

PATHFINDER

PLAYER COMPANION™



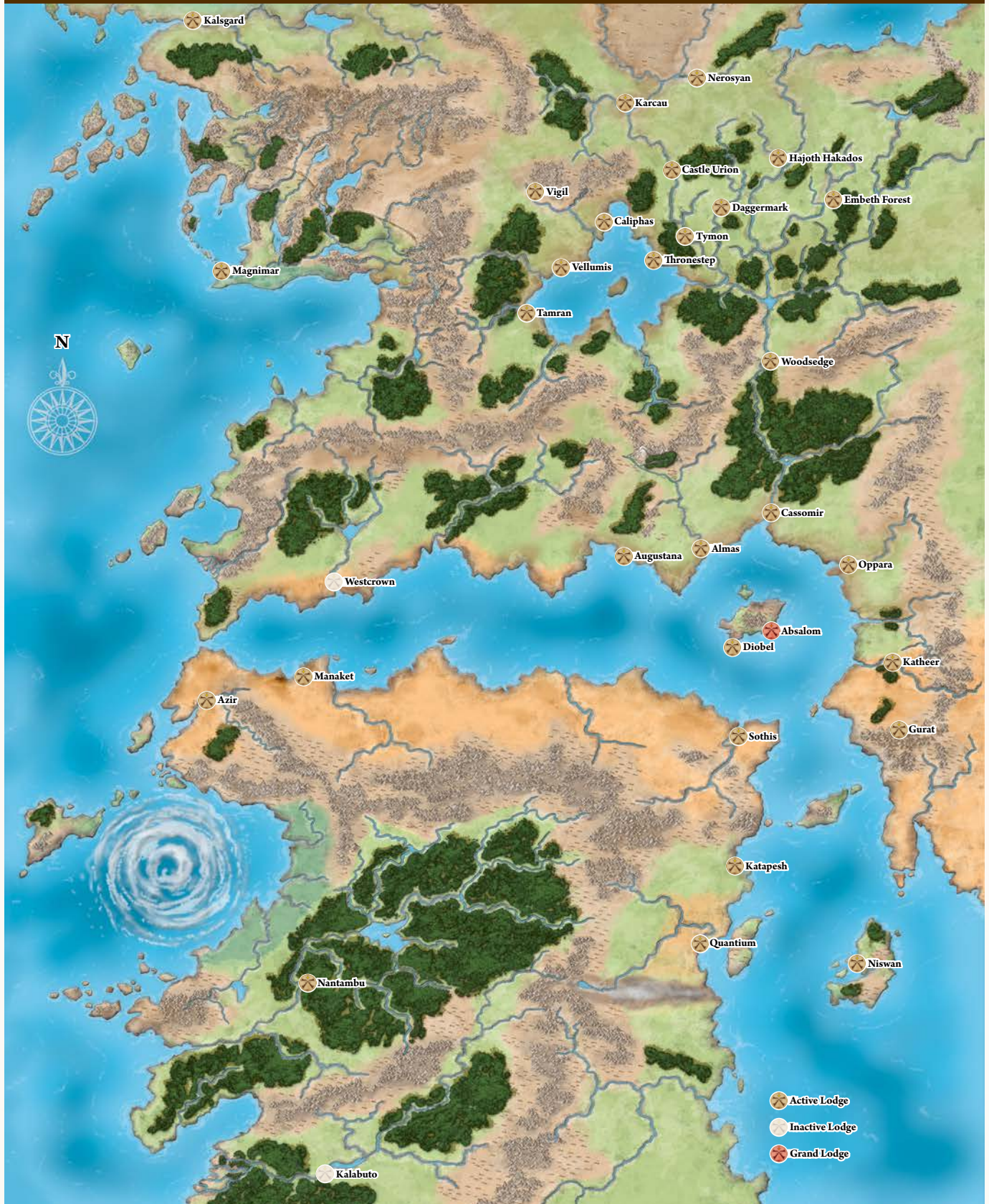
PATHFINDER

SOCIETY

PRIMER

Lodges of the Pathfinder Society

The Pathfinder Society maintains an extensive network of lodges throughout the Inner Sea region to provide support to its agents. The lodges shown below are simply the larger and better-known outposts; myriad safe houses exist throughout Golarion.



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ON THE COVER



While following his *wayfinder* toward the next treasure trove, the wizard Ezren is assailed by a pack of deadly wyverns in this piece by Taylor Fischer.



TABLE OF CONTENTS

FOR YOUR CHARACTER	2
WELCOME TO THE PATHFINDER SOCIETY	4
BUILDING A PATHFINDER	6
JOINING THE PATHFINDER SOCIETY	8
THE SCROLLS	10
THE SPELLS	12
THE SWORDS	14
PROMINENT PATHFINDER LODGES	16
THE PATHFINDER FIELD AGENT	18
WAYFINDERS	20
LOUN STONES	22
MAGIC ITEMS	24
PATHFINDER CHRONICLES	26
VANITIES	28
PATHFINDER SOCIETY ORGANIZED PLAY	30
NEXT MONTH!	32
LODGES OF THE PATHFINDER SOCIETY	INSIDE FRONT COVER
MODES OF TRAVEL	INSIDE BACK COVER

REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Faction Guide</i>	FG
<i>Ultimate Combat</i>	UC	<i>Knights of the Inner Sea</i>	KOTIS
<i>Ultimate Magic</i>	UM	<i>Pathfinder Society Field Guide</i>	PSFG
<i>Inner Sea Magic</i>	ISM	<i>Rival Guide</i>	RG



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For Your Character

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes.

BARDS

Ever the adorers of secrets and baubles, bards should find no shortage of material to play with here. A slew of magic items such as new *ioun stones* (pages 22–23) and *wayfinders* (pages 20–21) are sure to please magpies, while a look inside the various branches of the Pathfinder Society (pages 10–15) and key Pathfinder lodges (pages 16–17) provides information hounds with useful data.

INQUISITORS

The various teamwork feats in this book are sure to be of use to inquisitors, as are the discreet and versatile abilities of variant *wayfinders* (pages 20–21) and the fantastic might of spells such as *sure casting* (page 13) and *tactical miscalculation* (page 15).

MAGI

Practitioners of both swordplay and sorcery will find much at their disposal in this volume, including new spells like *collaborative thaumaturgy* (page 12) and combat aids such as the *deceptive* weapon special ability (page 14).

ROGUES

Skill-oriented characters such as rogues and ninja can benefit from the myriad abilities and bonuses provided by *ioun stones* (pages 22–23) and discreet magic items like the *book thief's satchel* (page 24) and the *tightfit belt* (page 25). Savvy types who enjoy making a profit on the side can also find new ways to supplement their incomes with new vanities (pages 28–29).

FOR EVERY CHARACTER

Certain game elements transcend the particulars of race and class. The following features work equally well for any character in the Pathfinder Roleplaying Game, regardless of whatever the character's focus, type, or background might be.

PATHFINDER GEAR

Wayfinders (pages 20–21) and *ioun stones* (pages 22–23) have been iconic tools of the Pathfinder Society since its inception, and with all the new varieties found in this book, field agents are sure to find just the right type for any given situation.

PATHFINDER LODGES

Pages 16–17 and the inside front cover note several of the most prominent Pathfinder lodges found throughout the Inner Sea region—information sure to be useful to Pathfinders operating out of these locales. In addition, the special bonuses granted to agents heading out from the lodges mentioned in this section make each Pathfinder lodge a worthwhile stop.

PRESTIGE CLASS

Experienced characters from all walks of life can benefit from taking levels in the Pathfinder field agent prestige class (pages 18–19), which grants an array of helpful abilities to ensure these expert Pathfinders are able to adapt to any given situation.

VANITIES

Characters who've made a name for themselves through previous exploits can enjoy a wide variety of valuable benefits by using the Prestige Points they've accumulated during their adventuring careers to purchase the new vanities presented on pages 28–29.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Pathfinder Society Primer*.

- 1 Are we playing in the official Pathfinder Society Organized Play campaign? (Can we?)
- 2 Are our characters assumed to already be members of the Pathfinder Society? If they're not, will our characters be able to become Pathfinders?
- 3 Is our group using the rules for *ioun stones* having specific resonant powers when placed into *wayfinders*, or is each *ioun stone's* resonant power determined randomly?

ADDITIONAL RESOURCES

This book makes mention of several other sources that those playing Pathfinders might find especially useful. *Pathfinder Campaign Setting: Pathfinder Society Field Guide* contains information about the Society and a number of useful character options, and the *Guide to Pathfinder Society Organized Play* (available as a free, downloadable PDF from paizo.com) details everything you need to know to play in the official Pathfinder Society Organized Play campaign.

DID YOU KNOW?

"Iconic" Pathfinder Eando Kline is named after three esteemed fantasy and science fiction luminaries: brothers Earl and Otto Binder—who wrote such works as "I, Robot" under the pen name Eando Binder—and *Swordsman of Mars* author Otis Adelbert Kline.

RULES INDEX

In addition to bonuses provided by various Pathfinder lodges (pages 16–17), new *ioun stones* (pages 22–23), vanities (pages 28–29), and volumes of the *Pathfinder Chronicles* (pages 26–27), the following rules elements can be found throughout this Player Companion.

FEAT	PAGE
Collective Recollection (Teamwork)	11
Cut Your Losses	15
Emergency Attunement	13
Esoteric Advantage	11
Improved Day Job	8
Improved Underhanded Teamwork (Combat, Teamwork)	15
Patient Strike (Combat)	8
Planned Spontaneity	13
Quick Preparation	9
Renown	9
Steadfast Mind	8
Tapestry Traveler	13
Uncanny Activation	11
Underhanded Teamwork (Combat, Teamwork)	15
Versatile Spontaneity	9

SPELL	PAGE
<i>Cauterizing weapon</i>	14
<i>Collaborative thaumaturgy</i>	12
<i>Kreighton's perusal</i>	10
<i>Page-bound epiphany</i>	10
<i>Sure casting</i>	13
<i>Tactical miscalculation</i>	15

TRAIT	TYPE	PAGE
Ambush training	Combat	15
Clever wordplay	Social	11
Insistent benefactor	Magic	13
Muscle of the Society	Combat	15
Pathfinder's focus	Magic	13
Relic-proof	Social	11

MAGIC ITEM	PAGE
<i>Book thief's satchel</i>	24
<i>Campsite feather token</i>	24
<i>Coat of pockets</i>	24
<i>Contingent wayfinder</i>	20
<i>First aid gloves</i>	24
<i>Headhunter wayfinder</i>	20
<i>Honeytongue elixir</i>	24
<i>Hypnotic wayfinder</i>	20
<i>Lenses of situational sight</i>	25
<i>Noisemaker wayfinder</i>	21
<i>Pathfinder greatcoat</i>	25
<i>Polish of inconspicuous armor</i>	25
<i>Smuggler's wayfinder</i>	21
<i>Tightfit belt</i>	25
<i>Truthseeker wayfinder</i>	21
<i>Wayfinder of the planes</i>	21



Welcome to the Pathfinder Society



The Pathfinder Society is an organization of thousands of daring and eager adventurers who value exploration, knowledge, and helping their fellow Pathfinders. Based out of the Grand Lodge in the sprawling metropolis of Absalom in the eye of the Inner Sea, the Society's field agents venture to the far corners of Golarion and beyond in search of ancient wonders and lost knowledge. They act as chroniclers of the world around them, their reports ranging from the day-to-day activities of an isolated village to the political mechanisms behind some of the world's most influential powers. Scholars, explorers, mercenaries, heroes—all can find places among the ranks of the Pathfinders.

CORE VALUES

As with any organization, the Pathfinder Society has a series of core values that guides its members and upon which all Pathfinders can agree. Since its founding just over 400 years ago, the Society has held as its motto the three tenets which all Pathfinders are expected to uphold: "Explore, report, cooperate." While different factions have led the society in a variety of directions over the centuries, from these three values the organization has never strayed—so ingrained are they in the heart and soul of all true Pathfinders.

The first of the three tenets, exploration, is often the value that draws Pathfinders to the organization. Pathfinder hopefuls flock to the Society to indulge

their wanderlust and to answer the call of the uncharted regions beyond the edge of the map, unveil the mysteries of the dark caverns beneath the surface world, and discover the infinite potential held in the other realities that populate the Great Beyond. Even Pathfinder agents who feel most comfortable in dusty libraries or ancient learning centers seek new discoveries within the pages of antiquity, indulging in explorations of the mind and the arcane alike. No matter where a Pathfinder goes, exploration is at the heart of her motives.

The discoveries of a Pathfinder mean little if only she and her companions know of them. Thus the second tenet of the Society, reporting, is also of vital importance to the organization. Thanks to a network of venture-captains spread throughout the world, Pathfinder field agents typically need only travel a short distance in order to locate a friendly ear with which they can share their newest finds. These venture-captains in turn pass on the most noteworthy discoveries to their superiors—the anonymous members of the Decemvirate—at the Grand Lodge in Absalom for further review. When these masked Ten (as the members of the Decemvirate are called) feel the exploits of a Pathfinder are worthy of immortality, such reports are included in the *Pathfinder Chronicles*, an ongoing series of chapbooks distributed widely throughout the organization. These books serve as guides and handbooks for other field agents and inspire those non-members

who read them to embark on their own new adventures or consider joining the Society.

While many Pathfinders have reputations as loners or eccentrics, no agent is ever truly alone. In times of need—whether while preparing to embark on a dangerous new mission or while on the run from a host of newly made enemies—a Pathfinder can always count on a fellow agent to lend whatever aid possible. Though egos often run high in the Society and every agent wants to be the one credited with a monumental discovery, only the most foolhardy truly believe they can steal from or impede other Society members. Thus, every Pathfinder is expected to help other members at any cost, for it is often only a matter of time until one finds himself in similar need.

The Pathfinder Society claims that its core values are meant to serve neither benevolent nor malicious ends, but despite the organization's self-proclaimed neutrality and supposed openness to agents of all walks, most Pathfinders tend to be altruistic or at least impartial rather than wicked. The greed and selfishness of most evildoers does not mesh well with the code of cooperation held by members of the Society.

ORGANIZATION STRUCTURE

The membership of the Pathfinder Society consists primarily of field agents—adventurers who travel throughout Golarion to explore the lesser-seen parts of the world. These field agents are most often simply called Pathfinders. An individual Pathfinder may belong to numerous adventuring groups over the course of her career, whether by following her personal interests and making alliances of opportunity along the way or simply by seeing her companions retire or meet unplanned ends during their shared journeys. In general, however, Pathfinders work in tandem with other field agents when given the same mission by a venture-captain. Sometimes these alliances evolve into parties that travel together their entire careers, but most often, a group of given Pathfinders amiably splits ways upon completing their group assignment.

Venture-captains, for their part, are generally retired field agents who have either reached an age at which adventuring in dark tombs is no longer desirable, or those who have made sufficiently notable discoveries to attain the title while still in their adventuring prime. Those in the former category are often given oversight of a specific Pathfinder lodge—a chapter house or way station for Pathfinder field agents. These venture-captains serve as facilitators of agents' exploits, providing materials, knowledge, and contacts to those who embark upon missions from their lodges. At the conclusion of a mission, it is these venture-captains who submit their subordinates' reports to the Grand Lodge for review and possible publication in the *Pathfinder Chronicles*.

Venture-captains who earn their title while still eager and able to continue their field work are generally allowed to do so. These venture-captains often serve as expedition leaders or founders of new lodges in yet unexplored regions, or they take on various positions of authority at

FAMOUS PATHFINDER SOCIETY DISCOVERIES

Over its 406-year history, the Pathfinder Society has sponsored expeditions that have netted some of modern history's greatest discoveries. Some of these findings have become so legendary that they are now part of the common lexicon, and tales of the personalities involved have reached the far corners of the Inner Sea region. Below are but a few such discoveries.

The Ruins of Azlant: Durvin Gest, the first Pathfinder to become a household name, explored the ruins of the ancient civilization of Azlant far west of the Arch of Aroden. There he discovered, among other things, the mysterious magical technology of *wayfinders* and *ioun stones*. The former have become staples of every Pathfinder's gear, while the latter serve as powerful and mysterious tools to any in the adventuring business.

Proof of the Drow: In 4707 AR, Pathfinder agent Koriah Azmeren published proof that the subterranean dark elves known as drow truly existed. Previously known only as the subject of legends and bedtime horror stories, the drow's twisted, demon-worshiping society sent ripples throughout the Inner Sea, especially the elven nation of Kyonin, which had kept the truth of their dark brethren hidden for thousands of years.

The Hao Jin Tapestry: When a team of Pathfinders won Goka's famous Ruby Phoenix Tournament in 4711 AR on behalf of the entire Society, the Decemvirate chose as its prize an artifact known as the *Hao Jin Tapestry*, which acts as a portable demiplane and has allowed the Pathfinder Society to extend its influence greatly. More information on the *Hao Jin Tapestry* can be found on the inside back cover of this book.

the Grand Lodge in Absalom, which requires dozens of venture-captains to manage the hundreds of agents in the city and within the massive lodge.

