



PATHFINDER SOCIETY ROLEPLAYING GUILD GUIDE

Version 10.0



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CHAPTER 1 Overview of Organized Play



The Pathfinder Society Roleplaying Guild, part of Paizo's organized play programs, is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is Absalom, the so-called City at the Center of the World, which stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures range from exploring the dark alleys and political intrigues of Absalom to embarking on far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

The Pathfinder Society Roleplaying Guild is powered by the Pathfinder Roleplaying Game. This guide presents the information you need to participate in this exciting, dynamic campaign. Welcome to the Pathfinder Society!

ORGANIZED PLAY

In an organized play campaign, your character goes on adventures in a common setting shared by thousands of other gamers from around the world. These gamers gather in their homes, in game stores, at conventions, and online to play, report on their adventures, and influence the fate of the world of the Pathfinder RPG. You can take your character to any public Pathfinder Society Roleplaying Guild event anywhere in the world, and while the Game Master (GM) and your companions might change every time you play, your character continues to have new adventures, become more powerful, and acquire fantastic rewards. Over time, participating in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the

world of the campaign. It is also a great way to get in touch with other gamers, meet new people, and play regularly without the need to track an ongoing plot and schedule regular events as you would for a traditional campaign.

Alternatively, some players prefer to keep their Roleplaying Guild experience limited to a familiar group of friends, using the Roleplaying Guild's character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Both approaches are valid ways to participate in the organized play campaign, and many players enjoy a combination of public and private adventuring.

Because an organized play campaign takes place in a shared-world environment, a few additional rules are required to ensure that players share a similar experience,

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The Pathfinder Society Web Page

Do you have a question about the rules in this guide, or want to find or set up a Pathfinder Society event in your area? Join the vibrant Pathfinder Society community online by participating in the official Pathfinder Society forums at **pathfindersociety.club**. Your feedback helps us improve the Pathfinder Society, so drop by and tell us what we can do to enhance your Pathfinder Society experience!

regardless of where they are playing or who is running the game. This rest of this guide outlines these campaign rules, ensuring a level playing field for all players.

Paizo's organized play team oversees the Pathfinder Society Roleplaying Guild. These include the Organized Play Manager, the Organized Play Lead Developer, all Pathfinder Society developers, and the Pathfinder Society design liaison. Volunteers called Venture-Officers assist them by coordinating games worldwide. More information about the Venture-Officers is included in Appendix 7: Roleplaying Guild Guide Glossary.

Please read over the contents of this guide carefully. Questions may be directed to the Organized Play Manager at **organizedplay@paizo.com**.

COMMUNITY STANDARDS

The Pathfinder Society is an inclusive social event open to everyone. It is our intention that everybody enjoys gaming in a safe and fun environment. While conflict between characters may arise, at no time should a player feel excluded or threatened at the table. We ask all participants to respect their fellow players and to work together to create positive, memorable experiences. To this end, we reserve the right to refuse participation to any person for inappropriate or illegal conduct. All refusals of participation must be accompanied by a reason, duration of refusal, and the criteria for rejoining Pathfinder Society activities.

Inappropriate conduct includes, but is not limited to, the excessive use of foul language, physical or verbal aggression or intimidation, lewd conduct, inappropriate physical contact, unwelcome sexual attention, slander, stalking, and harassment or discrimination based on gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, or religion.

Complaints under this policy should be brought to the Event Organizer or a Venture-Officer, who will work to resolve the issue or escalate the issue to the next level of Venture-Officer. As an alternative, issues may be reported to the Organized Play Manager (OPM) via e-mail at

organizedplay@paizo.com. Issues will be resolved at the lowest level possible. In case of escalation, the OPM is the final arbiter of any dispute arising from applying this policy.

Nothing in this policy is intended to discourage any person from calling the police or other appropriate organizations. Event organizers or Venture-Officers are available to help participants contact local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the event. We value your attendance.

While not illegal or even necessarily inappropriate, we recognize that Pathfinder Society organized play campaign includes themes that may result in uncomfortable situations arising at the gaming table. In these instances, we request players identify the issue to the table Game Master (GM), whether vocally or by passing a note. We ask that GMs help the table respect attendees' sensibilities and reduce or redirect problematic themes once identified. Participants asked to stop any problematic behavior are expected to comply immediately or will be asked to leave the table.

It is our intention that everybody participating in Pathfinder Society organized play enjoys gaming in a safe and fun environment. While conflict between characters may arise, at no time should a player feel excluded or threatened at the table. We ask all participants to respect their fellow players and to work together to create positive memorable experiences. The above guidelines reference how we may achieve our goals. By sitting at a Pathfinder Society table, participants are agreeing to the terms and conditions of Pathfinder Society organized play.

Do Not Cheat

Maintain the integrity of the game and do not cheat. This includes, but is not limited to, falsifying rolls, altering Chronicle sheets, using unapproved resources, not owning the sources used by your character, and lying to event coordinators under any circumstances. Participants caught cheating will be barred from Roleplaying Guild events for a span of time commensurate with their offense. Repeat offenders will be banned from Pathfinder Society and Paizo's other organized play programs.

Keep Good Records

Pathfinder Society uses character sheets, inventory tracking sheets, and Chronicle sheets to track character progression. GMs and event coordinators rely on these documents to keep the campaign honest, fair, and fun for everyone. It is your responsibility to maintain accurate records. You must bring either paper or digital copies of your character sheet and all accompanying Chronicle sheets of any character you wish to play to Roleplaying Guild events. If using paper copies, we suggest keeping

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your character sheets and Chronicle sheets in a binder with a dedicated pocket folder for each character. Digital copies must be on a device you are comfortable showing your GM. GMs are not responsible for the security or condition of digital devices used to store character information. More on Chronicle sheets and character progression can be found in Appendix 4: After the Adventure.

TYPES OF GAMES

There are several different classifications of games in the Roleplaying Guild.

Pathfinder Quests: Written for the Roleplaying Guild, quests are 1-hour introductory adventures.

Pathfinder Quest Arcs: Written specifically for the Roleplaying Guild, quest arcs include several quests that involve a common theme, typically culminating in a capstone adventure.

Pathfinder Society Scenarios: Written specifically for the Roleplaying Guild, a scenario presents a single episode in a continuing story and typically takes 4–5 hours to complete.

Pathfinder Modules: Modules are 32- or 64-page adventures using the Pathfinder Roleplaying Game (RPG) rules set. The Pathfinder Society leadership team sanctions Pathfinder Modules on a case-by-case basis for use in the Roleplaying Guild. See page 12 for more information.

Pathfinder Adventure Paths: Adventure Paths are six-book Pathfinder RPG campaigns. The Pathfinder Society development team sanctions Adventure Path content on a case-by-case basis for use in the Roleplaying Guild. See page 12 for more information.

RESOURCES

The Pathfinder Society Roleplaying Guild requires all members to have the *Pathfinder RPG Core Rulebook* and the *Pathfinder Society Roleplaying Guild Guide* (this document). Players and GMs are also expected to familiarize themselves with the official Pathfinder Society Roleplaying Guild FAQ at paizo.com/organizedplay/faq and Campaign Clarifications at paizo.com/pathfindersociety/rpg/clarifications.

When multiple versions of a rule exist, reference the Campaign Clarification document for further guidance. If an entry doesn't exist for your source, use the written source as presented. If there still is a discrepancy, please bring the issue to the attention of campaign leadership by e-mailing organizedplay@paizo.com.

If a clarification or FAQ pertains to your character, you are expected to bring a copy of the relevant sections to any Pathfinder Society Roleplaying Guild game.

While GMs are not required to read every post on the forums, they need to keep abreast of clarifications. GMs may not ignore rules clarifications, including posts from the organized play team on organized play forum threads that they have seen. Forum clarifications will be added

to the FAQ, Campaign Clarifications document, or this Guide as soon as possible.

Paizo produces a wide range of books that further explore the game rules and world of Pathfinder. These volumes contain a huge variety of options to help customize your character. You can view the list of all campaign-legal additional resources online at paizo.com/pathfindersociety/rpg/additional. In order to use content from sources outside the *Pathfinder RPG Core Rulebook*, a player must bring an accessible copy of the resource that indicates that she owns the resource. An accessible copy means one of the following: a physical copy of the book, a name-watermarked Paizo PDF of the relevant pages, or either a photocopy of the relevant pages or electronic access to the Pathfinder Reference Document at pfrd.info along with proof of purchase. Proof of purchase may include a receipt from a game store or a screenshot of your My Downloads page at paizo.com. An earned Chronicle sheet that prints the full text of a rules option may be used in lieu of an accessible copy. In addition to the rules themselves, you must bring a current copy of the Additional Resources listing pertaining to the rule. Inform the GM that you plan to use additional resource material before play begins and allow the GM to familiarize herself with any new rules.

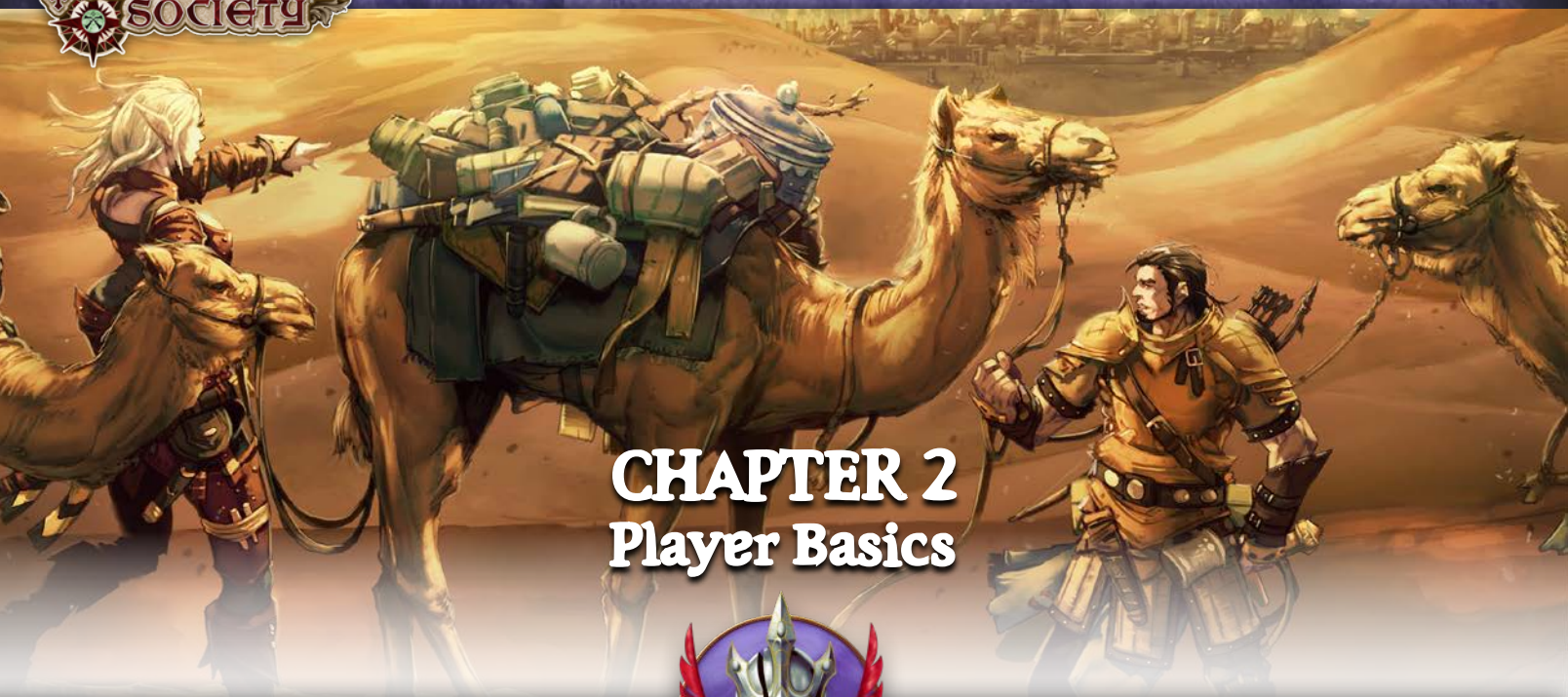
PATHFINDER SOCIETY FORUMS

Join the vibrant Pathfinder Society online community by participating in the official Pathfinder Society forums at pathfindersociety.club. Discuss! Ask questions! Find events! Compare character builds! Your feedback helps us improve our program, so drop by and tell us what we can do to enhance your organized play experience.

REGISTERING AS A PATHFINDER SOCIETY MEMBER

As a Pathfinder Society Roleplaying Guild player, you must register your name and your characters online at pathfindersociety.club. When you register, you'll receive an official Paizo Organized Play Number. Keep your number handy and bring it with you to every Pathfinder Society event you attend. Paizo uses this number to record the adventures your character has completed and the Prestige Points that character has gained. Each character you create is noted by a -X appended to your Organized Play Number. For example, if your Organized Play Number is 1234, your second character would be 1234-2.

If you're beginning your Roleplaying Guild experience at a public convention or game store event, the event coordinator may provide a card with a Organized Play Number and confirmation code on it. Register the number and the confirmation code online at pathfindersociety.club as soon as possible. Your adventures will be automatically linked to your new official record.



CHAPTER 2 Player Basics



BEFORE THE ADVENTURE

As you sit down to begin an adventure, introduce yourself to the other players and the GM. Take this time to determine which of your characters within the adventure's subtier you want to play; the GM should pass around a sign-in sheet to record your character's name, Organized Play Number, level, and faction. During this time, you should also decide whether you are going to take full rewards or half rewards for the session (the other players will choose this for themselves as well).

CREATING A CHARACTER

Appendix 1: Character Creation contains step-by-step instructions to help you create your own Roleplaying Guild character. Read these rules carefully, as they ensure that characters are suitable for the organized play campaign.

PREGENERATED CHARACTERS

If you don't have time to create a new character or simply wish to try out a new character class, you can use a pregenerated character. The Pathfinder Society Roleplaying Guild offers pregenerated characters based on the Pathfinder RPG's iconic characters, available at paizo.com/communityuse/package or from your local event coordinator. When using a pregenerated character in this way, the player applies the adventure's credit (gp, Prestige Points, etc.) to one of her Roleplaying Guild characters. The following rules apply when playing pregenerated characters.

Making Character Choices: Before the game, make the following choices about your character.

- Choose one of the pregenerated characters available in Community Use Package: Pathfinder Society Pregenerated Characters at paizo.com/communityuse/package.
- You must choose to which of your characters the credit will be applied at the beginning of the adventure. Credit from a 1st-level pregenerated character can be applied only to a 1st-level character. Credit for playing higher-level pregenerated characters must be applied to a Roleplaying Guild character of a lower level than the pregenerated character or to a 1st-level character.

Resolving Conditions: During play, you may need to resolve various conditions that affect your character.

