide (organized by the city's many districts) paints the "big picture" your character needs to know to perform her Pathfinder duties here in the order's home city, but nothing compares to getting out there and learning things the hard way.

ABSALOM

N metropolis

Corruption +2; **Crime** +4; **Economy** +7; **Law** +2; **Lore** +5;
Society +8

Qualities Academic, Holy Site, Magically Attuned, Prosperous,
Strategic Location, Tourist Attraction

Danger +10

DEMOGRAPHICS

Government council (Grand Council composed of 12-member High Council of major nobles, religious dignitaries, and merchants, and 49-member Low Council of district representatives, popular heroes, lesser priests, and so on. Major power is invested in the Primarch, who technically controls the Council but is in many ways also held in check by its powers.)

Population 303,900

Notable NPCs

Lord Gyr of House Gixx, Primarch of Absalom, Protector of Kortos (N male human rogue 13)

Goodman Hugen, High Councilor, First Harbormaster, Scion Lord of House Candren (NG male human fighter 9/expert 3)

Asilia of Gyr, Captain of the Starwatch, commander of the warship *Hurricane Wings* (N female human ranger 10)

Nuar Spiritskin, "The Minotaur Prince of Absalom," influence peddler (CN male minotaur oracle of heavens 9)

Brythen Blood, High Curator of the College of Mysteries (N male human sorcerer 16)

Ambrus Valsin, Venture-Captain, Chamberlain of the Grand Lodge (LN male human rogue 4/sorcerer 6)

Aram Zey, Venture-Captain, Master of Spells (N male human wizard 11)

Kreighton Shaine, Venture-Captain, Master of Scrolls (CG male elf diviner 7/lorekeeper 3)

Marcos Farabellus, Venture-Captain, Master of Swords (CG male human fighter 6/rogue 4)

Drandle Dreng, Venture-Captain (NG male human rogue 8)

Shevala Iorae, Venture-Captain (N female human sorcerer 8)

MARKETPLACE

Base Value 25,600 gp; **Purchase Limit** 170,000 gp;

Spellcasting 9th

Minor Items availability varies by district, but virtually all items are available if one knows where to look; **Medium**

Items 4d4 items; **Major Items** 3d4 items

ASCENDANT COURT

The geographical and metaphorical heart of Absalom, the Ascendant Court is the centerpiece of the city's religious faith and the hub of its great thoroughfares. Piety is the order of the day here, but as just about every cult has its own definition of faith, the Ascendant Court is just as diverse (and in its own way, dangerous) as any of Absalom's districts. The district's populace ranges from the poor, penniless wretches looking for something to believe in along the Avenue of the Hopeful to sanctimonious manor lords crowding in from the opulent Petal District, their personal palaces encroaching ever more closely on the holiest sites of their beloved gods. The district's guard, the Graycloaks, is composed entirely of incorruptible atheists sworn to protect the quarter against unrest.

Chelish Embassy: The City at the Center of the World was the center of Aroden's widespread cult, the destination of pilgrimages by countless adherents across the Inner Sea who sought to trod the streets that he had trod, and marvel in the works that he had achieved for the city in which he once dwelt. The greatest of Aroden's temples, the site of his mortal hall, stands at the edge of a massive plaza called the God's Market southeast of the Starstone Cathedral. But it is no longer Aroden's temple. Decades of decline in the cult and the disastrous earthquake of 4698 AR bankrupted the aged priests who maintained the site, and through a complex series of maneuverings the nation of Cheliox managed to purchase the damaged structure, which it soon established as its political embassy. Numerous minor dignitaries (including Paracountess Zarta Draldeen, a great friend of the Society's efforts in Cheliox) swarm the baroque building at all hours of the day and night.

Starstone Cathedral: When the living god Aroden raised the *Starstone* from the depths of the Inner Sea, the whole of the Isle of Kortos came with it. Here, at the center of the city that grew up around it, on a tor perched at the center of a yawning chasm, the *Starstone* remains, protected by a massive structure of sweeping towers and treacherous dungeons. Legend claims that any hero who survives the dangers, guardian creatures, and psychological ordeals of the cathedral emerges as a god. Aroden himself, Cayden Cailean, Iomedae, and Norgorber all conquered the otherworldly mystery of the stone and gained divine immortality, and every day hundreds of truth-seekers, visionaries, prophets, and madmen flock to the district with audacious hopes to add their names to that august list.

Temples: The presence of the *Starstone* and importance of the city to the myths of so many religions has sprouted hundreds of places of worship in the Ascendant Court, ranging from tiny shrines honoring the spirits of distant Vudra to the cyclopean temples of major Inner Sea deities. Sites of particular interest to Pathfinder agents include the Seventh Church of Iomedae, Sarenrae's Temple of the Shining Star, the Counting House of Abadar, and the boisterous Cayden's Hall.

THE COINS

The center of trade in Absalom and the city's noisiest and most crowded quarter is the Coins, a sprawling and boisterous district wherein the currency of a hundred nations is exchanged for goods from all corners of the world. Whether it's a relic of the ancient Jitska Imperium, a comb from distant Kaladay, or a common household slave, everything is available in the Coins—provided one is willing to pay the price. The district watch, often called the "Token Guard," takes a soft hand on criminal activity, and consequently pickpockets, bunco artists, and more serious threats like assassins, poisoners, and thugs abound, especially off the main thoroughfares.

Clockwork Cathedral: This mysterious building east of Misery Row is composed of heavy iron plates, interlocking gears, gothic arches, and sliding walls, giving it the appearance of a looming mechanical centipede with a clock tower on its back. The structure houses a vast academy dedicated to instruction in the mechanical arts, with special attention paid to the creation of constructs. A mysterious order of clockwork beings known as the Ruling Escarpment controls the academy's internal gears and mechanisms from hidden chambers deep within the structure's innards.

Grand Bazaar: The massive plaza at the heart of the Coins is one of the largest open markets in the Inner Sea region, and the beating heart of Absalom's retail economy. Here merchants from all over the world compete to hock their wares to wary natives and naive tourists alike, aided in their efforts by a parade of painted ladies, trained animals, gnome

illusionists, and other tricks of the trade. If one knows where to look (and whom to avoid), it's possible to find historical or even magical treasures among the common goods here, even spread out on the modest rug of a petty junk dealer. More exotic—and even highly illegal—goods are best acquired beyond the veils of the infamous Red Silk Route, a cordoned sub-market just beyond the boisterous tavern called the Saucy Wench near the center of the marketplace.

Misery Row: East of the Grand Bazaar, the structures of the Coins grow more ostentatious as they approach Eastgate. Here stands Misery Row, an elevated thoroughfare upon which are sold some of city's most coveted commodities—slaves. The sides of the stone platform bear barred windows that look in on squalid display pens accessed from above, the so-called "Slave Pits of Absalom."

The Grand Dance Hall of Kortos: At this ornate, round theater on the edge of Eastgate, the city's richest merchants and most ambitious nobles gather to control the economy of the Inner Sea before a backdrop of gyrating Vudrani dancers and gymnasts. Admission is free to those in the appropriate dress, but access to the hall's three balconies requires increasingly audacious fees the higher a guest ascends. The more prominent the figure or profitable the venture, the higher the balcony needed to access it.

THE DOCKS

The gateway to Absalom is a combination of constantly shifting ships and cargo and cheap places for sailors to get drunk, fulfill their carnal desires, and sleep off the effects of both. A district of flophouses and warehouses, the Docks claims a largely transient population, and the local watch, the Harbor Guard, is more concerned with fraudulent shipping manifests than knife attacks in dark alleys, so travelers had best remain vigilant.

The Shipyards: Absalom boasts two world-class shipyards. The Devil's Own, near the center of the district, specializes in war galleys used by the city's navy and sold to markets throughout the Inner Sea. The calculating Lord Archych of House Dureanz, a loyal Chelaxian, skirts the legal line in his operations, openly employing the worst thugs and pushing around his considerable weight at every opportunity. His rival is the Sea King Shipyard's Goodmiss Alidane of House Candren, whose Andoren loyalties place her at odds with Archych's malevolent schemes. The machinations of these nobles and their supporters account for a great deal of the intrigue and underhanded violence that so often leaves puddles of blood on the city's doorstep.

EASTGATE

A place of soaring towers and stately manors mixed with decidedly more modest villas and townhouses, Eastgate is a quiet residential district apparently free from the dangers and intrigues that plague the rest of the city.



The Blue Tower: Among the tallest buildings in all of Absalom (and easily the tallest in Eastgate), this tower of blue coral is topped with a lighthouse capable of illuminating the harbor. Along with the immense Spire of Nex on the northwest horizon, the Blue Tower is a landmark by which most natives of Absalom can easily gain their bearings as they take the journey from one end of the city to the other. The tower is home to the Winged Sandals, an order of dedicated messengers who worship Iomedae and deliver messages anywhere in the world.

Evergreen Park: Absalom's largest park is locked in an eternal spring thanks to a resident cult of Gozreh led by the mercurial young Lady Evigail of House Wycomb, who scarcely goes anywhere else. The cult maintains a small open-air shrine near the center of the park by its largest pool, where nervous sailors occasionally make offerings before setting off on important or particularly dangerous ocean voyages.

Gilltown: Lying just north of the Precipice Quarter at the southern end of the district, Gilltown is situated behind a line of cheap row houses and set into the sea-cavern-ridden bedrock. This squalid neighborhood is home to Absalom's largest community of the amphibious gillmen.

FLOTSAM GRAVEYARD

The tangle of half-sunken ships, light towers, tiny islands, and naval keeps along Absalom's southern perimeter form a virtual district known as the Flotsam Graveyard. The region is the domain of the Pilot's Guild, which alone knows a safe route through the maze of wrecks, and the Starwatch, which protects the city from its headquarters upon the cliffs above; few outsiders ever venture here without their permission.

The Black Whale: The city consigns its most notorious or politically sensitive prisoners here, to a floating prison of six ships on the western edge of Absalom's harbor. Only the Grand Council holds a complete list of those interred here, and almost no one survives the squalid living conditions long enough to serve out their sentences. Because of the special nature of the Black Whale's guests and the dangerous knowledge they possess, guards must remain vigilant to keep people from breaking in, as well as from breaking out.

FOREIGN QUARTER

In most of Absalom's neighborhoods, residents who lack formal citizenship face higher prices and punishing taxes. These ordinances are relaxed in the Foreign Quarter, a populous district buzzing with hundreds of languages and influenced by the diverse cultures of the Inner Sea. Whole city blocks have distinct Chelish or Osirian feels to them, as natives of those lands and their descendants gather in tight-knit communities. Sailors and visitors

coming in from the Docks crowd the district's numerous entertainment dens and taverns, while young dandies from the Petal and Ivy districts mix nightly with petty laborers in a common enthusiasm for debauchery.

The Crimson Coin: A bustling two-story tavern not far from the Irorium, the Crimson Coin swarms with gamblers, carousers, gladiators, and their raucous supporters. Outside the grounds of the Irorium, the tavern is the only legal place in Absalom to bet on arena battles, a monopoly ensured by district councilman (and retired gladiator champion) Torman Iates, who also happens to be the Crimson Coin's proprietor. When the arena is closed, patrons place urgent bets upon often-lethal bouts in the earthen pit at the center of the tavern, where for the fee of one gold coin anyone can attempt to last 60 seconds with the brutal house champion.

The Grand Lodge: The worldwide headquarters of the Pathfinder Society is situated within an immense walled fortress at the heart of the Foreign Quarter. Beyond a massive gate decorated with the Glyph of the Open Road lies a network of seven stone fortresses of different architectural periods, the largest of which—Skyreach—is an enormous, white, five-towered palace that sweeps high above the district, offering a commanding view of the city for the offices of the Decemvirate at its pinnacle. Numerous venture-captains keep offices within the lodge, training new recruits or meeting with teams of agents before dispatching them on missions within the city or throughout the Inner Sea and beyond. Once a year, Pathfinders from around the world converge here for the Grand Convocation, the site of boasting contests, information sharing, and competition.

The Irorium: The largest open-air arena in the Inner Sea region holds numerous fighting bouts each day on its 10-acre field. These affairs range from mock battles simulating important moments in history to desperate, carnage-filled battles with imported beasts. Gladiators are among Absalom's greatest celebrities, and the cheering crowds attest to the citizens' thirst for violent bloodsports. Named for the cult of fighting monks of Irori that inspired its construction centuries ago, the Irorium is a viscera-soaked, cheering testament to the appeal and power of battle.

IVY DISTRICT

A place of beautiful gardens and manicured estates, the Ivy District also boasts the city's finest theaters, performance halls, and artist colonies. Here performers and artists live off of patronage or scrape by from meal to meal, all the while wearing the most expensive clothes and bathing themselves in the finest perfumes. Fashions and artistic movements that spark here can grow into fires that spread across the Inner Sea. Foreigners and Absalom natives alike flock to the district in search of entertainment, making the Ivy District one of the city's wealthiest.





The Ivy Playhouse: Thespians from all over the world dream of performing upon the stage of Absalom's Ivy Playhouse. The theater's host, Alain Always, is also master of the Street Performers and Actors Guild, which houses itself in the playhouse. Members of the guild pay a fee for the license required to perform at all but the shoddiest of the city's venues, and rumors speak of grim punishments meted out to performers who violate the guild's bylaws.

Vault of Abadar: Each level of this polished obsidian temple of Abadar is set slightly askew from the one directly below, giving the impression of a precariously balanced building that could topple at any moment. In addition to religious services, the vault also offers moneylending and savings services, with goods entrusted to the temple kept safe within magically protected vaults, said to be the most trustworthy in all of Absalom. The temple's clergy quietly support a brutal vigilance committee known as the Brotherhood of Abadar, fierce opponents of the sort of lax morals and loose law enforcement that many in the district consider advantageous.

The White Grotto: Absalom's premiere bardic school is situated in a large manor house with several outbuildings and secluded rock gardens, with a winding creek meandering through the grounds. Students garb themselves in white accented with a color denoting rank (green for apprentices, blue for journeymen, and black for masters). Five conservatories teach dedicated courses on voice, drum, string, pipe, and script. The white-garbed virtuosos of the grotto are often invited to entertain at exclusive social functions in the highest echelons of Absalom society, making enrollment here an excellent cover for Pathfinder activity.

THE PETAL DISTRICT

Absalom's wealthiest district looks down upon the rest of the city from its perch on Aroden's Hill. Brick-framed medians upon the district's broad avenues teem with colorful flora, giving the quarter its name. The grandest families and richest merchants of Absalom dwell in sprawling estates here, ever competing to outclass their fabulously wealthy neighbors.

The College of Mysteries: The oldest school of magic in Absalom traces its origins to the first pilgrims invited to the Isle of Kortos by Aroden. These diverse mystics pooled the esoteric and occult practices of their homelands to establish themselves as ruling powers in the city, eventually expanding their enterprise to instruct the children of the richest scions of Absalom in the magical arts. The most adept students are initiated into the Assembly of Enigmas, the academy's inner circle.

Magpie Manor: This ornate manor of marble and tile serves as both a private social club for the wealthy and cultured of the district and as a sort of retirement home for

some of the city's finest aging performers. Patronage costs 250 gp per month, allowing the member to bring a small number of guests, lounge in the manor's many dens and gardens, eat light fare, and listen to young performers perfect their art under the tutelage of old masters.

PRECIPICE QUARTER

In better days the Precipice Quarter was Beldrin's Bluff, a carnival-like district of grand pavilions, museums, and stately manors situated around the three-towered cliffside demesne of the long-dead archmage Beldrin, a major figure of Absalom's early years. A terrible earthquake in 4968 collapsed many of the Bluff's structures. Whole city blocks sheared off the cliffs to topple into the harbor below, and thousands perished within the span of a few moments. The entire district was abandoned, its ruling council and city watch disbanded. Undead roam freely here, and no one is allowed into or out of the district between dusk and dawn.

Arboretum Arcanis: Beldrin himself erected this enormous crystal dome that once housed plants from all over Golarion and is still celebrated in popular song throughout the Inner Sea. The recent earthquake befouled the magical clouds that regulated the structure's weather, mutating the flora into twisted, hateful mockeries of their former forms.

Beldrin's Tower: One of Beldrin's original three towers still stands, perched on the edge of the drop to the sea, and groaning when hit by high winds. Rumor has it that objects of great value remain in the tower. Several Pathfinder expeditions have returned with treasures from the edifice, but none have discovered anything capable of returning sanity to the district Beldrin himself once loved so much.

The Drownyard: The Tri-Towers Yard was once the premier preparatory school for children of the rich and powerful, but the earthquake that destroyed Beldrin's Bluff brought forth a flood of sewage from below the school, and the building subsequently sank into a forgotten necropolis situated below it. Infused with necromantic energies from the ancient crypt, the spirits of the drowned children still wander the academy's sodden halls.

THE PUDDLES

The Puddles has always been prone to flooding. Indeed, some of its structures are ships washed ashore and incorporated into local neighborhoods. But when the earthquake hit a decade ago, the Puddles sank a few critical inches, and now nearly the entire district is partially submerged. The center of the quarter is a festering lake—the so-called Little Inner Sea—and most businesses are calf-deep in water even at low tide. Those who can afford to relocate have done so, leaving only the poor, dishonest, and bullheaded to dwell within the damp, rotting structures that have not yet collapsed.



The Brine: This imposing stone prison houses the common filth of Absalom, and ever since the floodwaters took over the Puddles imprisonment here has taken on the connotation of a slow but sure death sentence. A foot of water usually soaks the holding pens, and when the district floods further it brings raw sewage into the yard, quickly triggering pandemics of filth fever. Guards use catwalks to stay out of the muck, but prisoners are forced to stand, sit, and even sleep in it.

The Siphons: A vast series of semi-flooded tunnels under the district is home to criminals, smugglers, and scavenging monsters like chokers and even derros clambering up from almost-forgotten Darklands passages far below. The tunnels connect to sewers, ancient crypts, and even more esoteric chambers, many linked together by subsequent tunnels excavated over the centuries for illicit purposes. One of the best-known residents of the Siphons is the scheming information broker known as Grandmaster Torch, patron of the Shadow Lodge.

The Stilt House: The Grand Council has all but given up on the Puddles, placing it under the administration of a one-man district council named Haigen Topkick. This scheming figure also runs the district's informal city watch and its influential Salvagers' Guild, which gets a cut of all treasures scavenged here.

WESTGATE

This mostly residential quarter is home to mid-tier merchants, common shopkeepers, and up-and-coming citizens who can't yet afford more expensive accommodation in the upscale neighborhoods of the Petal or Ivy districts. Businesses mix with townhouses and flathouses where the district abuts the Foreign Quarter, but Westgate grows more residential as one approaches the city wall, with smaller homes being replaced by modest manors and stately villas. Westgate's conservative district council and its stalwart watch, called the Sally Guard in honor of the Sally Gate leading to Westerhold and Shoreline, fiercely protect the quiet, well-behaved demeanor of the district, giving it a reputation as one of Absalom's sleepest, safest quarters.

Guild of Wonders: This unassuming, unmarked building of plaster and wood gives little outward indication of its true purpose as a den of assassins, spies, and saboteurs. By ancient decree, the Guild of Wonders is forbidden from practicing its arts in Absalom, but the guild's poisoned blades are known and feared throughout the Inner Sea. The guild's leader is Scion Lord Celedo of the Taldan House Morilla, whose cousin, Lady Gloriana, has shown a great deal of interest in the Pathfinder Society of late. Given the family's association with guild assassins, Pathfinder agents are encouraged to exercise great caution when dealing with her or any of the scheming nobles of this ancient family of expert manipulators.

WISE QUARTER

Over the millennia since its founding, the city of Absalom has attracted learned scholars and voracious students, a tradition that continues in force to the current day. The Wise Quarter throngs with academics, housing some of the finest institutions of learning in the world. The district is so dedicated to learning that its watch, the Learned Guard, is tasked with protecting the librums of the Forae Logos library before even the safety of the quarter's people.

The Arcanimirium: Founded by the eldritch masters known as the Arclords of Nex after their ignominious exile from their southern homeland, the Arcanimirium is the largest and most prestigious school in the Wise Quarter, and one of the finest academies of arcane instruction in the known world. The Arcanimirium's focus is on practical magic, the ability to use spells and magical tools to accomplish direct, measurable results in the real world. All applications of arcane magic are welcome here, and many of the master students create specific magic items at the request of wealthy patrons or adventurers, padding the institution's coffers with plenty of platinum.

Blakros Museum: This former stronghold of a mad astrologer was once the seat of the enigmatic House Blakros, a matriarchy of influential nobles and artifact hunters. The basalt structure now houses the considerable Blakros collection, which includes numerous artifacts of dubious arcane origins that have caused no end of trouble for the Pathfinder Society. The museum's current curator, the unpleasant Nigel Aldain, is a former Society agent filled with disdain over what he sees as the organization's failings. The museum's exhibits change regularly, and loyal Pathfinder agents are encouraged to report information about new exhibits to their venture-captains as soon as they become aware of them.

Forae Logos: Also called the Wise House and the Library of Kortos, the Forae Logos houses the greatest collection of written lore west of the Pit of Gormuz. The Founding Law of Absalom, inscribed by the hand of Aroden himself, prohibits the removal of a single page of text without the unanimous consent of the High Council, which also requires that every book brought into the city be copied by the library's scribes. Although unevenly applied, over the centuries this law has resulted in tens of thousands of volumes covering a staggering variety of subjects.

OUTER VILLAGES

Absalom's intrigues don't end at the city walls.

Copperwood: This modest town is the home of many of Absalom's laborers, simple tradesmen, and domestic servants. "Copperheads" often hire themselves out as guides or porters.

Dawnfoot: The imposing Starwatch Keep perched on the cliffs overlooking Absalom Harbor houses the law

enforcement and internal defense force that keeps peace within the city as a whole (as opposed to the First Guard of Azlanti Keep, which protects the city from external threats, and the district watches, whose jurisdiction does not extend beyond their quarters). The tightly knit military community of Dawnsfoot is home to the officers, families, and menials required to support Starwatch, which by ancient decree must be stationed outside the city walls.

Shoreline: What started as a simple fishing community has grown into a bustling home for artisans and laborers. Known for its pungent smells (tanneries and breweries abound) and the hard-working demeanor of its people, Shoreline may be nearly as poor as the Puddles, but at least it's dry.

Westerhold: This is the richest of Absalom's outlying towns. Lesser scions of some of Absalom's wealthier families have small estates here. Westerhold boasts the city's strongest concentration of dwarves as well as the region's most trustworthy and capable stables.

SIEGE CASTLES

The decaying fortresses of would-be tyrants that encircle the city and dominate the Cairnlands to the north are known as siege castles. Very few of these locations are uninhabited, and many are known to contain vestiges of the armies that once had designs on the city, and still pose significant danger to those who would plunder their near-forgotten tombs. Interested Pathfinders are encouraged to contact Venture-Captain Shevala at the Grand Lodge, who maintains extensive notes on key siege castles and related locales. The legendary Durvin Gest's catalog of 31 siege castles in Volume 2 of the *Pathfinder Chronicles* remains the best historical reference on the subject.

Asad's Keep: Among the many crumbling siege towers littering the Cairnlands stands one of particular interest to many members of the Pathfinder Society—a Qadiran fortress known as Asad's Keep. Built centuries ago by the ambitious Taliq Asad, the sturdy structure sank into the earth around the time Asad's pitiful

efforts to take the city failed, but whether his failure led to the collapse or the loss of his bastion brought about his downfall remains unknown.

The Fallen Fortress: A very recent minor earthquake did little damage to the city itself, but proved to be the final insult to the siege castle Durvin Gest called the Grasping Tower, situated north of the city. The tremor managed to achieve what even Gest could not, toppling the location's massive eastern wing and allowing access to the structure for the first time in thousands of years.

Pyramid of the Dog: Situated on the beach south of Shoreline, with easy access to the Puddles, the Pyramid of the Dog is one of the closest siege castles to the city walls.

The decrepit structure is fashioned from four battered, ancient siege towers, three of which have collapsed inward toward the largest, forming a huge wreck. The Pyramid has had many inhabitants and many names over the centuries, but the name used now derives from its current "owners," a ruthless criminal gang known as the Warhounds.

The Red Redoubt of Karamoss:

A thousand years ago, the so-called "Machine Mage" Karamoss erected a looming crimson edifice north of Absalom from which to attack the city. Karamoss was a Numerian, and spent many years within the technological marvel known as the Starmount, where he must have learned to employ the mechanical artifice still active within the Redoubt. That artifice—if an agent could ever survive the attempt to plunder it—would be most useful to the Society, as all the Society's efforts to date in Numeria proper have met with dismal failure.

Spire of Nex: Situated 10 miles northwest of Absalom, the mile-tall Spire of Nex is visible on the horizon from almost any point within the city. In the city's early years, the archmage Nex erected the tower and filled it with numerous demiplanes pilfered from the Great Beyond, from which he drew the strange creatures and shadowy warriors that served in his army during his ill-fated invasion of the city. Almost no one has figured out how to enter the tower since Nex's defeat, but incalculable treasure must surely remain within.



LORD GYR



FACTIONS

I awoke to find a motley band of fellow Pathfinders in the inn's common room. Why the Ten chose me—a nobleman—to accompany an untrustworthy thief, a pompous crusader, and a bookish waif is beyond me. Then again, we were all Pathfinders, and despite our differences, we knew we had to cooperate to survive the expedition and get ourselves published. Thus I joined Zan, Filchor, and Alencia on the decent into Deep Tolguth. Over those long weeks, we became closer than siblings, and when I eventually emerged alone from the caverns, I was burdened not only with my wounds and treasures, but with the weighty memory of their sacrifice.

—Lord Dinnivan Signa of Yanmass, *Journal of Jungles Below*

Most Pathfinders in the Pathfinder Society Organized Play program hold allegiances to factions in addition to their loyalty to the Pathfinder Society itself. These factions range from internal sects within the Pathfinder Society to religious organizations or political entities.

A PC improves her standing within her faction by succeeding on missions related to the faction's goals or specifically assigned by the faction's leadership. Her faction might ask her to intimidate a crime lord, protect an innocent merchant caught in a crossfire, save a kidnapped child, hand off an important letter, foil an assassination attempt, recover a stolen relic, or locate a letter of marque. Success not only increases the character's Fame within her faction, but also earns her Prestige Points (PP).

As a character's Fame increases, her faction rewards her excellent service with ever-increasing boons. In this chapter, you'll find a system of rules that describes the kinds of rewards and privileges a character can access as her Fame increases and how she can spend her Prestige Points on a variety of benefits that reflect her faction's willingness to assist her in times of need, including goods and services, titles, honors, privileges, and other benefits.

FAME AND PRESTIGE

While Fame and Prestige Points are related, they represent two different things within a faction. Fame is a nonexpendable number that functions similarly to an ability score—the higher your Fame, the greater your renown. Higher Fame scores unlock resources with your faction that can then be purchased with Prestige Points.