The highest echelon a Pathfinder can reach within the organization is to become a member of the Decemvirate. This 10-person committee of anonymous masked agents guides the Pathfinder Society from Skyreach, the central structure of the Grand Lodge. The true identities of the Ten are a closely guarded secret, and from time to time rumors spread that one or more venture-captains have been promoted into the elite circle. The Decemvirate's secretive nature allows them to keep an eye on the entire organization and remain free from influence of the varying factions at work within the Society.

Each member of the Ten is believed to have at their disposal one or more high-ranking field agents, whom they send on secret missions—especially dangerous or important ones outside the Society's normal hierarchy. Among these agents are the Three Deans, the heads of the Society's three organization-wide branches—the Scrolls, the Spells, and the Swords—who serve as mentors for new recruits and act as liaisons for all Pathfinders independent from the venture-captains. The three branches of the Pathfinder Society are explored in more detail on pages 10–15 of this book.

Building a Pathfinder

The pursuit of knowledge takes a Pathfinder to all corners of the world, and she must rely on her own training, equipment, and resourcefulness to combat a limitless range of obstacles. Fortunately, many Pathfinders work as part of a team in which each member contributes specific skills and functions to accomplish a difficult task.

CHARACTER CHOICES

Even though many Pathfinders work in teams, an agent can ill afford to sacrifice too much versatility in the name of specialization. A priest must be able to climb a rope, a scholar must swim well enough to stay afloat, and a warrior must not ruin an infiltration mission by freezing up when asked a simple question by a guard. While creating a new character for the Pathfinder Society, it may be tempting to sacrifice some abilities or features in favor of maximizing others, but the advantage of a certain gimmick or niche specialty may be useless (or even detrimental) in missions that call for a different approach. One would do well to keep the following points in mind while creating a new Pathfinder character.

Versatile Venturer: Natural talent can take a Pathfinder far, but well-honed, well-rounded skills are what keep him alive. Skills for a Pathfinder fall into three major categories: research, the art of learning about a site and predicting its dangers (Knowledge and Perception); negotiation, the art of talking one's way into a site and out of trouble (Bluff, Diplomacy, and Intimidate); and navigation, the art of traversing difficult terrain and bypassing deadly obstacles (a variety of skills ranging

from Climb and Swim to Acrobatics and Disable Device). A capable Pathfinder should aim to be proficient with at least one skill in each of these categories.

Student for Life: Knowledge skills in particular deserve special attention, since gathering information is vital to a Pathfinder's primary objective and can help determine the outcome of a mission long before the quest's climax. Even though a venture-captain might provide the essential intelligence for a mission, it is up to an agent to perform research and legwork to predict likely challenges and prepare for them. A Pathfinder should always study in at least one area of knowledge, with some of the most useful fields being local affairs, magical matters, extraplanar beings, religious sects, and the ways of the natural world.

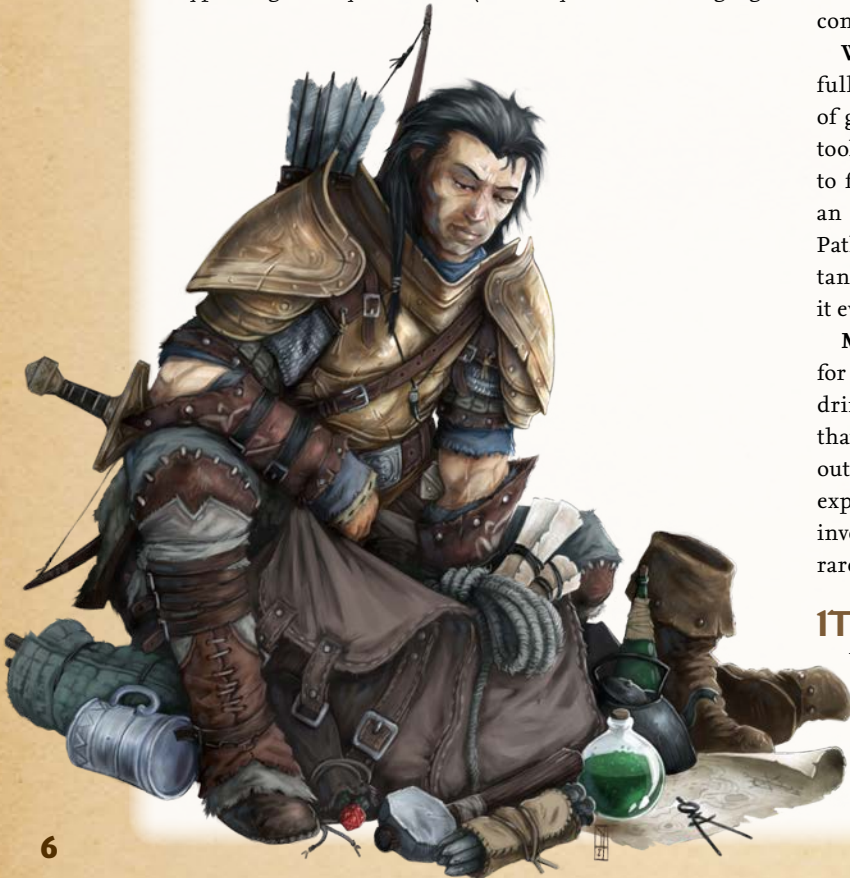
Contingency Planner: Of course, spreading oneself too thin can be just as detrimental as overspecialization. When creating a new Pathfinder character, focus on honing two different approaches to adversarial confrontations and encounters. For instance, a barbarian can easily swing a sword at a violent foe, but being able to pin an enemy for later interrogation would be a good backup talent in cases where a fatality would be inadvisable. Similarly, a wizard who can charm guards and patsies could do worse than to prepare some evocation spells on the side should combat be inevitable.

Well-Equipped: Preparedness begins with a backpack full of equipment for every situation. Packing a variety of gear ensures that even if one doesn't have the perfect tool for the job, one might have enough odds and ends to formulate a creative solution. Alchemy often provides an economical and powerful means of diversifying a Pathfinder's toolkit, and a well-placed thunderstone or tanglefoot bag can spell the end of a potential fight before it even begins.

Magical Aids: Sometimes, there is simply no substitute for magical consumables. Even the magically inept can drink a potion, and healing a bit before battle may be all that keeps a Pathfinder from later collapsing or dying outright. Likewise, scrolls and wands make for potent expendable items that may require a sizable initial investment, but the cost of saving one's own life in a pinch rarely has a price too high.

ITEM KITS

While a *wayfinder* is one of a Pathfinder's most useful tools, a wise field agent knows to bring along a variety of equipment. Each of the following item kits can be purchased to supply a Pathfinder with an array of handy items.



INFILTRATION KIT

PRICE 140 GP

WEIGHT 15 LBS.

This kit is useful to Pathfinders who must practice guile and deception in order to acquire useful information, and includes a set of caltrops, chalk, a disguise kit, an ear trumpet^{UE}, fake footprint shoes^{UE}, a skeleton key^{UE}, and a wrist sheath^{UE}. For Small creatures, the weight of an infiltration kit is 9 pounds.

PATHFINDER'S KIT

PRICE 12 GP

WEIGHT 22 LBS.

This kit consists of a backpack, a bedroll, a belt pouch, a clay mug^{UE}, a dagger, two fishhooks, a flint and steel, a sewing needle, a signal whistle, 50 feet of string^{APG}, 50 feet of thread, a week's worth of trail rations, a waterskin, 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.

PATHFINDER ROLE

Although Pathfinders value teamwork, most strive to be self-reliant. These individuals make sure to have all manner of tools, abilities, and boons at their disposal to ensure that they're never caught off guard. Items marked with an asterisk (*) appear on this page.

PATHFINDER SAVANT

Resourceful Pathfinder at the Ready

Specialty adaptable adventurer, jack-of-all-trades, versatile field agent

Race any

CLASS OPTIONS

Class bard; **Archetype** archaeologist^{UC}; **Class Features** rogue talents (canny observer^{APG}, charmer^{APG}, guileful polyglot), advanced rogue talents (skill mastery, slippery mind, thoughtful reexamining^{APG})

Class rogue; **Archetype** survivalist^{UC}; **Class Features** rogue talents (combat trick, resiliency, survivalist), advanced rogue talents (another day, defensive roll, improved evasion)

PREFERRED OPTIONS

Skills Acrobatics, Appraise, Diplomacy, Knowledge (history), Linguistics, Perception

Feats Combat Expertise, Endurance, Skill Focus (any)

DESCRIPTION

A Pathfinder savant is likely what ordinary folk typically think of when someone mentions the word "Pathfinder." Adept in a broad range of dangerous and delicate situations, a savant negotiates peacefully when it is to his advantage, capably handles combat when discussion fails, and survives the most bizarre environments and challenges that can be found on Golarion—all to ensure the success of his mission and the safety of his teammates. Upon reaching his destination, a savant ably records and recovers everything of interest and returns to his venture-captain in one piece. Whether he studied hard during his training as a Pathfinder or was already worldly when he was recruited, this jack-of-all-trades must be able to recognize an important find and prepare intelligently before setting out

ADVICE FOR NEOPHYTES

Veteran Pathfinders may have any number of pieces of advice for rookie field agents; the following are some of the most well-known maxims disseminated throughout the Pathfinder Society.

Be a Pathfinder First: For years, nations around the Inner Sea region have engaged in a shadow war for influence over Absalom, and many Pathfinders aided one of these factions in return for favors. Focusing too heavily on performing these factions' requests can lead to the team's failure, and so Pathfinders should always remember to whom they've assigned their allegiance first and foremost: the Society.

Don't Sacrifice the Future for the Past: Too often Pathfinders become so focused on success that they fail to remember that retreat is almost always an option. If one is ill-prepared for an excavation or mission, it is sometimes wiser to temporarily back out and reassess the situation rather than haphazardly stumble onward.

Explore, Report, Cooperate: These three words define the ideal operative's behavior in the society. Without finding and sharing knowledge, being a Pathfinder quickly degrades into purposeless tomb robbing. Many Pathfinders emphasize the third tenet of their order, working to iron out differences with companions before accompanying them into the field where an ill-timed disagreement might result in disaster.

A Fight Not Fought Is a Battle Won: Despite the Society's many rivals, a large percentage of people are ambivalent or even friendly to the Pathfinder Society. Not every encounter must be resolved with violence; sometimes it is best to simply avoid a confrontation altogether in order to save the Pathfinder's energy and resources.

Pack More Than You Need: It is better to be over-prepared than to curse one's lack of foresight. Even if the extraneous equipment proves too heavy later in the trip, having to abandon a few disposable tools is a small price to pay for having the perfect tool for the job when an unlikely situation arises.

Two Friends for Every Enemy: Recovering history might involve trespassing, subterfuge, violence, and competition against groups or even entire nations that do not share the Pathfinders' priorities. When possible, it is important to help those in need and gain the trust of others; in this line of business, a Pathfinder needs all the friends she can get.

into unfamiliar locales. While some Pathfinders find these independent-minded field agents difficult to work alongside, none can deny the sheer usefulness, talent, and cunning of such canny adventurers.

ROLEPLAYING

Persona capable, educated, haughty, open-minded, professional, quick-witted

Preferred Equipment fishing net, infiltration kit*, Pathfinder's kit*, pole; **Preferred Languages** dead languages (Ancient Osiriani, Azlanti, Thassilonian), Draconic

Joining the Pathfinder Society

For centuries, children across the Inner Sea have listened wide-eyed to tales from the *Pathfinder Chronicles* and dreamed of becoming Pathfinders themselves one day. Each year, hundreds of potential Pathfinder agents make their way to the Grand Lodge in Absalom or other lodges throughout the world in the hopes of earning *wayfinders* of their very own.

Many would-be Pathfinders lack the stomach to serve as agents in the field, ultimately finding themselves abandoning their hopes or taking supporting roles within the organization (most often as librarians and clerks). The Pathfinder Society's leadership privately prefers to bring new adventurers into the organization via field commission rather than enlisting volunteers, as it saves the group the effort of training initiates bound to wash out or die on their first unsupervised mission. But the Pathfinder Society would be remiss not to at least give those interested parties a chance. That means there are two efficient paths to joining the Pathfinders: training and field commission.

When creating a character that is a member of the Pathfinder Society, the player should decide whether her character joined via standard training or via field commission. While this decision has no gameplay effects, each route has vastly different implications regarding a character's background and personality, and the way a character first earns his *wayfinder* often says much about how he'll conduct himself afterward.

TRAINING

The most common way the Pathfinder Society screens potential Pathfinders for talent and drive is through an arduous 3-year period of training and testing, which take place either on the grounds of the Grand Lodge in Absalom or another prominent lodge in Avistan or Garund. After a series of basic tests to determine if an applicant even stands a chance, initiates begin a series of lessons and increasingly challenging tests to prepare them for dangers in the field. Many initiates see the menial tasks that make up much of their training as mere chores, but those who pay attention to the deans of the Grand Lodge—Master of Scrolls Kreighton Shaine, Master of Spells Aram Zey, and Master of Swords Marcos Farabellus—and their Pathfinder instructors can learn much if they realize the lessons inherent within the unceremonious errands assigned to them.

After 3 years of training, an initiate gets the chance to take a final test, called Confirmation. This challenging exam is effectively the initiate's first mission as a Pathfinder. Those who complete Confirmation successfully receive their *wayfinders* and become full-fledged Pathfinders, while those who fail are honorably discharged from the Society. Particularly ambitious or gifted initiates might convince the deans to allow them to attempt Confirmation early—these are generally initiates who could have earned field commissions had their lives led them to adventure first instead of to the gates of the Grand Lodge.

Though this path of careful training isn't as glamorous as a field commission—and certainly not a good fit for headstrong Pathfinders who lack patience or a dedication to hard work—some of the greatest Pathfinders of all time have earned their *wayfinders* this way. Pathfinders who have undergone training (whether they spent all 3 years under the deans' watchful eyes or passed Confirmation early) can take the following feats.

IMPROVED DAY JOB

You learned the importance of an honest day's work while training as an initiate of the Pathfinder Society.

Prerequisite: Ability to attempt Day Job checks (see the *Guide to Pathfinder Society Organized Play*).

Benefit: You gain a +3 bonus on Day Job checks using one skill you choose when you take this feat. This bonus stacks with other feats that grant a bonus to the chosen skill, including Skill Focus.

PATIENT STRIKE (COMBAT)

Your training under the Master of Swords has taught you that a well-timed strike is worth waiting for and that patience will serve you well in the long run.

Prerequisite: Int 13.

Benefit: You can choose to ready an attack as a full-round action instead of a standard action. When you do so, you gain a +2 bonus on your attack roll when your readied action triggers.

Normal: Readyng an attack is a standard action and doesn't grant a bonus on your attack roll.

STEADFAST MIND

You can concentrate even in the direst circumstances, and know how to retain your magic even when it would otherwise be wasted.

Prerequisite: Cha 15, Int 15, or Wis 15 (see special).

Benefit: Whenever you fail a concentration check while casting defensively and would normally lose a prepared spell or spell slot, you may attempt a Will save (DC = 15 + spell level) to retain the spell as though you had not attempted to cast it. The failed concentration check still results in the spell's failure, even if the spell is retained.

Special: To gain the benefits of this feat, you must meet the prerequisite that matches the ability score you use to determine your save DCs, bonus spells per day, and ability to cast spells of a given level. If you gain spells from multiple classes, you must meet the prerequisite ability score for each class to gain the benefits of this feat when casting spells from that class's spell list.

FIELD COMMISSION

Adventurers who prove exceptionally talented might stumble upon the track to becoming a Pathfinder without even realizing it. Through a field commission, an explorer earns instant acceptance into the Pathfinder Society based on an established record of significant discoveries or exceptional deeds relating to the three Pathfinder tenets. Field commissions aren't given lightly, and some adventurers work their entire lives to earn a *wayfinder*. However, a Pathfinder hopeful who captures the eye of a local venture-captain, performs a noble or valuable service to a Pathfinder in the field, or uncovers a truly notable location, treasure, or power can quickly prove he's up to the task of joining the Society.

Though Pathfinders who pay their dues during years of training sometimes begrudge field-commissioned agents their "accidental Confirmations" and view them as loose cannons or lucky fools, venture-captains feel reassured in sending seasoned adventurers on missions since their years of informal preparation make their safety and success more certain than those of green initiates fresh out of the training yard. While this wisdom doesn't always hold true, it is worth noting that the mortality rate of newly field-commissioned Pathfinders is less dramatic than that of traditionally trained field agents who've yet to even see a comrade bleed.