Throughout the adventure, the pregenerated character might accrue unfortunate conditions such as a curse, disease, or even death. The pregenerated character must always clear and resolve these conditions before the end of the adventure; otherwise, they affect the Roleplaying Guild character. A few adventures, such as *We Be Goblins*, have special rules for pregenerated characters that bypass the need to clear conditions.

- The Roleplaying Guild character must contribute a minimum amount of gold to cover the costs before using any of the pregenerated character's wealth, depending on the pregenerated character's level: 0 gp for a 1st-level pregenerated character, 1,000 gp for 4th-level, and 2,000 gp for 7th-level. If you are playing a pregenerated character in a scenario in which all

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players are required to use pregenerated characters, you do not need to contribute to this minimum.

- After applying Roleplaying Guild character resources, the player can use the pregenerated character's funds to pay for these spellcasting services. If sold to pay for condition removal, a 1st-level character's gear is worth 75 gold pieces, a 4th-level character is worth 3,000 gold pieces and a 7th-level character is worth 11,500 gold pieces.
- The Roleplaying Guild character can spend Prestige Points to help offset the gold cost of raising a pregenerated character from the dead. She may pay up to half of the cost of *raise dead*, *resurrection*, or *true resurrection* with Prestige Points, at a rate of 1 PP = 375 gold pieces.
- The character can use the gold and prestige that she has earned on the Chronicle sheet for the current adventure to help pay for condition removal.
- If more resources are needed to pay for the cost of the services, players at the table can, but are not required to, contribute some of their own gold pieces.

Applying Credit: You may apply credit for an adventure once your Roleplaying Guild character reaches the level of the pregenerated character used to play through it. For example, if you played a 7th-level pregenerated character, you would apply the credit once your character reaches 7th level. To apply credit, follow the steps below.

- Apply the credit for eligible adventures in the order in which they were played.
- If you apply credit for multiple adventures at once, your Roleplaying Guild character might advance multiple levels. The character's level cannot exceed the tier range of any Chronicle sheets applied to her.
- You can apply credit from a higher-tier adventure to a 1st-level Roleplaying Guild character. When doing so, reduce the gp reward to 500 gp if the adventure grants 1 XP or 1,398 gp if it grants 3 XP. You do not benefit from any boons until your Roleplaying Guild character reaches the minimum level listed on the Chronicle sheet, unless otherwise noted.

Downtime: Pregenerated characters can participate in Downtime activities as long as they have the appropriate skills to do so. See Appendix 4: After the Adventure for more details.

ONE CHARACTER PER ADVENTURE

Although you can have more than one active character in the Pathfinder Society Roleplaying Guild, you can play only one of your characters during a specific adventure session. In situations that require a pregenerated character as the fourth character to make a legal table, the GM can assign a player to play that pregenerated character as well as his

own character, or the GM can allow the group to choose the pregenerated character's actions.

NO CHARACTER-VERSUS-CHARACTER COMBAT

In keeping with the "cooperate" theme of the Pathfinder Society, character-versus-character conflict should be kept to a minimum. Accidental friendly fire can happen (due to missed attack rolls or other factors), but players must obtain the consent of other players before deliberately including fellow PCs in damaging effects. In such cases, the damage dealer should offer to assist with necessary healing costs. This rule does not apply in situations where a character is not acting of his own initiative, such as being mind-controlled by an NPC to attack a fellow Pathfinder.

AFTER THE ADVENTURE

After you finish an adventure, the GM tracks character advancement, wealth gained, and Prestige Points earned and spent. Record any item purchases worth 25 gp or more on the character's Inventory Tracking Sheet.

As a player, you are expected to keep accurate, up-to-date records of your character and make sure to bring all of your Chronicle sheets to every Roleplaying Guild event or session. If you forget your Chronicle sheets, you will be unable to play your character, though you can play a pregenerated character. We suggest keeping everything in a binder with an individual folder for each character.

See Appendix 4: After the Adventure for information on filling out your Chronicle sheet and resolving events at the end of an adventure.

REPLAYING ADVENTURES

You can receive up to two Chronicle sheets for a given adventure, one for playing an adventure and one for running the same adventure as a GM, regardless of how many times you play or run that specific adventure. You can receive an additional two Chronicle sheets for each adventure as a part of the Core Campaign (see page 8). A character may have no more than one copy of a Chronicle sheet. GMing adventures contributes to GM star rewards even when it does not provide additional Chronicle sheets (see page 17 for more information about GM stars).

In certain circumstances, you may replay an adventure you have already completed. The following rules determine when replaying Pathfinder Society Roleplaying Guild adventures is legal and what benefits you can gain from replaying. When using a replay credit, you may earn no more than one bonus Chronicle sheet per adventure.

Minimum Legal Table Size: You are permitted to replay an adventure in order to meet the minimum legal table size, with the following stipulations.

Notify the GM: You must inform the GM that you have already played the adventure or run it as a GM. GMs are

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encouraged to be as flexible as possible when replaying an adventure is the only method to run a legal table, but a GM has the right to deny replaying an adventure to players if she feels uncomfortable running an adventure for players who have foreknowledge of the story.

No Spoilers: Spoiling plot points or using insider knowledge to affect game play is grounds for the GM to remove players from the table. You should be very careful about character knowledge versus player knowledge. If you are concerned about possible spoilers, take the GM aside and ask her how she would like to handle it.

Rewards: Replay to make a legal table doesn't earn any rewards. The Chronicle sheet for the adventure is a placeholder. It should note that the scenario has been replayed for no credit and award no gold, Prestige Points, Fame, XP, boons, item access, or any other benefits or disadvantages. You must track consumables, purchases, and conditions acquired by playing the adventure. This is the only exception to not having two copies of the same Chronicle sheet assigned to one character.

GM Star Replay: As a GM earns GM stars, she gains a limited ability to replay adventures (see Chapter 3: GM Basics). Note on the Chronicle sheet that you are using one of these limited replay opportunities (for example, "GM Star Replay #3").

CORE CAMPAIGN

Most Pathfinder Society Roleplaying Guild games use the standard character creation rules—typically referred to as the Standard Campaign. Players and GMs can also participate in the Core Campaign, which comes with several advantages and limitations.

Limited Resources: Core Campaign PCs are limited to using the *Pathfinder RPG Core Rulebook*, *Pathfinder Society Roleplaying Guild Guide*, and the *Pathfinder RPG Character Traits Web Enhancement* when building their characters.

Campaign Errata: Core Campaign characters must follow the rules set out in the Additional Resources, FAQ, and Campaign Clarifications issued by the campaign staff via paizo.com, just like Standard Campaign characters.

Chronicle Sheets: Items listed on Chronicle sheets earned in the Core Campaign are valid options for Core characters. Promotional boons and other Chronicle sheets that open up new race options otherwise can't be used in the Core Campaign.

No Mixing Campaigns: A session must accommodate only Core PCs or Standard PCs; characters from different campaign modes should not be part of the same adventure. The exception is that a Core PC can play at a Standard Campaign event, but the PC irrevocably becomes part of to the Standard Campaign, can no longer participate in Core Campaign events, and can now select any character options permitted in the Standard campaign.

Easy to Learn: With fewer options, the Core Campaign is less intimidating for players and GMs alike, especially those who are newer to the Pathfinder RPG.

PLAYTESTS AND ERRATA

The Pathfinder Roleplaying Game is a living game, and whether in the form of a playtest that varies from its final incarnation, conversion from the 3.5 rules set to the Pathfinder RPG, or errata or FAQ for the core rules, sometimes game elements change over the course of a PC's career. The following guidelines allow players to update or convert existing characters to use the most current rules. When rebuilding your character in any way, you must describe all changes on your next Chronicle sheet in the notes section or on the back of the Chronicle sheet, and your GM must initial next to the description.

If an update or errata occurs during a Pathfinder Society event, such as a convention, players may use the old version of their character for the remainder of the event, noting on their Chronicle sheets that they are playing with the "implementation delay." Players must update their character after the event before playing the character again.

This guide is not able to cover all possibilities with regard to playtests and errata. Additional topics not covered in this section are sometimes discussed on forum posts or in Pathfinder Society blog posts at pathfindersociety.club. Please consult those sources and apply those changes if any of your characters are affected by errata or playtest material.

Class Features, Prestige Class Features, and Archetype Abilities: If an ability-score-dependent feature of a class, prestige class, or archetype is altered at any time, you can rebuild your character to its current XP. You can keep the same equipment, but you can resell any equipment that augments the altered ability score at its full market price.

If a class, prestige class, or archetype changes in such a way that you no longer have proficiency with a given weapon or armor type, you can sell back the affected equipment—and *only* the affected equipment—at full market value. You can also retrain any feats directly associated with the affected equipment.

Equipment: If the price of an item becomes more expensive, you must sell back the affected equipment at its original full market value based on its remaining number of charges (if any). So long as you have enough gp and Fame, you can repurchase the same item at its updated cost.

Favored Class Bonuses: If a favored class bonus changes, you can reassign your entire favored class bonus at each level to any of the now-legal options.

Feats: If a feat changes or is removed from the Additional Resources list, you have two options: You



can switch the old feat for an updated feat of the same name in another legal source (if available), ignoring any of a feat's prerequisites that you do not meet, or you can replace the feat (and any of the old feat's prerequisite feats) entirely with another feat for which you meet all the prerequisites. If any of the feat's changes directly reference one or more pieces of equipment you own (such as the weapon selected for the Weapon Focus feat), you can sell back that equipment at full market value.

Spells: If the level of a spell changes, you must retrain the altered spell, replacing it with another spell of its

original spell level. You can also retrain one spell of the altered spell's new level, but only in order to learn the altered spell. You must sell back any potions, scrolls, or wands that use that spell at their current full market value based on the spell's old level and the remaining number of charges.

Traits: If a trait changes or is removed from the Additional Resources list, you can switch the old trait for an updated of the same name in another legal source (if available), or you can replace the trait with another trait for which you meet all the prerequisites.

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CHAPTER 3 GM Basics



Running games in the Pathfinder Society Roleplaying Guild is not that much different from running a regular campaign, with a few minor caveats. Be sure to familiarize yourself with Chapter 2: Player Basics, Appendix 1: Character Creation, and Appendix 4: After the Adventure. You need to know what players know, what their expectations are, and how their characters are created, played, and advanced.

WHAT IS A GAME MASTER?

A Game Master (GM) is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. A GM's duty is to provide a fair and fun game. In the Pathfinder Society Roleplaying Guild, a GM must also help players fill out their paperwork, ensuring each player has an accurate accounting of his character (PC), and must report the results of each game to the event coordinator or on paizo.com.

WHO CAN BE A GAME MASTER?

Anyone with a valid Organized Play Number can run adventures in the Pathfinder Society Roleplaying Guild. There are no tests to qualify as a GM. Neither are there feedback-based rating systems, wherein GMs are ranked by their players. While some players are hesitant to transition into the role of Game Master, local Pathfinder Society groups and the campaign as a whole benefit as the pool of Game Masters increases. In many cases, players sitting at a new GM's table can offer guidance to help build

that GM's skills and confidence, so don't be afraid to get behind the screen and give a whole table of players a great Roleplaying Guild experience.

YOUR DUTIES AS GAME MASTER

As a Pathfinder Society Roleplaying Guild GM, you have the following duties.

- Work with local coordinators to schedule an event for you to GM.
- Prepare an adventure to offer to players, including gathering the necessary supplies such as maps, miniatures, and reference materials.
- Welcome each player to the table and facilitate introductions (don't forget yourself!).
- Look over each player's character sheet and most recent Chronicle sheets for accuracy. Identify any egregious issues to the event coordinator to follow up on.
- Run the scenario as written and within the time constraints of the event.
- Give each player an accurate Chronicle sheet for that scenario based on the listed adventure rewards (see Filling Out a Chronicle Sheet on page 15).
- Complete reporting sheets that include additional tracking information and turn them over to the event coordinator.
- If you are acting as both GM and event coordinator, be sure to register your event on paizo.com and then report the results of your sessions in a timely fashion.

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TIERS AND SUBTIERS

Roleplaying Guild Scenarios are designed so that players of a variety of levels can participate in a given adventure together. Every scenario has a tier range and many have associated subtiers. Tiers indicate which character levels are legal for that scenario. If a PC's level does not fall within the tier, that character cannot legally play in that scenario.

- **Tier 1** (no subtier)
- **Tier 1–2** (no subtier)
- **Tier 1–5** (Subtiers 1–2 and 4–5)
- **Tier 1–7** (Seasons 0–2 only, Subtiers 1–2, 3–4, and 6–7)
- **Tier 3–7** (Subtiers 3–4 and 6–7)
- **Tier 5–9** (Subtiers 5–6 and 8–9)
- **Tier 7–11** (Subtiers 7–8 and 10–11)
- **Tier 12+** (Seeker Content; Subtiers 12–13, 14–15, and 16+)

Within each tier, PCs or pregenerated characters should be used in the subtier in which they fall whenever possible, but they may be adjusted up or down, based on the Average Party Level at the table, as outlined below. For scenarios with more than two subtiers, characters must be in adjacent subtiers to play together.

DETERMINING AVERAGE PARTY LEVEL

In order to determine which subtier a mixed-level group of PCs must play in, calculate the group's Average Party Level (APL).

$$\text{APL} = \frac{\text{sum of character levels}}{\text{number of characters}}$$

Divide the total number of character levels by the number of characters in the party, rounding to the nearest whole number. If the result of the Average Party Level calculation ends with 0.5, the players should decide whether to round up or down.

The selection of pregenerated characters might affect the APL. In some cases, there is one pregenerated character level that is clearly more fitting to the PCs' levels, such as when all or most of the PCs fall in the same subtier. In corner cases, the GM should choose the level of pregenerated characters to provide a fun and fair experience for her table.

Scenarios in Seasons 0 through 3 were designed for four characters. For these scenarios, if the APL is between subtiers, a party of six or seven characters must play the higher subtier. Parties with four or five characters must play the lower subtier.

Starting with Season 4, scenarios were designed for six characters and contained methods to adjust for tables with four players. When the APL of a table is between two subtiers (like APL 3 for a Tier 1–5 scenario), a party

of four characters must play the lower tier without any adjustments for party size. A party of five to seven characters whose APL falls between two subtiers must play the higher tier with the four-character adjustments found throughout the scenario.

In the fringe case where there are no PCs that are high enough level to have reached the subtier level (such as a party of six 3rd-level characters), the group can decide to play the lower subtier.

LEGAL TABLE SIZE

The minimum table size for a Roleplaying Guild Organized Play session is four players. The recommended maximum is six players. In cases where you simply cannot seat four players, you may run a table of three players, and play an appropriate level pregenerated iconic character in order to meet the minimum table size of four PCs. Pregenerated iconic characters are available for 1st level, 4th level, and 7th level (see the Pregenerated Characters section on page 6).

If seven players show up to an event, rather than turning someone away, consider adding a seventh person to the table. Check with the players to determine their preferences before running a seven-person table, as seven-person tables often overpower otherwise challenging adventures and limit the amount of time each player gets to shine in the given scenario.

