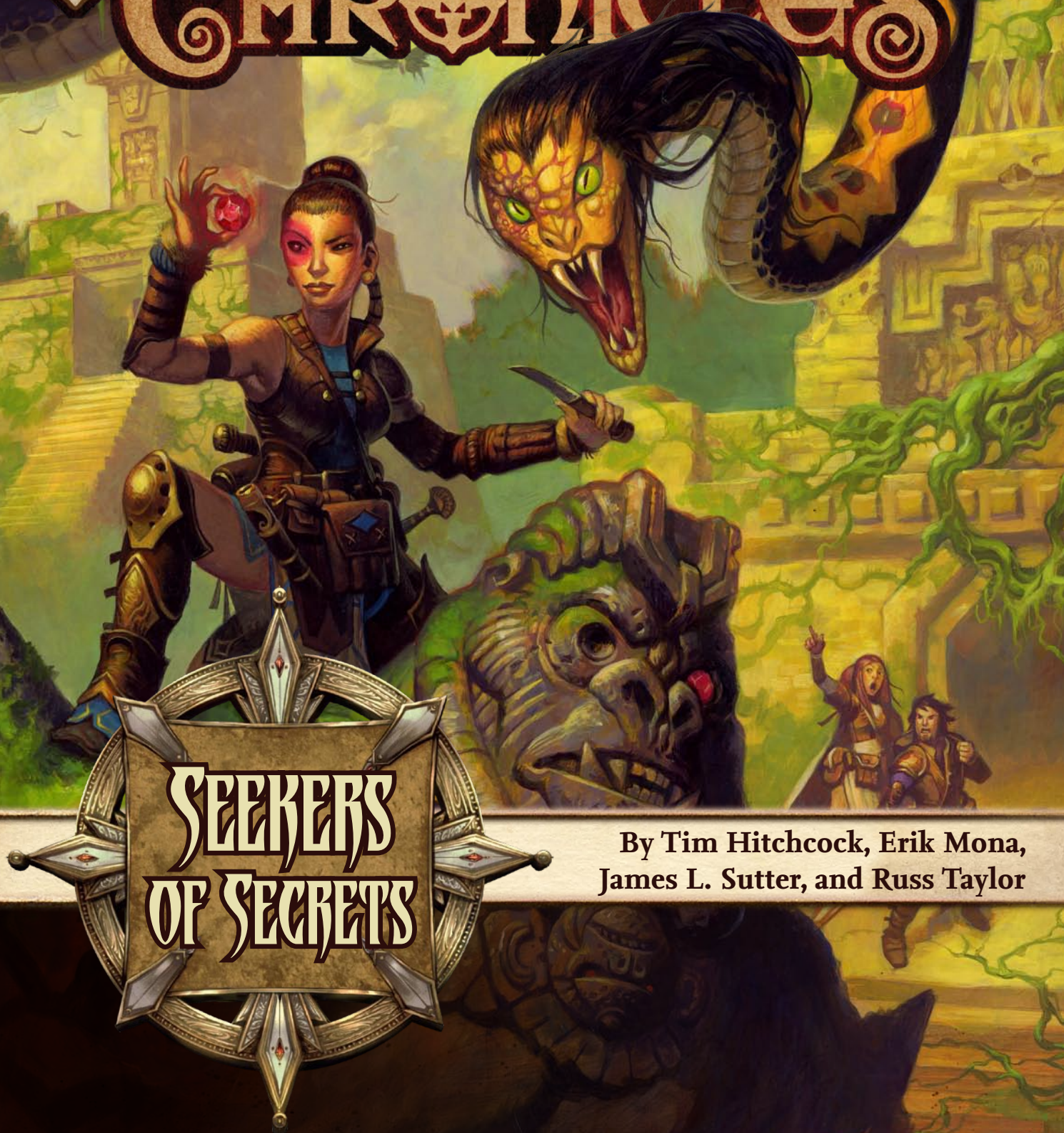


PATHFINDER CHRONICLES™



SEEKERS OF SECRETS

By Tim Hitchcock, Erik Mona,
James L. Sutter, and Russ Taylor



Kalsgard

Nerosyan

Hajoth Hakados

Castle Urion

Vigil

Embeth Forest

Daggermark

Caliphas

Tymon

Magnimar

Vellumis

Thronstep

Tamran

Woodsedge

N

Augustana

Almas

Oppara

Westcrown

Diobel

Absalom

Katheer

Manaket

Azir

Sothis

Gurat

Katapesh

Quantium

Niswan

Nantambu

Kalabuto

SEEKERS OF SECRETS

A *Pathfinder Chronicles* Supplement



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Printed in China.



Chapter One

WELCOME TO THE PATHFINDER SOCIETY

“The pursuit of knowledge takes a certain amount of bravery—not just the bravery to explore a tomb or chart a lost city, but the courage to speak up and challenge convention. Truth is a hard master, and it will take everything from you if you let it, but in the end, it will leave you cleansed.

“All of which is to say that I’m deeply sorry for what happened to those children, Your Honor, but progress is never without its risks, and the world deserves to know.”

—Pathfinder Asybain Chaelf,
public hearing on the Foxfire Incident

Even in Golarion, a world rife with adventure and marvelous beasts, the exploits of heroes still stir hearts and inspire the masses. Those who seek moral lessons from their myths follow the deeds of Aroden, last of the first humans, who emerged from the tumult that sunk the continent of Azlant, gave culture to the people of Taldor, and reclaimed the *Starstone* from the depths of the Inner Sea. Those who seek excitement prefer saga heroes like Bragi Balehammer or the indefatigable Molaho Khem, whether or not these fanciful adventurers ever really existed. But those who seek to claim the mantle of fame as their own, who seek to enrich themselves by unwinding the secret history of the world, turn to champions whose exploits can be read, verified, and followed. Such bravos tread the footsteps of the elusive Pathfinder Society.

Members of the Society are part archaeologist, part historian, and part foolhardy adrenaline addict. They chase rumors of treasure like miners prospect gold, and often come out richer in the end. Their mother lodes are the crumbling ruins of ancient civilizations and the forgotten funeral chambers of centuries-dead monarchs. Such places often boast powerful guardians or recalcitrant squatters, so the life of a Pathfinder is fraught with danger. Few die in their beds.

The greatest of their exploits live forever in the form of the *Pathfinder Chronicles*, a multi-volume series of chapbooks published by the order's inner circle in Absalom and distributed throughout the world by members of the Society. Upon the completion of particularly notable discoveries or journeys, Society members send records of their exploits to their venture-captain superiors, who in turn review them for accuracy before forwarding the manuscripts to the city of Absalom, where the masked rulers of the Pathfinder Society and much of the order's infrastructure is housed.

Venture-captains work directly for the Decemvirate, a cabal of 10 experienced Pathfinders that publishes the *Pathfinder Chronicles* and guides the organization's activities. Because most in the Society consider themselves adamant individualists, this direction is often quite subtle, allowing individual Pathfinder agents to believe they act on their own accord while actually doing the bidding of the Ten. Members of the Society often joke about the inscrutable "will of the Ten" to justify unusual or indefensible orders from above, and few refrain from privately blaming their unknown superiors when some gambit goes terribly wrong.

But when things go right, a Pathfinder agent has much to gain. If his exploits reach the *Pathfinder Chronicles*, he achieves a certain notoriety and respect in life, and a kind of immortality as well. For as long as the Society itself strives to unlock the world's secrets, so long as the *Chronicles* circulate among eager adventurers, the exploits of the greatest Pathfinders will live forever.

PATHFINDER DUTIES

The Society recognizes no formal bylaws, but a general code of behavior is expected of all members, and reports of activity contrary to this code are grounds for dismissal from the organization. Most of the time this ostracism involves a venture-captain failing to respond to queries from field agents, but in especially egregious cases powerful Pathfinders have been tasked with eliminating rogue members of the organization who have, as a result of their actions, brought shame to the order.

Loosely summarized, the three "understood" member duties are as follows:

Explore: Pathfinders are expected to further the knowledge and reputation of the Society by traveling to distant lands, unearthing forbidden secrets, and piecing together the secret history of the world. The organization first took form in the mighty, ancient city of Absalom, and while countless secrets remain undiscovered even on the ruin-laden Isle of Kortos, agents are encouraged to travel to uncharted lands on the fringes of known cartography in search of ever more fantastic mysteries.

Report: In the course of their adventures, Pathfinders are expected to keep detailed journals, maps, and accounts of their exploits. At the conclusion of a successful venture, the agent sends a copy of his notes to his immediate superior, a regional venture-captain, who makes a full analysis (often involving divination). Especially noteworthy exploits make their way to Absalom and the Decemvirate, who compile the best tales into irregularly published editions of the *Pathfinder Chronicles*, which make their way back to venture-captains for distribution to Pathfinder agents in the field.

Cooperate: The Society places no moral obligations upon its members, so agents span all races, creeds, and motivations. At any given time, a Pathfinder lodge might house a fiend-summoning Chelaxian, an Andoren freedom fighter, an antiquities-obsessed necromancer, and a friendly halfling raconteur. Anything can (and often does) happen in the field, but the lodge is inviolate, and agents are forbidden from battling within its confines. Even beyond the lodge, Pathfinder agents are expected to respect one another's claims and stay out of each other's affairs except to offer a helping hand. According to long-held tradition, Pathfinders must attempt to parley before a potential conflict, regardless of potential enmity based on national affiliation, personal allegiances, or other factors.

This doesn't always happen, and rogue Pathfinders often gain great wealth and notoriety by manufacturing accidents in the field that leave treasure and arcane lore unclaimed. Many believe that such treachery in the earliest days of the organization led to the masking of the Decemvirate and the subsequent execution or exile of dozens of traitorous agents. To this day, nervous Pathfinders speak of the "twenty eyes" monitoring all Pathfinder behavior, with the implication that



the hapless agent about to suffer betrayal might be a favorite of one of the masked leaders of the organization.

PATHFINDERS IN THE CAMPAIGN

The thrilling adventures of player characters are exactly the type of exploits that interest the Pathfinder Society and spur further investigations by its hundreds of members. The Society makes a fitting ally for PCs, and should the members of a particular group achieve renown by locating heretofore undiscovered ruins, unearthing valuable and magically potent treasures, or otherwise distinguishing themselves in the realm of exploration and antiquities looting, they eventually come to the attention of the Pathfinder Society, who may attempt to recruit them for their own purposes.

The *Pathfinder Chronicles* themselves—printed manuals containing firsthand accounts, sketches, maps, and etchings from some of the most intriguing and deadly adventuring sites in the Inner Sea region and beyond—make the perfect aids for player characters following in the footsteps of their Society forebears. Although the notoriety gained by a site after its publication in the *Chronicles* often results in greater exploration, many of the accounts within the *Chronicles* themselves depict abandoned or disastrous exploits, leaving more questions than answers and plenty of opportunities for further adventure.

Consider placing a volume of the *Pathfinder Chronicles* into a treasure cache early on in the campaign, providing a customized player handout summarizing a long-deceased Pathfinder agent's experience with locations and mysteries unique to your campaign, then let the players' curiosity drive them toward following up on some of the many threads contained in the volume. If PCs become stuck later in the campaign or miss a critical clue thanks to ignorance or a failed Knowledge check, the *Pathfinder Chronicles* provide a handy way to nudge them back on the right track. In this case, perhaps one PC notices the bit of helpful information while absentmindedly flipping through the *Chronicles* during

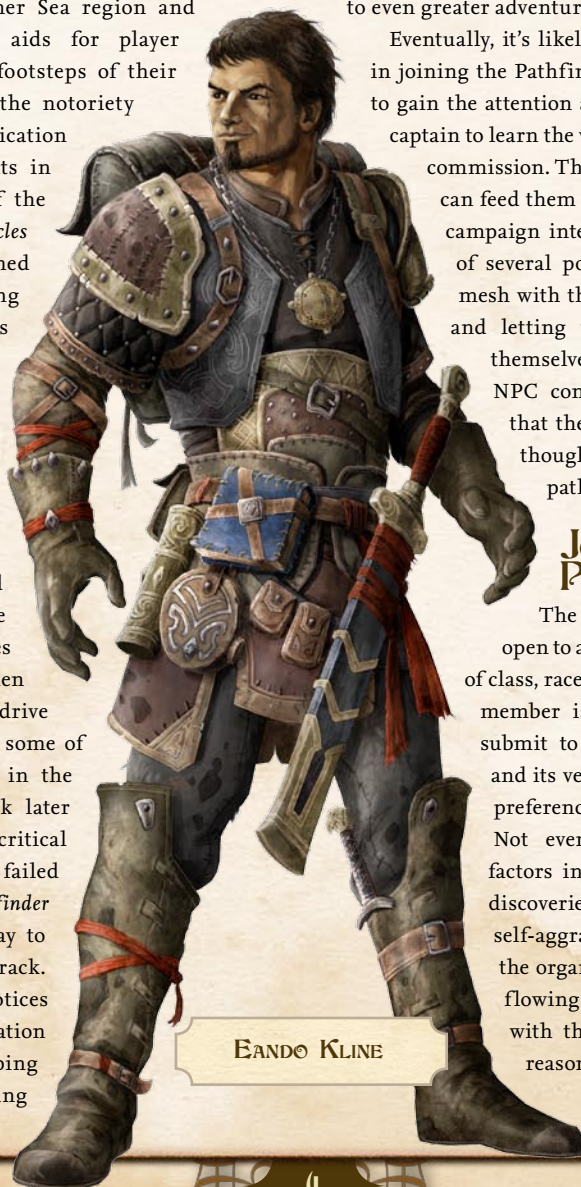
morning preparations. Be careful to avoid over-reliance on this technique, or the players will soon come to assume that the *Chronicles* hold the answers to all of their problems, and might rely on the book instead of actually thinking or spending time investigating their conundrums.

Alternatively, the Pathfinder Society might work best in the campaign not as an ally, but as an enemy. Perhaps the PCs finally discover a long-sought location only to find that they have been beaten to the scene by a team of adventuring archaeologists unwilling to cede their find to "freelancers" unaffiliated with the Society. While a significant number of Pathfinders are neutral or even evil in their alignment, relatively few are cold-blooded murderers, meaning the rival group rarely fights to kill (and thus is more likely to last longer as genuine rivals to the PCs). Perhaps after the inevitable occurs and the PCs finally defeat their foes they come across a volume of the *Pathfinder Chronicles* in the trappings of the vanquished scholars, a haul that could lead to even greater adventures.

Eventually, it's likely that the PCs will express interest in joining the Pathfinder Society. In this case, they need to gain the attention and approval of their local venture-captain to learn the various ways in which one can earn a commission. Thereafter their contacts in the Society can feed them any number of missions to keep the campaign interesting. Consider generating a list of several possible exploits (that coincidentally mesh with the existing plans for the campaign), and letting the players choose their mission themselves, negotiating details with their NPC contact. This makes the players feel that they are in control of the action, even though they are headed directly down the path already laid out for them.

JOINING THE PATHFINDER SOCIETY

The doors of the Pathfinder Society are open to all who lust for knowledge, regardless of class, race, or creed. As long as the prospective member is willing to follow the rules and submit to the authority of the Decemvirate and its venture-captains, the Society gives no preference to any particular demographic. Not even the quality of one's character factors in—whether a Pathfinder seeks new discoveries out of pious altruism or selfish self-aggrandizement is of little concern to the organization, so long as the reports keep flowing in. This marked lack of concern with the methods of its agents is a chief reason why the Pathfinder Society is less than welcome in several nations.



EANDO KLINE

Similarly, though many think of the Pathfinders as a primarily human organization, this is more a representation of the demographics of the Inner Sea region than any prejudice on the part of the Society. In fact, though they face the same challenges as any other applicants, members of other humanoid races are appreciated for the special skills they bring, and longer-lived races like the elves have a natural advantage over humans when it comes to matters of study and patience.

The Application Process

While any and all are welcome to apply, simply wanting to join the Society isn't enough. Prospective Pathfinders must first prove themselves via a number of tasks and tests designed to cull the herd and ensure that only the most driven and capable ever achieve the title of Pathfinder.

In order to even begin the application process, those who seek to join the Society must present themselves at the gates of the Grand Lodge of Absalom. How they get there is entirely up to them, but for those not born in the City at the Center of the World, this is frequently a massive undertaking, and many are the hopeful adventurers who wash out before ever reaching the Pathfinders' seat of power. While it has been argued that this gives residents of Absalom an unfair advantage, the Society's answer has always been that anyone who objects to walking a thousand miles to begin training obviously has no idea what it means to be a Pathfinder.

Once a person has reached the Grand Lodge and presented himself, he is taken in and evaluated by a team of Pathfinders (most retired from active duty) whose sole job is to test the newcomer's aptitude in matters of skill and mental acuity. Though the applicant need not succeed in all the categories—an accomplished swordsman and a bookish sage are equally useful to the Society—someone who fails the barrage of simple challenges and magical tests is politely put back out on the street. Those rejected in this manner are allowed to try again later, but in order to do so must present proof of some independent discovery or item of interest to the Pathfinders. The venture-captains in charge of this process are quick to point out that these tests are as much for the applicant's benefit as the Society's—while the Society doesn't require applicants to possess any specific knowledge beyond the ability to read and write Common, those with poor pattern recognition, faulty memories, or atrocious physical reflexes aren't likely to survive long in some forgotten and trap-laden tomb. The specific tests used to gauge these abilities are constantly changing, in order to increase their accuracy by preventing applicants from preparing for specific challenges in advance.



GLYPH OF THE
OPEN ROAD

Of those who are evaluated in this manner, roughly half are deemed worthy and allowed to take the Oath of the Initiate. Under this vow, initiates agree to submit to all the laws that bind full Pathfinders, but are additionally required to follow any and all edicts passed down from those in charge of their training, accepting punishment when merited and foregoing any compensation for their labor. While not exactly slaves, initiates forfeit all but their most basic rights to the Pathfinder Society, with the understanding that those in charge will keep the initiates' best interests at heart. (Regular Pathfinders may command the assistance of an initiate where necessary, but any abuse of this system is quickly punished, and for the most part initiates are ignored by all but their assigned handlers.) Of course, any initiate who desires to forsake the oath and leave may do so at any time, but once he has washed out in this manner, he may never again apply for membership.

Training

Upon taking the oath and being officially raised to initiate status, a Pathfinder's training—and, many say, his true testing—begins immediately. Initiates are stripped of all but their most basic possessions, with the items placed in secure storage, and issued nondescript outfits of homespun gray cloth. They are then brought to the Quadrangle, the massive cluster of buildings in the northeast corner of the Grand Lodge, and assigned their new quarters, often packed three or more to a room. For the next several years, these austere cells, featuring only bunks, desks, and a lockable trunk for each of them, are their only homes. Food and drink are provided by the Society and, since the initiates lack the opportunity to leave the compound unless ordered, are of significantly higher quality than that which is normally offered for free within the lodge.

Initiates' lives are run entirely by a consortium of three deans, all venture-captains in their own rights: the Master of Swords, the Master of Spells, and the Master of Lore. Beneath these three headmasters and a small cadre of Pathfinder instructors specializing in specific subjects, initiates learn the basic skills they need to know to survive and thrive as full members of the Society.

Initiate Duties

Life as an initiate is no free ride. Far from it, in fact—between mandatory classes and study periods, initiates earn their keep by performing any and all duties assigned to them by the Pathfinders charged with their training. These tasks are generally couched as extensions of the initiate's education, and can include anything from manning



the main gate (arms training) to scrubbing floors and chamber pots (diligence) to providing research assistance (scholarship). Initiates closer to their Confirmation tend to work less than neophytes, and many spend their last few months directly apprenticed to a Pathfinder working in the Grand Lodge, whereas initiates in their first year are deliberately put through the wringer in order to weed out all but the most dedicated.

While there is theoretically no limit to what an initiate may be subjected to—and indeed, some find themselves singled out for worse labor than others—the Three Masters keep a tight rein on work assignments, and most Pathfinders who look back on their time as initiates are often surprised at how much of their training came outside the classroom.

Rules and Discipline

Being an organization composed of fierce individualists, the Pathfinder Society knows better than to ask for more from its members than the basic tenets of exploration, documentation, and cooperation, and even this last one gets overlooked on

occasion as colleagues compete for the same discoveries. For initiates, the rules governing life in the Grand Lodge are much stricter—though they're technically required to obey any request from one of their handlers without hesitation, some of the basic guidelines include no fighting, no leaving the Grand Lodge, no entering forbidden areas (a constant temptation, given the nature of the compound), no clothing other than the initiate gray, no shirking, no chemical addictions, and no romantic entanglements (the most frequently violated initiate rule, sometimes as a result of taboo assignations with full Pathfinders).

Punishment for transgressions by an initiate is usually handled by the Pathfinder instructor most closely involved with the incident or initiate, and can include anything from extra work shifts to public floggings depending on the seriousness of the offense. In cases of repeat offenders or truly egregious crimes (such as theft of Society property), the Three Masters may consult and elect to expel or create new and unique punishments for the transgressor. Such expulsions are rare, and generally made a public example for the rest of the initiates.



Confirmation

In order to make the jump to full Pathfinder status, all initiates must pass a final test known as Confirmation. This is always taken by the end of the third year of training, though particularly ambitious or gifted students may attempt it earlier if they can convince the Three Masters of their readiness. Those who pass the test are raised to the status of Pathfinder field operatives and officially become the equal of any other member below the rank of venture-captain (though experience and achievement are still the true metrics by which all Pathfinders measure each other). Those who fail are summarily discharged from the Society and never again allowed to test, though they often retain personal relationships within the Grand Lodge, and these plus their Society training ensure that failed initiates frequently go on to become successful adventurers, scholars, and traders. These rejected hopefuls are also particularly valuable to the organizations and antiquities dealers that regularly find themselves at odds with the Society.

Every Confirmation is different, a personal challenge tailored to the initiate's interests by whichever of the Three Masters he chooses. Designed to simulate the initiate's future as a Pathfinder as much as possible and take advantage of a wide array of abilities, the test is in essence the initiate's first mission as a Pathfinder. This can be anything from locating and cataloguing a notorious wizard's secret library to retrieving a holy relic from an undead-haunted temple to infiltrating a tangled web of court intrigue and deciphering who's truly pulling the strings. There is no time limit on a Confirmation, and an individual test can take anywhere from weeks to years, with only a refusal to continue constituting failure. Though a given task frequently seems impossible to non-Pathfinders (and especially the initiate staggering beneath its weight), masters assigning Confirmations do their own careful research to make sure that the task set before any initiate is concrete and reasonably achievable by a single Pathfinder. Any discoveries made during the course of a Confirmation are eligible for publication in the *Pathfinder Chronicles* as if the initiate were a full member.

Once an initiate has achieved his task to the master's satisfaction and returned with an adequate write-up chronicling his adventures and discoveries, he is honored in a small ceremony on the lawn of the Grand Lodge, presided over by Ambrus Valsin himself. These gatherings are usually attended by the new Pathfinder's friends within the organization, and it's traditional for the master in charge of testing (whom the initiate generally either loves like a parent or completely despises by this point) to present him with a simple leather journal. Afterward, Valsin welcomes the exhausted newcomer as a fellow Pathfinder and assigns him to a venture-captain's team, ready to begin active duty immediately as a full member of the Pathfinder Society.

Field Commissions

On certain occasions, an adventurer or scholar may so distinguish himself through great works that he's offered full Pathfinder status without undergoing any of the standard tests or training. These appointments, called "field commissions" within the Society, are rare and approved directly by the Decemvirate, and only those who have significantly changed the course of history can ever hope to receive such an honor.

A lesser, more common brand of field commission applies when an unaffiliated adventurer makes some discovery on par with those of a Pathfinder and decides to report his findings to the Society. In this case, the Pathfinders will sometimes offer to accept him as an initiate and apply his findings toward his Confirmation, though they may still require him to receive additional training, spend time scrubbing statues in the Grand Lodge, or perform additional tasks in order to bring him in line with the Society's goals and methods. For this reason, aspiring Pathfinders sometimes tag along behind Society members or conduct their own research rather than traveling immediately to the Grand Lodge for testing, fearing rejection before they can prove themselves.

PATHFINDERS AROUND THE INNER SEA

Pathfinders venture where mystery leads, paying little attention to political borders, local taboos, or petty concerns like wars, monster infestations, or treacherous terrain. The following overview gives a sense of what challenges and rewards the major nations of the Inner Sea region have to offer members of the Pathfinder Society.

Absalom: The City at the Center of the World is the site of the Grand Lodge, seat of the Decemvirate and epicenter of the intrigue that fuels the Society's worldwide adventures. Most Pathfinder field agents and all venture-captains make at least one trip to Absalom during their careers, often leaving with a specially tailored mission or freshly printed copy of the *Pathfinder Chronicles* tucked under one arm. Once every year, the Grand Lodge throws open its gates for a festival known as the Grand Convocation, where Pathfinder field agents from around the world convene to share tales, measure their skill against one another, and entwine themselves in the thousand intrigues of the Society. Besides politics, the greatest appeal of Absalom is the rich scholarship of the city's learned sages, the unparalleled scope of its countless libraries and scriptoriums, and the incalculable treasure and arcane lore trapped within the numerous siege castles that ring the city like crumbling ripples of age-old conflict.

Andoran: The exploration and exploitation of ancient artifacts neatly compliment the economic imperialism at the heart of Andoran's foreign affairs, making the Pathfinder



Society a welcome part of the nation's burgeoning aristocracy. Because much of Andoran's homeland has been explored for centuries, Andoren Pathfinders often conduct Society business on foreign soil. Second or third sons and daughters often join the Society for the prestige associated with world travel. Those who enrich Andoran's museums with impressive relics rescued from foreign lands gain considerable influence, with the most successful occasionally parlaying their adventuring successes into seats on the People's Council.

Belkzen: The orc-lands of Belkzen hold Pathfinders and outsiders of any ilk in similarly hostile regard, making missions in the wasteland among the Society's most dangerous assignments. The fortress-capital of Urgir was, thousands of years ago, one of the first dwarven Sky Citadels, and still contains undiscovered chambers laden with treasure from the ages before the stout folk first emerged onto the surface of the world in their legendary Quest for Sky. Accordingly, none of Belkzen's considerable dangers are great enough to keep the most curious Pathfinders at bay. At least five expeditions have vanished into the darkened passages of Urgir within the last three decades, though rumors in the Grand Lodge suggest that at least one of these still reports regularly from the bewildering maze of subterranean chambers below the bestial city.

Brevoy: Outlaw holdings among the River Kingdoms and the political chaos of Galt effectively block much of Brevoy from the machinations of the Pathfinder Society, but the mysterious disappearance of the nation's ruling House Rogarvia and the isolation of the treasure-rich fortress of Skywatch a decade ago have inspired several recent expeditions to the region. Not all of the world's secrets emerged thousands of years ago, and the situation in Brevoy presents a mystery involving suspects who may still be around to provide answers. An expedition led by the Pathfinder Garrion Keld last year recovered a trio of magic longswords from a haunted battlefield in the dragonbreath-scorched Valley of Flame, and the pirate-controlled Port Ice is a known market for smuggled goods from the far reaches of the Sellen River system, including plundered elven antiques from Sevenarches, lost treasures of Galt's Red Revolution, and even the near-forgotten frigid magical secrets of ancient Iobaria.

Cheliox: While Imperial Cheliox disapproves of Society interference on its own soil (as they consider investigations into the history of the empire prior to the ascendance of the Thrice-Damned House of Thrune a cultural insult), outside its borders the empire enthusiastically supports Pathfinder activity. Many Chelish explorers nominally belong to the Society, even if their imperial mandate is to first render their discoveries unto Cheliox before turning them over to the Society, and they often try to balance their loyalties between the Society, the government, and the well-paying Aspis Consortium. The Chelish embassy

in Absalom is heavily tied up in the affairs of the Grand Lodge and often insinuates political agents of the empire into Pathfinder explorations in an attempt to funnel discoveries of arcane or fiendish interest to Egorian. The members of the Decemvirate, for their part, humor the ambassadors (and Pathfinders) representing the House of Thrune only as much as they feel is necessary to continue the Society's work, as ever since the fiasco with Delvehaven, the abandoned Pathfinder lodge in Cheliox's former capital of Westcrown, it's been clear that the House of Thrune is only interested in those discoveries which directly further its own plans. For more information on the Pathfinder Society's checkered history with Cheliox's ruling house, see the Delvehaven section on page 30.

Druma: Pathfinder agents operating along the Sellen River often prefer to skirt the borders of the Kalistocracy of Druma, as the dour lords of that mercantile kingdom like nothing more than imposing harsh taxes on looted antiquities traveling through their well-protected lands. The resulting avoidance keeps many of the rich treasures of Druma's ancient dwarves protected from the prying journals of curious Pathfinders, a situation that suits the white-gloved Prophets perfectly. The goblins of Andoran's forests claim that the dwarves who settled south of Lake Encarthan did so on the corpses of a handful of once-rich goblin kingdoms, and a few crude (but nonetheless magically potent and remarkably valuable) artifacts that seem to back up the claim are currently causing a stir in Andoran's many Pathfinder lodges.

Galt: Galt's treacherous Red Revolution threw the nation into a bloody chaos that holds it in a death grip to the present day. Tens of thousands of refugees have fled Galt since the first fall of the guillotine, abandoning land, prestige, and unmeasurable wealth. Many of these defectors look upon their abandoned homeland (and, perhaps more importantly, their abandoned riches) with the eye of a predator sizing up its next meal. Dozens of deposed nobles, nursing political (and often material) wounds from the relative safety of northern Taldor or the River Kingdoms, know the precise location of fabulous national treasures, and often trade this information to Pathfinders (or anyone else) willing to venture into the madness of Galt to rescue left-behind allies, murder political enemies, or liberate lands or items from the clutches of the Revolutionary Council. Nearly all of Galt's once unparalleled museums have been completely looted in the chaos of recent decades, but a few private galleries remain for those who know where to look. The Council has outlawed antiquities theft, of course, but since it has outlawed nearly everything else and lacks the resources to defend the entire country, the leaders remain largely helpless to stem the flow of Galt's history through its porous borders.