Characters of virtually any class or from any walk of life can find themselves recipients of Pathfinder Society field commissions, though the greatest share of those called upon for their previous service are untrained or self-taught adventurers such as barbarians and rangers, or individuals with mysterious innate abilities that weren't honed so much as manifested, such as sorcerers and oracles. Pathfinders who earned their *wayfinders* and entry to the Society via a field commission can take the following feats.

QUICK PREPARATION

Early on in your adventuring career, you learned (perhaps the hard way) how to prepare your spells even when put under extreme time constraints.

Prerequisite: Ability to prepare spells.

Benefit: When preparing spells, you halve the time necessary to do so.

Normal: Preparing all of your spells takes 1 hour.

RENOWN

Word of your pre-Pathfinder accomplishments precedes you, and you know how to make the most of your previous reputation.

Benefit: When in a settlement of 5,000 people or more, treat your Fame score as 2 higher for the purposes of qualifying for Prestige Awards or purchasing equipment. This feat doesn't grant you any additional Prestige Points.

Normal: Your Fame score is determined by the total number of Prestige Points earned over the course of your career.

VERSATILE SPONTANEITY

You made a good name for yourself in the Pathfinder Society in part because you knew how to prepare for the challenges before you, even if your natural magical abilities lend themselves less to preparation and more to spontaneity.

Prerequisites: Int 13 or Wis 13 (see Special), ability to spontaneously cast 2nd-level spells.

Benefit: When you regain spell slots at the start of the day, you may opt to prepare one spell you don't know in place of a daily spell slot 1 level higher than the prepared spell's level. To do so, you must have access to the selected spell on a scroll or in a spellbook, and the spell must be on your spell list (even if it is not one of your spells known). This process takes 10 minutes per spell level of the selected spell. You can cast the selected spell a single time, expending the spell slot as though it were a known spell being cast by you. Preparing a spell in this manner expends a scroll but not a spellbook. A spell prepared in this way is considered its actual level rather than the level of the spell slot expended. You can apply metamagic feats to the spell as normal, as long as the spell's actual level plus the increases from metamagic feats is 1 level lower than the highest-level spell you can cast. For example, a 12th-level sorcerer with this feat, a *scroll of fireball*, and the Empower Spell metamagic feat could prepare an *empowered fireball* spell in her 6th-level spell slot.

Special: If you spontaneously cast arcane spells, you must have an Intelligence score of at least 13 to take this feat. If you spontaneously cast divine spells, you must have a Wisdom score of at least 13 to take this feat. If you have both arcane and divine spellcasting classes, you can use this feat to prepare a spell using a given class's spell slot as long as you meet the associated ability score prerequisite.



Master of Scrolls
Kreighton Shaine

The Scrolls

Knowledge-Hunting Philomaths

Master of Scrolls: Kreighton Shaine

Objectives: Research forgotten lore, reveal famous mysteries, uncover lost artifacts

Suggested Characters: Archaeologists, traveling scholars, treasure hunters

Pathfinders who follow the teachings of Kreighton Shaine and the other prominent members of the Scrolls branch have a fervent, almost obsessive appreciation for knowledge and learning. Many Scrolls Pathfinders are content to spend their careers researching in the dusty libraries of Pathfinder lodges or investigating the little-understood relics picked up on other Pathfinders' excursions, but a fair number of these academic historiographers still prefer to spend their time entrenched in the field rather than buried in books.

TEACHINGS OF THE SCROLLS

When they're not researching moldering tomes in dusty libraries or poring over mysteries from ages past, Pathfinders of the Scrolls adhere to a loose set of guidelines and principles to make the most of their experiences in the field.

Watch First, Act Later: Before jumping headfirst into a potentially dangerous confrontation, it's always best to analyze one's surroundings, get a good feel for

the situation at hand, and examine potential courses of action and their prospective outcomes.

Record Everything: The name of the bartender who served you last night may not have seemed important at the time, but Pathfinders of the Scrolls know that every person they meet, place they visit, and object they handle is a potential clue to any puzzle at hand. Wise agents know to record even the minutest details while in the field.

Come Prepared: Pathfinders of the Scrolls know that knowledge can be mightier than a sword in the right situations. The value of visiting a well-stocked library or consulting a renowned local sage before embarking on an important mission should never be underestimated.

SPELLS

Pathfinder members of the Scrolls prize spells that secure information and allow a spellcaster to quickly understand new material. The following spells are a boon to Scrolls Pathfinders who make use of them.

KREIGHTON'S PERUSAL

School divination; **Level** bard 1, cleric 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target book touched

Duration instantaneous

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

You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 hour. This insight is not sufficient to translate unknown languages, decipher codes, or memorize text, but it does allow the caster to learn what topics the book discusses—invaluable to a Pathfinder who must make a snap decision when performing research or deciding whether or not to abscond with a volume. In addition, you instantly benefit from any bonuses or effects the book would normally grant to anyone who reads it for 1 hour (such as the bonuses gained from reading volumes of the *Pathfinder Chronicles*; see pages 26–27).

PAGE-BOUND EPIPHANY

School divination; **Level** bard 2, cleric 2, magus 2, sorcerer/wizard 2

Casting Time 1 round

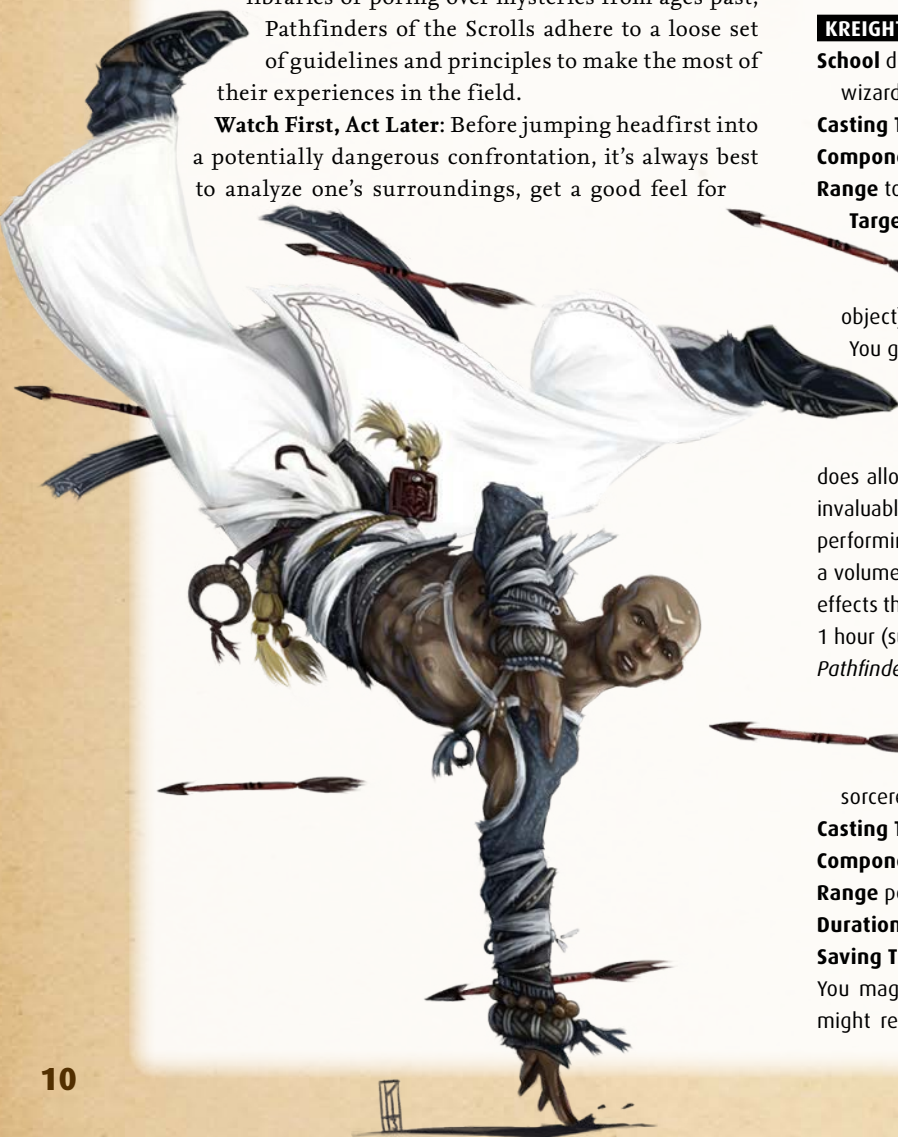
Components V, S, F (a book with blank pages)

Range personal

Duration 1 round/level (see text)

Saving Throw none; **Spell Resistance** no

You magically scour the world's libraries for information that might refresh your memory about a topic. Upon casting this



spell, the focus book's pages fill with snippets and selections from countless books. You can spend up to 1 round per caster level (maximum 10) reading these notes. You may cease reading at any time, and when you do you can immediately attempt one Knowledge check with a +1 circumstance bonus for each round you spent studying the book (maximum +10). The writing disappears when the spell ends, and if you fail to succeed at a Knowledge check on the round you stop reading the notes, you don't gain the benefits of this spell.

FEATS

Members of the Scrolls specialize in adeptly acquiring and applying knowledge to benefit the Society and advance their faction's goals. Pathfinders who belong to the Scrolls branch of the Pathfinder Society may take the following feats.

COLLECTIVE RECOLLECTION (TEAMWORK)

You and your allies can quickly jog each other's memories to remember essential facts.

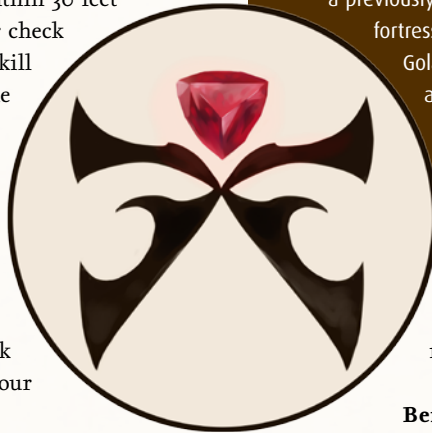
Benefit: When an ally who also has this feat attempts a trained Knowledge skill check while within 30 feet of you, you may attempt an aid another check as a free action to improve that ally's skill check. You must have at least 1 rank in the Knowledge skill to be aided in order to use this feat. If you succeed at the aid another check, you automatically know any information your ally gains from the Knowledge check as if you had rolled the Knowledge check. Whether or not your aid another check is successful, you cannot attempt a Knowledge check to determine the same information as your ally after using this feat.

ESOTERIC ADVANTAGE

You're able to discern subtle and ineffable flaws in a creature's defenses.

Prerequisite: Knowledge (arcana, dungeoneering, local, nature, planes, or religion) 3 ranks.

Benefit: After identifying an individual creature with a successful Knowledge skill check, you can spend a move action to adapt your tactics to reduce that individual's natural defenses. Choose one of the following abilities that you identified: damage reduction, energy resistance, or spell resistance. For the next 24 hours you treat the selected ability as if it were 2 lower, to a minimum of 0 (for instance, you would treat DR 5/magic as if it were DR 3/magic). You can only benefit from this feat against one single creature at a time. If you use this feat to adapt your tactics to another individual before 24 hours have passed since you last adapted to a creature, the benefit provided against the first individual ends and is replaced by the benefit against the second individual. You can switch which identified creature you have adapted your tactics to (including which special ability you wish to treat as lower) as a move action.



ALLIES OF THE PATHFINDER SOCIETY

Since its founding in August 2008, the Pathfinder Society Organized Play campaign has published over 150 adventures unique to the campaign, and has incorporated elements of dozens of other modules and Adventure Paths to make a robust campaign of literally hundreds of paths for a character to take over her career. The following are just two of the many allies that Pathfinders have made over the years.

THE BLAKROS FAMILY

The Pathfinder Society has been working for years to secure an alliance with the influential and mysterious Blakros family, whose Blakros Museum in Absalom has been the location of several notable missions. Recently, the Pathfinder Society helped the family's eldest daughter select a husband worthy of taking the Blakros name, all while protecting her from denizens of the Shadow Plane to whom the family owes a generations-old debt.

DWARVES OF THE FIVE KINGS MOUNTAINS

Most recently, the Pathfinder Society uncovered the location of a previously lost dwarven Sky Citadel—an abandoned fortress-city built by the first dwarves to reach Golarion's surface. Now the Society must work alongside the dwarves of the Five Kings Mountains to reach the ruin, located in the middle of the demon-infested wasteland known as the Worldwound.

UNCANNY ACTIVATION

You can coax greater power out of magical devices.

Prerequisite: Use Magic Device 12 ranks.

Benefit: If you exceed the Use Magic Device DC to activate a spell completion or spell trigger item by 5 or more, you can increase the item's caster level by 1 for determining the spell's effect. Alternatively, if you exceed the Use Magic Device DC by 10 or more when activating a magic item with charges, you can expend an additional charge to increase the caster level by 2 levels. Regardless, you can't increase an item's caster level to one that is higher than your own caster level.

SOCIAL TRAITS

The following social traits are available to members of the Scrolls.

Clever Wordplay: Your cunning and logic are more than a match for another's confidence and poise. Choose one Charisma-based skill. You attempt checks with that skill using your Intelligence modifier instead of your Charisma modifier.

Relic-Proof: Your experiments—both your successes and failures—have inured you to the effects of stored magic. You gain a +1 trait bonus on saving throws against effects produced by spell completion and spell trigger items.

The Spells

Studied Pursuers of Eldritch Lore

Master of Spells: Aram Zey

Objectives: Discover magical anomalies, invent new spells, practice the arcane arts

Suggested Characters: Arcane researchers, planar travelers, practiced arcanists

As befits their name, Spells Pathfinders occupy themselves with all manner of magical, occult, and mystical dealings. Adherents of the Spells branch are particularly useful in situations where Pathfinders might run afoul of unearthly enemies, supernatural traps, or dangerous lost arcana. Though not all members of the Spells are spellcasters, most are. Those who can't cast spells of their own typically either have a simple appreciation for the arcane or are drawn to the Spells to learn how to best combat spellcasting foes they might face on missions.

FIVE SPELLS EVERY PATHFINDER SHOULD KNOW

With as many spells as there are in the world, it's difficult to know which ones to prioritize when preparing for an adventure.

The following five spells are highly recommended by experienced Spells Pathfinders. Whether they're known by heart, prepared every morning, written on

a scroll, or held in a potion or wand, these are spells every Pathfinder should consider before leaving the lodge.

Align Weapon: Creatures from other planes of existence often have weaknesses to weapons attuned to opposing alignments. When faced with such a foe, this spell can be a lifesaver.

Comprehend Languages: When a Pathfinder agent reaches the final burial chamber in a dangerous crypt, the last thing she wants to find is some important-looking inscription written in an unknown language.

Disguise Self: When a Pathfinder's identity becomes a liability to completing the mission at hand, sometimes putting on a new face is the easiest course of action.

Dispel Magic: When faced with a magical obstacle that seems to have no solution, this spell can serve as a last-resort option to overcome arcane obstructions.

Invisibility: When the going gets tough and retreat is the only way to survive a fight, nothing aids an escape like disappearing into thin air. It's great for sneaking into places, too!

SPELLS

It should come as no surprise that Pathfinders who adhere to the methods of the Spells branch of the Society have invented and honed numerous arcane tools of their own.

COLLABORATIVE THAUMATURGY

School universal; **Level** bard 3, cleric 3, druid 3, magus 3, summoner 3, sorcerer/wizard 3, witch 3

Casting Time 1 immediate action

Components V, S, F (a bronze tuning fork)

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

Target one creature

Duration instantaneous

You tap into the magical resonance between you and your allies to enhance one another's magic. Cast this spell when an ally casts a spell at least 1 level lower than the highest-level spell she can cast. The ally casts her spell as if one of the following metamagic feats were applied to it without increasing the spell level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. If the ally is the target of two *collaborative thaumaturgy* spells when casting a spell, the ally can instead apply the Empower Spell metamagic feat to a spell at least 2 levels lower than the highest-level spell she can cast. Finally, if the ally is the target of three *collaborative thaumaturgy* spells when casting a spell, she can instead apply the Maximize Spell or Widen Spell metamagic feat to a spell at least 3 levels lower than the highest-level spell she can cast. You can't target yourself with *collaborative thaumaturgy*.



SURE CASTING

School divination; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, F (a square of cloth and a needle)

Range personal

Target you

Duration 1 round (see text)

You gain temporary insight into your enemies' magical defenses. When you next cast a spell before the end of the next round, treat your caster level as 5 higher than normal for the purpose of overcoming spell resistance. This bonus doesn't increase any other effects that depend on caster level, such as the spell's damage or range, and affects only the first spell cast after *sure casting*.