Tables may not have eight or more players.

ADAPTING SEASONS 0–5

The Pathfinder Society Roleplaying Guild has evolved over its lifetime. Below are instructions for making adjustments to *Scenarios* #1 to #5–25 to bring them up to date to the current season.

Season 0 (Scenarios #1–#28): Season 0 scenarios were written before the release of the Pathfinder Roleplaying Game. Scenarios are to be run with minimal changes by GMs, limited to adding CMB/CMD scores to NPCs and monsters and using newly combined skills such as Stealth and Perception instead of Move Silently and Spot. If a creature in the scenario also appears in a *Pathfinder RPG Bestiary* volume and has the same CR, you may use the stats from that volume. This is the only substitution allowed in these scenarios.

Prestige Awards and Faction Missions: Faction missions no longer count toward the success conditions of a scenario. The primary and secondary success conditions grant 1 Prestige Point each, for a maximum total of 2 Prestige Points. The primary success condition for a Season 0–2 scenario is the overall scenario's goal; Season 3–4 scenarios instead use the Success Condition included after the scenario's Conclusion section. A free supplementary document available for download at

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paizo.com/pathfinderSociety/rpg/resources details the secondary success condition for each scenario.

Seasons 0–2: For the first three seasons of the campaign, only five factions were available for characters to ally with. As such, members of the newer factions introduced in Season 3 playing older scenarios can use faction missions from another faction, as follows.

- Grand Lodge and Concordance faction PCs treat Osirion faction missions as their own for all Season 0, 1, and 2 scenarios.
- Silver Crusade faction PCs treat Andoran faction missions as their own for all Season 0, 1, and 2 scenarios.

Seasons 3–4: Two factions that are now retired—the Lantern Lodge and Shadow Lodge—were available for characters to ally with during Seasons 3–4; ignore these factions' missions.

Seasons 0–5: After the first six seasons, the nation-based factions were replaced with ideals-based factions.

- Dark Archive faction PCs treat Cheliah faction missions as their own for all Season 0–5 scenarios.
- The Exchange faction PCs treat Qadiran factions missions as their own for all Season 0–5 scenarios.
- Liberty's Edge treat all Andoran faction missions as their own for all Season 0–5 scenarios.
- Scarab Sages treat all Osirian faction missions as their own for all Season 0–5 scenarios.
- Sovereign Court treat all Taldan faction missions as their own for Season 0–5 scenarios.
- One faction that is now retired—the Sczarni—was available for characters to ally with during Seasons 3–5; ignore this faction's missions.

Slow Advancement Track Rewards: The option for slower advancement was introduced in Season 3. The maximum amount of gold a slow advancement track PC can earn from pre-season 3 scenarios is half the listed amount (or the Out-of-Subtier amount referred to below) rounded down. Similarly, a Pathfinder using the slow advancement track may only earn a maximum of 1 Prestige Point for completing both mission objectives: 1/2 for completing the primary mission objective and 1/2 for completing the secondary mission objective. The pre-entered +1 XP on Chronicle sheets from Season 0–2 scenarios should be changed to +1/2 for PCs using the slow advancement track.

Out-of-Subtier Gold: The Out-of-Subtier value was introduced in Season 5; therefore, Chronicle sheets from Seasons 0–4 do not include these wealth tables for normal or slow progression. The Out-of-Subtier gold value is the average of the high and low subtiers; for slow progression it is half the normal Out-of-Subtier value, rounded down.

ADDITIONAL PLAYABLE CONTENT

In addition to scenarios, the Roleplaying Guild also offers sanctioned modules and Adventure Paths. This additional content works differently from standard scenario play as outlined below.

Characters: Depending on which mode the content is played in, only certain characters are allowed.

Campaign Mode: Campaign mode is intended to allow a group to experience adventure content in the manner most enjoyable to the player, even if it is not within the normal bounds of Pathfinder Society Roleplaying Guild rules. Campaign mode is available for all sanctioned Adventure Paths and for Pathfinder Modules that specifically include this option in their sanctioning documents. In Campaign mode, GMs can use their own rules for character creation and running the presented content (the entire book or series). They are not even required to use the Pathfinder RPG rules, but they must run the adventure using a tabletop roleplaying game and use the Adventure Path or Pathfinder Module as the primary source for adventure content.

After running a game in Campaign Mode, the GM should report sessions on paizo.com as usual and distribute Chronicle sheets to her players. A player may apply the earned Chronicle sheets to an appropriate Roleplaying Guild character in-tier for the Chronicle Sheet. Alternatively, they may use the sheet to create a new character. This is similar to applying credit to a pregenerated character (see Applying Credit on page 7), except that players can apply Campaign mode credit to characters of the same level or lower and they do not need to expend resources on their earned Chronicle sheets to resolve conditions. GMs receive full credit for the adventure as normal (see page 17).

Event Mode: Only Pathfinder Society Roleplaying Guild characters may play in games run in event mode, and all Roleplaying Guild rules must be followed. Most modules can only be played in event mode.

Standard pregenerated characters are allowed for use in event mode play in any module for which the character would be in the module's level range. Higher-level content requires a legal Roleplaying Guild character in the appropriate level range.

Sanctioned Content: A document has been created for each sanctioned module and Adventure Path that outlines the content for which players receive credit to be applied to legal characters as well as the Chronicle sheet(s) for that adventure. This document can be found on the product page for the sanctioned material or at paizo.com/pathfindersociety/rpg/additional.

Time: Pathfinder Society sanctioned modules and Adventure Paths can take several sessions to complete. GMs are encouraged to work with players who miss one or more sessions when issuing Chronicle sheets. Until applicable

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Chronicle sheets are handed out, these characters may not play in other Pathfinder Society Roleplaying Guild events.

Applying Credit

All players receive a Chronicle sheet unless, at the GM's discretion, they are replaying the module or Adventure Path for no credit.

Multi-Session Adventures and Extended Play

Roleplaying Guild characters can only be played in one quest, scenario, module, or Adventure Path at a time. Characters are considered to be playing in an adventure until they receive a Chronicle sheet for sanctioned content. GMs are advised to work with players who do not finish an adventure to receive their Chronicle sheets. Players may receive partial credit for modules and Adventure Paths based on the amount of sanctioned material they completed. If they have completed less than half of the adventure, they receive half of the adventure's gold and prestige reward and access to the items that they found during play. If they have completed more than half of the adventure, they receive full credit for the adventure.

TABLE VARIATION

While the goal of the Pathfinder Society Roleplaying Guild is to provide an even, balanced experience to all players, doing so would require all PCs to be exactly the same and all GMs to be restricted to a stiflingly oppressive script. We understand that sometimes a Game Master has to make rules adjudications on the fly, deal with unexpected player choices, or even cope with extremely unlucky (or lucky) dice on both sides of the screen.

Scenarios are meant to be run as written, with no addition or subtraction to the number of monsters (unless indicated in the scenario), or changes to armor, feats, items, skills, spells, statistics, traits, or weapons. However, if the actions of the PCs before or during an encounter invalidate the provided tactics or starting locations, the GM should consider whether changing these would provide a more enjoyable play experience.

As a Pathfinder Society Roleplaying Guild GM, you have the right and responsibility to make whatever judgments, within the rules, that you feel are necessary at your table to ensure everyone has a fair and fun experience. This does not mean you can contradict rules or restrictions outlined in this document, a published Pathfinder RPG source, errata document, or official FAQ on paizo.com. What it does mean is that only you can judge what is right for your table during cases not covered in these sources.

Additionally, the GM may consider utilizing terrain and environmental conditions when those effects have been written into the flavor of a scenario but the mechanics that are normally associated with them by

the *Core Rulebook* have not been added to the encounters. GMs are always encouraged to reward role-playing when adjudicating the reactions of NPCs or the outcome of in-game encounters.

GMs may use other Pathfinder RPG sources to add flavor to the scenario, but may not change the mechanics of encounters. Specifically, the mechanics of an encounter are the creatures presented, the number of opponents in the encounter, and the information written into the stat blocks for those opponents. If an encounter is a trap, haunt, or skill check that needs to be achieved to bypass a situation then the listed DCs and results are not to be altered, as they are the mechanics of that encounter. Additionally, if an encounter already includes mechanical effects of terrain, weather, or hazards, please be aware that these things are also considered mechanics that may not be altered. Roleplaying Guild GMs cannot ban legal character options at public events.

If a particular issue comes up repeatedly or causes a significant problem in one of your games, please raise any questions or concerns on the Pathfinder Society forums at pathfindersociety.club, and the campaign management staff will work to provide you with an answer to avoid confusion in the future. Even if there were unlimited time to address such concerns, however, there would always be slight table variation and Game Master fiat. The following sections provide advice on addressing some common table variations you should consider before running a Pathfinder Society Roleplaying Guild game.

Creative Solutions

Sometimes during the course of a scenario, your players might surprise you with a creative solution to an encounter (or the entire scenario) that you didn't see coming and that isn't expressly covered in the scenario. If, for example, your players manage to roleplay their way through a combat and successfully accomplish the goal of that encounter without killing the antagonist, give the PCs the same reward they would have gained had they defeated their opponent in combat. If that scene specifically calls for the PCs to receive gold piece rewards based on the gear collected from the defeated combatants, instead allow the PCs to find a chest of gold (or something similar) that gives them the same rewards. Additionally, if the PCs miss an NPC who carries a specific potion or scroll that the PCs might be granted access to on the scenario's Chronicle sheet, don't cross that item off the sheet—instead, allow the PCs to find the item elsewhere as a reward for creatively resolving the encounter without resorting to combat.

The Pathfinder Society Roleplaying Guild never wants to give the impression that the only way to solve a problem is to kill it. Rewarding the creative use of skills and roleplaying not only make Society games more fun for

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the players, but it also gives the GM a level of flexibility in ensuring players receive the rewards they are due.

But what if your players accidentally or intentionally kill an important NPC who was supposed to give them a crucial piece of information that's needed for the scenario to progress? This is a tough problem for the GM and requires improvisation. Don't decide the scenario is over just because the old man with the letter was caught in a magical crossfire and roasted alive, destroying both him and the important letter. Reveal that the letter survived by some freakish miracle (it was in a fire-proof pouch in his pocket) or maybe that the old man had a lackey who was watching from a nearby alley and knows everything the old man did, or another similar explanation. Improvisation will keep your scenario moving forward and help you work around unforeseen obstacles.

Alignment Infractions

Players are responsible for their characters' actions. "That's just what my character would do" is not a defense for behaving like a jerk.

Alignment infractions are a touchy subject. Killing an innocent, wanton destruction, and other acts that can be construed as evil might be considered alignment infractions. Ultimately, you are the final authority at the table, but you must warn any player whose character is deviating from his chosen alignment. This warning must be clear, and you must make sure that the player understands the warning and the actions that initiated the warning. The PC should be given the opportunity to correct the behavior, justify it, or face the consequences. We believe a deity would forgive a one-time bad choice as long as the action wasn't too egregious (such as burning down an orphanage full of children, killing a peasant for no good reason but sport, etc.). Hence, you can issue a warning to the player through a "feeling" he receives from his deity, a vision he is given, his conscience talking to him, or some other similar roleplaying event.

If infractions continue in the course of the scenario or sanctioned module or Adventure Path, an alignment change might be in order. If you deem these continued actions warrant an alignment change, you should note it on the character's Chronicle sheet at the end of the session in the notes section. The character can remove this gained condition through an *atonement* spell. If the condition is removed, you should also note it on the Chronicle sheet.

Major Infractions: Characters who become wantonly evil by performing vile actions deliberately and without motive or provocation are retired from the campaign. This measure is a last resort; players should endeavor to play their characters in ways that are within the constraints of acceptable alignments.

If a character is retired as defined above, you should escalate the report to the event coordinator, or the local Venture-Captain or Regional Venture-Coordinator. If that Venture-Officer agrees with you, then the character is deemed wantonly evil and considered removed from the campaign. Again, these measures should be taken as a very last resort.

In the event of a wantonly evil character, record the character as "dead," and the person who enters the tracking sheet should check that box as well. If the event coordinator, Venture-Captain, or Regional Venture-Coordinator decides the character fits the criteria for being wantonly evil, she will then e-mail the Organized Play Manager to advise her of the situation, including the player's name, organized play number, and e-mail address. A player must be advised of these actions and be provided with a chance to contact their RVC to present their side of the case.

Dealing with Death

Given the dangers characters face once they become Pathfinders, character death is a very real possibility (and a necessary one to maintain a sense of risk and danger in the game). Consider, however, that for a player new to Pathfinder Society Roleplaying Guild, or to the Pathfinder RPG in general, having his character experience a violent death during his first game can sour him on the campaign and the game altogether. While we don't advocate fudging die rolls, consider the experience of the player when deciding whether to use especially lethal tactics or if a character is in extreme danger of death, especially when the player is new to the game. Most players whose first experience in a campaign results in a character death don't return to the campaign.

Similarly, if the entire party is killed and can't be brought back to life, then the slot is over for everyone in the party. This means those players may have a substantial span of time before their next event at a convention with no game to play. Obviously, we hope that such total party kills never happen (and strive to balance the scenarios to make it unlikely)—but, sometimes, the dice just aren't with you and everyone passes into the Great Beyond.

CHRONICLE SHEETS AND RECORD-KEEPING

Regardless of whether you participate in the Pathfinder Society Roleplaying Guild at home or at a convention, your most important responsibility as a GM—other than providing your players a fair and fun gaming experience—is to keep a careful record of events on every scenario's Chronicle sheet.

Chronicle sheets record everything that a Pathfinder Society Roleplaying Guild character does over the course of her career and serves as the official record of each character in the campaign so a character can be played

under a number of GMs at events all over the world. Chronicle sheets also help prevent the rare unscrupulous player from cheating.

As you run your players through a Pathfinder Society Roleplaying Guild adventure, there are three important things you must keep track of: Prestige Points, treasure, and conditions. Tracking Prestige Points is fairly simple; it requires you to read over the success conditions in the back of the scenario before play and then record whether or not the PCs accomplish these missions during the scenario. It's important to note that scenarios from different seasons offer slightly different methods of gaining Prestige Points during play, as covered in Adapting Seasons 0–5 section on page 11.

When you are looking over the character record sheets and Chronicle sheets of your players at the start of an event slot, if you notice anything that seems amiss, you can ask the player to explain any errors to you. If you believe a player to be cheating, please call over a coordinator to make a ruling.


If you are both the coordinator and the GM, it's your call how to proceed, though we recommend that you do so calmly, nicely, and with an open mind. The player might have simply made a mistake, or you might have made a mistake in your understanding of her Chronicle sheet and character record sheet. Remember that the game is supposed to be fun, so waste as little time as possible on drama and spend as much time as possible providing an exciting, action-packed scenario for your players.