Geb: The undead realm of Geb got its start thousands of years ago as a distant colony of Osirion, and even today magical lore and potent artifacts from that ancient time surface on the



antiquities markets of Garund's eastern coast. Sheltered from the dynastic wars that saw pharaohs increasing their own legend by utterly erasing the deeds of their predecessors, some of the ancient Osiriani artifacts of distant Geb rival their northern counterparts in historical significance and arcane power. Geb's unliving aristocracy barely tolerates living visitors to their moribund lands, however, so penetration into the kingdom to date has been strictly limited to covert snatch-and-grab missions. Rumors have circulated for years that the Decemvirate plans to sponsor a team of undead field agents into the benighted realm, and recent intelligence uncovered by Nexus House in Quantum suggests that their plan has been in effect all along, and that the necromantic Pathfinders—said to have been cultivated from famous agents killed in the line of duty throughout the Inner Sea region—have been in place for nearly a decade. Given the dangers of that little-known land, conspiratorial Pathfinders suspect that fresh replacement agents are always needed.

Hermea: The reclusive draconic lord of the Isle of Hermea tolerates no intruders upon his perfect realm, least of all interlopers who seek to rape the place of its treasures for material or intellectual gain. In all of history, only two known Pathfinder bands have ever attempted a landing on Hermea, but both are recorded in the Grand Lodge as “lost at sea.” In fact, the most recent expedition, led by the Galtan raconteur Briff Bellows, came to grief on Hermea's treacherous eastern shore. A small handful of crew members managed to survive the tragedy to be incorporated into the dragon Mengkare's bold experiment, but only Bellows himself remembers the old life he lost some 50 years ago when his ship foundered.

Ilizmagorti: Though the Pathfinders often count the avaricious Aspis Consortium as their greatest foes in the field, the mysterious Red Mantis assassins probably account for more kills of high-profile Pathfinder agents than any other organization in the Inner Sea region. Mantis hits are often anonymous, funded by wealthy patrons seeking to stock their private treasure chambers or gain notoriety in academic circles without going to the trouble of risking their own precious lives. For unknown

reasons, the Ten have banned all Pathfinder agents from traveling to the assassins' island stronghold of Ilizmagorti, prompting many suspicious Pathfinders to conclude that the Decemvirate occasionally employs the services of the Red Mantis itself, and does not care to mete retribution upon one of its own favored weapons.

Irrisen: Prior to the arrival of Baba Yaga and her fell progeny, Irrisen was a primitive state in thrall to the powerful Linnorm Kings, too remote to explore profitably and too impoverished to attract the notice of the Decemvirate. Now that a sorcerous sisterhood controls Irrisen's government with a host of curious magical enchantments including weather and mind control, the scattered tales making their way south to Absalom (usually by way of the new Pathfinder lodge in Magnimar) are beginning to draw the attention and ambition of young bucks in the Society eager to make names for themselves by treading and exploiting virgin territory.

Isger: Trade goods from the nations of Lake Encarthan travel south to the Inner Sea via the mountainous trails of Isger, drawing the attention of bandits and Pathfinders alike.

Following the vast carnage of the Goblinblood Wars, Steward Hedvend concentrated the remains of his military upon protection of the well-traveled (and heavily raided) roadways, leaving much of the nation's hinterland to fallow and banditry.

This has had the unforeseen effect of removing the gaze of the nation's rulers, loyal to Cheliax, from the wild landscape at Isger's periphery. Here a very unusual type of exploration takes place, with Pathfinders seeking to trace the cultural heritage of the lost Isgeri tribe instead of hunting after baubles charged with magical power or moldering old manuscripts. Gathering once a month in the secret basement of a temple of Erastil on the outskirts of Elidir, about a dozen Pathfinder agents are currently stationed in Isger, tracing the oral traditions of the reclusive hillfolk to determine the secrets and history of a native race of humans all but eradicated



DECENVIRATE
MEMBER



nearly 2,000 years ago. Such work directly contradicts the will of Infernal Chelias, to whom the aristocracy of Isger is held in thrall, and thus the mission carries with it a danger far out of proportion to the relative harmlessness of its day-to-day research. Recently the Pathfinder Eliadas Demos gained the attention of Steward Hedvend; the steward has issued a 500 gold piece reward for Demos' return to the capital city "in six pieces."

Jalmeray: The enlightened mental disciplines taught to the most promising adherents of Irori first brought the Pathfinders to Jalmeray more than 200 years ago. The Decemvirate, always hungry for new and powerful secrets, sought to learn the mind tricks of Vudrani monks for their own purposes, only to find after decades of trying that the rigorous physical and mental tests administered to supplicants also served to completely brainwash them into loyalty to Irori and the master-mystics of Jalmeray. Those few agents who managed to pass all of the tests and gain true spiritual awakening refused, upon the completion of their ordeals, to share the information with their former masters. Despite these repeated, persistent failures, the Pathfinders maintain a lodge in the scholar-city of Niswan, where many of the finest minds in Golarion flock to share information, write books, and meditate on the greater mysteries of life. When the sages of Absalom and the whispered secrets of Katapesh fail to provide the answer, Pathfinders often turn next to the chroniclers of Niswan, who know few peers in even the most learned of the world's societies. The Niswan lodge doubles as a teahouse, and of late the attentions of Master Chojas Rilm have turned to the ancient history of the island, before even the coming of the Maharajah Khiben-Sald. Rumors persist of a subterranean chamber upon the island from which the archmage Nex once projected his consciousness into the outer planes, and Rilm believes that the complex might house powerful artifacts dating back to the era of that most potent of magical practitioners.

Katapesh: The teeming metropolis of Katapesh houses no fewer than three rival Pathfinder lodges, each with a different purpose and demeanor. Situated on a small uprise at the center of the Lower City, the Kotargo Lodge is the domain of the corpulent potion merchant Phlegos Dulm, a lip-licking half-orc venture-captain in charge of missions in the markets of Katapesh. Dulm is thought to have the grudging respect of the nation's mysterious masked rulers, and is the man to see when a mission must pass through the treachery of the local mercantile bureaucracy. The half-orc's enemies often turn up bloated with injected poison, a reminder of Dulm's efficacy with all manner of caustic drugs and unguents. Elsewhere in the city is Farseer Tower, home of Venture-Captain Wulessa Yuul and her retinue of blind servants. Wulessa handles the requests of Pathfinders who come to Katapesh seeking answers or services unavailable anywhere else. She frequently introduces local Pathfinders to one another, especially when the expertise of one might benefit another. She does not get along well with Phlegos Dulm, whom she considers of low character. On the outskirts of town lies the coaching inn/chapter house known as the Winding Road, home of Roderus, the most senior venture-captain in the region. The aged human doubles as the inn's proprietor, but the secret basements below his taphouse are a base for Pathfinder agents exploring the outer reaches of Katapesh's deserts. Recent successes in the battle market towns of Solku and Kelmarane have further increased Roderus's influence, both in Katapesh and in the Grand Lodge of Absalom.

Kyonin: Prior to the return of the elves from Sovyrian 2,077 years ago, illicit trade in elven objects from the forests along the Sellen River system and the ruins of Kyonin fueled a great deal of Absalom's antiquities trade and stocked many museums of the Inner Sea with the ancient craft of the fair folk. Now that the nation has been reclaimed by its original inhabitants, flow of elven artifacts and lore has all

Marcos Farabellus | CG | M | Human | Fighter 6/Rogue 4



The current Master of Swords is a scarred and broad-shouldered man with a black beard and a booming laugh. A career soldier before taking up with the Pathfinders, Marcos's novel tactic of hiring himself out as a mercenary commander in important conflicts (the better to understand the varied forces at work) has led him to make history as often as record it, especially in the border skirmishes between Nirmathas and Molthune.

Marcos understands that his job as Master of Swords is not to turn Pathfinders into warriors, but rather to keep them alive while they do their true work of discovering and recording. He focuses not only on straight-up combat but also on trap-setting, endurance training, breaking and entering, dirty tricks for stopping a fight before it starts, and all the other physical skills a Pathfinder might need. With his boisterous camaraderie and endless supply of war stories, Marcos is easily the favorite of the Three Masters, and in turn his affection for his "little brothers" is legendary. Yet while he may be the most lenient and outwardly cavalier of the masters, he takes his role seriously.

but ceased, and many prized artifacts are heading back to the land of their creation at the pointed requests of newly rejuvenated elven nobles. This increased scarcity has only heightened the interest of the Pathfinder Society, which continues to use covert means to explore the mysteries of Kyonin. An all-elf adventuring band known as the Leaves of Talhindir, based out of the trade city of Greengold, managed to transcribe the elaborate prehistoric myth-cycles carved into the walls of six of Kyonin's overgrown Marble Palaces in a deep cover operation spanning most of the last decade, but when the last of their dispatches mysteriously appeared in an unauthorized volume of the *Pathfinder Chronicles* published by unknown parties in Absalom, knights in service to the queen of Kyonin tracked down the Leaves and silently put them to the sword in the summer of 4708. Only their paranoid venture-captain, a half-elf book collector stationed in Iadara's Scholar's Court, remains alive, his treachery as yet undiscovered by the elven authorities, who prefer to keep their most precious secrets to themselves.

Land of Linnorm Kings: The brutal frozen tundras and steep fjordlands of the Linnorm Kings offer plenty of danger for intrepid Pathfinders, but the hostile barbarian population holds outsiders in low regard and the ravenous beasts of the hinterlands are quick to devour those ill equipped to survive in the harsh northern climes. Despite this, a handful of Pathfinder agents currently base themselves in the (relatively) cosmopolitan city of Kalsgaard, which they use as a base to explore the weird effects of the First World Rift spanning the whole of Linnorm King territory. Some believe that the rift may offer a way to access and study the First World itself, a task worthy of immediate publication in the *Pathfinder Chronicles*.

Lastwall: The dour, vigilant sentinels of Lastwall have little tolerance for adventuring scholars who place the acquisition of knowledge before safety and good sense, and as a result Pathfinders find only a grudging welcome in

this serious land. The bravest (or perhaps most foolhardy) Pathfinders come to Lastwall to pick through the remains of ancient battlefields from the era of the Shining Crusade, eager to turn up lost artifice from one of the greatest battles Avistan has ever known. Doing so risks the attention of weary shades once in service to the vile Whispering Tyrant, and occasionally discoveries made here do more to corrupt the souls of their discoverers than further academic knowledge or personal renown. The Uscalin Lodge in Vellumis is a frequent stopover point for agents traveling north into Belkzen or Ustalav.

Mendev: The endless war in Mendev against the demonic hordes of the Worldwound is the perfect chaos with which to mask Pathfinder operations, and several teams operate under the service of a no-nonsense dwarven venture-captain called Thurl stationed in a secret lodge in the city of Nerosyan, near the border of the western warlands. The religious fervor of the knights and holy men holding the line against the demons means that any kind of secrecy in Mendev invites investigation and death, but Thurl's agents maintain the privacy of their missions with ruthless efficiency. Posing as mercenaries, Mendevian Pathfinders often attach themselves to military forays into the fallen lands, breaking off from their military detachments to scrounge the treacherous ruins of old Sarkoris and claim the fallow treasures of a fallen kingdom. As these artifacts grow fewer and more difficult to liberate in light of the landscape's fiendish inhabitants, Thurl has begun to change the scope of his missions to stealing demonic specimens and artifacts. Relatively few of the skin samples, razorswords, and other malign items recovered in this fashion make their way south to the Grand Lodge of Absalom, leading a contingent among the Decemvirate to conclude that Thurl himself has become corrupted by the treasures of his agents. No conclusive evidence to this end has yet turned up (and Thurl's loyal agents certainly aren't

Aram Zey

N

M

Human

Wizard 11



A thin Keleshite wizard in his middle years, Aram Zey distinguished himself in his youth as a radical arcane theorist, positing almost blasphemous new concepts about the fundamental nature of magic and spellcasting, and later went on to make several important discoveries in Geb and Nex. He originally joined the Pathfinder Society as a way to gain access to its libraries and to better publicize his own magnificent discoveries, eventually being promoted (some say against his will) to his current post as the Society's Master of Spells. Gruff and taciturn, Aram makes his disdain for his students known at the slightest provocation, especially regarding those without the spark or diligence for magic. All initiates are forced to attend his basic trainings on safe handling of magical items and traps, as well as recognizing the different spell schools and forms, with those who seek additional arcane mysteries invited to study further under him. Despite his acerbic wit and general cantankerousness, Aram continues to accept his position year after year, for reasons no initiates can fathom.



talking), so affairs in Mendev continue much as they have since the coming of the demons.

Molthune: Constant warfare between Molthune and Nirmathas keeps most of the western shores of Lake Encarthan free from Pathfinder influence. Governor Teldas declared the organization an enemy of the state 3 years ago after the establishment of a lodge in the Nirmathi capital of Tamran, which further complicates matters for Pathfinders eager to explore the fey-haunted reaches of Backar Forest or the ruined outposts of pre-Chelish settlements that dot the northwestern reaches of the nation. The dwarves of Kraggodan warmly welcome Pathfinders to their Sky Citadel, however, in no small part due to the fact that the third prince of the city, Gorm Greathammer, is himself a Pathfinder agent in good standing, having published no fewer than three exploits in the *Pathfinder Chronicles*. Kraggodan's lower levels hold many entrances into the Darklands, attracting a fair amount of interest among the Pathfinder Society.

Mwangi Expanse: Before the fall of the *Starstone*, central Garund contained the most powerful and elaborate civilizations in the hemisphere. From the flying castles of the Shory to the monolithic ruins of the cyclopes who ruled Golarion before the rise of man, splendor and glory were everywhere. Now much of this cultural richness lies buried under relentless jungle, inhabited by the feral descendants of once-mighty empires. Ruins dot all corners of the Mwangi Expanse, hearkening back to past glories and offering near-limitless rewards for the Pathfinder brave enough to venture there. Hostile inhabitants, disease, and vicious predatory monsters add considerable challenge to such endeavors, but opportunity for fame and fortune abounds in what is perhaps the last great unexplored wilderness in the Inner Sea region. Mwangi expeditions are often launched from the Sargavan Lodge in Kalabuto, but native unrest recently forced the Ten to withdraw its venture-captains from that locale. A Pathfinder able to establish a new lodge on the

periphery of the Mwangi wilderness would achieve great renown and influence with the Decemvirate—if he could somehow manage to survive the endeavor.

Nex: The bizarre reign of the archmage Nex left countless monuments and esoteric arcane traditions in the land that still bears his name more than a thousand years after his disappearance, providing strong impetus for exploration and exploitation by the Pathfinder Society. The archmage himself unsuccessfully assaulted the gates of Absalom in 166 AR, leaving behind the imposing siege castle known as the Spire of Nex, long the subject of intense interest to the Society. Exploration of this nigh-impenetrable site inspired the opening of Nexus House in Quantum, one of the earliest Pathfinder lodges still in operation today. Administered by a trio of spellcasters called the vash-vatom, this impressive and ancient lodge sends agents on forays into the hidden cellars of the capital, to associated demiplanes and tangent dimensions, as well as to the blasted badlands of the Mana Wastes, where Nex's near-endless conflict with Geb twisted the land into an unpredictable (and endlessly fascinating) shifting landscape of mutated horrors—just the stuff for an exciting entry in the *Pathfinder Chronicles*.

Nidal: As the only nation upon Avistan, and perhaps all of Golarion, to trace its living history in a continuous line that survived the strike of the *Starstone* more than a hundred centuries ago, Nidal is a tempting morsel for Pathfinders interested in ancient history (which is to say, most of them). Unfortunately for the Decemvirate, darkness and shadow have blanketed the nation since that cataclysm, and all who enter Nidal must swear fealty to vicious Zon-Kuthon. Nidal's Umbral Court bans outsiders beyond the carefully regulated port of Nisroch, and actively opposes Pathfinder activity within the nation's borders. The few who have managed to slip by the blockade and survive to tell the tale speak of ancient edifices and bizarre, lightless rituals involving the living shadows of hundreds of practitioners, but since little

Kreighton Shaine | CG | M | Elf | Diviner 7/Loremaster 3



The Pathfinder Society's most eccentric dean is Master of Scrolls Kreighton Shaine, a Forsaken elf who most Pathfinders agree is brilliant, if not entirely sane. A scholar all his long life, Kreighton has watched empires rise and fall from behind piles of books and scrolls, and his meandering lectures are sprinkled with random facts that most sages have long forgotten. Under his tutelage, students are encouraged to pursue whatever branches of history or study most intrigue them, learning those languages, arts, and other skills that come in most useful along the way. When not leading a class through ancient scrolls, Kreighton can often be found wandering through the gardens with one shoe on or only one arm through the sleeves of his coat, talking to himself or conducting intricate experiments to test theories known only to him. Yet despite Kreighton's strange mannerisms, anyone who spends significant time with the scholar finds his insights and observations uncannily astute.

corroborating evidence can be gathered, for now the secrets of Nidal remain safe from the *Chronicles*.

Nirmathas: The Fangwood holds more than rangers and political intrigue. Though constant battle against the forces of Molthune makes Nirmathas a dangerous destination for explorers, the wild secrets of the Nirmathi wilderness prove irresistible to Pathfinders who draw wisdom from nature. Remnants of lost druidic circles abound under the leafy canopies, which also house fairy rings and hidden communities of centaurs and similar creatures. For some Pathfinders, recording the notes of a korred's fiddling tune is just as righteous a goal as transcribing lost fragments of dwarven history, and such men and women flock to the new chapter house in Tamran, eager to plumb the secrets of the natural world.

Numeria: Perhaps no land in Golarion holds secrets as weird and otherworldly as those found upon the irradiated plains of Numeria. Littered with debris from an enormous starship that crashed here in unknown antiquity, Numeria is the world's greatest source of so-called skymetal like adamantine, and the only source for bizarre liquids and technology looted from the larger chunks remaining from what the Kellid natives here call the Rain of Stars. Some of these immense sections—especially the Silver Mount that looms over the capital of Starfall—contain honeycombs of chambers filled with alien creatures and unguessable dangers. Though the imposing Black Sovereign who harshly rules the land burned out Starfall's lodge 10 years ago and threatened to hang any Pathfinders caught trying to abduct Numeria's secrets, his reach does not extend far from the capital, leaving the Society free to establish significant lodges in the trade town of Hajoth Hakados and Castle Urion.

Osirion: Ever since the Ruby Prince Khemet III opened the riches of Osirion to foreign explorers, the oldest human nation on the Inner Sea has become the primary point of interest to leaders of the Pathfinder Society, as well as to

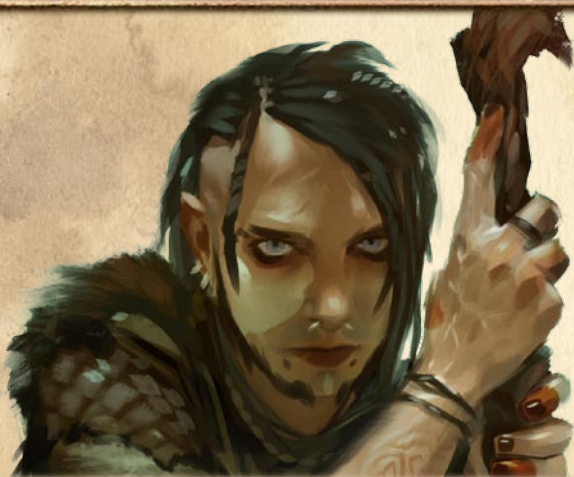
members of the rank and file. Spurred in large part by a flurry of new volumes of the *Pathfinder Chronicles* detailing recent explorations into the nation's once-forbidden deserts, scores of Pathfinder agents have flocked to Osirion in recent years, eager to discover the sand-buried tomb of a forgotten pharaoh or the lost palaces of ancient aristocracies. Legendary sites tied to the Four Pharaohs of Ascension or locations key to the myth cycle of the god Nethys (thought by most Osirian scholars to have been an early god-king of ancient Osirion) dominate the agendas of Society agents, but just as many delve deeper into the desert fastness seeking ruins and lost lore as yet unrecorded in modern history. The mad rush to discover the next great site has pitched Pathfinder against Pathfinder more often here than in any other location on the Inner Sea, for greed and a desire for the immortality of the *Chronicles* have caused many agents to abandon their duties and obligations to the Society in favor of their overwhelming obligations to themselves. Given that the majority of treasure-seekers scouring Osirion's sands are unaffiliated with the Pathfinder Society and care nothing for their traditions and morays, the situation here is soaked with desperation, violence, and blood.

Qadira: An ancient kingdom in its own right, Qadira holds many sites and traditions of great interest to the Pathfinder Society, which has chapter houses in the capital, Katheer, and the mountain town of Gurat. Expeditions from the latter regularly set out to explore ruined cities such as harpy-infested Al-Bashir and the ruined mountain terraces of Shadun. Many Pathfinders pass through Qadiran lodges not to explore the local scenery, but rather on their way to the great empire of Kelesh east of Avistan and the fabulous ancient kingdoms on its distant periphery.

Rahadoum: The lack of religious limits on research and philosophy draws many Pathfinders to Rahadoum, but even more venture here to explore the scattered ruins of the Jistka Imperium, a little-understood empire that fell to Osirian

Osprey

N | M | Human | Druid 11



Named for his penchant for shifting into a dark-eyed bird of prey, this enigmatic Chelaxian appears as a frequent fixture in the port of Diobel. While it may be assumed Osprey executes his own tasks for the Society, he is most often encountered disseminating assignments to other Pathfinders. Still, many question whether the missions he appoints come from some shadowed venture-captain, or from his own unfathomable objectives.

Rumor persists that Osprey possesses an extensive report that no one else has ever seen. He has sworn to release it to the Decemvirate before his death, which he believes will coincide with the next passing of a comet under whose auspices he was born. Still, he has leaked enough crucial information from his "lost chronicle" to the Society to prove the validity and value of the tome, despite any official annoyance with his pretentious manner and refusal to surrender it before his death.



conquest in the opening centuries of the Age of Destiny. From the Swordmeet Lodge in the port city of Manaket, Venture-Captain Obo dispatches teams of adventurers to interior ruins such as the Hanging City of Teskra, Lost Yemal, and the Tomb of Emperors, in the valleys of the central Napsune Mountains. Little is known today of Jistka, but as more exploits begin to appear in the *Pathfinder Chronicles*, the true history of this ancient, nearly forgotten land becomes more and more clear.

Razmiran: Razmir, god-king of this land, keeps tight control of the many magical treasures of his relatively small country. Masked mystics sworn to uphold his Living Laws often station themselves at points of magical power by his command, giving many of Razmiran's most appealing locations for Pathfinder exploration, exploitation, and study a ready-made defense force against intruding unbelievers—though Razmiri Pathfinders (whose interactions with the Grand Lodge of Absalom are infrequent at best) are allowed within. Notable among such sites are the Coastal Cairns along the northwest range of Lake Encarthan, thought to have been constructed by a race that predates human settlement in the region. The forest fortress of Gensmaren, once a distant military outpost of Taldor's Third Army of Exploration, became the haven of a notorious witch coven in the early days of the Age of Enthronement. Razmir himself scattered the witches when he first came to power, but the number of guardian beasts, masked cultists, and mercenaries stationed there suggest that his old enemies left behind magical mysteries even Razmir has not been able to untangle. The wily dwarven Venture-Captain Holgarin Smine, stationed in the nearby River Kingdom of Tymon, is said to know more of the fortress and its secrets, and can be counted upon to provide his knowledge to curious Pathfinders passing through his remote sphere of influence.

Realm of the Mammoth Lords: The universities and museums of the Inner Sea's north coast have long cast an eye

to the mountains and plains claimed by the Mammoth Lords for the remains and living specimens of monstrous creatures wandering that dangerous land. Enormous skeletal remains rivaling the largest known dragons and krakens adorn the finest halls of learning in the civilized survivor states of Imperial Cheliox, and living creatures such as mammoths, woolly rhinos, and even (rarely) dinosaurs fetch outrageous prices from nobles hoping to stock their menageries from Corentyn to Opparra. These beasts have inspired numerous Pathfinder excursions in the centuries since the founding of the Society, including the famous "lost expedition" of a Pathfinder team led by Sheraa Solistar, a princess of Cheliox whose disappearance in the caverns below the Tusk in 4638 AR robbed the Imperial House of Asgavan of its last heir and shifted the balance of power in the empire to the infamous House Thrune. For decades Pathfinder agents and allies of the Asgavans sought in vain for a sign of Sheraa's retinue, hoping to restore her line to the throne. Some would-be revolutionaries among the Chelish exile community in Absalom still attempt to drum up interest in a new expedition to this end, in hopes of finding a living heir capable of challenging the overwhelming influence of the Thrice-Damned House of Thrune.

River Kingdoms: The forests and plains of the central Sellen River system support dozens of independent kingdoms ruled by exiled nobles, bandit lords, and even ambitious monsters. Pathfinders traveling north along the River Road to Numeria, Mendev, Brevoiy, and beyond must negotiate this complex and ever-changing landscape as a matter of course, but over the years many have chosen to step off the road and spend some time among the kinglets and petty dictators, for the constant churn of history and warfare here leaves many secrets hidden behind shifting borders and lands lost to the march of history. Given the general lawlessness of the region, the River Kingdoms have long served as central Avistan's greatest black market, with stolen goods coming here from

Cyrul the Wanderer | N | M | Human | Expert 3/Ranger 2



The son of a professor, Cyrul is both well educated and verbose. Despite erudite roots, Cyrul roams the world as a humble student. Driven by wanderlust, he travels incessantly, offering his services as a guide or companion to any happening to be venturing in his direction, or upon a path that seems more interesting to him than his own. Of his travels, he spins wondrously playful and lively tales that make contracting dysentery in a Nidal slave prison sound hilarious. Despite a tall and gangly physical awkwardness, he proves immensely charismatic, with a broad smile and intense round eyes that widen when he weaves his tales.

To date, Cyrul's most notable project is an extensive, self-penned guide of shortcuts called *Golarion Abridged*. He's heard of many more shortcuts than he's actually explored, which proves troublesome to those who, upon following his eager advice, find themselves trudging through leech-filled swamps or navigating a precariously winding cliff path obviously only suitable for a mountain goat.



all over the continent. Elven ruins like the mysterious gateways of Sevenarches provide excellent fodder for the *Chronicles*, and the squabbling lords of kingdoms like Mivon, Lambreth, and Pitax often use Pathfinders as pawns against their rival lords. Most Society activity in the River Kingdoms is based out of Dryblade House in Daggermark, an imposing lodge managed by Venture-Captain Istivil Bosk, an elderly man with graying hair and a pinched, weathered face.

Sargava: While Sargava was formerly a base from which to explore the jungles of the Mwangi Expanse, the Grand Lodge recently pulled all of its venture-captains from the nation due to fears of civil war. A few field agents remain, cataloging the ancient ruins and transcribing the oral traditions of the native peoples, but the shadows of gathering Mwangi forces in once-ruined cities like Mzali grow longer with each season, and few expect this once-proud colony of Imperial Chelixa to survive the next decade. Pathfinder exploits in the region thus assume a sense of urgency unseen elsewhere in Garund, and Sargavan explorers must constantly weigh expediency against sloppiness as they hastily complete the work of the Decemvirate in the region.

Shackles: The island princes of the Shackles inhabit stone palaces of ancient design, carved with images of cannibalism and debauchery. Most prefer to put unknown explorers to the sword, but a few canny Pathfinders have managed (usually thanks to the exchange of huge bags of gold) to curry the favor of pirate lords in order to explore the ruins and chart the islands' mysterious past. Rumors abound of unscrupulous Pathfinders actually joining the crews of pirate vessels and using them to raid the ships of honest merchants and claim their Mwangi-raped treasures as the fruits of their own exploration. These raids are significant inspiration for the shadow war between the Pathfinder Society and the mercantile Aspis Consortium, as it is most often Aspis ships sailing from Bloodcove who suffer this ignominious fate.

Sodden Lands: This rain-lashed realm on the outside edge of the Eye of Abendego offers much to entice curious Pathfinder agents willing to risk their lives in the shadow of a storm that has lasted more than a century. The best-catalogued treasures can be found in the ruined kingdoms of Lirgen and Yamasa, but below the foundations of these perpetually drenched lands lie the ruins of still-older realms, including some of the oldest human nation-states on Garund's ancient continent. Even more mysterious are the monolithic causeways and forlorn ruins thought to be remnants of the center of power for the cyclopes who ruled Garund before the rise of humanity. These last edifices, and perhaps especially the unusual script carved on the few surfaces still protected from the elements after thousands of years, are among the keenest interests of the Decemvirate. While the furious weather of the Eye makes establishing a permanent lodge here all but impossible,

a steady stream of agents from Rahadoum, Absalom, and points beyond assure that the Sodden Lands remain one of the regions most relentlessly explored by Pathfinders in all of Golarion, despite (and in some cases because of) the realm's natural dangers.

Taldor: Though it is now several centuries into a steep decline, Taldor was mighty before the birth of many kingdoms considered ancient by the Pathfinder Society. Although Taldor's ambassadors in Absalom work furiously to influence the affairs of the Society in the city and elsewhere, historians and explorers native to the "empire" often consider Pathfinders unwanted upstarts with but a tenuous grasp upon the true history of the Inner Sea region and greater Avistan, and Society membership in the homeland itself is considered somewhat gauche, the preoccupation of undisciplined and immature minds. More often than not, however, official Taldan "history" is but an overly complex tapestry of conflicting myths, purposeful revisions manipulated by long-dead political factions, and outright confusion based on centuries of misunderstanding and obfuscation. As a result, some of Taldor's greatest treasures lie undiscovered in plain sight. The Galtan agent Escobar Vallian, hero of the Society's early second century, famously rescued the elaborate stone disk known as *Yessild's Mirror* from a decrepit noble estate outside the town of Cassomir, where it had been used as a tabletop for more than 400 years since its creation by one of the greatest wizards in Taldor's proud, almost inscrutable history.

Thuvia: The shifting dunes of Thuvia's vast deserts obscure hundreds of unexplored ruins of ancient Garundi kingdoms, as well as a few that predate the rise of humanity in the Inner Sea region, such as the awe-inspiring Cathedral of Claws at the foot of the mountain known as Elzehan and the ancient Uldani Necropolis outside Pashow. Each of Thuvia's princes sponsors his own band of explorers and treasure hunters, usually with at least one affiliated Pathfinder in tow to provide historical information or added muscle to the proceedings.

Ustalav: Given the danger of unmapped territory and hostile dungeons, Pathfinder agents often become lost in the field. In benighted Ustalav, Pathfinders risk becoming lost in a different sense, as dark magics, undead whispers, and malign perversions prove just as dangerous as a broken compass or a starless night. The lich king Tar-Baphon, the Whispering Tyrant, held Ustalav in his bony clutches more than a millennium ago, but the dark stain of his rulership still taints the hidden valleys and dark hearts of the forlorn countryside. Pathfinders flock to the Vodavani Lodge in the lakeside capital of Caliphas, from there exploring sites like the Hundred Haunted Vales of the Hungry Mountains, the ghost-infested Furrows, or even the Tyrant's forbidden fortress of Gallowspire itself. Attrition here is high, and corruption remains perhaps a greater threat than outright death at the hands of Ustalav's countless dangers.