FEATS

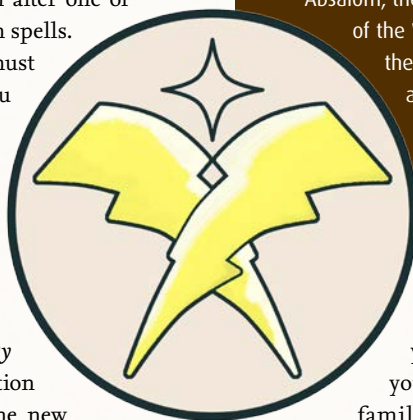
Scrolls Pathfinders may take the following feats.

EMERGENCY ATTUNEMENT

You can adapt your defenses to any situation.

Prerequisite: Spellcraft 7 ranks.

Benefit: As a standard action, you can alter one of your ongoing abjuration or transmutation spells. It must be currently affecting you and must grant a choice of options when cast. You change its benefit to a different one from the same list. In order to accomplish this, you must make a successful Spellcraft check (DC equal to 10 + the level of the spell to be altered). The duration of the spell is reduced to half of the spell's remaining duration. For example, a 7th-level wizard could change her *resist energy (fire)* spell with 50 minutes of its duration remaining into *resist energy (cold)*, but the new duration would be 25 minutes. This ability does not change the benefit for any other creatures targeted by the original spell.



PLANNED SPONTANEITY

You have a measure of flexibility when preparing spells.

Prerequisites: Knowledge (arcana) 9 ranks, ability to prepare and cast 4th-level spells.

Benefit: Once per day when you prepare spells, you can designate one spell slot from each of up to three different spell levels that are lower than the highest-level spell that you can cast. In each designated slot you can memorize two different spells of the respective level. You can cast either spell as normal, but when you do, the spell consumes both of the spells prepared in that spell slot.

Special: A wizard can select this feat as one of his bonus feats.

TAPESTRY TRAVELER

Your many visits to the *Hao Jin Tapestry* demiplane have made you an expert in long-distance travel.

Prerequisite: Character level 5th.

ENEMIES OF THE PATHFINDER SOCIETY

The goals of the Pathfinder Society do not always line up with those of other organizations, and Pathfinders have stepped on numerous toes since the Society's inception.

ASPIS CONSORTIUM

Ever a thorn in the Pathfinder Society's side, the Aspis Consortium is a constant foil to Pathfinders throughout the Inner Sea region. These treasure hunters and adventurers perform much the same duty as Pathfinders, but do so for personal profit rather than the pursuit and dissemination of knowledge.

CULT OF LISSALA

During the Pathfinder Society's recent foray into the wilds of Varisia, the organization discovered the existence of a thriving cult of a god they'd thought long forgotten. The Lissalan cultists were not so keen on being studied, however.

ONYX ALLIANCE

This trade and slaving consortium is based out of Shadow Absalom, the twisted reflection of the City at the Center of the World on the Shadow Plane. Centuries ago, the Blakros family made a bargain with the alliance to secure the family's rise to power. Now at odds with the organization, the Blakroses have pulled the Pathfinders into their escalating feud.

Benefit: You cast spells of the teleportation subschool as though your caster level were 2 higher, and you treat yourself as one step more familiar when teleporting to an established Pathfinder lodge with the *teleport* spell. If you can teleport as a supernatural ability, you treat your class level as if it were 2 higher when calculating the total distance that you can travel with this ability.

MAGIC TRAITS

The following magic traits are available to members of the Spells.

Insistent Benefactor: Pathfinders of different backgrounds don't always realize what's best for them, and you have perfected the art of forcing your magical boons on your allies. Whenever you cast a harmless spell, you gain a +2 trait bonus on caster level checks to overcome spell resistance, and the saving throw DC of the spell (if any) is increased by 2.

Pathfinder's Focus: You can select a magnetic compass for your arcane bond class feature; this compass is nonmagical, but you can later spend 250 gp to upgrade it into a *wayfinder*. Choosing this trait allows you to upgrade this *wayfinder* to a variant or unique *wayfinder* per the normal rules for improving magic items on page 553 of the *Pathfinder RPG Core Rulebook*. A bonded *wayfinder* must be held in your hand to grant the benefits of being a bonded object.

The Swords

Combat-Hardened Bodyguards

Master of Swords: Marcos Farabellus

Objectives: Defeat opponents of the Society, defend Pathfinders, survive the next mission

Suggested Characters: Benevolent brawlers, hardy survivalists, headstrong dungeon delvers

It's a harsh reality, but being a Pathfinder means putting yourself in the middle of some dangerous situations. The Swords exist not only to accommodate this fact, but to embrace it. To be a Swords Pathfinder is to take the art of combat and turn it into a science—preferably one that can be utilized in the field, where all manner of dangerous foes may hinder Pathfinder efforts. Most Swords have little use for magic, preferring to rely on more conventional weapons, but magi, clerics, and other battle-oriented casters have nevertheless



been known to join their numbers to study the art of self-defense.

Led by Master of Swords Marcos Farabellus—the best liked of the three deans—members of the Swords pay close attention to battle tactics, military history, and traditional fighting techniques. Swords typically put survival first and leave more abstract concepts like honor or pride by the wayside. These foolhardy scrappers deal with deadly situations on a near-daily basis, and pointless gestures like duels or fair fighting have no place in a Sword's repertoire.

WEAPON SPECIAL ABILITY

The following new weapon special ability is often used by cunning Pathfinder Swords in order to gain the upper hand in battle.

DECEPTIVE		PRICE +1 BONUS
AURA moderate illusion	CL 9th	WEIGHT —

A *deceptive* weapon's shape blurs and appears to bend unpredictably. When the weapon is in hand, the wielder gains a bonus on Bluff checks to feint equal to the enhancement bonus of the weapon. In addition, when the wielder successfully confirms a critical hit with a *deceptive* weapon against an opponent, she can attempt to feint against that opponent as an immediate action.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magical Arms and Armor, *dazzling blade*^{RG}

SPELLS

Though typically less adept at the arcane arts than other agents of the Pathfinder Society, members of the Swords still frequently make use of combat-oriented spells such as the following.

CAUTERIZING WEAPON

School transmutation; **Level** bard 2, magus 2, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a gobbet of melted wax)

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

Target one weapon or 50 projectiles, all of which must be together at the time of casting

Duration 1 minute/level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

You infuse a weapon with faint but pernicious energy that stymies accelerated healing. Damage dealt by the weapon or ammunition is treated as acid, cold, electricity, and fire, but only for the purpose of negating a creature's regeneration. The weapon is also treated as silver and cold iron at 8th level and is treated as chaotic, evil, good, and lawful at 11th level for the purpose of negating regeneration.

TACTICAL MISCALCULATION

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 2, inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

The target becomes fixated on avoiding damage and fails to spot even the most opportune moments to attack. Whenever a creature the target threatens would provoke an attack of opportunity from the target, the target must succeed at a Will save or be unable to make the attack of opportunity against that creature.

FEATS

The Swords specialize in skirmishing, laying traps, dirty fighting, and knowing both how to get into a site and when to run from it. The following feats complement characters that belong to the Swords branch of the Pathfinder Society.

CUT YOUR LOSSES

You realize that sometimes it's a safer bet to simply get out of danger's way as fast as possible. You are able to summon a surge of adrenaline when you grab what is most dear to you and run.

Prerequisites: Str 13, Acrobatics 1 rank.

Benefit: Whenever you withdraw as a full-round action and have at least one free hand, you can pick up one unattended object or unconscious ally of your size or smaller at any point during your movement without provoking attacks of opportunity. Any additional movement performed on your turn still provokes attacks of opportunity as normal.

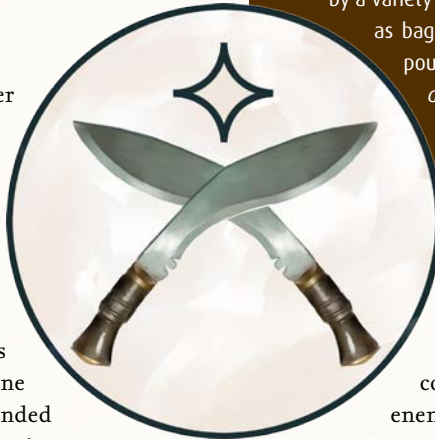
In addition, you treat your Strength score as 2 higher for the purpose of determining your carrying capacity.

IMPROVED UNDERHANDED TEAMWORK (COMBAT, TEAMWORK)

You and your allies have trained together long enough to know how to exploit an opponent's disadvantage to make her predicament even worse.

Prerequisites: Combat Expertise, Improved Dirty Trick, Underhanded Teamwork, base attack bonus +6.

Benefit: Whenever an ally who also has this feat performs the dirty trick combat maneuver against a foe that you both threaten, you may attempt a dirty trick combat maneuver against the same foe as an immediate action to inflict a second condition. If the foe uses an action to remove the first condition, it also removes the condition imposed by your immediate action.



TOOLS TO OVERCOME THREE COMMON OBSTACLES

Though it's difficult if not impossible to prepare for every contingency, wise Pathfinders know that keeping a couple inexpensive, key items around can mitigate even the deadliest of obstacles. Following are three common hazards as well as suggested solutions to each.

Darkness: Many evil outsiders and denizens of the Darklands are capable of creating magical darkness. Suitable countermeasures include the Blind Fight feat and high-level light spells. Mundane light won't penetrate an area of magical darkness, but a *potion of darkvision* (300 gp) or *scroll of daylight* (375 gp) may suffice in a pinch.

Grappling: Even in the hands of a mighty warrior, a greataxe is no use in a grapple—or worse, when swallowed whole. A Pathfinder should always have a secondary, smaller weapon available in case combat gets up close and personal. A dagger (2 gp) is an obvious choice because it is cheap and easy to hide. A wrist sheath^{IE} (1 gp) can further aid in concealing a secret weapon.

Invisibility: Similar to darkness, invisibility can be stymied by a variety of spells or even mundane responses such as bags of powder^{APG} (1 cp) or gallons of water poured into an area. Magic items like *dust of appearance* (1,800 gp) can be useful for revealing invisible foes as well as a variety of other situations where enemies are hard to pinpoint.

UNDERHANDED TEAMWORK (COMBAT, TEAMWORK)

You and your allies know how to use coordinated maneuvers to set up an enemy with an unfair disadvantage.

Prerequisites: Combat Expertise, Improved Dirty Trick.

Benefit: Whenever an ally who also has this feat performs a dirty trick combat maneuver against a foe you both threaten, you can use an immediate action to increase the inflicted condition's duration by 1 round.

COMBAT TRAITS

The following Combat traits are available to members of the Swords.

Ambush Training: You've learned that taking an enemy by surprise can end a combat before it begins. You gain a +1 trait bonus on initiative checks and a +1 trait bonus on weapon damage rolls during any surprise round in which you act.

Muscle of the Society: Your intense training with the Swords has taught you how to infiltrate otherwise inaccessible ruins and extract their treasures without too much exertion. You gain a +2 trait bonus on Strength checks made to break doors and lift portcullises, and you treat your Strength score as 2 higher for the purpose of determining your carrying capacity.

Prominent Pathfinder Lodges

Just as Pathfinders comes from a variety of backgrounds, so too do the Pathfinder lodges vary in their shapes, sizes, and styles. A structure can qualify as a lodge so long as it maintains at least a single volume of the *Pathfinder Chronicles*, and any member can found a lodge. That said, a lodge is unofficially expected to maintain a library of regionally applicable texts, and to provide supplies for visiting Pathfinders. These resources are invaluable to agents whose orders send them to far-flung regions. Any Pathfinder who begins a mission at one of these lodges receives a small bonus of some sort (lasting for 1 week unless otherwise noted), representing special supplies, research, or training specific to that lodge.



Almas (Andoran)

Cathedral of Aroden

Venture-Captain: Brackett

Purchased by Brackett at a considerable discount following a devastating scandal, the former Cathedral of Aroden has been refurbished as one of the largest and best-equipped lodges in the Inner Sea region. The lodge's library is rivaled only by that of the Grand Lodge in Absalom, and a small flock of friendly homunculi happily assist in its upkeep. Brackett's bimonthly gatherings, held in the congregation hall, endear the lodge to traveling agents and local dignitaries alike.

Bonus: As long as you're in the lodge's extensive library, you gain a +2 bonus on Knowledge checks regarding the people and history of the Inner Sea region.

Goka (Tian Xia)

Lantern Lodge

Venture-Captain: Amara Li

Commissioned by Amara Li at great expense, the Lantern Lodge exemplifies the finest of Gokan culture but also includes furnishings of the Inner Sea—a reminder of Li's years in Absalom. Everything in the lodge is kept immaculately clean, and all visitors are expected to conduct themselves with dignity. Due to a dearth of lodges across Tian Xia, the Lantern Lodge prepares agents for trips across the entire continent.

Bonus: Amara Li's reminders on proper etiquette as she sees you off with ceremonial tea grant you a +2 bonus on Diplomacy checks to influence indifferent, friendly, or helpful creatures.



Karcau (Ustalav)

Miregold Manor

Venture-Captain: Basia Kalistoff

Formerly the ancestral home of Venture-Captain Skeldon Miregold, the Pathfinder Lodge in the Ustalavic city of Karcau is now under the command of the vampish venture-captain Basia Kalistoff. Expeditions set out from this lodge to all parts of northern Ustalav, as the southern reaches of the nation are covered by another lodge at Havenguard Lunatic Asylum in Caliphas. Miregold Manor's basement connects to an entrance to the Darklands across a subterranean lake, providing access to even more exciting adventures.

Bonus: Your brief lessons impart several field-tested techniques for fighting subterranean foes in darkness, reducing any miss chance resulting from an enemy's concealment by 5%.





Magnimar (Varisia)

Heidmarch Manor

Venture-Captains: Sheila and Sir Canayven Heidmarch

Heidmarch manor is in fact a large estate that includes the Heidmarchs' private home. As the first and only lodge in Varisia, Heidmarch Manor hosts expeditions bound for all parts of that country and its neighbors. The Heidmarchs once funded the lodge's operations themselves, but recent events in Varisia have attracted the Decemvirate's attention and funding.

Bonus: You can borrow equipment as you set out on your mission. Choose one of the following: 50 feet of silk rope, a hooded lantern with 2 pints of oil, a flask of acid, 3 pieces of silvered or cold iron ammunition, or a pouch of 10 gp for bribes or tolls. You may use the item during the expedition but are expected to return what you can afterward.

Nerosyan (Mendev)

Starrise Spire

Venture-Captain: Jorsal of Lauterbury

Starrise Spire towers above Nerosyan's walls, its pinnacle forever shining with celestial brilliance. As long as the fortress houses even a single defender, the beacon never fades, providing crusaders hope and certainty that someone still stands against the Worldwound. Before welcoming the Pathfinders into the city, crusaders maintained the beacon, but Queen Galfrey has now passed that duty to the Society. The lodge's venture-captain, a hardened warrior-zealot named Jorsal of Lauterbury, is a noted explorer of the Worldwound, with more than 50 excursions to his name, and is extremely proud of his position.

Bonus: Preparing your journey beneath Starrise Spire's beacon imbues you with courage and confidence. You gain a +1 bonus on saving throws against fear effects and the spell-like abilities of demons.



Sothis (Osirion)

Sandswept Hall

Venture-Captain: Norden Balentiir

Once a prison that the Society purchased and renovated, the basalt-and-mud-brick lodge known as Sandswept Hall still contains many cells, some of which the Pathfinders rent to Sothis to hold dangerous prisoners in exchange for much-appreciated government subsidies. Expeditions depart from this fortified structure to all parts of Osirion, and specially trained resident Pathfinders are always ready to handle delicate and cursed relics that agents retrieve from the nation's myriad ancient ruins, crypts, and pyramids.

Bonus: Your research into ancient afflictions and malign artifacts decreases the DC to identify a cursed item by 2. In addition, you gain a +3 bonus on Linguistics checks to decipher Ancient Osiriani.

The Pathfinder Field Agent

The life of a Pathfinder is unpredictable, and characters of all talents and motivations often find themselves in situations that call for them to stretch the limits of their abilities. Pathfinder field agents represent the best of the Pathfinder Society, being curious, versatile, and prepared to face even the most unexpected challenge.

Equipped with a variety of skills and trained to keep a cool head even in the most dire circumstances, a practiced Pathfinder field agent is a boon to any adventuring party.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a Pathfinder field agent, a character must fulfill all the following criteria.

Feats: Skill Focus (any).

Skills: Knowledge (any) 5 ranks, Linguistics 1 rank, Perception 1 rank.

Special: Must be an active member of the Pathfinder Society and own a *wayfinder*.

CLASS SKILLS

The Pathfinder field agent's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the Pathfinder field agent prestige class.

Weapon and Armor Proficiency: A Pathfinder field agent gains no additional weapon or armor proficiencies.

Pathfinder Training: A Pathfinder field agent receives additional training that aids her in her fulfilling her duty to explore, report, and cooperate. She can't receive the same training more than once unless otherwise noted. A Pathfinder field agent gains additional Pathfinder training at 3rd level and every 3 levels thereafter.