If you find a mistake on a Chronicle sheet or character record, resolve it as fairly as possible, such as having the character spend additional gold needed to meet the full purchase price of the item, retrain any feats using the rules presented in *Pathfinder RPG Ultimate Campaign*, or replace any prepared spells not legal for play. Check with your event coordinator, Venture-Captain, or Venture-Lieutenant if you are unsure of how to fix a mistake.

If you believe the player to be cheating, record the Organized Play number of the player in question and then ask her to leave your table. Afterward, send an e-mail to the Pathfinder Society staff at **organizedplay@paizo.com**, including the player's number and as much as you can remember about the sheet.

Filling Out a Chronicle Sheet

Following is a 10-step walkthrough of how to fill out a Chronicle sheet at the end of a scenario. Refer to the sample Chronicle sheet to the right for the locations of specific elements. Always fill out Chronicle sheets in pen, and write clearly and legibly at all times.



Pathfinder Society

Scenario Chronicle

Character Circle # A

☐ Core Campaign

B

Player Name _____

A.K.A. _____

C

Character Name _____

D

Organized Play # _____

E

Character # _____

Faction _____

This Chronicle sheet grants access to the following:

Prophet's Ally: By helping Temel Passad secure a distance in Alabastine, you have proven to him that the Pathfinder Society is still a valuable ally. If you decide to follow the Prophecies of Kalistrade, he assists you in your business ventures. You may purchase the following modified version of the Prophecies of Kalistrade vanity for 4 Prestige Points (Pathfinder Society Field Guide 61). If you already possess the Prophecies of Kalistrade vanity from this source, it upgrades to the version below.

Prophecies of Kalistrade (4 PP): You adhere to the philosophy of the Prophecies of Kalistrade, made popular in the nation of Druma. As such, you follow strict sexual and dietary restrictions, and hold the amassing of vast personal wealth as your primary motivation in life. So long as you maintain these strictures, you may spend 1 PP to roll a U check. You must take the result of the reroll, even if it is lower. When you spend 1 PP to roll a U check, you may increase the cap on your earnings. A DC 45 Day job check now earns you 200 gp, and a DC 50 Day job check earns you 300 gp. Alternatively, you may spend 1 PP before using a reroll that you gain from another source to receive this expanded range of rewards for the Day job check. You may not spend more than 1 PP from this vanity on a single Day job check. Additionally, you may not purchase this vanity if you have a patron deity, and conversion to another faith negates the benefits of this vanity.

D Negotiating with serpents: You struck a deal with Myrospre. True to her word, she pays you through channels that the Pathfinder Society cannot trace. You may check off the box next to this boon when you receive a chronicle sheet to receive an amount of additional gold equal to 150 times your character level (to a maximum of 900 gp).

Aspis Consortium in the future. If the Aspis Consortium captures you, Myrospre quickly arranges to have you freed from captivity and returned to the Society. This boon negates the standard 5 Prestige received as a result of your capture. When you use this recovery benefit, cross this paragraph off your Chronicle sheet.

D New Contacts (The Exchange): You convinced one of the bidders at the auction to work with the Exchange in the future. This contact assists you in procuring an item that would normally be beyond your reach. You may count your fame as 2 higher for the purpose of a single purchase, to a maximum of twice your XP. When you do so, check off the box before this boon.

In addition, your extended conversations with your new contact taught you information that may be relevant on your future missions. Each potential contact grants you a +2 bonus on a relevant Knowledge check, which must be applied before rolling the check. (Gyan: Knowledge (planes), Irith: Knowledge (nobility), Vayde: Knowledge (religion).) When you use this bonus, cross this paragraph off your Chronicle sheet.

headband of unshakable resolve (5,600 gp; Pathfinder RPG Ultimate Equipment 251)

miser's mask (3,000 gp; Ultimate Equipment 246)

wand of summon monster II (10 charges; 900 gp; limit 1)

belt of tumbling (800 gp; Pathfinder RPG Ultimate Equipment 211)

everwake amulet (8,000 gp; Ultimate Equipment 257)

helm of comprehend languages and read magic (5,200 gp)

sash of vigor (1,800 gp; Ultimate Equipment 318)

all Subtlers

Subtler 4-5

For GM Only

EVENT _____

EVENT CODE _____

DATE W

Game Master's Signature _____

MAX GOLD

Subtler	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
1-23	253	506
Subtler	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtler	604	1,207
Subtler	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
4-5	954	1,908
Subtler	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

Step 1: Hand each of the players a blank Chronicle sheet and ask them to fill out the sections marked A–E, G, J, K, and P (Player Name, Starting XP, Initial Fame, Initial Prestige, Starting GP, etc.). When they’re done entering this information from their past Chronicle sheets, have them return the documents to you. If the player made purchases after the end of his previous session and recorded them on a previous Chronicle sheet, perform any necessary tasks from Step 8–10 to finish filling the previous Chronicle sheet. Resolve any necessary steps related to these purchases on the previous Chronicle sheet prior to completing this step.

Step 2: Note the advancement track selected by each player at the beginning of the scenario (F). If you ran in Core Mode, mark CORE at the top of the sheet above section A.

Step 3: Award the character XP based on his advancement track. A PC receives XP only if he survives the adventure or is raised from the dead by the adventure's conclusion and completed enough encounters over the course of the adventure—one encounter for quests and three encounters for all other adventures. A character using the

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standard advancement track earns 1 XP; a character on the slow advancement track earns 1/2 XP. Mark this value in the shaded XP Gained field and initial the adjacent box (H).

Step 4: Determine how many Prestige Points the character earned over the course of the adventure. For scenarios, a character on the standard advancement track can earn a maximum of 2 Prestige Points: 1 PP for each success condition completed. A character on the slow advancement track can earn a maximum of 1 Prestige Point: 1/2 PP for each success condition completed. The rules for Prestige Points in quests are listed on their Chronicle sheets, and the rules for sanctioned modules and Adventure Paths appear in their sanctioning documents. Enter the number of Prestige Points earned in the shaded Prestige Gained field and initial the adjacent box (I).

Step 5: Determine the Max Gold for the adventure based on the PC's advancement rate and the subtier played. Circle the applicable value (F). If the PC's level is not within the subtier played (such as a 1st-, 2nd-, or 3rd-level character in Subtier 4–5), circle the Out-of-Subtier gold value or calculate the Out-of-Subtier value for Seasons 0–4 by taking the average of both subtiers and rounding up. For special scenarios with 4 or more subtiers, give the character the gold value for the tier that matches his character level, rather than the tier played. Write this value beside area F and circle it. This value represents the total gold piece value a character receives for defeating all enemies and finding all treasure in an adventure.

If the player is playing a non-1st-level pregenerated character, he may choose instead to apply this Chronicle sheet to a 1st-level character by reducing this value to 500 gp (or 250 gp for the slow advancement track) for completing a scenario or 1,398 gp (or 699 gp for the slow advancement track) for completing a module that grants 3 XP. If the PCs failed to earn any of the rewards listed for an encounter, deduct the amount listed for the applicable subtier from the value circled in area F. If the resulting value is negative, use 0 instead. Place the result of this calculation in the shaded GP Gained field and initial the adjacent box (Q).

Step 6: Allow any PC who qualifies to attempt a Day Job check or engage in other Downtime activity, and enter the result of this roll (determined by the table on page 36) in the Day Job field and initial the adjacent box (R).

Step 7: Mark any special boons the players did or did not earn (U) and cross out any treasure items the party didn't find in the adventure (V); additionally, if you're running the lower subtier, always cross out all of the items listed for the higher subtier. Return the Chronicle sheet to the player.

Step 8: Have the player note gold spent or gained from buying and selling items including spellcasting services in the gold spent section (S). If the character gained an

ongoing condition like a curse or disease during the adventure, the player should note that here as well. See *Dealing with Afflictions* below for more information on noting conditions gained and cleared during a scenario or after its conclusion. Additionally, the player must list any Prestige Awards his character gains by spending Prestige Points in the notes sections.

Sometimes a player must have you witness a roll to verify he successfully scribed a scroll into his spellbook or trained an animal companion to do a new trick. Write your initials next to any such entries in this sections to show that you witnessed the roll and that the PC was successful in the attempt. Any equipment purchased or sold (that is more than 25 GP) should be tracked on the character's current Inventory Tracking Sheet, denoting the Character Chronicle # (A) next to the item purchased, sold, or expended during the course of the scenario or after its conclusion.

Note: players may purchase items between scenarios. (see Step 11). In this case, players should resolve steps 9 and 10 with the GM of their next session before play begins.

Step 9: Have the player finish the calculations on the right-hand side of the Chronicle sheet (sections I, M–O, and S–T).

Step 10: Review the completed Chronicle sheet and skim over the player's math. Ensure that the character has access to any items bought and that they paid the right prices. Verifying this information now helps prevent errors on future Chronicle sheets. Once you're satisfied with the information on the Chronicle sheet, fill in the gray box at the bottom of the sheet and sign (W). For "Event," write in the name of the event you are playing at—if this is a home game or in-store game, just write "home game" or the name of the store. If it's a convention, write the name of the show and the year. For "Event Code," write in the event code associated with your event in the Create An Event tab on pathfindersociety.club.

Step 11: To allow players time to decide on purchases between sessions, they may postpone recording bought items until the start of their next session. To minimize the amount of table time spent on Chronicle sheet maintenance, players who chose this option must arrive at their next session with a list of what they wish to purchase, the cost of these items, and preliminary totals for their GM to review.

Dealing with Afflictions

At the end of a scenario, a PC might have been afflicted with any number of possible afflictions, such as blindness, a curse, deafness, a disease, or a poison. Verify that the player recorded any such conditions in the notes section on his Chronicle sheet and initial next to what he wrote (see below). It is important that conditions be written legibly so the player and subsequent GMs can understand them.

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If the PC purchased the casting of a spell to remove the condition, you need to make sure the player recorded that information in the notes section at the bottom of the Chronicle sheet. If another PC cleared the condition by casting a spell, this information should be listed in the notes section with the casting character's full Organized Play Number written in next to the spell's name. If, during this scenario, a character resolved a condition gained during a previous scenario, check that the condition is listed as cleared under the notes section on the Chronicle sheet for this scenario, and verify that the cost for resolving it or the PC who cleared it has been recorded.

Note: Any affliction that would result in an unplayable character must be resolved at the table once the game ends as explained in Chapter 4 of this document. If the character cannot resolve an affliction that would render her unplayable, mark the character as dead.

Reporting Scenario Results

Once you have completed a scenario and filled out everyone's Chronicle sheets, someone needs to report the results of the scenario. For home games, GMs are always responsible for reporting their results. For convention games and retail store games, the coordinator (who might also be a GM) is responsible for reporting the results.

Whether you are running a game at home or at a convention, you should have a scenario tracking sheet for each session you run. These can be found in the back of most scenarios or online at paizo.com/paizo/organizedplay/myAccount on the GM/Event Coordinator tab. As you're checking over the players' completed Chronicle sheets, record each character's Organized Play Number, character name, faction, and Prestige Points earned during the scenario. Beginning in Season 5, most scenarios have reporting notes at the end of the adventure. These instruct a GM to check one or more boxes (A, B, C, or D) based on the PCs' choices and accomplishments, which help to shape the direction of the campaign.

As soon as possible after the session ends, go to the GM/Event Coordinator tab linked above, and click "Report." Follow the instructions carefully, and enter the information from the tracking sheet into the form on the website. We collect far less information online than each player's Chronicle sheets contains—this is intentional.

Event coordinators at retail stores and conventions are generally responsible for reporting the results of each session. As the session finishes, GMs should fill out the items that need to be tracked online on the convention tracking sheet and turn it in to the coordinator, who will input the information online during or soon after the convention. In retail games and at smaller conventions, the coordinator is often a GM. Do not forget to report the results—reporting is very important to the success of Pathfinder Society!

GAME MASTER REWARDS

In the Pathfinder Society Roleplaying Guild, we reward GMs for volunteering their time to run events. Starting with Version 2.2 of this guide (and not retroactive to any previous scenarios that were run), any GM who runs a scenario gets full credit for that scenario to apply to one of her own characters. GMs also receive additional rewards based on the number of scenarios they have run and reported (See Reporting Scenario Results on page 16 and GM Star Rewards below).

"Full credit" means the GM gets the following: 1 XP for the scenario, 100% of the Max Gold for the subtier most appropriate to the GM's character, and 2 PP (or, for a slow advancement track character, 1/2 XP, 1 PP, and 50% of the Max Gold for the subtier most appropriate to the GM's PC). For sanctioned modules and Adventure Paths, full credit is 3 XP and 4 PP (1 XP and 1 PP or as per the sanctioning document for Free RPG Day modules).

The GM can select any special boons bestowed by a Chronicle sheet, with the following exception: you can only select boons for specific factions if the character receiving credit is part of that faction. The GM's character does not engage in Downtime activity.

The subtier for which a GM's character receives credit depends on the character's level. If a GM with a 1st-level rogue runs a Tier 1–5 scenario using Subtier 1–2, she takes a Subtier 1–2 Chronicle sheet for her 1st-level rogue. If she instead runs a Tier 1–5 scenario using Subtier 4–5, she still takes a Subtier 1–2 Chronicle sheet, as her PC clearly falls within the lower subtier.

A GM who receives a Chronicle sheet that indicates her character is between subtiers must always receive the Out-of-Subtier gold value and access to items and boons for the subtier at which the adventure was played.

If the GM with a low-level character runs any higher tier scenarios that don't include a subtier for her 1st-level rogue, she takes the lowest subtier Chronicle sheet from that scenario and holds it for her PC. Then, once her PC achieves the appropriate level for that Chronicle sheet to be applied, she immediately applies it. For example, if a GM with a 1st-level rogue runs a Tier 5–9 scenario, she would take a Subtier 5–6 Chronicle sheet (the lowest subtier for that tier) for running the scenario and set it aside. Once her rogue reaches 5th level, she can immediately apply the Chronicle sheet to her character. This means that GMs' characters can potentially level up in bursts.

A GM can assign credit for running an adventure in the same ways a player can, and must follow the same rules as a player when applying credit to a character. When you choose to take a Chronicle sheet for GM credit, you must decide which of your characters receives the Chronicle sheet when you fill out the table's tracking sheet. You must apply Chronicle sheets in the order you receive them.

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GM Star Rewards

The Pathfinder Society Roleplaying Guild offers a GM ranking system. This system uses stars to denote the activity and experience of a given GM. The stars are visible on your Pathfinder Society ID card. You can earn up to four stars for running a certain number of reported games, as follows.

- Report 10 sessions as GM = 1 star
- Report 30 sessions as GM = 2 stars
- Report 60 sessions as GM = 3 stars
- Report 100 sessions as GM = 4 stars

To obtain a fifth star, you must accomplish the following achievements.