Since you spend Prestige Points to acquire goods, services, or awards, and since Fame and Prestige Points are gained at the same rate, your total Prestige Points will never exceed your Fame score. You earn Fame by completing missions for your faction—typically, a successful mission awards 1 to 2 points of Fame, increasing your current Fame by that amount. You also earn an equal number of Prestige Points whenever you earn Fame. For example, say Jothalia has a Fame score of 5 and 2 PP with the Andoran faction, then earns 2 Prestige Points from completing her mission. Her Fame increases to 7, and her Prestige Points increase to 4.

BENEFITS OF FAME

A character's Fame represents her renown and status within her faction. The simplest representation of this is that for every 10 points of Fame, a character gains a cumulative +1 bonus on Diplomacy checks made against members of her faction. Depending on the organization, a character's Fame might also afford her certain titles and incidental privileges.

In the Pathfinder Society Organized Play program, a character's Fame score also determines the maximum gp value of any items she can purchase from her faction, as detailed on page 3.

SPENDING PRESTIGE POINTS

A character's Prestige Points reflect the goodwill, political capital, and personal favors she has built up through service to an organization. While a character's Fame can provide certain titles and privileges, most tangible benefits of faction membership are listed under the header Prestige Awards in each faction's section and are acquired by spending Prestige Points on boons, favors, aid, spellcasting, or other services. (See page 3 of this book for a list of generic awards a PC can purchase with Prestige Point from any faction).

Once a Prestige Point is spent, it is spent permanently; it is not recovered automatically like lost hit points or ability score damage. The character must earn more Prestige Points by completing additional faction missions to replenish her total.

Characters may not spend Prestige Points during combat. For the sake of simplicity, many GMs might consider limiting characters to spending Prestige Points only once per gaming session.

The monetary equivalent of 1 Prestige Point is approximately 375 gp, though characters should normally only be able to spend Prestige Points on services, not physical goods. When purchasing magic items through your faction, for example, your character's Fame determines the maximum gp value of items available, but each item must still be paid for from your character's gp.

Player characters may not pool Prestige Points to obtain more expensive items or boons, even if both PCs are members of the same faction. As a general rule, Prestige Points are designed to be spent by characters on themselves.

A character can spend Prestige Points only when in contact with her faction—most factions tend to have agents, contacts, or headquarters in settlements that are at least the size of a large city. Prestige Point costs increase by 5 in communities smaller than 5,000 people. A player can spend Prestige Points even if the PC is dead, petrified, or otherwise out of commission. This represents the PC having made prior arrangements with her faction to perform certain actions on her behalf, such as recovering her dead body and returning it to a specific location or having it raised from the dead. In this event, the PC's actual location does not impact the Prestige Point cost at all.

SKILL SPECIALIZATION

Many of the prestige awards and recognitions or resources that faction members purchase allow a character to become specialized in a skill. When a PC becomes specialized in a skill, that skill immediately becomes a class skill for her. If the PC gains that skill as a class skill from any other source (either before or after you purchase the prestige resource), she gains a +1 competence bonus on those skill checks.



ANDORAN

Freedom and democracy for all.

The young nation of Andoran threw off the shackles of aristocracy when its liege nation Cheliox adopted an official policy of diabolism after Aroden's death, and has since established itself as the Inner Sea region's largest democracy. Though free from the tyrannical rule of Taldor and Cheliox, Andoran hopes to see tyranny in all its forms wiped from the Inner Sea region, and its allies ever strive to increase their own presence in Absalom, which they see as the key to ending slavery and oppression's hold on the weak and poor of Avistan and Garund. Through the efforts of the Steel Falcon branch of Andoran's elite military Eagle Knights, the nation aspires to advance its ideals abroad through diplomacy and battle.

LEADER

Major Colson Maldris (NG male human fighter 5/steel falcon 5*) would rather be out in the field, his greatsword drenched in the blood of tyrants and slavers, but the Eagle Knights have another use for him. As a member of the mystery-shrouded Grey Corsairs, Maldris served bravely aboard the warship *Trident*, quelling slavers' efforts throughout the Inner Sea region. Maldris was the youngest to wear the golden eagle emblem upon his shoulders, and upon attaining the rank of captain he was reassigned to Absalom to cement Andoren ideals in the strategic city. In 4711 AR he was elevated to the rank of major for his effective recruitment and command of like-minded Pathfinders who helped propel the Andoran faction to a position of prominence within the City at the Center of the World.

*See *Pathfinder Player Companion: Andoran, Spirit of Liberty*.

THE ANDOREN PATHFINDER

While many Pathfinders allied with Andoran hail from the nation itself, some come from distant lands only to find their ideals in conjunction with those of the Eagle Knights. Escaped slaves, indigenous peoples oppressed by colonists, and political radicals often fall in with Andoren crowds and soon find themselves working for Maldris while traveling the world on other business. Pathfinders with experience as sailors, prowess in the wilderness, skill in both diplomacy and subterfuge, and effectiveness in battle against those enslaved by undeath will find themselves most valuable to the faction.

Most Andoran Faction Pathfinders are good-aligned.

GAINING FAME

Pathfinders with allegiances to the Andoran faction often perform acts of diplomacy, sabotage, and proselytizing while carrying out their primary objectives for the Decemvirate. Whether providing moral support to the downtrodden, delivering messages to agents deep undercover in distant lands, or acting as a thorn in the side of slavers throughout the region, an Andoran Faction operative improves his reputation by spreading

Andoren ideals wherever he goes. A member of this faction should be willing to bend the rules of tyrannical law in order to plant the seed of liberty, even when doing so requires employing questionable techniques.

PRESTIGE AWARDS

Andoran has agents and operatives spread throughout the world, willing to assist the nation's allies as they are able.

Captain (Fame 40, 1 PP, Eagle Knight)

Having performed valued and extraordinary service to Andoran as a member of the Eagle Knights, you are elevated to the rank of captain and become specialized in Perform (oratory).

Eagle Knight (Fame 20, 1 PP)

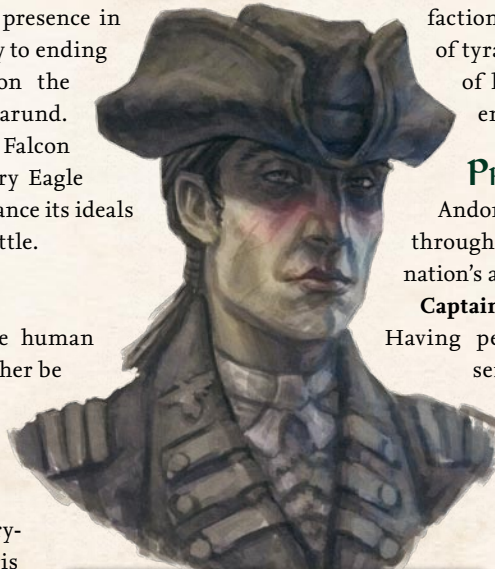
You are invited into the ranks of the illustrious Eagle Knights with the rank of lance corporal. You become specialized in Diplomacy.

Gray Corsair (Fame 40, 2 PP, Eagle Knight) You serve aboard an Andoren naval vessel, and gain a +3 bonus on Profession (sailor) checks made while you serve on any Andoren vessels.

Kighthood (Fame 40, 4 PP) You become invested as a knight of Andoran, gaining the title "sir" if male or "dame" if female before your given name. You may also append "knight" onto any existing titles within the Eagle Knights if you are a member, such as "knight captain" or "knight corporal." You gain a +2 bonus on Diplomacy and Knowledge (nobility) checks within Andoran or against Andoren subjects.

Liberation (5 PP) In the event that you are captured and forced into slavery, the faction mounts a rescue operation, freeing you from servitude without any material or physical effect. Any cost or penalty normally associated with being enslaved (including magical effects such as *dominate person*) is negated at no additional cost to you.

Tiller (Fame 20, 2 PP) Your efforts to free slaves (especially halflings from Cheliox) have earned you a position among the secretive Bellflower Network, and you are considered a "tiller" in the organization. You gain a +3 bonus on Escape Artist checks to free slaves from bondage.



MAJOR COLSON MALDRIS

CHELIAX

Establish order, no matter the costs.

The proud empire of Chelias once spread across two continents, but fell to diabolical rule after 30 years of civil war following Aroden's death. Chelaxians believe their nation superior to the others in the Inner Sea region, and won't let something as simple as the death of their patron god prevent them from attaining their prophesied age of glory. The ruling House Thrune and its allies rose to power amid chaos, and established order with the help of the armies of Hell; they maintain control decades later with the same regimented organization of their infernal minions. Though Chelias already controls the Arch of Aroden, and thus the western entrance to the Inner Sea, Queen Abrogail II's strategists know that control of Absalom is vital if Chelias hopes to establish order throughout the region. They believe that victory is well within their grasp, and that it will come on the backs of the weak.

LEADER

Paracountess Zarta Dralneen (LE female human aristocrat 4/bard 8) relishes her role in Absalom. She's always found the city rife with sins-in-the-making, and takes pleasure in what she regards as "Golarion's largest cesspool of corruption." She

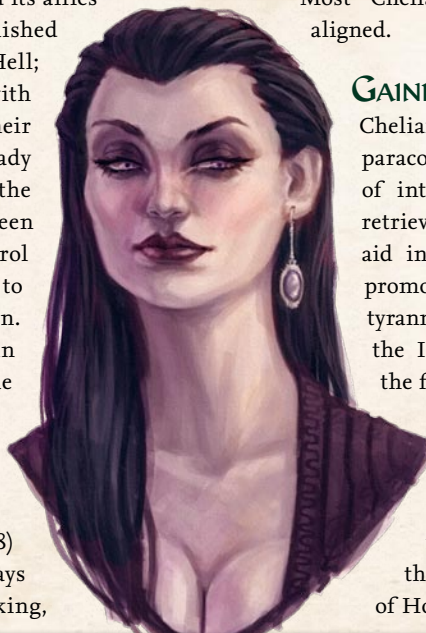
uses her beauty and diabolic power in equal measure to corrupt the souls of her enemies. Zarta paints the veneer of a cultured aristocratic lady on her outside, especially when appearing on official Chelish business, but the promise of soul-blasting sin is an ever-present dance in her sultry eyes, and the orgies of excess she holds at her private villa are legendary affairs that most scorn with curses, even as they secretly yearn for invitations. Despite her reputation as a strict taskmaster, Zarta's known hedonistic tendencies have fueled rumors that agents of House Thrune are unhappy with her performance and that her famous lash may be turned against her if she can't generate real results in the struggle for control and influence in Absalom.

THE CHELISH PATHFINDER

Proud Chelish citizens who see the dominance of their nation as inevitable make up the largest segment of the faction's loyal Pathfinders, though not all who ally with Chelias hail from within her borders. Many non-Chelaxians find themselves drawn to the faction for its

infernal ties, either out of curiosity about Hell and its denizens or because of a respect for the faction's strict organization. Chelias's drive for power and order at all costs also attracts Pathfinders who joined the Society to achieve their own lofty goals and realize their personal potential. Those unwilling to overlook the suffering of the weak or treat with devils for the betterment of all, however, will likely find membership in the Chelias faction difficult to reconcile with their moral compasses.

Most Chelias Faction Pathfinders are lawful-aligned.



PARACOUNTESS ZARTA DRALNEEN

GAINING FAME

Chelias faction Pathfinders tend to win the paracountess's favor by delivering messages of intimidation to her political enemies, retrieving arcane or extraplanar relics to aid in further mastery of devil-kind, and promoting the establishment of order, tyranny, and Chelish dominance throughout the Inner Sea region. Their missions for the faction often put them at odds with the freedom fighters of Andoran and the lazy representatives of foppish Taldor. A member of this faction should be willing to do whatever is necessary to follow orders, establish the rule of law, and forward the interests of House Thrune, even when doing so may result in the suffering of those unable to avoid being trampled by the march of progress.

PRESTIGE AWARDS

The Chelias faction benefits not only from ties to several influential organizations, but also from command of the legions of Hell, bolstering the faction's ability to assist loyal agents in the field far from Absalom and Chelias.

Armiger (Fame 20, 2 PP) Though still a loyal Pathfinder, your service to Chelias grants you admission into a Hellknight order of your choice with the rank of armiger. You gain a +3 bonus on Diplomacy checks made against Hellknights of any order or rank.

Hellknight (Fame 40, 2 PP, Armiger) Your continued loyalty to Chelias and your Hellknight order earn you the honorary rank of Hellknight (or signifier if you are a spellcaster), granting you a +3 bonus on Intimidate checks when wearing heavy armor. This rank is granted independently of levels in the Hellknight prestige class.

Imp Servitor (5 PP, 500 gp) You gain the services of a bound imp (treat as if you had gained the imp's services via a successful casting of *lesser planar ally*) for the duration of one game session.

GRAND LODGE

Loyalty to the Decemvirate above all else.

Regardless of a Pathfinder's nation of origin, all members of the Society consider the Grand Lodge in Absalom a second home. It is in this vast complex of sprawling towers, libraries, and reliquaries that so many Pathfinders receive their training, and within the Grand Lodge's walls, the masked leaders of the Society secretly guide the organization from their chambers at the peak of Skyreach's central tower. While many Pathfinders find their loyalty to the Society but one of several alliances to outside political or religious factions, most Pathfinders hold the strongest allegiance to the will of the Ten and the Pathfinder Society itself. Those who do not taint their dedication with distractions from other superiors are the pride of the Grand Lodge, and are rewarded for always putting the orders of the Decemvirate before their own personal wants and desires.

LEADER

Venture-Captain Ambrus Valsin (LN male human rogue 4/sorcerer 6) controls all the goings-on inside the Grand Lodge in Absalom at the behest of the Decemvirate, serving as the lodge's chamberlain or steward. Meticulous with details and

annoyed by inefficiency, he makes a point of supervising all important duties within the Grand Lodge, and keeps a long list of relatively safe but time-consuming jobs on file, ready to assign to novice Pathfinders to keep them busy and out of the way of more experienced agents. Because very few Pathfinders escape his attention, he is disliked by almost everyone who is new to the Society—though those who have been around a few years realize his assignments also help these rookies test their new training in the field without significant risk of death. Tall and meticulously groomed, Ambrus doesn't appreciate backtalk and reserves particularly strenuous assignments for those who annoy him.

THE GRAND LODGE PATHFINDER

Grand Lodge Pathfinders are the purest members of the Society, and represent the key tenets of the organization above all else. Whether focused wholeheartedly on exploring lost ruins, delving into newly discovered crypts, or negotiating the sale of valuable relics from the grips of those who don't respect them, loyal Pathfinders have an insatiable sense of curiosity. Their desire to see the Pathfinder Society grow and prosper makes them excellent teammates for larger expeditions, and they often go to

excessive lengths to ensure their fellow Pathfinders receive any aid they need. It's no surprise, then, that the pages of the *Pathfinder Chronicles* have been filled with the exploits of Grand Lodge Pathfinders since the Society's founding. Those with ambitions of someday attaining fame comparable to the great Durvin Gest find this faction a perfect fit.

Most Grand Lodge Pathfinders are neutral-aligned.

GAINING FAME

Pathfinders loyal first and foremost to the Grand Lodge and the Decemvirate find themselves well rewarded for carrying out the will of the Ten no matter where it takes them or what the task. Those Pathfinders who put the wellbeing of the Society above their own and who embody the values of exploration, cooperation, and accountability rise quickly in the ranks of the Grand Lodge. Often, the acquisition of lost knowledge or forgotten treasures directly benefits the discovering Pathfinder; thus, those dedicated to the Decemvirate take their orders as advice on how to maximize their own success.

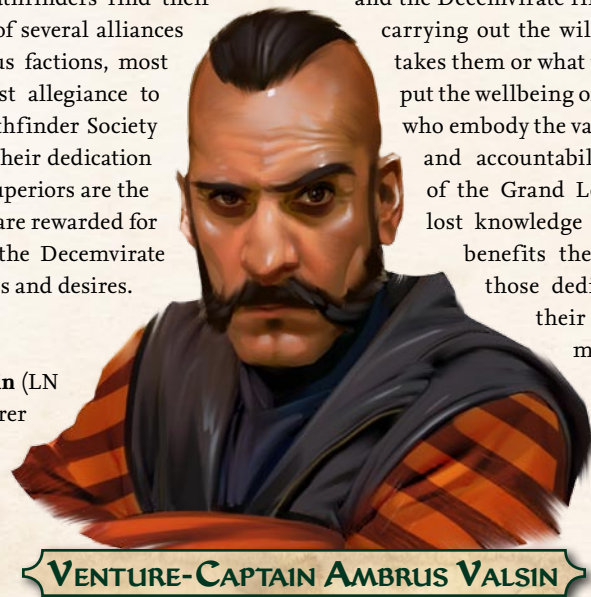
PRESTIGE AWARDS

The resources of the Pathfinder Society are vast and varied, and the Decemvirate willingly grants boons to those Pathfinders most dedicated to forwarding their aims and goals.

Aspis Hunter (Fame 20, 2 PP) You gain special training in foiling the efforts of the Society's largest external enemy, the Aspis Consortium. You gain a +1 bonus on attack rolls and on weapon damage rolls against Aspis agents who wear clearly visible insignia showing their affiliation and rank.

Lore of Ages (Fame 20, 1 PP) While in Absalom, you may purchase the assistance of a dedicated librarian at the Grand Lodge to assist you in research, granting you a +5 bonus on any single Knowledge check after 1 hour of research on-site. This is a one-time bonus—if you wish to use this award again later, you must purchase it again. You can make this Knowledge check as if you were trained in that skill. This bonus does not stack with the standard +4 bonus on any skill check granted by spending 1 PP that is available to members of any faction.

Wealth of Knowledge (5 PP) Your varied experiences in the field have given you insight into areas of study that would normally be closed to you. Select one Knowledge skill; you may make untrained checks in this skill up to a maximum of DC 20 instead of the normal limit of DC 10. You may gain this benefit multiple times, each time selecting a different Knowledge skill.



VENTURE-CAPTAIN AMBRUS VALSIN

LANTERN LODGE

Spread the wisdom of Tian Xia within the Inner Sea.

While the Pathfinder Society makes its home in the Grand Lodge of Absalom, its membership comes from and travels to all corners of the known world. Outside the Inner Sea region, one of the highest concentrations of Pathfinders is on the continent of Tian Xia, and specifically in the metropolitan city of Goka. Most Tian Pathfinders operate independently of their brethren in Absalom, but occasionally agents cross the Crown of the World, make the treacherous naval voyage south around Casmaron, or simply teleport to travel between the two hubs of activity. The Lantern Lodge represents Tian interests in the Inner Sea region, ensuring that Pathfinder Society agents far to the east of the Decemvirate's direct view are considered in organization-wide affairs.

LEADER

One of Absalom's newest venture-captains, Tian adventurer **Amara Li** (N female human bard 10) hails from the bustling Tian city of Goka. She established the Lantern Lodge in the Petal District, from which she coordinates expeditions to her homeland in Tian Xia, as well as the operations of Tian Pathfinders who have traveled to the Inner Sea region for their own exploration. Rumors speak to personal financial difficulties that have prompted her recent efforts to increase cooperation between Pathfinders in the Inner Sea region and Tian Xia, though Li is far too proper to discuss such matters in public. A stickler for tradition and propriety, Li is known throughout Absalom for her meticulously executed tea ceremonies, the impeccable cleanliness of the Lantern Lodge, and her unshakable poise.



AMARA LI

THE LANTERN LODGE PATHFINDER

The same principles of exploration, reporting, and cooperation that dictate the life of Pathfinders from the Inner Sea region also guide the actions of Lantern Lodge Pathfinders. Most members of Venture-Captain Li's slowly growing organization either hail from Tian Xia themselves or are native to the Inner Sea region but interested in exploring the east. Those Pathfinders from Goka, Minkai, and the Successor States, among other Tian lands, often possess class archetypes not seen in the Inner Sea region, and as such provide valuable, specialized assistance to expeditions in Avistan and Garund. Though they also participate in missions with non-Lantern Lodge

Pathfinders, most members of Amara Li's lodge enjoy adventuring with one another, as their sense of solidarity and camaraderie is strong.

Most Lantern Lodge Pathfinders are neutral-aligned.

GAINING FAME

While Lantern Lodge Pathfinders participate in normal missions throughout the Inner Sea region—seemingly without ties to Tian Xia at all—Venture-Captain Li frequently finds tasks for them to carry out while engaging in other activities. These include diplomatic missions to allies of her cause throughout the Inner Sea region, retrieval of long-lost Tian artifacts she hopes to see return to Goka for study or display, or the elimination of enemies who hamper the Lantern Lodge's efforts in one way or another. Lantern Lodge Pathfinders are Pathfinders first and foremost, but Amara Li rewards them significantly for dedication to her and her lodge while they carry out the will of the Ten.

PRESTIGE AWARDS

Though most of the Lantern Lodge's resources lie across the Crown of the World in Tian Xia, the organization nevertheless has substantial influence in the Inner Sea region to exert on behalf of those who serve it.

Diplomat (Fame 40, 4 PP) Your reputation as an agent of Tian interests precedes you, and you gain a +2 bonus on all Diplomacy and Sense Motive checks made against humans of the Tian ethnicity and nonhuman natives of Tian Xia.

Familiar Weapons (5 PP) You gain Exotic Weapon Proficiency as a bonus feat with one of the following weapons: kama, nunchaku, sai, shuriken, siangham, or spiked chain. At the GM's discretion, similar exotic weapons from other sources can be added to this list.

Honorific (Fame 20, 1 PP) You gain the title of "brother" or "sister," which you may use before your given name, generating respect from natives of Tian Xia. You become specialized in Diplomacy.

Master (Fame 40, 10 PP) Having proven your dedication to the Lantern Lodge, you gain the title of "master," which you may use before your given name. You gain a +2 bonus on Initiative checks.

Tales of the East (Fame 40, 4 PP) Time spent listening to tales of Tian Xia has given you valuable insight into the distant land, granting you a +2 bonus on Knowledge (geography, history, local, and nobility) checks regarding Tian Xia.

OSIRION

In the secrets of the past, we shall find today's triumphs.

Osirion is among the oldest human nations of the Inner Sea region—its founding marked the end of the Age of Anguish. Over its long history, it has experienced centuries of incredible power as well as generations of subjugation under foreign rule, as its ancient might was lost to desert sands and forgotten with the passage of time. With ambitions of once again being the most influential and powerful nation in the Inner Sea region, Osirion knows that Absalom is its largest competitor for the position. So while the nations of Andoran, Cheliox, Qadira, and Taldor battle among themselves for control of the City at the Center of the World, Osirion delves deep into its history to resurrect the secrets of the past. As a sleeping giant, it amasses its power to swoop in on its unsuspecting enemies when they have weakened one another, using the strength of history to secure its future dominance.

LEADER

The aged scholar **Amenopheus** (N old male human wizard 13) claims to trace his blood to the line of the Jeweled Sages of antiquity. This time-weathered Garundi sage is supposedly the advisor to an obese Osirian noble named Dremdheth Salhar, who sits on the Grand Council of Absalom, but in truth, the fat noble never utters a sentence not planted in his mind by the Sapphire Sage first. Few are aware of the sage's true role, and many of the agents serving him think they work for another spymaster. Though not a member of the Pathfinder Society himself, Amenopheus saw the recent threat posed by the rogue Shadow Lodge cells as a threat to his faction, and played a key role in bringing the Shadow Lodge's subversion to the Decemvirate's eyes by posing as a traitor and infiltrating the cells responsible for the recent conflict between the warring segments of the Pathfinder Society.

THE OSIRIAN PATHFINDER

More than any other nation involved in the shadow war for control of Absalom, Osirion employs a large number of Pathfinders not originally native to the faction's country. While most Osirians remain loyal to the Ruby Prince even after joining the Pathfinder Society, a significant number of non-Osirian agents also find that their respect for the secrets of the past, their desire to remain unassuming and go unnoticed, and their belief

that true power need not be exerted until the time is right are perfectly aligned with the philosophy of Osirion and its Absalom-based faction. Other Pathfinders are less dedicated to Osirion and its specific political goals than interested in the wealth and mystery buried beneath its dunes, and ally with the faction in the hope of gaining access to these unplumbed troves of treasure and lore.

Most Osirion Faction Pathfinders are lawful-aligned.

GAINING FAME

The most valuable asset to the Osirion faction is knowledge, and Pathfinders willing and able to procure ancient relics for study, copy secret documents, and decipher long-dead languages find themselves well rewarded for carrying out Amenopheus's requests. Many of the faction's goals involve delving into haunted, cursed crypts, and Pathfinders with resistances or dominance over the undead are particularly useful.

PRESTIGE AWARDS

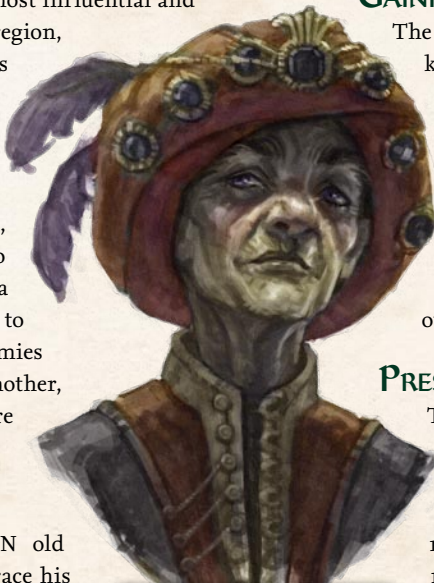
The Ruby Prince rewards those loyal to him with the wealth and knowledge of his ancient nation, providing boons to any who would risk life or limb to see Osirion reclaim its destiny as the greatest human nation in existence.

The Constant (Fame 40, 1 PP, Risen Guard) For your dedication to the Risen

Guard, you may take the honorific "the Constant" in place of "the Risen." You become specialized in Intimidate.

Know the Sands (Fame 20, 4 PP) Your affiliation with the Osirion faction grants you insight into navigating the desert wastes of the nation's interior. You gain a +2 circumstance bonus on Knowledge (geography) checks and Survival checks when in Osirion.

Risen Guard (Fame 20, 8 PP) You may voluntarily be killed and resurrected, becoming one of the Ruby Prince's elite Risen Guard. If you die in the course of an adventure and have not yet purchased this title, you may purchase it to be raised from the dead at this lower price—any future expenditures of PP to be restored from death cost the normal PP amount, as listed on page 3. While your primary mission as such is to protect the royal family, the Ruby Prince recognizes your particular strengths and orders you to protect his interests abroad as a Pathfinder. As a Risen Guard, you may use the honorific "the Risen" after your name. You gain a +2 bonus on Fortitude saves made against death effects and on saves made to prevent a negative level from becoming permanent. Once you gain this prestige award, you can never change your faction.