Animal Magnetism (Ex): This ability functions as the druid's wild empathy class ability, except the Pathfinder field agent's effective druid level to determine her wild empathy bonus is equal to her Pathfinder field agent level. Levels in Pathfinder field agent stack with levels from other classes that grant wild empathy for the purpose of determining a Pathfinder field agent's total wild empathy bonus.

Deft Defender (Ex): When the Pathfinder field agent successfully uses the aid another action to increase an ally's Armor Class, she gains a +1 dodge bonus to her AC until the start of her next turn.

Eidetic Memory (Ex): Years of training in the libraries of countless Pathfinder lodges have given the Pathfinder field agent extraordinary recall. A Pathfinder field agent with this training adds half her class level (minimum 1) to all Knowledge skill checks and can attempt all Knowledge skill checks untrained.

Greater Casting: The Pathfinder field agent gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She doesn't gain other benefits of that class other than spells per day, spells known, and an increased caster level. If the Pathfinder field agent has levels in more than one spellcasting class, she must choose which class to apply this increase to when she takes this Pathfinder training.



Pathfinder Field Agent

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Pathfinder training, <i>wayfinder</i> upgrade
2nd	+1	+1	+1	+1	Bonus feat
3rd	+2	+1	+2	+2	Pathfinder training
4th	+3	+1	+2	+2	<i>Wayfinder</i> upgrade
5th	+3	+2	+3	+3	Bonus feat
6th	+4	+2	+3	+3	Pathfinder training
7th	+5	+2	+4	+4	<i>Wayfinder</i> upgrade
8th	+6	+3	+4	+4	Bonus feat
9th	+6	+3	+5	+5	Pathfinder training
10th	+7	+3	+5	+5	Legends uncovered, <i>wayfinder</i> upgrade

Know Thy Enemy (Ex): The Pathfinder field agent can select one creature type, and gains a +5 bonus on Knowledge checks to identify creatures of the chosen type. This can be taken more than once, and applies to a different creature type each time.

Rogue Talent: The Pathfinder field agent can select any rogue talent for which she qualifies.

Skill Specialization (Ex): The Pathfinder field agent can select any skill to become a class skill for her. In addition, she gains a bonus on checks with the chosen skill equal to half her class level. This training can be selected more than once, applying to a different skill each time it is taken.

Sneak Attack +1d6 (Ex): This ability is exactly like the rogue ability of the same name. If the Pathfinder field agent gains a sneak attack bonus from another source, the bonuses on damage stack. A Pathfinder field agent must be at least 3rd level before selecting this training.

Trapfinding: This training functions as the rogue class feature of the same name. Levels in Pathfinder field agent stack with levels from other classes that grant this ability for the purpose of determining a Pathfinder field agent's total trapfinding bonus.

Wayfinder Upgrade: At 1st level and every 3 levels thereafter, a Pathfinder field agent can add an additional ability to her *wayfinder*. These abilities must be added to a standard *wayfinder* (see *Pathfinder Campaign Setting: The Inner Sea World Guide* 29), not to a variant or modified *wayfinder* (though a Pathfinder field agent can possess more than one *wayfinder* at a time, if she chooses). If a Pathfinder field agent loses her upgraded *wayfinder*, she can purchase a new one at the normal cost plus 100 gp for each Pathfinder field agent level she possesses, keeping all previously selected upgrades. A Pathfinder field agent can choose from the listed *wayfinder* upgrades. Any upgrades that grant additional spell effects use the *wayfinder's* caster level or the Pathfinder field agent's class level (whichever is higher) to determine effects that depend on caster level.

Dancing Lights: The Pathfinder replaces her *wayfinder's* ability to cast *light* with the ability to cast *dancing lights* at will.

Daylight: Once per day, the Pathfinder field agent can use her *wayfinder* to cast *daylight*. This upgrade can be selected more than once. Each additional time it's selected, the Pathfinder field agent gains another use of the spell per day.

Flask: A hidden compartment is carved into the *wayfinder's* casing, allowing a single potion, oil, or dose of poison to be hidden within. This substance can be retrieved with a swift action that doesn't provoke attacks of opportunity (as opposed to the normal move action required to retrieve a stored item). Drinking the potion or applying the oil or poison still requires a standard action that provokes attacks of opportunity. The Pathfinder field agent gains a +2 bonus on Sleight of Hand checks made to oppose the Perception check of someone observing or frisking her to detect items in the hidden compartment.

Hidden: In order to hide her affiliation with the Pathfinder Society from potential enemies, a Pathfinder field agent with this upgrade can, three times per day, turn her *wayfinder* invisible and mask its magical aura as if it were under the effects of *invisibility* and *magic aura*. Each time this effect is used, it lasts for up to 1 hour per 2 class levels the Pathfinder field agent possesses (minimum 1 hour), and can be dismissed by the Pathfinder field agent as a move action.

Message: In addition to the *light* spell-like ability, the *wayfinder* can be used to cast *message* at will.

Shielding: Once per day, the Pathfinder field agent can activate her *wayfinder* to gain a +2 deflection bonus to AC for a number of minutes equal to her Pathfinder field agent level. This bonus increases by 1 for every 5 class levels the Pathfinder field agent possesses.

Silence: Once per day, the Pathfinder field agent can use her *wayfinder* to emit an aura of *silence*, as the spell. The *silence* effect must be centered on the *wayfinder*. This upgrade can be selected more than once. Each additional time the upgrade is selected, the agent gains another use of the spell per day.

Stabilize: The *wayfinder* can be used to cast *stabilize* at will.

Bonus Feat: At 2nd level and every 3 levels thereafter, a Pathfinder field agent can select a bonus feat. Each of these bonus feats must be Skill Focus or a teamwork feat. The Pathfinder field agent must meet the prerequisites of the selected bonus feat.

Legends Uncovered (Su): At 10th level, a Pathfinder field agent has the ability to uncover the secrets of the distant past. Once per day when studying or researching a person, place, or artifact of antiquity, the agent can dedicate herself to the task to gain benefits as though she were casting the spell *legend lore*.

Wayfinders

Reverse-engineered from Azlanti “technology” discovered by Durvin Gest, the magical devices known as *wayfinders* quickly became emblems of the Pathfinder Society. The vast majority of Pathfinders use standard *wayfinders* with identical abilities, but the ambition of the Society’s agents drove them to discover and reproduce countless variant *wayfinders*.

In addition to their normal properties, *wayfinders* produce a mysterious synergy with another piece of Azlanti technology: *ioun stones*. When an *ioun stone* is inserted into a special socket on a *wayfinder*, not only does the compass’s wielder gain the benefit of the stone as though it were orbiting her head, but a secondary resonant power is unlocked. See page 22 for more information on this mysterious interaction, as well as several newly discovered *ioun stones* that resonate with *wayfinders*.

The statistics for a basic *wayfinder* can be found on page 299 of *Pathfinder Campaign Setting: The Inner Sea World Guide*. In the Pathfinder Campaign Setting sourcebooks *Seekers of Secrets* and *Pathfinder Society Field Guide*, you’ll find even more variant *wayfinders* to customize your Pathfinder’s most iconic piece of equipment. Unless otherwise noted, each of the following variant *wayfinders* has the abilities of a basic *wayfinder* in addition to the other powers and benefits it grants.

CONTINGENT WAYFINDER		PRICE 132,000 GP
SLOT none	CL 11th	WEIGHT 1 lb.
AURA moderate evocation		



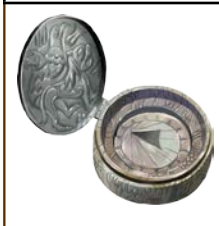
This *wayfinder* is constructed of delicate ivory. Its face constantly reshapes to form a relief of its bearer, and is capable of changing as quickly as two creatures can pass the *wayfinder* back and forth. The socket in which an *ioun stone* could normally be placed is instead filled with a permanently fixed gem that functions as a *ring of minor spell storing*.

After wielding this *wayfinder* for 24 hours, its wielder can designate a series of conditions upon which the *wayfinder* will cast the highest-level spell stored in the gem with the wearer as the spell’s target, as though it were using the *contingency* spell. For example, the wielder of a *contingent wayfinder* could place a *cure moderate wounds* spell in the *wayfinder’s* gem, then specify that if she ever falls unconscious because of lethal damage, the spell must be cast on her.

Once used in such a manner, the *wayfinder* requires 1 month to recharge its *contingency* effect, though a new spell can be cast into the enclosed gem at any time during this period. If the conditions of the *contingency* effect are not met within 1 week of when they were assigned, the user can change the conditions, though the spell stored in the gem can’t be changed until it has been cast.

CONSTRUCTION REQUIREMENTS	COST 66,000 GP
Craft Wondrous Item, <i>contingency</i> , <i>imbue with spell ability</i> , <i>light</i>	

HEADHUNTER WAYFINDER		PRICE 56,000 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate divination		



The forms of numerous animals, magical beast, and other famous creatures appear in relief on every inch of this iron *wayfinder’s* surface, creating a maze of lions, hawks, dragons, and elephants. Though a *headhunter wayfinder* looks like a

normal compass, it doesn’t point toward true north as one would expect. Rather, if a piece of hair, a drop of blood, or some other organic matter from a individual creature is placed in the socket normally reserved for an *ioun stone*, the *wayfinder’s* needle points out this creature as though it were the subject of a *locate creature* spell with a radius of 680 feet from the *wayfinder’s* wielder. This effect has no set duration, and functions as long as a specimen of the target creature is held within the *wayfinder* and the creature is within range. If the target creature isn’t in range, the *headhunter wayfinder’s* needle slowly spins clockwise. As with the *locate creature* spell, running water and spells such as *mislead*, *nondetection*, and *polymorph* fool or otherwise block the effect. A *headhunter wayfinder* can’t hold an *ioun stone* and doesn’t provide resonant powers.

CONSTRUCTION REQUIREMENTS	COST 28,000 GP
Craft Wondrous Item, <i>light</i> , <i>locate creature</i>	

HYPNOTIC WAYFINDER		PRICE 3,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint illusion		

This *wayfinder* has a mother-of-pearl casing with perfect swirls of pink and green patterns covering the face of the device. It hangs on an 8-inch-long silver fob chain that makes it twirl slightly when held aloft.

In addition to the standard functions of a *wayfinder* (including the ability to create *light*), a *hypnotic wayfinder* can be used once per day to mesmerize weak-minded creatures that can see it. When dangled by its fob and swung gently in a pendulum-like motion, the *hypnotic wayfinder* seems to change colors as light plays off its pearlescent exterior. This replicates the effects of *hypnotic pattern* (Will DC 13 negates), centered on the *hypnotic wayfinder*, but creates no visible light aside from the illusory color-shifts on the *wayfinder* itself. The *wayfinder’s* wielder is immune to this effect, as are sightless creatures.

While the effect is active, the wielder must remain stationary or the effect immediately ends. Otherwise, the effect lasts as

long as the wielder swings the *wayfinder* at the end of its fob (a standard action) and for 2 rounds thereafter.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>hypnotic pattern</i> , <i>light</i>	

NOISEMAKER WAYFINDER		PRICE 7,000 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint abjuration		

This decorative *wayfinder* appears to be made of gold, and its face is marked with white and silver motifs of roosters. Whenever the wielder of a *noisemaker wayfinder* falls asleep, the roosters decorating the *wayfinder* change to crescent moons. Whenever a Tiny or larger creature comes within 20 feet of the *wayfinder's* bearer while she is asleep and this magic item is on her person, the *noisemaker wayfinder* immediately begins vibrating, buzzing, and ringing loudly as long as there is a clear line of effect between the *wayfinder's* bearer and the triggering creature. The sound from this effect easily travels 60 feet, as the audible *alarm* version of the *alarm* spell. A creature that speaks the password (determined by the wielder and assigned to the *wayfinder* before she falls asleep) does not set off the alarm.

When the *wayfinder's* alarm is triggered, the violent motion of the *noisemaker wayfinder* continues until the wielder presses a button on the side of the device. If the wielder of a *noisemaker wayfinder* is affected by a magical sleep effect (such as that caused by a *sleep* spell) and the alarm is triggered, the constant buzzing and vibration of the *wayfinder* allows the wielder to attempt a saving throw each round at the end of her turn to end the sleep effect and gives her a +2 circumstance bonus on such saves. Other sleeping creatures within hearing range of the *wayfinder* wake up from normal sleep, but not magical sleep. The bearer of a *noisemaker wayfinder* may disable its audible alarm function at will by pressing down on the compass needle.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
Craft Wondrous Item, <i>alarm</i> , <i>light</i>	

SMUGGLER'S WAYFINDER		PRICE 2,000 GP
SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration		

This time-weathered *wayfinder* lacks any notable features. Despite its routine appearance, a *smuggler's wayfinder* has an additional ability generally known only to the person using it. When a command word is spoken, the compass's interior is replaced with a small extradimensional space that can hold up to 10 pounds of material occupying no more than 1 cubic foot of space. This material must be able to fit through the 3-inch-diameter opening in the compass's face (such as a thin glass vial, coins, small jewelry, or a rolled-up piece of paper). While the extradimensional space is accessible, all other properties of the *wayfinder* cease to function, including any resonant *ioun stone* powers. While the extradimensional space is hidden, the *smuggler's wayfinder* emits an aura of faint evocation, as a standard *wayfinder*.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>light</i> , <i>magic aura</i> , <i>secret chest</i>	

MORE VARIANT WAYFINDERS

Many factions within the Pathfinder Society have developed unique variations of the classic *wayfinder* beyond those presented here. Often these *wayfinders* sport purely cosmetic differences, such as cases made of rare or exotic materials or engravings that are particularly well crafted. In other cases, they replace basic functions of the *wayfinder* with similarly powered spells or effects. Though such *wayfinders* can be sold, they're more often given as gifts to field agents by appreciative venture-captains, and are valued for their sentimental connections. You can find some of these variant *wayfinders* in the Vanities section of this book starting on page 28.

TRUTHSEEKER WAYFINDER		PRICE 39,000 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate divination		



This *wayfinder* is crafted from polished gold and when viewed in bright light is highly reflective—resembling a mirror more than it does simple metal. A *truthseeker wayfinder* allows the wielder to cast

zone of truth for up to 7 minutes per day (Will DC 14 negates). This duration doesn't need to be continuous, but must be used in 1-minute increments. If a creature saves against this effect once, it is immune to the effect for 24 hours. Creatures that fail their saves are granted a new save each time the effect is activated anew. Once per day, the wielder of a *truthseeker wayfinder* can gain the benefits of *discern lies* for up to 7 rounds (Will DC 16 negates). When the *truthseeker wayfinder* senses the target creature issue an intentional falsehood, it vibrates just enough to be perceptible to the wielder but no one else.

CONSTRUCTION REQUIREMENTS	COST 19,500 GP
Craft Wondrous Item, <i>discern lies</i> , <i>light</i> , <i>zone of truth</i>	

WAYFINDER OF THE PLANES		PRICE 18,000 GP
SLOT none	CL 6th	WEIGHT 1 lb.
AURA moderate abjuration		



This *wayfinder* is made of magically hardened glass, through which the complex inner matrix of the compass can be seen. Once per day, the wielder of a *wayfinder of the planes* can choose one of the following alignments: chaotic, evil, good, or


lawful. For 1 hour thereafter, the *wayfinder of the planes* creates a *magic circle* effect against the chosen alignment, centered on the *wayfinder*. Once selected, the alignment of the *magic circle* effect can't be changed until the effect recharges the next day.


CONSTRUCTION REQUIREMENTS	COST 9,000 GP
Craft Wondrous Item, <i>light</i> , <i>magic circle against chaos</i> , <i>magic circle against evil</i> , <i>magic circle against good</i> , <i>magic circle against law</i>	

Ioun Stones


Among the earliest discoveries of the first Pathfinders was the Azlanti technology of *ioun stones*. Granting their users strange and mighty powers, these mysterious gems proved to be among the most revolutionary innovations in magic ever immortalized in the pages of the *Pathfinder Chronicles*.

Information on the most commonly encountered forms of *ioun stones* and the general rules for this entire category of wondrous items can be found on pages 520–521 of the *Pathfinder RPG Core Rulebook*. Presented here are several rare or newly discovered varieties of *ioun stone*, information on how they interact with *wayfinders*, and lesser versions of each, reduced in price and potency by minor flaws or cracks.