- Report 150 sessions as GM
- Run 50 different adventures
- Run 10 or more specials or exclusives
- Run a Roleplaying Guild session in the presence of a member of the Pathfinder Society leadership team or a Venture-Captain. Throughout the session, this designated representative will evaluate your rules knowledge, improvisational skills, preparation, and ability to provide a fair and fun experience for all involved Pathfinder Society Roleplaying Guild players and recommend the granting of a fifth star.

All GMs receive the following rewards based on the number of GM stars that they have earned.

- They apply a bonus equal to their number of GM stars earned to their reroll (see Rerolls on page 40).
- They gain the ability to replay an adventure that awards a single XP-granting Chronicle sheet once (see Replaying Adventures on page 7) per star earned. This includes quest packs, scenarios, chapters of sanctioned modules, and individual volumes of Adventure Paths.
- They can apply a special GM Star reward Chronicle sheet to one character, available as a free download at paizo.com/pathfinderSociety/rpg/resources.

In addition, there are special 4- and 5-star GM rewards, such as exclusive scenarios. Paizo recognizes all 5-star GMs by name on blogs on paizo.com.

ORDERING SCENARIOS

All available Pathfinder Society Roleplaying Guild scenarios can be found at paizo.com/pathfinder/pathfinderSociety/pfsrpg. Anyone can purchase a scenario PDF—all you need is a free paizo.com account. Scenarios are generally released during the last week of each month. At least two new scenarios are released each month, with extra events and specials released throughout the year.

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CHAPTER 4 Roleplaying Guild Basics



The Pathfinder Society Roleplaying Guild organized play campaign functions much like a home campaign played with the Pathfinder RPG, with the following adjustments.

EVERGREEN ADVENTURES

All Tier 1 and 1-2 adventures can be replayed an unlimited number of times with a 1st-level character for credit. Tier 1-2 adventures can also be played with a 2nd-level character once for credit in each campaign mode (Core and Standard Modes). GMs receive one Chronicle sheet each time they run one of the Tier 1 and Tier 1-2 adventures. They may apply a Tier 1-2 Chronicle sheet to one 2nd-level character per adventure per campaign mode.

PRESTIGE CLASSES

All roleplaying requirements for prestige classes, such as particular ceremonies or killing a devil, are waived in the Pathfinder Society Roleplaying Guild. Prestige class options and adjustments are found at paizo.com/pathfindersociety/rpg/additional.

In addition, the loremaster prestige class's requirement of any three metamagic or item creation feats changes to any three metamagic or Spell Focus feats.

CONDITIONS, DEATH, AND EXPENDABLES

In certain cases, the events of an adventure can affect a character even after that adventure has ended.

Conditions: Unless noted otherwise, all conditions gained during an adventure, including death, must be resolved before the end of the session. A condition in this context includes an affliction, a negative effect, or an effect that is intended to mechanically affect your character in a negative way. If such a condition isn't resolved by the end of play, the character should be reported as dead and becomes unplayable. However, a few conditions need not be resolved by the end of play, including permanent negative levels, ability drain that does not reduce an ability score to 0, becoming a fallen member of a class that requires an *atonement* spell to regain class features or spellcasting abilities, and conditions that impose no mechanical effect.

Permanent negative levels, ability drain, and non-mechanical conditions being carried over to the next session should be recorded on the Chronicle sheet.

Players are encouraged to share their physical resources in order to resolve any and all conditions. They may not pool Prestige Points, even if they're from the same faction. Characters can also sell off gear, including a dead character's gear, at 50% of its listed value to raise money



to purchase a spell that will resolve the condition, though they can only do so in a settlement and they cannot sell off any items found during the current adventure that they haven't purchased. Characters can use the rewards from the Chronicle sheet they earned in order to resolve any conditions. Characters who die during an adventure and are raised receive full XP for that adventure, as long as they completed at least three encounters (or as long as they completed at least one encounter in a quest).

A character who ultimately doesn't resolve conditions during or immediately after the adventure must be marked as dead (see below).

Death: Death is a constant threat for characters who undertake dangerous missions such as those given out by the Pathfinder Society. Unfortunately, death can happen in Pathfinder Society Roleplaying Guild play just like any regular Pathfinder RPG session.

The basic rule for the Roleplaying Guild is that if a character dies during the course of an adventure:

- He can be raised by a character of appropriate class and level seated at his table by paying all costs associated with the resurrection.
- He can be raised by an NPC in an appropriately sized settlement by purchasing spellcasting services.
- He can be raised by his faction by spending the requisite Prestige Points.

If the player can't or chooses not to use any of these options, the character is permanently dead. That character's player receives a Chronicle sheet for the adventure with no XP, Prestige Points, gold, and boons. The GM reports that character as dead on the Reporting Sheet provided with the adventure and on the character's Chronicle sheet. The player will need to make a new 1st-level character or play a different character to continue playing in the Pathfinder Society Roleplaying Guild.

Expendables: Any wealth spent or resources expended during the course of an adventure must be tracked and recorded on either the Chronicle Sheet or Inventory Tracking Sheet as applicable.

PURCHASING EQUIPMENT AND SPELLS

In Pathfinder Society Roleplaying Guild play, you can never buy, sell, or trade items with another player, but you may allow another player to borrow an item for the duration of an adventure. Characters may also expend consumables on behalf of their party members. Players are permitted to spend character gold to help a party member purchase spellcasting services such as *raise dead* or *remove disease*. This includes pooling money to buy *breath of life* or *raise dead* scrolls or potions for use in the game. If the PCs buy an item using pooled money that they do not use during

the adventure, one PC may purchase the item at the end of the adventure, paying the item's full cost. If no PC wants to purchase the item, the PCs must sell the item back for half value, reimbursing each PC for half of what she paid into the pool.

For ease of play, items of the same kind can be upgraded from a masterwork item to a magic item by paying the difference in cost of the two items. However, you can't turn items of one type into another (e.g., you can't turn a masterwork rapier into a *+1 greatsword*). Mundane items cannot be upgraded to masterwork items, nor can nonmagical aspects of equipment be upgraded, such as the strength rating on a composite bow.

Magic items that can be used less often than once per day (such as once per week or once per month and so on) are considered to be usable once per adventure.

All gear that is consumable or worth more than 25 gp is tracked on Inventory Tracking Sheets.

Where to Buy Gear

For simplicity's sake, players can make purchases or procure spellcasting services if their characters are in a town of more than 5,000 residents. The Pathfinder Society Roleplaying Guild assumes that every faction has at least one representative in every settlement that is at least the size of a small city. If outside of a town, PCs might be restricted from buying anything, though this varies by adventure.

TABLE 4-1: FAME REQUIREMENT COSTS

Minimum Fame Required	Maximum Item Cost
Under 5	0 gp
5	500 gp
9	1,500 gp
13	3,000 gp
18	5,250 gp
22	8,000 gp
27	11,750 gp
31	16,500 gp
36	23,000 gp
40	31,000 gp
45	41,000 gp
49	54,000 gp
54	70,000 gp
58	92,500 gp
63	120,000 gp
67	157,500 gp
72	205,000 gp
76	265,000 gp
81	342,500 gp
85	440,000 gp
90	565,000 gp
94	680,000 gp
99	800,000 gp

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Always Available Items

You may always purchase the following items or equipment as long as you're in an appropriately sized settlement (see page 20).

- All basic armor, gear, items, and weapons from Chapter 6 of the *Pathfinder RPG Core Rulebook*, including items for Small and Large characters. This does not include equipment made from dragonhide, but it does include equipment made from the other special materials, such as alchemical silver and cold iron (see the Special Materials section on page 154 of the *Core Rulebook*). All mundane weapons, armor, equipment, and alchemical gear found in any other source that is legal for play are considered always available, including masterwork quality versions where a cost is defined.
- +1 *weapons* (2,000 gp + 300 gp for the masterwork weapon cost + item cost)
- +1 *armor* (1,000 gp + 150 gp for the masterwork armor cost + item cost)
- +1 *shields* (1,000 gp + 150 gp for the masterwork armor cost + item cost)
- Potions and oils of 0- or 1st-level spells at caster level 1st (50 gp or less)
- Scrolls of 0- or 1st-level spells at caster level 1st (50 gp or less)
- *Wayfinder* (at a 50% discount for 250 gp; see sidebar)
- All items purchased with Prestige Points.

Beyond the gear noted above, your character is restricted to purchasing additional items either from his accumulated Chronicle sheets or by capitalizing on his Fame (see page 20). Weapons, armor, equipment, magic items and so on that are outside of these lists are not available for purchase at any time.

Item Value

Items must be purchased at full value. You can't buy broken weapons or armor; you can't buy partially charged wands, rods, or staves; and you must buy ammunition in full lots (typically 10 or 20 for mundane ammunition and 50 for magical ammunition). You can purchase items of less than full value only if they appear that way on a Chronicle sheet.

Potions, Scrolls, and Wands

All potions, scrolls, wands, and other consumables are made by clerics, druids, or wizards in Pathfinder Society Roleplaying Guild play. The only exceptions to this are spells that are not on the cleric, druid, or sorcerer/wizard spell lists. For example, a *scroll of lesser restoration* must be purchased as a 2nd-level scroll created by a cleric and can't be purchased as a 1st-level scroll created by a paladin. If a spell is not on the cleric, druid, or sorcerer/wizard spell

Wayfinder

Pathfinder Society agents may purchase a *wayfinder* for 250 gp. This item originally appeared in *Pathfinder Campaign Setting: Inner Sea World Guide*.

WAYFINDER		PRICE 500 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint evocation		

A small magical device patterned off ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. A badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, you can cause a *wayfinder* to shine (as the *light* spell). A *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; some *ioun stones* can grant additional powers once they are fitted into a *wayfinder*, at the GM's discretion.

CONSTRUCTION REQUIREMENTS	COST 250 GP
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Craft Wondrous Item, *light*

list, move down the following hierarchy to determine which class creates the consumable. Use the spell's text from the book in which it appears, instead of researching classes that might have gained that spell on their list in a later publication.

- 1) Bard
- 2) Paladin or Ranger
- 3) Psychic, Shaman, or Witch
- 4) Alchemist, Inquisitor, Magus, Mesmerist, Occultist, Spiritualist, or Summoner
- 5) Bloodrager or Medium

If there are still multiple options for the spell's level, use the lowest level (for example, all *scrolls of plane shift* are 5th-level scrolls made by clerics rather than 7th-level scrolls made by wizards).

All potions, scrolls, and wands are available only at the minimum caster level unless found at a higher caster level on a Chronicle sheet. For the sake of simplicity, there is no difference between an arcane, divine, or psychic scroll or wand; thus, a bard and cleric can both use the same *scroll of cure moderate wounds*.

Scrolls of spells of 7th level or higher are not available for any characters below 12th level unless they appear on a Chronicle sheet that character has earned.

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Magic Items and Companion Creatures

Rules for the items slots and item access for familiars, animal companions, and other companion creatures that use the animal companion rules appear in the Organized Play FAQ at paizo.com/organizedplay/faq. The FAQ refers to the Extra Item slot feat, which is reproduced below to grant access to this feat for all players in both the Standard and Core Campaigns. The text has been modified to reflect the feat's function in the Pathfinder Society Roleplaying Guild.

EXTRA ITEM SLOT

You are able to wear magic items more easily than most creatures of your kind.

Prerequisite: Animal companion, familiar, or other companion creature that does not have all of its possible magic item slots unlocked by default in Pathfinder Society Roleplaying Guild.

Benefit: Choose one magic item slot that you qualify for. You can now wear magic items in that slot.

Spellcasting Services

You may hire a spellcaster to cast a spell using the following rules.

- To hire a spellcaster, you must be able to pay the gold piece cost. Page 163 of the *Core Rulebook* covers the rules for purchasing spellcasting services and the associated costs are listed in the Spellcasting and Services table on page 159.
- If you don't have sufficient gold, the other players around the table can chip in, but they cannot be compelled to do so.
- You can also use Prestige Points to purchase spellcasting services per the table on this page.
- If a character wants to ensure success with a spell that requires a caster level check or a specific caster level, hired spellcasters are able to cast spells at any caster level as appropriate, such as destroyed magic items that might require an extremely high caster level for *make whole* to repair them and restore their function. For example, *remove curse* requires a caster level check with a difficulty equal to the save DC for the curse; a caster level of 14 would be required to ensure success on a curse with a save DC of 15.
- Spells that are 7th level or higher can't be purchased from hired spellcasters, unless listed as available by your faction or Table 4–2 below.

You can hire a spellcaster to cast a spell for you at any time during an adventure as long as you're in a settlement or have access to a temple, shrine, or wandering mystic at the GM's discretion. For Pathfinder Society Roleplaying

Guild play, settlements with fewer than 5,000 residents are presumed to have access to a caster who can cast spells that cost 3,000 gp or fewer, but never more. Characters can only purchase spells with a total cost of above 3,000 gp by visiting a settlement with more than 5,000 residents. Please note that PCs can never purchase the traveling service of a spellcaster—in other words, a wizard from the local town is not going to accompany the PCs on their mission to investigate the nearby haunted castle or extraplanar breach for any price.

TABLE 4–2 PRESTIGE POINT COST

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

^{*}You can buy *raise dead* using 16 PP, 5,450 gp, or 8 PP and 2,450 gp.

¹ Add 5 to this cost if this benefit is purchased outside of a settlement of 5,000 residents or more.

² Does not include the Day Job check.

³ Once per session, you can acquire any single item of this cost or less from your faction by spending the appropriate number of Prestige Points. Items purchased this way are worth 0 gp and cannot be sold.

SPELLS

The following spells found in the *Core Rulebook* are not legal for play and may never be used, found, purchased, or learned in any form by characters of the Pathfinder Society

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Roleplaying Guild: *awaken*, *permanency*, and *reincarnate*. The spell *plane shift* can be used to travel to and from planes of the Inner and Outer Spheres, but not to dimensions (such as the Dimension of Dreams) or to demiplanes (such as the Hao Jin Tapestry). The Pathfinder Society provides tuning forks to all Society-accessible planes for free.

All spells and effects end at the end of an adventure with the following exceptions.

- Spells and effects with permanent or instantaneous duration that heal damage, repair damage, or remove harmful conditions remain in effect at the end of the adventure and should be noted on the character's Chronicle sheet.
- Afflictions and harmful conditions obtained during an adventure remain until healed and carry over from adventure to adventure (except as noted under Conditions, Death, and Expendables on page 19).
- A character can have one each of the following spells on an item or items that carries over between adventures: *continual flame*, *masterwork transformation* (*Pathfinder RPG Ultimate Magic* 228), *secret chest*, and *secret page*.