Varisia: The numerous ruins of ancient Thassilon that characterize Varisia attract the keen interest of the Pathfinder Society, which is only beginning to piece together the pervasive influence of the lost empire from the scattered accounts of agents currently in the field. These Pathfinders base themselves in a new lodge in the city of Magnimar, established only recently after the clearing of Bloodsworn Vale reopened the nation to central Avistan. In addition to mapping the original extent of Thassilon's empire, Varisian Pathfinders often visit the viper's nest fortress-city of Kaer Maga, where the answer to many arcane secrets can be exchanged for a pint of blood or a pound of narcotic leaves. Also of great interest is the giant and forlorn spiral stair of the Mobad Leigh, thought to be an ancient entry point to the treacherous underground realm of the Darklands, where enticing secrets and wealth of unguessable antiquity await the curiosity of an intrepid Pathfinder agent.

Worldwound: The howling madness of the Worldwound precludes any stable base of operations for Pathfinder activity within the land under demonic control, but that doesn't stop Pathfinders from neighboring lands from venturing there in hopes of uncovering the lost treasures of fallen Sarkoris or even the dangerous demonic lore of the land's invaders. Along Mendev's western front, such activities fall under the command of Venture-Captain Thurl of Nerosyan, whose questionable loyalties to the Society and unhealthy obsession with demonic viscera and lore have gained the attention of the Decemvirate. Though no overt move has yet been made against Thurl's influence, the Ten recently dispatched a team of Pathfinder spies to Castle Urion in southern Numeria, from whence they make ventures upriver into the Worldwound to observe Thurl's agents "in the wild." The relentless dangers of the landscape and its murderous inhabitants require a constant stream of new agents for this mission, who are asked to report to Venture-Captain Jelled Sarcissian, an Andoren human sorceress whose brazen displays of magical prowess keep the agents of Numeria's Black Sovereign at bay and the northern barbarians in a state of grudging awe and respect.

RIVAL GROUPS

The Pathfinder Society has made its reputation by traversing the world and scouring it of its most precious treasures and sacred lore. Despite the Pathfinders' attempts to portray themselves as academic archaeologists and field researchers, most who have their ancestral treasures unearthed are inclined to question the Society's intentions, especially when their missions recover spoils that fail to find their way back out of the Society's vaults. Over the centuries, the Pathfinder Society has collected thousands of priceless cultural and non-secular artifacts. They've exposed the darkest secrets, rummaged through private tombs, mapped sacred grounds, and pried into hundreds of locations with little regard for

any consequence but their own aggrandizement. Their ruthless exploration and treasure salvaging sets them at odds with dozens of organizations and legitimate governments who would contest the Society's claims to their heritage, from individual families decrying the exploration of their ancestral crypts to the elves of the Mordant Spire banning the Society from investigating Old Azlant, as well as entire nations (such as Molthune) that oppose the Society for purely political reasons.

By far the most omnipresent outside enemy to the Pathfinder Society is the Aspis Consortium, a powerful, world-spanning organization of merchants that controls countless mercantile concerns across the face of Golarion and which, in addition to its own fair share of tomb robbing and exploitation, sees no problem in creating a need in order to serve it, whether that means sparking wars to sell arms or causing a famine to sell food. While the Pathfinder Society technically bears no grudge against the mostly legal enterprises of the Consortium, the two end up butting heads with astonishing frequency as Pathfinders beat Aspis Consortium agents to valuable objects or reveal secrets that end up spoiling lucrative Consortium operations.

Yet for all of this, a Pathfinder's greatest rival is likely another member of his own organization. Competition is fierce within the Society, and while all Pathfinders are held to a code preventing all-out warfare, everyone involved understands that the first one to publish a discovery will have his name live forever, and the Pathfinder who's beaten to the punch will quickly be forgotten. To this end, many Pathfinders choose to work alone, with non-Society allies, or with only the staunchest of companions, and the spirit of competition fostered by the Decemvirate is no less serious for its lack of outright bloodshed.

FEATS

The life of an adventuring Pathfinder is rarely simple or safe. A wide range of talents and constant adaptability are demanded, and over-specialization can result in failure or death.

Boon Companion

Your bond with your animal companion or familiar is unusually close.

Prerequisites: Animal companion or familiar class ability.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were four levels higher, to a maximum bonus equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar, you may apply this feat to the replacement creature.

Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.



Dilettante

What some would call dabbling you call a wide range of interests. Your breadth of knowledge offers unexpected insights in many situations.

Prerequisites: 2 ranks each in 5 different Knowledge skills.

Benefit: You gain a +2 bonus on Knowledge checks if you have 1–5 ranks in that skill. This bonus does not stack with Skill Focus. You can make untrained Knowledge checks with DCs up to 15.

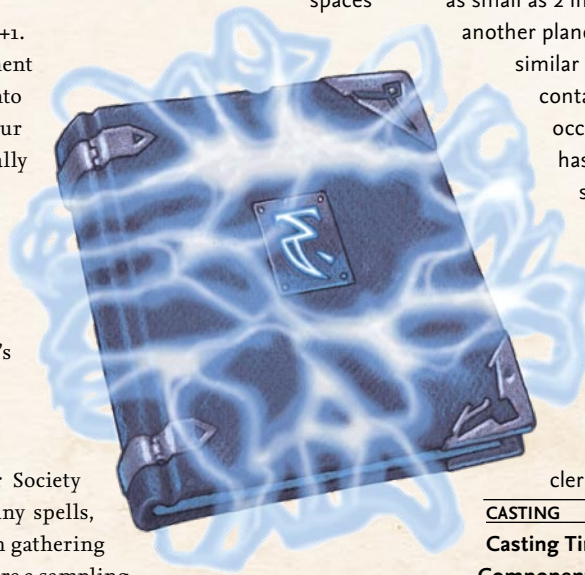
Normal: You may only make untrained Knowledge checks for common knowledge (DC 10 or lower).

Friendly Switch

You elbow an ally out of the way, and take his place on the battlefield.

Prerequisites: Base Attack Bonus +1.

Benefit: As part of your movement or as a 5-foot-step, you can move into the space occupied by an ally of your size or smaller, which displaces the ally into the space you just left. Your ally must be willing and able to move and able to occupy the space you were in. This movement does not provoke attacks of opportunity. This does not count toward your ally's movement on his next turn.



SPELLS

The spellcasters of the Pathfinder Society have developed or rediscovered many spells, the majority directed at information gathering and preservation. The spells below are a sampling of some of the specialized spells most likely to be found in a Pathfinder's repertoire.

BOOK WARD

School abjuration; **Level** bard 2, cleric 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a drop of clear oil)

EFFECT

Range touch

Target one touched object of up to 10 pounds/level

Duration 1 day/level or until discharged (see text)

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

DESCRIPTION

As *protection from energy*, except as noted above and that the spell only protects against acid and fire damage. While the energy protection remains, the item is also completely waterproof (this protection extends to other liquids as well, such as alcohol and oil).

QUESTING STONE

School divination; **Level** bard 4, sorcerer/wizard 4

CASTING

Casting Time 10 minutes

Components V, S, F

EFFECT

Range touch and unlimited

Target one *ioun stone* touched

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell functions like *arcane eye*, except that it uses an *ioun stone* as a visible scrying sensor. The *ioun stone* moves at the same rate as an *arcane eye*, and may pass through holes or spaces as small as 2 inches in diameter. It can enter another plane of existence using a *gate* or similar portal, but the caster loses contact with the sensor should this occur. The enhanced *ioun stone* has AC 24, 10 hp, hardness 5, fly speed 30 (perfect), and a +16 Stealth bonus. The stone does not provide you with its normal benefits while you are using it as a scrying sensor.

REVELATION

School divination; **Level** bard 2, cleric 3, sorcerer/wizard 3

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range personal

Target you

Duration 1 round/level; see text

DESCRIPTION

You gain a brief understanding of the workings of a single puzzle, device, or trap, gaining an insight bonus equal to your caster level (maximum +10) on checks to disable, manipulate or solve the object in question. Your insight is ineffable; you are unable to communicate your understanding to others. At the GM's option, this spell may instead give you a clue or other piece of useful information. In this case you may communicate the clue to others and retain knowledge of it after the spell's duration has expired.

SCRIVENER'S CHANT

School transmutation; **Level** bard 0, cleric 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (fine sand and a vial of ink)



EFFECT

Range 5 ft.

Target one or more written objects

Duration concentration, up to 1 minute/level

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

DESCRIPTION

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

TELEPORT TRAP

School abjuration; **Level** sorcerer/wizard 7

CASTING

Casting Time 10 minutes

Components V, S, M (powdered lodestone and silver worth 100 gp per 40-ft. cube)

EFFECT

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

Area one 40-ft. cube/level (S)

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

Teleport trap wards an area, redirecting all teleportation into or out of the area to a specific point within the area determined by you at the time of casting. The destination must be an open space, though it does not need to have a solid surface for the

target to stand upon. The spell's area overlaps walls and other solid and liquid objects (preventing intruders from bypassing the ward by teleporting into a wall or similar means).

At your discretion, the *teleport trap* can exclude a category of creatures, such as an alignment, a type of creature, or creatures carrying a specific item or knowing a password (though this only works if the creature is teleporting out of the area, not into it). You select this option and the conditions at the time you cast the spell. Overly complicated conditions may cause the spell to fail entirely. Multiple castings of *teleport trap* can be linked to cover a larger area, allowing teleported creatures to be directed to a single point within the combined area of the spells.

Teleport trap can be made permanent at the cost of 7,000 gp. A single *permanency* spell can be used on all *teleport traps* in a link, but the gold piece cost must be paid for each individual spell.

The Pathfinders of the Grand Lodge make use of permanent *teleport traps* in several key locations, trapping would-be intruders in a small wing of jail cells. At least one crypt of the Whispering Tyrant makes use of the spell as well, trapping grave robbers in coffin-sized stone cysts, there to die a slow and agonizing death from thirst and starvation.

RUNNING AN ALL-PATHFINDER CAMPAIGN

Above all else, Pathfinders are best suited for adventuring, and a campaign where all of the PCs are members of the Society makes perfect sense. Pathfinders are convenient allies and make excellent teams. Group members know and respect the skills of their peers, and because of the Society's code, do not usually fear betrayal, even when placed in the company of those with whom their overall philosophies clash. Consequently, Pathfinder parties are often eclectic, and exercise the strength of their diversity to attain great successes. They quickly adapt to each other's needs and usually agree when it comes to picking up adventure seeds or following plot hooks, especially

Ithuna Vardsdottir | **NG** | **F** | **Human** | **Cleric of Erastil 8**



A towering Ulfen woman with wild golden hair and eyes the color of ice, Ithuna was born the ninth child to an aging warrior retired to a life of subsistence farming. On her thirteenth birthday, her widowed father apprenticed her to the church of Erastil, which placed her with a small coven run mostly by unwed crones who betrothed themselves to Old Deadeye. She studied for several years, quickly mastering the scriptures and arts of the sisterhood.

One year, she visited her mother's grave in the crypt known as the Cairn of Kings, where she found evidence of a matriarchal order who ruled the temples of Erastil long before the male priests rose to power. Her tales inspired accusations of heresy, and she was excommunicated and forced into exile. She continues to practice her faith, but remains dedicated to restoring the blasphemous knowledge of her ancestors. She eventually joined the Pathfinder Society, and to date has led dozens of missions into lost tombs and crypts throughout northern Avistan.



when their missions come from a higher-ranking member of the Society, such as a venture-captain.

Presented below are a few basic ideas that can help set the tone of an all-Pathfinder campaign and decrease the number of potential conflicts between PCs with contrasting ethics.

Pathfinders Are Not Necessarily Good: While a given adventuring group likely has many good-aligned members, the overall alignment of the Society remains staunchly neutral. Pathfinders are not heroes, they're explorers. Most aren't interested in crusading to save the world, but rather looting tombs and pilfering artifacts. Similarly, the intentions of the Decemvirate are self-serving in their neutrality, and not an attempt to find or create balance as a druid might; therefore the Society doesn't reject those with biased views. Instead, it honors the beliefs of its members by offering them missions they feel lie closest in accordance with their personal beliefs, while still remaining appropriate to the Society's needs. The moral array of the Society makes it easy for the Decemvirate to match talent to an assignment. Unsavory tasks are assigned to unsavory folk, diplomatic tasks go to the gregarious, and so on.

Paladins and lawful good clerics struggle hardest to function within the Society, as its rules and methods potentially call them into conflict with faith and duty. While challenges to personal morality may occasionally spark fun roleplaying situations, it quickly becomes tedious for a player to suffer constant conflict because of his character's beliefs. Instead, a good GM provides missions to attract such characters, and keep the focus off a single player and on a group adventure.

Use Pacts to Keep Peace: Agreeing to a set of restrictions before beginning an adventure greatly helps reduce internal conflicts. Before going on a mission, a group of Pathfinders (especially those with conflicting morals and beliefs) would be well advised to set ground rules for dealing with situations they might face. These may vary from adventure

to adventure, as assorted individuals bargain for specific stipulations. For example, a paladin might stipulate a "no stealing" clause that states none of his associates may steal from members of those communities they pass through. In exchange, the rogue might counter with a "no mercy" clause stipulating that, while the paladin need not execute an opponent begging for quarter, others within the party do not have to honor the request. Though at times an individual may push the rules set in a pact, a pact can seriously reduce the amount of infighting.

Understand Why the PCs Are Members: Pathfinders have different motivations than regular characters. While a typical paladin might join a crusade to Mendev to slay demons, a Pathfinder paladin might join that same crusade to catalogue them and bring back samples, specifically seeking those demons so rare and terrible they have yet to be recorded. A typical rogue might ply his trade with an adventuring party for her share of the treasure and the chance to gain a few allies that might protect her when the local lawmen show up to collect the bounty on her head; a Pathfinder rogue might place a bounty on her own head, duping authorities into holding her in the depths of a prison rumored to have a secret entrance to the 10,000-year-old vault of a fabled ruler.

Keep Your Eye on the Prize: To remain a member in good standing, a Pathfinder should keep focused on the Society's goals. All members should understand their role within the Society and what the Society expects of them, and attempt to meet those expectations. So long as the PCs focus on their missions or work toward fulfilling the desires of the Decemvirate, everyone in the group shares similar objectives.

As with any game, a GM shouldn't overburden a campaign with assignments that suit only part of the group; for example, an over-reliance on stealth and sabotage missions favors rogues and bards but penalizes heavily armored

Kaigon the Miscreant | CN | M | Dwarf | Barbarian 1/Rogue 4/Pathfinder Delver 2



The name Kaigon sparks a variety of reactions in those who have met the eccentric dwarf from the Shattered Mountains. Battling a lifelong addiction with shiver (a potent narcotic brewed from dream spider venom), Kaigon remains plagued by a nefarious past and a tenuous future. Early in his career, Kaigon discovered grave robbing as an easy way to fund his habit, and he now possesses extensive knowledge concerning the cemeteries, aristocratic genealogy, and burial practices of half the Inner Sea Region.

Though he makes a staunch ally, years of shiver addiction have left Kaigon overly paranoid and quick to anger. Fearless when provoked, he defiantly spits in the face of the highest authority, and picks fights with opponents far beyond his ability.

Most of Kaigon's body is speckled with crude, self-inflicted tattoos of simple design—knives, words, numbers, spirals, slashes, and so on—each tattoo holding some significance to a mystery he has encountered. As a result, his skin may in fact be more valuable to the Pathfinder Society than he is.



characters such as fighters and paladins. Whenever possible, the desire to adventure should be based on and driven by the PCs. If the group decides they need to explore an Osirian tomb or speak to the head of the Mwangi Trade Company, then let them do so. However, the PCs might need to consider how the Society will view their actions. The GM's primary objective isn't to use the Society as a tool to railroad players, but as a guideline for creating common interests, motivations, and goals.

Pathfinder Adventures

The bulk of Pathfinder missions concern the retrieval and salvage of ancient artifacts. Pathfinders specifically quest for those treasures lost to time and memory, which lie buried at the far corners of the world, guarded by powerful curses and antediluvian forces. Magic items probably hold the most widespread appeal, but other things such as strange technologies, bizarre devices, lost lore, and priceless works of art are equally enticing. While such missions form the basis of the Society, if item recovery becomes the sole focus of the campaign, the adventures quickly turn predictable and stale. What follows are several examples of various types of missions perfectly suited for Pathfinders.

Exploration: An important part of the Society's mandate is establishing footholds in new and uncharted territories, surveying them before settlers arrive and despoil everything. Furthermore, governments view the Society favorably when they pursue mutual interests, and prove less resistant to Pathfinder activities in those regions where the organization can help pave the way for colonization. An exploration mission might include establishing a new trade route through mountains inhabited by mysterious beastmen, defending a remote outpost in exchange for the right to found a new lodge, exploring and cataloging sites of old ruins that might pose a potential threat to colonists, or searching for valuable resources such as mineral or metal deposits to boost a new settlement's economy.

Protection: Books aren't the only sources of priceless lore. Sages and madmen also collect whispers of truth and other knowledge sought by the Society. Sometimes, knowledge possessed by these individuals makes them targets or prisoners, unable to safely (or willingly) reach the asylum of a Pathfinder lodge. As a result, Pathfinder agents are sometimes dispatched to collect these sensitive assets and escort them to a safe harbor for questioning. Sample missions might include smuggling a political prisoner from Galt across the nation's borders, freeing a man tattooed as a living map from a dark dungeon, or tracking down a renegade sage whose mind has been shattered by a dark secret and bringing him back to the Grand Lodge for further study (and presumably healing).

Insinuation: Not all secrets are old—all around Golarion, events are in motion that will one day be cited

as of immense historical importance. To this end, many Pathfinders seek to get the jump on their fellow historians by insinuating themselves directly into the events, taking up positions in noble courts, armies, or rebel factions to record the details as they occur. In some areas they're blatant in their function—for what king doesn't think he's important enough to have his decisions recorded for future generations?—and in others they remain carefully hidden, but in all cases the Pathfinders who choose this path have a tendency to dig deep and uncover hidden truths behind the readily apparent machinations of various notable figures and political groups.

Inextricably tangled up with this sort of documentation, however, is a chance to directly impact the events being recorded. Theories on how to appropriately deal with such things run a broad spectrum among members of the Society, but it's no secret that many of them do more than simply observe. Because its members hail from dozens of countries, the Society officially attempts to maintain a position of political neutrality. Yet there are often times when a deft word or blade here or there can have tremendous impact on the Society's interests in a region, and the Decemvirate isn't against quietly quelling or discrediting those groups working counter to Society interests with false information, blackmail, political espionage, or even the careful sparking of riot and revolution.

Competition: Other groups with interests contrary to the Pathfinders' can create serious threats to the Pathfinder Society and its members. For the most part, the Society avoids open warfare, but tensions often lead to conflicts, and even violence. Missions focused on competition with rival organizations might include staking out and defending a newly claimed adventure site, securing evidence (or destroying an enemy's evidence) to defend a fellow Pathfinder in court, breaking into an enemy outpost and sabotaging equipment, or uncovering an organization's hidden motives and leaders.

Liberation: Though the Pathfinder Society denounces outright theft, the fact remains that libraries, museums, collectors of antiquities, wealthy nobles, and their like throughout Golarion all possess artifacts of significant interest to the Decemvirate. These individuals and institutions are often loath to turn over their valuables to the Society for study, despite generous offers, and in some cases a venture-captain rules that it's in the best interest of history and civilization as a whole to place the item where it can be studied for the good of all sentient races (or at least the Society). In such cases, covert missions might include breaking into a foreign customs agency where the desired item is being stored, disguising the PCs as pirates and hijacking a ship carrying precious cargo, stealing a map or object d'art from a well-guarded museum, or even tunneling into a depository and cracking a safe.



ODD JOBS

A Pathfinder's work never ceases, and while the Society's primary trade is in fame and knowledge, the rest of the world has baser concerns. In short, a Pathfinder is responsible for his own upkeep, and it's the fortunate operative indeed who's able to make his living solely off of adventuring. Though the Society can often be convinced to foot the bill for expenses incurred on a successful mission, the emphasis is on "successful," and the Pathfinder who makes a mess of things or incurs expenses far out of proportion to his discovery—such as property damages, bribes, or bail—is likely to find himself in significant debt to the Society, or refused loans altogether until such time as he's proved his merit. The last thing the Decemvirate is interested in is having a bunch of freeloading agents living off the Society teat while conducting "investigations" in Jalmeray's high-rent brothel districts. Far from being a safe career, membership in the Society is frequently a pay-to-play arrangement, and the Pathfinder who scores big with

an early discovery that nets him thousands in valuable but historically insignificant (and hence salable) artifacts may quickly discover that the money dries up faster than he expects, leaving him back where he started.

As such, the Pathfinder Society has numerous less-glamorous tasks required to keep the organization's wheels turning smoothly, frequently assigned to those operatives in need of quick cash, being taught a valuable lesson by their venture-captains, or simply interested in continuing to support themselves and aid the Society while convalescing from an injury or settling down in a particular spot and raising a family.

Artifact Appraisal: The Society receives a steady stream of mysterious objects, many of which arrive unidentified. The Society sequesters Pathfinders to inspect, appraise, and catalogue these contributions. Generally appointed to older and more trustworthy members, the task involves checking items for traps and curses and removing them, identifying and cataloguing any magical properties, and assessing the item's overall value and discerning its age and



origins. Appraisal duty requires a variety of skills, and can be assigned to several different Pathfinders at once.

Cartographic Validation: Not all Pathfinders are proficient cartographers. Unfortunately, inaccuracy can prove costly, sometimes even deadly. When someone calls a map's accuracy into question, it falls upon Pathfinders to travel to the site and establish its validity.

Escort: Lodges, especially those in popular regions, welcome a regular flow of Pathfinders, thus the duty falls on local members to show guests unfamiliar to the region their way around. A venture-captain may solicit the PCs to escort visitors to important social events, introduce them to dignitaries, or simply take them out for a few rounds of mead. Depending on the visiting Pathfinder's reputation, this may or may not prove to be a difficult job.

Lodge Maintenance: All lodges require maintenance. While the responsibility of general upkeep falls upon the lodge's venture-captain, the actual work is often hired out to local laborers—and occasionally any Pathfinders in residence. The unglamorous work ranges from re-shingling a worn and weathered lodge roof to dredging a flooded basement, laundering sheets and carpets to removing a nest of pesky stirges from a belfry.

Delivery: Items and information collected at lodges must eventually make their way to the Decemvirate in Absalom. Conversely, the Decemvirate needs to disseminate funds, equipment, and other resources to where they're needed. PCs may be requested to run these missions to protect the funds from bandits, competitors, or other threats.

Training: Training isn't something that ends with a Pathfinder's confirmation, and the pursuit of knowledge and self-improvement is a lifetime endeavor. Though further training is never mandatory, a venture-captain interested in protecting his investments (including his agents themselves) often strongly encourages the staff under his purview to attend or offer trainings in mission-specific

disciplines. These can range from mock combats to rock climbing and spelunking, language training to etiquette lessons—whatever a given Pathfinder needs to succeed in his next task—and the party leading the training is often kicked back a small sum or a favor from the Pathfinder or venture-captain requesting the training in exchange for his time.

Trap Installation and Removal: Delving into the sunken ruins of lost empires, Pathfinders recover a great many coffers, chests, and caskets with unknown contents. Often enough, the locked containers also bear traps that require removal. A talented Pathfinder can make a healthy commission answering this call of duty. The GM should set the bulk of the DCs at an appropriate challenge level for the PC. Along similar lines, Pathfinders possess a great many valuables, from priceless magic items to deadly secrets and more mundane property. To protect their investments, they often seek talented members to place wards and traps on those items and locations which the Society needs to keep safe. These include safes, secret rooms in lodges, or even sites the Pathfinders have yet to fully explore but need too keep free of vermin or other looters. The Society provides trapmakers with the funds and raw materials to complete their assignments.

Darker Duties

Periodically, the Decemvirate calls upon a Pathfinder to enact a darker, less savory deed to help ensure the betterment of the Society. These missions aren't for the faint of heart, and typically involve punishing rogue Pathfinders.

Secrets make precious commodities. They can easily defile a longstanding reputation, incite nations to war, unleash alien terrors, or even summon forth the wrath of divine beings. Few organizations upon Golarion even come close to rivaling the secrets held by the Pathfinder Society. While most members do not possess even a fraction of these

Sir Laribold Croome | LN | M | Human | Aristocrat 4/Bard 2



Hailing from Taldor, Sir Laribold Croome, the Gentleman Explorer, stands as one of the Society's most unlikely and eccentric successes. He dresses in fine garments even while exploring the nastiest swamps, and his speech and movements are the epitome of aristocratic control and elegance. Sir Laribold is accompanied everywhere by his trusted manservant, Percy (N male halfling rogue 5). Independently wealthy, Sir Laribold funds his own missions and frequently hires qualified members of the Society to aid him on his exploits.

During expeditions, Percy scouts ahead, disarming traps, listening at doors, and announcing the arrival of his master. Sir Laribold trails behind, taking detailed notes, squinting through his monocle, and laying a thoughtful quill to his parchment. Armed with only a cane sword and jeweled dagger, Laribold insists on resolving all violent altercations by formal duel, even with obviously unintelligent monsters.



secrets, occasionally a powerful Pathfinder decides to break from the Society, taking with him some dire knowledge that places the entirety of the organization at risk. In these cases, the Society has no compunctions about placing them under surveillance by other Pathfinders, or even staging a permanent disappearance. In these latter situations, the Decemvirate only tasks its most loyal and capable members with the regretful duty, and generally tries to avoid assigning such deeds to those whose morality would make it abhorrent—though sometimes a job needs to be done, and it's not impossible that a good-aligned Pathfinder might find himself in such a sticky situation.

Secrets of Seekers

While Pathfinders deal primarily with ancient conundrums, sometimes the keys to unlocking their answers lie in the present. No one remains innocent or above the prying eyes of the Society, and for this reason, many Pathfinders find it best to keep their mouths shut, for personal secrets can sometimes be as valuable as gold.

One way to inspire player characters' connection to the Society is to give them their own secrets during character creation. Encourage players to come up with their own secrets at the beginning of play, or create secrets for the players that they themselves might not even be aware of, mysterious pasts that can be put into play later in the game. The following examples highlight a few ways to use secrets to enhance a PC's background, motivations, and connections to the Pathfinder Society, for good or for ill.

The Ancestor: As the descendant of a fabled Pathfinder, the PC must hide his heritage or constantly live up to his intrepid forebear's deeds and suffer the excessive praises of his work. Conversely, if the ancestor was more of a villain, the PC must constantly prove he isn't equally reprehensible. Either way, it seems everyone has at least one story involving the ancestor, forever forcing the PC to live in his shadow.

The Grudge: The PC's family holds a grudge against the Pathfinder Society. Perhaps the Society stole valuable knowledge or artifacts from them, or a family member was accidentally killed during a Pathfinder mission, either as an active participant or as an innocent bystander. The PC must keep his Pathfinder affiliation secret or be treated as an outcast by his kin. The PCs must publish under a pseudonym, therefore gaining none of the glory of his exploits, or else somehow figure out how to reconcile his exploits with his family.

The Heir: The PC comes from a notorious criminal family with strong ties to other organizations. The family calls upon the PC to perform tasks that only a Pathfinder might know about. The request may even go against the Pathfinder Society, forcing the PC to answer the age-old question of whether blood is thicker than water.

The Heirloom: At the beginning of the campaign, the Pathfinder inherits a locket or similar heirloom with a unique history that he feels compelled to research through his skills as a member of the Society. The item could double as a key to a lost vault, a puzzle that unfolds into a map, a magical amulet, or something else spawned from adventure. The item might also have ties to the Pathfinder Society itself—perhaps one of the PC's family members won it from a Pathfinder in a card game, pilfered it from a Pathfinder's purse, was given the item as payment or a love token, or had a Pathfinder leave it with the family for safekeeping.

The Killer: Earlier in the PC's career he killed another Pathfinder. The grounds for the murder might be justified (such as self-defense or the result of an accident), or they might not. Regardless, the PC covered up the crime and moved on with his life. Over the years, the secret has started to unravel. Friends and allies of the deceased want justice for the unsolved crime, and those tracing the tracks will eventually catch up to the PC.

Pharast

LN

F

Human

Fighter 2/ Monk 3/ Red Mantis Assassin 4



Pharast holds close the dark secrets of her mysterious past. A former Red Mantis assassin, she was cut off from her fellow agents when a poisoned arrow struck her. A compassionate fisherman found her unconscious on a beach; he treated her wounds, nursed her back to health, and taught her a new life that included compassion, understanding, and forgiveness. She claimed she could not remember who she was or where she was from, and so he called her Pharast after the month he found her. She now wanders the world, fearing that the truth might one day surface.

Pharast travels the north shore of the Inner Sea, bouncing from city to city, regularly depositing new maps and journal entries in various lodges. She avoids displaying flourishes of her former profession and speaks little of anything personal.

She has a muscular physique complemented by striking features, high-cheekbones and light brown eyes that contrast with her dark skin. She keeps most of her body covered to conceal her numerous incriminating scars.





The Mark: The PC bears a strange birthmark or a mysterious tattoo that provides a clue to an ancient or lost civilization. If it's a tattoo, at a young age a mysterious wanderer scribed the mark upon the PC to protect him from an ancient and evil force that consumed his village—an evil that will one day come seeking revenge.

The Memory: Dark memories lurk within the PC's subconscious. Perhaps caused by a traumatic event or supernatural manipulations, these memories slowly emerge as strange and enigmatic figures resurfacing from a past the PC has forgotten.

The Sibling: The PC has a twin brother or sister that causes him no end of trouble, or from whom he was separated at birth. The sibling could be fraternal, identical, a tiefling, or even a conjoined and sentient growth on the PC's body.

HIERARCHY

The Pathfinder Society maintains a loose structure, with a hierarchy based on an individual's accomplishments, deeds, and contributions. Like wolves within a pack, Pathfinders often contest the existing hierarchy. They jockey for status and attention by completing grand exploits, or curry the favor of higher-ranking members by aiding them with their personal missions. Determining a Pathfinder's status can be difficult, as they rarely distinguish themselves with identifying marks, insignias, or uniforms. The status quo shifts constantly, and can even vary depending on location. For example, a Pathfinder who may have achieved notoriety in Varisa may be relatively unknown in Geb. The basic hierarchy falls into four categories: initiates, field operatives, venture-captains, and the 10 masked members of the Decemvirate.