AGATE ELLIPSOID		PRICE 1,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong divination		
	This stone grants you a single use of the <i>augury</i> spell with a 100% success rate. The stone must have been orbiting your head for at least 24 hours before it can be activated in such a way, which you can do with a thought as a free action. The stone instantly returns an answer of “weal,” “woe,” “weal and woe,” or “nothing.” After being used in this manner, the stone loses all magical power and becomes a <i>dull gray ioun stone</i> .	
CONSTRUCTION REQUIREMENTS		COST 500 GP
Craft Wondrous Item, <i>augury</i> , creator must be 12th level		

AMETHYST PYRAMID		PRICE 8,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong abjuration		
	This stone grants you the ability to pass undetected before undead as if under the effects of a <i>hide from undead</i> spell. Unintelligent undead automatically can't see you, and intelligent undead receive a single DC 12 Will save to notice you despite the stone's effects. If you attempt to channel positive energy, turn or command undead, touch an undead creature, or attack any creature (even with a spell), the stone's effects are negated for 1 hour.	
CONSTRUCTION REQUIREMENTS		COST 4,000 GP
Craft Wondrous Item, <i>hide from undead</i> , creator must be 12th level		

GOLD NODULE		PRICE 5,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong divination		
This stone grants you the ability to comprehend, speak, read, and write a single language (chosen by the <i>ioun stone's</i> creator).		
CONSTRUCTION REQUIREMENTS		COST 2,500 GP
Craft Wondrous Item, <i>tongues</i> , creator must be 12th level		

MAGENTA PRISM		PRICE 16,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong transmutation		
	This stone grants you a +2 enhancement bonus to any one ability score of your choosing. The selected ability score can be changed only once per day at a time unique to each stone (typically sunrise or sunset). A stone attuned to a specific ability score maintains that attunement until changed at the specified time of day, regardless of how long it has remained unused or how many times it changes hands.	
CONSTRUCTION REQUIREMENTS		COST 8,000 GP
Craft Wondrous Item, <i>bear's endurance</i> , <i>bull's strength</i> , <i>cat's grace</i> , <i>eagle's splendor</i> , <i>fox's cunning</i> , <i>owl's wisdom</i> , creator must be 12th level		

PALE ORANGE RHOMBOID		PRICE 200,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong necromancy		
This stone absorbs your soul as the <i>magic jar</i> spell immediately prior to your death. You can't transfer your soul from the <i>ioun stone</i> receptacle to another creature's body, and are, for all intents and purposes, dead. While your soul is in the <i>ioun stone</i> , you can sense any life forces within 120 feet as though you were placed in a <i>magic jar</i> . At any point within 12 hours of your soul's transfer into the <i>pale orange rhombus ioun stone</i> , you can return to your body as long as it is within 120 feet of the <i>ioun stone</i> . Upon returning to your body, you are unconscious and dying with a number of negative hit points equal to your Constitution score minus 1. If you fail to stabilize and aren't healed after 1 turn, you die and your soul is not absorbed by the <i>ioun stone</i> . Your soul can be absorbed into a <i>pale orange rhombus ioun stone</i> only once per 24-hour period.		
CONSTRUCTION REQUIREMENTS		COST 100,000 GP
Craft Wondrous Item, <i>magic jar</i> , creator must be 12th level		

SILVER SPINDLE		PRICE 24,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong evocation		
	This stone grants you the ability to use a 1st-level spell from the cleric, druid, or sorcerer/wizard spell list as a spell-like ability three times per day, using your character level as your caster level. The spell keyed to the <i>ioun stone</i> is selected by the stone's creator. In order for you to use this spell-like ability, you must have a Charisma score of 11 or higher. The save DCs of the chosen spell are Charisma-based, if any.	

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
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Craft Wondrous Item, *imbue with spell ability*, creator must be 12th level

TOURMALINE SPHERE		PRICE 1,000 GP
SLOT none	CL 12th	WEIGHT —
AURA strong transmutation		

This stone grants you a benefit only when you're dying. When determining the number of negative hit points you must accrue to die, treat your Constitution score as if it were 2 higher. This doesn't provide a bonus to Constitution, so it doesn't grant a bonus on checks made to stabilize but does provide you 2 additional rounds during which to attempt such checks. You can only benefit from one *tourmaline sphere ioun stone* at a time.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *bear's endurance*, creator must be 12th level

RESONANT POWERS

When an *ioun stone* is set within the special indentation in a *wayfinder*, a secondary resonant power sometimes manifests to augment the *ioun stone's* powers, though this suppresses the *wayfinder's* normal magical abilities. This minor function is in addition to the stone's normal abilities, which continue to affect the *wayfinder's* bearer as though the stone were orbiting her head. Two resonating *wayfinders* wielded by the same character suppress one another's abilities, but both return to normal when one *wayfinder* is set aside.

Only 75% of *ioun stones* grant resonant powers when placed in a *wayfinder*. The following list details the resonant powers the wielder gains from the *ioun stones* described earlier in this section.

Agate Ellipsoid: Increases the caster level of divination spells by 1.

Amethyst Pyramid: +2 circumstance bonus on Stealth checks against undead.

Gold Nodule: +1 bonus on saves against language-dependent effects.

Magenta Prism: +1 bonus on one saving throw not modified by the ability score the stone is currently attuned to (chosen at the same time as the ability score).

Pale Orange Rhomboid: A soul held within the stone can remain there indefinitely as long as the *wayfinder* remains on the soul's original body. If the *wayfinder* is removed from the body, the *ioun stone's* resonant power is suppressed until the *wayfinder* is replaced.

Silver Spindle: All spell-like abilities granted by race are treated as 1 caster level higher.

Tourmaline Sphere: +1 bonus on Constitution checks to stabilize when dying.

CRACKED IOUN STONES

A cracked *ioun stone* bears an obvious chink or cleft; its power is usually the same as that of an undamaged stone, but weaker. Only 25% of cracked *ioun stones* grant resonant powers when placed in a *wayfinder*. The following are

typical cracked versions of the normal *ioun stones* presented in this section.

Agate Ellipsoid: This stone grants you a single use of *augury* with an 80% success rate. It otherwise functions as a normal *agate ellipsoid ioun stone*. **Price:** 500 gp.

Amethyst Pyramid: This stone grants a +2 competence bonus on Knowledge (religion) checks to identify undead and their special abilities. **Price:** 150 gp.

Gold Nodule: This stone grants a +1 competence bonus on Linguistics checks. **Price:** 150 gp.

Magenta Prism: This stone grants you a +2 competence bonus on checks with any one skill you choose, and you can change the skill modified once per day, as a normal *magenta prism ioun stone*. **Price:** 800 gp.

Pale Orange Rhomboid: If you die while using this *ioun stone*, the stone can be used as an additional material component in any spell to return you to life, reducing the spell's total material component cost by 20%. **Price:** 1,800 gp.

Silver Spindle: This stone functions as a normal *silver spindle ioun stone*, but instead grants a 0-level spell. **Price:** 12,000 gp.

Tourmaline Sphere: This stone grants a +1 insight bonus on saves against death effects. **Price:** 800 gp.

FLAWED IOUN STONES

A flawed *ioun stone's* power is usually similar to and weaker than that of a normal *ioun stone*, but sometimes it has side effects or slightly different effects than its normal counterpart. Only 25% of flawed *ioun stones* grant resonant powers when placed in a *wayfinder*. The following are typical flawed versions of normal *ioun stones* presented in this section.

Agate Ellipsoid: This stone functions as a normal *agate ellipsoid ioun stone*, but you lose any abilities to reroll ability checks, skill checks, or saving throws for 24 hours after equipping it. **Price:** 800 gp.

Amethyst Pyramid: This stone functions as a normal *amethyst pyramid ioun stone*, but against undead you take a -1 penalty to AC and on saves. **Price:** 6,000 gp.

Gold Nodule: This stone grants you the ability to comprehend and read, but not speak or write, a single language (chosen by the *ioun stone's* creator). **Price:** 1,000 gp.

Magenta Prism: This stone functions as a normal *magenta prism ioun stone* that has 4 charges. Changing the ability score modified uses 1 charge, and the stone loses the ability to change when reduced to 0 charges, though it still grants a bonus to the ability score to which it was last changed. **Price:** 12,000 gp.

Pale Orange Rhomboid: This stone functions as a normal *pale orange rhomboid*, but only once, after which it burns out and turns dull gray. **Price:** 12,000 gp.

Silver Spindle: This stone functions as a normal *silver spindle ioun stone*, but it deals 1d3 Charisma damage to you each time you use the spell-like ability. **Price:** 16,000 gp.

Tourmaline Sphere: This stone functions as a normal *tourmaline sphere ioun stone*, but you take a -1 penalty on Constitution checks to stabilize when dying. **Price:** 600 gp.

Magic Items

Given a Pathfinder's unpredictable lifestyle, there is no specific set of magic items all agents carry, but items that provide Pathfinders access to abilities their parties otherwise lack are always popular choices. The following stand out as favorites among members of the Society.

WONDROUS ITEMS

BOOK THIEF'S SATCHEL		PRICE 10,000 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate conjuration and divination		



Often used by spies and arcane scholars to steal important texts without alerting their owners, a *book thief's satchel* contains enough room to hold a single tome

of no more than 1,000 pages and no larger than 12 by 18 inches in size. Prior to using the satchel, its bearer must place a blank book in the satchel and utter a command word. This blank book is sequestered in an extradimensional space accessible only upon command. (A typical blank, 50-page journal costs 10 gp.)

Once per day, when another book, folio, scroll, or other text is placed within the satchel while a blank book is hidden within the extradimensional space, the pages of the newly added book are wiped blank (though the covers and bindings remain unchanged). The entire contents of this book or scroll appear on the pages of the blank book in the satchel's extradimensional pocket. The transfer takes 1 full round, and if the process is interrupted, such as by either book being removed or the satchel being significantly damaged, the text being copied is lost forever. If the blank book is smaller in size (in number of pages for a book or number of inches for a scroll) than the book to be stolen, the satchel doesn't transfer the contents, and the text being copied is lost forever.

A *book thief's satchel* can't transfer magical writing (such as the pages of a wizard's spellbook, a magical scroll, or a wondrous item). Attempts to do so fail immediately, neither erasing the book to be copied nor copying any of the pages to the blank book.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>secret chest</i> , <i>steal book</i> (<i>Kobold Quarterly</i> #14)	

COAT OF POCKETS		PRICE 2,500 GP
SLOT body	CL 9th	WEIGHT 7 lbs.
AURA moderate conjuration		

This black-and-gray wool coat sports over a dozen pockets on its front alone and even more line the insides. Interdimensional magic causes anything placed in one pocket to immediately appear in another randomly determined pocket. A character wearing this coat gains a +5 circumstance bonus on Sleight of Hand checks made to hide a small object on her body. However, if a character wearing a *coat of pockets* places anything in one of the coat's pockets, she must spend a standard action to retrieve it (rather than a move action).

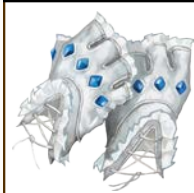
CONSTRUCTION REQUIREMENTS	COST 1,250 GP
Craft Wondrous Item, <i>secret chest</i>	

FEATHER TOKEN, CAMPSITE		PRICE 500 GP
SLOT none	CL 12th	WEIGHT —
AURA strong conjuration		

This feather token can be used only once. It creates a fully functional campsite, including a tent suitable to house six Medium creatures, a campfire with enough dry wood to burn for 24 hours, a modest wooden table with two benches suitable to seat three people each, and a hitching post for up to six steeds. The campsite remains for up to 24 hours before disappearing, leaving no trace except footsteps and refuse left behind by those using the site.

CONSTRUCTION REQUIREMENTS	COST 250 GP
Craft Wondrous Item, <i>major creation</i>	

FIRST AID GLOVES		PRICE 4,500 GP
SLOT hands	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration		



These fingerless gloves of white cloth have a sapphire decorating the base of each exposed finger, numbering 10 in all. The wearer of a pair of *first aid gloves* can, as a standard action, cast any of the following spells (caster level

9th), permanently expending a number of sapphires equal to the spell's level (as denoted in parentheses after each spell): *breath of life* (5), *cure critical wounds* (4), *cure light wounds* (1), *cure moderate wounds* (2), *cure serious wounds* (3), and *mass cure light wounds* (5). When casting a spell from the gloves, the wearer can't expend sapphires on different hands, thus only a full hand's worth of gems can be used to cast *breath of life* or *mass cure light wounds*. Regardless, both gloves must be worn to function. Once all of the sapphires are expended, a pair of *first aid gloves* becomes nonmagical.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, <i>breath of life</i> , <i>cure critical wounds</i> , <i>cure light wounds</i> , <i>cure moderate wounds</i> , <i>cure serious wounds</i> , <i>mass cure light wounds</i>	

HONEYTONGUE ELIXIR		PRICE 750 GP
SLOT none	CL 7th	WEIGHT 1/2 lb.
AURA moderate transmutation		

Drinking this elixir grants the imbiber a +10 bonus on Bluff checks made to convince another that her words are the truth. This bonus lasts for 10 minutes, and doesn't apply to any other use of

the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a secret message via innuendo.

If a magical effect is used against the *honeytongue elixir's* imbiber that would detect her lies or force her to speak the truth, the user of the effect must succeed at a DC 16 caster level check to compel the elixir's imbiber to tell the truth. Failure means the effect doesn't detect the imbiber's lies or force her to tell the truth.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, <i>glibness</i>	

LENSES OF SITUATIONAL SIGHT		PRICE
		5,000 GP
SLOT eyes	CL 10th	WEIGHT 1 lb.
AURA moderate divination and transmutation		



These wire spectacles are fitted with several ground-crystal filters on hinged arms, any combination of which can be moved in front of or away

from the lenses as a standard action (one, two, or all three lenses may be positioned at the same time with one action). Each filter grants a specific sense to the wearer when it is placed before one of the lenses. Each set of filters can be used for 10 minutes in 1-minute increments before losing its magical properties. The three sets of lenses are as follows.

Green Lenses: Grant the wearer the benefits of *detect magic*. The wearer doesn't need to concentrate to gain the benefits of the spell as long as a source of magic remains in her line of sight for the appropriate number of rounds.

Pink Lenses: Grant the wearer the benefits of *see invisibility*.

Purple Lenses: Grant the wearer darkvision out to a distance of 60 feet. If the wearer already has darkvision, the range of her darkvision increases by 60 feet while she uses these filters.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>arcane sight</i> , <i>darkvision</i> , <i>see invisibility</i>	

PATHFINDER GREATCOAT		PRICE
		8,000 GP
SLOT body	CL 9th	WEIGHT 4 lbs.
AURA moderate transmutation		

This long, double-breasted jacket is sewn from durable, dun-colored canvas with a removable liner to keep its wearer comfortable in a wide range of temperatures. Anyone wearing the coat notes many small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for the items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A *Pathfinder greatcoat* has each of the following patches (unless noted otherwise, the coat has only one of each patch):

- 10 days of trail rations and five full waterskins
- A case containing five adamantine bolts, five cold iron bolts, and two silver bolts
- A large scroll case containing a 2-foot-by-10-foot roll of paper and two sticks of charcoal
- A quiver containing five adamantine arrows, five cold iron arrows, and two silver arrows

- A 10-square-yard roll of canvas containing 10 pitons and a small hammer
- A silver Aspis Consortium badge and three bronze Aspis Consortium badges
- Bullseye lanterns (2; full and lit)
- Daggers (2)
- Disguise kit
- Healer's kit
- Hemp ropes (2; 50-foot coil)
- Light combat-trained horse with a military saddle
- Mirrors (2; highly polished 2-foot-by-4-foot steel mirrors)
- Noble's outfit with jewelry worth 200 gold pieces
- *Oil of bless weapon*
- *Oil of daylight*
- Poles (2; 10-foot length)
- *Potion of cure moderate wounds*
- Sacks (2)
- *Universal solvent*
- *Wand of prestidigitation* (CL 1st, 5 charges)

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>fabricate</i>	

POLISH OF INCONSPICUOUS ARMOR		PRICE
		750 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA strong conjuration		

This pungent, tar-black armor polish comes in a small circular tin. One dose is enough to apply to a single Medium suit of armor or two Small suits of armor. Applying the polish takes 10 minutes, during which time the user must visualize a normal set of clothes or another set of armor—an alternative appearance for the armor to take on. After it is applied, the polish's noxious scent dissipates and the armor appears in the way the user visualized, as the *glamered* magic armor special ability. The armor maintains all properties other than its physical appearance, including weight, armor check penalty, and maximum Dexterity bonus. This effect remains for 24 hours before wearing off.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, <i>disguise self</i>	

TIGHTFIT BELT		PRICE
		4,000 GP
SLOT belt	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		



As a free action, the wearer of this brown leather belt can compress himself to fit through tight spaces as though affected by a *squeeze* spell for up to 10 rounds per day. When using the belt's squeezing

ability, the wearer gains a +5 circumstance bonus on Escape Artist checks. Once per day as a move action, the wearer can reduce his size by one step, as the *reduce person* spell, for 1 round. These effects can be used simultaneously.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>grease</i> , <i>reduce person</i> , <i>squeeze</i> ^{ARG}	

Pathfinder Chronicles

The *Pathfinder Chronicles* are a series of chapbooks published by the Pathfinder Society recounting the most notable journeys and discoveries of the order's members. Though Pathfinders the world over submit accounts of their deeds to their local venture-captains, the mysterious Decemvirate alone makes the final decision on whose adventures grace the *Chronicles'* illustrious pages.