AMENOPHEUS

QADIRA

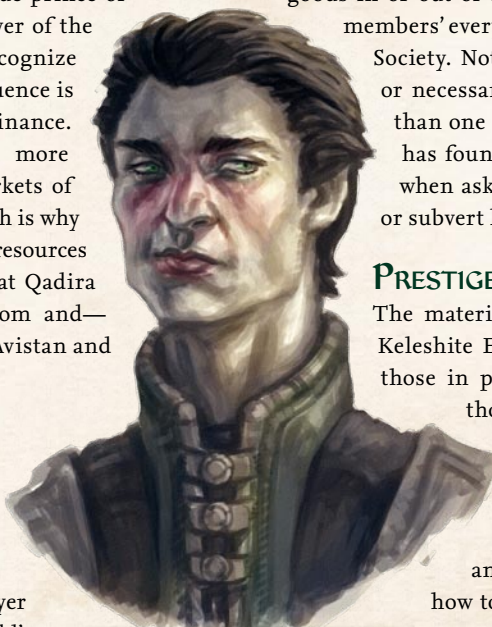
Dominance through trade.

The western tip of the vast, continent-spanning Padishah Empire of Kelesh, the Satrapy of Qadira serves as the gateway between the wealth and resources of eastern Casmaron and the eager ports and markets of the Inner Sea. Its singular position as the funnel through which Casmaron's wealth flows has painted Qadira's outlook on the world, and from the richest trade prince of Katheer to the lowliest caravan driver of the vast southern deserts, Qadirans recognize that the way to true power and influence is through trade and economic dominance. And no single city or nation is more strategically placed to rule the markets of the entire region than Absalom, which is why the satrap has invested substantial resources and his best agents in ensuring that Qadira gains control over trade in Absalom and—shortly thereafter—the entirety of Avistan and northern Garund.

LEADER

Aaqir al'Hakam of House Damaq

(N male human aristocrat 2/diviner 7/rogue 3) recently emigrated from Katheer to Absalom, where he has quickly become a major player in the City at the Center of the World's mercantile circles. The handsome merchant prince has established a base of operations out of one of his second cousin Lady Nymara's sizable estates in the Merchants' Quarter, where he lives with his longtime partner Emir Thalzar Gaatan and their three adopted daughters. A cunning economic strategist, Aaqir seems to possess a preternatural foresight into the direction certain markets will take, and he has already become one of the city's most influential traders in silk, lumber, and saffron. Given enough time, the trade prince could likely take over the markets on his own, but he enjoys the power he feels in sending loyal agents to the far corners of the world to gain trade secrets, negotiate on his behalf, and even sabotage the efforts of competitors.



AAQIR AL'HAKAM

THE QADIRAN PATHFINDER

Rare is the Pathfinder immune to the lure of wealth, but those agents most motivated by money often ally themselves with Qadira in the effort to control Absalom's markets. Pathfinders from Qadira often possess a natural knack for trade, but loyalists from across the region also find their talents in espionage, diplomacy, and smuggling to be a perfect fit with the needs of the satrapy.

Most Qadira Faction Pathfinders are neutral-aligned.

GAINING FAME

There are countless ways to earn a fortune, and the Qadira faction rewards Pathfinders for any number of them. Common methods of moving up within the organization include negotiating trade agreements, spying on competitors, using travel as an opportunity to scout out new markets or resources, or even smuggling goods in or out of unfriendly ports as part of faction members' everyday adventuring for the Pathfinder Society. Not all of Qadira's dealings are legal or necessarily honorable, however, and more than one agent with a strong moral compass has found himself at odds with the faction when asked to support the trading of slaves or subvert local or regional authorities.

PRESTIGE AWARDS

The material resources and influence of the Keleshite Empire are nearly unmatched, and those in power are not averse to rewarding those loyal to them with titles, favors, or lavish monetary gifts.

Expert Entrepreneur (Fame 10, 5 PP)

Through your many connections with the merchants and traders of Katheer, you learn how to better earn money with your own entrepreneurial endeavors. Whenever you make a Day Job check (see pages 2–3), you may reroll any result of 10 or

less. You must take the second result, even if it is lower. This ability may not be combined with any other ability granting a reroll.

Master of Trade (Fame 20, 4 PP) Using faction contacts and mercantile experience, you can always get yourself the best deal when buying goods. Once per game session, you may make any single purchase you could normally make at a 10% discount. This discount is not available on spellcasting services or material components.

Pasha (Fame 40, 2 PP) You have distinguished yourself as a military leader in Qadira, and have earned the title of “pasha,” which you may add as an honorific before your name. You gain a +3 bonus on all Intimidate checks made against humans of the Keleshite ethnicity and natives of Qadira.

Trade Prince (Fame 20, 1 PP) You gain the honorific title of “trade prince” or “trade princess,” and become specialized in Appraise.

Validated Appraiser (5 PP): You are an official appraiser for the faction, and can use Appraise checks for your Day Job checks.

SCZARNI

Use Pathfinder missions as a front for personal gain.

A loose affiliation of Varisian swindlers, thieves, and smugglers, the Sczarni don't have much in common with the average Pathfinder. But to many, there's little distinction between someone who robs the grave of an ancestor and someone who cons one out of her night's dinner. Thus, when Sczarni and Pathfinders come to town, both are often lumped into the same category by suspicious natives and watchful legal authorities—troublesome people to watch out for. Though not officially allied, many Pathfinders work with local Sczarni throughout the region to aid one another in surviving, hopefully gaining a leg up in their own endeavors in the process.

LEADER

Guaril Karela (CN male human rogue 11) is the mastermind behind all Sczarni activity in and around Absalom, and as so much of the region's business takes place at least in part in the City at the Center of the World, Guaril likes to think of himself as more important on a global scale than perhaps he truly is. Despite his delusions of grandeur, he maintains a low profile working the counter at the Pickled Imp, his curio shop in the Docks. From this strategic location, the ever-smirking charlatan keeps a close eye on what lucrative shipments come into the harbor and what warehouses are left unguarded. The constant flow of dingy sailors and visitors from all over Golarion means that Guaril's agents, both Sczarni and Pathfinder alike, blend in perfectly as they stop into his shop for a tip or to pay respect for a past job.



GUARIL KARELA

THE SCZARNI PATHFINDER

Some Sczarni find a life of wandering leads them eventually to the Grand Lodge to become part of a larger organization, though these Pathfinders never lose their loyalty to their Varisian roots. Similarly, Pathfinders of any ethnicity looking to swindle, smuggle, and steal at every opportunity find that they work well with the Sczarni operating throughout much of the world. Ever opportunists, Sczarni know when the Pathfinder Society provides a great cover for their unscrupulous ventures, while similarly shrewd Pathfinders see the benefit of having contacts in nearly every port, especially ones skilled at getting valuable cargos past prying harbor watchmen and tax collectors.

Most Sczarni Pathfinders are chaotic-aligned.

GAINING FAME

Pathfinders working in tandem with the Sczarni often earn reputations within the insular organization by delivering or retrieving messages from other operatives in the field, transporting stolen goods while on otherwise standard Pathfinder business, and sometimes stealing from or conning innocents along the way. Few Sczarni admit they belong to the loose affiliation, and even fewer Pathfinders boast of their association with the ill-reputed crooks. While Pathfinder agents who can operate without catching the notice of their friends and allies are a great asset to the Sczarni, conversely, some Sczarni prefer to be seen in the company of acclaimed and well-respected adventurers such as ostentatious Pathfinders, hoping the latter group's more positive reputation will rub off on their own oft-maligned brethren. But sometimes more virtuous Pathfinders are simply sent on Sczarni missions to allow the criminals to keep good company while doing something less than honorable behind the Pathfinders' backs.

PRESTIGE AWARDS

Though generally operating in secret, the Sczarni have a well-established presence throughout the Inner Sea region.

Caravan Traveler (Fame 10, 1 PP) Your long time spent on the road with fellow travelers has enhanced your knack for picking up local customs. You become specialized in Knowledge (local).

Fence Contact (Fame 20, 4 PP) Once per game session, when selling any item, you may use a Sczarni fence who gets you an additional 10% return on its sale. This additional value is calculated as 10% of the normal resale value of the item.

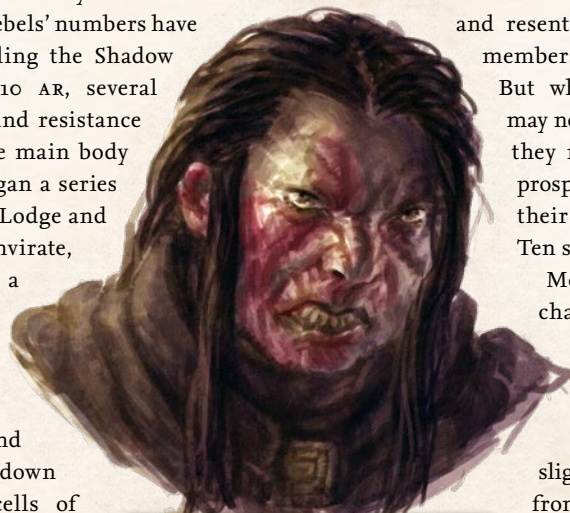
Front (Fame 40, 2 PP) Your Sczarni contacts help you set up a front for your criminal operations. If you own a business (see Chapter Five), you gain an additional +3 circumstance bonus on all Day Job checks, representing illicit income generated on top of your legitimate income.

Greased Palm (4 PP) In any city of at least 5,000 inhabitants, you may locate a corrupt official. If you're imprisoned or fined for crimes committed in the city's jurisdiction, you may take advantage of this contact, paying no fines and escaping sentencing if you can make a DC 15 Diplomacy check. You can use this ability once per game session. Note that DC 15 represents mundane crimes—at the GM's discretion, particularly heinous crimes can increase the DC to avoid jail time or even execution by 10 points or more.

SHADOW LODGE

Ensure the Decemvirate doesn't take advantage of Pathfinder agents.

For decades, a growing segment of the Pathfinder Society's membership has become disillusioned with the Decemvirate. Whether they hold personal grudges against the masked leaders of the Society for slights they feel were never remedied or watched too many of their friends suffer for the good of a Society that seemed to thank them very little, these rebels' numbers have surged in recent years, swelling the Shadow Lodge's membership. In 4710 AR, several fringe cells of the underground resistance movement broke off from the main body of the Shadow Lodge, and began a series of open attacks on the Grand Lodge and those loyal to it. The Decemvirate, recognizing that there was a real problem to be addressed, quelled the rebellion by bringing the Shadow Lodge back into the fold, acquiescing to some of their demands, and sending strike forces to hunt down and eliminate remaining cells of radical Shadow Lodge agents. Many remaining Shadow Lodge agents still feel the Decemvirate has further to go to remedy the injustices carried out in the Society's name, though they are glad to be in good standing with the Society once again—even if many also believe they were brought back into the Grand Lodge so the Ten could keep a closer eye on them.



GRANDMASTER TORCH

LEADER

A former Pathfinder field agent whose name has been lost in the dust of the tomb in which he was left for dead, **Grandmaster Torch** (N male human bard 6/rogue 5) has spent decades building an empire of spies, informants, and double agents within the Pathfinder Society and without. From his sewer lair in the Puddles (located in a generally dry section known as the Siphons), Torch used his position as a notorious information broker to rack up a sizable debt of favors owed him by the Pathfinder Society. When his role as the mastermind behind the Shadow Lodge was revealed, the Decemvirate was quick to pay off these outstanding favors, meeting some of Torch's demands and hopefully precluding all-out mutiny among the Pathfinder ranks. Despite being on relatively good terms with the Ten at the moment, Torch is still suspicious of how much they've actually bent in the face of adversity. Ever suffering from a terrible curse

that left him covered head to toe in vicious burn scars, Grandmaster Torch may yet require more than honeyed words and hollow promises to truly smooth things over.

THE SHADOW LODGE PATHFINDER

Most Pathfinders claiming membership in the Shadow Lodge have a personal grudge against the Decemvirate. Whether they themselves were victims of the Ten's apathy regarding their well-being or saw friends or relatives suffer because of the Society's inaction, tragedy and resentment push most Shadow Lodge members into the organization's ranks. But while Shadow Lodge Pathfinders may not like the Decemvirate very much, they nevertheless want the Society to prosper, and do what they must to assist their fellow agents, especially when the Ten send them into harm's way.

Most Shadow Lodge Pathfinders are chaotic-aligned.

GAINING FAME

Shadow Lodge missions often involve gathering evidence of slights against the average Pathfinder from high-ranking members like venture-captains and the Ten; assisting former agents in recovering from

injuries, curses, or maladies suffered while serving as the Decemvirate's pawns; or eliminating openly oppositional Pathfinders who claim allegiance to the Shadow Lodge and damage the organization's reputation. Shadow Lodge operatives who can operate without damaging the tenuous peace with the Decemvirate are quite valued.

PRESTIGE AWARDS

Because of past open conflicts with the core of the Pathfinder Society, many of the Shadow Lodge's resources are dedicated to improving the organization's reputation, as well as assisting its membership when the Decemvirate fails to protect them.

Don't Sully the Name (Fame 20, 4 PP) When faced with renegade Pathfinders claiming to represent Grandmaster Torch and the Shadow Lodge as a whole, you receive a +2 bonus on Sense Motive checks to determine the veracity of their claims. If they are indeed false or rogue Shadow Lodge agents and you identify them as such, you gain a +1 bonus on attack and damage rolls against them.

No One Left Behind (3 PP) Agents mount a rescue mission to retrieve your body after a failed mission, allowing you to be restored to life via *raise dead*. If your body no longer exists because of effects like *disintegration* or digestion in a monster's gut, this resource cannot aid you.

SILVER CRUSADE

Use the Pathfinder Society's resources to do good in the world.

When the existence of so many factions within the Pathfinder Society began to become apparent, many were dismayed, especially those who took umbrage at the Society's resources being used for ethically questionable purposes or personal gain. Unable to eliminate such elements as the Shadow Lodge from the ranks of the organization, an influential group of Pathfinder clerics, paladins, and servants of good-aligned deities banded together to form their own faction—the Silver Crusade—as an answer to these undesirable offshoots of the Society. While a crusade in name only, the Silver Crusade models itself after the staunchly good silver dragon, making a valiant effort to use the Society's influence, reach, and resources to do good throughout the Inner Sea region and beyond.

LEADER

Ollysta Zadrian (LG female human paladin 10), a retired Pathfinder and paladin of Sarenrae, coordinates the Silver Crusade's operations out of the Temple of the Shining Star in the Ascendant Court when not teaching of the value of redemption and tending to the weak and needy. Ollysta originally joined the Pathfinder Society with the notion that she would be able to spread the word of the Dawnflower wherever she went, and would have ample opportunities to turn wrongdoers away from the path of evil, ever leading by example as she ventured to the far corners of Golarion doing the Decemvirate's bidding. It didn't take her long, however, to realize that the Pathfinder Society looked on her as simply another zealous adventurer, and offered little support for her efforts to stamp out evil and uplift the downtrodden. Now retired from active duty as a Pathfinder, Zadrian acts as the central figure in an ever-growing network of active Pathfinders who share her idealism and desire to see the Society used for the betterment of all.

THE SILVER CRUSADE PATHFINDER

Pathfinders who support the efforts of the Silver Crusade are often priests of Golarion's good-aligned deities, such as Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, Shelyn, and Torag. Though each faith has its own methodologies and philosophies on how to go about helping the weak and destroying evil, they all share the same primary goal of making the world a better place. As such, any Pathfinders

who share the same paramount tenets are welcome in the Silver Crusade, whether they be law-abiding paladins or tyranny-defying freedom fighters.

Most Silver Crusade Pathfinders are good-aligned.

GAINING FAME

Just as there are countless interpretations of what doing good entails, there are an equal number of variations in how the Shining Crusade asks its agents to spread its message throughout Golarion with each mission. Whether delivering much-needed medicine to victims of a rampant plague, ridding an oppressed village of a tyrannical local villain, or aiding an established organization of like-minded humanitarians like the Cult of the Dawnflower, the Knights of Ozem, or the Mendev Crusaders, agents who take every opportunity during the course of their normal Pathfinder duties to leave the indelible mark of good upon the world are valued, and they tend to move up swiftly among the inner ranks of the Shining Crusade.

PRESTIGE AWARDS

Though the Silver Crusade prefers for its resources to go to those most in need of them, it also recognizes the value of rewarding its members for their ongoing sacrifices.

Beacon of Good (Fame 5, 2 PP)

The Shining Crusade gives you a *shining wayfinder* (see page 55) emblazoned with the emblem of a silver dragon. If you lose your *shining wayfinder*, you can purchase a new one for an additional 2 PP. Members of the Silver Crusade who are caught selling *shining wayfinders* for their own profit are exiled, and must switch factions.

The Cost of Beneficence (Fame 10, 1 PP) Whenever you give magical healing that you have rightfully paid for to an NPC, the Silver Crusade reimburses you for half the cost of replacing such resources. For example, if you give a lost orphan a *potion of cure light wounds* you purchased at the start of an adventure, at the session's conclusion, the Silver Crusade would reimburse you 25 gp to help defer the cost of your generosity. You receive no reimbursement for expended healing paid for with Prestige Points only or found in the course of an adventure (as no gp were expended to purchase it).

Silver Crusader (Fame 40, 2 PP) You may use the honorific "silver crusader" before your name, earning you a reputation as a soldier of the forces of good in the world. You gain a +3 bonus on Intimidate checks against evil clerics and antipaladins.



OLLYSTA ZADRIAN

TALDOR

Gain control of Absalom through political manipulation and intrigue.

Since the Age of Enthronement, no nation in the Inner Sea has had as wide-reaching and influential an empire as the kingdom of Taldor. Sadly, decadence and overconfidence led to the empire's relatively swift decline centuries ago, as vassal after vassal broke free from the crown. Despite its waning influence worldwide and constant internal political strife, Taldor is one of the five nations most strategically poised to take control of Absalom from within. Using the same tactics of espionage, sabotage, blackmail, and deception employed by Taldan nobility for millennia, agents of this political faction hope to manipulate the nobility and citizenry of Absalom to recognize the nation's rightful place as the natural ruler of humankind throughout the region.

LEADER

Lady Gloriana Morilla (CN female human aristocrat 2/bard 10), a full-figured, splendidly dressed Taldan woman of Absalom's most influential Taldan house, has recently taken control of her nation's ongoing efforts to gain control of the City at the Center of the World. After several years under the flagging leadership of Baron Jacquo Dalsine resulted in Taldor losing more influence than it gained, Lady Gloriana has learned from his mistakes. With a pragmatic eye, Lady Gloriana knows that Taldor cannot simply rest on its perceived laurels and pretend to be the empire it once was, all the while allowing more of its mighty influence to slip away. Despite her increasingly realistic approach to the shadow war for Absalom, the Taldan noblewoman never goes anywhere without looking her best, and enjoys the social benefits her station grants, if only to hear firsthand the juiciest gossip among her rival nations' elite.



LADY GLORIANA MORILLA

THE TALDAN PATHFINDER

Pathfinders allied with the Taldan cause often hail from the nation itself, though sometimes foreign agents find themselves working for the empire because they share the modus operandi of using courtly intrigue to their own advantage. While many Taldan natives in the faction claim some noble blood, just as many come from the nation's poorer classes and hope that if they increase their nation's influence in the Inner Sea region, some of the inevitable prosperity will trickle down to them

and their families. Pathfinder allies of Taldor should be willing to spy, coerce, blackmail, cheat, lie, and publicly humiliate their enemies.

Most Taldor Faction Pathfinders are neutral-aligned.

GAINING FAME

While her predecessor often sent Pathfinders on missions to recover opulent art to decorate his many palaces and manors, Lady Gloriana knows that Taldor must reclaim its position as the bastion of humanity through constant vigilance. Pathfinders in her employ should be skilled at the arts of deception, misdirection, and stealth, while also knowing how to navigate Absalom's complex aristocratic landscape. Those with the ability to speak honeyed words to a rival noble while simultaneously pilfering damning documents from his satchel will go far.

PRESTIGE AWARDS

The nation of Taldor is well known for its extravagance and ostentatiousness, and the faction of Pathfinders working to forward its concerns certainly benefits from this, whether through being granted noble titles, receiving invitations to exclusive gatherings, or earning positions in one of the empire's many illustrious institutions.

Height of Fashion (Fame 20, 2 PP):

Your contacts among the Taldan aristocracy allow you to constantly update and adapt your fashion so as to never appear out of style—be it at court, on the road, or even in combat. You gain a +3 bonus on Diplomacy checks against nobles, politicians, and aristocrats of your race.

Lion Blade (Fame 20, 1 PP) You are invited into the exclusive organization known as the Lion Blades. You become specialized in Disguise.

Noble Title (Fame 20, 1 PP) You gain one of the following noble titles: baron, baroness, dame, earl, lord, marquis, marquise, visbaronet, visbaronetess, viscount, and viscountess. Among the many hereditary nobles in Taldor, your title means little and grants you few benefits other than an official writ declaring it a legitimate title in the Empire of Taldor, signed by Prince Stavian III himself. You become specialized in Knowledge (nobility).

Ulfen Guard (Fame 20, 2 PP) You have proven yourself a loyal servant of Taldor and are asked to become the blood brother of a member of the Ulfen Guard. If you're Ulfen, you receive the title "huscarl." If not, you gain the title "leidang." You gain a +3 bonus on all Intimidate checks when in Taldor or dealing with Taldan citizens abroad.



PATHFINDER SOCIETY ARCHETYPES

“I know you think you’re here to learn about the watery tombs that hold the lost treasure of vanished Azlant. You think you’re here to uncover who really rules from behind the thrones of the Inner Sea nations. You think you’re here to learn the riddle of the Starstone, to uncover the face of Razmir, or to find the answers to whatever other damn fool tales your uncle or your gran filled your head with.

“Well, you’re not. You’re here to learn one thing: how to make it back to the Lodge alive, with your wits intact, and—with a little luck—still in one piece.”

—Marcos Farabellus, Master of Swords

The Pathfinder Society possesses a fairly loose hierarchy with few formal distinctions in rank. All Pathfinders began their journey within the Society in the same fashion: by presenting themselves at a lodge (often the Grand Lodge in Absalom) and passing the challenges, tests, and questions expected of an aspiring applicant. Those who pass become initiates. These initiates spend several years in training and service at their lodge under the able tutelage of taskmasters who fall into one of three categories: Scrolls, Spells, and Swords. Scrolls train initiates in knowledge and history, Spells train them in the theory and lore of spells and enchanted items, and Swords train them in combat and survival.

PATHFINDER RANKS

While many Pathfinder initiates favor one of these disciplines more than the other two, those who wish to become full agents of the Society must gain the approval of all three masters. The most devoted and dedicated travel to Absalom to seek the approval of the Grand Lodge's masters. Once all three approvals are secured, the initiate takes one final, individual test—Confirmation. Each Confirmation is tailored to the individual applicant, a test within the initiate's means but by no means trivial. In essence, Confirmation is an initiate's first mission as a Pathfinder. There's no set deadline for completing Confirmation. Some initiates take years or even decades after setting out. Only refusal to accept or finish the task constitutes failure.

FIELD OPERATIVES

Initiates who pass Confirmation gain the status of field operative, and in theory are now the equal of any other full Pathfinder below the rank of venture-captain. Field operatives are the lifeblood of the Pathfinders, and are the Pathfinders most commonly encountered by those outside of the Society. Each new field operative joins an existing venture-captain's team of agents. This venture-captain takes responsibility for making the best use of the new field operative's talents and expertise. These assignments aren't for life; most field operatives find themselves assigned to a new venture-captain (if only on a temporary basis) at least once or twice in the course of their lives as Pathfinders. Of course, Pathfinders who want to stay well-connected and perhaps even achieve publication in the *Pathfinder Chronicles* (and that's the vast majority of Pathfinders) do well to seriously consider requests made by any venture-captain, whether their own or not.

Field operatives have their own informal hierarchy, largely based on prestige accumulated through successful ventures and contributions to the *Pathfinder Chronicles*. Those considered to be members in good standing receive

room and board at Pathfinder lodges, and the ability to draw funds to finance sanctioned missions (and only sanctioned missions). On the other side of the coin, field operatives known for failure, wasteful spending, or a lack of meaningful contribution find themselves considered members in poor standing. Such unfortunates draw only the most mundane or trivial of tasks, if they remain with the Pathfinders at all.

VENTURE-CAPTAINS

Venture-captains handle the day-to-day administration of the Society. Each venture-captain minds her own cadre of field operatives and assigned area of responsibility, usually a country or portion thereof. Where two venture-captains share territory, their areas of concern do not overlap, such that in matters of conflict it's usually clear which venture-captain has ultimate authority. Some venture-captains handle internal Pathfinder Society affairs instead, such as the Three Masters who oversee training at the Grand Lodge in Absalom.

THE DECEMVIRATE

Above the venture-captains sits the Decemvirate, the 10 masked masters of the Pathfinder Society. In times past, their members went unclouted, but a failed coup drove them into secrecy. No one outside the Decemvirate knows their membership or how (and if) new members are chosen, though rumors and speculation run rampant. Indeed, the very methods by which the Decemvirate administers the lodge are poorly understood and seemingly contradictory. The meticulously efficient **Venture-Captain Ambrus Valsin** (LN male human rogue 4/sorcerer 6) serves as both the Decemvirate's representative and the steward of the Grand Lodge in Absalom. He tasks passing field operatives deemed to be inadequately busy with missions. Usually he draws tasks from his own personal list, but at times he delegates tasks passed on from the Decemvirate, rarely letting on which is which.

PATHFINDER ARCHETYPES

The following pages present greater details on the three internal categories that constitute the Pathfinders—the Scrolls, the Spells, and the Swords. Each is given a brief description, along with details on the venture-captain who commands the group in the Grand Lodge. Note that there is no “membership” per se for any of these three categories—a Pathfinder can identify herself with any of these groups as she wishes.

Additionally, each category introduces two new archetypes appropriate for Pathfinders who align themselves with that particular philosophy. The concept of an archetype was first introduced in the *Pathfinder RPG Advanced Player's Guide*—see that book for more details.

THE SCROLLS

More than any other branch of the Pathfinders, the Scrolls value knowledge in all its forms. True adherents of the Scrolls seek to expand their knowledge beyond what holds obvious benefit. In the field, one can never tell what skill or bit of information might hold value, and in study, any random bit of unrelated knowledge might lead to a breakthrough.

Many of the more adventure-minded Pathfinders look down on compatriots who favor the Scrolls, as a large portion of their number rarely leave the safety of the lodge. But the Scrolls maintain there's more to be discovered in a week's perusal of understudied tomes than in a month traipsing about through muck after yet another soon-to-be-shelved find. Most view their approach as an important facet in the grand quest for knowledge: what has been recovered must also be understood. As for all aspects of the Pathfinders, the "why" may vary—for the sake of pure research, for financial gain, or for leads to the next adventure being only the most common motivations. Certainly these Pathfinders do adopt the adventuring life at times, if only to be the first to gaze upon mysteries thought lost to the ravages of time.

Not all Pathfinders who favor the Scrolls obsess over moldering manuscripts and ragged tomes. Some appreciate the Scrolls' eclectic approach to learning, but seek their own knowledge from experience rather than books. They're distinguished by a more thought-out approach to adventuring, rarely favoring violence or magic where cleverness might suffice.