Initiate: While not full Pathfinders yet, initiates in training at the Grand Lodge of Absalom are still recognized as well on their way to a commission, and as such are accorded some of the honor and privileges by other Society members. For more information on initiates and process of becoming a Pathfinder, see page 4.

Field Operative: Once an initiate passes his final tests, he becomes a full-fledged field operative, more often simply called a Pathfinder. Though all field operatives are considered equal in the eyes of the Society, in actuality most Pathfinders adhere to an informal pecking order based on successful ventures, experience, and publication, regularly deferring to those with more knowledge in a given field. That's not to say that all Pathfinders respect each other equally, however—on the contrary, the numerous ways of fulfilling a Pathfinder's duties lead many to see their own methods as more admirable. Adventurous Pathfinders specializing in exploration might look down on those “tomb robbers” more interested in item recovery, and both likely look askance at those who choose to do their research solely through books. Scholarly Pathfinders, of

course, might share similar prejudices against those dirty adventurers who waste all their time gallivanting around when a single library can hold more secrets than they could uncover in a lifetime. And both breeds no doubt marvel at the sloth or lack of imagination of those Pathfinders who attach themselves to heads of nations or other important figures, recording events as they come rather than actively pursuing mysteries. Of course, all of these prejudices are put aside in an instant should someone from another school of thought publish a particularly interesting piece—after all, knowledge is knowledge, and publication is always worthy of respect.

Field operatives must work to maintain their status. To remain a “member in good standing,” a field operative must continually prove his worth by contributing to the Society's overall success in terms of recovering artifacts or chronicling lore. A member in good standing maintains respect and status, along with all rights typically allotted to a member of the Society, including but not necessarily limited to:

- The ability to sequester cash to finance a sanctioned mission.
- The right to spoils or to contest the sanctioning of a mission granted to another member. Contesting another Pathfinder's actions can be counter-contested, with the senior venture-captain hearing both sides and rendering a verdict.
- The right to room and board, privacy, and all resources when staying at a Pathfinder Lodge.

Field operatives who consistently botch missions, waste funds, or simply do not contribute to the Society quickly fall from grace and become known as “members in poor standing.” Such members soon find themselves assigned to less and less important tasks. Most are offered simple missions or mundane work necessary to handle the day-to-day operations, while others drift slowly out of the Society and migrate to other lines of work, such as sages, merchants, mercenaries, or everyday adventurers. On rare occasions, a dissatisfied Pathfinder may try to blackmail the Society with independent publication of Society secrets, but this is generally an ill-advised and potentially fatal decision.

Venture-Captain: Venture-captains serve as the Society's organizers or team leaders and handle the everyday needs of both the Society at large and its members. They arrange meetings, wrangle finances, run lodges, and send regional information back to the Decemvirate in Absalom.

Each venture-captain maintains limited influence over his own district or region, and—with the exception of Absalom and few other large cities—a given territory often contains only a single venture captain. In those areas where more than one venture-captain operates, the individual captains dedicate themselves to a particular subject or calling. In this manner, they keep their activities separate and unbiased, even when working in close proximity. More importantly, venture-captains avoid involving themselves

in the affairs of their peers. Within their own lodges, they wield absolute authority, except in the face of the Decemvirate. As a matter of security, they maintain the right to request audience with any guest patrons or to attend any hearing, trial, or lecture given on their grounds, private or not. However, should a venture-captain travel outside his sphere of influence, he cedes authority to the venture-captain who oversees the region. Still, he may at any time request audience with the venture-captain in charge.

Any Pathfinder who commands enough status to attract at least a small following of fellow Pathfinders possesses the qualifications to become a venture-captain. To become a venture-captain, a Pathfinder must first be nominated for the position by his peers. The nomination must then be presented in Absalom before a large council made up of current venture-captains. These individuals review the candidate's work, offerings, and qualities. If the candidate impresses the council, a representative takes the nomination to the Decemvirate. If in turn the Decemvirate accepts the nomination, their representative Ambrus Valsin presents the candidate with a challenge so the council might accurately measure the nominee's abilities in the field. Challenges are purposefully dangerous and difficult, and typically involve the complete exploration of a remote region or ruin. During the trial, the candidate must prove his ability to organize and lead missions, as well as establish himself as self-sufficient. One year after accepting the nomination, the candidate must return to Absalom, present his efforts, and face the final judgment of the Decemvirate. The Decemvirate must remain unanimous in its decision, and therefore the deliberation of a candidate often takes several weeks. The Decemvirate's word is final. Those who fail may reapply after a 2-year period, though if the decision is marginal, the nominee is sometimes offered an extension and asked to continue his trial period. Those accepted become venture-captains.

Decemvirate: Cloaked in shadow, masked to maintain anonymity, the Decemvirate stands as the highest rank within the Society. Nameless, faceless, and ageless, these powerful individuals command the fate of all Society members even as they walk undetected among them, and their word is law. The route to becoming a member of the Decemvirate remains obscured, secreted perhaps beyond even the reach of the gods. Though it is widely assumed that members of the Decemvirate have changed over the centuries, the possibility remains that they have not. Some

tales speculate its members have discovered the secrets of immortality—perhaps with the help of the legendary Durvin Gest and his fabled fountain of youth—or that they are actually powerful undead. Others claim membership is a hereditary position, or that the Decemvirate is secretly made up of elves. Regardless, an indeterminable truth is at the heart of the mystery, and if there exists a way to attain a position in the Decemvirate, it remains a secret that (either by choice or by force) one takes to the grave.

COVERT COMMUNIQUE

The Pathfinder Society possesses a number of secret gestures, shorthand codes, and slang terms specific to the association. These furtive communications can vary wildly from region to region, with some being specific to certain venture-captains or initiate instructors under whom a particular Pathfinder has studied.

Ciphers: Pathfinders often use cryptic shorthand or full-on codes and ciphers to take notes in the field, protect their discoveries from competing agents, leave messages and warnings, or otherwise convey written words without being entirely open to non-Pathfinders. Some of these are simple letter-substitution ciphers or obscure languages written backward, while others are keyed to specific code words that change at regular intervals (often with the date of a journal entry), making them almost impossible for anyone other than the owner to crack

Gestures: Pathfinders have a variety of gestures used to communicate silently in dangerous situations, or subtly across a crowded room. Though rarely as versatile as a naturally evolved sign language, these gestures can prove invaluable, and every Pathfinder picks up a handful during training, most relating to combat, directions, and hazards, often varying with the cohort of initiates to which a given Pathfinder belonged. Even when two Pathfinders' signs differ significantly, certain gestures common to all who've studied in the Grand Lodge can go a long way toward establishing that an inquisitive stranger is in fact a fellow member of the Pathfinder Society.

Slang: When speaking among themselves, Pathfinders sometimes use slang to keep the details of their conversations private. Pathfinders from the same homeland might employ local terms or pidgin versions of various languages, but almost all Pathfinders are capable of communicating in the slang of Grand Lodge initiates. Pathfinders using initiate slang gain a +2 bonus to Bluff checks to transmit secret messages to other Pathfinders and a +2 bonus to Sense Motive checks to discern a secret message from a Pathfinder using Bluff.



NOTABLE PATHFINDERS

Durvin Gest, the fabled adventurer whose 20-foot-high marble likeness stands majestically in the Grand Lodge, is probably the best-known Pathfinder in history, but he's hardly the only one. By its very nature, the Society attracts a host of oddball characters and impassioned adventures determined to make their mark on the face of Golarion. The biographical sidebars throughout this book describe many other Society members a Pathfinder might encounter in the course of his training and explorations.

VENTURE-CAPTAINS OF ABSALOM

In the City at the Center of the World, the people joke that every Pathfinder is a venture-captain—or at least claims to be. Given the unquantifiable number of Pathfinders and venture-captains throughout the city and the lack of obvious status symbols or badges of rank, it's not uncommon for at least a few of these individuals to be charlatans attempting to impress locals or trade on the Society's good name (usually to pay their tab at a tavern or brothel). In truth, while many venture-captains operate out of Absalom, only a handful are concerned exclusively with ventures within the city itself, and most are simply following up leads in the libraries of the Grand Lodge, using it as a base from which to direct efforts in several parts of the globe or passing through on their way elsewhere. Some of the most notable venture-captains currently residing in the Grand Lodge are Declan Dreng (page 31), Adril Hestram (page 52), Shevala Iorae (page 54), Eliza Petulengro (page 55), and Ambrus Valsin (page 56).

PATHFINDER SOCIETY TIMELINE

Over the past 400 years, the Pathfinder Society has grown from a loose consortium of adventurers sharing stories over drinks to a world-spanning organization with more wealth, power, and influence than many traditional nations. Yet despite its meticulous records and undeniable importance to the Inner Sea Region and Golarion as a whole, the history of the Pathfinder Society itself remains shrouded in mystery, with most internal matters hidden from the eyes of outsiders. The Society is at once a bastion of knowledge and a den of secrets, and those guiding its invisible and far-reaching hands wouldn't have it any other way.

The Pathfinder Society began humbly, first taking shape as a group of friends and acquaintances who met regularly at the Absalom dive bar known as the Wounded Wisp. Here the various wanderers and roustabouts, from mercenaries to traveling priests, would get royally drunk while spinning tales of their most recent adventures, frequently hauling out physical proof of their less-believable exploits. Over time, the group began to gather new members, attracted by the free entertainment and the spirit with which the group

freely exchanged secrets, working together and creating a community of like-minded historians and tomb-robbers, all joined by their fascination with uncovering that which is hidden. It was at one such gathering that a now-forgotten adventurer first made the suggestion that they formalize their club and give it a name. With several of its members having just returned from an ill-planned and hard-fought mapping expedition to the south, the group settled on the name Pathfinder Society.

At first, the Society looked little different from many such guilds and adventuring parties. For several years the comrades met at a parade of different inns and taverns (generally changing locations when their festivities got too rowdy), until at last one of their older and less-mobile members, a sage who found more joy in the exploration of tomes than tombs, casually offered to collect some of their best stories and publish them in book form, the better to preserve them for posterity and share them with outsiders. The other members agreed, and thus was born the smudged, poorly bound chapbook that the group boastfully named Volume 1 of the *Pathfinder Chronicles*. The rest, as they say, is history.

While far from complete, the timeline presented below contains a brief overview of major events in the history of the Pathfinder Society.

Date Event

- 4307 The Pathfinder Society is founded in Absalom by a group of adventurers as a forum in which to share stories, recruit comrades for difficult ventures, and pool resources and knowledge to give them an advantage in the discovery and study of ancient mysteries.
- 4317 The first-ever volume of the *Pathfinder Chronicles* is published in Absalom, and quickly becomes popular among adventurers and the curious aristocracy, spreading to the edges of the Inner Sea region and beyond. Pathfinder Durvin Gest and his explorations of the ruins of Lost Azlant capture the imagination of the public and immediately swell the ranks of the Society as hopeful adventurers travel hundreds or thousands of miles to offer their own adventures for publication.
- 4320 The Grand Lodge is founded in Absalom, giving the Society an official home base. The actual structure, a repossessed manor house, is donated to the Society by the city in thanks to Pathfinder Selmius Foster for opening up the distant spice markets of Vudra to Absalom's trading vessels via his exploration and diplomacy.
- 4321 As the Society continues to grow, it's decided that some sort of official guidance is needed in order to maintain the lodge, organize correspondence between members, and manage funds gained from group endeavors. Ten of the most popular and sagacious Pathfinders are voluntarily instated as a ruling council, which is named the Decemvirate.



- 4323 Durvin Gest, still the most recognizable Pathfinder in the public eye, catalogues the 31 Siege Castles outside of Absalom, including such legendary sites as the Spire of Nex, El Raja Key, and the Red Redoubts of Karamoss. The Pathfinders' greater organization gives them an advantage with regard to the exploration and plundering of the castles, providing much of the wealth needed to support the rapidly expanding Society and its Grand Lodge.
- 4330 Selmus Foster, one of the three figures whose exploits are recorded in the first volume of the *Pathfinder Chronicles* and who consequently maintains a saint-like status within the Society, is killed while exploring the Far Eastern island of Bhopan, as chronicled in Volume Three by his assistant, Adolphus. In mourning for their fallen comrade, the Society erects the Wall of Names, so that no Pathfinder lost in the pursuit of great secrets may ever be entirely forgotten.
- 4332 Durvin Gest casts the *Lens of Galundari* into the Nemesis Well near Osibu.
- 4333 The Pathfinder Adolphus and his bride, Princess Ganjay of Bhopan, use Bhopan's stolen treasury to establish Nexus House, the first Pathfinder lodge outside of Absalom, in Nex's capital city of Quantium. After some tension, it's decided that the Decemvirate retains control of the entire Society, not just the Absalom lodge, and a new rank of "venture-captain" is created for the leaders of the new Quantium lodge, who act as the Decemvirate's proxy within the surrounding region.
- 4342 Pathfinder Koriah Azmeren publishes what remains the most thorough exploration of the Darklands to date, chronicling several decades of work and culminating in a final 3-year-long solo expedition beneath the surface. Afterward he returns to Absalom with his research, possessing a host of nervous tics and strange new speech patterns. Though his findings make him both famous among adventurers and modestly wealthy, he never again ventures into so much as a basement, choosing instead to live exclusively on the top floors of the city's highest towers.
- 4360 The Pathfinders' most beloved and mysterious hero, Durvin Gest, goes missing for the last time. Rumors circulate that the fifth volume of the *Pathfinder Chronicles* sheds some light on the nature of his disappearance, but though records verify the volume's printing, it is immediately recalled and destroyed by order of the Decemvirate.
- 4376 Flush with wealth from its many discoveries, the Pathfinder Society begins construction of Skyreach, a great five-spined tower-library that will be visible from all across the city and become the heart of the Grand Lodge.
- 4381 After 5 years and unimaginable expenditures, Skyreach is completed.
- 4411 A disagreement over how the Society should be governed leads to lodge-wide violence and the masking of the Decemvirate. After the attempted coup's resolution, it is determined that the only way to avoid court intrigue and other forms of pandering is to make the ruling body anonymous. The current Decemvirate chooses its replacements in secret, taking the newcomers' identities with them to the grave. As a result, no Pathfinder going forward ever knows which of his friends or enemies might secretly be guiding the organization.
- 4606 Aroden dies. In the chaos that follows, the entire Pathfinder Society mobilizes in an attempt to record every aspect of the event which will clearly come to define the age, the most important happening since Starfall itself. Pathfinders are at ground zero as numerous nations shatter and reform, and in the ensuing scramble countless sites and artifacts formerly off-limits to the historians are explored or taken into custody for their own protection by the Grand Lodge.
- 4621 A jealous and faltering Absalom comes to resent the prosperity of the Pathfinder Society, and in a foolish burst of confidence the city declares that the Society will be placed under the authority of Absalom's government. The 12-day-long Siege of the Grand Lodge that results quickly convinces the city leaders of their error, as a handful of powerful Pathfinders hold the lodge's walls against all comers and are forced to slaughter entire companies of their friends and neighbors, all the while beseeching the attackers to lay down their arms.
- 4638 The disappearance of a team led by Pathfinder Sheraya Solistar, a princess of Chelixa, robs the Imperial House of Asgavan of its last heir and shifts the balance of power to House Thrune.
- 4674 Westcrown's Pathfinder Lodge of Delvehaven is reopened as a puppet of Chelixa's diabolical new leadership.
- 4696 Ruby Prince Khemet III, lord of Osirion, opens the nation's borders to all explorers and collectors of antiquities in order to increase trade and foster research of the region's noble past. Pathfinders and other, less scholarly elements race to the desert nation in a sometimes-literal gold rush of epic proportions.
- 4698 A great earthquake in Absalom causes damage to the many secret tunnels and vaults beneath the Grand Lodge, releasing an unknown entity that kills several Pathfinders before it is finally hunted down and handled.
- 4703 A team of mathematicians working under a promising new venture-captain named Shevala cracks the complex cipher-key to the door of the Spire of Nex, the first time anyone has done so in over a thousand years.
- 4704 Woodsedge Lodge falls to the bloody revolutions in Galt.
- 4705 Molthune declares war on the Pathfinder Society after a lodge is founded in the capital of Nirmathas.
- 4706 The newest Pathfinder lodge is founded in the Varisian city of Mangnimar.
- 4708 Promising young Pathfinder Eando Kline resigns from the Society and disappears amid rumors of theft, betrayal, and a grand discovery that could shake Golarion to its core.
- 4709 The current year.



Chapter Two

WHERE SECRETS SLEEP

To be a Pathfinder is to give up all sense of home, to marry yourself to the road and let your words be your children. But if ever there were a place I could call my own, it would be Skyreach. Towers piercing the clouds, marble halls with doors swung wide, and books—everywhere, books!

I can't remember my mother's face, but when I'm lying cold and wet in some godsforsaken drainage ditch, I can still close my eyes and see Skyreach.

—Pathfinder Jaroven Kesk,
posthumous letter



Spread throughout Golarion, from the largest cities to the most isolated fringes of the world, the Pathfinder Society tasks itself with the construction of outposts, formally known as lodges, to support the endeavors of its field operatives. There exists no such thing as a “typical” lodge. In Tamran, the lodge consists of a small fort surrounded by several log cabins, while the eccentric venture-captain Dr. Beaurigmand Trice runs his lodge out of the back of an insane asylum overlooking the city of Caliphass.

Any member may found a lodge, so long as its accommodations stand properly equipped to meet the minimal requirements needed to provide for its members. The lodge founder must possess at least one volume of the *Pathfinder Chronicles*, and provide access to assorted texts dealing in subject matter unique to the lodge’s own region, to best educate members as to local geography, dangers, political factions, and laws. For this reason, seasoned Pathfinders and venture-captains typically pepper their lodge libraries with handwritten accounts of their own exploits. To outsiders, this may seem vainglorious, but in fact it proves immensely practical when members need to seek clarification of passages by the original author.

The lodge’s primary purpose is to provide support for Society members, in the form of lodging, reference libraries, meeting places, and a place to send and receive clandestine Society messages. Amenities of specific lodges vary depending on location and the discretion of whoever operates it. For example, a lodge situated in a major city may only offer scant sleeping accommodations, with limited availability based on seniority or the relative importance of a guest’s mission. Lodges don’t generally provide services easily procured nearby, as doing so would be a waste of time and resources.

Conversely, a lodge along an isolated border might provide indefinite lodging and food to any member for as long as he’s set on exploring the region. This also encourages Pathfinders to take up long-term residence, as the presence of additional members assures the lodge remains well defended.

Despite personal conflicts, it is a lodge’s responsibility to aid the Society as a whole. All lodges must honor the requests of any Pathfinders genuinely seeking aid or assistance, to the best of their ability. Therefore, if a Pathfinder (or his companion) requires medical attention or aid, it is granted (though this doesn’t necessarily mean expensive magical healing). If he needs food and shelter, it is provided, or else assistance is given to help him procure such accommodations elsewhere.

Most importantly, every lodge upholds the policy of tolerance and respect to all Pathfinders. Violence of any sort directed toward another Society member is intolerable within the lodge and holds serious consequences, possibly

including heavy fines, loss of standing, expulsion, or worse. Therefore, Pathfinders put aside even the bitterest of rivalries before setting foot in a lodge.

What follow are descriptions of some of the best-known lodges in Avistan and Garund.

Arcadian Mariner’s Lodge

This serves as the Society’s first mobile lodge: a reconstructed merchant vessel named the *Grinning Pixie*, retrofitted for combat and exploration. The Decemvirate sponsors the lodge, and appoints qualified Pathfinders to captain it on its various missions. Terms run usually between 1 and 2 years, though the waiting list for assignments is much longer. Unlike traditional lodges, the entire crew takes on missions, traveling to lost islands and recovering artifacts from sunken hulks and lost cities.

Calisro Benarry (N female half-orc rogue 4/fighter 3), a muscular half-orc woman hailing from the Sodden Lands, currently holds the prestigious captain position. Of questionable birth and even less savory repute, she is in fact an ex-pirate, though most would argue that running the Arcadian Mariner’s Lodge hardly steps her away from her previous career.

The *Grinning Pixie* sails the western coast of Avistan and Garundi, making isolated stops along the shore, investigating mysterious islands off the coast, and searching the depths for Azlanti ruins. The captain expects the crew to work and defend the ship, handle maintenance and other chores, and participate in general missions. While it occasionally takes on Pathfinder passengers for transport to distant locales, for the most part the ship’s coveted berths are only assigned to those whose missions require it.

The content of ship’s library changes frequently and usually consists of ancient tablets, scrolls recovered from various sunken sites, or sculptures and statuettes graven with runes and scripture from a variety of locations where the ship has traveled, all rife with native folktales of legendary creatures and leviathans. In port cities, the lodge exchanges these resources with other lodges, but sends the bulk of its written work back to the Decemvirate.

The Cathedral of Aroden in Almas

Venture-Captain Brackett (LN male human fighter 5/expert 2), a hawk-nosed, middle-aged swordsman, runs the Pathfinder lodge in Almas. Following a scandal that bankrupted the Andoren diocese, Brackett purchased the three-story cathedral for a song. Shortly after, he refurbished the entire structure, converting its austere halls into accommodations suitable for his fellow Pathfinders. Its immense size permitted him to host massive congregations and parties which smaller lodges couldn’t handle, making it a hot spot for traveling field operatives, greenhorns, and other sycophants. To this day, Brackett continues to host bimonthly gatherings



of epic proportions, occasionally extending invitations to his functions to select members of the community and maintaining his popularity with local leaders.

The remainder of the year, the lodge serves its typical function, albeit on a much grander scale than most lodges. The extensive abbey boasts dozens of guest rooms, all luxuriously furnished and possibly providing the finest lodging in Almas. The largest of these rooms, of course, is Brackett's.

Brackett converted all of the cathedral's antechambers into a library, with additional partitions erected to aid his fastidious cataloguing. The extensive library is said to be surpassed only by the Grand Lodge of Absalom and contains thousands of texts on almost every subject. **Pathfinder Wystorn Telfyr** (N malehuman wizard 7), a learned sage and accomplished wizard, oversees all aspects of maintaining and running the library. Over the years, Wystorn has nurtured an obsession with the creation of homunculi. Despite their unsettling appearance, the gleeful constructs gregariously aid visitors as they clumsily whisk around the libraries, helping to file books as big as themselves.

The former congregation room now serves as the grand meeting hall, while the choir loft above provides a discreet area for more important guests, keeping them safe from the general throng. The rest of the upper floor holds dozens of rooms used by Pathfinders to plot their escapades. Small and private, each centers on a conference table and a few chairs, and walls are draped with maps, charts, and shelves containing geographic reference books or bestiaries of monstrous creatures. A few of these rooms are even hidden behind secret passages to allow for further privacy. In the first level below the cathedral, several well-guarded reliquaries store the lodge's most valuable resources, including their funds, magical items, and artifacts. Beneath the reliquaries lies a series of vaulted crypts connected by a tangled subterranean maze. The vaults contain statues filled with the ashes of dead priests,

but a few of the passages connect to secret exits that lead to various locations throughout the city.

Marking the cathedral's exterior are two towers and a central dome. Atop the dome stands a belfry with a collection of massive church bells. Brackett devised a series of coded melodies, which he uses to broadcast secret messages to operatives throughout the city. In one of the towers, a makeshift meteorological station equipped with dozens of barometers, thermometers, and charts displays Wystorn's tinkering apprentice Greudemoffit's efforts to predict weather. The other tower contains Wystron's homunculus lab, where a disturbing collection of warty, fleshy blobs incubates in glass receptacles of colorful arcane goo. Wystron's creepy constructs have grown popular with many Pathfinders who hire the wizard to create them for use as familiars and pets.

Delvehaven

Once one of the most prominent Pathfinder lodges in the Inner Sea region, Delvehaven sits in the heart of Westerown, Chelixa's former capital before the rise of the House of Thrune. When the nation was embroiled in civil war following the death of Aroden, the lodge—which, in typical Chelish fashion, was as much a museum displaying evidence of local Pathfinders' successes as a place for working agents to rest and recover—was quickly sealed to protect those important artifacts and research which couldn't be transferred back to Absalom safely, with the intention that once things settled down, the Society would return to take up where they'd left off.

No one expected just how long the unrest in Chelixa would last—more than 30 bloody years—and when at last the dust settled, the nation was a very different place. The devil-allied House of Thrune had assumed leadership of the nation, and saw little reason to allow an organization as powerful as the Pathfinder Society to conduct operations

Sojira Zafir

CG | F | Human | Bard 7



The noblewoman Sojira bartered her way into delaying an arranged marriage, one forced upon her by her Qadiran family at the behest of a powerful sheik seeking to dominate her father's holdings. Enacting an antiquated custom, she claimed the right to experience the world beyond her culture. Furthermore, upon completion of the journey, she would receive absolution of all sins. She swears to return to her betrothed, but the precocious princess has taken the most roundabout way of traveling.

Sojira joined the Pathfinder Society and thus far her years of journeying have taken her through most of Garund, Absalom, and even into a few of the larger port cities in southern Avistan. Her reports detail seedy ports, scofflaw plunderers, and steamy romances. She curses, drinks, and otherwise indulges in traditionally male vices. She refuses to veil herself and flaunts her sexuality, flirting with everyone in order to get her way or for sheer sport. Unfortunately for Sojira, these tactics seem destined to backfire, as her fiancé might finally have suffered enough dishonor and humiliation to have her killed.



so deep within their holdings. For several more decades the Chelish government stalled, putting off the increasingly heated requests from the Grand Lodge to allow the Society access to Delvehaven. In the end, they finally agreed to reopen the lodge in 4674 AR—but with the stipulation that they, not the Pathfinder Society, would choose which Pathfinders were allowed to live and study in Delvehaven. Seeing no other choice, the Society reluctantly agreed, and watched over the next 2 years as apparent Chelish loyalists within the Society fed the Grand Lodge scraps of information and obviously incomplete reports, recording numerous choice artifacts as missing or destroyed in the riot of succession.

Before the Society could decide precisely how to handle the situation, however, something went terribly wrong. Though House Thruene allowed few details to leak, the Society learned that an accident or disaster of some sort had caused the death of every Pathfinder in the lodge and prompted the Chelish government to seal Delvehaven's doors yet again, this time for good, adding powerful wards and traps of their own to discourage further Society investigation. Inside the Grand Lodge, general consensus seems to be that the House of Thruene looted the lodge dry and then abandoned it, perhaps killing off their pet Pathfinders to make sure any secrets uncovered within Delvehaven remained theirs alone, and conflicts with the Aspis Consortium and the Chelish government in other regions have kept the society from wasting even more time on what has long since been ruled a lost cause. Yet the appearance of the shadow beasts in Westcrown just weeks after Delvehaven's second closure has led some to believe that there may be more to Delvehaven's mysterious accident than anyone's letting on.

For more information on Delvehaven and the Pathfinder Society's interests in Westcrown, see *Pathfinder Adventure Path* volume #27.

The Grand Lodge of Absalom

The City at the Center of the World hosts the magnificent complex that serves as the home of the Decemvirate. See the Grand Lodge of Absalom section on page 34 of this chapter for more information.

The Gristmill

Just west of the Embeth Forest, a gray and weatherworn gristmill leans wearily over a trickling stream that slowly feeds into one of the dozens of winding tributaries of the Sellen River. The gristmill belongs to **Sayrin Firewyne** (NG female gnome sorcerer 6), a gnome with bright red freckles, broad lips, and sparkling green eyes that gleam almost as intensely as her smile. Sayrin holds a romanticized interest in her fey roots and specializes in the lost knowledge of the First World, as well as fey magic and relics.

The old gristmill serves as a front for the unlikely venture-captain's lodge and a sanctuary for a handful of local fey, in addition to being the permanent residence of a small band of pixies who nest in the rafters and a nixie who resides in the stream. Though it appears Sayrin lives in isolation, she rarely goes without company.

The gristmill consists of a small stone cottage attached to a tall, barn-like structure of hewn timber. A stone sluiceway diverts water from the nearby stream, creating a small waterfall that powers a sizable wooden waterwheel connected to gears and shafts that work their way into the mill. As the wheel slowly turns, the entire building creaks and rocks beneath its power like a great snoring beast. On the opposite side of the mill, a rickety grain silo peeks up over the treetops.

Sayrin converted the top floor of the grain silo into an astronomer's observatory, complete with several expensive telescopes and numerous star charts. Extensive notes in tiny pixie handwriting detailing the movements of the constellations and other stellar bodies mark many of the

Declan Dreng

NG

M

Human

Rogue 8



Gray-haired and unkempt, Dreng's days as an Absalom venture-captain may be nearing an end. Though the mincing Taldan still holds a fair amount of fight in him, his belly now creeps over his belt, and his fingers and joints swell with gout. Still, he keeps his humor and enthusiasm at the forefront of his work, and behind milky, half-closed eyes his mind is still faster than most, and contains hidden truths about the city's most important people that even they've forgotten. Dreng typically handles those assignments concerning Absalom's history and its secrets, spending at least 1 day each week wandering the marketplaces of the city disguised (barely) as a blind and decrepit beggar. When asked why such a powerful and respected person should choose to spend his time among the city's filth, he responds only that tongues are looser around the poor, and a beggar needs no magic to make himself invisible.



charts, but unfortunately the writing is impossible to read without a magnifying lens.

Beneath the mill lie half a dozen concrete-walled cold-cellars, now converted for protective storage. Additionally, another secret area hidden behind the waterfall that powers the waterwheel conceals the lodge's stash of magic items. In order to pass safely behind the falls, one must first deactivate the waterwheel. A small mechanical gate controls the flow of water into the sluiceway. When closed off, the water diverts away from the sluiceway and back into the river, exposing the passage.

Sayrin lives in the cottage, which also contains four guest rooms, a small kitchen with a well-stocked pantry, a dayroom with a sun porch, and a dining room; the latter two rooms are used for conferencing. The rest of the gristmill serves as the lodge library, though outsiders would hardly recognize it as such. Within the millhouse, large gears slowly rotate the 2,000-pound millstone in slow, lazy circles around a central post. Carefully hidden within secret hollows in the millstone rest hundreds of maps, scrolls, journals, books, and rubbings.

Heidmarch Manor

Magnimar's new money district of Naos serves as the location of Golarion's most recently established Pathfinder lodge. See the Heidmarch Manor section of this chapter (page 37) for more information.