FAME AND PRESTIGE

While Fame and Prestige Points (PP) are related within the same system, they represent two different things within the Pathfinder Society or your faction and serve different purposes. Fame is a non-expendable score that represents your renown. Higher Fame scores unlock resources that can be purchased from the Pathfinder Society or your faction with Prestige Points and increase the maximum cost of items you can purchase with gold. If Fame represents the character's overall reputation within the Pathfinder Society or a faction, then a character's Prestige Points represent what the Pathfinder Society or her faction owes her in terms of boons, favors, and rewards. Since you spend Prestige Points to acquire goods, services, or awards, and since Fame and Prestige Points are gained at the same rate, your Prestige Point total will never exceed your Fame score. You earn Fame by completing missions for the Pathfinder Society or your faction, increasing your current Fame by that same amount. For example, your character has 5 Fame and 2 PP, then successfully earns 2 PP at the completion of an adventure. Her Fame score increases to 7, and she has 4 Prestige Points to spend at any time in the future.

Benefits of Fame

A character's Fame represents her renown and status within the Pathfinder Society and her faction. Fame grants the following benefits.

- For every 10 points of Fame, a character gains a cumulative +1 bonus on Diplomacy checks against members of the Pathfinder Society or her faction.
- Her Fame might also afford her certain titles and incidental privileges and allow her to purchase spells and items from the Pathfinder Society or her faction between scenarios.
- A character's Fame score determines the maximum gp value of any items she can purchase from the Pathfinder Society or her faction, as detailed in the table on page 20. The character must still actually spend the gold to receive the desired item. For double weapons, calculate the cost of each end separately when considering Fame purchasing limits.

Spending Prestige Points

A character's Prestige Points reflect the goodwill, political capital, and personal favors she has built up through service to the Pathfinder Society or her faction. While a character's Fame can provide certain titles and privileges, the most tangible benefits are acquired by spending Prestige Points on aid, boons, favors, spellcasting, or other services that might enhance a character or an adventure. In addition to the generic Prestige Awards available to all Pathfinders regardless of faction (listed in the table on page 22), each faction offers specific Prestige Awards available only to members. Refer to *Pathfinder Campaign Setting: Pathfinder Society Field Guide* for a complete listing.

Regardless of a character's Fame, the Prestige Point cost for these boons and rewards remains the same—a member of the Grand Lodge faction with a Fame score of 40 must spend 1 PP to have a *remove curse* or *dispel magic* spell cast on her behalf, just like a new initiate with a Fame score of 2. Once a Prestige Point is spent, it is spent permanently; it is not recovered automatically like lost hit points or ability score damage. The character may earn more Prestige Points by participating in additional adventures.

Prestige Points can be spent using the following rules.

- Player characters can't spend Prestige Points during combat.
- GMs can choose to limit the number of times Prestige Points may be spent during an adventure if the players become excessive and time is of the essence.
- Player characters can't pool Prestige Points to obtain more expensive boons or services, even if they are members of the same faction.
- Prestige Points are designed to be spent by characters on themselves.
- A character's ability to spend Prestige Points is dependent on her being in contact with the Pathfinder Society or other members of her faction, and unless noted otherwise, the Pathfinder Society and most factions tend to have agents, contacts, or headquarters in settlements with at least 5,000 people.

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- To reflect the difficulty of contacting a Pathfinder Society or faction agent in a smaller settlement, Prestige Point costs increase by 5 in communities with fewer than 5,000 people.
- It is possible for a player character to spend her Prestige Points even if the character in question is dead, petrified, or otherwise out of commission in the context of the current adventure. In essence, this represents the PC having made prior arrangements with the Pathfinder Society or her faction to perform certain actions on her behalf, such as recovering her dead body and returning it to a specific location or having it raised from the dead. In this event, the PC's actual location does not impact the Prestige Point cost. This cost also includes recovery of a character's lost equipment or the need to hunt down and kill a character's undead body before recovering it and bringing it back to life.

BEYOND LEVEL 11

When players achieve their 33rd experience point, they have leveled out of the Pathfinder Society Roleplaying Guild campaign. These characters have made it to the ranks of special agents known as Seekers. This august group of explorers participates in adventures to lands unknown within Golarion and beyond. They immediately gain the title Seeker and become special agents like Osprey, unfettered from faction and Pathfinder Society politics—instead creating legends of their own, where every action or inaction becomes fodder for the Pathfinder Chronicles.

Seekers are offered the opportunity to participate in one of three Seeker story arcs.

All for Immortality (Tier 12-15): As long as a character's level falls within the Tier range, they may play any part of this Seeker arc. A character has no restrictions on playing other adventures in between parts of this Seeker arc, as each part is a separate scenario.

Eyes of the Ten: Characters must start with exactly 33 XP and can't participate in any other adventure until this Seeker arc has been completed.

Wardens of the Reborn Forge: Characters must start between 33 and 35.5 XP, complete the entire module with

the same character, and can't participate in any other adventure until this Seeker arc has been completed.

Characters that are 12th level and higher can also play higher-level scenarios, modules, and sanctioned Adventure Paths to reach levels higher than 13.

Any Seeker with sufficient Fame and experience can purchase scrolls containing 7th-, 8th-, and 9th-level spells, following the price guidelines in the *Core Rulebook*. Access to these spells is restricted to scrolls and is not available for spellcasting services. Upon reaching 13th level, Seekers are eligible to select spells or purchase 7th-level scrolls. Upon reaching 15th level, they are eligible to select spells or purchase 8th-level scrolls. Upon reaching 17th level, they are eligible to select spells or purchase 9th-level scrolls.

ROLEPLAYING GUILD POLICIES

The Roleplaying Guild is a living campaign, and as such, is constantly evolving. In between versions of this guide, updates to policies may be necessary to keep the organization running smoothly. Any updates are announced in the blog on paizo.com. After each announcement, copies of the new policy will be posted on the website at paizo.com/organizedplay/policies. Current policies include the Pathfinder Society Community Behavior Policy, the Retail Incentive policy, and the Convention Support policy.

IMPLEMENTING CHANGES

Oftentimes, changes to the campaign, whether through errata, additional resources, or campaign clarifications, are made just before a convention or game day comes about. Unfortunately, this occurs most often when members of the Pathfinder Society Roleplaying Guild aren't able to easily access such information. When this occurs, the member does not have to implement the change until after that convention or game session. GMs should mark any Chronicle sheet earned at that event as "ID," short for "implementation delay." Players then must update their characters to meet current campaign guidelines following the convention or game session.

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APPENDIX 1: CHARACTER CREATION

This appendix details the steps for creating a character for the Pathfinder Society Roleplaying Guild.

1. CORE OR STANDARD MODE

The first step is to decide whether to use Core or Standard character creation rules. In Core mode, you use only the *Pathfinder RPG Core Rulebook* content and this guide in character creation. It reduces the amount of resources you must own, and provides a simplified version of the campaign by limiting choices. In Standard mode, you can use all products referenced in the Additional Resources document, found at paizo.com/pathfindersociety/rpg/additional.

2. RACE AND AGE

Select your character's race. The choices offered in the *Core Rulebook* are always available, as are ifrit, kitsune, nagaji, oread, sylph, tengu, undine, and wayang, provided you own a copy of the appropriate source book. Other races are available as campaign boons; the Chronicle sheet in which such a boon is available must be the first Chronicle sheet applied to a character.

No matter which race you pick, many options for each race exist beyond those in the *Core Rulebook*. See Additional Resources for a list of available options for your character's race.

Characters must be between the ages of adulthood (see Table 7–1 on page 169 of the *Core Rulebook*) and venerable (see Table 7–2 on page 169 of the *Core Rulebook*).

3. ABILITY SCORES

Roleplaying Guild characters purchase their ability scores as detailed on page 15 of the *Core Rulebook*. Pathfinder Roleplaying Guild is a high-fantasy roleplaying campaign, so you have 20 points to spend on your character's ability scores. The costs for ability scores are given in Table 1–1 on page 16 of the *Core Rulebook*. You may not buy a score lower than 7 or higher than 18. Racial modifiers are applied after spending points; as a result of applying such modifiers, you could begin play with ability scores as low as 5 or as high as 20.

Do not alter your character's ability scores as a result of her age category.

4. CLASS

All Roleplaying Guild characters begin at 1st level. Most classes and archetypes are available, but a few have slight modifications to make them work within the Roleplaying Guild. Classes from the *Core Rulebook* have the following alterations.

Cleric: The abilities of clerics with certain domains or who worship Irori are as follows.

- Clerics with the Nobility domain get the Persuasive feat at 8th level instead of the Leadership feat.
- Clerics with the Rune domain receive Spell Focus at 1st level instead of Scribe Scroll.
- Clerics who worship Irori receive Improved Unarmed Strike as a bonus feat so they can use their deity's favored weapon (unarmed strike) without provoking attacks of opportunity.

Druid: Druids with the Nobility domain get the Persuasive feat at 8th level instead of the Leadership feat.

Wizard: Wizards receive Spell Focus at 1st level instead of Scribe Scroll. Only items listed as always available (see page 21) can be selected as the free bonded object granted to a wizard at 1st level.

For classes outside the *Core Rulebook* and for all archetypes, see the Additional Resources document regarding which are legal for play within the Roleplaying Guild, as well as the Campaign Clarifications document (paizo.com/pathfindersociety/rpg/clarifications) for alterations.

Each character begins play with a single favored class of her choosing—typically, this is the same class as the she chooses at 1st level. Whenever a character gains a level in her favored class, she receives either +1 hit point or +1 skill rank. (See page 31 of the *Core Rulebook* for more information about favored classes.) Half-elf characters have two favored classes. Some races offer alternate favored class bonuses for certain classes.

5. ALIGNMENT

Select one of the following alignments (*Core Rulebook* 166): chaotic good, chaotic neutral, lawful good, lawful neutral, neutral, or neutral good. Players may not play evil characters. When choosing an alignment, be sure it satisfies any alignment requirements for your character's class.

6. RELIGION

Characters can worship any deity listed in the table of gods in the *Core Rulebook*, *Pathfinder Campaign Setting: The Inner Sea World Guide*, *Pathfinder Campaign Setting: Gods and Magic*, or any other source listed in the Additional Resources document.

Characters with any number of levels in any of these classes must select a deity.

- Clerics, inquisitors, paladins, and warpriests.
- Cavaliers and samurai who belong to the order of the star.
- Any character who chooses a feat or trait tied to a religion or deity.
- Any character who chooses a class archetype or prestige class that specifies a deity in its prerequisites.

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This list is not exhaustive, and the Additional Resources document is updated with new classes, archetypes, and so on that require the worship of a deity as new Pathfinder RPG sources become available. As a general guideline, if a character receives any mechanical benefit connected to a deity, that character must worship the appropriate deity.

Characters who do not receive powers from a divine source may worship a deity, be agnostic, or worship no deities at all.

Regardless of class, each character must have an alignment within one step of her deity's alignment. For characters who can channel energy, their deity's alignment determines whether they can channel positive or negative energy—those who worship good deities channel positive energy, while those who worship evil deities channel negative energy. If a character worships a neutral deity, the character's player chooses which energy type her character channels. Once chosen, the type remains the same for the rest of the character's time in the campaign.

7. LANGUAGES

Characters gain some languages based on their race, ethnicity, and homeland, but might speak additional languages depending on their Intelligence or class. All Pathfinder Society Roleplaying Guild characters are literate and speak Common.

Racial Languages

Characters gain certain languages automatically based on their race.

Human: Humans can speak Common, as well as any other modern human language associated with their ethnicity. These languages and their associated ethnicities are as follows.

- Common (Chelish and Taldan)
- Hallit (Kellid)
- Kelish (Kelishite)
- Osiriani (Garundi)
- Polyglot (Mwangi)
- Shoanti (Shoanti)
- Skald (Ulfen)
- Tien (Tian)
- Varisian (Varisian)
- Vudrani (Vudrani)

Half-Human: Half-human characters (aasimars, ganzi, half-elves, half-orcs, ifrits, oreads, sulis, sylphs, tieflings, and undines) can choose a modern human language instead of the language of their nonhuman heritage. If they do not normally start with a language associated with their nonhuman heritage, they may still choose a modern human language.

Kitsune, Nagaji, Samsaran, Tengu, or Wayang: Characters of these races who are from Tian Xia rather than Avistan or Garund can automatically speak both Tien and Common in addition to their racial languages.

Bonus Languages

A character with a high Intelligence score can select bonus languages from the list of modern human languages above, the bonus languages listed in the source for the character's race, and Shadowtongue.

Druidic

All druids speak Druidic as a free language (it does not count against their maximum number of languages known). Druidic is available only to druids.

8. SKILLS

Each class grants a certain number of skill ranks at each level to invest in skills. Characters with a high Intelligence score also receive bonus skill ranks (*Core Rulebook* 17). Review Chapter 4 of the *Core Rulebook* for the details of how to assign skill ranks and the benefits they grant.

Whenever a character invests a skill rank in Linguistics, she may choose a language from the Linguistics skill entry, any modern human language from the Languages section above, or any of the following ancient languages.

- Ancient Osiriani
- Azlanti
- Cyclops
- Jistka
- Tekritanin
- Thassilonian

Ranks assigned to Craft skills are used only to perform Day Job checks, not to craft mundane items, with the following exceptions.

- Alchemists can use Craft (alchemy).
- Gunslingers can use Craft (gunsmithing).
- Investigators can use Craft (alchemy).

9. FEATS

Each class grants characters feats as they advance in level—see individual class entries and Chapter 5 of the *Core Rulebook* for further details. However, the following feats from the *Core Rulebook* are not allowed.

- All item creation feats
- Leadership

For all other sources, reference the Additional Resources document regarding which feats are available

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for your character. While your character can take feats that enhance mundane Craft skills, unless noted otherwise in the Additional Resources document or the Organized Play FAQ, your character can't craft items.

10. FACTION

Your character belongs to one of seven factions.

Detailed descriptions of all the factions, as well as benefits of membership and faction goals, can be found in Appendix 2: Factions. A brief summary of each follows.

The Concordance: Members of the Concordance of Elements seek balance among turbulent elemental forces. They journey to unstable and dangerous locations on Golarion and beyond to study their properties and restore equilibrium.

Dark Archive: Members of the Dark Archive faction seek to catalog, curate, and manage powerful artifacts and evil relics to better understand their properties, and possibly their applications in the future.

The Exchange: Members of the Exchange seek trade and economic advantages through a wide range of channels, calling upon both respectable business people and occasional underhanded contacts to further their goals.

Grand Lodge: Holding themselves above the petty squabbles of non-Pathfinders, this faction maintains the strongest allegiance to the Pathfinder Society, throwing their energy into the Society's core efforts of exploration and reporting.

Liberty's Edge: Members of this faction seek to plant the seeds of liberty across Golarion. They often infiltrate oppressive nations and organizations, recruiting dissidents, freedom fighters, and revolutionaries among the oppressed. They perform acts of both diplomacy and sabotage while carrying out their duties, and should be willing to bend the law and even employ questionable techniques to oppose tyranny.

Silver Crusade: Composed largely of paladins, clerics, and other servants of good-aligned gods, the Silver Crusade seeks to use the Society's resources to further the cause of good in the world. Its members oppose factions that would drag the Society's reputation through the mud in search of glory, and strive constantly to elevate the morals of their fellow Pathfinders.