Tutelage of the Scrolls was briefly transferred to **Drandle Dreng** (NG male human rogue 8) during Master of Scrolls **Kreighton Shaine's** (CG male elf diviner 7/lorekeeper 3) 3-month sabbatical in the Mwangi Expanse. Kreighton doesn't speak much of his experiences there. Since his return, the previously flighty elf has resumed his duties at the Grand Lodge, but with a pronounced limp and a decidedly prickly mood. Of late, he's spent much of his time sequestered in study with favored former students, leaving some initiates fearful as to the quality of their education. Those working with Kreighton rebuff any inquiries about their research, but seem to spend a lot of time reviewing texts about both Osirion and Shory.



KREIGHTON SHAINÉ

Pathfinders drawn to the methods of the Scrolls often favor archetypes that encourage and support investigation, exploration, and diplomacy—archetypes that emphasize the use of skills and knowledge over combat or magic. The following two archetypes are particularly common among devoted members of the Scrolls.

SCROLL SCHOLAR (CLERIC OR WIZARD)

A scroll scholar values knowledge and learning as much as her other abilities, trading a portion of her potential in her chosen class for greater breadth of skill at deciphering old texts, piecing together strange fragments of esoteric lore, and deciphering the hidden qualities of strange and unusual magical items. The scroll scholar archetype can be taken by either clerics or wizards—they give up different class abilities for the new abilities granted by this archetype. A wizard must either be a universalist wizard or a diviner wizard in order to take this archetype—other types of school specializations are not suited to this archetype's focus. A scroll scholar has the following class features.

Diligent Student (Ex): At 1st level, a scroll scholar chooses one Knowledge skill. This becomes a class skill if it is not already one. The scroll scholar

adds half her class level to all Knowledge checks of this type (minimum 1). At 5th level and every five levels thereafter, a scroll scholar chooses 1 additional Knowledge skill to receive this bonus. For clerics, this ability replaces one of the 1st-level granted powers from her domains—the character gets to choose which of her two 1st-level granted powers it replaces. For wizards, this ability replaces diviner's fortune (if a diviner) or hand of the apprentice (if a universalist).

Secrets Revealed (Sp): At 5th level, a scroll scholar gains the ability to cast *comprehend languages* and *identify* as spell-like abilities. Her caster level is equal to her character level in whatever class she took the scroll scholar archetype for. She can cast these spells once per day each at 5th level, twice per day each at 7th level, and three times per day each at 9th level. At 11th level, one of these spell-like abilities (scholar's choice) becomes a constant spell-like ability, and at 13th level, the second one becomes a constant spell-like ability. If the scholar is a cleric, this ability replaces the increase to her channel energy damage normally gained at 5th level—her channel energy damage increases to 3d6 at 7th level instead, and for the rest of her career as a cleric lags 1d6 behind normal. If the scholar is a wizard, this ability replaces her bonus feat for 5th level.

Flash of Insight (Su): At 10th level, once per day, a scroll scholar can gain a +5 bonus on a single attack roll, caster level check, or saving throw as an immediate action. This decision must be made before the results of the roll are known, but can be made after the die is rolled. This ability can be used twice per day at 15th level, and 3 times per day at 20th level. This ability replaces the normal addition of a new 4th-level spell slot to the character's spells per day—from this point on, the cleric or wizard has one fewer 4th-level spell slot than other clerics or wizards.

SCROLL SCOUNDREL (ROGUE)

The scroll scoundrel is a rogue archetype that relies on cunning and quick wits to stay alive. He excels in exploiting overconfidence and predictability, using knowledge he's gained from his extensive research and field experience combined with hearsay and recent observations to react to problems as soon as they arise with swift but unnaturally accurate guesswork. A scroll scoundrel is often called upon by the Pathfinders to undertake missions where killing a foe isn't nearly as important as humiliating them in public duels or similar conflicts. A scroll scoundrel has the following class features.

Fast Talker (Ex): At 2nd level, a scroll scoundrel's penalty on Bluff checks that are unlikely, far-fetched, or impossible to achieve is reduced by 5. When he makes a Diplomacy check to adjust a creature's starting attitude, he gains a +3 competence bonus on the skill check. This ability replaces the rogue's 2nd-level rogue talent.

Adaptive Learning (Ex): At 3rd level, a scroll scoundrel gains a +1 bonus on saving throws against abilities and spells he has already successfully saved against within the past minute (even if the spells or abilities in question were used by different creatures). This bonus increases by +1 when the scroll scoundrel reaches 6th level, and by an additional +1 for every three levels thereafter, to a maximum of +6 at 18th level. This ability replaces trap sense.

Pay It Back (Ex): At 4th level, a scroll scoundrel receives a +1 bonus on attack rolls and weapon damage rolls against foes who made melee attacks against him in the previous round. This bonus increases to +2 at 10th level. This ability replaces uncanny dodge.

Elusive Gambit (Ex): At 6th level, a scroll scoundrel's movement can leave a foe off-balance. If a scroll scoundrel provokes an attack of opportunity by moving past an opponent and that opponent then misses with the attack, that foe is considered to be flat-footed against the scroll scoundrel's next melee attack, provided that melee attack comes within 1 round of the missed attack of opportunity. This ability replaces improved uncanny dodge.

Spot Weakness (Ex): At 10th level, a scroll scoundrel can discover a weakness in his enemy's defenses as a swift action. His next successful hit in the same round ignores 5 points of the foe's damage reduction or hardness. At 15th level, he ignores the first 10 points, and at 20th level, the first 15 points. If the attack deals any sneak attack damage, he ignores all of the foe's damage reduction or hardness for that attack. He cannot use this ability on foes that are immune to critical hits. This ability replaces the scroll scoundrel's 10th-level rogue talent.



THE SPELLS

The pursuit of magic arguably draws in as many Pathfinders as any other reason, even greed or fame. These Pathfinders concern themselves with both the theory and practical application of magic, and surprisingly even include a handful of non-spellcasting Pathfinders among their ranks. Arcane casters, especially alchemists, witches, and wizards, feel a particular kinship with this group, being the most inclined toward magical research.

Followers of the Spells make excellent leaders for missions expected to run afoul of magical creatures, traps, or unknown mystic forces, which arguably includes most Pathfinder operations. However, venture-captains frequently find themselves at odds with Spells who either conceal their discoveries or delay revealing them in the hope of unmasking further revelations.

The often brusque **Aram Zey** (N male human wizard 11) remains the Master of Spells at the Grand Lodge, despite his apparent disdain for his students, particularly those who lack magical talent. Initiates who impress him with their grasp of esoteric arcane theory or their mastery of dweomercrafting, however, may find themselves invited back for further study after passing Confirmation.

Pathfinders drawn to the Spells often favor archetypes that encourage and support the use of magic, particularly obscure or unusual forms of practicing magic or casting spells. Some even focus on archetypes that dedicate themselves to defeating spellcasting foes, although these members are generally not well liked among the spellcaster-heavy members of this circle of the Pathfinder Society.

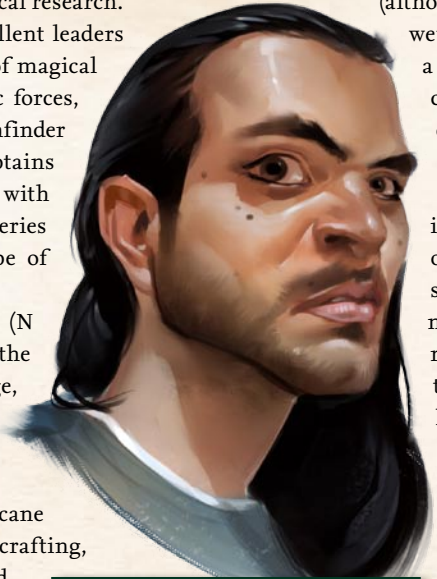
DIMENSIONAL OCCULTIST (WITCH)

While dimensional occultist witches are not all associated with the Pathfinders, enough of them are to warrant mention here. A dimensional occultist sacrifices some of her mastery over hexes in return for increased planar lore—she spends much of her time researching and communing with otherplanar spirits, often through her familiar or via the study of ancient texts, and has an increased mastery over various conjurations and other extraplanar effects. She can even travel between dimensions as she gains power. A dimensional occultist has the following class features.

Patron: A dimensional occultist witch does not have the same freedom of choice among her patrons as do other witches—she must select the Dimensions patron when she gains this archetype. The Dimensions patron provides the following bonus spells: 2nd—*hold portal*, 4th—*rope trick*,

6th—*blink*, 8th—*dimensional anchor*, 10th—*lesser planar binding*, 12th—*planar binding*, 14th—*banishment*, 16th—*greater planar binding*, 18th—*gate*.

Dimensional Augmentation (Su): At 2nd level, a dimensional occultist can augment her spells by incorporating complex mathematical equations and formulae into the casting, typically by inscribing these equations with chalk or charcoal onto a solid surface (although scribing them on paper or into wet sand works fine as well). Augmenting a spell in this way adds both a somatic component (the actual scribing of the equations) and a material component (the writing stylus and ink, chalk, charcoal, or other medium) to the spell, and increases its casting time to a number of rounds equal to the spell's level (if the spell's casting time is already 1 minute or more, the casting time is not altered). As a result, using dimensional augmentation to cast a spell isn't a good option in the heat of combat. Augmenting a spell in this manner increases its effective caster level by +1. A dimensional occultist can augment her spells in this manner once per day at 2nd level, plus one additional time per day for every even-numbered witch level she gains. This ability replaces the witch's hex



ARAM ZEY

gained at 2nd level.

Commune with Familiar (Sp): At 8th level, a dimensional occultist can use her familiar as a link between herself and strange, otherworldly intelligences on other planes. Once per week, she may use this link to cast *contact other plane* as a spell-like ability, at a caster level equal to her witch level. The entity contacted replies to the witch via her familiar (which speaks in a strange disembodied voice), via telepathic contact, or by some similarly disconcerting method of communication. When a witch uses this method to contact other planes, she gains a +4 bonus on the Intelligence check to avoid the decrease to Intelligence and Charisma. If she still fails the save, the Intelligence/Charisma decrease lasts only 24 hours rather than a number of weeks. This ability replaces the witch's hex gained at 8th level.

Dimensional Waypoints (Ex): At 12th level, a dimensional occultist can create a dimensional waypoint by spending 2d4 minutes inscribing a number of equations on a solid surface (such as a wall, tree, stone floor, or structure) with a writing instrument. The exact configuration of these equations is unique to each witch. From that point on, when she uses dimensional travel to travel to that location, she does so without any chance of mishap. *Teleport* always

sends the witch to this spot, and even *plane shift*, if used to travel to that site, is precisely accurate. Once a dimensional waypoint is set, it remains active for that witch despite the condition of the inscription or even that of the surface upon which it was inscribed—it is the act of inscribing the waypoint, not the waypoint itself, that matters. At 12th level, and then again every two witch levels thereafter, the dimensional occultist can maintain an additional waypoint. She can replace a waypoint she's already set by simply using that waypoint's unique equation at a new site. This ability replaces the witch's hex gained at 12th level.

SEEKER (ORACLE OR SORCERER)

Oracles and sorcerers gain their magical powers through strange and mysterious ways, be they chosen by fate or blood. While most might be content with their strange powers, some oracles and sorcerers join the Pathfinders specifically to find out more about their mysteries and bloodlines and determine the genesis and history of their eldritch talents. These spellcasters are known among the Spells as seekers, after their obsession with researching ancient texts and obscure ruins for any clues they can find about their heritage and histories. A seeker has the following class features.

Tinkering (Ex): Seekers often look to ancient devices, old tomes, and strange magical items in order to learn more about their oracle mysteries or sorcerous bloodlines. As a result of this curiosity and thanks to an innate knack at deciphering the strange and weird, a seeker gains Disable Device as a class skill. In addition, at 1st level, a seeker adds half his oracle or sorcerer level on Perception checks made to locate traps and on all Disable Device skill checks (minimum +1). A seeker can use Disable Device to disarm magical traps. If the seeker also possesses levels in rogue or another class that provides the trapfinding ability, those levels stack with his oracle or sorcerer levels for determining his overall bonus on these skill checks. For an oracle, this ability replaces all of the bonus class skills he would otherwise normally gain from his mystery. For a sorcerer, this ability replaces his bonus Eschew Materials feat.

Seeker Lore (Ex): By 3rd level, a seeker has already learned much about his mystery or bloodline, and is more comfortable using the bonus spells gained by that mystery or bloodline. He gains a +4 bonus on all concentration checks, on caster level checks made to overcome spell resistance, and on all Knowledge (arcana) and Spellcraft checks made on topics associated with his bonus spells. For an oracle, this ability replaces the revelation gained at 3rd level. For a sorcerer, this ability replaces the bloodline power gained at 3rd level.

Seeker Magic (Su): At 15th level, a seeker becomes skilled at modifying his mystery or bloodline spells with

metamagic. When a seeker applies a metamagic feat to any bonus spells granted by his mystery or his bloodline, he reduces the metamagic feat's spell level adjustment by 1. Thus, applying a Metamagic feat like Still Spell to a spell does not change its effective spell level at all, while applying Quicken Spell only increases the spell's effective spell level by 3 instead of by 4. This reduction to the spell level adjustment for Metamagic feats does not stack with similar reductions from other abilities. For an oracle, this ability replaces the revelation gained at 15th level. For a sorcerer, this ability replaces the bloodline power gained at 15th level.



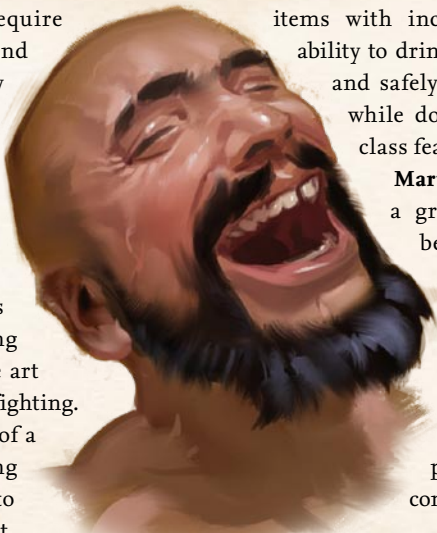
THE SWORDS

While it might seem obvious to characterize the Pathfinder Society as a scholarly organization, the unfortunate truth is that the Pathfinders need a strong martial branch because of the nature of their interests. Even when intriguing ruins or promising sites aren't located within enemy territory, the route to reach such sites often lies through hostile terrain. And, of course, the dangers of the dungeons and ruins in which Pathfinders' quarry so often lies require the aid of those who are hale and hearty. As much as more scholarly Pathfinders might hate to admit it, all Pathfinders need training in the art of surviving battle if they are to truly excel in the organization, and the Swords include many of the Pathfinders' most skilled warriors. The Swords focus on all aspects of victory in skirmishes, including setting traps and ambushes, the fine art of knowing when to run, and dirty fighting. Stodgy codes of honor and notions of a fair fight find little purchase among the Pathfinders, where living to tell the tale remains of paramount importance. Most Swords make it a point to practice and drill whenever they visit a lodge, both to hone their own skills and to train their fellow Pathfinders.

Venture-captains value field operatives who follow the path of the Sword. Pathfinders who know their way around a blade are of far more value than hired swords from outside the lodge, if only because the Pathfinders can be counted on to not blunder into obvious traps or endanger their teams with foolish bravado.

Master of Swords **Marcos Farabellus** (CG male human fighter 6/rogue 4) remains the most popular of the Three Masters of the Pathfinder's Grand Lodge, well-loved for his garrulous storytelling, lenient training, and devil-may-care approach to combat. Even so, at heart he knows that each lesson is a chance to save a Pathfinder's life, and his cavalier attitude merely serves to keep his audience attentive to his teachings. Since the unmasking of the Shadow Lodge, Marcos has made every effort to heal the rifts among the Pathfinders. He takes a dim view of the less tolerant within the lodge, a stance that often causes conflict with other members of the organization.

Pathfinders drawn to the Swords often favor archetypes that encourage and support combat and military elements, particularly when combined with exploration, stealth, and adventuring goals. It's unusual to see spellcasters working within this subgroup of the society.



MARCOS FARABELLUS

GRENADIER (ALCHEMIST)

Grenadiers train to exercise their talents in the thick of battle, even when not under the influence of their mutagens. They learn methods of combining weapon attacks with their alchemical magic, and sacrifice skill with poisons in order to become more adept at using alchemical bombs or using alchemical items in conjunction with their martial skills. As an unusual side effect of their skill at handling bombs and alchemical items with increased speed, grenadiers master the ability to drink potions, elixirs, and mutagens quickly and safely, without exposing themselves to peril while doing so. A grenadier has the following class features.

Martial Weapon Proficiency: At 1st level, a grenadier picks one martial weapon to become proficient in the use of. This ability replaces Brew Potion.

Alchemical Weapon (Su): At 2nd level, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question. The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or

otherwise affect additional targets. Any extra damage added is treated like bonus dice of damage, and is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and wears off 1 minute after application if no blow is struck. At 6th level, a grenadier can use her alchemical weapon ability as a swift action. At 15th level, this ability becomes a free action. This ability replaces poison resistance.

Precise Bombs (Ex): At 2nd level, a grenadier gains the precise bombs alchemist discovery as a bonus discovery. This ability replaces poison use.

Directed Blast (Su): At 6th level, a grenadier can detonate a bomb so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts at the alchemist and extends away from her in the direction she chooses. The alchemist designates one creature in the squares affected by the cone to be the target of the bomb and makes her attack roll against that creature; all other squares in the cone take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet. This ability replaces swift poisoning.

Staggering Blast (Su): At 10th level, a grenadier's bombs become particularly overwhelming when they explode.

Whenever a grenadier scores a successful critical hit with a bomb, the creature directly struck by that bomb is staggered for $1d4+1$ rounds. A successful Fortitude save (DC equals the bomb's Reflex save DC to avoid splash damage) reduces the duration to 1 round. The effects of this ability stack with a frost bomb's staggering effect, but not with the effects of the Staggering Critical feat. Additional hits from a staggering blast add to the effect's overall duration. This ability replaces poison immunity.

LORE WARDEN (FIGHTER)

Quick thinking and deception can often carry the day where raw force might not. Lore wardens are the bodyguards, guardians, and soldiers of the Pathfinder Society. Not only are they often called upon to protect and watch over important repositories of lore, but they themselves are impressive keepers of all manner of knowledge. Lore wardens are fighters who benefit from learning to outsmart and outmaneuver their foes rather than just overpower them. Even out of combat, lore wardens have a quick wit and a surprising breadth of knowledge that can often grant them significant advantages over enemies even before a battle begins. Indeed, for many lore wardens, a fight that can be won without a single weapon being drawn is the best kind of victory. A lore warden has the following class features.

Scholastic (Ex): Lore wardens gain 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Intelligence-based skills are class skills for lore wardens. This ability replaces the lore warden's proficiency with medium armor, heavy armor, and shields.

Expertise (Ex): At 2nd level, a lore warden gains Combat Expertise as a bonus feat, even if he would not normally qualify for this feat. This ability replaces bravery 1.

Maneuver Mastery (Ex): At 3rd level, a lore warden gains a +2 bonus on all CMB checks and to his CMD. This bonus increases to +4 at 7th level, +6 at 11th level, and +8 at 15th level. This ability replaces armor training 1.

Know Thy Enemy (Ex): At 7th level, a lore warden can take a standard action to study a specific target in sight. He must make a Knowledge check to determine the target's abilities and weaknesses as part of this standard action. If successful, the lore warden not only notes the appropriate abilities and weaknesses, as detailed under the Knowledge skill on page 100 of the *Pathfinder RPG Core Rulebook*, but also gains a +2 competence bonus on all attack rolls and weapon damage rolls made against that enemy. Note that this bonus on attack and damage rolls applies only to that specific creature. This bonus lasts for the duration of an encounter, or until the lore warden attempts a new Knowledge check to use this ability on a different target. This ability replaces armor training 2.

Hair's Breadth (Ex): At 11th level, a lore warden can attempt an Acrobatics check as an immediate action to negate a confirmation role for a critical hit. The critical hit confirmation is negated (though the attack still hits and deals normal damage) if the Acrobatics check is greater than the opponent's confirmation roll. This ability replaces armor training 3.

Swift Lore (Ex): At 14th level, a lore warden can use his Know Thy Enemy ability as a swift action. This ability replaces armor training 4.

Know Weakness (Ex): At 19th level, a lore warden can automatically confirm a critical hit once per round when he threatens a critical hit. This ability replaces armor mastery.





FIELD GUIDE

“All right, listen up. I’m sure Master Farabellus has regaled you with all the horrible fates that can befall you in the field. Are you scared? You should be. The Pathfinders who aren’t scared are the first ones to come home in a box. Or a sack, or not at all. Fortunately for you, there are a few lessons that can be learned the easy way. I’ve provided you each with some key notes for review. Some of you may find them obvious, or of dubious value. That’s fine. In the field, you’re welcome to use these pages as fire starter, or to aid in personal hygiene. But in my presence, you will respect them. Better Pathfinders than you died to teach us these lessons.”

—Cyrul the Wanderer, author of *Golarion Abridged*

Members of the Pathfinder Society have always faced danger when scouring Avistan, Garund, and beyond. Deadly traps, carnivorous plants, savage monsters, relentless tomb guardians, bound outsiders, and more are difficulties every Pathfinder expects to face in the course of her journey to fame in the Society, yet the perils that lurk in forgotten ruins or dusty dungeons are but one category of danger that the intrepid Pathfinder will face during her career in the Society.

Though they may see themselves as academics and archaeologists in the pursuit of long-buried artifacts, Pathfinders are often mistaken for simple robbers and thieves. The Pathfinder Society has collected thousands of cultural and religious artifacts, unearthed lost lore, exposed treacherous secrets, and mapped uncharted regions, but the rulers of the lands in which these discoveries are made don't always see eye to eye with the Society. Yet while the Society's methods often cause grievances with governments, wealthy families, and mercantile leagues, the acts of some of their rival organizations often make even the most unscrupulous Pathfinder agent seem positively angelic.

Many groups oppose the Pathfinder Society, and their members can be just as dangerous as any ancient trap or monster. Some of these are expansive organizations with significant resources spread throughout the Inner Sea region, such as the Aspis Consortium, the Red Mantis, and the Whispering Way. Other rival groups exist as well, to be sure, and while none can match the aforementioned three in significance, it would not do to completely ignore the threat posed by local thieves' guilds or regional organizations like the Mordant Spire elves.

The agents of the Aspis Consortium hold sway over an area larger than any government, kingdom, or church ever could, for these merchants have recognized a power greater than any law or moral code—the power of greed. On the surface, the Aspis Consortium runs a region-spanning mercantile league that influences markets throughout Avistan and Garund, and while this is true, another layer exists beneath it. Unknown to the majority, the Aspis Consortium seeks to cripple nations with tariffs and debt, for it can control supply and demand of many goods to the point of bankrupting all but the most powerful of entities in the effort to secure the most lucrative deals. Yet these goals are not what often throws the Consortium into conflict with the Pathfinder Society, for the Society is relatively unconcerned with who rules the lands its members adventure in. Instead, conflicts between these two groups seem to rise on a personal, competitive level, for both seek to augment themselves by recovering ancient relics and lost knowledge. That the two organizations put these resources to different uses matters little to squabbling agents in the field.

The Red Mantis Assassins of mist-shrouded Mediogalti Island watch over the heavily guarded Sarzari Library. Hidden within a dense jungle and behind the walls of the Crimson Citadel, the Sarzari Library is reputed to be one of the largest repositories of ancient knowledge in the world, but much to the Pathfinder Society's frustration, the Red Mantis allows no one outside their order access to these resources. This, more than anything, has fueled what enmity exists between the Pathfinders and the Red Mantis. Rumors abound that the Decemvirate deliberately sends Pathfinders into situations where they come into conflict with the Red Mantis in an attempt to manipulate events into an eventual confrontation that might put the Pathfinders in a position to seize control of the Crimson Citadel and its library, but most discount these conspiracy theories as paranoid ravings.

The central teaching of the Whispering Way is that the ultimate form of existence is undeath. Undead shed the constraints of life, like hunger and pain, and thus nothing can distract them from their pursuit of power—not even time. Pulling members from prestigious academies, societies, and universities, the Whispering Way corrupts the greatest of minds and calls to them with promises of wealth and immortality. The Whispering Way's most infamous member was the so-called Whispering Tyrant, Tar-Baphon, but the Whispering Way itself far precedes this notorious member's birth. It is the age of this cult that interests the Pathfinder Society, for the dusty secrets that dead lips hold could unlock many treasures for the Pathfinder Society—and this interest often puts the two organizations into direct conflict.

So long as ancient relics and lost civilizations quench the Pathfinder Society's thirst for knowledge, rival organizations will look to turn a profit and increase their own power with the same discoveries. Knowledge is a powerful weapon when wielded properly, and the Decemvirate firmly believes this precept. Preparing agents for the perils they may face is the best way to ensure they survive. The Society presents a number of small chapbooks filled with advice on how to deal with the greatest dangers and perils its members might face—taken as a whole, these documents constitute a sort of “field guide” for agents. The remainder of this chapter presents numerous entries taken from these guides—as a GM, you can use the information from these entries in constructing handouts, for they cover much that Pathfinders should know. You don't need to flood your players with all of these tips, of course—pick and choose the ones most appropriate for their current mission.

You can also use the following pages as inspiration—by building adventures that present challenges in line with the types of dangers the Pathfinder Society warns its agents about, you help to give your own Pathfinder Society missions in-world realism.

AMBUSH SPECIALISTS

A Pathfinder's wits make the difference between living and dying when faced with an unexpected attack. While any organized foe can arrange an ambush, some are specifically tailored to launch surprise attacks. When chests, plants, statues, or even tables animate into a surprise assault, it is the prepared explorer who most often lives to tell the harrowing tale.

Constructs: Animated objects, golems, and similar guardians are common threats in many old ruins. Not only are they loyal guardians that have no need to eat or even breathe, but they hide easily in plain sight, and are often mistaken for mundane objects, only to ambush trespassers. While these mindless automatons lack the intelligence to plan assaults, those behind their construction do not.

Mimics: Ask a dozen adventurers where the creatures known as mimics come from, and you're likely to get as many different answers. Most legends of mimic genesis share a similar theme, though—a bizarre experiment that resulted in the creation of an amorphous creature with the ability to change its shape to mimic mundane objects. Mimics dwell in the broken chambers of lost ruins, far underground where they can avoid sunlight. While not inherently evil, mimics take pleasure in their hunts, and seek to ambush their prey for sport as well as to feed. Thus they prefer to lure their quarry close before they reveal their wicked teeth and sticky slime.

SOCIETY SUGGESTIONS

Many ambush specialists lack intelligence—they use these normally sophisticated tactics out of instinct, or because they've been “programmed” to do so. When confronting such menaces, it's usually best to avoid using spells that assault the mind, as these creatures are immune to mind-affecting effects. Furthermore, attacks that rely on poisons, paralysis, stunning, or putting these creatures to sleep prove futile. Against constructs, adamantine weapons or magical items like *golembane scarabs* are invaluable tools. Many constructs are immune to magic, so spellcasters facing such creatures should not attempt to directly assault these foes with spells. Rather, spellcasters should look instead to the environment for aid, or conjure magical effects and creatures that are not in and of themselves magical in order to more effectively combat powerful constructs.