Nexus House

The first Pathfinder Lodge to be founded after the Grand Lodge in Absalom, Nexus House in Quantum helped establish many aspects of the Society's organization. For more information, see pages 12 and 27.

Oppara Lodge

Within Taldor's Gilded City, the Pathfinder lodge hides behind the façade of a greasy bait and tackle shop. While providing standard amenities to Society members, the lodge is notable for its manufacture of *wayfinders*, produced by the lodge's steward, an elderly and talented mage-machinist named **Muesello** (N male human sorcerer 5/expert 3).

Sharrowmith's Exports

On the outskirts of Nantambu in the Mwangi Expanse stands a walled complex of mud-brick and ancient stone partially overgrown with unkempt gardens and encircled by a shallow moat filled with muddied waters and hungry crocodiles. Within stands a strange structure that serves as the largest lodge in the savage lands. Built from the stones of an ancient temple, the complex is best known by its public façade as a small but independently successful exporting company run by venture-captain **Nieford Sharrowmith** (N male human ranger 7). The complex gates open into a large, open-air courtyard, which hosts a bustling free-market bazaar. Booths around the perimeter buy and sell a variety of





regional goods such as exotic fruits and grains, hardwoods, sugarcane, and other resources.

In the back of the courtyard stands an immense stone building lined with monolithic pillars, its walls carved with great cats, elephants, crocodiles, and other jungle creatures. Several guards stand outside the entrance, watching over would-be explorers and shamans attempting to sell the exporters rare skins, horns, plants, and more valuable exotics believed to possess arcane or medicinal properties. Prior to sale, all items must first undergo the appraisal of a qualified dealer, conducted in private rooms. Many of these rooms also double as secret entrances to the inner lodge, and when a Pathfinder desires entrance, he simply requests a private appraisal, gives the password, and enters the lodge. The lodge itself can house about 15 guests, and boasts a decent-sized collection of *Pathfinder Chronicles*, predominantly focusing on exploration of the Mwangi Expanse. It also hosts several small writing studies, since much of the Expanse is still uncharted, and many guests simply come to record their explorations.

Perhaps the lodge's most unique structure is the Gauntlet, a sort of arena designed to resemble an elaborate maze once used by the ancients as a stage for gladiatorial entertainment. Originally, tribal chieftains filled the maze with giant lizards, other wild beasts, and deadly traps, then forced sacrifices to fight their way through armed only with a club. The Society still uses the maze to test and train members, though the creatures and traps are usually just illusions.

Sothis Lodge

In Sothis, a converted jail serves as the local lodge. Not surprisingly, the Pathfinders collect a fair share of bounties, as well as rent cells to hold city prisoners in order to subsidize lodge funds. Unlike the city jails, however, they remain neutral about who they hold in these cells, provided they get paid.

Starrise Spire

Queen Galfry of Mendev herself bequeathed Starrise Spire to the Decemvirate. The towering barbican of charred stone stands as one of the most prominent defenses in the capital city of Nerosyan. Despite the very real demonic threat ever creeping slowly across Mendev's border, the needs of the Society remain politically and ethically neutral. Strict conditions permit the lodge's existence, set by both Queen Galfry and the Decemvirate. To protect themselves, Society members must register as guests of the lodge and sign several former waivers in order to claim a margin of amnesty. A plaque in the lodge stipulates the following rules:

1. The duty befalls all Pathfinders staying on at Starrise Spire to stand against demonic attacks against the city, and if needed, participate in strikes into the Worldwound. While a Pathfinder can join as many crusades as desired, the Decemvirate firmly stipulates that Queen Galfry cannot draft

any individual more than twice per year. Furthermore, all Pathfinders retain the right to purchase a waiver out of the Queen's draft, provided they pay for their accommodations for as long as they remain on her property. The cost of the waiver remains subject to the Queen's whim.

2. A portion of all lodge income must be paid to Queen Galfry to help fund Nerosyan's military and for the general upkeep and maintenance of the city. The current lodge tithe stands at 15%.
3. Within the city proper, Pathfinders must adhere to city law. What happens within their lodge or beyond the city's walls remains their own business.

Venture-Captain Jorsal of Lauterbury (NG male human fighter 8) runs the Spire. A deeply religious warrior, he's dedicated his life's work to uncovering the source of the Worldwound. He has chronicled over 50 missions deep into the Wound, mapped its terrifying geography, and recovered hundreds of strange and wondrous fiendish devices, most of which lie secured in a safe in the Grand Lodge.

The Tails

The Pathfinders maintain a subdued but crucial presence in Diobel on the Isle of Kortos. The port boasts one of largest markets for illegal and contraband goods in the Inner Sea region. Hidden right under the prying eyes of the Kortos Consortium, a small speakeasy known as the Tails doubles as a Pathfinder lodge of sorts. A pitiful hole-in-the-wall, the Tails caters to the alcoholism of aging dockworkers and other local derelicts. It is not technically a lodge, for it has neither sleeping accommodations nor a library, but it stands as a convenient location where venture-captains and their associates can contact make contact in relative privacy. Members requiring more specific resources, such as reference books, equipment, or funds, can requisition them here, while those in need of room and board can be introduced to contacts within the port that will house them without asking questions.

Woodsedge Lodge

Even amid the suffering turmoil of the iconoclastic nation of Galt, the Society maintains field operatives. Hidden in the basements of the Barren Museum, a trio of seasoned venture-captains works in secrecy to restore the Society's power and reclaim their fallen lodge without tipping off the bloody-minded mobs and demagogues. Woodsedge Lodge is detailed further in *Pathfinder Adventure Path* volume #1.

THE GRAND LODGE OF ABSALOM

Shining from the heart of Absalom's Foreign Quarter, the Grand Lodge of Absalom has been the seat of the Decemvirate and the soul of the Pathfinder Society since its founding over 400 years ago. Behind its high white walls, Pathfinders are trained, expeditions are planned, and legends are born and recorded. From the jaw-dropping spires of Skyreach and its

The Grand Lodge of Absalom





six lesser fortresses to the hidden secrets of the Repository, the Grand Lodge is a place of wonder and education, a bastion of knowledge designed to inspire and organize all those who live for discovery. During the day its carefully manicured lawns and monument-strewn plazas are dotted with Pathfinders trading information, and at night the sounds of stories and songs resound along stone pathways lit gently by witchlights. What follow are brief descriptions of several locations within the Pathfinders' storied base of operations.

1. Gate

Though popular sentiment in Absalom maintains that an organization as powerful as the Pathfinders must have numerous magical portals and secret tunnels running out of the compound through their famous Vaults, the only official entrance to the Grand Lodge is the main gate. Here, a break in the lodge's austere walls holds two doors of steel beneath an arch bearing the Glyph of the Open Road. Though the gate has never been closed in recent memory, a cursory guard is still maintained, usually consisting of initiates or Pathfinders working off debts to the Society. Beyond the gate, the wide stone path of the Grand Promenade leads straight to the steps of Skyreach. On either side, the 60-foot-wide walkway is lined with its famous rows of phoenix trees. Brought back by a druidic member from an excursion to the Far East, these orange-leaved trees thrive all winter, bursting with color. When summer comes, their leaves dry out to the point where even the friction of rustling in the wind can set them ablaze, limning the path with sporadic flame and preparing the flame-retardant branches for new growth.

2. Skyreach

This five-towered fortress, visible from miles away over Absalom's skyline, is the heart of the Pathfinder Society. Here the Decemvirate rules and makes its rare pronouncements beneath the enchanted skylights of the Great Hall in the central tower, and both resident and visiting Pathfinders sequester themselves in cozy lounges to study, socialize, and plot future missions. Packed tight with chambers ranging from much-frequented ballrooms named after nations to innumerable trophy rooms and museums to rows of featureless doors identified only by number, Skyreach is a warren that only the Decemvirate understands completely. The majority of its mysterious spaces are off-limits to all but those specifically invited by Ambrus Valsin, the venture-captain who runs the daily operations of the Grand Lodge at the Decemvirate's command.

3. Water Palace

In the southeast corner of the lodge, narrow stone bridges cross a gently burbling artificial stream that encloses three sides of a flat stone plaza. Beyond it is the low, pagoda-roofed manor known as the Water Palace. Clearly influenced by

the building styles of Tian Xia and other eastern lands, the Water Palace is generally used by the Pathfinders as a place of quiet study and meditation, and also contains most of the organization's maps and artifacts dealing with lands beyond the Inner Sea region.

4. The Center House

This austere keep of Ustalavic design is universally off-limits to everyone in the Grand Lodge, by direct order of the Decemvirate. Yet despite the fact that this order has stood since the Society's foundation, and no one currently living can recall its stern metal doors ever opening, on certain nights of the year strange flickerings of colored lights and eerie, high-pitched sounds can be detected coming from the high, thin windows of its twin circular towers.

5. The Mausoleum

Once this columned stone temple-fortress had a different name, but over the years the nickname given to it by initiate Pathfinders stuck and became official. For within the Mausoleum, the majority of studies and museums are devoted to the greatest mystery of all—death. Here Pathfinders with a knack for the divine explore the lines between life and death and research the afterlife mythologies of widely disparate cultures, while others study what little is known about famous undead and immortals like Nex, Pharaoh An-Hepsu XI, and Tar-Baphon. With so many different faiths housed in close quarters, tensions run higher here than anywhere else in the Grand Lodge, but the Decemvirate is quick to crack down on any feuds that seem likely to turn violent. The only hard-and-fast rule governing studies conducted here is that no innocents be harmed, though the presence of undead outside of personal workshops or sleeping quarters is strongly frowned upon.

6. The Quadrangle

Predating the foundation of the Grand Lodge, this connected complex of ivy-coated stone buildings was once an elite academy and boarding school for the children of Absalom's nobility. Today, it serves much the same purpose, as within its classrooms and workshops initiate Pathfinders are housed and taught the basic skills and knowledge necessary to earn their full commissions. In recent years, with the Society continuing to expand its influence and Osirion and other key historical sites opening up to foreign exploration, the stone walkways crisscrossing the buildings' central yard have become positively packed with enthusiastic applicants of all ages eager to take up the mantle of Pathfinder.

7. Arliss Hall

Many of the resident Pathfinders (and some say the Decemvirate themselves) make their homes in Arliss Hall, inhabiting modest but tasteful flats reached via a



bewildering maze of featureless corridors. Those who spend any significant time in the Grand Lodge, however, quickly realize that the number of Pathfinders living in this vast hall is nowhere near enough to fill it. What the rest of the chambers attached to those mysterious hallways are used for is a question hotly debated by initiates and Pathfinders alike, and it's widely believed that no one under the rank of venture-captain is ever allowed within this fortress's enclosed central courtyard.

8. Starhall

This keep of Azlanti design is topped by a central verdigris cupola and a high, domed tower at its eastern end. Among other things, this building houses much of the Pathfinders' knowledge regarding the worlds beyond Golarion on the Material Plane. Small museums and carefully hoarded collections of artifacts from the Silver Mount in Numeria, Osirian relics tied to Aucturn and the Dark Tapestry, and other scraps of lore are pored over by resident Pathfinders seeking to understand the stars. Though debates can sometimes grow heated between the Society's astronomers and its astrologers, both sides work together to use and maintain the powerful telescope housed in the tower's dome, searching for answers in the night sky.

9. Outbuildings

Servants, transient Pathfinders, and visitors to the lodge are frequently housed in the two clumps of wooden outbuildings that residents refer to as Westhouse and Easthouse, respectively. These buildings range in size from one-room workshops to multistory dormitories hundreds of feet long and house stables, smithies, bathhouses, Pathfinder-only supply depots (operated like shops, though all goods are owned and sold by the Society at steep discounts), and the other necessities required to keep the Grand Lodge running.

10. Menagerie

Sometimes Pathfinders bring more back to the Grand Lodge than just their stories. The Menagerie, pressed up against the lodge's western wall, is a shifting mass of tents and canvas tarpaulins covering dozens of pens and enclosures of varying sizes. Here, strange beasts from across the world are brought to be studied (and sometimes domesticated) by the Pathfinders' finest naturalists. While many of these animals are dangerous and must be strictly corralled, the Menagerie frequently draws non-Pathfinder visitors from the outside city to marvel at their strange and constantly changing collection. The zoo intentionally abuts the lodge's training arena, which is sometimes used as a corral for the animals to be displayed, broken for riding, or fought for educational purposes, though any exhibition that actually injures an animal is highly discouraged, and

those seeking blood sports are disdainfully told to try the Irorium in Absalom proper.

11. Training Arena

This large, dirt-floored arena has no grandstands, and instead features only a ring of wooden fencing surrounded by scattered benches. While tiny compared to Absalom's great coliseum, this field fills a very different function, and is more for the benefit of those inside it than for spectators. Here Pathfinder initiates are trained in the basic combative arts they'll need in the field, and full Pathfinders spar and teach each other in friendly bouts, try out new weapons and inventions requiring open space, and do anything else that strikes their fancy. The Society occasionally schedules exhibitions by masters of the martial or bardic arts for the edification of all, and on these days Pathfinders and even visitors from the outside city are able to wrangle invitations crowd close to the fences in hopes of being treated to a show. Though the Society tends to let its members do as they please, all combat in the arena must be good-natured, and duels doing permanent harm are strictly prohibited.

12. Temporary Structures

For whatever reason, sometimes the existing accommodations within the Grand Lodge are not sufficient to house all of the traveling Pathfinders or their beasts. As a result, camping in tents and setting up other temporary structures is allowed on several of the lodge's lawns, though this privilege is generally reserved for those Pathfinder expeditions that need to assemble large teams and stores of supplies before heading out.

13. Wall of Names

This curving wall of black glass sits atop a small hill ringed by trees. Inscribed with hundreds of names, this monument is where the Society records the name and date of every Pathfinder killed in the course of pursuing greater knowledge for the organization, along with brief descriptions of the goals for which they died. While Pathfinders generally prefer to spread tales of living heroes via the *Chronicles* rather than worship martyrs, many visiting Pathfinders make it a point to stop and pay their respects when visiting the lodge—both to acknowledge those who paid the ultimate price for knowledge, and to remind themselves that there's still plenty of blank space on the wall if they're not careful.

14. Seeker's Plaza

Hidden in the woods at the north end of the Grand Lodge is Seeker's Plaza, a wide stone square connected to the rest of the complex by a series of picturesque walkways twisting through the trees. Here, 20-foot-tall ornate stone pillars jut upward from the flawless plaza, holding life-size bronze



statues of some of the Society's most important members. The heads of these luminaries are visible from the rest of the campus, and the plaza is a popular destination for relaxing Pathfinders.

15. Baphory's Walk

The crude stone heads that line this pathway were a gift from the renowned Pathfinder Taius Baphory, who made his name exploring the deep interior of the Mwangi Expanse. All the stones are waist high to a human and appear to be identical stylized depictions of a Mwangi man, no different than many other such artifacts brought back by explorers over the years. What makes them of particular interest to the Society is the fact that the heads' expressions are capable of changing instantly and seemingly at random, running the gamut from amused to enraged. The changes are uniform across all the stones, and only occur when no intelligent observer is watching. After undergoing such transformations, all of the stones are always found to be facing south, though the movement is undetectable and seemingly instantaneous as well. Scholars at the lodge studied these artifacts for decades, unable to determine what unknown magic was at work, before finally giving up in disgust and using them to decorate the path between the Quadrangle and Arliss Hall, where they continue to unnerve visitors to this day.

16. Statue of Durvin Gest

This 20-foot-high stone statue is cast in the likeness of Durvin Gest, the most famous Pathfinder of all time. Carved in a likeness of the adventurer in his later years, still dashing and bearing an assortment of scrolls and adventuring gear, the statue stares intently off into the distance, with local folklore holding that those following the line of his gaze for hundreds or thousands of miles eventually reach the site where he allegedly discovered the secret of immortality. Beneath the statue, a pedestal stands adorned with angelic figures and elaborate friezes showing some of the more memorable scenes from the Pathfinder's long and celebrated career.

17. Repository

No paths in the Grand Lodge lead to the Repository, and for good reason: this squat, featureless building of gray stone has no doors or windows. While many have taken the short side trip through the trees of the lodge's northern grove to marvel at its ugly, box-like exterior, the locations of the Repository's magical entrances are one of the best-kept secrets of the Society, presumably known only to the Decemvirate itself. Within the Repository's walls, 66 tongueless criminals purchased from Absalom's courts labor constantly under powerful *geases* to transcribe and illuminate approved reports from Pathfinders to produce new editions of the *Pathfinder Chronicles* for distribution around the world. The

Repository is also purported to house the only complete set of the *Chronicles* still in existence, complete with "lost" volumes and shelved alongside stacks of reports that the Decemvirate, for its own indecipherable reasons, judged important enough to save but too dangerous to print.

18. Southgrove

While Pathfinders who embrace the druidic lifestyle are unlikely to spend more time in Absalom's urban sprawl than absolutely necessary, those who must stop at the Grand Lodge tend to prefer sleeping in the tangled woodlot of Southgrove. Unlike the well-tended grove at the lodge's north end, cut through with neat paths and gardens, the trees and brush of Southgrove have been allowed to grow wild and thick, creating a dense morass that only those used to life in the deep woods can navigate easily. Many druids and rangers looking to have private conversations or merely desiring to sleep out under the stars choose to do so beneath the spreading branches of Southgrove.

The Vaults

The Repository may be home to the Decemvirate's most important secrets, but it's hardly the only such cache. Beneath its majestic buildings and manicured lawns, the Grand Lodge of Absalom is honeycombed with warrens and secret storerooms that connect to the various fortresses—or to none at all. Known as the Vaults, these chambers serve the lodge's resident Pathfinders and contain everything from secret workshops to siege supplies to mundane basement storage. Like Skyreach and the other fortresses, use of any portion of the Vaults is by permission only, and mapping their labyrinthine paths is strictly forbidden.

HEIDMARCH MANOR

Hosted on the extensive manor grounds of the eccentric, married Pathfinder couple **Sir Canayven Heidmarch** (LN male human aristocrat 3/rogue 3) and **Sheila Heidmarch** (LN female human sorcerer 6), this property serves as Varisia's first and only lodge, offering Pathfinders a gateway into the young lands that inherited the priceless secrets of ancient Thassilon.

1. Gatehouse

This gatehouse faces the city proper. The Heidmarch's guardsman, Ebrylis (LN male half-elf fighter 3), stands ready to greet all who approach, directing them to the main lobby where they may find the proper escorts.

2. Heidmarch Manor House

The two-story manor house stands as the private residence of the Heidmarchs. Preferring privacy, the couple rarely takes guests here, except when housing an extremely dignified Pathfinder. Most guests stay elsewhere on the manor grounds.



- 2a. **Scullery And Kitchen:** At one end of the room, entirely finished in dark slate, stands a massive black-iron, wood-burning stove. The remainder of the kitchen serves as a prep and storage area.
- 2b. **Dining Room:** The cozy dining room has just enough room to host a supper party, though the Heidmarchs seldom use it for anything other than intimate dining.
- 2c. **Lounge:** Dark maroon walls, walnut trim, and brocade rugs fill the lounge, all dimly lit by small candelabras. Arrangements of plush velvet and leather couches provide comfortable seating for guests, while a crackling fireplace creates a cozy feel. A small, glass-topped bar in the corner boasts an elegant collection of vintage brandies and fine elven wines.
- 2d. **Foyer:** Decorated in the eclectic style of early Taldor, ornamental suits of ancient plate mail line this hall. All bear shields painted with various Heidmarch family crests.
- 2e. **Lower Manor Tower:** The walls and floors here are adorned with the skins, reconstructed skeletons, and preserved heads of wild animals and monstrous beasts.
- 2f. **Study:** This comfortable study features a variety of leather-bound *Pathfinder Chronicles* as well as an extensive collection of grisly children's fairy stories.
- 2g. **Master Bedroom:** The master bedroom centers around a king-sized four-poster bed with an overstuffed mattress. Silk-spun draperies cover floor-to-ceiling windows. Dark wood cabinetry lines the perimeter of the room along with a gilded mirror, a few oil portraits, and paintings of birds and landscapes.
- 2h. **Atrium:** Finished in white tile, the atrium contains a small fountain. A domed ceiling paneled with stained glass throws light upon the interior, made lush with potted tropical plants, trees, flowering vines, and free-flying exotic birds.
- 2i. **Upper Manor Tower:** The top of the tower serves as the manor's tearoom. A marble counter bar displays a variety of silver teapots and percolators, along with clay jars containing teas, coffees, and exotic beverages, as well as a few crystalline flasks of flavored cordials. Glass windows offer sitters a 360-degree view of the entire manor estate.



SHEILA HEIDMARCH

3. The Carp Ponds

In the southern part of the estate rests a pair of huge man-made ponds filled with vibrant, multihued carp. In the center of the larger pond, a pair of arched wooden bridges connects to a whitewashed gazebo that sits on a small rock island. A

rowboat tied to the nearby dock bobs gently. Along the eastern bank, a small open-air tower overlooks both ponds.

4. The Thassilonian Houses

To accommodate guests, the Heidmarchs built four small stone cottages, each named for an ancient Thassilonian kingdom. All appear slightly different in shape but exhibit similar features, including slate-shingled roofs and stained-glass windows depicting colorful Varisian designs, a den centered upon a wide stone hearth, a kitchen with a side dining area, a sun-porch, and private sleeping quarters in a second-floor loft.

4a. Eurythnia House: This cottage is currently occupied by **Almya Gorangal** (N female human ranger 6), a disagreeable Chelish woman who has spend too many hours in the Mushfens dredging sunken ruins for Thassilonian treasures.

4b. Bakrahan House: The smallest of the Thassilonian houses, this cottage stands just north of the Meeting House. It is currently unoccupied.

4c. Shalast House: A wild-tempered Ulfen named **Joadric Heimurl** (N male human barbarian 5) has been using the estates to plot a mission into the Malgorian Mountains. Thus far, he has been unsuccessful in launching a full-scale expedition, and in waiting to attract fellow Pathfinders to his cause, has taken to excessive drinking. As a result, he hasn't produced a substantial report for months.

4d. Haruka House: The most luxurious of all the cottages sits on the shore of the smaller carp pond. It is currently unoccupied while the staff makes minor repairs.

5. Topiary Maze

In the center of the grounds sits a large topiary maze offering fun and amusement for guests. In the spring it blossoms with sweet-scented flowers, and not surprisingly, more than a few guests have used its seclusion for private conversations and romantic trysts.

6. Meeting House

The Meeting House sits on the far side of the estate, permitting the Heidmarchs to maintain a little privacy. A one-legged dwarf named **Wumbroun Brios** (LN male dwarf fighter 2/expert 2) oversees the day-to-day operations of running the meeting house and tending to the needs and request of the Heidmarchs' guests.

6a. Entrance Hall: The walls of the entrance hall hang with row upon row of framed pages taken from various journals of noted and notorious Pathfinders that have journeyed with the Heidmarchs or visited the lodge.



Some have sketches, poems or songs, dirty limericks, bawdy jokes, or even eloquent descriptions of an adventure locale, all signed by their authors.

- 6b. Lower Tower:** Wumbrount uses this room as an office for bookkeeping, registering reports, preparing files, appraising and identifying artifacts, and other tasks associated with running the meeting house.
- 6c. Oratorium:** This grand room is set up like a supper club, with wooden benches and tables facing a stage to the north. A door to the south opens into a small service kitchen and a pantry stocked mostly with breads, cheeses, wines, beer, and liquor.
- 6d. Lounge:** This casually furnished lounge sports a few couches and chairs, a card table, and a small bar.
- 6e. Library:** The meetinghouse boasts a tremendous library stocked to capacity with ancient lore-filled tomes, philosophical essays and treatises on Thassilon written by great scholars of the past and present, maps of forgotten lands and cities, detailed necropsies of magical beasts, and dozens of personal notes and journals donated by previous explorers. One shelf holds dozens of *Pathfinder Chronicles*, while another stands dedicated to the works of Sir Heidmarch and Sheila Heidmarch. The northern

section opens into a large reading area. Library policy enforces mandatory quiet at all times.

- 6f. Showroom:** Lining the showroom walls are Thassilonian statues, armors, and arms recovered from several of the local sites. A secret door leads to a small room beneath the lodge with a safe containing its private finances and magic items.
- 6g. Courtyard:** In the center of the Meeting House is a small, outdoor courtyard cobbled with sand-colored stones. This peaceful garden is filled with dwarf fig trees and wooden benches.
- 6h. Council Room:** This area serves as a private conference room. Within, a dozen chairs sit around a large circular table of solid mahogany, its surface inlaid with a giant, carved *wayfinder*.
- 6i. Charts and Maps:** A catalogued display of maps and charts fills this wood-paneled room. It also contains a felt-topped chart table and several pieces of quality navigational equipment.
- 6j. Stock Room:** This room holds the lodge's ever-rotating supply of equipment, food, and liquor.
- 6k. Lodge Meeting Hall:** Dozens of benches and chairs fill the hall, facing a small podium where Society members can meet to hold various lectures and debates.



Chapter Three

TOOLS OF THE TRADE

“Leave off about the rope already!” he yelled. His own was already on the floor in a pile, and its space in his backpack was rapidly being filled by gold statuettes. “Are you stupid or something? These are worth a fortune!”

“Ten minutes later, he was spitted like a fish at the bottom of the pit, while I was rappelling down the side. Treasure may be pretty, but a rope will save your life.”

Venture-Captain Marcos Farabellus,
to a class of initiates at the Grand Lodge



THE PATHFINDER CHRONICLES

From the Repository in Absalom to the edge of the known world, the *Pathfinder Chronicles* chart the secret history and unknown corners of Golarion. Heroes of the *Chronicles* serve as role models to the current generation of contributors, whose own legends spread with each new edition. All copies are written by hand, and the oldest volumes bear countless margin notes, corrections, observations, and travel suggestions (some centuries out of date). Many Pathfinders travel with a bard companion (often referred to as a “chronicler”) who observes the agent’s adventures and conveys them in a lyrical, often somewhat exaggerated fashion to ensure publication. Outright braggadocio carries significant risk, however, as an exploit that makes its way from the field to a venture-captain to the Decemvirate is bound to encounter divination spells to confirm the basic truths behind the tall tales. The *Chronicles* are meant to do more than entertain, after all, and are often intended as guideposts for future travel and exploration. Errors put the entire Society at risk.

Pathfinders share information extensively with one another, but protect their secrets from outsiders with near-religious zeal. Most agents believe they are engaged in a noble goal, even while exploiting tombs, indigenous peoples, and every opportunity that crosses their paths. Lesser scholars—which is to say tomb-robbers unaffiliated with the Pathfinder Society—are crass villains who contribute nothing to the greater understanding of the world, selling off their treasures without bothering to record the stories behind them or further understanding of lost races, cultures, and times. For this reason, Pathfinders attempt to keep distribution of the *Pathfinder Chronicles* to members of the Society alone. Because many volumes come packed with maps, trap diagrams, and detailed explanations leading to highly profitable and extraordinarily fragile locales, and common treasure-hunters, cultists, and wealthy artifact collectors often go to great lengths to acquire copies of the journals, a multi-volume set can fetch thousands of gold pieces in the right markets.

Some of the most famous volumes of the *Pathfinder Chronicles* include the following:

Volume 1: The original edition of the *Pathfinder Chronicles* is the most widely circulated book in the series; copies can be found in markets throughout the continent. Its three protagonists enjoy saint-like reputations within the Society, and have even become folk heroes outside the Pathfinders, inspiring many children and would-be adventurers to set out on a life of exploration. The most famous tale features the most renowned Pathfinder of all, Durvin Gest, the allegedly immortal bon vivant who discovered and explored the towering remnants of the sunken continent of Azlant thousands of miles west of the Arch of Aroden, at the heart of the Arcadian Ocean. There Gest rescued a cache of priceless *ioun stones* from the lair of a fierce roc and explored time-lost dungeons opened to the air by the collapse of the continent in ancient

days. Items discovered on this quest still adorn the treasure galleries of Skyreach, and the Azlanti “technology” found within serves the Society hundreds of years after its discovery. In the volume’s other pulse-pounding tales, marooned sailor Gregaro Voth explores monolithic ruins in the simian-choked Forbidden Jungle, and the merchant prince Selmius Foster of Absalom opens the spice markets of distant Vudra to western traders by racing a marid and an efreeti through a series of heroic challenges.

Volume 2: Durvin Gest catalogues the 31 Siege Castles outside Absalom. Borden Thalian discovers the headwaters of the Vanji River in a mountain lake deep in the interior of the southern continent. There he finds a lost city of elaborate jade statuettes and sculptures, possibly crafted by the ancient cyclopes who ruled the southlands before the fall of the *Starstone* that formed the Inner Sea and cast the world into utter darkness.

Volume 3: Widely circulated among members of the Society but almost unknown to the populace at large, this volume tells the sorry tale of Selmius Foster’s death at the hands of a ravenous pack of dog-men on the Far Eastern Isle of Bhopan, off Garund’s eastern coast, as related by his servant and chronicler, Adolphus. After a series of escalating misadventures, Adolphus weds Princess Ganjay, the Opal of Bhopan. The two abscond with the royal treasury, which they use to found the Nexus Lodge in Quantum, the shining capital of Nex. Elsewhere, Gojan the Sharp endures a decade of hardship under the oppressive Ontar, the Black Sovereign of Numeria, in order to gain access to the Silver Mount, a titanic edifice of steel that looms over Numeria’s capital of Starfall. Included in this volume is a complete catalog of seven different types of skymetal littered about the plains of Numeria and the (wildly outdated) prices each variety is likely to garner in the markets of Taldor and Absalom.

Volume 4: Durvin Gest commandeers *The Silken Purse* from the pirate queen Mastrien Slash and pilots the ship around the horn of Garund, encountering a bizarre matriarchal society with origins dating back thousands of years. Gest abandons Slash at the continent’s southern cliffs in an apparent sacrifice, but history tells that the pirate queen eventually wrested control of the nation, whipping it into a frenzy of military expansion that ended only when it reached the southern borders of the land of Geb. There the supremely powerful archmage who ruled that land turned most of the army into the stone statues that now litter Geb’s southern frontier, sometimes referred to as the Field of Maidens.

Volume 5: This mysterious volume has never been read in modern times, and no known copies exist outside the Grand Lodge of Absalom. Sketchy records dating back hundreds of years recall a Decemvirate-sponsored effort to recover the volume, but other than a few scholarly sources that suggest one of its exploits involved Durvin Gest, little is known about the volume’s contents.