Copies of the *Pathfinder Chronicles* are intended for members of the Society only, though some volumes have made their way into the public sphere. They serve not only as a record of accomplishments, but to inspire young and future Pathfinders throughout the world, all while increasing the renown of those whose journeys are detailed within. Some claim that the Pathfinder Society actually wants copies of the *Pathfinder Chronicles* to find their ways into the world at large as a means of attracting potential Pathfinders to seek membership in the organization. Ultimately, having one's discoveries immortalized in the *Pathfinder Chronicles* stands among most Pathfinders' highest ambitions.

READING THE CHRONICLES

Every Pathfinder Lodge is required to have at least one volume of the *Pathfinder Chronicles* in order to maintain its status as an official outpost of the organization, but most have complete or nearly complete collections for visiting Pathfinders to peruse. Many Pathfinder field agents carry one or two volumes with them at all times, either because the volumes contain information topical to a current assignment or because of personal interest in the history or tales of adventure within. *Pathfinder Chronicles* are more than just good reading: Many a seasoned Pathfinder credits the accounts of her predecessors with her success, and a good number of venture-captains swear that reading the *Chronicles* is all a Pathfinder needs to do to return from a mission with both her life intact and a tale of her own.

Reading a copy of a *Pathfinder Chronicles* volume grants a bonus on one or more skill checks made in specific situations, as determined by the book's contents, which generally helps a Pathfinder deal with short-term obstacles in the field. Spending at least 1 hour each day reading a given volume grants a character the associated bonus (or bonuses) under the specified circumstances for 24 hours. If rushed, a character can attempt to locate pertinent information in a volume on hand by perusing it for 1 minute and succeeding at a DC 15 Intelligence check. Any bonus gained in this way is halved (minimum +1). Unless otherwise noted, a volume of the *Pathfinder Chronicles* is written in Common (Taldane) and weighs 1 pound.

NOTABLE VOLUMES

The following *Pathfinder Chronicles* are but a few of the volumes a Pathfinder might encounter while adventuring. Each of these volumes contains specific tales, grants unique bonuses, and can be a great boon to PCs adventuring in similar situations. GMs can

create their own volumes of the *Pathfinder Chronicles* by referencing the examples in this section, which use the following format.

Volume Number: A single volume of the *Pathfinder Chronicles* might contain multiple accounts within it, so volumes are numbered rather than titled. Because they're released sporadically, they generally contain no dates on their covers or spines.

Price: The cost of a volume if it is available for purchase. Volumes are generally free to consult at Pathfinder Lodges, though they're rarely loaned to Pathfinders for use in the field. (Agents may, however, make copies of volumes at their own expense). Theft of a lodge's *Pathfinder Chronicles* is considered a grave offense, and Pathfinders have been cast out of the Society for doing so.

Description: A description of the volume's contents and historical significance.

Skill Bonuses: The kinds of skill checks bolstered by referencing the guide, the circumstances in which the skill checks must be made, and the bonuses granted on these checks. Unless otherwise noted, *Pathfinder Chronicles* grant circumstance bonuses.

When referring to a volume of the *Pathfinder Chronicles* not detailed here—and there are dozens of such books in print—use the rules presented for a generic volume of the series as detailed on page 293 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

VOLUME 1

PRICE
200 GP

The premier *Pathfinder Chronicles* volume (first published in 4317 AR) features an account of Durvin Gest's exploration of the ruins of Azlant, details of Selmius Foster's race against a marid and an efreeti, and Gregaro Voth's adventures in the Mwangi Expanse.

SKILL BONUSES

- Deal with geniekind more effectively (Diplomacy and Knowledge [planes] +2)
- Gain insight into Azlanti sentence construction and idioms (Linguistics +2)
- Navigate the dense jungles of the Mwangi Expanse (Survival +2)
- Understand the history of Azlant (Knowledge [history] +2)

VOLUME 2

PRICE
100 GP

The second entry into the *Pathfinder Chronicles* includes Durvin Gest's thorough cataloging of 31 siege castles in the Cairnlands surrounding Absalom and notes from Borden Thalian on his journey up the Vanji River in the Mwangi Expanse to a fantastic city of jade he reportedly discovered at its headwaters.

SKILL BONUSES

- Navigate the many treacherous dungeons beneath and within the Cairnlands' siege castles (Knowledge [dungeoneering] +2)
- Travel on a river with more efficiency and safety (Profession [sailor] +2)

VOLUME 11**PRICE**
100 GP

This volume, when originally published, contained a trove of misinformation on dragons, penned by Pathfinder Dalaria Pontius. After these errors precipitated numerous deaths and countless injuries among Pathfinders confronting dragons of all types, the Decemvirate investigated Pontius's sources (namely the brass dragon who had provided her with much of the false info) and found them suspect. The volume was eventually corrected, though some unaltered copies could still remain in obscure collections.

SKILL BONUSES

- Better understand the nature and ways of dragons (Knowledge [arcana] +2)
- Distinguish between true statements and exaggeration regarding esoteric topics (Sense Motive +2)

VOLUME 14**PRICE**
150 GP

The first volume of the *Pathfinder Chronicles* to contain only accounts of Pathfinders' exploits on other planes, the fourteenth volume features a record of Gilray Jandivan's journey to 23 Abyssal realms and the cataloguing of the demonic hordes there, a detailed map of the City of Brass and surrounding areas on the Plane of Fire by famed cartographer Insitha Avari, and a full 70 bawdy songs and limericks gathered over the course of the decade Rarick Dell spent in the court of a powerful satyr on the First World.

SKILL BONUSES

- Deliver dirty jokes (Perform [comedy] +2)
- Identify demons and other outsiders native to the Abyss (Knowledge [planes] +2)
- Navigate the immense City of Brass and surrounding areas (Knowledge [geography] +2)

VOLUME 27**PRICE**
150 GP

This volume made quite a stir upon its release because it includes a good hundred pages of collected notes by famed Pathfinder Durvin Gest—who had disappeared over a century earlier. Many of these scraps recount only partial tales of danger and battle with little context, though one surprisingly complete chapter describes Gest's journey to the Crown of the World and his discoveries there. The portion of the book not consisting of Gest's notes features a treatise on negating the effects of magical traps by contemporary Mistress of Scrolls Andirissa Belathax.

SKILL BONUSES

- Navigate and follow tracks in arctic environments (Survival +2)
- Notice and disable magic traps with surprising alacrity (Disable Device +2 and Perception +2)

VOLUME 44**PRICE**
200 GP

Published in 4707 AR, this volume is notable for the detailed account by Koriah Azmeren of her exploration of the Darklands. Her confirmation that the legendary drow were in fact real drove the elves of Kyonin—who had maintained the secret of the drow's existence for millennia—to attempt to bribe the Decemvirate into recalling and altering the book. The Society didn't relent, however, making the existence of dark elves a widely accepted fact within only a few years' time. Other reports in this volume include a brief essay by current venture-captain Sheila Heidmarch regarding ancient relics of the old empire of Thassilon.

SKILL BONUSES

- Identify drow and their customs, weaknesses, and tactics (Knowledge [local] +2)
- Learn about Thassilonian artifacts (Knowledge [history] +2)
- Navigate the tunnels of the Darklands and identify Darklands natives (Knowledge [dungeoneering] +2 and Knowledge [geography] +2)



Vanities

Vanities are flavorful character background elements designed to add richer customization to characters. Vanities generally have minor game effects, which tend to be non-combat bonuses. A character can own as many vanities as she wishes, though each vanity requires that she spend a certain amount of her influence in order to gain the boon.

Players playing in the Pathfinder Society Organized Play campaign can use their Prestige Points to purchase vanities, while players at home might use the Prestige system detailed in *Pathfinder Campaign Setting: Faction Guide*. Additionally, some vanities provide their own restrictions, as detailed below. As a general rule, vanities can't be purchased with gold pieces, but a GM can certainly use "free" vanities as rewards for adventures if she wishes. For details on more vanities, see *Pathfinder Campaign Setting: Pathfinder Society Field Guide*.

BUSINESSES

Many Pathfinders find that they enjoy the sense of ownership and accomplishment that comes from being proprietor of a business. While taking a break from field work, entrepreneurial Pathfinders can often be found working in their shops, inns, and artisan workshops. Not only do such investments provide an escape from the stresses of adventuring; they can also be quite lucrative if run properly.

Property Broker (5 PP): You're adept at facilitating the purchasing, selling, and trading of property. When another player character at your table purchases a business or property vanity, the price is reduced by 1 PP (minimum 1 PP). You, in turn, receive a +4 bonus on Day Job rolls made during the same adventure. You can provide a reduced vanity cost to more than one player at a given time, but the bonus on your Day Job roll doesn't stack.

Tattoo Parlor (5 PP): You're in the business of helping your clientele permanently modify their bodies with piercings, scarwork, and tattoos. If you use ranks in Craft (tattoo) to calculate your bonus on Day Job rolls, your business grants you a +1 circumstance bonus on the attempt. Additionally, you receive a 10% discount on any magical tattoo you purchase (see *Pathfinder Campaign Setting: Inner Sea Magic*).

Underground Business (5 PP): You specialize in trading illicit or contraband items, run an illegal fighting ring, or operate a gambling hall or brothel that might be legal but carries a significant moral stigma in your community. You receive a +1 circumstance bonus on Day Job checks, though if you ever roll a natural 1 on such a check, you receive no income from the attempt, regardless of your normal bonuses on the check. A natural 1 rolled in such a circumstance can't be rerolled.

FOLLOWERS

Pathfinders are often forceful personalities who gather small retinues of underlings as their reputations grow.

These followers 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.

Followers gained through vanities are noncombatants, and should be utilized only as flavor for a character so they don't slow down the game and overcomplicate the board with unneeded minis. You can have a maximum number of followers equal to your Charisma bonus (minimum 1). You may dismiss a follower at any time if you wish to gain different followers, but don't regain spent Prestige Points when you do so. If your Charisma is lowered by an effect, this doesn't impact any followers you've already acquired, but does affect the number of new followers you can gain.

Lookout (4 PP): A Pathfinder is at her most vulnerable when asleep, and having a designated guard allows everyone to rest safely. While you rest, a lookout keeps watch. A lookout's bonus on Perception checks is equal to your character level. The lookout immediately wakes you up (as if he had spent a standard action to do so) upon spotting danger.

Scholar (4 PP): There is more to learn about Golarion than most Pathfinders can conceivably remember, and a scholar who specializes in one particular subject can aid you in this task. The scholar grants you a +2 bonus on checks with one type of Knowledge skill that you choose when you purchase this vanity, as if he had used the aid another action. Alternatively, the scholar can attempt that Knowledge skill check for you, using a +5 bonus.

MEMBERSHIPS

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

Grand Lodge Instructor (5 PP): You spend at least a few hours each week teaching novice Pathfinders, and along with a small stipend you receive the adoration of your students. If you use ranks in Profession (teacher) or a similar Profession skill to calculate your bonus on Day Job rolls, you receive a +1 circumstance bonus on such checks. Additionally, your reputation reduces the cost of the Chronicler^{PSFG}, Porter^{PSFG}, Scholar, and Squire^{PSFG} follower vanities by 1 PP.

Information Brokerage (6 PP): You're connected to a network of spies and informants who keep you abreast of the goings-on in the world. This network has allowed you to capitalize on sharing or refusing to share

specific information as the situation and your clients dictate. Your experience building your cache of valuable information grants you a +2 circumstance bonus on Diplomacy skill checks made to gather information. You can use Knowledge (local) to attempt Day Job rolls.

Monastery (5 PP): Your accomplishments have earned you an invitation from a prestigious school of meditation, athletics, or combat arts. Regularly training with the monastery's instructors builds endurance and patience, granting you the discipline to train faster and more efficiently. When using the retraining rules presented in *Pathfinder RPG Ultimate Campaign* to retrain any character ability that would take 5 or more days to complete, you reduce the number of days needed per retraining action by 1.

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.

Pathfinder Lodge (50 PP): The Decemvirate gave you the go-ahead to found your own lodge outside of Absalom. While in the same nation as your lodge, you may requisition one or more lower-ranked Pathfinders to assist you for a short time. At the beginning of an adventure, you gain 10 temporary Prestige Points you can spend only on purchasing follower vanities. At the end of the adventure, the followers return to their normal duties, and any unspent temporary Prestige Points are lost. If your character holds the title of venture-captain, this vanity costs only 25 PP.

Wizard's Tower (8 PP): You have your own wizard's tower, alchemical laboratory, or other secluded workshop where you can research new spells and formulae. When scribing a spell or formula into a spellbook or formula book from a scroll or another character, you can reduce the cost of materials involved by 10% (*Pathfinder RPG Core Rulebook* 219). This price reduction doesn't affect the cost of gaining access to the spell or formula to be copied.

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 Pathfinders, and elaborate or exotic versions are growing in popularity among those who wish to stand out from their peers. To obtain the following *wayfinder* enhancements, a Pathfinder must already own a *wayfinder*.

Discerning (5 PP): This *wayfinder* functions as normal, except the user can cast *detect magic* at will in place of *light*.

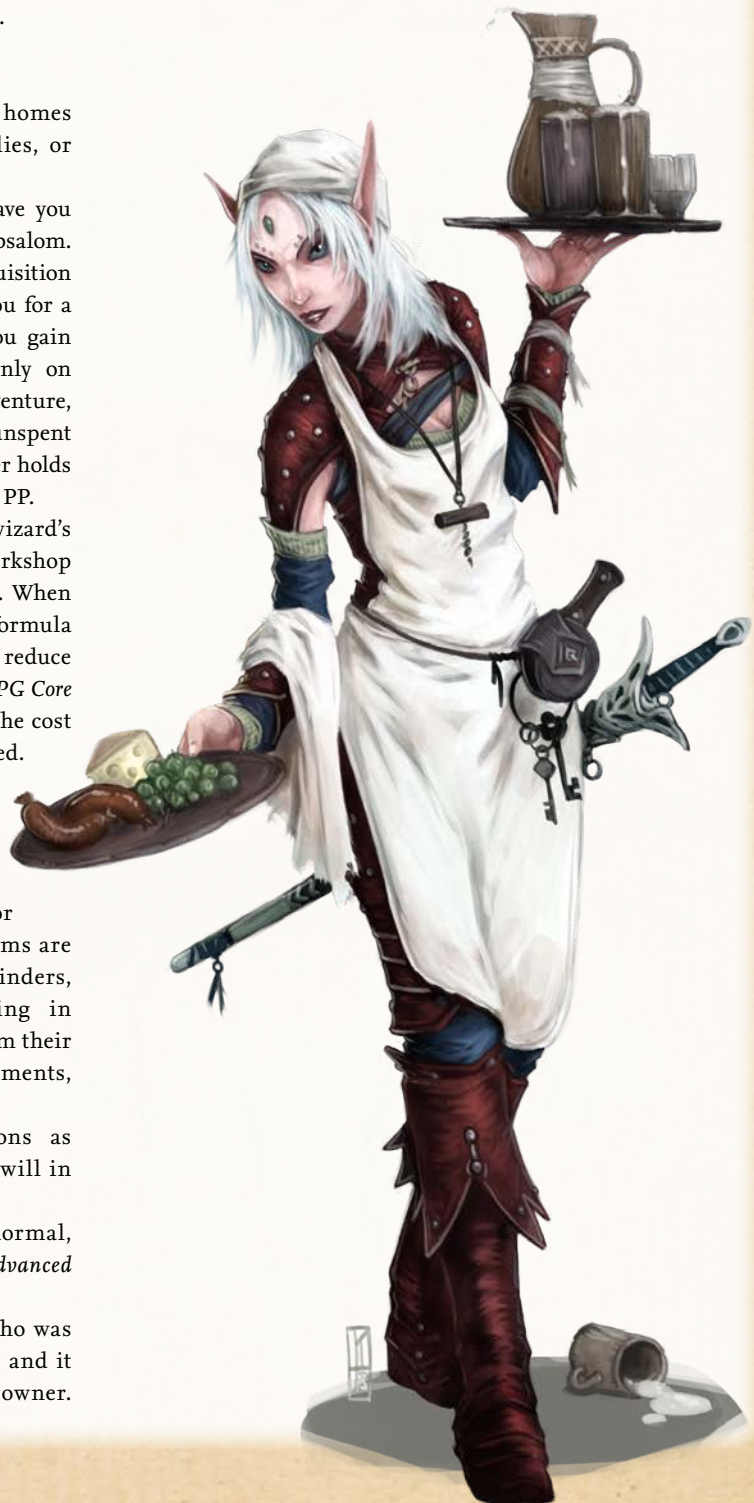
Igniting (3 PP): This *wayfinder* functions as normal, except the user can cast *spark* (*Pathfinder RPG Advanced Player's Guide*) at will in place of *light*.