Characters with high Perception, Knowledge (nature), or Survival skills can often notice an ambush predator like a carnivorous plant, wild animal, or mimic before it lashes out with its hungry creepers. Mimics present an unusual additional complication in the powerful adhesive they secrete—adventurers who suspect mimics in their future are well advised to carry strong alcohol or *universal solvent* to aid in escaping from such a tenacious grip.

BUREAUCRATS

Pathfinders often have to operate within the gray areas of civilization, and sometimes the Society must answer for the actions of certain undiplomatic or brazen agents. Often Pathfinders find themselves in complex social situations where revealing their mission or even their affiliations and identities can jeopardize them. In addition, the relics the Society seeks must often be exhumed from resting places within the territories of non-allied groups, or may sit amid an ignorant collector's cache. Pathfinders must walk the line between avoiding scandal and providing results.

Government Agents: As many opportunities to vex government agents exist as there are governments themselves, but some official agents bring with them added complications. In the case of the Eagle Knights, Hellknights, the Risen Guard, Qadiran merchants, and the Lion Blades, direct conflict could jeopardize the delicate alliances the Pathfinders have managed to forge over the years. Violence against one of these organizations could result in an unfortunate series of confrontations, or even war, between the Pathfinder Society and the agency's government.

Merchants: Ancient relics sometimes sell for a king's ransom, and while both legal and illegal methods for purchasing artifacts exist, the various mercantile leagues behind these auctions can prove both stiff competition and a valuable resource to Pathfinders. Examples of these merchants include the relics auction in Cassomir, the Osirian mummy dealers that supply the Inner Sea's museums, and the information-mongers that dwell amid the famous Qadiran markets and Katapeshi Nightstalls.

Nobles: Bored or curious aristocrats often find relic hunting fashionable, either mounting expeditions themselves or purchasing the spoils of other hunts. Whether hoping to show their prizes off at their next banquet or collecting out of genuine interest, nobles often acquire relics that hold more power than they know. In addition, the circles of upper society produce fantastic rumors and gossip detailing the whereabouts of expeditions and the relics they seek.

SOCIETY SUGGESTIONS

Subtle solutions are best when dealing with bureaucrats, and those agents practiced in the skills of Appraise, Bluff, Diplomacy, Disguise, Intimidate, Knowledge (nobility), Linguistics, Sense Motive, Sleight of Hand, and Stealth should find many opportunities to practice their expertise here. When in doubt, a hefty bribe often helps to bypass these encounters. Furthermore, beguiling spellcasters who can charm, dominate, and modify the memories of their adversaries excel at such missions. Those able to hide their affiliation as Pathfinders during any unfortunate altercations please the Decemvirate.

COMPETITORS

The Pathfinder Society does not have any exclusive right to Golarion's lost relics—other organizations and individuals seek to uncover these spoils as well, and that often puts them in direct competition with the Society. The most significant competitors fall into the following categories.

Aspis Consortium: Whereas Pathfinders seek to gain the world's lost treasures to increase their knowledge and understanding of the world and its history, the Aspis Consortium views those lost treasures as nothing more than trophies or raw resources. An Aspis agent is as likely to melt down an ancient idol for its gold as she is to hide the idol away in a private collection. Cynics might argue that the fate of artifacts the Pathfinders gain isn't all that different, since the Pathfinders' stores and vaults are hardly open to the public, but to the Pathfinders themselves, the difference between them and the Aspis Consortium is night and day—the Aspis Consortium is the Society's greatest and most enduring competitor.

Grave Robbers: While not an organized threat, many tomb raiders find that one successful delve can result in a comfortable existence. Additional successful delves only increase their profits. This greed causes many ill-prepared miscreants to abandon reason and undergo dangerous relic hunts. Typically, these individuals end up dead, only to greet a Pathfinder as the initial skeleton that waits at a forgotten tomb's first chamber, but on rare occasions these individuals succeed. Veteran grave robbers threaten the Pathfinder Society, as their experiences have hardened them to become proficient raiders who often have ties with many criminal organizations across Golarion, to whom they sell their spoils.

Mordant Spire Elves: While not active opponents, the mysterious Mordant Spire elves see themselves as guardians of Azlant's ancient secrets, and have long worked to prevent Pathfinders from reclaiming the artifacts of this ancient empire. In fact, of all the groups mentioned, the Mordant Spire elves may present the greatest source of frustration to the Pathfinder Society. While the elves do not normally compete with the Society for artifacts, they do struggle to keep ruined Azlant and its relics hidden.

Rogue Pathfinders: The lure of power and wealth causes some agents of questionable morality to break the Pathfinder code. Whether these agents fail to report their findings, sell their discoveries to the highest bidder, become uncooperative, or steal others' finds, they become rivals to the Pathfinder Society. Unfortunately, this happens all too often, and if the guilty Pathfinders successfully cover their tracks and make their thefts—or even their murders—look like accidents, then they can go unnoticed for years.

Shackles Pirates: The perpetual storm known as the Eye of Abendego sank entire civilizations, and these

lost empires still lie drowned beneath its terrible wake. Often relics wash ashore, and a race to plunder the artifacts commences. Alas, few ships that ply these deadly waters escape the awareness of the Shackles Pirates, and any Pathfinder sailing this region must anticipate an encounter with these relentless brigands.

SOCIETY SUGGESTIONS

Due to the wealth of enemies and competitors Pathfinders may face during their careers, there's no single way to succeed in all encounters. To that end, smart Pathfinders often ally with other members with complementary skill sets, ensuring access to a vast array of abilities, skills, and tools within their expedition. Well-rounded adventuring groups are the best defense Pathfinders can maintain.



CULTISTS

Deplorable cults covertly operate in the darkest corners of Golarion, and while no one method exists for stamping their fires of evil out, it is important to become familiar with their tenets. The goal is not to adhere to these tenets, but rather to use the cultists' beliefs against them. Often, when dealing with the unquestioning fanaticism of cultists, knowing their faith can cause them to mistake a Pathfinder for a member of their demented flock, buying her the time to get in, get what she needs, and get out.

Fanatics: Sinister cultists revere all manner of vile deities, from the nihilistic Groetus and rampaging Rovagug to the murderous Norgorber, the plague-infested Urgathoa, the monstrous Lamashtu, the grim reaper known as Zyphus, and more. Beyond these gods, of course, are the legions of Hell, the hordes of the Abyss, and other fiendish demigods. Worshipers of demon lords and the like often have the advantages of both being small and mobile and having ties to larger, far-reaching groups. While these cults differ in their philosophies, they all desire to bring about an endgame that does not interest the Pathfinder Society. Often, these fanatics search desecrated sites looking for relics that somehow tie them to their blasphemous gods, and it is when seeking these vile items that the Pathfinders tangle with these zealous devotees in their quests for blasphemous knowledge.

Red Mantis Assassins: Devoted to the mantis god Achaek, these religious fanatics exult in the act of assassination, and take murder for hire to a religious fervor. To a Red Mantis, a contract is no simple document, but rather a form of worship dedicated to their mantis god. This dedication drives the Red Mantis to succeed where less motivated assassins would fail. The unmistakable insectoid masks and red leathers distinguish members of this cult from other simple murderers. Those who become the marks of these crimson-garbed killers only live long enough to feel the assassin's sawtooth sabres flaying their flesh.

Whispering Way: Far seeing, the leaders of this cult fear neither the passage of time nor the suffering of pain, as they have become eternal in undeath. Whispering dusty secrets, they entice their followers into action. The supporters of this foul cult see the living as maggots that deplete a resource-starved world. Through unlocking thousands of abhorrent secrets, their monsters seek to shed their fleshy prisons and gain the emancipation of undeath.

SOCIETY SUGGESTIONS

Cultists often work with outsiders. Spells like *banishment*, *dismissal*, *dispel evil*, and *protection from evil* are fantastically useful against such groups, while those trained in seeking out and defeating evil, such as paladins and good inquisitors, are particularly capable on missions where such sinister cultists are a complication.

DANGEROUS WILDLIFE

Not all of the worlds' dangers rise from evil masterminds or sinister plots. The wilderness crawls with beasts, and if Pathfinders want to survive in the wild, they must face savage predators from simple wolves to the largest and most fearsome dinosaurs.

Animals are among the most common threats that folks who must dwell in rural or wilderness regions face. While most animals are relatively harmless or avoid contact with humanoids, this is not always the case.

By definition, animals are living, nonhuman vertebrate creatures, with no innate magical abilities or capacity for language or culture. Yet this doesn't reduce the danger posed by a pack of hungry wolves, a rogue elephant, or a hungry tyrannosaurus. Encounters with dangerous wildlife are rarely associated with a final goal of a mission, but they are perhaps the most common type of preliminary encounter Pathfinders must contend with while traveling to their mission sites.

SOCIETY SUGGESTIONS

Anytime a would-be danger can be converted to a resource, there is a net gain to the mission, and one should not automatically dismiss all dangerous animals as mere foes to be met and defeated in combat. Druids are perhaps the greatest allies when confrontations with dangerous animals are feared. Spells such as *calm animals*, *charm animal*, and *hide from animals*, when taken in conjunction with their wild empathy class ability, not only allow for swift and relatively harmless resolutions to possible conflicts, but can often result in unexpected and potent allies.

Rangers gain powers and spells similar to those of druids, but at a slower rate. Still, rangers hold their own against animals, for their prowess in combat makes up for druids' superior spell selection. Even a bard's performances and spells can fascinate wild animals, using either *lullabies* or *animal trance* spells. Other classes may have to resort to spooking the animals with magic or fighting them hand to hand, which is both more dangerous and wasteful.

Animals, wild or otherwise, present another great resource, especially when encountered in an unexplored region or an area populated by intelligent foes: information. Many humanoids see animals as little more than food sources, mounts, or annoyances, and as such don't bother to alter their behavior in their presence. *Speak with animals* (or even *awaken*) can allow a group of Pathfinders to interrogate wildlife they've befriended—this tactic is not only excellent for gaining intelligence about the region, but it's also particularly good for learning about the habits and strengths of local organizations or groups. One might be surprised at the amount of information the horses at the edge of a bandit encampment might know about their masters!

ENVIRONMENTAL DANGERS

Golarion offers adventure from its storm-lashed seas to its sandblasted deserts, from its burning equator to its frozen poles, and from its brightest plains to its dimmest caverns. Anywhere Pathfinders delve, the environment can wage war against them, and agents who discount a seemingly calm sea, an invitingly pastoral field, or an apparently empty cave actively invite danger.

Hazardous Environments: Pathfinder Society missions often send agents into hostile environments, such as freezing or sweltering climates, disease-infested wetlands, or even regions like underwater ruins or volcanic cauldrons where most humanoids cannot live at all without magical protection. The fact that such hazardous environments prevent idle exploration, of course, is a big part of why artifacts and relics lost in such regions have stayed lost.

Slimes, Molds, and Fungi: The damp and dark cracks of the world offer fertile ground for all types of glistening organic sludge. Slimes, molds, and fungi share many qualities with plants, and any effect that proves worthless against vegetation also proves futile against them. Most often, these organisms pose no threat to adventurers, but a few specimens warrant discussion.

Brown mold feeds on warmth, drawing heat from anything around it. The temperature near a patch of brown mold is always cold, and anyone nearby suffers a deadly chill. Fire causes it to grow, while the application of an external source of cold destroys it. Green slime dissolves organic and metallic compounds with the same ease that it consumes flesh. Heat, cold, or *remove disease* eradicates this hazard. In desperation, someone being consumed by green slime may cut the slime from their body before it becomes too late. Yellow mold is a toxic fungus prone to exploding into a cloud of poisonous spores. Fire destroys this mold, while direct sunlight forces it into dormancy. Russet mold is another dangerous fungal infestation that grows in dark areas—russet mold is driven dormant by sunlight and can be killed by the application of acid, alcohol, or magical methods of curing disease. The greatest danger russet mold presents is its toxic spores, which swiftly kill those exposed and transform their corpses into fruiting bodies that soon birth violent human-shaped fungal creatures known as vegepygmies. Many other dangerous organic hazards exist as well, but the ones mentioned above have earned special spots in the hearts (and lungs) of many unfortunate adventurers.

Storms: Violent weather brings the dangers of heat and cold, flooding, dust storms, lighting, and more, as well as reducing visibility, extinguish flames, and destroying structures. The strong winds accompanying such weather make ranged attacks impossible, prevent movement, and can even buffet smaller races.

SOCIETY SUGGESTIONS

The greatest defense against the environment is knowledge of the dangers it poses, for dangers like storms, hazardous terrain, and other perils are often things that one expects to find in certain regions, and can thus prepare for. Characters with skill in Knowledge (nature) and Survival are excellent resources to have in regions of hostile terrain, as are those who can climb and swim well.

In addition to Pathfinders' reliance upon numerous restorative spells to cure wounds and other ailments caused by hazardous environments, a number of spells that normally don't see much use are specifically designed to aid explorers in remote regions. Spells like *mage's magnificent mansion*, *rope trick*, *secure shelter*, and *tiny hut* are excellent ways to provide shelter in the wild, granting explorers not only a safe place to escape from the elements, but also a secure site for rest and recuperation.



FALSE PATHFINDERS

The Pathfinder Society's loose organization allows for great mobility and appeals to the strong personalities and egos that often make for great agents, but the lack of identifying features makes it relatively easy to pose as a member of the Society. Some do so simply with stolen *wayfinders*, while others use magic or supernatural powers.

Shapeshifters: The most specialized shapeshifters are doppelgangers: gray-skinned humanoids that steal the guises of others. Although they can match the physical appearance of those they study, they do not gain their subjects' mannerisms, special senses, spellcasting abilities, or modes of movement. Often these creatures rely on skills, equipment, and their ability to read a creature's surface thoughts to fool those around them. Doppelgangers who infiltrate the Pathfinders often do so in one of two ways, either murdering lone Pathfinders and taking their places in the Society for their own curious ends, or replacing Pathfinders who they find in the field, already dead or trapped. In these cases, the doppelgangers assume the forms of the lost Pathfinders and try to take over the agents' lives (and hopefully their fame and wealth as well).

Other common shapeshifters include those Pathfinders infected with lycanthropy, sometimes exposed during the course of their adventures. Though they may have started out good, their bestial needs—and the need to hide their transformations from their allies—often corrupt these unfortunate Pathfinders.

Imposters: Other false Pathfinders harbor no natural ability to shapeshift. Whether practitioners of magic, masters of disguise, simple con artists, or former agents, these individuals are the bane of the Pathfinder Society's existence, for they take advantage of the Society's reputation while simultaneously besmirching and muddying it with their own actions. Imposter Pathfinders are often financed by, or even belong to, competing groups with an interest in infiltrating the Society. While the Aspis Consortium has tried such tactics in the past, today such subterfuge is more often used by lesser groups that don't have the resources or courage to openly confront the Pathfinders.

SOCIETY SUGGESTIONS

Revealing a shapeshifter's true form is the best way to end its reign of deception. Spells such as *banish seeming* (detailed in the *Advanced Player's Guide*), *detect chaos/evil/good/law*, *discern lies*, *true form* (also detailed in the *Advanced Player's Guide*), *true seeing*, and *zone of truth* all provide Pathfinders with tools to expose a shapechanging imposter's falsehoods. Often, smaller groups of Pathfinders institute secret handshakes, passwords, and other methods of helping to prevent infiltration. Gear such as a *rod of enemy detection* or a *shifter's sorrow* are two specific items that penetrate a shifter's guise or expose its motives.

GETTING STUCK

Pathfinders often explore ancient ruins where beasts dwell amid the region's primeval architecture. The worn foundations of these ruins sometimes collapse, either killing or trapping Pathfinders within their twisting labyrinths. Worse, some adventurers rot in the dank prison cells of sadistic captors who call these ruins home.

Collapses: Time-weathered structures can easily collapse, and even if a Pathfinder survives the fall of tons of debris, she still faces being buried alive. Recognizing the signs of a collapse increases the chance for survival. Characters who possess *stonecunning* or the skills *Knowledge (engineering)* or *Craft (stonemasonry)* can anticipate a collapse.

Imprisonment: Some argue imprisonment is a fate worse than death. When it comes to surviving (and escaping) the harsh conditions of prison, skilled adventurers outshine those who lack relevant training. Rogues excel in times of confinement, especially those with the skills *Bluff*, *Disable Device*, and *Stealth*. Rogues with the *Catch Off-Guard* or *Throw Anything* feat only need their wits to survive. Monks also gain advantages when everyone around them is unarmed, and their training allows them to battle armed turnkeys. Druids and rangers find their animal companions useful allies that can slip through tight bars to retrieve the items needed to escape. Strong characters can burst through locked doors or snap off manacles. Finally, arcane spellcasters may have access to spells such as *knock*, and can direct their familiars or summoned creatures to help, or conjure equipment with which to arm their allies.

Labyrinths: Twirling passageways sometimes coil into mystifying mazes designed to confuse adventurers. To avoid becoming lost, Pathfinders often use simple tools like chalk or string to mark the way. A lit candle reveals air currents leading to exits, and when allies become separated, signal whistles help reunite companions. A *wayfinder* proves essential to finding one's way in such conditions.

SOCIETY SUGGESTIONS

When a Pathfinder goes missing, the Society usually reacts by sending in a specialized team of Pathfinders to rescue the missing agent. When an agent falls out of contact for a significant amount of time beyond when his mission should have concluded, his venture-captain usually arranges for a *sending* spell to ask the missing agent where he is. In cases where no response is possible (such as might be the case when a Pathfinder is on a different plane, unconscious, or otherwise prevented from using mental communication), rescue missions sometimes take weeks or even months to organize, for in most such cases, the assumption is that the missing Pathfinder is merely dead. Agents often make pacts among themselves that if one of them goes missing, the others will spearhead a rescue attempt, if only to confirm that the missing Pathfinder is truly dead.

HALL TRAPS

All manner of peril besets Pathfinders during their missions; given that simply walking down the halls of an ancient temple can prove fatal, it is vital for Pathfinders to familiarize themselves with the telltale signs of ensnared corridors. Types of hazards one can expect while traversing a decaying corridor include counterweighted halls, crushing corridors, pendulums, projectiles, and psychological traps. Trapped objects can, of course, be found in halls as well, as can certain traps more commonly found in large rooms—these traps are presented in their own entries later in this chapter.

Counterweighted Halls: This type of trap consists of a hidden fulcrum, a series of counterweights, and an entire hallway that's rigged to move and swing independently from the surrounding structure. Expensive and complex to build, counterweighted halls are also quite devious in that they often don't trigger until the victim is deep inside the trap itself. The fulcrum of a counterweighted hall rests at the midpoint of a long hallway in perfect balance, so that once a predetermined weight passes the fulcrum's threshold, the whole hallway suddenly tips downward. Usually the tilted hallway, now acting as a slide, spills its victims into a rank pit, spiked oubliette, or monster's den. What makes counterweight traps truly horrific is that the doomed Pathfinders' own companions become responsible for the foul fate of their brethren, for as they enter the trap, their added weight ultimately pushes those positioned in the front ranks into the trap's endgame.

Crushing Corridors: Crushing corridors rely on heavy objects contracting, or on pushing explorers against another hard surface. Two main variants on this trap exist. The first variant involves two walls coming together to crush victims caught between them into paste. The second variant involves a large object (such as a block or sphere of stone) that rolls behind the explorers or drops from the ceiling in an attempt to crush them.

Pendulums: From out of nowhere, a sharp object swings out to skewer or slice its target. These traps usually work under effects of high tension; when triggered, the skewer arcs violently into its target. Some continue to swing and scythe through a hallway once they trigger, turning a sudden trap into a dangerous and persistent obstacle.

Pits: Pits are among the simplest of hall traps, and as such, are common dangers in many dungeons—particularly in labyrinths. While an open pit can serve as a deterrent to an explorer, these obvious hazards are more obstacles than traps. The truly devious pit traps have cunning covers designed to give way once an intruder steps on them, opening on hidden hinges or other mechanisms to dump the victim into a deep oubliette.

SOCIETY SUGGESTIONS

In any trap-filled area, rogues outshine most other classes. However, adventuring parties that lack a rogue can use the following tricks when walking down a suspicious hallway. First, any spellcaster able to cast *summon monster* (or a similar spell) can send a poor creature to its doom in her place; while its death is tragic, the creature served a noble purpose, and many scholars point out that summoned outsiders don't truly "die" in the mortal sense. Second, anyone with counterweight bags can attempt to trigger a pressure plate once it is located. Clerics can cast *find traps*, and druids or rangers can cast *detect snares and pits*; however, it is important to remember that there are triggers other than pressure plates.



MALIGNANCIES

Powerful evils sometimes do not fade when they are defeated. Not only can such persistent cruelties manifest as undead (see the entry on Restless Dead on page 41), they can also result in hazards like curses and haunts, known overall as malignancies.

Curses: Curses can manifest in countless ways, even spontaneously from situations that would not normally afford powerful magical effects like these. Of course, the most common form of curses that Pathfinders need to be concerned with are those granted by enemy spellcasters via the *bestow curse* spell. While the circumstances surrounding a curse vary, the effects are twofold. The first involves a progressive deterioration that slowly weakens or ages its victim. The second involves a static change, a penalty to one of the victim's ability scores, or a transformation into a lesser creature. Cursed magic items are a significant subcategory. Typically the result of a failed attempt to create a true magic item, cursed items can delude their users, bewilder them, turn upon them, or cease to function when needed most.

Haunts: Haunts are different than curses in that they are powered not by an external magical effect but by the restless spirit of a slain creature. In this way, haunts are similar to undead, save that they are not properly categorized as creatures—they function more like traps. Haunts vary greatly in their effects, but all share some sort of great suffering and terrible anguish that causes them to hate the searing presence of life. Common themes include foul murder, bitter betrayal, and jealous rage. A haunt is difficult to detect before it strikes, but particularly observant victims often notice subtle signs that something supernatural is about to occur in the form of a disembodied whisper, an unexplained scratching, or a trickle of blood running counter to the laws of gravity.

SOCIETY SUGGESTIONS

In regard to curses and cursed items, *remove curse* and *break enchantment* offer the best route to salvation. Sometimes, though, these spells are not enough—additional components or spells are required to remove some powerful curses such as mummy rot or lycanthropy.

Haunts are easier to deal with, for they can be defeated via the application of positive energy. Any character capable of channeling positive energy or casting cure spells possesses the best arsenal for defeating haunts. While certain haunts prove vulnerable to other forms of attack, every haunt falls to the life-giving power of positive energy. Furthermore, the ability to react during the surprise round may allow Pathfinders to avoid the initial assaults of a haunt. Finally, as haunts prey upon fear, immunity to this condition (or wards against it) can provide safety against a haunt's effects.

PARASITES AND SICKNESS

Even the most innocuous of afflictions can topple empires if left unchecked to spread rampantly from one person to the next. Many Pathfinders return triumphant after battling giant brutes amid fetid ruins only to succumb to the chills of a silent killer. Soon, a fallen hero could bring forth a forgotten plague that proliferates into an epidemic, which then becomes responsible for a myriad of deaths that no beast could ever perpetuate.

Diseases: Whether caught from a rodent's bite or eating spoiled meat, disease can afflict Pathfinders in many ways. Often the effects of a disease manifest within a few days, and when it takes hold, the victim's ability scores become damaged. While monks and paladins gain immunities to diseases, few other creatures develop such resistances—disease can lay low the humblest halfling and the mightiest dragon alike.

While mundane diseases can be terrifying enough, an even greater danger exists in the form of magical diseases like mummy rot. These afflictions do not wait to debilitate, and can start harming their hosts almost as soon as the victims contract the sickness. Many such diseases are so potent that natural recovery is impossible, and only powerful magic can save the victim's life.

Infestations: Parasites are similar to diseases, and in most situations their effects are so similar as to be indistinguishable. The most dangerous parasites strike swiftly, and can lay low a Pathfinder in matter of minutes or even seconds. Among the most feared parasites are the dreaded rot grubs. These flesh-eating worms, unlike lesser parasitic infections, bypass normal disease immunities and work incredibly swiftly—a rot grub can burrow through a person's body in a matter of minutes or less, causing incredible pain and swift death. Other monstrous parasites exist as well, and once they infest a host, extreme cures (such as the amputation of the parasitized limb or the application of cleansing fire) are often the only way to save the victim's life if powerful magic, such as *remove disease* or *heal*, is not available.

SOCIETY SUGGESTIONS

Although diseases and most parasitic infections are frightening, they can be protected against by any effect that bolsters a victim's Fortitude save. Certain tonics, such as antiplague (detailed in the *Advanced Player's Guide*) can temporarily bolster the drinker's resistance to diseases, but let the buyer beware—false cures and snake oil salesmen often prey upon the desperate, and many so-called alchemical cures are nothing but flavored water. In the worst cases, shady or evil miscreants have even been known to deliberately encourage the spread of sicknesses by selling so-called cures that actually carry infection within.

RESTLESS DEAD

Undead cling to an unnatural existence beyond death, fueled by powerful negative emotions like fear or rage, driven by a relentless hunger, or cursed to their state as a result of foul necromancy that magically manipulates the laws of life and death. With so many Pathfinder missions focusing on the exploration of ancient tombs and lost cities, undead are one of the most common foes an agent can expect to encounter in the field, and bring with them a host of unique challenges. Many are the unfortunate Pathfinders who have sought to raid an ancient and cursed tomb, only to find themselves slain and raised as the latest guardians of the forbidden vault.

Guardian Dead: The least disruptive undead (although no less evil than others) are those created to guard a site—this is the most common role for things like skeletons and zombies. Guardian dead can also include more powerful creatures, though, like mummies and wights. Often, these types of undead can be escaped simply by retreating—the guardian dead do not often leave their post. Many of them have the added disadvantage of being relatively unintelligent or completely nonintelligent, making it easier to distract or otherwise manipulate them, but one must take care, for what could look like a relatively harmless zombie could be a much more powerful entity like a wight. Pathfinders are most likely to encounter guardian dead in tombs, dungeons, and remote ruins.

Hungry Dead: This category of undead includes ghouls, vampires, and other undead driven to hideous hungers, thirsts, or other once-biological needs that have now been perverted and twisted into something unnatural. The hungry dead can be insidious, for often they merge keen and shrewd intellects and powerful magical abilities with their desire to feed on the living, and can be incredibly mobile in their territories. The hungry dead are most likely to encounter Pathfinders on missions in urban areas.

Vengeful Dead: This broad category covers undead who return from death as forces of vengeance. More than any other type of undead, these monsters

are compelled by an overwhelming hatred of the living. Shadows, spectres, wraiths, mohrgs, and most ghosts fit into this category. In many cases, the vengeful dead do not stray far from the site of their death. Most legends of haunted houses, cursed castles, and evil graveyards arise from accounts of the acts of vengeful dead. The vengeful dead are most likely to be closely tied to specific missions rather than simply being menaces a Pathfinder might encounter accidentally.