Volume 13: The Galtan warrior-mage Escobar Vellian braves the waterlogged temple of Xanthuun in the Sodden Lands, battling a horde of drowned zombies to reach the fabled treasure holds of Ammelon VI, last patriarch of the ancient kingdom of Ghol-Gan. References to submerged chambers below the Gold Phoenix Aviary have led hundreds to their deaths in the years since the publication of this exploit, and the bulk of Ammelon's treasure remains undiscovered.

Volume 36: Published within the last decade, this volume details venture-captain Shevala's exploration of the Spire of Nex, an impossibly tall tower situated about 10 miles from Absalom's northeast walls. Along with El Raja Key, the Red Redoubt of Karamoss, and dozens of other so-called Siege Castles littering the abandoned battlefields outside Absalom, no one in a thousand years had penetrated the eldritch tower until a team of mathematicians in Shevala's employ cracked a complex cipher keyed to the structure's "unopenable" door. Her now-famous exploit includes an extensive catalogue of the unusual treasures and beasts encountered within. Much of the remainder features detailed sketches, maps, and accounts of the Gozarin Necropolis in central Osirion, penned by a Pathfinder with the unlikely name "Scepter." A short appendix outlines the halfling Vurano's trek to the frozen northlands beyond the Hold of the Mammoth Lords and the unusual covens of human witches encountered there.



Adventurer's Sash

leather flap that can be secured against jostling with a clasp (requiring a move action to open or close) or left unfastened for easier access. The pouches and satchel each contain a number of loops and ties for further securing equipment. The sash buckles at the shoulder, and can be freed with a sharp tug in an emergency as a move action.

Charcoal: Sticks of charcoal are useful for marking floors and walls, writing on paper or parchment, and making rubbings of engravings or other markings. In a pinch, they can even be burned to stay warm. A good quality rubbing generally takes 1 minute per sheet of paper.

Pantograph: This metal framework of parallel strips is used to duplicate drawings, allowing enlarging (up to twice the original size) or shrinking (down to half the original size) of the copy in the process. The pantograph is anchored, then fitted with a stylus and a writing implement such as chalk, an ink pen, or a pencil. As the stylus is traced over the drawing or other item to be duplicated, the pantograph reproduces the motions, creating a copy. While handy for making quick, accurate copies of ancient carvings, runes, and drawings, a pantograph is unable to produce a convincing forgery. More elaborate and expensive pantographs allow even larger or smaller copies to be made, or multiple copies to be made at the same time.

Item	Cost	Weight
Adventurer's Sash	20 gp	3 lbs. (container)
Charcoal (1 stick)	5 sp	—
Pantograph	50 gp	2 lbs.

USEFUL COMMON ITEMS

Many adventurers scorn mundane equipment in favor of enchanted trinkets, mistakenly believing that magic is the solution for every problem. Any number of inexpensive and often lightweight mundane items can make the would-be explorer's mission easier and safer. Worthy of consideration in any adventurer's kit are crowbars, hammers (handy for sounding out hollow spaces behind walls), writing supplies, candles (of use for finding drafts and making impressions), pitons (also useful for jamming doors open or closed), and of course ample lengths of rope. A handful of marbles (1 sp) or a waterskin serve to reveal subtly sloping floors, and fine sand or flour (1 cp for a small sack) can highlight breezes or cracks in walls and other surfaces, perhaps revealing secret passages.

Adventuring Equipment

All of these items are for sale at any established lodge.

Adventurer's Sash: This bandoleer holds six pouches along its length and a satchel at the hip. Each pouch has a stiff

Alchemical Items

Along with more mundane items, agents of the Pathfinder Society make wide use of alchemical creations. Decades of exploration have uncovered a number of obscure alchemical formulas, many of which are brewed and sold at the larger Pathfinder lodges.

Beast-scent: This is a mixture of scent gland extracts and aromatic herbs that serves as both attractor and olfactory camouflage. It masks the natural scent of a creature with an appealing if pungent musk that is alluring to most animals. Beast-scent provides a +2 circumstance bonus to Handle Animal and wild empathy checks and a -5 penalty to attempts to track the wearer by his original scent. If the tracking creature is following the smell of beast-scent itself, track checks are made at a +10 circumstance bonus instead.

A single vial of beast-scent masks the scent of one Medium creature or two smaller creatures; larger creatures require proportionally more to gain the item's benefits. Beast-scent is rendered inert after 1 hour of exposure to air. Applying a vial is a full-round action that provokes attacks of opportunity.



Ghost Ink: Pale blue when wet, ghost ink quickly dries to near transparency 1 minute after application. Ghost ink is most often used to blaze trails and mark locations in a subtle manner. The pigment shines with a warm red glow under the light shed by fire beetle glands and sunrods, but under optimal normal conditions (such as a pale surface like parchment or a plaster wall) can only be noticed with a successful DC 25 Perception check. One vial of ghost ink is the size of a potion vial and sufficient for writing a page's worth of characters.

Troll Styptic: A witch's brew of troll blood, powdered plant extracts, and alchemical binders, troll styptic is intended as a field treatment for wounds and bleeding, particularly where magical healing is not available. This powder is stored in small packets, and when applied directly to wounds grants a living creature fast healing 2 for 2d4 rounds, as well as closing any open wounds the subject has or receives while the styptic is active, preventing ongoing damage from bleeding. This is a painful cure and requires the target to make a DC 15 Fortitude save to avoid being sickened for the duration of the fast healing.

Item	Cost	Weight	Craft (Alchemy) DC
Beast-scent	75 gp	1/2 lb.	25
Ghost ink	25 gp	–	20
Troll styptic	100 gp	–	25

IOUN STONES AND WAYFINDERS

The Pathfinders have discovered and devised many varieties of these magic items, which many consider iconic of the Society.

Ioun Stones

Despite the best efforts of the Pathfinder Society, only fragmentary information about the origin and source of the original *ioun stones* is known. Apparently, the Azlanti either found or developed the mechanism for creating *ioun stones* and the ability to augment *wayfinders* with their power. The Thassilonians used what they found of Azlanti lore to advance their research and develop new uses for *ioun stones* (in particular the practice of implantation) but no civilization since has achieved a similarly advanced level of knowledge about them. Even the Pathfinders are often at a loss as to how and why *ioun stones* work, either alone or with *wayfinders*. They do, however, have an extensive catalog of all common and many unusual *ioun stones* and *wayfinders*, as well as examples of the two interacting. What follow are details on *ioun stones* known to the Pathfinders (not including the standard *ioun stones* described in the *Pathfinder RPG Core Rulebook*).

FACTS ABOUT IOUN STONES

Ioun stones only float when sent spinning around the head of an intelligent (Int 3+) creature; otherwise they are as inert as common stone. They have no effect on animals, mindless

constructs, and other non-sentient creatures; comatose intelligent creatures and those with significant Intelligence damage or drain cannot use *ioun stones*. An *ioun stone* has no particular affinity for the living—intelligent undead and the rare intelligent construct can make full use of them.

Despite their ability to float, *ioun stones* cannot support more than their own weight. They cannot be used to anchor ropes or support creatures. An *ioun stone* must be able to orbit freely around a creature's head (or placed in a specialized matrix like a *wayfinder*) for its power to be active. Creatures without heads usually cannot use *ioun stones*. The orbit of an *ioun stone* reflects the thoughts and emotions of its owner; particularly intense emotions have been known to reverse a stone's orbit or even momentarily stop it in its path.

Ioun stones in orbit never collide with other stones or creatures by chance, and automatically change course to avoid any obstacles in their path. This in large part explains the difficulty of striking an *ioun stone* in battle. An *ioun stone* in orbit counts as an attended object, and benefits from any magical protections possessed by its owner.

Classification by Shape

The shape of an *ioun stone* can help classify it and thus its powers; the first step is recognizing what each of the shapes means. Cabochon and spherical stones are usually smooth and the others are usually faceted.

Cabochon: A convex top with a flat bottom. Most are elliptical or tear-shaped.

Disk: A flat circle, typically convex on both sides but sometimes in a lens-like shape.

Ellipsoid: An elongated sphere, sometimes tapering at one end to a tear-like shape.

Nodule: Asymmetrical but generally rounded.

Pentacle: A type of disk, but with five sides rather than being round. The sides are usually straight rather than curved.

Prism: A long stone where the top and bottom ends have the same number of sides (such as a hexagram). The width and angle of each side is usually the same as all other sides.

Pyramid: A cone-like shape with a point at one end, a flat base, and long facets connecting the two. Typical pyramids have three- or four-sided bases, but some have a dozen or more.

Rhomboid: A type of prism with sides of unequal widths or angles, giving it a flattened cross section.

Sphere: Essentially round in all dimensions.

Spindle: A kind of prism with 10 or more sides, giving it a nearly round cross section.

Trillian: A type of disk, but with three sides (either straight or curved outward) rather than being round.

Advanced Ioun Stones

Most *ioun stones* use the normal pricing rules for magic items; the major difference is that they all use the ×2 modifier for not using a magic item space on the body. For example, figuring



out the price of upgrading a *deep red sphere ioun stone* from a +2 enhancement bonus to a +4 enhancement bonus is just a matter of using the formula (bonus squared \times 1,000 gp \times 2), which gives a final price of 32,000 gp; the difference between that and the standard item cost of 8,000 gp is 24,000 gp, so a qualified character with the Craft Wondrous Item feat can upgrade the stone by spending half that amount (12,000 gp) in materials.

AMBER SPINDLE

Aura moderate abjuration; **CL** 12th
Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +1 resistance bonus on saving throws. The bonuses from multiple *amber spindles* stack (up to a maximum of a +5 resistance bonus to saving throws).

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*, creator must be 12th level; **Cost** 5,000 gp

CRIMSON SPHERE

Aura moderate transmutation; **CL** 12th
Slot none; **Price** 24,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +2 enhancement bonus to Intelligence. The bonuses from multiple *crimson spheres* stack (up to a maximum of a +6 enhancement bonus to Intelligence).

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*, creator must be 12th level; **Cost** 12,000 gp

DULL GRAY STONE

Aura faint universal; **CL** 12th
Slot none; **Price** 25 gp; **Weight** —

DESCRIPTION

These are *ioun stones* that have been burned out or otherwise rendered all but powerless. They retain the ability to float and orbit, and are useful as the target of spells such as *continual flame*, *daylight*, and *silence*, allowing you to keep your hands free. They may be any shape (cabochon, disk, ellipsoid, and so on).

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 12 gp, 5 sp

EMERALD ELLIPSOID

Aura moderate necromancy; **CL** 12th
Slot none; **Price** 20,000 gp; **Weight** —

DESCRIPTION

This stone grants you 5 temporary hit points, which are restored automatically at a specific time of day unique to each stone (typically sunrise or sunset). The bonuses from multiple *emerald ellipsoids* stack, with no known limit.

CONSTRUCTION

Requirements Craft Wondrous Item, *false life*, creator must be 12th level; **Cost** 10,000 gp

GAMBOGE NODULE

Aura moderate transmutation; **CL** 12th
Slot none; **Price** 54,000 gp; **Weight** —

DESCRIPTION

This stone grants you immunity to poison, as if wearing a



peript of proof against poison.

CONSTRUCTION

Requirements Craft Wondrous Item, *neutralize poison*, creator must be 12th level; **Cost** 27,000 gp

MOSSY DISK

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 5,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +5 competence bonus on one Knowledge skill (chosen by the stone's creator).

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*, creator must be 12th level; **Cost** 2,500 gp

MULBERRY PENTACLE

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +5 competence bonus on Bluff and Diplomacy checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, creator must be 12th level; **Cost** 5,000 gp

NACREOUS GRAY SPHERE

Aura moderate abjuration; **CL** 12th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This stone protects you from ability score penalties from aging and you cannot be magically aged. Any penalties you have already incurred remain in place. Bonuses still accrue, and you still die of old age when your time is up. If you lose the stone or its abilities are negated in some way, all age and penalties apply immediately.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, creator must be 12th level; **Cost** 5,000 gp

ONYX RHOMBOID

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 24,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +2 enhancement bonus to Constitution. The enhancement bonuses from multiple *onyx rhomboids* stack (up to a maximum of a +6 enhancement bonus to Constitution).

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, creator must be 12th level; **Cost** 12,000 gp

OPALESCENT WHITE PYRAMID

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

Each stone of this type is keyed to a particular kind of weapon (heavy flail, light crossbow, short sword, and so on) and grants you proficiency with that weapon.

CONSTRUCTION

Requirements Craft Wondrous Item, *transformation* or proficiency in the appropriate weapon, creator must be 12th level; **Cost** 5,000 gp

PALE RUBY TRILLIAN

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 5,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +5 competence bonus on Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, creator must be 12th level; **Cost** 2,500 gp

SCARLET AND GREEN CABOCHON

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This stone grants you the Endurance feat.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*, *cat's grace*, creator must be 12th level; **Cost** 5,000 gp

TURQUOISE SPHERE

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 6,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +5 competence bonus on Ride checks. Any horse or pony you ride gains the benefits of the Fleet feat.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm animal*, *longstrider*, creator must be 12th level; **Cost** 3,000 gp

VERMILION RHOMBOID

Aura moderate transmutation; **CL** 12th

Slot none; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This stone grants you a +5 competence bonus on Acrobatics and Swim checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*, *cat's grace*, creator must be 12th level; **Cost** 5,000 gp

Implanting Ioun Stones

Not all the secrets of the *ioun stones* lie with the Azlanti. While the First Humans mastered the intrinsic powers of the stones, uncovering new attributes and binding them to devices, the Thassilonians explored the interaction of *ioun stones* and the mind and body, and in time devised a means of implanting an



ioun stone within the flesh. This process, originally believed to be irreversible, protected the *ioun stone* from harm and theft while still providing its full powers to the owner.

Binding a stone to a single owner is a lengthy process. To begin the ritual, the owner meditates with but a single stone in orbit around him. The body must be cleansed by fasting for a period of at least 3 days. If the fast is broken or interrupted, the process must begin anew. At the end of the fast, the owner makes a DC 20 Charisma check; taking 10 is not permitted on this check. Success indicates the stone has bonded with the owner, and may be implanted. Extending the fasting increases the chance of bonding with the stone, but the character may suffer the effects of starvation and thirst if he persists after several failures; the character gains a +1 circumstance bonus to the Charisma check for each full day past the third spent in fasting, to a maximum of +5. Failing the check means the owner must start over.

Once the owner establishes this bond with the stone, he can have it implanted in his body, which takes 1 hour. This requires a DC 25 Heal check (with a -5 penalty if the owner is the one performing the surgery) and a DC 25 Knowledge (arcana) check to succeed. Failure inflicts 1d6 points of Constitution damage and means the implantation process must start again. Success binds the stone on the surface of the owner's skin in a location of his choice (usually the head, arm, or hand), where it becomes one with the owner's flesh, deals him 1d2 points of Constitution damage (which he can heal naturally or with magic), and gives him the full benefits of the *ioun stone*. Once implanted, an *ioun stone* may not be sundered or targeted by effects and cannot be removed without the owner's consent while he is alive (barring complete removal of the implanted body part).

Rumors exist of stranger, darker magics that allow spellcasters to channel spells through their implanted stones, or that cause the stones to shatter if the owner is killed, but those with any actual knowledge of these procedures are dead, hidden, or not talking.

Inferior Ioun Stones

There are very few reports of *ioun stones* that have negative side effects; even those created by incompetent item-crafters merely create inferior specimens—still valuable to poor adventurers who cannot afford the normal variety. They fall into one of the following categories.

Cracked: These stones bear an obvious crack, whether as a result of the crafting process, because the raw stone was already cracked, or because the stone has been damaged (for example, if it gains the broken quality). A cracked stone's power is usually the same as an undamaged stone, but weaker.

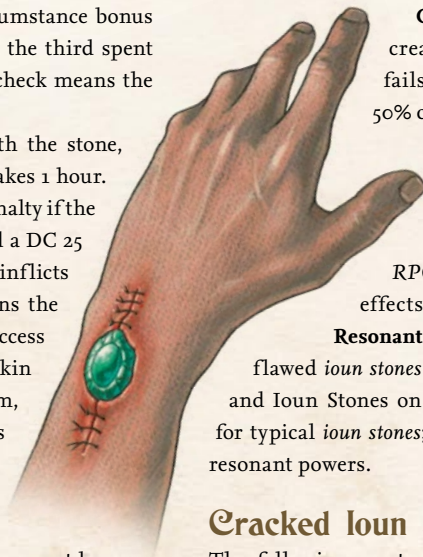
Flawed: These stones have a flaw other than a crack, such as irregular faceting or impurities in the crystal. A flawed stone's

power is usually similar to and weaker than a normal *ioun stone*, but sometimes it has side effects or slightly different effects than its normal counterpart.

Scorched: These stones are depleted somehow, but not so much as to render them completely burned out and powerless; some achieve this state from damaging exposure to extreme heat or electricity. A scorched stone's power functions erratically (typically a 50% chance per day for constant-effect items, or 50% chance per use for use-activated items) but is essentially the same as an intact stone of the same type. For example, a *scorched pearly white spindle ioun stone* might give the wearer a 50% chance per 10 minutes to regenerate 1 hit point.

Cursed Stones: When a magic item creation skill check to create an *ioun stone* fails by 5 or more but less than 15, there is a 50% chance the result is a cracked stone and a 50% chance the result is a flawed stone. If the check fails by 15 or more, the stone is actually cursed; roll on Table 15–27 in the *Pathfinder RPG Core Rulebook* to determine the effects of the stone's curse.

Resonant Powers: Only 25% of cracked or flawed *ioun stones* have resonant powers (see Wayfinders and Ioun Stones on page 51) compared to the 75% chance for typical *ioun stones*; only 10% of scorched *ioun stones* have resonant powers.



Cracked Ioun Stones

The following are typical cracked versions of normal *ioun stones*. For stones that have multiple possible effects (such as a bonus on one kind of saving throw or on one Dexterity-based skill), the exact effect is determined by the item crafter when it is created and cannot be changed thereafter.

Amber spindle: This stone grants a +1 resistance bonus on Fortitude, Reflex, or Will saves. The bonuses from multiple *amber spindles* (cracked or otherwise) stack, up to a maximum of a +5 resistance bonus. **Price:** 3,400 gp.

Clear spindle: This stone sustains the wearer on half the normal amount of food. **Price:** 1,000 gp.

Crimson sphere: Individually these have no effect; when used in pairs, each pair grants a +2 enhancement bonus to Intelligence. The bonuses from multiple *crimson spheres* (cracked or otherwise) stack, up to a maximum of a +6 enhancement bonus. **Price:** 12,000 gp.

Dark blue rhomboid: This stone grants a +1 competence bonus on Perception and Sense motive checks. **Price:** 400 gp.

Deep red sphere: This stone grants a +1 competence bonus on one Dexterity-based skill. **Price:** 200 gp.

Dull gray stone: This stone has no powers. **Price:** 25 gp.

Dusty rose prism: This stone grants a +1 competence bonus on initiative checks. **Price:** 500 gp.



Emerald ellipsoid: This stone grants 1 temporary hit point, which is restored automatically at a specific time of day unique to each stone (typically sunrise or sunset). The bonuses from multiple *cracked emerald ellipsoids* stack (limit 5 temporary hit points). **Price:** 2,000 gp.

Gamboge nodule: This stone grants immunity to one kind of poison, such as arsenic or scorpion venom. **Price:** 1,500 gp.

Incandescent blue sphere: This stone grants a +1 competence bonus on one Wisdom-based skill. **Price:** 200 gp.

Iridescent spindle: This stone grants a +4 competence bonus on Constitution checks to hold your breath. **Price:** 500 gp.

Lavender and green ellipsoid: This stone absorbs spells of 2nd level or lower. After absorbing 10 spell levels, the stone burns out and turns dull gray. **Price:** 10,000 gp.

Mossy disk: This stone grants a +1 competence bonus on one Knowledge skill. **Price:** 200 gp.

Mulberry pentacle: This stone grants a +1 competence bonus on Bluff and Diplomacy checks. **Price:** 400 gp.

Nacreous gray sphere: This stone protects the wearer from one type of ability damage (such as Strength or Constitution) caused by natural or magical aging. It otherwise functions as a normal *nacreous gray sphere ioun stone*. **Price:** 3,400 gp.

Onyx rhomboid: Individually has no effect; when used in pairs, each pair grants a +2 enhancement bonus to Constitution. The bonuses from multiple stones (cracked or otherwise) stack, up to a maximum of a +6 bonus. **Price:** 12,000 gp.

Opalescent white pyramid: The stone grants the wearer weapon familiarity with the keyed weapon (it is treated as a martial weapon for him). **Price:** 1,500 gp.

Orange prism: Wearer adds one cantrip or orison (determined when the stone is created) to his list of spells known or spells prepared. **Price:** 1,000 gp.

Pale blue rhomboid: This stone grants a +1 competence bonus on one Strength-based skill. **Price:** 200 gp.

Pale green prism: This stone grants a +1 competence bonus on attack rolls or saving throws. **Price:** 4,000 gp.

Pale lavender ellipsoid: This stone absorbs spells of 1st level or lower. After absorbing 5 spell levels, the stone burns out and turns dull gray. **Price:** 2,500 gp.

Pale ruby trillian: This stone grants a +1 competence bonus on Stealth checks. **Price:** 200 gp.

Pearly white spindle: Regenerate 1 point of damage per hour. **Price:** 3,400 gp.

Pink and green sphere: This stone grants a +1 bonus on one Charisma-based skill. **Price:** 200 gp.

Pink rhomboid: This stone grants a +4 competence bonus on one type of check affected by the Endurance feat. **Price:** 1,400 gp.

Scarlet and blue sphere: This stone grants a +1 competence bonus on one Intelligence-based skill. **Price:** 200 gp.

Scarlet and green cabochon: This stone grants a +4 bonus on one type of check affected by the Endurance feat. **Price:** 1,400 gp.

Turquoise sphere: This stone grants a +1 competence bonus on Ride checks. **Price:** 200 gp.

Vermillion rhomboid: This stone grants a +1 competence bonus on Acrobatics and Swim checks. **Price:** 400 gp.

Vibrant purple prism: This stone stores one spell level, as a *ring of spell storing (minor)*. **Price:** 2,000 gp.

Flawed Ioun Stones

The following are typical flawed versions of normal *ioun stones*. As with cracked stones, flawed stones that have multiple possible effects are specified at the time of creation and cannot be changed thereafter.

Amber spindle: This stone grants a +1 resistance bonus on saving throws per stone, stacking up to +3 total with other *amber spindle ioun stones* (flawed or otherwise). **Price:** 6,000 gp.

Clear spindle: This stone sustains the wearer without food but he must consume twice the normal amount of water. **Price:** 2,000 gp.

Crimson sphere: This stone grants a +2 enhancement bonus to Intelligence per stone, stacking up to +4 total. These stones do not stack with non-flawed *crimson sphere ioun stones*. **Price:** 16,000 gp.

Dark blue rhomboid: This stone grants a +2 competence bonus on Perception checks and a -1 penalty to initiative checks. **Price:** 300 gp.

Deep red sphere: This stone grants a +2 enhancement bonus to Dexterity, and a -2 penalty to Constitution. **Price:** 6,000 gp.

Dull gray stone: This stone has no powers. **Price:** 25 gp.

Dusty rose prism: This stone grants a +1 insight bonus to AC and a -2 penalty to Strength. **Price:** 4,000 gp.

Emerald ellipsoid: This stone grants the wearer 5 temporary hit points (stacking to 25 for multiple *emerald ellipsoids* of any kind), which are restored automatically at a specific time of day unique to each stone (typically sunrise or sunset). Each stone inflicts one negative level upon you (no known limit); these negative levels remain as long as the stone is in use, and disappear when it is no longer in use. These negative levels never result in actual level loss, but they cannot be overcome in any way while the stone is used. **Price:** 10,000 gp.

Gamboge nodule: This stone grants immunity to poison and a -4 penalty on saving throws against curses and diseases. **Price:** 40,000 gp.

Incandescent blue sphere: This stone grants a +2 enhancement bonus to Wisdom and a -2 penalty on Perception checks. **Price:** 7,200 gp.

Iridescent spindle: This stone sustains the wearer without air, but he is always staggered. **Price:** 12,000 gp.

Lavender and green ellipsoid: This stone absorbs spells of 6th level or lower, which deals 2 hit points of damage to the wearer for each spell level absorbed. After absorbing 50 spell levels, the stone burns out and turns dull gray. **Price:** 36,000 gp.

Mossy disk: This stone grants a +5 competence bonus on one Knowledge skill and a -2 penalty to Constitution. **Price:** 1,600 gp.



Ioun Stones

Color	Shape	Effect	Market Price
Amber	Spindle	+1 resistance bonus on saves (stacks)	10,000 gp
cracked		+1 resistance bonus on one save (stacks)	3,400 gp
flawed		+1 resistance bonus on saves per stone (stacks)	6,000 gp
Clear	Spindle	Sustains creature without food or water	4,000 gp
cracked		Sustains creature on half normal food	1,000 gp
flawed		Sustains creature without food, but it must consume twice the normal amount of water	2,000 gp
Crimson	Sphere	+2 enhancement bonus to Intelligence (stacks)	24,000 gp
cracked		In pairs, +2 enhancement bonus to Intelligence (stacks)	12,000 gp
flawed		+2 enhancement bonus to Intelligence (stacks/doesn't stack)	16,000 gp
Dark Blue	Rhomboid	Alertness (as the feat)	10,000 gp
cracked		+1 competence bonus on Perception and Sense Motive checks	400 gp
flawed		+2 competence bonus on Perception checks and a -1 penalty to initiative checks	300 gp
Deep Red	Sphere	+2 enhancement bonus to Dexterity	8,000 gp
cracked		+1 competence bonus on one Dexterity-based skill	200 gp
flawed		+2 enhancement bonus to Dexterity, -2 penalty to Constitution	6,000 gp
Dull Gray	Any	None	25 gp
cracked		None	25 gp
flawed		None	25 gp
Dusty Rose	Prism	+1 insight bonus to AC	5,000 gp
cracked		+1 competence bonus on initiative checks	500 gp
flawed		+1 insight bonus to AC, -2 penalty to Constitution	4,000 gp
Emerald	Ellipsoid	5 temporary hit points (stacks)	20,000 gp
cracked		1 temporary hit point (stacks)	2,000 gp
flawed		5 temporary hit points (stacks), 1 negative level (stacks)	10,000 gp
Gamboge	Nodule	Immunity to poison	54,000 gp
cracked		Immunity to one kind of poison	1,500 gp
flawed		Immunity to poison, -4 penalty against curses and diseases	40,000 gp
Incandescent Blue	Sphere	+2 enhancement bonus to Wisdom	8,000 gp
cracked		+1 competence bonus on one Wisdom-based skill	200 gp
flawed		+2 enhancement bonus to Wisdom, -2 penalty on Perception checks	7,200 gp
Iridescent	Spindle	Sustains creature without air	18,000 gp
cracked		+4 competence bonus on Constitution checks to hold breath	500 gp
flawed		Sustains creature without air, but creature is always staggered	12,000 gp
Lavender and Green	Ellipsoid	Absorbs spells of 8th level or lower ¹	40,000 gp
cracked		Absorbs spells of 2nd level or lower ²	10,000 gp
flawed		Absorbs spells of 6th level or lower, deals damage to user ³	36,000 gp
Mossy	Disk	+5 competence bonus on one Knowledge skill	2,500 gp
cracked		+1 competence bonus on one Knowledge skill	200 gp
flawed		+5 competence bonus on one Knowledge skill, -2 penalty to Constitution	1,600 gp
Mulberry	Pentacle	+5 competence bonus on Bluff and Diplomacy checks	10,000 gp
cracked		+1 competence bonus on Bluff and Diplomacy checks	400 gp
flawed		+5 competence bonus on Bluff and Diplomacy checks, -2 penalty to Will saves	8,700 gp
Nacreous Gray	Sphere	Protects against aging	10,000 gp
cracked		Protects against one type of ability damage from aging	3,400 gp
flawed		Protects against the appearance of aging	1,000 gp
Onyx	Rhomboid	+2 enhancement bonus to Constitution (stacks)	24,000 gp
cracked		In pairs, +2 enhancement bonus to Constitution (stacks)	12,000 gp
flawed		+2 enhancement bonus to Constitution (stacks/doesn't stack)	16,000 gp



Color	Shape	Effect	Market Price
Opalescent White	Pyramid	Proficiency with one weapon	10,000 gp
cracked		Weapon familiarity with one weapon	1,500 gp
flawed		Proficiency with one weapon, -2 penalty to Dexterity	3,000 gp
Orange	Prism	+1 caster level	30,000 gp
cracked		Add one 0-level spell to user's spells known or prepared	1,000 gp
flawed		+1 caster level, -2 to primary casting ability score	25,000 gp
Pale Blue	Rhomboid	+2 enhancement bonus to Strength	8,000 gp
cracked		+1 competence bonus on one Strength-based skill	200 gp
flawed		+2 enhancement bonus to Strength, -2 penalty to Constitution	6,000 gp
Pale Green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	30,000 gp
cracked		+1 competence bonus on attack rolls or saving throws	4,000 gp
flawed		+1 morale bonus on attack rolls, saves, skill checks, and ability checks	28,000 gp
Pale Lavender	Ellipsoid	Absorbs spells of 4th level or lower ⁴	20,000 gp
cracked		Absorbs spells of 1st level or lower ⁵	2,500 gp
flawed		Absorbs spells of 3rd level or lower, deals user damage ⁶	18,000 gp
Pale Ruby	Trillian	+5 competence bonus on Stealth checks	5,000 gp
cracked		+1 competence bonus on Stealth checks	200 gp
flawed		+5 competence bonus on Stealth checks, -2 penalty to Dexterity	1,600 gp
Pearly White	Spindle	Regenerate 1 point of damage per 10 minutes	20,000 gp
cracked		Regenerate 1 point of damage per hour	3,400 gp
flawed		Regenerate 4 points of damage per hour	18,000 gp
Pink and Green	Sphere	+2 enhancement bonus to Charisma	8,000 gp
cracked		+1 competence bonus on one Charisma-based skill	200 gp
flawed		+2 enhancement bonus to Charisma, -2 penalty to Constitution	6,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	8,000 gp
cracked		+4 competence bonus on one type of check affected by Endurance	1,400 gp
flawed		+2 enhancement bonus to Constitution, -2 penalty to Dexterity	6,000 gp
Scarlet and Blue	Sphere	+2 enhancement bonus to Intelligence	8,000 gp
cracked		+1 competence bonus on one Intelligence-based skill	200 gp
flawed		+2 enhancement bonus to Intelligence, -2 penalty to Constitution	6,000 gp
Scarlet and Green	Cabochon	Endurance (as the feat)	10,000 gp
cracked		+4 competence bonus on one type of check affected by Endurance	1,400 gp
flawed		Endurance (as the feat), extra penalties for fatigue and exhaustion	8,000 gp
Turquoise	Sphere	+5 competence bonus on Ride checks and Fleet (as the feat) for your mount	6,000 gp
cracked		+1 competence bonus on Ride checks	200 gp
flawed		+5 competence bonus on Ride checks	5,000 gp
Vermilion	Rhomboid	+5 competence bonus on Acrobatics and Swim checks	10,000 gp
cracked		+1 competence bonus on Acrobatics and Swim checks	400 gp
flawed		+5 competence bonus on Acrobatics and Swim checks, -2 to Constitution	8,000 gp
Vibrant Purple	Prism	Stores three levels of spells, as a <i>ring of spell storing</i> (minor)	36,000 gp
cracked		Stores one spell level, as a <i>ring of spell storing</i> (minor)	2,000 gp
flawed		Stores three levels of spells, as a <i>ring of spell storing</i> (minor), casting time increased	36,000 gp

¹After absorbing 50 spell levels, the stone burns out and turns dull gray.