Sovereign Court: Members of this faction seek to unite lesser nobles of many nations behind a common philosophy of excellence, progress, and ambition. In doing so, agents may be required to engage in both subtly inspiring and espionage actions.

11. TRAITS

Roleplaying Guild characters begin play with two traits—minor in-game advantages tied to their background in the campaign world.

Complete trait rules can be found in the *Pathfinder RPG Advanced Player's Guide* or online in the free *Character Traits Web Enhancement* at paizo.com/download/pathfinder/CharacterTraits.zip. A character can have only one trait from each category (or subcategory, in the case of basic traits). You can take an appropriate faction trait (listed in Appendix 2: Factions) as a campaign trait.

12. HIT POINTS

Follow these steps to determine your character's hit points at each level.

1. Determine the correct Hit Die for the class taken at that level from the class entry in the appropriate Pathfinder RPG rulebook.
2. Consult the table below to find the appropriate value for that die. A 1st-level Roleplaying Guild character gains the number of hit points listed in the Hit Points at 1st Level column for her class—this is the maximum value on the class's Hit Die. For all subsequent levels (including when gaining 1st level in another class), the character gains the number of hit points listed for the new class in the Hit Points at Level 2+ column of the table below.
3. Add any modifiers, such as the Constitution modifier, favored class bonuses, bonuses from feats, etc. to the value shown in the table.

Hit Die	Hit Points at 1st Level	Hit Points at Level 2+
d6	6	4
d8	8	5
d10	10	6
d12	12	7

13. STARTING WEALTH

All characters in Pathfinder Society Roleplaying Guild begin with 150 gold pieces. See Chapter 4 for rules regarding purchases.

14. FINISHING TOUCHES

Now it's time to fine-tune your character's appearance and background. Make a few notes on your character's appearance that you can use to describe your character. Read through Appendix 3: The World of the Pathfinder Society for information on the campaign setting and consider using it to inform your character's background.

The Pathfinder Roleplaying Game uses a standard 1-inch grid to determine movement and tactical positioning in combat. Choose a physical representation of your character to use on the grid. Paizo works with Reaper Miniatures and WizKids to offer a wide variety of gaming miniatures to help you find just the right figure for your character.

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APPENDIX 2: FACTIONS

Over the years, factions have formed within the Pathfinder Society. Each seeks to use the considerable power and influence of the Pathfinder Society to advance its own goals and agendas. While every Pathfinder's primary responsibilities are to explore, report, and cooperate, factions actively recruit agents to carry out additional tasks while performing their Pathfinder duties. In return, the faction exerts its influence to reward members who further its agenda. While no faction tolerates Pathfinders sabotaging Society missions or other agents' activities, factions encourage their representatives to keep their objectives to themselves, as not all faction goals are necessarily compatible.

The following pages describe the factions, their general objectives, their goals for the current season, and traits that members of the faction may choose during character creation. There are no restrictions on what factions characters can belong to, but the typical tasks set by a faction may be harder for characters of some classes to achieve than others.

Players using pregenerated characters assign fame and prestige awards to the faction of the character receiving credit for the adventure, as determined at the beginning of the adventure. Players assigning credit to a new, first level character count as members of the Grand Lodge faction.

FACTION JOURNAL CARDS

To represent the faction's presence in the Society, each has a Faction Journal Card. Each card details the faction's goals, the rewards for assisting the faction, and a list of objectives that they can achieve during play. Use of the cards is optional for each character. Season 10 Faction Journal Cards and detailed instructions for fulfilling faction goals are available online at paizo.com/pathfindersociety/rpg/journalcards.

Some faction goals require a successful skill check commonly associated with that faction; however, every faction agent has a different skill set, and not all agents can accomplish those tasks unaided. In place of attempting a goal's skill check, you can instead spend 1 Prestige Point to succeed through other channels (2 Prestige Points if the DC is 20 plus your character level or higher).



ACTIVE FACTIONS

PCs can join any of the following seven factions.

THE CONCORDANCE

The Concordance of Elements is an ancient and diverse organization that concerns itself with the balance between

the primal forces of the elements. Its members believe that maintaining the equilibrium between air, earth, fire, and water is necessary for the stability of the multiverse. Even its leadership council, the Cycle of Five, has representatives of each of the four elements, with a fifth member, the Seat of Balance, representing elemental harmony. This equilibrium can be challenging to maintain, and the Cycle's members often disagree with each other over their philosophies and approaches. The Concordance welcomes these disagreements, believing that it draws its greatest strength from its diversity of thought, but it expects its members to respect each other and compromise when necessary. The Concordance is deeply concerned with surges that could upset the overall balance of power or disrupt the natural order, such as planar rifts, magical storms, and blighted lands.

Although The Concordance is based on the elemental planes, a branch of the organization has turned its attention to elemental forces on the Material Plane. This branch is actively recruiting Pathfinder agents to its cause, seeking agents with insight into Golarion's natural order as well as experienced planar scholars.

Faction Leader: Ashasar, Liaison of the Seat of Balance.

Motto: Seeking Balance among Rivals

Objectives: The Concordance seeks insight into Golarion's most dangerous and unstable regions, from the Mana Wastes to the Eye of Abendego to the Worldwound. It is also interested in studying the balance of elements in less unstable regions and in teaching its members to embody the changing seasons or harness the power of natural forces to their advantage.

Season 10 Goals: Study and stop the decline of the Hao Jin Tapestry, learning new techniques for safeguarding planar stability in the process.

Concordance Traits

Members of The Concordance can take one of the following faction traits at character creation or by taking the Additional Traits feat.

Balanced Offensive: You can call forth a surge of elemental energy to strike against your foes. Once per day, you can target a distant foe with an elemental attack. This functions as one of the following cleric domain powers, chosen whenever you activate this ability: acid dart, fire bolt, icicle, lightning arc, or storm burst. Your effective cleric level for this ability is equal to your character level. You can use this ability one additional time per day at 5th level and every 5 levels thereafter.

Beastspeaker: You are skillful at communicating with animals as well as creatures with an affinity for the elements. You gain a +1 trait bonus on wild empathy checks. When you use wild empathy to influence a magical beast with the air, earth, fire, or water subtype,

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you do not take the typical -4 penalty for influencing a magical beast.

Natural Negotiator: Negotiating with other creatures, whether they be animals or people from far-flung realms, is second nature to you. Either Diplomacy or Handle Animal becomes a class skill for you. Add your choice of Aklo, Aquan, Auran, Ignan, Sylvan, or Terran as a bonus language to your list of languages known.

Planar Voyager: Your experience with planar travel gives you an edge on your foes when you travel beyond the Material Plane. You gain a +1 trait bonus on initiative checks and saving throws when you are not on the Material Plane.

Scholar of Balance: You have studied the balance of the elements and its effects on natural and planar forces. You gain a +1 trait bonus on Knowledge (nature) and Knowledge (planes) checks, and one of these skills (your choice) becomes a class skill.



DARK ARCHIVE

For centuries, the Pathfinder Society has accumulated powerful artifacts and evil relics deemed too dangerous to handle. It boxed up and stored these away in a series of vaults

underground, intending to study them later. So many perilous finds in one place are bound to cause trouble, and it is the job of the Dark Archive to catalog, curate, and manage these collections to better understand their properties—and possibly their applications for the Society's (or the faction's) future benefit.

This significance is not lost on Zarta Dralneen, the manipulative head of the Dark Archive faction. Once infamous for her hedonistic parties as an envoy for Cheliah, she is now an independent operative with a chip on her shoulder and a wealth of ancient magic at her disposal.

Faction Leader: Paracountess Zarta Dralneen, formerly of Cheliah, who now resides in Absalom.

Motto: In Darkness Lies Enlightenment.

Objectives: Maintain order in the Vaults beneath the Grand Lodge of Absalom. Seek out other dangerous relics, and retrieve them for proper storage and research in the Dark Archive. Study and understand hazardous phenomena, and harness these occurrences' power for the faction's benefit. Build alliances with like-minded organizations to learn their techniques—or steal these secrets as the situation dictates.

Season 10 Goals: Recover and study artifacts of historical significance, and use the Dark Archive's resources to combat evil forces.

Dark Archive Traits

Members of the Dark Archive faction can take one of the following faction traits at character creation or by taking the Additional Traits feat.

Arcane Archivist: You have spent years handling magic items and know how to test their functions while avoiding catastrophic results. You gain a +1 trait bonus on Use Magic Device checks, and this skill is a class skill for you.

Devil's Mark: You bear the stain of a higher fiend upon you, and any evil creature that sees it may think twice before crossing you. You gain a +2 trait bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with outsiders of the evil subtype.

Librarian: You are trained to manage and maintain books, and you find it easy to obtain information from tomes. You gain a +1 bonus on Linguistics and Profession (librarian) checks, and one of these skills (your choice) is a class skill for you. Once per day when you would gain a bonus on a skill check from reading a book, you can increase that bonus by 1.

Master of Pentacles: Years studying the art of summoning have given you a unique knowledge of this subtle and complicated discipline. Once per day, when casting a spell of the conjuration school, treat your caster level as 2 higher when determining the spell's duration.

Soul Drinker: There is a dark hunger in you that rejoices when you or an ally slays a foe. Once per day when an enemy creature is killed, as an immediate action, you can gain a number of temporary hit points equal to the slain foe's Hit Dice. These temporary hit points last for 1 minute. This is a supernatural ability.



THE EXCHANGE

The Exchange is an independent business with close ties to the Pathfinder Society. It seeks trade and

economic advantage through a wide range of channels, calling upon its more respectable business people when honesty is best, but it does not flinch if it must occasionally employ underhanded techniques to break up an enemy monopoly.

Faction Leaders: Trade-Prince Aaqir al'Hakam, advised by Guaril Karela.

Motto: Dominance through Trade.

Objectives: Although the Exchange is small compared to many other trade organizations in the Inner Sea region, the faction aims to build an extensive commercial network that allows it to deliver nearly any kind of goods to any location—for a price. It seeks to undermine or acquire rival monopolies while allying

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with powerful producers, merchants, and contacts to further grow the business.

Season 10 Goals: Forge new mercantile relationships across the Inner Sea and beyond, with an emphasis on non-human cultures.

The Exchange Traits

Members of the Exchange faction can take one of the following faction traits at character creation or by taking the Additional Traits feat.

Gold Finger: Your family comes from a long, proud tradition of housebreaking and thievery. You are a strong part of that heritage. You gain a +1 trait bonus on Disable Device and Sleight of Hand checks, and one of these skills (your choice) is a class skill for you.

Greasy Palm: You know how to get people to do what you want with little effort. When bribing an NPC, you can pay 10% less than a character without this trait would need to in order to garner the same results.

Smuggler: Whether you're carrying illegal contraband or simply regulated products, you have a knack for sneaking goods past watchful eyes. You gain a +3 trait bonus on Sleight of Hand checks to hide an object, and Sleight of Hand is a class skill for you.

Tireless: You have become well-accustomed to working long hours and weathering difficult conditions to get the job done at almost any cost. You gain a +2 trait bonus on any Constitution checks to resist nonlethal damage from swimming, forced marches, starvation, thirst, and hot and cold environments. In addition, you gain 1 hit point.

Upstanding: Your preferred means of doing business involves giving your clients a fair deal and winning their continued business and good will. You gain a +1 trait bonus on Diplomacy and Sense Motive checks, and one of these skills (your choice) is a class skill for you.



GRAND LODGE

Members of the Pathfinder Society consider the Grand Lodge in Absalom a second home, regardless of their national origin. Many Pathfinders have spent years training within the Grand

Lodge's walls, and those agents who reject distractions from outside political or religious factions are the pride of the Grand Lodge, as well as its most trusted agents. Often, Pathfinders who acquire lost knowledge and forgotten treasures benefit directly from their discoveries, and consider the Decemvirate's orders to be advice on how to maximize their own success.

Faction Leader: Venture-Captain Ambrus Valsin.

Motto: Loyalty to the Society Above All.

Objectives: Members of this faction are the most dedicated members of the Pathfinder Society, embodying the key tenets of the organization above all else. Focused on exploring ruins and securing artifacts from those who don't appreciate them, these Pathfinders have an insatiable sense of curiosity. Grand Lodge Pathfinders make excellent teammates for larger expeditions, and have filled the tomes of the Pathfinder Chronicles since its first volumes. They often take inspiration from the exploits of the early Pathfinder Durvin Gest, aspiring to become as famous as that legendary adventurer.

Season 10 Goals: Save the Hao Jin Tapestry from destruction, and chart the future course for the Pathfinder Society and its leadership.

Grand Lodge Traits

Members of the Grand Lodge faction can take one of the following faction traits at character creation or by taking the Additional Traits feat.

Insider Knowledge: Venture-Captain Valsin likes to keep abreast of situations within the Pathfinder Society, and you do your best to emulate him. Choose either Diplomacy or Knowledge (local). You gain a +1 trait bonus on all checks with the chosen skill, and the chosen skill is a class skill for you.

Loyalty: You resist attempts to dissuade you from obeying the Decemvirate's will or attempts to convince you to act against your fellow Pathfinder agents. You gain a +1 trait bonus on saving throws against enchantment spells and spell-like abilities.

Observant: It helps to pay attention to your surroundings and the people you meet. Choose either Perception or Sense Motive. You gain a +1 trait bonus on all checks with the chosen skill, and the chosen skill is a class skill for you.

Proper Training: Your time training at the Grand Lodge of Absalom has served you well. Choose either Knowledge (geography) or Knowledge (history). You gain a +1 trait bonus on all checks with the chosen skill, and the chosen skill is a class skill for you.

Teaching Mistake: You know the consequences of failure and strive never to make the same mistake twice. Instead, you learn from your errors. Once per scenario, when you roll a natural 1 on any saving throw, you gain a +1 trait bonus on your next saving throw, which must be used before the end of the scenario.



LIBERTY'S EDGE

The past century has ushered in a series of rebellions that founded revolutionary nations like Andoran and Galt.

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The Liberty's Edge faction hopes to see all forms of tyranny and corruption wiped from the Inner Sea region. A Liberty's Edge operative seeks to spread freedom's ideals wherever he goes, which may mean bending oppressive laws. The faction seeks to expand its message of hope and freedom throughout Golarion and beyond.

Faction Leader: Tamrin Credence

Motto: In Pursuit of True Liberty.

Objectives: Liberty's Edge faction members seek to spark revolution in decadent old empires and to civilize and educate the ignorant peoples of lost and unknown lands. They press for the abolition of slavery and the punishment of those who perpetrate it. They bring the torch of freedom to the world's darkest places and banish mysticism, diabolism, and fear. A member of this faction often performs acts of sabotage and diplomacy while carrying out her duties and should be willing to oppose tyranny in order to plant the seeds of liberty. Under the leadership of the newly elected faction head, Tamrin Credence, the faction has placed increased focus on securing the long-term well-being of the people it liberates from oppression as well as on inspiring new recruits to join its cause.