Willing Dead: Perhaps the most dangerous form of restless dead are those who willingly embraced their undead status. While there is some crossover here with other undead types (particularly with vampires), this category's most notorious members are liches. The willing dead are most often encountered by Pathfinders as significant opposition to their goals, and can often coincide with other categories of dangers like competition, cultists, or even false Pathfinders.

SOCIETY SUGGESTIONS

A cleric's healing spells, the channel energy class ability, and feats like Turn Undead are the best bets against the horrors of the restless dead. Other classes can help as well, particularly those who choose to focus their areas of expertise on slaying undead—paladins, rangers with undead as their favored enemy, and necromancers are obvious candidates for these rolls. Against the restless dead, one should avoid using mind-affecting effects or attacks that require Fortitude saves (such as poison). Rumors that all undead can take devastating blows without harm are false—a well-placed blow to an undead's body can be just as critical as one placed against a living foe. Incorporeal undead like ghosts and wraiths pose a significant challenge, as nonmagical attacks have little effect on these bodiless monsters. Against such foes, *ghost touch* weapons and force effects work best, but for agents on a budget, ample supplies of holy water work wonders.



SAVAGE HUMANOIDS

When the Pathfinder Society speaks about “savage humanoids,” they have a relatively specific category of creature they’re talking about—marauding, cruel, evil humanoids who dwell on the fringes of society and have interactions with civilized races like humans, elves, and gnomes that tend to amount to little more than warfare.

Gnolls: The hyenalike gnolls form bickering tribes that are primarily interested in gathering slaves. Gnolls are most often encountered in northeastern Garund—Pathfinder missions in Katapesh and Osirion in particular often come into conflict with gnoll tribes.

Goblin Tribes: Although goblins live in squalor, be it in infested shacks, wretched junkyards, or muddy thickets, this should not be taken as a weakness. Most goblin tribes can be found in coastal areas, although there are exceptions (particularly in the nation of Isger). Goblins are common foes in Varisia, Isger, Mediogalti Island, and the Shackles.

Hobgoblins: The hobgoblin warbands of Isger were recently defeated at the end of the so-called Goblinblood Wars. But as sound as the hobgoblin defeat was, these savage humanoids retain a strong presence in Isger, particularly within the depths of the Chitterwood. Beyond Isger, hobgoblins tend to form small but highly efficient tribes, but Pathfinders most often encounter hobgoblins as specialized mercenaries or single villains.

Kobolds: Kobolds are widespread, but the vast majority of these small terrors seen to dwell in southern Avistan, particularly in the rural areas of Andoran. Kobolds are the least likely of the races listed here to form large warbands—their natural cowardice often keeps them to their deadly trap-infested lairs and finds them committing stealthy raids against communities they feel have little defense against them.

Orcs: Orcs favor the remnants of fallen cities, erecting crude structures atop those they sack. The largest region dominated by orcs in the Inner Sea area is the Hold of Belkzen—but orcs are widespread, and smaller tribes can be found throughout Avistan and Garund.

SOCIETY SUGGESTIONS

While a tribe or nation of savage humanoids can seem overwhelming, one can often defeat entire armies of these squabbling warmongers merely by defeating their leaders. Indeed, strike missions against such leaders are common missions for organizations with “loftier” goals than the Pathfinders generally have—nonetheless, Pathfinders can be called upon to aid in the removal of a particularly powerful savage humanoid warlord when it comes time to aid allies, or if the humanoids in question are protecting or blocking access to relics or ruins of particular interest to the Society.

SCAVENGERS

Scavengers can be found at many of the sites Pathfinders explore, and while they care nothing for lost treasure, they nonetheless pose an obstacle to the success of Pathfinder-sanctioned delves. Scavengers are generally mindless creatures that “clean up” after an area’s real dangers take down prey or fight it out. Riding the line between hazard and monster, they can be quite dangerous when they catch an unprepared explorer, as most scavengers won’t turn down an opportunity for food that is fresher than their normal fare.

Oozes: These amorphous predators trawl amid caverns, marshes, swamps, and ruin sites, and can often fit into the ambush specialist category as well as a result of their uncanny ability to resemble innocent patches of fluid or slime. Scavenger oozes are mindless, and while they can inflict devastating damage on those they catch, a smart Pathfinder can avoid them by outrunning or outmaneuvering them. Canny Pathfinders can even use oozes as impromptu allies by luring them into other encounters (using themselves as mobile bait)—such creatures aren’t particular about who they eat.

Swarms and Vermin: Vermin infest every corner of Golarion. Those that grow unusually large or tend to form into swarms can present very real dangers to Pathfinders. Even urban areas can be infested by this type of scavenger, particularly in sewers or slums. Although vermin and swarms are generally no more intelligent than oozes, they often have much greater mobility, with the capacity to climb, swim, or even fly, making them all the more difficult to avoid.

SOCIETY SUGGESTIONS

Most scavengers lack intelligence, and so avoid spells that rely on mind-affecting effects. Furthermore, swarms are immune to any spell that targets a specified number of targets. However, spells and attacks that affect areas prove valuable in the battle against scavengers.

The truly tricky part about fighting scavengers like this, however, is the fact that conventional weapons often face unique challenges against them. Many oozes are highly acidic, and multiple hits with weapons can result in corrosion that can break or even destroy the item. Against swarms, weapons are even less effective—while a swing from a sword might kill a few bees, it hardly affects the entire swarming hive. Alchemical splash weapons work well against both scavengers, as do simple methods such as burning torches.

Several scavengers either lack any discernible sensory organs, or are made up of many individual creatures that allow them to perceive within a 360-degree field, making them immune to flanking, sneak attacks, and other attacks aimed at deceiving sensory organs.

THINGS FROM BEYOND

When powerful scions of evil from the evil Outer Planes come to Golarion, they often clash with the Pathfinder Society for the control of ancient lore. Evil outsiders are also often encountered working hand in hand (or even controlling) other types of foes, particularly cultists. Just as often, though, they're encountered as ancient guardians—creatures bound by magic into forgotten ruins, as potent now as they were hundreds or even thousands of years ago.

Daemons: These fiends hail from the cloying, deadly reaches of Abaddon, where many (but not all) serve the powerful creatures known as the Horsemen. Daemons exist not to corrupt or destroy the works of humanity—they exist only to feed upon souls. All daemons personify particularly tragic methods of dying, and thus their forms can vary wildly from skeletal humanoids to clawed ichthyic monstrosities. Compared to those of devils and demons, daemons' desires are unnervingly simple—one might even call daemons the ultimate nihilists, for they want nothing more than the end of mortal life.

Demons: Wild in their destructive ambitions, demons reach into the Material Plane to annihilate and destroy. Yet despite this obsession with devastation, not all demons are crude and blatant in how they go about achieving their goals. The destruction and perversion of mortal bodies and their accomplishments are their goals, and as delighted as demons might be in unabashed destruction, most are smart enough to realize that few purely destructive acts can rile mortals to retributive action. The most dangerous demons are those who manipulate—those who lay complex plans and are patient. Demons are perhaps the most common fiends encountered in the Inner Sea region, with three significant regions (the Worldwound, the Mwangi Expanse, and the southern reaches of Kyonin known as Tanglebriar) being significantly infested with their ilk.

Devils: Most frequently, devils journey to Golarion at the summons of evil spellcasters. Master bargainers, devils often serve mortals in exchange for that mortal's eternal damnation upon death. Eager to corrupt faith, to poison values, and to turn mortals against each other in order to fuel their legions of the damned in Hell, devils constantly strive to spread corruption among mortals. The nation of Cheliox, in particular, has numerous ties to devilry, yet despite what many might believe, the members of Cheliox's ruling House Thrune do not see themselves as devil worshipers. Instead, they view devils as tools they can use to continue their rule—a subtle

philosophical difference that often puts them in awkward conflict with the state church of Asmodeus.

Other Fiends: Other fiends exist, such as *divs* (fiends created from fallen or cursed genies), *qliphoth* (primeval fiends that predate both mortal and divine life), *rakshasas* (fiends who have abandoned their role on the Outer Planes and see themselves as the ones mortals should worship), *oni* (fiends who can only take physical form by manifesting as monstrous mockeries of humanoid shape), and *asuras* (fiends formed by divine mistakes).

SOCIETY SUGGESTIONS

Knowing the weaknesses of fiends is essential to a Pathfinder who suspects he'll be facing such terrors from beyond, yet these creatures do share some weaknesses. Many are merely summoned to the Material Plane, and cannot attack those protected from evil via magic. Even those that are actually called physically to the Material Plane can be exorcised by spells like *banishment* or *dismissal*.



TRAPPED OBJECTS

Reckless Pathfinders have undertaken long campaigns hunting for relics only to fail as they reach their goal, for the practice of placing traps upon precious treasures is a time-honored way to punish those who somehow manage to penetrate all other defenses and reach the treasury at the end of a dungeon. The most common methods of trapping objects are listed below.

Adhesives: These simple traps use powerful adhesives, be they alchemical or magical in nature, to bind a robber's hand to the very treasures he attempts to steal. The most complex versions of these traps instead use complex mechanical or magical means to physically bind the robber to treasure. These bindings can be physical (such as a chain and manacle) or psychological (such as via a *curse* or *geas* to never let go of the treasure). Such traps don't necessarily prevent the treasure itself from being stolen, but they do make pawning or fencing the item much more difficult. And if and when the authorities catch up to the thief, an adhesive trap, if still active, leaves no doubt as to the thief's guilt in the matter.

Poison: Poisoned needles remain the bane of treasure hunters. While the classical poison needle trap consists of a spring-mounted needle that jabs into the thumb or hand of a thief as he opens the last lock on the treasure chest, such mechanics are often unnecessarily overcomplicated. Simply planting needles or poisoning unexpectedly sharp edges can work to introduce poison into a thief's system. Of course, the most insidious poisons of all are contact poisons—these don't need needles at all. The practice of coating valuable objects in contact poison isn't a common one (as the owner usually wants to handle the object safely himself, after all), but keeping an eye out for strange subtle coatings on valuable objects has saved more than a few lives.

Projectiles: Projectile traps are the most difficult to engineer of all object traps, for they require significant modification of the trapped object. The simplest include rigged crossbowlike mechanisms hidden inside of a chest or box so that when the container is opened, the device launches the projectile at the thief. Often, projectile traps are combined with poison or alchemical substances. Projectiles don't even need to strike foes to do their damage—a projectile trap that merely drops a vial of inhaled poison at a thief's feet can be as effective as the most complex hidden bolt thrower.

SOCIETY SUGGESTIONS

As with all traps, skill with Perception and Disable Device is a must for handling trapped objects. Since these traps tend to make significant use of poison, antitoxin and spells useful against poison or its aftereffects (such as *neutralize poison*, *delay poison*, or *lesser restoration*) are particularly useful in dealing with trapped objects.

TRAPPED ROOMS

Trapped hallways and trapped objects are covered elsewhere in this chapter, yet traps that encompass entire rooms receive extra attention here, as they are often more complex and dangerous. All varieties of hall traps (see page 39) can be modified to serve as room traps; while the following traps can certainly be modified to be hall traps as well, their scale usually sees them used in larger areas.

Conjuration: A conjuration is a magical trap that summons or calls an extraplanar creature into a room to attack intruders. Typically, the creature conjured by the trap appears in a predetermined part of the room that gives it a significant advantage over intruders

Curio: This is the broadest category of trapped room, for a curio relies upon its unique appearance to lure intruders into danger and peril. Many curio traps have safe methods of bypassing them, so that the trap's creator and her allies can navigate the room quickly and safely. The classic curio trap is the room with a chessboard pattern on the floor—only by moving through the room on a proper combination of squares can one pass safely. Stepping on the wrong squares causes damage, activates other traps, releases guardian monsters, or otherwise causes problem. The varying level of lethality seen within this group of traps speaks to who, or what, put these dangerous rooms in place. Some sadists even mislabel items, leading adventurers to make foolish choices in times of stress; a lever labeled “this way to freedom” may, in fact, lead to further doom.

Deadfall: This category includes any heavy object or objects that fall from above. In most cases these traps are intended to crush their targets, but some bury the victims alive, leaving them to a much slower death. Deadfall traps cause many of the same perils and dangers as a collapse (see *Getting Stuck* on page 38).

Explosive: Explosive traps can be as simple as a number of alchemical objects dropping out of the ceiling to smash and burst on the ground below or as complex as a series of devastating magical blasts—they all share one thing, and that's bringing pain and ruin to an entire room's occupants, not just the poor fool who triggers the trap.

SOCIETY SUGGESTIONS

Many of these rooms depend on trigger plates cleverly hidden on the floor or walls of the specific chamber. If one can avoid these plates, then usually the trap's trigger stays inert—it's spotting the trigger in time that's the trick. As with all other traps, training in Perception and Disable Device can save the day, but trapped rooms can be incredibly complex. The most dangerous of these consist of multiple elements that could well require several different tactics to survive, and in such cases, it's best to have as diverse of an adventuring team as possible.

THE UNNAMEABLE

Unrecognizable horrors exist within the ebbs and flows of strange cosmic cycles that follow the celestial bodies in the skies above, or the shifting of dim influences in the Darklands below. Whether they manifest aboard dark ships selling fantastic wares, skulk underground with vertical, tooth-filled maws, or even stalk the trespassers of time and space emerging from the bending angles of strange rooms, these horrors pale in comparison to even greater dangers that have existed beyond sanity and reason since time began. The dark spaces between the stars, a region scholars have long called the Dark Tapestry, is held to be one possible source for these terrors—terrors that sometimes take an interest in the world of humanity. The most powerful of these entities are known as the Great Old Ones and the Outer Gods.

Forbidden Books: Pathfinders are most likely to be exposed to such unnameable terrors and mind-crushing horrors as a result of their constant search for new knowledge. Traditionally, lore concerning the Great Old Ones and the Outer Gods has been treated as taboo, yet still, books about this subject have long been a favorite of mad poets and sinister spellcasters. Rarely are these scriptures written coherently, and any wisdom gleaned must be distilled from pure nonsense. Often these tomes leave the reader stained, for none of this knowledge makes the cosmos a better place. In fact, it is their utter lack of understanding of the Great Old Ones that helps intelligent beings go about their daily lives ignorant of their petty existence, so saving them from the crushing weight of their inevitable doom. Nevertheless, these books are so rare, so legendary, that the Pathfinder Society seldom resists the opportunity to seek one out when rumors of a previously unknown copy of such a unique book rise.

The Old Cults: Ancient traditions from epochs before recorded history endure amid foul cults. These madmen exalt alien powers indefinable by the current laws of nature. Known collectively as the Old Cults, these lunatics weave foul rites of eldritch magic once thought lost forever.

Strange Phenomena: At certain points and times, shifting dimensional tides bring Golarion uncomfortably close to strange, eerie realms such as the nightmare plane of Leng, a desolate realm beset with immense intelligent spiders, strange humanoid denizens, oily-winged shantaks, and other bizarre creatures. Where these dimensional boundaries grow thin, all manner of strange secrets might manifest, making the areas prime hunting grounds for particularly brave Pathfinders.

SOCIETY SUGGESTIONS

When dealing with the strangeness of this category one must be unbelievably brave, or unbelievably stupid.

Regardless, a tremendous resolve helps one endure the many encountered horrors. The Decemvirate demands complete secrecy at these times, for the knowledge of such events can easily cause mass panic and hysteria. If Pathfinders come upon lore not of this world, they are expected to bring it back to the Grand Lodge as quickly as possible so that the secrets may be studied or hidden away in secrecy.





SOCIETY RESOURCES

“Where you’re headed to, that’s none of my affair, and I know better than to pry with folk of your sort. But let me ask you this: What use is that fat coin purse of yours to a rotting corpse lying in some godforsaken hole or jungle? What you might need, I can sell. What I don’t have, I can find. Hell, come back and spin me a good tale, and I’ll take whatever you didn’t need off your hands. Less a modest sum for wear, of course. My point is, would you rather be a little poorer now, or a lot dead later? Those who’ve purchased my wears sing my praises. Those who passed up the opportunity—well, they don’t sing at all anymore.”

—Khayrit Kaemin, Grand Bazaar of Absalom

The Pathfinder Society does more for its members than simply supply leads to lost lore and grand adventures—it provides the invaluable resource of connecting its members to buyers and sellers of nearly any goods imaginable. It serves Pathfinder Society interests for field operatives to be able to both dispose of any treasure gained during their missions (after the Society has first pick, of course) and to purchase the supplies and magic items so essential to a Pathfinder's survival. Indeed, one of the primary purposes of many Pathfinder lodges is to provide their members with a safe and trustworthy place to sell or purchase gear, services, and magic.

The remainder of this chapter explores a wide range of specialized purchases that Pathfinders often find invaluable. Many of these items are equally useful to adventurers of any affiliation, and Pathfinders themselves generally have no problem with non-members purchasing items that are found for sale among their agents. Nonetheless, a few of the items and services detailed in this chapter are things that the Pathfinders do try to keep out of the hands of anyone other than fellow Society members. These items are indicated in the text as they appear.

ADVENTURING KITS

Adventuring kits are bundles of equipment organized around common adventuring goals, such as recordkeeping and exploring dungeons. Most kits consist of mundane gear with a scattering of alchemical items, though a few include magic items. (Note that purchasing kits can save valuable space on a character sheet, as the name and weight of the kit can be noted without detailing all of the individual items.) As an added bonus, adventuring kits include a small discount for purchasing the items as a group. Items in a kit that are used up, destroyed, or lost must be replaced at full price.

Chirurgion's Bag: This sturdy leather case straps to the waist or thigh, or can be slung over a shoulder. It consists of a leather pouch, a healer's kit, a bottle of strong brandy, a *potion of cure light wounds*, a vial of smelling salts*, and 2 doses each of alchemist's kindness*, antiplague*, antitoxin, bloodblock*, and soothe syrup*. (Items marked with an asterisk [*] are detailed in the *Advanced Player's Guide*.)

Chronicler's Supplies: This bundle contains a map case, 2 vials of ink, 2 inkpens, 10 sheets of paper, 2 blank journals, a pound of fine powder for drying ink, and a 20-foot measuring cord. The supplies usually suffice for chronicling a single expedition of not more than 2 months' duration.

Dragonslayer's Kit: Aimed more at hired blades than seasoned adventurers, this kit provides supplemental equipment for outfitting hirelings to hunt dragons. It

includes a *potion of cure moderate wounds*, *oil of bless weapon* (1 application), a long spear, a backpack, 3 large sacks, a sunrod, a tower shield, and 5 vials of alchemist's fire. For hunting dragons that are immune to fire, the alchemist's fire can be replaced with acid at the time of purchase, for a savings of 50 gp.

Dungeoneering Kit: This bundle of essential supplies for exploring ruins and abandoned cities includes 2 candles, chalk, a hammer and 4 pitons, 50 feet of hemp rope, a hooded lantern with 5 flasks of oil, 2 sacks, 2 torches, and 4 tindertwigs.

Dungeoneering Kit, Deluxe: Similar to a dungeoneering kit, this kit contains 2 candles, chalk, a hammer and 4 pitons, 50 feet of silk rope, 2 sacks, 3 sunrods, 4 tindertwigs, and an everburning torch.

Pathfinder's Kit: This kit consists of a backpack, a bedroll, a belt pouch, a clay mug, a dagger, 2 fishhooks, flint and steel, a sewing needle, a signal whistle, 50 feet of string, 50 feet of thread, a waterskin, a week's worth of trail rations, and a whetstone. For Small creatures, the weight of a Pathfinder's kit is 7-1/2 pounds. Leaving the bedroll and rations at camp or on a mount reduces the weight by 12 pounds for Medium creatures and by 3 pounds for Small creatures.

Riding Kit: This kit includes a bit and bridle, saddle, saddlebags, and 2 days' worth of feed for a mount. The weight can be lightened 10 pounds by discarding the feed.

Spelunking Kit: This kit provides essential equipment for exploring caves and mines, consisting of a miner's lantern with 4 flasks of oil, a hammer and 8 pitons, 100 feet of silk rope, a grappling hook, and a climber's kit.

Adventuring Kits

Item	Cost	Weight
Chirurgion's bag*	400 gp	4 lbs.
Chronicler's supplies	40 gp	4-1/2 lbs.
Dragonslayer's kit	485 gp	64 lbs.
Dungeoneering kit	15 gp	25 lbs.
Dungeoneering kit, deluxe	130 gp	15 lbs.
Pathfinder's kit	12 gp	22 lbs.
Riding tack	16 gp	54 lbs.
Riding tack, exotic mount	36 gp	59 lbs.
Spelunking kit	174 gp	32 lbs.

* Contains gear from the *Advanced Player's Guide*.

ADVENTURING GEAR

The following nonmagical items can be useful to any intrepid adventurer.

Journal: A blank, lightweight book with an oilskin cover. It has 50 paper pages.

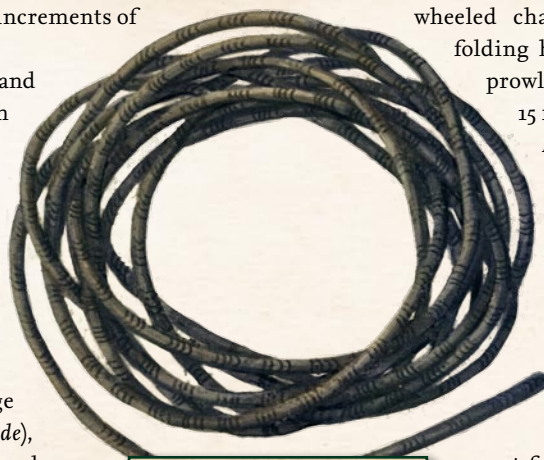
Lantern, Miner's: A smaller version of the bullseye lantern, a miner's lantern provides normal light in a 30-foot cone and increases the light level by one step in the

area beyond that, out to a 60-foot cone (darkness becomes dim light and dim light becomes normal light). A miner's lantern does not increase the light level in normal light or bright light. It burns for 6 hours on 1 pint of oil. A miner's lantern comes with straps for attachment to a helmet or other piece of sturdy headgear, but it can also be carried in one hand.

Measuring Cord: This length of sturdy twine is marked off in foot-long increments for ease of measurement. Measuring cord is purchased in increments of 10 feet.

Powder: Powdered chalk, flour, and similar materials are popular with adventurers for their utility in pinpointing invisible creatures, marking trails in otherwise unnavigable labyrinths and mazes, temporarily blinding opponents by flinging a handful of grit into their eyes (see the Dirty Trick section of Combat Maneuvers on page 320 of the *Advanced Player's Guide*), and more. Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether there is an invisible creature there. Any invisible creatures within an area marked by powder are revealed for 1 round as faint outlines—this allows attackers to target the correct square when attacking an invisible foe but does not reduce the miss chance associated with such an attack. Powder is also useful for the more mundane purpose of drying freshly written ink.

String, Twine, or Thread: Usually sold in balls or spools of 50 feet, string and twine are useful for rigging traps and alarms, while thread is useful for field repairs with a sewing needle. String, twine, and thread have hardness 0, 1 hit point, and a Break DC of 14 (9 for thread).



MEASURING CORD

Adventuring Gear

Item	Cost	Weight
Journal	10 gp	1 lb.
Lantern, miner's	15 gp	2 lbs.
Measuring cord, 10 ft.	1 gp	1/2 lb.
Powder	1 cp	1/2 lb.
String, twine, or thread (50 ft.)	1 cp	1/2 lb.

ALCHEMICAL AND CLOCKWORK ITEMS

Some items created by alchemy or clockwork are also useful for many adventuring situations. While alchemical items can be crafted throughout the Inner Sea region, clockwork items sold by the Society are usually built by the skilled artisans of Absalom's Clockwork Cathedral.

Air Crystals: These unpleasant-tasting, alchemically grown crystals release breathable air when chewed. A pouch of air crystals provides 1 minute of breathable air. Placing air crystals in your mouth takes a standard action; chewing them each round is a free action. Any attempt to speak while chewing air crystals negates any remaining duration.

Clockwork Prowler: This 2-foot-tall wooden clockwork automaton is shaped roughly like a short-backed, wheeled chair. When wound up with the folding handle at its side, the clockwork prowler trundles forward at a speed of 15 feet per round for up to 2 minutes. A clockwork prowler cannot move through difficult terrain. Each round of vigorous winding powers 2 rounds of movement. If its brake is not released immediately after winding, the prowler loses 1 round of movement for every 2 rounds it sits idle. The clockwork prowler can carry up to 20 pounds of weight at full speed, or up to 50 pounds at a speed of 10 feet. Higher weights prevent the prowler from moving. A clockwork

prowler has hardness 5 and 90 hit points, and when in motion has AC 12 (a motionless clockwork prowler has AC 5).

Clockwork Prowler, Advanced: A more advanced version of the clockwork prowler, this device is more metal than wood. It moves at a speed of 20 feet and can be programmed with up to four right-angle turns. Each turn requires 1 round to program along with a DC 15 Disable Device check. If this check is failed, roll d% each time the prowler attempts to turn. On a result of 1–10, it fails to turn. On a result of 11–20, it instead turns on the next round. An advanced clockwork prowler can carry up to 60 pounds of weight at full speed, or up to 120 pounds at a speed of 10 feet. It has hardness 10, 150 hit points, and when in motion has AC 15 (a motionless advanced clockwork prowler has AC 8).

Weapon Blanch (Ghost Salt): This gritty alchemical powder is made from exotic minerals mixed with an infusion crafted from the ectoplasmic remains of destroyed incorporeal undead. When rubbed onto a weapon that is then placed over a hot flame for a full round, ghost salt melts and forms a temporary coating on the weapon. The blanching gives the weapon the ability to do full damage to incorporeal creatures, even if the weapon itself is nonmagical. An application of ghost salt remains effective until the weapon makes a successful attack. Each dose of weapon blanch can coat one weapon or

up to 10 pieces of ammunition. Only one kind of weapon blanch can be on a weapon at one time (see the *Advanced Player's Guide* for other forms of weapon blanch).

Alchemical and Clockwork Items

Item	Cost	Weight
Air crystals	50 gp	—
Clockwork prowler	500 gp	25 lbs.
Clockwork prowler, advanced	1,500 gp	30 lbs.
Weapon blanch (ghost salt)	200 gp	1/2 lb.

EQUIPMENT TRICKS

Equipment tricks allow characters to utilize mundane pieces of equipment when they are in combat. This combat option was first introduced in *Pathfinder Player Companion: Adventurer's Armory*. Two new categories of equipment tricks often used by Pathfinders are presented below, along with the feat that allows access to these combat options.

EQUIPMENT TRICK (COMBAT)

Choose one piece of equipment, such as a rope or a sunrod. You understand how to use that item in combat.

Prerequisite: Base attack bonus +1.

Benefit: You may use any equipment tricks relating to the item if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You can gain the Equipment Trick feat multiple times. Each time you take the feat, it applies to a new type of equipment.

ROPE TRICKS

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (rope) feat to use rope tricks. Rope tricks can be performed with hemp rope or silk rope, or with similar ropelike items at the GM's discretion.