²After absorbing 10 spell levels, the stone burns out and turns dull gray.

³After absorbing 50 spell levels, the stone burns out and turns dull gray.

⁴After absorbing 20 spell levels, the stone burns out and turns dull gray.

⁵After absorbing 5 spell levels, the stone burns out and turns dull gray.

⁶After absorbing 20 spell levels, the stone burns out and turns dull gray.



Mulberry pentacle: This stone grants a +5 competence bonus on Bluff and Diplomacy checks and a –2 penalty on Will saving throws. **Price:** 8,700 gp.

Nacreous gray sphere: Protects wearer from appearing older but does not protect against ability damage from aging. The stone remembers the wearer's age at the time he first wore it and always restores his appearance to that age, even if he hasn't worn it for years or it has been worn by other people. **Price:** 1,000 gp.

Onyx rhomboid: This stone grants a +2 enhancement bonus to Constitution per stone, stacking up to +4 total. These stones do not stack with non-flawed *onyx rhomboid ioun stones*. **Price:** 16,000 gp.

Opalescent white pyramid: This stone grants proficiency with the keyed weapon and gives the wearer a –2 penalty to Dexterity. **Price:** 3,000 gp.

Orange prism: This stone grants a +1 caster level and a –2 penalty to the wearer's primary casting ability score (Wisdom for clerics, Intelligence for wizards, and so on). **Price:** 25,000 gp.

Pale blue rhomboid: This stone grants a +2 enhancement bonus to Strength and a –2 penalty to Constitution. **Price:** 6,000 gp.

Pale green prism: This stone grants a +1 morale bonus on attack rolls, saves, skill checks, and ability checks. **Price:** 28,000 gp.

Pale lavender ellipsoid: This stone absorbs spells of 3rd level or lower, which deals 2 hit points of damage to the user for each spell level absorbed. After absorbing 20 spell levels, the stone burns out and turns dull gray. **Price:** 18,000 gp.

Pale ruby trillion: This stone grants a +5 competence bonus on Stealth checks and –2 penalty to Dexterity. **Price:** 1,600 gp.

Pearly white spindle: The user regenerates 4 points of damage per hour. **Price:** 18,000 gp.

Pink and green sphere: This stone grants a +2 enhancement bonus to Charisma and a –2 penalty to Constitution. **Price:** 6,000 gp.

Pink rhomboid: This stone grants a +2 enhancement bonus to Constitution and –2 penalty to Dexterity. **Price:** 6,000 gp.

Scarlet and blue sphere: This stone grants a +2 enhancement bonus to Intelligence and a –2 penalty to Constitution. **Price:** 6,000 gp.

Scarlet and green cabochon: This stone grants the wearer the Endurance feat. Anything that would make the wearer fatigued instead makes him sickened. Anything that would make the wearer exhausted instead makes him nauseated. **Price:** 8,000 gp.

Turquoise sphere: This stone grants a +5 competence bonus to Ride checks. **Price:** 5,000 gp.

Vermilion rhomboid: This stone grants a +5 competence bonus on Acrobatics and Swim checks and a –2 penalty to Constitution. **Price:** 8,000 gp.

Vibrant purple prism: This stone stores three levels of spells, as a *ring of spell storing (minor)*, except casting spells out of the stone requires at least a full-round action. **Price:** 36,000 gp.

WAYFINDERS

Even more emblematic of the Pathfinders than their prized books, the *wayfinder* is a blend of artistry, magic, and technology. Reverse-engineered from half-understood Azlanti artifacts, *wayfinders* combine the function of a mundane compass with magical utility and—a somewhat guarded secret—the power to enhance the function of *ioun stones*. Within each *wayfinder* is a fine lattice of wire, spun of silver, gold, or even more precious metals. This lattice channels and amplifies the natural energy of the *ioun stone*, extending its benefits to the owner as long as the *wayfinder* is held or kept close to the body. Inserting or removing an *ioun stone* is a standard action that provokes attacks of opportunity. Some *wayfinders* have multiple slots for *ioun stones*; these usually—but not always—function independently (an enhanced power from the first slot has nothing to do with the enhanced power of the second slot, whether or not another stone is present).

Though any spellcaster with the proper ability can create a new *wayfinder*, most of those owned by Pathfinders are decades or centuries old, passed down from mentor to student or through family lines. Some are even older, dating back to the Azlanti civilization. Many successful Pathfinders are known to have inscribed their initials, a personal sigil, a favorite phrase, or even a clue or map on their *wayfinder*; it is through these marks that historical or legendary *wayfinders* are identified. It is a matter of some prestige for a Pathfinder to own a “legacy *wayfinder*,” especially if it bears a message and he is able to decipher it. Contrary to popular belief, the basic version most associated with the Pathfinders is not the only type of *wayfinder*.

WAYFINDER (STANDARD)

Aura faint evocation; **CL** 5th

Slot none; **Price** 500 gp; **Weight** 1 lb.

DESCRIPTION

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see page 51).

CONSTRUCTION

Requirements Craft Wondrous Item, *light*; **Cost** 250 gp

WAYFINDER, EBON

Aura faint evocation and transmutation; **CL** 5th

Slot none; **Price** 18,000 gp; **Weight** 1 lb.



DESCRIPTION

Favored by Pathfinders exploring dark and dangerous locales, the exterior of this *wayfinder* is constructed of panels of darkwood with ebony inlays. The panels slide apart to reveal platinum meshwork capable of holding one or two *ioun stones*. The *ebon wayfinder* grants you darkvision with a range of 60 feet, and with a command word it can create *darkness* (as the spell) once per day, centered on itself.

When one *ioun stone* is slotted into the device, its *darkness* ability no longer functions. When a second stone is placed in it, the darkvision ability no longer functions.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkvision*, *darkness*;
Cost 9,000 gp

WAYFINDER OF PASSAGE

Aura moderate varied; **CL** 10th
Slot none; **Price** 136,000 gp; **Weight** 1 lb.

DESCRIPTION

This *wayfinder* is an artistic treasure, crafted in gold and set with tiny opals, rubies, diamonds, and sapphires. Three slots on the inner side of the lid can each hold one *ioun stone*. It sheds light equivalent to the *daylight* spell on your command. It has the following abilities, each activated by a different command word:

- *dimension door* (once per day)
- *feather fall* (at will)
- *knock* (at will)
- *resist energy* (once per day, energy resistance 20, lasts 24 hours)

When the first *ioun stone* slot is used, the *dimension door* ability no longer functions. When the second slot is used, *feather fall* and *resist energy* are unavailable. When the third slot is used, *daylight* and *knock* no longer function.

CONSTRUCTION

Requirements Craft Wondrous Item, *daylight*, *dimension door*, *feather fall*, *knock*, *resist energy*; **Cost** 68,000 gp

WAYFINDER OF THE SLEEPING EYE

Aura strong illusion; **CL** 13th
Slot none; **Price** 70,000 gp; **Weight** 1 lb.

DESCRIPTION

This exquisitely crafted *wayfinder* bears the design of a half-closed eye in platinum and mithral. The eye is a socket for an *ioun stone*; when filled, you may activate the *wayfinder* when you sleep or meditate to create a mobile illusory image of yourself that is partly real.

You control the image as if it were your own body and perceive things through it as if it had all of your normal senses plus darkvision with a range of 60 feet. You do not

need to maintain line of sight to the image. The image is visible but transparent, and it cannot perform any action that an *unseen servant* is unable to perform. The image has 40% of your hit points at the time it was created. Its AC is 10 + your size modifier + your Dexterity modifier. It uses your current Will saving throw bonus but automatically fails Fortitude and Reflex saves. It is destroyed if brought to 0 hit points, which

deals you 2d4 points of Charisma damage. It can be dispelled, and cannot enter areas warded against summoned creatures, your alignment, illusions, or incorporeal creatures. You may end this ability as a free action, and it ends automatically if you are awakened, your body is attacked, or 8 hours pass; ending the image in this manner does not deal you Charisma damage.

Using this ability drains energy from the slotted *ioun stone*, rendering it dull gray and powerless for 24 hours. A dull gray *ioun stone* cannot power the projection ability of this *wayfinder*.

The *wayfinder* can still have synergistic powers granted by an *ioun stone*, though they do not function while the slotted stone is powerless.

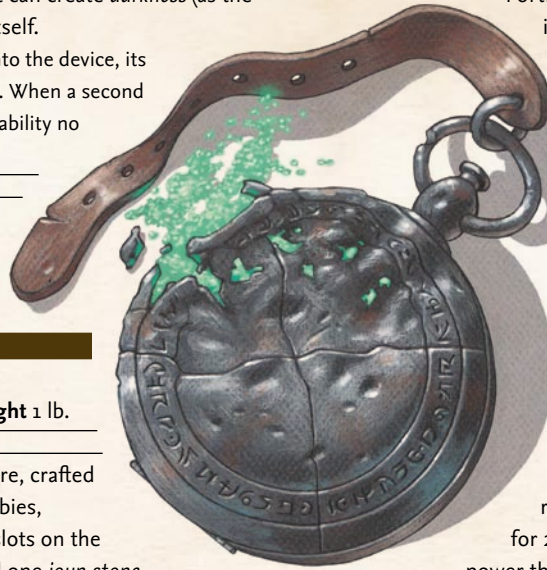
CONSTRUCTION

Requirements Craft Wondrous Item, *arcane eye*, *shadow conjuration*; **Cost** 35,000 gp

Wayfinders and Ioun Stones

Within each *wayfinder* is a fine lattice of wires that serve to channel the power of *ioun stones*, allowing the owner of a *wayfinder* to benefit from a stone's power without the attendant risk of having a valuable item orbiting around her head. In addition, the magic worked into the *wayfinder* amplifies the power of the *ioun stone*, usually (about 75% of the time) unlocking new abilities in addition to the stone's normal power. Unfortunately, the energy required is such that the magical properties of the *wayfinder* itself are diverted to power the *ioun stone*, temporarily negating the *wayfinder's* normal abilities. The mechanism of using a *wayfinder* to boost the power of an *ioun stone* is usually called augmenting, channeling, enhancing, or resonating. The resonant aura of a *wayfinder* interacting with an *ioun stone* can be detected and identified with *detect magic* (or similar spells) and the Spellcraft skill, just like any other magic item.

The auras of multiple augmenting *wayfinders* tend to interfere with each other; a person with one who tries to hold or carry a second usually finds that both sputter out in just





a few seconds, but activate again once the second one is set aside. Some advanced, expensive *wayfinders* may hold more than one *ioun stone* at the same time and still function (though another *wayfinder* can interfere if brought too close).

To determine what effect a *wayfinder* has on an *ioun stone*, select one of the following methods.

Method 1, The Static Assignment: All *ioun stones* of a particular color and shape react exactly the same way to all *wayfinders*. This is the easiest and fastest method, but lacks variety and allows the PCs to easily predict what a new stone or device will do when combined. For a listing of these combinations, see below.

Method 2, The Random Roll: Each combination of an *ioun stone* and a *wayfinder* requires a roll on a table to see what resonant power it gains. This method allows for a lot of variety but requires bookkeeping to track each unique stone's augmented power, and also makes it difficult for the PCs to predict what any particular combination may be. See the table on page 53.

Resonant Powers (Method 1)

The resonant powers of the most common forms of *ioun stones* are listed below. If the power is a feat, the bearer gains that feat as a bonus feat even if he does not meet its prerequisites. Spell effects with uses per day are spell-like abilities.

Amber spindle: 5% chance per Reflex saving throw of granting the wearer evasion against that effect; bonuses from multiple *amber spindles* stack.

Clear spindle: Protection from possession and mental control (as *protection from evil*).

Crimson sphere: +1 competence bonus on single Knowledge skill (chosen by the stone's creator).

Dark blue rhomboid: The wearer no longer suffers penalties on Perception checks for being distracted or asleep; during sleep the wearer may remain open-eyed and fully aware of his environment, though he is still helpless against undetected threats until he actually wakes up.

Deep red sphere: Improved Unarmed Strike.

Dull gray stone: *Read magic* 1/day for 10 minutes.

Dusty rose prism: +2 insight bonus on CMB and CMD.

Emerald ellipsoid: 5 additional temporary hit points.

Gamboge nodule: +2 resistance bonus on saving throws against disease.

Incandescent blue sphere: Blind-Fight.

Iridescent spindle: *Endure elements*, as the spell, as well as protection against exposure to vacuum and underwater pressure.

Lavender and green ellipsoid: If the bearer is holding the *wayfinder*, he may use the stone's absorption ability as an immediate action instead of a readied action.

Mossy disk: +1 competence bonus on Appraise checks.

Mulberry pentacle: +2 competence bonus on Sense Motive checks.

Nacreous gray sphere: Miss chance against incorporeal creatures decreases to 25%.

Onyx rhomboid: *Virtue* at will (self only).

Opalescent white pyramid: Weapon Focus with the stone's keyed weapon.

Orange prism: Every time the bearer casts a spell, roll 1d4-2 and add this (and the +1 caster level granted by the normal power of the *ioun stone*) to his caster level. If this modified caster level is too low to cast the spell, the spell fails and is lost.

Pale blue rhomboid: +1 bonus on Fortitude saves.

Pale green prism: Twice per day as a free action the bearer may remove the fatigued condition from himself as a free action (or reduce the exhausted condition to fatigued).

Pale lavender ellipsoid: If the bearer is holding the *wayfinder*, he may use the stone's absorption ability as an immediate action instead of a readied action.

Pale ruby trillion: Increase by 10 feet the distance the bearer may fall safely (stacks with other effects that increase this distance, such as making Acrobatics checks or falling into water).

Pearly white spindle: +1 sacred bonus on saves against attacks that rely on negative energy.

Adril Hestram

NG

M

Human

Fighter 9



A monstrously big man of mixed descent, Adril Hestram's blubbery bulk hides massive muscles. He claims to have come from the north, but remains unspecific about his homeland. Though his face is worn and bedraggled, his eyes still glimmer, and he retains an easy, gap-toothed smile behind a tousled beard. Aside from adventuring, Adril likes to drink and arm-wrestle, in that order. An able warrior and veteran of countless dungeon delves, he's the most prominent venture-captain concerned with exploring the various siege castles beyond Absalom's gates.

Every year, Adril takes a handful of favorite Pathfinder initiates under his wing, and sometimes escorts them to interesting local sites, though never anything overly dangerous. Some Pathfinders suggest that he has inappropriate relationships with his more attractive protégés, but even if that is so, there have been no complaints from the initiates involved.



- Pink and green sphere:** +1 bonus on Will saves.
- Pink rhomboid:** +1 bonus on Reflex saves.
- Scarlet and blue sphere:** +1 bonus on Will saves.
- Scarlet and green cabochon:** +5 bonus on Constitution checks made to stabilize.
- Turquoise sphere:** +2 competence bonus on Handle Animal checks.
- Vermilion rhomboid:** Breathe water for up to 10 minutes per day, useable in 1-minute increments.
- Vibrant purple prism:** The bearer may use a standard action to expend one stored spell level in the stone, refreshing a cast 1st-level spell as if using a *pearl of power*.

Resonant Powers (Method 2)

The resonant powers of the most common forms of *ioun stones* are listed below. If the power is a feat, the bearer gains that feat as a bonus feat even if he does not meet its prerequisites.

d% Resonant Power

- 1 +2 enhancement bonus to Charisma.*
- 2 +2 enhancement bonus to Constitution.*
- 3 +2 enhancement bonus to Dexterity.*
- 4 +2 enhancement bonus to Intelligence.*
- 5 +2 enhancement bonus to Strength.*
- 6 +2 enhancement bonus to Wisdom.*
- 7 +1 natural armor bonus to Armor Class.
- 8 +2 natural armor bonus to Armor Class.
- 9 5% chance per Reflex saving throw of granting the bearer evasion against the effect that required the save.
- 10 Favored enemy (as a 1st-level ranger). This stacks with any favored enemy bonus the bearer has.
- 11 Bearer gains orc ferocity, as if he were a half-orc. If he is a half-orc, this grants him another daily use of his racial ability.
- 12 Bearer may channel energy 1 additional time per day.
- 13 Points to the nearest Azlanti or Thassilonian magic item within 100 feet.***
- 14 Bearer may use his lay on hands ability one additional time per day.
- 15 Bearer's *ki* pool increases by 1.
- 16 +2 insight bonus on CMB and to CMD.
- 17 +2 bonus on saves against illusion spells and effects.
- 18 +5 bonus on Constitution checks made to stabilize.
- 19 Alertness.
- 20 Blind-Fight.
- 21 Combat Expertise.
- 22 Improved Unarmed Strike.
- 23 Miss chance against incorporeal creatures decreases to 25%.
- 24 Quicken Spell.
- 25 Run.
- 26 Stone holds the knowledge of a single rogue talent; if the bearer is a rogue, he gains the benefit of this talent as if he had selected it.

- 27 *Wayfinder* needle points at the nearest tiefling or other part-human outsider within 30 feet.***
- 28 +2 bonus on concentration checks for defensive casting.
- 29 +4 on saves against gaze attacks.
- 30 Absorbs 10 points of *magic missile* damage per day (usable in 1-minute increments).
- 31 Breathe water for up to 10 minutes per day.
- 32 Brew Potion.
- 33 Counteracts the effect of one negative level. If the stone is lost or put away, the negative level applies normally (even if the negative level was temporary).
- 34 Cure spells heal the bearer an additional 2 hit points per die.
- 35 Increase by 10 feet the distance the bearer may fall safely.
- 36 *Misdirection* (constant); the bearer detects as if he were the stone. 25% of these stones have an alignment aura other than neutral.
- 37 Resist energy 5 against one type of energy.
- 38 Stone acts as a 1st-level *pearl of power*.
- 39 Stone contains the knowledge of one language, which the bearer may read and speak fluently.
- 40 Stone is intelligent (two mental ability scores of 10, one of 14; speech; 30-ft. senses; determine alignment with Table 15–21 in the *Pathfinder RPG Core Rulebook*). There is a 25% chance the stone has at least one power.
- 41 *Wayfinder* needle points at the nearest aboleth, gillman, mimic, or skum within 100 feet.***
- 42 *Wayfinder* needle points at the strongest magic within 30 feet.***
- 43 *Wayfinder* points toward a particular secret location such as a cache of treasure, hidden city, or other place of interest.***
- 44 Whenever the bearer is polymorphed against his will, he may revert to his natural form as a standard action.
- 45 Darkvision 60 feet.
- 46 Immune to magic sleep effects and a +2 saving throw bonus against enchantment spells and effects.
- 47 Low-light vision.
- 48 Stonecunning, as a dwarf.
- 49 +1 resistance bonus on all saves.*
- 50 +1 resistance bonus on Fortitude saves.*
- 51 +1 resistance bonus on Reflex saves.*
- 52 +1 resistance bonus on Will saves.*
- 53 +1 sacred bonus on saves against attacks that rely on negative energy.
- 54 +2 resistance bonus on all saves.*
- 55 +2 resistance bonus on Fortitude saves.*
- 56 +2 resistance bonus on Reflex saves.*
- 57 +2 resistance bonus on Will saves.*
- 58 +2 resistance bonus on saves against disease.
- 59 +4 resistance bonus on saves against curses.
- 60 +4 resistance bonus on saves against disease.
- 61 +4 resistance bonus on saves against petrification.



- 62 +4 resistance bonus on saves against poison.
 - 63 SR equal to bearer's Hit Dice -5.
 - 64 +1 competence bonus on single skill (chosen by the stone's creator).*
 - 65 +1 competence bonus on three skills (chosen by the stone's creator).*
 - 66 +1 competence bonus on two skills (chosen by the stone's creator).*
 - 67 +2 competence bonus on single skill (chosen by the stone's creator).*
 - 68 +2 competence bonus on two skills (chosen by the stone's creator).*
 - 69 Defensive Combat Training.
 - 70 *Mirror image* (1 image) 1/day.
 - 71 *Dancing lights* at will.
 - 72 *Disguise self* at will to one of three disguises preset in the stone.
 - 73 DR 1/magic or silver.
 - 74 *Endure elements* (constant, self only).
 - 75 Fleet.
 - 76 Force dart at will; as *magic missile* except only 1 hit point damage per use.
 - 77 *Invisibility* (self only) 1/day.
 - 78 *Mage hand* at will.
 - 79 *Message* at will, targeting a *wayfinder* in range.
 - 80 Protection from possession and mental control (as *protection from evil*).
 - 81 *Purify food and drink* 3/day.
 - 82 *Read magic* once per day for 10 minutes.
 - 83 Stone knows a 1st-level arcane spell. If the bearer is a caster who prepares arcane spells, he may prepare this spell as if it were in his spellbook. If the bearer is a caster who spontaneously casts arcane spells, he may cast this spell as if it were a spell he knew. This has no effect if the spell is not on his spell list or he cannot cast arcane spells.
 - 84 Stone holds a 1st-level divine spell; otherwise as result 83.
 - 85 Stone holds a 2nd-level arcane spell; otherwise as result 83.
 - 86 Stone holds a 2nd-level divine spell; otherwise as result 83.
 - 87 *Teleport* 1/week to a location designated at the time of the stone's creation.
 - 88 *Unseen servant* 3/day.
 - 89 *Virtue* at will (self only).
 - 90 *Water walk* 1/day.
 - 91 Roll again, doubling the strength, uses per day, or duration of the resonant power determined by the second roll.
 - 92 Roll twice, ignoring results above 90.
 - 93 Roll three times, ignoring results above 90.
 - 94 Stone becomes cracked. Roll again to determine its resonant power, ignoring results above 90.
 - 95 Stone becomes flawed. Roll again to determine its resonant power, ignoring results above 90.
 - 96 Stone becomes scorched. Roll again to determine its resonant power, ignoring results above 90.
 - 97 Stone burns out, becoming dull gray and powerless.
 - 98 An adverse reaction fuses the *ioun stone* to the *wayfinder*; they function normally but cannot be separated without a DC 40 Disable Device check. Roll again, ignoring results above 97.
 - 99 Feedback damages the *wayfinder*, giving it the broken condition and rendering it nonfunctional until it is repaired. The stone is unharmed.**
 - 100 Feedback destroys the *wayfinder* unless it makes a DC 19 Fortitude save; success means it gains the broken condition and is nonfunctional until repaired. The *ioun stone* is unharmed.**
- * If the stone's normal power gives the same kind of bonus, these effects stack. For example, a *deep red sphere* (+2 enhancement bonus to Dexterity) that has the resonant power of "+2 enhancement bonus to Dexterity" gives a +4 enhancement bonus to Dexterity.

Shevala Iorae

N | F | Human | Sorcerer 8



Now an influential venture-captain operating out of the Grand Lodge of Absalom, Shevala got her start as an adventurer exploring the crumbling ruins of ancient Thassilon in her native Varisia. When the Decemvirate requested her aid, she traveled to Absalom and was seduced by the city's allure. Like Varisia, the Isle of Kortos is littered with ancient ruins, its many Siege Castles standing just outside the city's shadow. The mile-high Spire of Nex immediately commanded her attention, and Shevala spent several years searching for a way into the sealed tower and collecting lore about Nex himself before finally succeeding in unlocking its door.

Still, at heart Shevala remains a wild Varisian girl, making annual trips to the lodge in Magnimar that she helped found. She is a known associate of the renegade Pathfinder Eando Kline, and her association with rakish sellswords and charismatic scoundrels has given her a reputation as a playful and adventurous free spirit despite her persistently serious demeanor.



- ** Optionally, a *wayfinder* with multiple spaces for *ioun stones* may only be damaged at one of those locations, and other *ioun stone* slots work normally.
- *** If no appropriate target is within range, the needle points north as normal.

OTHER MAGIC ITEMS

The Pathfinders make use of many more magic items than their ubiquitous *wayfinders* and prized *ioun stones*. The Pathfinder Society values communication and survival over raw combat power, as an agent who returns with information is much more useful than one lying dead in parts unknown.

AUTONOMOUS CARTOGRAPHER

Aura faint divination; **CL** 5th
Slot none; **Price** 2,000 gp; **Weight** 1/2 lb.

DESCRIPTION

Upon command, this item draws your surroundings, out to the limits of your normal vision, rendering them as if depicted by a competent but unexceptional artist. It does not record any details you cannot see. The *autonomous cartographer* creates the map as needed to fit upon a 1-foot-by-4-foot parchment or scroll contained within the item. A second command erases the scroll, allowing you to use it again. You may insert or remove a scroll as a full-round action.

CONSTRUCTION

Requirements Craft Wondrous Item, *erase*, *prestidigitation*;
Cost 1,000 gp

DEAD MAN'S SHROUD

Aura faint necromancy; **CL** 5th
Slot shoulders; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

This dirt-stained cloak was woven in shadow from the burial shroud of a condemned murderer. It prevents non-

intelligent undead from detecting you, as per the *hide from undead* spell. Intelligent undead can perceive you if they succeed at a DC 11 Will save. The warding is ended if you touch an undead creature, channel energy against undead, or attack any creature. Once per day as a standard action you can silently call forth the shadows bound into the shroud, rendering you invisible for 5 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *hide from undead*, *invisibility*; **Cost** 3,000 gp

ELDRITCH EGRESS

Aura moderate transmutation; **CL** 9th
Slot none; **Price** 10,000 gp; **Weight** 4 lbs.

DESCRIPTION

This cunningly designed bundle of wooden slats unfolds and interlocks to form a 3-foot-by-3-foot frame. Once per day you may place the unfolded frame upon a solid surface to form a passage up to 10 feet deep, as if using a *passwall* spell. The passageway lasts for 1 hour unless the frame is removed earlier.

Folding or unfolding the frame is a full-round action that provokes attacks of opportunity. Using the unfolded frame to create a passage is a standard action. Medium or smaller creatures can easily pass through the tunnel, while Large creatures require an Escape Artist check. The *eldritch egress* can only be removed from outside the surface it was placed on, so careful planning is required when using it.

CONSTRUCTION

Requirements Craft Wondrous Item, *passwall*; **Cost** 5,000 gp

HORSESHOES OF GREAT BURDEN

Aura faint transmutation; **CL** 3rd
Slot feet; **Price** 2,500 gp; **Weight** 24 lbs. (for four)

DESCRIPTION

These sturdy iron horseshoes come in sets of four like

Eliza Petulengro

N | F | Human | Wizard 9



Absalom's newest venture-captain, Eliza Petulengro hails from war-torn Galt. Though she escaped the madness there as a child, she's a firebrand at heart, and longs to return to the country of her birth and help restore the lodge at Woodsedge to its former glory. For the time being, however, she understands that her talents are better suited to helping with the Grand Lodge's administration, in particular managing its legion of librarians and making sure the various tomes and reports acquired by the Society can be quickly located.

Eliza is a talented diviner with a photographic memory for text, names, and faces. Soft-spoken and polite, she has a pleasant habit of calling initiates by name even after meeting them only once. Though she appears bookish, this is just a façade to deter suitors and keep her affairs private; lodge gossip has it that she is actually courting another venture-captain to be her spouse, as well as a partner willing to venture back into Galt and help rebuild Woodsedge.



ordinary horseshoes, but are much heavier. When affixed to an animal's hooves, they double the animal's carrying capacity. All four shoes must be worn by the same animal for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*; **Cost** 1,250 gp

PATHFINDER POUCH

Aura none; **CL** 9th

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

DESCRIPTION

This nondescript belt pouch is quite popular among Pathfinders who need to smuggle items past snooping guards or government officials. *Detect magic* does not detect that it is magical (as per the *magic aura* spell), but the pouch acts as a very small *bag of holding* (contents limit 10 pounds, volume limit 2 cubic feet).

With a command word, the wearer can close or open the extradimensional space within the pouch; when closed, the pouch holds no more than a mundane belt pouch the size of a human fist, though objects within the extradimensional space remain stored, unreachable until the pouch is unsealed again. This allows the user to empty his pockets or even turn the pouch inside-out to prove he carries no contraband, and access the hidden goods later when in a safe place. Because of their nonmagical auras, these pouches sometimes hold secret treasures for generations without their owners realizing their nature.

CONSTRUCTION

Requirements Craft Wondrous Item, *magic aura*, *secret chest*; **Cost** 1,000 gp

VERSATILE VEST

Aura moderate conjuration and transmutation; **CL** 9th

Slot chest; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This sturdy vest stays dry and spotless in the worst of conditions. You can secure up to six objects (weighing up to 1 pound each) to the vest by holding them to it and speaking a command word. You can retrieve any of these items as a move action.

In addition, the vest has four large pockets, each capable of holding as much as 1/2 cubic foot in volume or 5 pounds in weight, and weighing only 1 pound when full. When closed, the pockets are proof against water and the elements. The first pocket contains 1 day's worth of trail rations, a quart of water in a waterskin, two candles, and a tindertwig. The vest recreates these items if the first pocket is left empty for 3 days.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*, *prestidigitation*, *secret chest*; **Cost** 1,000 gp

The Vaults of the Grand Lodge

Beneath the Grand Lodge in Absalom are the Vaults, a complex of tunnels and rooms protected by cunning traps and fell beasts. Here, the Decemvirate seals away tomes and treasures deemed too dangerous or powerful to see the light of day. A number of storied magic items are said to have made their way into the Vaults, kept safe against future need.

BLADE OF THE WILLING MARTYR

Aura strong necromancy; **CL** 18th

Slot chest; **Price** 150,000 gp; **Weight** 1 lb.