Inherited (3 PP): A mentor or older relative who was a Pathfinder passed this *wayfinder* down to you, and it keeps a minor enchantment from its previous owner.

When purchasing a *wayfinder* enhancement that would normally replace the *wayfinder's* ability to cast *light* with the ability to cast a different spell, the *wayfinder* retains the ability to cast *light*, allowing it to cast two different o-level spells.

Musical (4 PP): The crafter of this *wayfinder* constructed it with the ability to play back a sentimental, enchanting melody when it is opened and the compass needle is pressed. This *wayfinder* functions as normal, except the user can cast *lullaby* at will in place of *light*.

Telekinetic (4 PP): This *wayfinder* functions as normal, except the user can cast *mage hand* at will in place of *light*.



Pathfinder Society Organized Play

Thousands of Pathfinder RPG players participate in the Pathfinder Society Organized Play program. This shared campaign allows gamers to play the same character at conventions, local game stores, home, online, or in other sanctioned events across the world. Interested in learning more about Pathfinder Society? Here's the perfect place to start.

The Pathfinder Society Organized Play campaign brings many of the best features of a massively multiplayer online RPG into the real world, allowing you to create a persistent character that advances in prowess and prestige alongside thousands of other players. But in Pathfinder Society, you have all the flexibility and options found in the Pathfinder Roleplaying Game, including where you play and with whom you choose to adventure. You'll also have the opportunity to participate in unique Pathfinder Society events and pursue rewards only available to Pathfinder Society members. Best of all, it's free to play and easy to join—here's how.



JOINING PATHFINDER SOCIETY

The Pathfinder Society Organized Play campaign is easy to join, so getting involved shouldn't be difficult for any Pathfinder RPG player. The first step is to visit paizo.com/pathfinderSociety and register for a free Pathfinder Society Number. This allows you to track your progress as you advance through the campaign, wherever you choose to do so. At the same time, you'll be able to download the free *Guide to Pathfinder Society Organized Play*, which presents all the specific rules of the campaign, such as character creation procedures, details of the available factions, and how to track character advancement.

There might be a bit to take in from the start, but if you have any questions feel free to ask them on the Pathfinder Society messageboards at paizo.com, or just visit your local game store during their scheduled Pathfinder Society event and ask for more information. Once you've got your character ready, it's time for your first game as a member of the Pathfinder Society.

GETTING INVOLVED

Once you have your character, there are a few different ways to start playing in the Pathfinder Society campaign.

Playing Pathfinder Society in Your Area: Game stores, local conventions, and libraries are just a few of the places in your area that might already be running Pathfinder Society events. To find out, ask at these locations, check the Pathfinder Society event finder on paizo.com/pathfinderSociety/events, or post on Pathfinder Society messageboards at paizo.com to see if anything is being planned nearby. As of this book's publication, the campaign employs a network of over 200 volunteer regional coordinators (called Venture-Captains and Venture-Lieutenants) who facilitate Pathfinder Society play in their regions. If you're unsure where to find a game, or whether or not a local event or convention is set to offer Pathfinder Society content, contacting your local Venture-Captain at paizo.com/pathfinderSociety/about is the quickest way to get in touch with someone in the know.

Playing Pathfinder Society at Home: Some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Some players even enjoy a combination of public and private adventuring. These games might be played in person or online with friends. It's really up to each person to determine how you want to play and whether or not you want your experience to count toward the larger campaign.

Running Your Own Events: Remember that even though the campaign has an established network of games and organizers, there's nothing stopping anyone interested from starting her own Pathfinder Society event, be it a one-shot game day or a recurring event at the local library. For more information on starting your own Pathfinder Society event, contact any regional coordinator, a member of Paizo's campaign staff, or follow the details at paizo.com/pathfinderSociety/getInvolved.

WHY ORGANIZED PLAY?

Sure, meeting new players and participating in convention games is fun, but why play in a Pathfinder Society campaign rather than a normal Pathfinder game? These are just a few of the great benefits.

Explore a Living World: Every Pathfinder Society character exists in a common setting shared by thousands of other gamers. In each Society game, a character experiences the same adventures as Pathfinders the world over, sharing experiences, rising in prestige among his peers, and experiencing the ongoing stories unique to the Pathfinder Society campaign.

Find Allies and Further Your Goals: Not only does every Pathfinder Society character belong to the illustrious ranks of the Pathfinder Society, but each is also a member of a faction within the organization, working toward goals shared by only a subset of any given adventuring party. Over the course of a given season of play—the yearlong span between August of one calendar year and July of the next—members of each faction tirelessly work to see their factions' goals achieved, all while adventuring as Pathfinder field agents. Those factions who achieve their goals see their influence in the Society increase, paving the way for unique rewards and plot developments, while those that fail might see their faction diminish in importance.

Win Fame and Use It: Throughout a Pathfinder's career, she not only gains wealth and experience as all Pathfinder Roleplaying Game characters do, but also earns fame and prestige, representing her renown as a Pathfinder and adventurer. This fame allows her to call upon her allies within the Pathfinder Society and her respective faction for special favors, access to unique character abilities, free spellcasting services, magic items, and other rewards.

Your Actions Matter: Every character's actions help guide each yearlong plot arc of the Pathfinder Society campaign. Over time, decisions made at the gaming table can determine the direction of future adventures and the canon of the Pathfinder campaign setting.

IT'S YOUR GAME NOW

While Pathfinder Society Organized Play games involve some extra bookkeeping and rules, they're all in place to make sure everyone who plays enjoys an even footing and operates by the same assumptions. But after a few games, the differences become second nature. So check out the Pathfinder Society in your area and welcome to the game!

QUESTIONS ABOUT PATHFINDER SOCIETY?

In many ways, participating in Pathfinder Society Organized Play events is the same as playing in a game at home, but the far-reaching community elements do create some differences. Here are answers to a few common questions about the Pathfinder Society.

What does "Organized Play" mean?

Pathfinder Society members volunteer their time to schedule and host public events, and participants report the results of their games to Paizo's campaign staff. This way, everyone's playing by the same rules and assumptions, allowing you to play your character in events all over the world and collect unique Pathfinder Society boons and other benefits.

When and where can I play?

Call your local game store and ask when they run their Pathfinder Society events or check out the event locator at paizo.com. If you want, you can even play at home! Check out paizo.com/pathfinderSociety/getInvolved for details on sanctioning your own campaign.

Are there prizes or rewards for playing?

Every time you participate in an official Pathfinder Society game, your character receives the loot he or she has won as part of the adventure. Often this is gold or other treasure, but in some special events it might be access to new races, special powers, or other rewards unique to the Pathfinder Society.

Do I have to know all the rules?

No! Not only does Pathfinder Society regularly run events custom-made for starting players, but even regular games are perfect places for players who only know the basics to have fun, get more experience, and learn some awesome new techniques!

I'm _____. Is Pathfinder Society right for me?

The Pathfinder Society is an accepting, safe, and fun community of gamers that gives players of all ages, genders, ethnicities, and sexualities the opportunity to share their love of roleplaying adventures. Everyone is welcomed, and regional coordinators and the Paizo campaign staff are dedicated to creating welcoming places to play, mediating concerns, and assuring you have the best gaming experiences possible.

I have other questions. Where can I find answers?

You can find tons of other Pathfinder Society Organized Play resources online at paizo.com/PathfinderSociety. Among these are everything you need to sign up, the free downloadable *Guide to Pathfinder Society Organized Play*, and messageboards full of active Pathfinder Society members and the Paizo campaign staff. Stop by, introduce yourself, join in the discussion, and ask away!

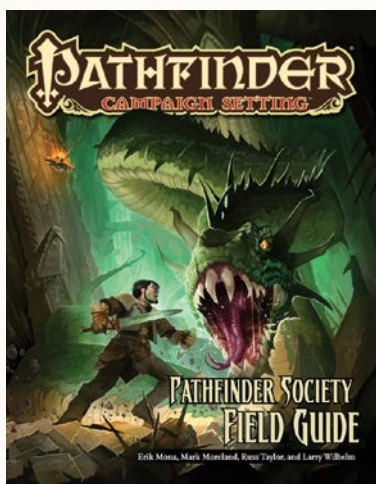
Next Month!

Embrace the power of belief with *Pathfinder Player Companion: Faiths & Philosophies*. Whether as a servant of a powerful deity, a devotee of a world-shaping philosophy, or a zealous atheist, claim the power of your convictions with this guide to devotion—religious or otherwise. Join the ranks of some of Golarion's most active adherents, with details on the causes and philosophies that shape the Inner Sea Region. New archetypes, feats, spells, and magic items allow players of any class to put their beliefs to use like never before. Convictions are nothing without champions. With *Pathfinder Player Companion: Faiths & Philosophies*, characters of every class can make their beliefs work for them.

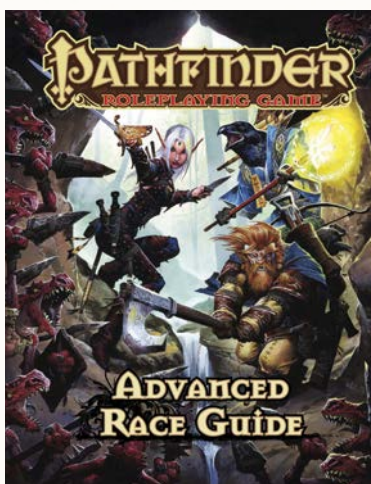


WOULD YOU LIKE TO KNOW MORE?

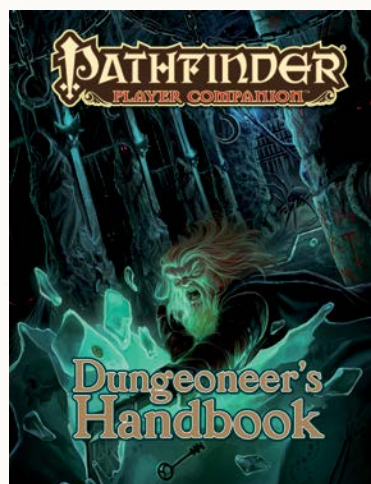
Stepping into the Pathfinder Lodge is just the first step in your exciting journey to become a renowned member of the Pathfinder Society! Players looking for more on what it means to be a successful Pathfinder would do well to consult the following complementary sources.



Intrepid members of the Pathfinder Society can find even more tools, spells, magic items, and tricks specifically for Pathfinder agents in *Pathfinder Campaign Setting: Pathfinder Society Field Guide*.



There's more than just humans and elves roaming the surface of Golarion. Enhance your next gripli or tiefling character with options from the *Pathfinder RPG Advanced Race Guide*!



Regardless of how metropolitan or sophisticated a Pathfinder regards herself, she's going to have to go to the dungeon eventually. Make sure you're prepared with *Pathfinder Player Companion: Dungeoneer's Handbook*!

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Modes of Travel

Since the Society sends Pathfinders on missions all over the world, travel is an integral part of the Pathfinder way of life, and getting to the location of the next mission can be as much of an adventure as the mission itself. The Pathfinder Society is especially accustomed to the life of travelers, since many of its agents are vagabonds by nature and Pathfinders by trade. This has enabled the Society to

spread its influence throughout the entire Inner Sea region and beyond with relative ease, establishing lodges in areas as distant as Tian Xia. Still, getting from place to place is an ever-present challenge for venture-captains sending their agents into the field. The following explain some of the most common means by which a Pathfinder can get from here to there and—hopefully—back again.

MUNDANE TRAVEL

Whether a traveler is the lowliest peasant or the most honored queen, mounting a horse or boarding a ship is often the most reliable means of transportation throughout the Inner Sea region. Of all the common methods by which a Pathfinder might traverse the world, mundane travel is by far the most time-consuming, though it may well prove a rewarding experience for those who enjoy travel for its own sake. After all, though hiring a spellcaster to teleport the party to the other side of the globe might get them to their destination faster, the friends, experience, and treasures gained while voyaging the long way around can hardly be understated. Also worth mentioning is the money saved—



tipping a ferryman a silver piece is much more cost-effective than hiring an acclaimed sage to open an interdimensional portal.

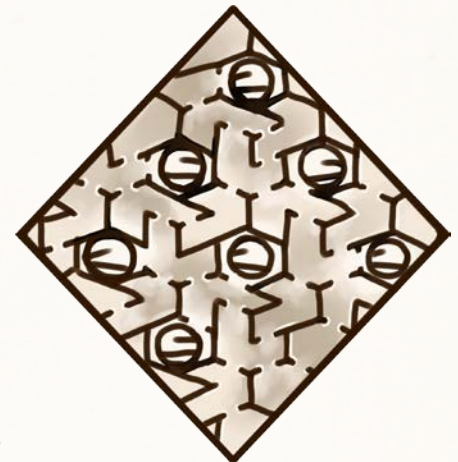


TRAVEL BY MAGIC

When time is of the essence, magic gets Pathfinders where they need to be in a prompt and reliable manner. The Pathfinder Society is typically happy to hire a spellcaster in town or pay for the material components necessary to cast high-level teleportation magic. Indeed, some parts of the world are so remote or nonnavigable that magic is the only possible means of getting there. This holds doubly true for missions that require traversing the planes—many lodges keep a store of scrolls of *plane shift* for just this purpose, and some of the largest lodges supposedly even possess *amulets of the planes* for tasks that involve extensive plane-hopping. Magic items such as the latter are rarely granted to any but the most savvy and experienced of Pathfinders, though, since the sometimes unpredictable nature of teleportation magic can just as easily be a hindrance rather than a boon.

THE MAZE OF THE OPEN ROAD

When the secretive members of the Decemvirate choose to travel, they often use the Maze of the Open Road, a magical hedge maze whose exits open up in many nations throughout the Inner Sea and beyond. A powerful archdruid gave the maze to the Pathfinder Society more than 200 years ago, and as he planted more entrances, increasingly bizarre and powerful creatures wandered into the extradimensional pathway. Although the once-unknown Maze of the Open Road is now an open secret in the Society, its unmapped paths remain the domain of the Decemvirate, as much to contain the dangers within as to exercise their prerogative. Thanks to the archdruid's industrious cultivation, the maze grants access to hitherto inaccessible sites and unknown treasures for those brave and patient enough to explore its interior.



THE HAO JIN TAPESTRY

Several years ago, the Pathfinder Society claimed an unassuming tapestry as its prize for winning the prestigious Ruby Phoenix Tournament. Miraculously, the seemingly mundane wall hanging acts as a gateway into a fabulous museum demiplane stocked by the legendary sorceress Hao Jin with people, monuments, and entire cities that she collected during her travels. Although the preservative magic within has begun to fade, innumerable treasures remain intact and undiscovered. The Society has recently discovered how to create additional backdoors to the Tapestry, opening up quick means of travel between Absalom and several of the Society's most important lodges. These backdoors take time to create and maintain, so though Pathfinders can use the *Hao Jin Tapestry* as speedy transportation to a few sites, the demiplane is no substitute for true teleportation magic.



Way of the Open Road

Grab your *wayfinder* and embark on incredible missions with *Pathfinder Player Companion: Pathfinder Society Primer*! This volume contains everything you need to join the illustrious Pathfinder Society and start on the road to becoming one of Golarion's finest adventurers, explorers, and chroniclers. Tips and tricks from hardened Pathfinder veterans accompany the latest tools and gear used by Pathfinders in the field to create a priceless resource for the aspiring field agent. New spells, weapons, and magic items also assure that your latest risky mission isn't your last. If you measure up to the challenge, you might even prove worthy of having your story published in the legendary *Pathfinder Chronicles*!

In addition to being useful for your home game, all of the rules in this book are legal for use in the official Pathfinder Society Organized Play worldwide campaign. Inside this book, you'll find:

- ▶ Advice and tools for making the most out of your field agent, including new feats, spells, and traits to establish your Pathfinder as an adventurer worthy of the title.
- ▶ A detailed look at the three branches of the Pathfinder Society—the Swords, the Scrolls, and the Spells—as well as the types of Pathfinders who flock to these sects.
- ▶ A new prestige class for Pathfinder field agents, versatile adventurers trained to handle all types of situations with their wide variety of potent skills and abilities.
- ▶ New variant *wayfinders* and other useful magic items Pathfinders can employ in the field.
- ▶ New *ioun stones*—legendary magic gems that fit into a Pathfinder's *wayfinder* and grant significant powers—as well as flawed and cracked varieties of each.
- ▶ Details on various volumes of the *Pathfinder Chronicles*, new vanities for Pathfinder Society Organized Play, and information on joining this ongoing worldwide campaign.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



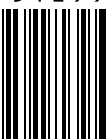
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