Coil (Sleight of Hand 5 ranks): You can coil rope rapidly, requiring only 1 round to coil 20 feet of rope. (Coiling 20 feet of rope normally takes 1d6 rounds.)

Hogtie (Improved Grapple): When you attempt to tie up an opponent you are grappling, your penalty is only -5 instead of the normal -10.

Knotted Weapon (Weapon Proficiency [spiked chain]): You can use a knotted length of rope as a spiked chain that inflicts bludgeoning damage instead of piercing damage.

Lash (Weapon Proficiency [whip]): You can use a length of rope as a whip at no penalty. The piece of rope that is used as a whip must be 10 feet long—length in excess of this must remain coiled or otherwise unused at your feet or side.

Lifeline (Climb 5 ranks): When you or a nearby creature is falling (from a failed Climb check or otherwise), you can throw a held rope as an immediate action, maintaining a grip on one end. If you are falling, this is treated as an attempt to catch yourself while falling made with a +10 bonus, but there must be some sort of solid anchor available for your rope to loop around. When attempting this check on another creature, treat it as if you yourself were falling. If the weight of the creature exceeds twice your heavy load limit (your own equipment does not count against this maximum), you are pulled after it.

Quick Release (no additional prerequisites): You can secure a rope such that you can loose it from either end by making a quick series of tugs (a move action) at any point along the rope's length.

Slip Away (Escape Artist 5 ranks): You gain a +10 bonus on Escape Artist checks to escape from ropes and ropelike restraints (such as vines).

Tangle (Throw Anything): You can throw a coiled length of rope as a ranged weapon. If you hit with a ranged touch attack, the target becomes entangled. It can cut or burst the rope, or escape with a DC 15 Escape Artist check. The rope must be unsecured to use this trick.

SUNROD TRICKS

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (sunrod) feat to use a trick.

Flare (Craft [alchemy] 5 ranks or alchemist bomb class feature): As a standard action, you can expend the remaining life of a sunrod (lit or unlit) in an instant. Sighted creatures within a 20-foot-radius burst of the sunrod must succeed at a DC 15 Fortitude save or be dazzled for 2d4 rounds. Creatures with light sensitivity or light blindness receive a -2 penalty on their saving throws. Alternatively, as a full-round action, you can strike a creature with the sunrod or throw the sunrod as a ranged attack with a range increment of 10 feet. When it strikes a hard surface, it flares as describe above. Since you don't have to hit a specific target, you can simply aim at the corner of particular 5-foot square. Treat the target corner as AC 5. If a creature is struck by the sunrod and fails its Fortitude save, it is blinded for the first round of its dazzled condition.

Fast Sunrod (Quick Draw): You can draw and light an easily accessible sunrod from a pack as a swift action.

Like the Sun (ability to cast any spell with the light descriptor): You can use a sunrod as an additional material component for any spell that bears the light descriptor. The spell is treated as one spell level higher (to a maximum of 9th level) for all purposes, including the calculation of saving throw DCs and its ability to overcome sources of magical darkness.

Lodge Sunrod (Throw Anything): You can throw your sunrod as a ranged improvised weapon. If you hit with a ranged touch attack, the sunrod does no damage, but stays lodged on the target until the target or another creature spends a move action to remove it.

Lure (Handle Animal 5 ranks): As a move action while holding a lit sunrod in your hand, you can attempt to move an animal in any direction you desire. Make a Handle Animal check against a DC of 15 + the target animal's CR. If you are successful, the animal moves 5 feet in the desired direction on its next turn. For every 5 points by which your check exceeds the DC, the animal moves another 5 feet, up to the animal's maximum speed. This movement provokes attacks of opportunity as normal, though if one is taken, the animal immediately stops moving (whether or not the attack hits). You cannot move an animal into an obvious hazard with this trick, but you can (for example) lure it into an open cage.

Twice as Brightly (Craft [alchemy] 5 ranks): As full-round action, you can tamper with an unused sunrod such that it burns out in a single hour, but shines much more brightly. It sheds bright light in a 30-foot radius and increases the light level by two steps for an additional 30 feet beyond that area (darkness becomes normal light, and dim light or normal light becomes bright light). It does not increase the light level in bright light.

MAGIC ARMOR SPECIAL ABILITIES

The following magic armor special abilities can be placed on any suit of magic armor.

BITTER (ARMOR SPECIAL ABILITY)

Aura faint transmutation; **CL** 5th; **Price** +1 bonus

DESCRIPTION

This armor exudes a vile taste whenever something bites or swallows a creature wearing it. Any creature that grapples the wearer with a bite attack (or any other attack using the mouth) must succeed at a DC 14 Fortitude save to avoid immediately ending the grapple. If the wearer is swallowed whole, the swallowing creature must succeed at a DC 14 Fortitude save at the start of each turn that the armored victim remains alive inside of the creature's belly or become nauseated for 1 round. The creature may vomit up the victim as a standard action. This is a poison effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *stinking cloud*

COMFORT (ARMOR SPECIAL ABILITY)

Aura faint transmutation; **CL** 5th; **Price** +5,000 gp

DESCRIPTION

Armor of comfort sheds dirt and sweat as they accumulate, and remains as comfortable as weather-appropriate clothing regardless of environmental conditions. A suit of armor with

this enhancement always looks immaculately clean, can be slept in as though it were light armor, and does not cause a penalty to the wearer's saving throws to resist the effects of extreme heat. In cold weather, it counts as cold-weather clothing. In addition, the armor's armor check penalty is reduced by 1 (to a minimum of 0).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *endure elements*, *prestidigitation*

TRAPWARDING (ARMOR SPECIAL ABILITY)

Aura faint transmutation; **CL** 5th; **Price** +1 bonus

DESCRIPTION

A suit of trapwarding armor helps to protect the wearer against all manner of traps. The wearer of a suit of trapwarding armor gains a luck bonus on all saving throws against traps equal to the armor's enhancement bonus.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *find traps*

MAGIC WEAPON QUALITIES

The following magic weapon qualities can be placed on any type of magical melee weapon.

AGILE (MELEE WEAPON SPECIAL ABILITY)

Aura moderate transmutation; **CL** 7th; **Price** +1 bonus

DESCRIPTION

Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. The agile weapon enhancement can only be placed on melee weapons that are usable with the Weapon Finesse feat.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cat's grace*

DUELING (MELEE WEAPON SPECIAL ABILITY)

Aura moderate transmutation; **CL** 7th; **Price** +1 bonus

DESCRIPTION

A *dueling weapon* bears magical enhancements that makes it particularly effective at performing certain combat maneuvers. When a *dueling weapon* is used to perform a combat maneuver that utilizes the weapon only (see below), it grants a luck bonus equal to twice its enhancement bonus on the CMD check made to carry out the maneuver. The *dueling weapon* also grants this same luck bonus to the wielder's CMD score against these types of combat maneuvers. These combat maneuvers include disarm and trip maneuvers, but not bull rush, grapple, or overrun maneuvers. If you're using the additional combat maneuvers in the *Advanced Player's Guide*, this also includes any

dirty trick maneuvers that utilize the weapon, as well as reposition combat maneuvers, but not drag or steal combat maneuvers. Note that this luck bonus stacks with the weapon's enhancement bonus, which in and of itself adds to CMB checks normally.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cat's grace*

GUARDIAN (MELEE WEAPON SPECIAL ABILITY)

Aura moderate enchantment; **CL** 9th; **Price** +1 bonus

DESCRIPTION

A *guardian weapon* infuses its wielder with protective wards and great resistance to danger, allowing the wielder to transfer some or all of the weapon's enhancement bonus to his saving throws as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the bonus on all saving throws lasts until his next turn. The weapon must be wielded in order for this bonus to apply—it does not function while the weapon is sheathed or otherwise stowed.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *resistance*

MAGIC ITEMS

The following magic items are often found in the possession of Pathfinder agents. In most cases, Pathfinders don't particularly covet these items, and don't mind if non-members purchase them or employ them in their own adventures. In some cases, however, certain magic items are so identified with the Pathfinders that when they fall into the hands of others, Pathfinders make efforts to reclaim them—certainly this is true of the distinctive *wayfinders*. These items are indicated as such in their descriptive text, and non-Pathfinder characters found using such items may have to think fast or find themselves robbed of even rightful property as angry Pathfinders "reclaim" the items for the Society.

BRACELET OF SECOND CHANCES

Aura moderate conjuration; **CL** 9th

Slot wrist; **Price** 15,750 gp; **Weight** —

DESCRIPTION

A tribe of gillmen gifted the first of these bracelets to the legendary Durvin Gest, but since then other Pathfinders have duplicated the bracelet's design. Seven coral beads carved in intricate designs make up a *bracelet of second chances*. When

a critical hit or sneak attack is confirmed on the wearer, the wearer can choose as an immediate action before damage is rolled to convert the critical hit into a normal hit. Each time the wearer negates a critical hit or sneak attack in this manner, one bead shatters—when all seven are used up, the bracelet itself crumbles into powder.

CONSTRUCTION

Requirements Craft Wondrous Item, *breath of life*; **Cost** 7,875 gp

CIRCLET OF MINDSIGHT

Aura moderate divination; **CL** 9th

Slot head; **Price** 22,000 gp; **Weight** —

DESCRIPTION

Constructed in imitation of a recovered Azlanti treasure, this elaborate circlet of gold and platinum filigree lets the wearer sense the presence of thinking creatures. The wearer gains the benefits of blindsense 30 feet, but only against creatures with an Intelligence score that are susceptible to mind-affecting effects. Undead, constructs, and mindless creatures like most oozes and vermin cannot be perceived when using the circlet, nor can creatures under the effects of *mind blank* or a *ring of mind shielding*.

CONSTRUCTION

Requirements Craft Wondrous

Item, *clairaudience/clairvoyance*, *detect thoughts*; **Cost** 11,000 gp

**DECEMVIRATE HELM****DECEMVIRATE HELM (MINOR ARTIFACT)**

Aura strong abjuration; **CL** 20th

Slot head; **Weight** 3 lbs.

DESCRIPTION

Since 4411 AR, the members of the Decemvirate have remained masked and anonymous while fulfilling their official roles. Within the Society, legends hold that many of these masks are actually powerful magical items called *Decemvirate helms*, said to have been discovered by Durvin Gest on his first expedition to the ruined continent of Azlant. According to these stories, the helms not only mask the wearers' faces, but also function as *helms of telepathy* combined with *amulets of proof against detection and location*. The wearer of a *Decemvirate helm* can use *disguise self* at will and benefits from *discern lies* and *true seeing* at all times. The helm provides 100% protection from all gaze attacks and all forms of magical control. Specific *Decemvirate helms* may have additional powers as well—certainly, all are said to be unique in physical appearance.

Of course, beyond these few details that most

Pathfinders hold as fact, little is known about the helms, and they remain some of the Pathfinder Society's greatest and most secret treasures—if one were to fall into the possession of anyone other than a Decemvirate member, the Society would undoubtedly spare no expense in retrieving the item. Some stories tell of non-Decemvirate Pathfinders being temporarily granted the use of the items or “borrowing” them, but such reports are likely little more than groundless boasts.

DESTRUCTION

A *Decemvirate helm* can be destroyed via complex magic rituals involving numerous inscriptions of magical glyphs on the helm to unwork its magic. Most scholars believe that the exact details of these rituals are different for each helm and that the rituals themselves are closely guarded by aboleths who dwell in hidden regions beneath the shattered corpse of the continent of Azlant.

DWEOMER'S ESSENCE

Aura moderate abjuration; **CL** 9th
Slot none; **Price** 500 gp; **Weight** —

DESCRIPTION

Derived from the patient distillation of rare magical reagents, a pinch of this fine white powder can be added to the casting of any spell as an additional material component to give the spellcaster a +5 bonus on caster level checks made to overcome spell resistance.

CONSTRUCTION

Requirements Craft Wondrous Item, Spell Penetration; **Cost** 250 gp

EYES OF THE OWL

Aura faint transmutation; **CL** 5th
Slot eyes; **Price** 4,000 gp; **Weight** —

DESCRIPTION

These magical goggles are decorated with owl motifs, including clusters of feathers over the eyes. The wearer gains low-light vision.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape I*; **Cost** 2,000 gp

FIELD SCRIVENER'S DESK

Aura faint evocation; **CL** 5th
Slot none; **Price** 5,400 gp; **Weight** 2 lbs.

DESCRIPTION

Pathfinders are often called upon to take notes during their adventures, but sometimes finding a place where one can write in comfort while on a mission can be rather difficult.

The *field scrivener's desk* attempts to address this need. This magic desk can be folded up into a 3-inch-wide cube of lacquered wood for easy transport. Once per day, a single command causes this block of wood to unfold in the space of 1 round into an exquisite writing desk sized for a Small or Medium author, complete with four vials of ink, two writing quills, and 50 blank sheets of paper. The desk creates new supplies of ink, quills, and paper each time it is unfolded. Once the desk is unfolded, it creates a 20-foot-radius hemisphere centered on the desk's location—this

effect is identical to that created by a *tiny hut* spell. Once activated, the desk's *tiny hut* effect lasts for up to 10 hours or until the desk is folded up or moved more than a few inches. Of course, the effect also works to provide an ideal spot for a campsite, and in most parties a *field scrivener's desk* is used solely for this effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *shrink item*, *tiny hut*; **Cost** 2,700 gp



EYES OF THE OWL

FORTIFYING STONE

Aura moderate evocation; **CL** 7th

Slot none; **Price** 1,000 gp; **Weight** —

DESCRIPTION

On command, this semiprecious stone adheres to an object weighing not more than 100 pounds. As long as it is attached, the stone increases the object's hardness by 5, its break DC by 5, and its hit points by 20. Like temporary hit points, these additional hit points are lost first when the object the stone is protecting is damaged, and once they are exhausted, the *fortifying stone* is destroyed. However, unlike temporary hit points, they can be completely restored by repairing the *fortifying stone* via a single casting of a *make whole* spell. Any effect that breaks or destroys the protected object also destroys any attached *fortifying stones*.

CONSTRUCTION

Requirements Craft Wondrous Item, *stoneskin*; **Cost** 500 gp

FORTUNATE CHARM

Aura faint evocation; **CL** 5th
Slot neck; **Price** 3,000 gp; **Weight** —

DESCRIPTION

Once per day, this good luck charm allows the wearer to reroll a single skill check or concentration check after the success or failure of the original roll is known. The result of the reroll must be kept, even if it is worse than the original roll. The charm may not be used on a skill check that's already been rerolled by some other means.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine favor*; **Cost** 1,500 gp

PATHFINDER'S COIN

Aura faint divination; **CL** 3rd

Slot none; **Price** 1,500 gp; **Weight** —

DESCRIPTION

This apparently simple coin, usually styled to resemble ancient currency, hides intricate gold and platinum wires within. This matrix, carefully modeled after fragmentary Azlanti coins, causes the *Pathfinder's coin* to rise an inch into the air and slowly spin in place if placed atop a *wayfinder*. In addition, when levitating above a *wayfinder*, the coin can be given a message of 25 words or fewer. This message repeats in the speaker's voice the next time the coin is floated above a *wayfinder*. Only one message may be stored at a time, and once it is triggered, the message is expended and a new one may be recorded.

CONSTRUCTION

Requirements Craft Wondrous Item, *identify*, *levitate*, *magic mouth*; **Cost** 750 gp

PIPES OF SHIFTING TEMPO

Aura faint transmutation; **CL** 5th

Slot none; **Price** 18,000 gp; **Weight** 2 lbs.

DESCRIPTION

In outer construction and manner of play, *pipes of shifting tempo* resemble a typical set of unremarkable pan pipes, but the complex chambers within the pipes are modeled after difficult-to-duplicate Azlanti instruments. Music created by these pipes sounds unusually mournful, with a strange, almost warbling subtext to the notes. Up to three times per day, a user can attempt to harness these pipes' power by making a DC 15 Perform (wind instruments) check as a standard action. With a successful check, the possessor can play a grave melody to cast *slow* or an allegro melody to cast *haste*. The resulting spell functions as normal for the item's caster level, affecting five creatures per casting.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*, *slow*, Perform (wind instrument) 5 ranks; **Cost** 9,000 gp

RING OF THE BEAST

Aura faint transmutation; **CL** 5th

Slot ring; **Price** 8,000 gp; **Weight** —

DESCRIPTION

Three types of *rings of the beast* exist; all three appear as

yellowed bone carved in the shapes of wild beasts devouring their own tails. The type of beast depicted on each ring depends on the ring's nature, but could be a wolf (*ring of the relentless beast*), a rhinoceros (*ring of the savage beast*), or a tiger (*ring of the swift beast*). Once per day, a *ring of the beast* can be activated as a standard action to unleash the primal spirit hidden inside even the most peaceful creatures. When the ring is activated, the wearer gains a bonus to a single physical attribute and a penalty to a single mental attribute for 10 minutes, as determined by the type of ring. A *ring of the relentless beast* grants a +4 enhancement bonus to Constitution and a –2 penalty to Charisma. A *ring of the savage beast* grants a +4 enhancement bonus to Strength and a –2 penalty to Intelligence. A *ring of the swift beast* grants a +4 enhancement bonus to Dexterity and a –2 penalty to Wisdom. As long as the effects of this ring are active, the wearer also gains a +2 enhancement bonus to his natural armor bonus.

CONSTRUCTION

Requirements Forge Ring, *barkskin* and either *bear's endurance* (*ring of the relentless beast*), *bull's strength* (*ring of the savage beast*), or *cat's grace* (*ring of the swift beast*); **Cost** 4,000 gp

RUNESTONE OF POWER

Aura strong transmutation; **CL** 17th

Slot none; **Price**

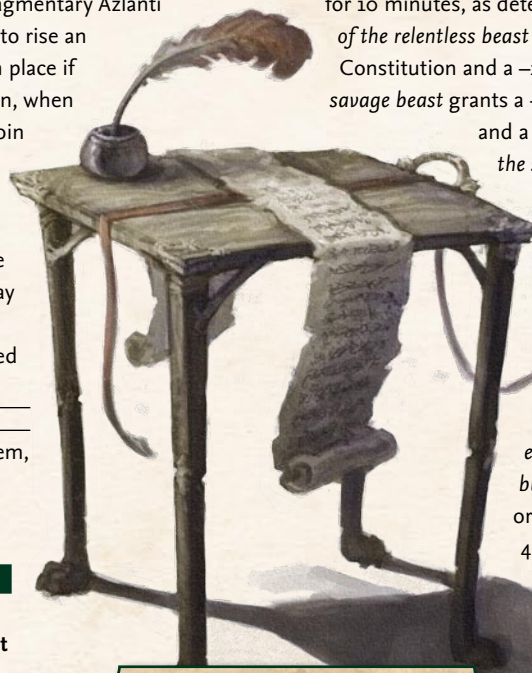
2,000 gp (1st), 8,000 gp (2nd), 18,000

gp (3rd), 32,000 gp (4th), 50,000 gp (5th), 72,000 gp (6th), 98,000 gp (7th), 128,000 gp (8th), 162,000 gp (9th);

Weight —

DESCRIPTION

A *runestone of power* is a small chip of polished stone etched with a rune. Traditionally, this rune is one of many Thassilonian runes for magic, but more recently created *runestones of power* often substitute runes from other cultures—the nature of the rune itself has no effect on the runestone's actual powers. These objects are potent aids to all spellcasters who cast spells spontaneously (bards, inquisitors, oracles, sorcerers, and summoners, but not to spellcasters like clerics who have the option to spontaneously cast certain spells). Once per day, a spontaneous caster can draw upon a runestone of power to cast a spell—doing so is part of the spellcasting action, and expends that runestone's power for the day rather than one of the spellcaster's actual spell slots for the day. An expended runestone of power recharges its capacity after 24 hours. The spell must be of a



FIELD SCRIVENER'S DESK

particular level, depending on the runestone.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be able to spontaneously cast spells of the appropriate spell level; **Cost** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th)

SANDALS OF THE LIGHTEST STEP

Aura moderate transmutation; **CL** 7th
Slot feet; **Price** 5,000 gp; **Weight** 1/2 lb.

DESCRIPTION

These soft leather sandals have soles that consist of a layer of velvet. In any round where the wearer has already moved at least 10 feet along the ground or another surface (not counting travel on a mount or vehicle), these boots can be activated as a swift action to give the wearer the ability to *air walk* (as the spell) until the end of the round. If the wearer hasn't reached a solid surface by the end of the round, he immediately falls back to the ground, taking any applicable falling damage. These sandals can be used up to 5 times per day, but no more often than once per minute.

CONSTRUCTION

Requirements Craft Wondrous Item, *air walk*; **Cost** 2,500 gp

STAFF OF COURAGE

Aura moderate enchantment; **CL** 8th
Slot none; **Price** 10,400 gp; **Weight** 5 lbs.

DESCRIPTION

This sturdy-looking hickory staff is capped with a figurine of an angel or other benevolent spirit, wings and arms outstretched as if in welcome. This staff allows use of the following spells:

- *Bless* (1 charge)
- *Remove fear* (1 charge)
- *Remove paralysis* (2 charges)
- *Prayer* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *bleed*, *prayer*, *remove fear*, *remove paralysis*; **Cost** 5,200 gp

STAFF OF RADIANCE

Aura moderate evocation; **CL** 8th
Slot none; **Price** 11,600 gp; **Weight** 5 lbs.

DESCRIPTION

This silver-tipped willow staff constantly emits light, as if from

a *light* spell—the radiance itself is emitted from the staff's metallic end and flickers as if with flame. The staff's wielder can deactivate or activate this glowing light as a swift action. In addition, a staff of radiance allows use of the following spells:

- *Glitterdust* (1 charge)
- *Daylight* (2 charges)
- *Searing light* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *daylight*, *glitterdust*, *light*, *searing light*; **Cost** 5,800 gp



TRAPSPRINGER'S GLOVES

STAFF OF UNDERSTANDING

Aura moderate divination; **CL** 8th
Slot none; **Price** 8,800 gp; **Weight** 5 lbs.

DESCRIPTION

This polished maple or oak staff is inlaid with ivory strips along its length. It allows use of the following spells:

- *Comprehend languages* (1 charge)
- *Detect thoughts* (2 charges)
- *Tongues* (2 charges)

CONSTRUCTION

Requirements Craft Staff, *comprehend languages*, *detect thoughts*, *tongues*; **Cost** 4,400 gp

TRAPSPRINGER'S GLOVES

Aura faint divination; **CL** 5th
Slot hands; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

These studded leather gloves are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

CONSTRUCTION

Requirements Craft Wondrous Item, *find traps*; **Cost** 2,000 gp

TYRANT'S FRIEND

Aura faint divination; **CL** 5th
Slot ring; **Price** 3,000 gp; **Weight** —

DESCRIPTION

A slender copper band, a *tyrant's friend* is thin enough to be hidden beneath another ring (although it still counts against the limit of magic rings a character can wear). The ring grows noticeably warmer whenever the hand wearing it touches a poisoned or poisonous object or creature (including containers holding poison), warning the wearer of potential danger.

CONSTRUCTION

Requirements Forge Ring, *detect poison*; **Cost** 1,500 gp

WAYFINDERS

Wayfinders are small magical devices patterned after ancient relics of the Azlanti. In addition to any magical powers, all *wayfinders* act as magnetic compasses, granting a +2 competence bonus on Survival checks to avoid becoming lost. Each *wayfinder* includes a small indentation in the center of its face—this indentation is designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the normal benefits it would grant if it were orbiting your head. Many *ioun stones* interact with *wayfinders* to create additional magical effects—see *Pathfinder Campaign Setting: Seekers of Secrets* for further details on how *ioun stones* interact with *wayfinders*.

The standard *wayfinder* owned by most Pathfinders is a relatively simple device that allows the use of a *light* spell—this *wayfinder* is detailed on page 299 of *The Inner Sea World Guide*. The *wayfinders* detailed below are specialized *wayfinders* used by specific subgroups and factions within the Pathfinder Society.

SHINING WAYFINDER

Aura faint divination; **CL** 3rd

Slot none; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

A *shining wayfinder* is a polished silver compass favored by members of the Shining Crusade. In addition to the usual functions of a *wayfinder* (including the ability to create *light*), a *shining wayfinder* can be used to cast *detect evil*—when so used, its needle points not to the north but rather to the nearest source of evil within 60 feet. Once per day, a *shining wayfinder* can be used to cast *protection from evil* upon the *wayfinder's* bearer. A *shining wayfinder* functions only for a creature that is good-aligned. When held by an evil creature, the *shining wayfinder's* needle spins in a frantic circle. When held by any creature that is both nonevil and nongood, the needle simply hangs limply, not pointing to anything at all (not even to true north).

CONSTRUCTION

Requirements Craft Wondrous Item, *detect evil*, *light*, *protection from evil*; **Cost** 1,000 gp

TIRELESS WAYFINDER

Aura faint conjuration; **CL** 5th

Slot none; **Price** 5,000 gp; **Weight** 1 lb.

DESCRIPTION

Tireless wayfinders have burnished copper cases and silver inner workings. In addition to the usual functions of a

wayfinder (including the ability to create *light*), the bearer of a *tireless wayfinder* halves the Strength and Dexterity penalties for being fatigued or exhausted, and gains a +2 resistance bonus on all saving throws made against effects that cause fatigue or exhaustion. The *tireless wayfinder* must be in a creature's possession for 1 full week before these benefits apply, and they are lost if it leaves the creature's possession for more than 1 hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *light*, *lesser restoration*; **Cost** 2,500 gp

VANISHING WAYFINDER

Aura faint illusion; **CL** 5th

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

Vanishing wayfinders are crafted of ivory chased with gold and silver. In addition to the usual functions of a *wayfinder* (including the ability to create *light*), as a standard action the holder of a *vanishing wayfinder* can press a hidden catch to become invisible (as the spell *invisibility*) for as long as she concentrates, up to a maximum duration of 5 minutes per day. These minutes need not be consecutive, but each activation counts as a minimum use of 1 minute, even if the user becomes visible because of an attack action or some other event before that minute is up.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*, *light*; **Cost** 4,000 gp

WAYFINDER OF REVELATION

Aura faint divination and evocation; **CL** 6th

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

Wayfinders of revelation show a more ornate design than ordinary *wayfinders*, and are crafted of gold-accented silver. A *wayfinder of revelation's* light effect is double the normal effect of a *light* spell, illuminating an area twice as large. Once per day as a standard action, while a *wayfinder of revelation* is creating light, you can fill this 40-foot radius of light with an *invisibility purge* effect (as per the spell). This effect also makes it easier to notice secret doors and hidden compartments—characters who search for such hidden objects and portals inside this area gain a +10 bonus on their Perception checks to do so. Once activated, this effect remains active for 6 rounds.



WAYFINDER

CONSTRUCTION

Requirements Craft Wondrous Item, *detect secret doors*, *invisibility purge*, *light*; **Cost** 4,000 gp

WAYFINDER OF SPELLBREAKING

Aura faint abjuration; **CL** 7th

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

DESCRIPTION

With an exterior crafted of blackened iron, the *wayfinder of spellbreaking* has no ornamentation. In addition to the usual functions of a *wayfinder* (including the ability to create *light*), a *wayfinder of spellbreaking* can be used once per day to create a *dispel magic* effect on a creature or object. The *wayfinder of spellbreaking* must be touched to the object—targeting an unwilling creature requires a successful melee touch attack. If the user has *detect magic* active or can otherwise observe magical auras, he can target a specific aura; otherwise, the *wayfinder of spellbreaking* targets the effect with the highest caster level.