DESCRIPTION

Even the Pathfinders cannot say which tale of this item's origins is true; it may have been made from a piece of the Pact Stone, carried by Norgorber as he achieved apotheosis, or forged in the depths of Orv and quenched in its maker's heartblood. This silver slender athame is deceptively plain, but has a treacherous past. It has been credited with deeds

Ambrus Valsin

LN

M

Human

Rogue 4/Sorcerer 6



This venture-captain controls all the goings-on inside the lodge at the behest of the Decemvirate, serving as the chamberlain or steward for the Grand Lodge. Meticulous with details and annoyed by inefficiency, he makes a point to supervise all important duties within the Grand Lodge, and keeps a long list of relatively safe but time-consuming jobs on file, ready to hand out to rookie Pathfinders to keep them busy and out of the way of more experienced agents. Because very few novice Pathfinders escape his attention, he is disliked by almost everyone who is new to the Society—though those who have been around a few years realize his assignments also help these rookies test their new training in the field without significant risk of death.

Tall and meticulously groomed, Ambrus doesn't appreciate backtalk and reserves particularly strenuous assignments for those who annoy him.



as noble as ending the life of the annis witch Traxyla of the Eye of Law (slain even as the blade's owner Ioella was beheaded by Madame Margaery) and as petty as the murder of Karian (loving mother and priestess of Sarenrae) by her estranged and vengeful husband.

The *blade of the willing martyr* is a +3 *keen vicious dagger*, but its greatest power can only be invoked outside of battle. To activate this power you must spill your blood on your target, an object belonging to the target, or a physical token of the target's body (such as a few strands of hair). Your target gets a DC 23 Will save (using the same saving throw modifiers as the *scrying* spell for the owner's knowledge and connection to the victim) to avoid the effect, which forges a link between you and the target.

Once you forge a link, your soul and the target's soul are intertwined. Should you die, your target dies, suffering the same apparent injuries and symptoms; likewise, you die if your target dies. The link may only be severed by *break enchantment* or *remove curse*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enervation*, *keen edge*, *symbol of death*; **Cost** 75,000 gp.

MINDBORER IOUN STONE

Aura strong transmutation; **CL** 12th
Slot none; **Price** varies; **Weight** —

DESCRIPTION

This cursed item looks like any normal *ioun stone*, and has powers according to its color and shape. However, whenever you are in combat, the orbiting stone batters at your face and head, dealing 1 hit point of damage each round. If you sleep or fall unconscious while the stone is in orbit, it drills into your head, dealing 1 point of Intelligence, Wisdom, and Charisma damage each round until the penalty to one of these ability scores exceeds your actual score, at which point it removes itself from your head and hides itself on your person, near other gems. The stone can remove itself from a *wayfinder* to attack you in this fashion. The attack automatically wakes a sleeping character. The only way to end the attack is to interfere with the magic of the stone (by using *dispel magic*, entering an *antimagic field*, and so on) or grab it and place it in a container.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be 12th level; **Cost** varies.

SEPIA ELLIPSOID IOUN STONE

Aura strong abjuration; **CL** 18th
Slot none; **Price** 68,000 gp; **Weight** —

DESCRIPTION

This dark stone sometimes appears to be made of transparent crystal filled nearly to the brim with dark ink. It provides the benefits of an *iridescent spindle* (sustains you

without air), *pearly white spindle* (regenerate 1 hit point per 10 minutes), and an *orange prism* (+1 caster level). However, it has two drawbacks. First, once set loose to orbit your head, it dislikes being contained (including being placed in a *wayfinder*) and frees itself to orbit again 1d4+1 hours after being removed from its spinning path. Second, it drains the power out of other *ioun stones*, rendering them dull gray and powerless at a rate of one every 24 hours. Thus, it is an excellent and valuable item if you only have one *ioun stone*, but hard to conceal and dangerous to your other treasures. A *remove curse* or similar spell can put the stone at rest and prevent it from returning to its orbit.

The Society has at least three specimens of this type locked in the Vaults to prevent ignorant Pathfinders from ruining perfectly good *ioun stones*. In theory you could place one directly into a *wayfinder* rather than ever letting it orbit, though conflicting reports suggest the *sepia ellipsoid* may be able to drain power out of orbiting stones even when contained in this way. The specimens in the Vaults are carefully locked in lead boxes to prevent them from draining the powers of other stored *ioun stones*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mage's disjunction*, *regenerate*, *water breathing*, creator must be 12th level; **Cost** 34,000 gp.





PRESTIGE CLASSES

While many experienced Pathfinders take levels in the Pathfinder chronicler prestige class (see *Pathfinder Chronicles Campaign Setting*, page 228), there are other, less common specialties that focus on death-defying exploration, forgotten magic, or the advanced arts of war.

PATHFINDER DELVER

Not all Pathfinders are concerned with the telling of tales and the spinning of stories. Some are most at home treading ground untouched in years or even centuries, in search of the next challenge, the next dungeon, or the next ancient treasure. Pathfinder delvers prefer to leave the journaling to others and set off on a new grand adventure before the ink dries on the chronicles of their last.

Pathfinder delvers run the gamut from dedicated archaeologists to thrill-seeking adventurers to unprincipled tomb robbers. Their choice of companionship is similarly varied: some travel with other Pathfinders, some with any who'll join them on their quests, and some go it alone, trusting skill and luck to bring them back alive. Nearly all share a love of knowledge and history, and would sooner see a historic find in the hands of another than destroyed or lost forever.

Requirements

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

Skills: Acrobatics 5 ranks, Disable Device 4 ranks, Knowledge (history) 4 ranks, Perception 5 ranks.

Special: Must have recovered an object of historical significance from an ancient ruin or similar historic location.

Class Skills (8 + Int bonus per level): Acrobatics, Appraise, Bluff, Climb, Diplomacy, Disable Device, Escape Artist, Knowledge (all), Linguistics, Perception, Sense Motive, Sleight of Hand, Stealth, Survival, Swim, Use Magic Device.

Class Features

The following are class features of the Pathfinder delver prestige class.

Bardic Knowledge (Ex): This ability is identical to the bard ability of the same name. Levels in this class stack with levels in any other class that grants bardic knowledge or a similar ability.

Master Explorer (Ex): A Pathfinder delver adds 1/2 his class level (minimum 1) as a bonus on all Disable Device and Perception checks. A Pathfinder delver can disable intricate and complex traps in half the normal amount of time (minimum 1 round) and open a lock as a standard action instead of a full-round action. He can always take 10 on Disable Device and Stealth checks, even if distracted or endangered. A delver can use Disable Device to disarm magical traps.

Surefooted (Ex): Starting at 2nd level, a Pathfinder delver can move through difficult terrain (such as hills, mountains, rubble, ruins, and similar terrain) at his normal speed.

Ground that has been magically manipulated to impede motion still affects him normally.

Trap Sense (Ex): This ability is identical to and stacks with the rogue's class ability.

Thrilling Escape (Ex): At 3rd level, a Pathfinder delver can attempt to delay a trap immediately after triggering it. To use this ability, he makes a Disable Device check as an immediate action against the trap's Disable Device DC; if he's successful, the trap's activation is delayed until the end of the delver's next turn. The delver can attempt this check even if the trap was triggered by a failed Disable Device check, or if it is not the Pathfinder delver's turn. The delver can do this once per day at level 4, twice per day at level 7, and three times per day at level 9 and higher.

Guardbreaker (Ex): At 3rd level, a delver's familiarity with the strange guardians often left in tombs allows him to attack them more effectively. He may treat his trap sense bonus as if it were a favored enemy bonus against constructs, oozes, and undead; this bonus stacks with any ranger favored enemy bonuses.

Resourceful Disabler (Ex): Pathfinder delvers are adept at making use of what's at hand. At 4th level, a Pathfinder delver can use the Disable Device skill without tools at no penalty.

Vigilant Combatant (Ex): Starting at 4th level, a Pathfinder delver adds half his class level to initiative checks.

Left for Dead (Su): Once per day, a 5th-level Pathfinder delver can cheat death. If he would be killed by a melee attack, ranged attack, or an effect that requires a saving throw, he is instead reduced to -1 hit points and knocked unconscious, but is stable. The delver appears dead (though a DC 25 Heal check or life-tracking abilities such as *deathwatch* reveals he is not), but becomes conscious 1 minute later unless awakened sooner.

Fortunate Soul (Su): Once per day at 6th level, the delver may reroll any saving throw he has just made before the results of the roll are revealed. He must take the result of the reroll, even if it's worse than the original roll. He may use this ability twice per day at level 10.

True Seeing (Sp): At 9th level, a Pathfinder delver can use *true seeing* once per day. His caster level equals his class level.

Nick of Time (Ex): A Pathfinder delver has a knack for choosing the best time to act. Once per day at 10th level, a delver can use an immediate action to perform an action that normally requires a standard action to perform.

PATHFINDER DELVER: ARNISTO

As Arnistolientar aged, the joys of life became few and far between. Before he knew it, the Bleaching had taken hold, his wits and color nearly entirely gone. In a flash of clarity and panic, Arnistolientar seized upon the Pathfinder Society as a new lease on life.

Arnisto approaches his career as a Pathfinder with a maniacal zeal. He often races off after a new wild rumor before following through on the last. At his core, he fears that to slow down even for a day would bring back the Bleaching



and the end of his days. New traveling companions are always welcome, but he rarely stays with a group for more than a few weeks before hurrying off to his next grand adventure. He craves experience and knowledge, not death-defying deeds or combat, and his favored strategy is slinking away to fight another day, though he does his best not to hang any traveling companions out to dry.

Arnisto makes an ideal mid-dungeon encounter, found in over his head in yet another poorly planned venture. He can also be recruited to fill out parties in need of a scholar or a trapspringer, but he'll only stay for an adventure or two at most.

ARNISTOLIANTAR POPSWICKER CR 7

3,200 XP

Male gnome rogue 5/Pathfinder delver 3

N Small humanoid (gnome)

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)

hp 35 (5d8 + 3d8)

Fort +4, **Ref** +10, **Will** +5; evasion, +2 vs. illusions

Defensive Abilities defensive training, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk rapier +7 (1d4/18–20)

Ranged mwk light crossbow +9 (1d6/19–20)

Special Attacks guardbreaker, sneak attack +3d6, +1 on attack rolls against goblinoid and reptilian humanoids, gnome spell-like abilities (*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*)

TACTICS

Before Combat Arnisto looks for a good hiding place, drinking his *potion of barkskin* if a tough fight looks unavoidable.

During Combat Arnisto avoids melee at all costs.

Morale If reduced to 15 hp or less, Arnisto makes his escape using his *potion of invisibility*.

STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 16, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 18

Feats Dodge, Great Fortitude, Lightning Reflexes, Mobility

Skills Acrobatics +10 (+6 jump), Appraise +13, Climb +8, Craft (books) +10, Diplomacy +10, Disable Device +14, Knowledge (arcana) +14, Knowledge (dungeoneering) +0, Knowledge (engineering) +0, Knowledge (geography) +15, Knowledge (history) +16, Knowledge (local) +15, Knowledge (nature) +0, Knowledge (nobility) +0, Knowledge (planes) +0, Knowledge (religion) +0, Linguistics +12, Perception +16, Sense Motive +13, Stealth +17

Languages Common, Dwarf, Elf, Gnome, Goblin, Orc, Sylvan, Tien, Vudrani

SQ bardic knowledge, ledge walker, resiliency, thrilling escape 1/day, trapfinding, trap sense +1

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 studded leather, masterwork rapier, masterwork light crossbow with 20 bolts, *bag of holding* (type 1), *cracked mossy disk ioun stone* (+1 bonus on Knowledge [arcana], socketed in *wayfinder* for +1 bonus on Appraise), *everburning torch* (lantern), *ring of protection* +1, *wayfinder*, masterwork thieves' tools, 100 gp worth of spelunking gear, 319 gp



The Pathfinder Delver

Hit Die: d8

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+1	+0	Bardic knowledge, master explorer
2nd	+1	+1	+1	+1	Surefooted, trap sense +1
3rd	+2	+1	+2	+1	Thrilling escape 1/day, guardbreaker
4th	+3	+1	+2	+1	Resourceful disabler, vigilant combatant
5th	+3	+2	+3	+2	Left for dead, trap sense +2
6th	+4	+2	+3	+2	Fortunate soul 1/day
7th	+5	+2	+4	+2	Thrilling escape 2/day
8th	+6	+3	+4	+3	Trap sense +3
9th	+6	+3	+5	+3	Thrilling escape 3/day, <i>true seeing</i> 1/day
10th	+7	+3	+5	+3	Fortunate soul 2/day, nick of time

PATHFINDER SAVANT

Pathfinder savants roam Golarion in search of forgotten lore and ancient magical devices. They are specialists in the theory and practice of magic, illuminating mysteries of the eldritch fabric that permeates existence. The path of the savant brings mastery of the lore of glyphs and sigils, knowledge of exotic spells, and the power to unlock the full potential of magical devices.

Requirements

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

Feats: Magical Aptitude, any one item crafting feat.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Use Magic Device 5 ranks.

Special: Ability to cast 2nd-level spells.

Class Skills (2 + Int bonus per level): Appraise, Craft, Knowledge, Linguistics, Perception, Profession, Spellcraft, Survival, Use Magic Device.

Class Features

The following are class features of the Pathfinder savant prestige class.

Spells: At 2nd level and beyond, a Pathfinder savant gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Pathfinder savant, he must decide to which class he adds the new level for purposes of determining spells per day.

Adept Activation (Ex): A Pathfinder savant can always take 10 on Use Magic Device checks, except when activating an item blindly.

Master Scholar (Ex): A Pathfinder savant adds 1/2 his class level (minimum 1) as a bonus on all Knowledge (arcana), Spellcraft, and Use Magic Device checks. He can always take 10 on Knowledge (arcana) and Spellcraft checks, even if distracted or endangered.

Esoteric Magic (Ex): At each class level beyond 1st, the Pathfinder savant chooses a spell from any class's spell list and thereafter treats it as if it were on the spell list of his base spellcasting classes; if his base class could not normally cast that spell, it is treated as 1 level higher. The spell's type (arcane or divine) and save DCs function as normal for his base spellcasting class. All other restrictions of his normal spellcasting class apply. This ability does not allow other spellcasters to prepare, cast, or use spell trigger or spell completion items of esoteric spells (such as a sorcerer using a *cure light wounds* scroll).

Glyph-Finding (Ex): At 2nd level, a Pathfinder savant can use Spellcraft to find writing-based magical traps (including glyphs, runes, sigils, and symbols) in the same way a rogue can use Perception to search for traps.

Scroll Master (Su): A 3rd-level Pathfinder savant uses his own caster level instead of the item's caster level when using a scroll or other spell completion item.

Quick Identification (Sp): Starting at 4th level, a savant may use *identify* as a swift action. He may do this once per day per two class levels.

Sigil Master (Su): A 5th level, a Pathfinder savant receives a bonus equal to his class level on saving throws against writing-based magical traps, and if the save is successful he does not trigger the trap. If he leaves the trap's area and then re-enters, he must save again. A trap that has already been triggered functions normally against a Pathfinder savant, though he still receives this saving throw bonus.

Analyze Dweomer (Sp): Starting at 6th level, a savant may use *analyze dwarmer* for up to 1 round per level per day. He may use this ability in 1-round increments.

Silence Master (Su): A 6th-level savant is able to activate spell trigger, spell completion, and command word items silently, substituting a magical gesture for the necessary words. He cannot use this ability in circumstances where he could not cast a spell with somatic components. He must know how to activate the item normally for this ability to work.

Three times per day he may cast a spell of 6th level or lower as if he were using a *silent metamagic rod*.

Dispelling Master (Su): Starting at 7th level, if the savant prepares and casts spells like a wizard, he can spontaneously convert any prepared spell into *dispel magic* or *greater dispel magic* as a good cleric converts prepared spells into cure spells. If he casts spells as a sorcerer, he adds *dispel magic* and *greater dispel magic* to his spells known. Every time he successfully uses either of these spells to make a targeted dispel or counterspell, he heals hit points equal to the caster level of the effect dispelled or counterspelled.

PATHFINDER SAVANT: AKMANYA

The second son of a wealthy Qadiran merchant of Sedeq, Akmanya's embracing of a foreign deity left him estranged from his relatives, but he has leveraged his family connections into a considerable personal fortune. He is obsessed with ancient magic and aspires to one day join the ranks of the venture-captains. Until that day, he spends his wealth equipping expeditions, being sure to claim a generous share of credit for any finds. He has a marked fondness for the zumm-ra, the Kelesh double-clarinet, and he prefers to travel with those who appreciate its music (or claim to). When not playing, Akmanya enjoys weaving tales of ancient Kelesh and Osirion—some of which may even have a grain of truth.

Akmanya is easy to introduce as someone in search of fellow Pathfinders for a joint expedition. With a change in alignment and deity, he easily becomes an unscrupulous rival Pathfinder who uses his wealth to gain an advantage over the PCs or steal credit for their discoveries. Akmanya rarely travels alone, as he prefers the safety of numbers and a ready audience for his performing talents.



PATHFINDER SAVANT

HIT DIE: D6

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Adept activation, master scholar	—
2nd	+1	+1	+1	+1	Esoteric magic, glyph-finding	+1 level of existing class
3rd	+1	+1	+1	+2	Scroll master	+1 level of existing class
4th	+2	+1	+1	+2	Quick identification	+1 level of existing class
5th	+2	+2	+2	+3	Sigil master	+1 level of existing class
6th	+3	+2	+2	+3	Analyze dweomer, silence master	+1 level of existing class
7th	+3	+2	+2	+4	Dispelling master	+1 level of existing class

AKMANYA

CR 7

3,200 XP

Male human cleric of Desna 5/Pathfinder savant 3
CG Medium humanoid (human)

Init +0; Perception +15

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 40 (5d8+3d6+8)

Fort +7, Ref +3, Will +11

OFFENSE

Speed 40 ft.

Melee mwk starknife +4 (1d4-1/x3)

Ranged mwk starknife +5 (1d4-1/x3)

Special Attacks channel positive energy (4d6, DC 15, 7/day)

Cleric Spells Prepared (CL 7th)

- 4th—*dimension door*^D, *fireball* (DC 18), *neutralize poison*
- 3rd—*dispel magic*, *fly*^D, *prayer*, *revelation*
- 2nd—*detect secret doors*, *lesser restoration*, *locate object*^D,
ray of enfeeblement, *sound burst* (DC 16)
- 1st—*comprehend languages* (2), *endure elements*, *longstrider*^D,
sanctuary (DC 15), *shield of faith*
- o (at will)—*create water*, *detect magic*, *guidance*, *read magic*

^D Domain spell; Domains Luck, Travel

TACTICS

Before Combat Akmanyas casts *shield of faith* on himself.

During Combat Akmanyas looks for good openings for area attacks, and uses scrolls and cure spells as needed.

Morale If reduced below 15 hit points, he tries to escape or bribe his opponent to let him go.

STATISTICS

Str 8, Dex 10, Con 12, Int 14, Wis 18, Cha 14

Base Atk +4; CMB +3; CMD 13

Feats Combat Casting, Extra Channel, Magical Aptitude, Run, Scribe Scroll

Skills Knowledge (arcana) +14, Knowledge (history) +13, Knowledge (religion) +8, Perception +15, Perform (Oratory) +4, Perform (Wind) +4, Spellcraft +16, Use Magic Device +16

Languages Ancient Osiriani, Common, Kelish

SQ adept activation, master scholar, esoteric magic (*detect secret doors*, *fireball*), glyph-finding, scroll master, bit of luck (7/day), agile feet (7/day)

Combat Gear 2,000 gp worth of cleric scrolls; **Other Gear** +1 chain shirt, masterwork starknife, cloak of resistance +1, handy haversack, wayfinder, everburning torch, silver holy symbol, masterwork zumm'ra, 1,551 gp.





STUDENT OF WAR

To hear most warriors talk, battles are won by heart and grit, by sharp iron and mighty thews. Yet the student of war knows that the key to victory is the mind behind the mettle, the training that guides the blade, and the knowledge of when and where to strike.

Any dedicated martial scholar can join this prestige class, but the Pathfinder Society draws the lion's share. The Society's libraries are meat and drink to the aspiring student of war, home to obscure combat manuals, moldy bestiaries, and detailed histories of battle. Armed with these texts and hardened by constant drill and practice, the student of war fills her repertoire with tricks and techniques designed to exploit every weakness and negate every advantage of her studied foes.

Requirements

To qualify to become a student of war, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Combat Expertise, Dodge, Skill Focus (any one Knowledge skill).

Skills: Knowledge (any two) 4 ranks in each.

Proficiency: Must be proficient with two martial weapons.

Special: Must have made successful Knowledge checks against five distinct creatures prior to defeating them.

Class Skills (6 + Int bonus per level): Climb, Craft, Disable Device, Handle Animal, Knowledge (all), Linguistics, Perception, Profession, Sense Motive, Spellcraft, Survival, Swim.

Class Features

The following are class features of the student of war prestige class.

Know Your Enemy (Ex): By taking the time to study her foes, the student of war gains insight into their weaknesses. As a move action, she may study a foe she can see and make a Knowledge check appropriate to the creature's type (DC 10 + the target's HD). Success grants her a +1 insight bonus against her enemy. This insight bonus may be applied to one of the following stances, chosen when the check is made:

Martial stance: Attack and damage rolls against the target. At 4th level, the student is treated as having the Critical Focus feat for the purpose of attacks against the studied foe.

Defensive stance: Armor Class and saving throws against the target's attacks. At 6th level, the student is treated as having the Mobility feat when provoking attacks of opportunity from the studied foe.

Tactical stance: CMB and CMD when initiating or defending against bull rush, disarm, grapple, overrun, and trip combat maneuvers. At 8th level, the student no longer provokes attacks of opportunity from a studied foe when attempting to bull rush, disarm, grapple, overrun, or trip that target; this does not affect attacks of opportunity made by any creature other than the studied foe.

A student of war may change her stance as a move action. The bonus lasts for 1 minute per class level or until the character uses this ability on another target. The bonus increases to +2 at 4th level and +3 at 7th level. At 7th level, the student can use this ability as a swift action rather than a move action.

Combat Feat: At 2nd, 5th, and 8th level, a student of war gains a bonus combat feat.

Mind Over Metal (Ex): A 2nd-level student of war is skilled at taking blows such that her armor or shield deflects them harmlessly. When using armor or a shield, she can use her Intelligence modifier in place of her Dexterity modifier for determining her Armor Class. The armor's normal maximum Dexterity bonus still applies (limiting how much of the character's Intelligence bonus she can apply to her AC).

Anticipate (Ex): A 3rd-level student of war can anticipate her enemy's moves. Once per day as an immediate action, she can ignore any damage and effects of a spell or ability she successfully saved against, such as the entangling effect of a *web* spell or the half damage from an *inflict serious wounds* spell. This ability has no effect against effects that do not allow saving throws (such as darkness, difficult terrain, etc.). This ability is usable one additional time per day for every three class levels.

Telling Blow (Ex): At 6th level, a student of war can aim her blows at the weakest point in a studied foe's defense, ignoring up to 3 points of damage reduction. This does not apply to damage reduction without a type (such as DR 10/—). This ability cannot be used against creatures that are immune to critical hits or otherwise lack discernible weak points. This ability stacks with the Penetrating Strike feat.

Nemesis (Su): At 9th level, a student of war can focus upon a held weapon as a swift action, rendering it anathema to her studied creature. The weapon gains the *bane* property against the creature for 1 minute, or until the student of war uses know your enemy against a different foe. Nemesis is usable once per day.

Deadly Blow (Su): At 10th level, the student's awareness of her studied foe allows her to find weak spots where none should exist. A student of war who uses her know your enemy ability and beats the Knowledge check DC by 10 or more may ignore the target's natural damage reduction and immunity to critical hits and sneak attacks. This does not apply to immunities granted by spells, environmental effects, or equipment.

STUDENT OF WAR: TORGRA

Born in the Mindspin Mountains, Torgra tired years ago of never-ending battle with the trolls and giants of her homeland. She roamed the Inner Sea as a sell-sword, which in time brought her to Absalom, where she found employment both more lucrative and easier on her conscience with the Pathfinder Society. Torgra favors a disciplined approach to both ventures and battle, and often reminds her companions that an endeavor lost to haste profits little. She possesses a bawdy sense of humor, a surprise to those used to dour and taciturn dwarves. She often



abstains from strong drink, as she prefers to keep her wits about her, but has a weakness for fine wine.

Torgra is rarely far from her pet boar Steelbristles, an imposing and putatively tame beast she boasts she rescued from a Shoanti feast. The foul-tempered boar dotes on his master but only grudgingly tolerates the company of others.

Torgra can be used as a ready-made ally for a group that's a bit short on fighting power, a rival adventurer met far from civilization, or an instructor at the Grand Lodge in Absalom. A few tweaks of her favored enemies and Knowledge skills and the addition of some minions can also turn her into a dangerous nemesis who ruthlessly exploits the PCs' every weakness.

TORGRA STIGARDSDAM CR 7

3,200 XP

Female dwarf ranger 5/student of war 3

LN Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+7 armor, +3 Int, +1 dodge) (+4 dodge vs. giants)

hp 72 (5d10+3d10+29)

Fort +9, **Ref** +5, **Will** +6; anticipate 1/day; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee +1 *dwarven waraxe* +10 (1d10+2/x3)

Ranged throwing axe +7/+2 (1d6)

Special Attacks favored enemy (aberrations +4, giants +2), know your enemy +1, +1 on attack rolls against goblinoid and orc humanoids

Ranger Spells Prepared (CL 2nd)

1st—*longstrider*, *resist energy*

TACTICS

Before Combat Torgra uses a *potion of bull's strength* and her *scroll of barkskin*.

During Combat Torgra uses her throwing axes at range and switches to her waraxe in close quarters. She keeps her boar near her side in large melees, but commands him to flank when fighting only a few foes.

Morale Brave but pragmatic, Torgra requests mercy if brought below 10 hit points.

STATISTICS

Str 12, **Dex** 8, **Con** 17, **Int** 16, **Wis** 15, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 19 (23 when resisting a bull rush or trip)

Feats Combat Expertise, Dodge, Endurance, Point Blank Shot, Quick Draw, Rapid Shot, Skill Focus (Knowledge [nature])

Skills Acrobatics +1 (-3 jump), Climb +6, Disable Device +4, Handle Animal +7, Heal +10, Knowledge (arcana) +11, Knowledge (dungeoneering) +14, Knowledge (geography) +11, Knowledge (local) +10, Knowledge (nature) +14, Knowledge (planes) +8, Knowledge (religion) +11, Perception +13 (+15 unusual stonework), Survival +10 (+7 follow or identify tracks)

SQ favored terrain (mountain), hunter's bond (animal companion, Steelbristles the boar), mind over metal, track, wild empathy

Combat Gear *potion of cure moderate wounds* (2), *potion of bull's strength*, *elixir of swimming*, *scroll of barkskin*, *wand of cure light wounds* (40 charges); **Other Gear** +1 *breastplate*, throwing axes (6), +1 *dwarven waraxe*, *cloak of resistance* +1, *wayfinder*, masterwork thieves' tools, studded leather barding, 100 gp worth of adventuring gear, 200 gp worth of alchemical items, 222 gp

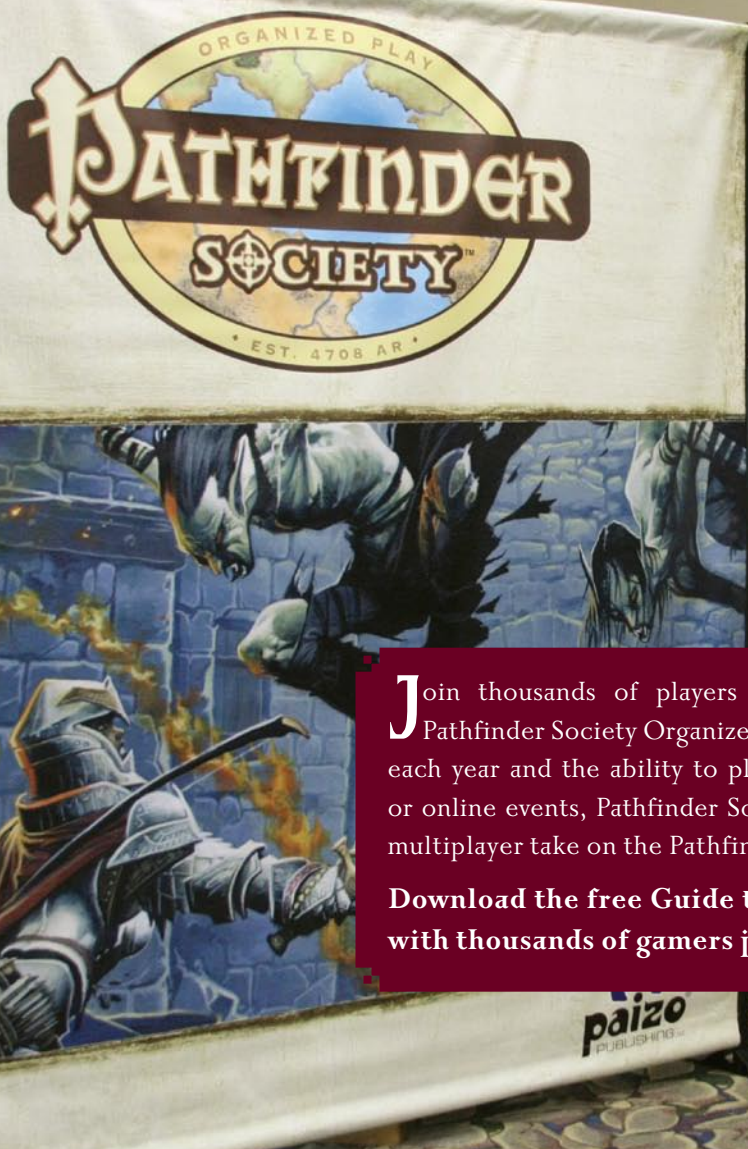


Student of War

Hit Die: d10

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+0	+0	+1	Know your enemy +1
2nd	+2	+1	+1	+1	Combat feat, mind over metal
3rd	+3	+1	+1	+2	Anticipate 1/day
4th	+4	+1	+1	+2	Know your enemy +2
5th	+5	+2	+2	+3	Combat feat
6th	+6	+2	+2	+3	Telling blow
7th	+7	+2	+2	+4	Know your enemy +3
8th	+8	+3	+3	+4	Combat feat
9th	+9	+3	+3	+5	Nemesis
10th	+10	+3	+3	+5	Deadly blow

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