CONSTRUCTION

Requirements Craft Wondrous Item, *dispel magic*, *light*; **Cost** 4,000 gp

SPELLS

The Pathfinders have recovered a wide range of spells from ancient scriptures and old spellbooks over the years, but their venture-captains are also a significant source of new spell research as well. Often, venture-captains' duties prevent them from gallivanting across the world, and so those capable of spellcasting often spend large portions of their free time researching those old scriptures and spellbooks to adapt and devise new spells for the Society to use. All of the following spells have “leaked” from the Pathfinder Society—with increasing frequency, non-members can be found using them, a fact that their creators are equally proud and wary of. Pathfinders in good standing with the society can purchase scrolls of these spells from most of the larger lodges—they're always available for purchase at the Grand Lodge in the city of Absalom.

ARAM ZEY'S FOCUS

School divination; **Level** alchemist 2, bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (masterwork thieves' tools worth 100 gp)

Range personal

Target you

Duration 1 minute/level (D)

Aram Zey created this spell for use by his students, both to increase their confidence in their skills and to ensure more of them survived encounters with deadly traps. If you don't have the trapfinding class ability, this spell grants you the trapfinding ability of a rogue of half your character level.

If you have the trapfinding ability granted by class levels, however, this spell grants you a +5 competence bonus on all Disable Device checks made to disarm mechanical (but not magical) traps. While under the effects of *Aram Zey's focus*, whenever you trigger a trap by rolling poorly on a Disable Device check, you may roll a second Disable Device check. This new roll uses the same modifiers as the first roll. If your second roll is high enough to avoid accidentally springing the trap, you avoid setting it off, but still fail to disarm it. Each time you take advantage of this feature, the remaining duration of the spell is reduced by 1 minute—if less than a minute's worth of duration remains, the spell ends as soon as you reroll your Disable Device check.

ARAM ZEY'S TRAP WARD

School abjuration; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (masterwork thieves' tools worth 100 gp)

Range personal

Target you

Duration 10 minutes/level or until discharged

While he was researching the underlying causes of the resonance created by overlapping abjurations, Aram Zey discovered a way to manipulate that resonance to the caster's advantage when encountering magical traps. The protection provided by *Aram Zey's trap ward* comes into play whenever the caster is subjected to the effects of a magical trap. The spell immediately discharges and interferes with the trap's function in an attempt to counter the trap's magic. When this occurs, make a caster level check as an immediate action. The DC of this check is equal to the trap's Disable Device DC. If you're successful, the trap ward dispels the magical effect of the trap before the effect actually manifests, effectively preventing the trap from triggering for the next 1d4 rounds and ending *Aram Zey's trap ward* immediately.

BITE THE HAND

School enchantment (compulsion); **Level** druid 3, inquisitor 3, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature summoned by a spell or spell-like ability

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

With a short command and a wave of the hand, you compel the target creature to attack the being who summoned it, to the best of its ability. If the being who summoned it is not present, the creature acts normally according to its last task or instructions. This spell has no effect on called creatures, summoned creatures not brought forth by spells or spell-like abilities (such as a summoner's eidolon),

or bonded creatures not explicitly summoned, such as a paladin's mount or wizard's familiar.

BITE THE HAND, MASS

School enchantment (compulsion); **Level** druid 6, inquisitor 6, sorcerer/wizard 7, summoner 6, witch 7

Range medium (100 ft. + 10 ft./level)

Targets one creature summoned by a spell or spell-like ability/level, no two of which can be more than 30 ft. apart

This spell functions like *bite the hand*, except as noted above. The target creatures do not need to have all been summoned by the same being.

CORPSE LANTERNS

School necromancy [light]; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect up to 4 lights, all within a 10-ft.-radius area

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *dancing lights*, except it summons up to four spheres of light, each of which glows a sickly pale green. These *corpse lanterns* shed dim light in a 20-foot radius, and do not increase the light level in areas of normal light or bright light. In dim or normal light, the radiance of *corpse lanterns* provides a strange contrast, giving all creatures in the area a –5 penalty on Stealth checks. In addition, the hue interferes with illusion (pattern) spells, giving all creatures in the illuminated area a +2 bonus on any saving throws against such spells. Unlike *dancing lights*, you may have more than one *corpse lanterns* spell active at a time, but you may only move one set in any given round. Moving the *corpse lanterns* does not require concentration. *Corpse lanterns* can be made permanent on an area with a *permanency* spell by a caster of at least 11th level for the cost of 7,500 gp.

GILDED WHISPERS

School divination; **Level** cleric 4, sorcerer/wizard 3

Casting Time 1 round

Components V, S, M (100 gp of powdered gemstones)

Range touch

Target a gold or platinum coin

Duration 1 day/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

Developed by priests of Abadar to catch thieves and skimmers, *gilded whispers* later spread to other faiths and was adapted to the arcane arts through the combined efforts of Aram Zey and Kreighton Shaine. Pathfinders most commonly use this spell to track bribes and illicit purchases back to their ultimate source, especially when they suspect the influence of Aspis Consortium agents.

Gilded whispers allows you to use a single coin as a conduit for an eavesdropping spell. When you use a divination (scrying) spell or item, such as *clairvoyance/clairaudience*, *scrying*, or a *crystal ball*, you can choose to target a coin you have affected with *gilded whispers* instead of a creature or location (even if you would not otherwise be able to target an object), though any range limits on the scrying effect still apply. If the coin is held or carried by a creature, its owner receives any applicable saving throw against the effect. The caster of *gilded whispers* treats the coin as a familiar subject. The residual psychic impressions left upon the coin by other handlers help mask this dweomer from detection, protecting *gilded whispers* against location by *detect magic*, *arcane sight*, and similar effects unless the latter spell's caster succeeds on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *gilded whispers*. The scrying sensor created by using a divination (scrying) spell to observe or listen to the coin's surroundings can be detected as normal.

LIPSTITCH

School necromancy; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components S, M (a bone needle and sinew thread)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

A rare spell without verbal components, *lipstitch* sews the target's lips tightly together if it fails a saving throw, such that no clear speech, bite attacks, spellcasting, or use of command words is possible. The target takes 1d6 points of damage as the stitches weave through flesh. The victim can still make enough noise to be heard at a distance with a DC 10 Perception check.

The thread created by *lipstitch* can be burst with a DC 20 Strength check as a standard action or can be sliced open with a piercing or slashing weapon (wielded by the target or an ally) as a full-round action. Cutting the thread provokes attacks of opportunity, while making a Strength check does not. Either option causes 1d6 points of damage and 1 point of bleed damage. The target has a 20% chance of failing to cast spells with verbal components until the bleeding is stopped. The effects of multiple castings of this spell do not stack. Optionally, the thread can be removed more carefully over the course of a minute with a DC 20 Heal check. If the check fails, the target takes damage and bleeds as described above. If the check succeeds, the stitches are removed with no harm. Creatures with no mouths are unaffected by *lipstitch*. Creatures with multiple mouths lose the use of only one mouth per casting—the particular mouth is chosen by the caster.

PETULENGRO'S VALIDATION

School divination; **Level** alchemist 1, inquisitor 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a bit of hair, a fingernail, or a similar portion of a creature)

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

After a particularly harrowing brush with death at the hands of doppelgangers, Venture-Captain Eliza Petulengro devised a means of being sure her companions were actually who they appeared to be. To cast this spell, you must have a bit of hair, a fingernail clipping, or some other portion of a creature. The sample must be no more than 1 week old per caster level. As part of casting, you touch the target creature, and instantly know whether the target is the same creature the sample is from. Note that if you wish to be discrete, you can cast the spell away from the target and hold the charge before touching the creature, so that the casting is not noticed. You can also use this spell to divine whether a dead body, or even partial remains from a body, belonged to the same person whose fingernail clipping or bit of hair you used when casting the spell.

SEQUESTER THOUGHTS

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 5

Casting Time 10 minutes

Components V, S, M (a gemstone worth at least 500 gp)

Range personal

Target one willing creature

Duration permanent until discharged (see text)

Sequester thoughts allows you to erase a creature's memory of either an event lasting not more than 1 minute per caster level or all of its knowledge about a single topic (using the GM's discretion as to what constitutes a single topic). For example, you could erase a single battle from a creature's memory, or all knowledge of a plot to assassinate a king. The memories you remove are stored within the gem used at the time of casting. If the gem is shattered, the memories return to the creature as long as the two are within 30 feet of each other. Once *sequester thoughts* has been cast, the spell remains active on the gem and can be dispelled (which shatters it). No portion of the spell remains active on the target creature, and the target does not radiate magic as a consequence of the spell, nor can its memories be returned by dispelling the creature or subjecting it to antimagic. If the gem is shattered or dispelled out of range from the creature, the thoughts sequestered within are forever lost save by the use of *wish*, *miracle*, or the like.

Sequester thoughts protects against *detect thoughts*, *zone*

of truth, *discern lies*, and similar spells where the memories removed are concerned, though careful questioning may reveal the gaps in the creature's memory, or that it has been affected by the spell. Note that the creature itself does not remember any details of what memories were removed until the gem is broken.

SHARESISTER

School necromancy; **Level** cleric 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of your own blood)

Range touch

Target you and one creature of your gender

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Ithuna Vardsdottir claims to have unearthed this ancient prayer in a ruined temple of Desna, though Pathfinders have reported the use of similar magic in Irrisen among the White Witches. While the name of this spell is *sharesister*, it works equally well on male or female creatures—both targets of the spell must simply be of the same gender.

When you deliver the spell, you receive a negative level for the duration of the spell, and the other target receives a +1 insight bonus to her caster level and a +1 insight bonus to the save DCs of all of her spells. At 11th level, you can opt to take four negative levels to grant a +2 insight bonus to the other target's caster level and spell save DCs if you wish, while at 17th level you can take 6 negative levels to increase the insight bonus to +3. Any effect that removes or prevents the negative level immediately ends the *sharesister* spell. Negative levels received from the spell vanish as soon as this spell effect ends. Negative levels from multiple castings of this spell stack.

STALWART RESOLVE

School enchantment (compulsion) [mind-affecting]; **Level** alchemist 2, cleric 2, inquisitor 1, paladin 1, witch 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of *stalwart resolve* ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain.

STOLEN LIGHT

School illusion (figment); **Level** bard 3, sorcerer/wizard 3

Casting Time 1 full round

Components V, S, F (a gem worth at least 500 gp)

Range touch

Target transparent gem touched

Duration permanent or 1 minute/level (see text)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

Kreighton Shaine researched this spell from the fragmentary notes of a Vudrani ascetic recorded in a strange tome, and rumors credit him with no fewer than a dozen permanent *stolen light* gems hidden in compartments and drawers in his study. *Stolen light* stores images within a gem. To store an image, as part of casting you must touch a gem worth not less than 500 gp. You trap within the gem an image of everything visible within a 30-foot cone measured from the gem, in a direction of your choice. Alternatively, you can capture a less detailed image of a single object within sight. Once the casting is complete, the gem turns opaque, and the image inside cannot be seen. The stolen image remains within the gem until released or dispelled.

To release an image, you touch a gem holding *stolen light* as a standard action and speak a command word chosen at the time of casting. For 1 minute per caster level, the image stored within the gem becomes visible. Details can be made out as clearly as they could be perceived at the time of casting. Darkvision is of no use for making out details in a stolen image, though low-light vision or other exceptional visual talents may reveal information the caster did not see. Light sources brighter than bright light are reduced to bright light in the stolen image. Once the image has been released, it cannot again be recovered from the gem.

Stolen light can be made permanent with the *permanency* spell by a caster of 10th level for a cost of 5,000 gp. This leaves the gem capable of projecting the image indefinitely, activated and deactivated by its command word, until it is destroyed or dispelled.

ignore additional damage increases to 50%, while at 13th level the chance increases to 75%.

**TWISTED INNARDS**

School transmutation; **Level** alchemist 2, magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a cocoon tied with string)

Range personal

Target you

Duration 1 minute/level

For the duration of this spell, your vital organs writhe, shift, and move about, making it difficult to strike you in a vulnerable area. While this spell is in effect, critical hits and sneak attacks against you have a 25% chance of failing to inflict any additional damage—though you still take the normal damage from the attack. At 7th level, the chance to

VANITIES

Vanities are flavorful character background elements that players can use to customize their characters. Vanities generally have minor game effects; when they do, these effects tend toward non-combat bonuses. A character can own as many vanities as she wishes, but each comes with a set Prestige Point cost that may be paid with Prestige Points from any faction. Additionally, some vanities provide their own restrictions, as detailed below. As a general rule, vanities cannot be purchased with gold, but a GM can certainly use “free” vanities as rewards for adventures if she wishes.

BUSINESSES

While adventuring can be lucrative, it doesn’t provide the job security some Pathfinders might wish for, nor does it provide a creative outlet for those with an artistic flair. As such, many Pathfinders own or operate small businesses on the side when not traveling the Inner Sea for the Society. A PC may purchase the same business more than once, with each purchase representing the endeavor’s growth over time. Circumstance bonuses granted by businesses stack, including for multiple instances of a given vanity. You can purchase more than one business, but this does not increase the number of times per session that you can make a Day Job check.

Artisan’s Shop (5 PP): Your craft is your livelihood when you aren’t excavating musty tombs or exploring uncharted lands. You sell your wares through an unassuming storefront in a well-trafficked mercantile district. If you use ranks in any Craft skill to calculate your bonus on Day Job checks, having an artisan’s shop grants you a +1 circumstance bonus on all such checks. Additionally, you receive a 5% discount on all nonmagical merchandise in your area of expertise when purchasing it in the same city as your shop, rounded to the nearest gold piece.

Concert Hall (5 PP): Though musicians can typically play anywhere, you provide the community with a venue exclusively dedicated to music, drawing performers from across the region to put on solo and ensemble shows. If you use ranks in Perform (any instrument or sing) to calculate your bonus on Day Job checks, your business grants you a +1 circumstance bonus on all such checks. You also gain a +1 circumstance bonus on Knowledge (history) checks regarding music.

Mercantile Store (5 PP): When it comes to commerce, you dabble in wares of all sorts, selling the works of others as a general merchant. If you use ranks in Profession (merchant) to calculate your bonus on Day Job checks, your business provides you a +1 circumstance bonus on all such checks. In the city where you have your store, you may treat the gold limit for buying items as 5% greater than normal, because of the many inside

connections you have within the region’s markets and trade organizations.

Scrivener (5 PP): You earn a living duplicating documents, taking dictation from the illiterate, and preparing formal writs in elegant calligraphy. If you use ranks in Profession (scribe) to calculate your bonus on Day Job checks, your business provides you a +1 circumstance bonus on such checks. Additionally, you may make a Linguistics check untrained to recognize a forgery or identify a foreign language (though not to translate it).

Tavern (5 PP): You provide alcohol, food, and even entertainment to your patrons, creating an environment where all can socialize and forget the stresses of the everyday. If you use ranks in Profession (bartender) to calculate your bonus on Day Job checks, your tavern grants you a +1 circumstance bonus on such checks. Additionally, when in the same city as your tavern, you receive a +1 circumstance bonus on Knowledge (local) checks or Diplomacy checks made to gather information as you overhear rumors among your patrons.

Theater (5 PP): All the world’s a stage, but you own a business that provides a literal stage for audiences to enjoy performances of a variety of types. If you use ranks in Perform (act, comedy, dance, or oratory) to calculate your bonus on Day Job checks, your business grants you a +1 circumstance bonus on such checks. Additionally, your access to the theater’s costume shop grants you a +1 circumstance bonus on Disguise checks when in the same city as your theater, as per a disguise kit.

FOLLOWERS

Not every Pathfinder is a natural loner or forced by circumstance to work in a team with others like him. In fact, some have small retinues of underlings who travel with them, taking care of menial tasks and hoping to soak up some of the glory that comes from adventuring with a member of the Pathfinder Society. All of the followers listed below are noncombatants, and should be utilized as flavor for a character, not as a means of slowing down the game and overcomplicating the board with unneeded minis. You can have a maximum number of followers equal to your Charisma bonus (minimum of 1); you may dismiss a follower from service at any time if you wish to gain different followers, but do not regain spent Prestige Points when you do so. If your Charisma is lowered by an effect, this does not impact any followers you may have already purchased, but does affect the number of new followers you can gain.

Chronicler (10 PP): A Pathfinder has a lot to remember, especially if she hopes to report every detail back to the Decemvirate for publication. Some memory-challenged Pathfinders employ ambitious underlings to document

their accomplishments, their interactions, and sometimes even their frustrated mumblings for posterity. Once per game session, you may ask your GM to repeat a detail about your mission, some esoteric backstory element, or the name of an NPC that you have otherwise forgotten by consulting with your chronicler.

Foreign Contact (2 PP): Pathfinders typically meet many potential allies in their travels throughout the world. You may establish a contact in any city you have visited for the listed Prestige Point cost. When in that city in the future, your contact grants you a +4 circumstance bonus on Diplomacy checks made to gather information and Knowledge (local) checks regarding that location. This bonus does not stack with the standard +4 bonus on any skill check granted by spending 1 PP and available to members of any faction.

Guide (2 PP): You employ the services of a local guide to lead your expedition into foreign territory. This guide serves you for a single Pathfinder mission, and grants a constant +2 circumstance bonus on all Knowledge (geography or local) checks as well as on Survival checks to avoid becoming lost or to find hidden trails.

Herald (1 PP): Egos tend to run strong in the Pathfinder Society, and some members want everyone to know when they have arrived. You gain the service of a herald to announce your presence and accomplishments at any social gathering, be it a formal ball, theater performance, or diplomatic negotiation.

Hunter (3 PP): You gain the assistance of a skilled hunter who has honed her skills through her career or for sport. Choose one creature type or subtype (as a ranger's favored enemy). The hunter provides you a +2 circumstance bonus on all Survival checks made to track creatures of that type.

Porter (5 PP): You procure the services of a strong porter to help you carry heavy or bulky spoils from your many explorations. A porter can generally be used to carry up to 100 pounds of gear without slowing down, or up to 300 pounds of gear at encumbered speed. The porter may not assist with any other Strength-based checks.

Seneschal (2 PP): This dedicated servant keeps your affairs in order when you are away from home, ensuring that your property is maintained, your correspondence is kept up to date, and so on. While you are present, the seneschal tends to your wounds, assists you in preparing for future adventures, and ensures that you may focus on your duties as a Pathfinder instead of the day-to-day business of keeping your property. When you rest at your home, you automatically heal as if under long-term care using the Heal skill. In order to gain the service of such an individual, however, you must own property or a business, either in Absalom or elsewhere. You may retain the services of one seneschal per property—seneschals

do not count against the normal maximum number of followers you can retain at a time.

Squire (4 PP): This attendant assists you with handling your mount while you are indoors or otherwise unmounted, and provides assistance with donning and removing armor when not in battle. She may have ambitions of one day following in your footsteps, but currently receives satisfaction simply knowing that she aids you in your adventures. With a squire, you need not worry about purchasing or paying for a mount's food or stabling.

MEMBERSHIPS

In addition to membership in one's faction and the Pathfinder Society as a whole, there are many organizations, cults, clubs, and societies to which Pathfinders may belong. All of these memberships are available in Absalom automatically—whether or not memberships are available in other cities depends on the GM.

Assassins' Guild (4 PP): A practical Pathfinder recognizes the benefit of being on good terms with the local assassins' guild. While not necessarily an active assassin, you belong to an established assassins' guild, and gain a +4 circumstance bonus on any single Bluff, Diplomacy, Intimidate, or Sense Motive check when dealing with other assassins of any guild, usable once per game session.

Green Faith (4 PP): Whether a druid or not, you have an undying respect for nature and value its protection above nearly all else. Your affiliation with the Green Faith has given you special insight into the natural world, providing you a +2 circumstance bonus on all Knowledge (nature) checks.

Hunting Lodge (2 PP): You are a master hunter and have been recognized as such by being invited to join an elite hunting lodge. As a member, you may take part in special hunts for rare and exotic prey each year, both on restricted hunting grounds and in the wild. You can use Survival to make Day Job rolls.

Prophets of Kalistrade (4 PP): You adhere to the philosophy of the Prophecies of Kalistrade, made popular in the mercantile nation of Druma. As such, you follow strict sexual and dietary restrictions, and hold the amassing of vast personal wealth as your primary motivation in life. You may, at any time while maintaining the strictures of the Kalistrade, reroll any single Day Job roll for the cost of 1 PP. You must take the result of the reroll, even if it is lower, and no single check may be rerolled more than once. You may only purchase this vanity if you have no patron deity, and conversion to another faith later negates the benefits the vanity provides.

Restful Pathfinders' Lounge (2 PP): Decades ago, a group of affluent Pathfinders founded the Restful Pathfinders' Lounge, a members-only club in the Petal District of

Absalom where they could relax when not adventuring, while simultaneously avoiding having a venture-captain tell them they weren't busy enough. Without the ruffraff of a public tavern present, they may spend time with their closest companions and enjoy a good brandy or a light smoke in peace and quiet. When in Absalom, you may gain the benefit of 8 hours rest in only 6 hours when they are spent at this private club.

Riftwardens (6 PP): Your experience dealing with the denizens of other planes as a Pathfinder has opened doors for you with the secretive Riftwardens, a group whose members seek to close extraplanar portals and keep balance within the Great Beyond. As a free action, you can gain a +4 circumstance bonus on a single Knowledge (planes) check once per game session. Additionally, you receive a +1 morale bonus on all attack and damage rolls against members of the Blackfire Adepts.

Temple (4 PP): Regardless of your class, you are an active member of your local temple or place of worship. Your commitment to seeing your faith prosper and grow has ingratiated you with the local clergy, and you may even hold a spot among them when not out adventuring. You can use Heal to make Day Job rolls. Once per game session, if you have access to an operating temple of your faith, you can have a cleric cast either *cure moderate wounds* or *lesser restoration* on yourself or one of your allies, free of charge. You must visit the temple to receive this attention.

Thieves' Guild (4 PP): Nearly every community, from the smallest village to the teeming metropolis, has a criminal underground, and most have one or more thieves' guilds to look out for the interests of those on the opposite side of the law. As a member of one such thieves' guild, you gain a +2 circumstance bonus on Sleight of Hand checks to steal items without being noticed. You can use Sleight of Hand to make Day Job rolls.

PROPERTY

When not adventuring, many Pathfinders enjoy homes of their own where they can relax, raise families, or keep bulky spoils of their many exploits.

Absalom Townhouse (15 PP): Finding that you enjoy life in the big city, you have made a home for yourself near the Grand Lodge in the City at the Center of the World. You gain a +4 circumstance bonus, usable once per game session, on any Knowledge (local) check or Diplomacy check made to gather information regarding your home district, and a permanent +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against residents of that district.

Caravan (5 PP): You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence

in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests—this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

Coastal Island (30 PP): A manor in the country isn't isolated enough for you, and you have instead procured a small island a short distant off the coast of your choice. Too small and insignificant to show up on most maps, this island is nevertheless your haven of solitude, or serves as an out-of-the-way location where you can throw scandalous parties, conduct dangerous research, or simply meditate in silence without raising any eyebrows. Owning a coastal island increases the number of followers you can retain at any one time by +2.

Country Estate (20 PP): Life in the city allows only so much space to roam, and a limited amount of privacy. A country estate affords you a much larger, rural home, located in a nation of your choice. When in that nation, you gain a +2 bonus on Knowledge (geography) and Survival checks.

Farmstead (5 PP): You own a fully functional farm located just outside a larger city, such as Absalom, Egorian, Almas, or Oppara. This farmstead includes a sizable farmhouse, a barn, and a plot of land suitable for raising livestock or growing crops. If you own a farmstead, you can use Handle Animal to make Day Job rolls.

Ship (10 PP): You own a maritime vessel that you use for trade, transport, or military purposes. This ship comes complete with a crew and earns enough money through normal operation to be self-sustaining, but isn't necessarily profitable on its own. Whenever you require passage at sea, you may choose to take your vessel instead of an unfamiliar ship hired by the Society to deploy you and your party. You gain a +2 circumstance bonus on Profession (sailor) checks and it becomes a class skill for you. You may use Profession (sailor) checks to make Day Job rolls.

WAYFINDER ENHANCEMENTS

For members of the Pathfinder Society, a *wayfinder* is more than a compass or receptacle for an *ioun stone*; these

ubiquitous minor magic items are status symbols and badges of honor among many Pathfinders, and having elaborate or exotic versions of them is a growing trend among those who wish to stand out from their peers. To obtain the following *wayfinder* enhancements, a Pathfinder must already own a *wayfinder*.

Adamantine (5 PP): The casing of this *wayfinder* is incredibly hard, and no amount of casual use can ding, dent, or scratch its pristine smoothness.

Bone (2 PP): Popular among rangers, druids, and necromancers, these bone-encased *wayfinders* are all unique, as each is crafted from a creature of the Pathfinder's choice, be it a commonly hunted foe, a remnant of a lost loved one, or a macabre reminder of the futility of life. If you're a druid or ranger, you can use a bone *wayfinder* as a divine focus.

Dayfinder (10 PP): Similar to a normal *wayfinder* in all external ways, this rare form of *wayfinder* differs in the potency of its light-emitting abilities. Once per day, the light generated by an active *dayfinder* replicates a *daylight* spell for a duration of 1 minute. These powerful tools against darkness are granted to experienced Pathfinders by generous venture-captains, and may only be purchased on the black market within the Society itself, and even then only by exchanging favors—never for gold.

Diamond Inlay (5 PP): This *wayfinder* features intricate ornamentation of inlaid diamonds. These gems may not

be used as material components. Flashing a diamond inlay *wayfinder* grants you a +2 circumstance bonus on Diplomacy checks made against aristocrats and merchants allied with the Pathfinders, but a –2 penalty against those who oppose the Pathfinders.

Holy Symbol (2 PP): This *wayfinder* has been carved or molded to resemble your deity's holy or unholy symbol and may serve as an icon of both the Pathfinder Society and your chosen faith. You can use a holy symbol *wayfinder* as a divine focus.

Jade (2 PP): Crafted in distant Tian Xia, the jade casing of this *wayfinder* is decorated with serpentine dragons wound around the Glyph of the Open Road. Instead of light, a *jade wayfinder* can be used to cast *guidance*.

Messenger (5 PP): This *wayfinder* functions as normal, except that the user may cast *message* at will in place of light.

Trapped (4 PP): To prevent anyone but you from claiming your *wayfinder* and using it to impersonate a member of the Society or simply resell it for his own profit, this compass is trapped such that anyone opening it without releasing a hidden catch is pricked with a needle laced with the contact poison of your choice (this poison must be purchased and applied separately). A DC 20 Perception check notices the trap, and a DC 25 Disable Device check allows one to bypass the security measure.

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