Season 10 Goals: Continue to strike against slavery throughout Golarion. Provide opportunities and support to newly freed people.

Liberty's Edge Traits

Members of the Liberty's Edge faction can take one of the following faction traits at character creation or by taking the Additional Traits feat.

Captain's Blade: You were born aboard a ship and learned to fight beside the sailing men and women of Andoran's Gray Corsairs. While on board any vessel afloat on water, you gain a +1 trait bonus on Acrobatics and Climb checks. One of these skills (your choice) is a class skill for you.

Freedom Fighter: Your family has long waged war against tyranny, and you learned a great deal about guerilla warfare in your youth. You gain a +1 trait bonus on Stealth checks and a +1 trait bonus on attack rolls during surprise rounds.

Indomitable: Your strong, self-reliant swagger makes you more resistant to domination and control. You gain a +1 trait bonus on saving throws versus enchantment spells and effects.

Rousing Oratory: You are adept at expressing your beliefs in a way that resonates with others. Perform (act, comedy, oratory, or sing) is a class skill for you. Once per day you can spend 1 minute addressing and inspiring your allies within 60 feet, after which you can attempt a DC 15 Perform (act, comedy, oratory, or sing) check. If you succeed, your allies gain a +1 trait bonus on saving throws

against fear effects for 5 minutes. If you exceed the check DC by 10 or more, increase the bonus by 1.

Whistleblower: You are wise to the schemes of liars, thieves, and cheats. You gain a +1 bonus on Sense Motive checks, and that skill is a class skill for you.

SILVER CRUSADE



An influential group of Pathfinder clerics, paladins, and servants of good-aligned deities has assembled in a valiant effort to use the Society's influence and resources to do good throughout the Inner Sea region and beyond. A crusade in name only, the faction models itself after the staunchly virtuous silver

dragons. Its members leave their indelible mark of good wherever they go, whether they are combating forces of national significance, striking down evil beings and thwarting their plots, or bringing the light of hope and the possibility of redemption to individuals in distress.

Faction Leader: Ollysta Zadrian.

Motto: Use the Society for Good.

Objectives: Members of this faction seek to be more than just adventurers doing the bidding of the Decemvirate and the venture-captains. While other factions, such as the Exchange, may use the Society for personal gain, the Silver Crusade attempts to transform the Society into an organization that aids the weak, destroys evil, and makes the world a better place. Its members perform individual good deeds and inspire others toward a righteous path.

Season 10 Goals: Recover relics of the Shining Crusade, and assist the forces of Lastwall in thwarting agents of evil—including those of the sealed lich Tar Baphon.

Silver Crusade Traits

Members of the Silver Crusade faction can take one of the following faction traits at character creation or by taking the Additional Traits feat.

A Sure Thing: Once per day, you gain a +2 bonus on a single attack roll against an evil creature. If the creature is not evil, this ability is wasted with no benefit.

Beneficent Touch: Once per day, when you cast a spell or use a class ability that heals hit point damage, reroll any 1s that appear on the dice. You must accept the new rolls, even if they result in 1s.

Comparative Religion: Your allies within the Silver Crusade have taught you a lot about Golarion's deities and their followers. You gain a +1 trait bonus on Knowledge

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(religion) checks, and Knowledge (religion) is a class skill for you.

Force for Good: Your good-aligned spells are especially powerful, and they function as if your caster level were 1 higher. This trait makes your aura more powerful (one step higher), as outlined in *detect evil*.

Unorthodox Strategy: You are particularly quick on your feet, and gain a +2 trait bonus on Acrobatics checks to move through an enemy's threatened squares.



SOVEREIGN COURT

Through techniques such as diplomacy, intrigue, deception, and the occasional act of sabotage, the Sovereign Court aims to unite the nobles of the Inner Sea, and eventually forge a new, glorious empire. Many

monarchs would view the Sovereign Court as a rival, if not a criminal operation, so it is important that agents avoid publicizing the faction's existence and goals except when dealing with potential recruits.

Faction Leader: Lady Gloriana Morilla.

Motto: Nobility United for a Common Cause.

Objectives: Unite the nobility of the Inner Sea to serve as the powers behind their respective thrones and direct the nations toward prosperity, peace, and perhaps the creation of a new empire spanning Avistan and beyond. Avoid advertising the existence of the faction except to likely recruits, for many nations would see this organization as a threat.

Season 10 Goal: Expand the Sovereign Court's influence through leaders and social elites of numerous cultures, including those connected to the Hao Jin Tapestry.

Sovereign Court Traits

Members of the Sovereign Court faction can take one of the following faction traits at character creation or by taking the Additional Traits feat.

Expert Duelist: During your youth, you spent countless hours perfecting the art of the duel, focusing your efforts on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus is not applied to your Armor Class against touch attacks or when you are denied your Dexterity bonus.

Fashionable: You spent your formative years as a young blade in Oppara and learned the ins and outs of using fashion to improve your relations with others. As long as you are wearing clothing and jewelry worth more than 80 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Sense Motive checks. One of these skills (your choice) is a class skill for you.

Impressive Presence: Your grandiose posturing often makes it difficult for anyone to concentrate around you. Once per day as a full-round action, you can attempt to distract adjacent foes with a lengthy display of your martial prowess. All adjacent foes must succeed at a Will save (DC = 10 + half your level + your Charisma modifier) or gain the shaken condition. This condition persists for 1 round.

Influential: When you make a suggestion, strangers often assume that it was their idea to begin with. You gain a +3 bonus on Diplomacy checks to make requests of a creature. Once per day, you can select one single spell you are casting with the language-dependent descriptor; you increase the saving throw DC of that spell by 1.

Unflappable: Whether it is a result of your dedication to your work or just pure guts, nothing seems to shake you. You gain a +1 trait bonus on saves against fear, and the DCs of Intimidate checks to demoralize you increase by 3.

CHANGING YOUR FACTION

If you ever become disillusioned with your faction, you may join a different one. This costs a number of Prestige Points (not Fame) equal to $3 \times$ your character level. Payment of Prestige Points to change factions does not alter your Fame score. Characters who change their factions retain their faction traits but lose faction-specific Prestige Awards.

At the beginning of Season 6, several factions changed from nation-based to ideal-based factions. If you have not played a character since that change, you must choose a new, legal faction the next time you play that character.

Factions are sometimes retired in special scenarios designed to wrap up the factions' stories. The following factions are retired: Lantern Lodge, Sczarni, and Shadow Lodge. Any characters affected by faction retirement can retain any faction-based benefits but can't purchase new items specific to the retired faction. Such characters must choose a new faction at no cost prior to receiving credit for any further scenarios. GM credit can be applied to any character that belonged to the retired faction, regardless of level. Faction retirement is the only instance the tier requirement isn't relevant to the rules stating which characters GMs can apply credit to (see Game Master Rewards on page 17).

Halfway through Season 9, the Scarab Sages faction became inactive. While the Pathfinder Society campaign is unlikely to produce more content to support this faction, characters who are already members of the Scarab Sages can retain their membership in the faction and continue to spend Prestige Points on faction benefits. Characters who are members of the Scarab Sages can also switch to another faction at a cost of 0 Prestige Points at the beginning of the next adventure they play after August 2, 2018.

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RETIRED FACTIONS IN PUBLISHED PRODUCTS

Some scenarios and other products, such as *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, directly refer to factions that are now retired. They might offer faction missions, boons, or prestige awards that require PCs to be members of a retired faction. PCs can still gain access to these missions and rewards if they belong to the listed faction that corresponds to the older faction, as

listed below. Without a boon that states otherwise, a PC cannot buy vanities or boons for any other retired factions.

Andoran Faction: Liberty's Edge

Cheliax Faction: Dark Archive

Osirion Faction: Scarab Sages

Qadira Faction: The Exchange

Taldor Faction: Sovereign Court

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APPENDIX 3: THE WORLD OF THE PATHFINDER SOCIETY

This appendix details the origins and mission of the Pathfinder Society and introduces the campaign world in which the Roleplaying Guild's adventures are set.

THE PATHFINDER SOCIETY

The Pathfinder Society was founded over 400 years ago, and its members include explorers, historians, tomb raiders, and treasure hunters. Pathfinder history is rife with stories of adventurers who roam the farthest reaches of the world seeking lost relics of world-shattering power and answers to riddles older than the gods. These heroes brave vine-choked jungle ruins, ascend snow-capped peaks, and comb sun-seared desert sands in search of buried tombs and monuments of bygone ages.

Most Pathfinders are based out of regional headquarters called Pathfinder lodges, which dot the globe. Each lodge is home to a venture-captain and that officer's staff, who provide direction and support for field agents and manage the day-to-day operations of the Society. The Grand Lodge of Absalom stands alone among its fellows. Unlike lesser lodges in towns throughout the Inner Sea, which often mask their purpose behind facades of commerce or domesticity, the Grand Lodge wears its affiliation proudly. The emblem of the Society, known as the Glyph of the Open Road, blazes above the gate of its sheer-walled redoubt at the heart of Absalom. The wall encircles seven sturdy fortresses that date back to the city's founding.

The Grand Lodge of Absalom hosts the Decemvirate, an inner circle of 10 experienced Pathfinders who guide the Society's activities. The Grand Lodge also houses the bulk of the Society's treasures and a repository for its legends.

The Society recognizes no formal bylaws, but adherence to a general code of behavior is expected of all members, and reports of activity violating this code are grounds for removal from the organization. The three most important member duties are encapsulated in the Society's motto: Explore, report, cooperate.

Explore: Pathfinders are expected to further the knowledge and reputation of the Society by unearthing forbidden secrets and lost ruins, traveling widely, and piecing together the history of the world.

Report: Pathfinders are expected to keep detailed journals, maps, and accounts of their exploits. At the conclusion of a mission, each agent sends a copy of his notes to his venture-captain superior. Accounts of especially noteworthy exploits make their way to the Decemvirate, the members of which compile the best tales into irregularly published editions of the *Pathfinder Chronicles*. These chronicles are in turn returned to the

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 Dark Archive fiend-summoner, a Silver Crusade paladin, an antiquities-obsessed Scarab Sages necromancer, and a friendly Sovereign Court raconteur. Pathfinder agents, no matter which of the factions they belong to, are expected to respect one another's claims and stay out of each other's affairs unless offering a helping hand.

For more information on the Pathfinder Society, you should check out *Pathfinder Campaign Setting: Pathfinder Society Field Guide*, *Pathfinder Campaign Setting: Seekers of Secrets*, and *Pathfinder Player Companion: Pathfinder Society Primer*, which contain a wealth of additional information on the history, goals, and methods of the Pathfinder Society, including campaign-legal rules options to help you immerse your character in the campaign's primary organization.

THE WIDER WORLD

The teeming metropolis of Absalom, on the Isle of Kortos, is one of the largest and wealthiest cities in the known world—and one of its most famous. According to myth, the Living God Aroden raised an artifact of unimaginable power called the *Starstone*—and with it, the Isle of Kortos—from the ocean depths, and ascended to divinity in the process. The city of Absalom grew up around *Starstone's* resting place, and this artifact is currently enshrined in a cathedral at the heart of the city. Absalom sits in the largest natural harbor on the Isle of Kortos, in the eye of the Inner Sea. This location allows the city to control dozens of major shipping lanes and makes it a critical stop on any voyage across that sea. The confluence of mercantile, strategic, and religious influence in Absalom is the source of its title: "City at the Center of the World."

Over the centuries since Absalom's founding, nobles, merchants, and adventurers from the lands ringing the Inner Sea—which now constitute Andoran, Chelax, Osirion, Qadira, Rahadoum, Taldor, and Thuvia—settled in the city. Its culture now draws heavily from all these lands, and many of its noble houses identify closely with elements from those nations. The common folk represent an even wider array of cultural influences, from Mordant Spire elves to Tian traders to travelers from other planes. As a result, food, songs, and clothing from nearly every corner of Golarion and beyond can be found here if visitors know where to look. It is said with some seriousness that it is impossible to look out of place on the streets of Absalom.

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Surrounding Absalom and the Isle of Kortos are the continent of Avistan to the north and the continent of Garund to the south. The Avistani nations of Taldor and Qadira border the sea to the east. Farther east of Qadira lie the continents of Casmaron and Vudra. The continent of Tian Xia lies far across Golarion from Avistan, and is reached from there by trekking across the Crown of the World. Past the Arcadian Ocean, west of Garund and Avistan, lie Arcadia and the shattered remains of the continent of Azlant. Far to the east and south, in little-explored oceans, lays the smallest continent,

Sarusan. Together, these lands make up the world of Golarion, third planet from the sun and the home of the Pathfinder RPG.

Explore more of Absalom, the Inner Sea, and beyond in *Pathfinder Player Companion: The Inner Sea Primer* and *Pathfinder Campaign Setting: The Inner Sea World Guide*. For information on Absalom, the *Pathfinder Society Field Guide* features a brief overview of the city's districts, presenting general information any Pathfinder might know. Consult the *Pathfinder Campaign Setting: Guide to Absalom* for more information on the city's history, inhabitants, and locales.

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APPENDIX 4: AFTER THE ADVENTURE

At the end of an adventure, follow the steps below.

STEP 1: ADVANCEMENT SPEED

Roleplaying Guild players can choose between two different advancement speeds for their characters to customize their playing experience. Players can use slow advancement for their older characters to allow new players (playing on the standard advancement track) to catch up. The choice of advancement speed is made at the beginning of every adventure.

Standard Advancement: For every adventure that your character successfully completes, you receive full XP, gold piece, and Prestige Point awards.

Slow Advancement: For every adventure that your character successfully completes, you receive half the XP, gold piece, and Prestige Point awards.

Regardless of whether you choose standard or slow advancement, you will receive full Downtime awards. The choice of advancement is personal to your character, so it is entirely possible to have characters in the same adventuring party advancing at different rates. You can't continue to play your character at the lower level once he has earned enough XP to gain a level.

STEP 2: EXPERIENCE POINTS (XP)

Each time you play an adventure, your character will receive experience points (XP). Typically, you gain 1 XP for a completing Pathfinder Society scenario or 3 XP for completing a sanctioned module or Adventure Path. Characters advance 1 level for every 3 XP they earn, regardless of advancement track.

STEP 3: FAME AND PRESTIGE

In each adventure, characters have the opportunity to earn Prestige Points. Fame is the total number of Prestige Points earned by a character over time. Prestige success conditions are located at the end of the scenario for Season 5 and later. Earlier scenarios have prestige success conditions in the secondary success conditions document at paizo.com/pathfinderSociety/rpg/resources.

Track earned and spent Prestige Points and accumulated Fame in the spaces on the right-hand side of the Chronicle sheet. Chronicle sheets from older adventures don't have a space for Fame. In these cases, list both Prestige Points and Fame in the same box separated by a slash (e.g., 4/16).

STEP 4: DOWNTIME

Not every Pathfinder works for the Society full time. Some are trained artisans, professionals, or performers and earn extra gold between missions. After each adventure that grants XP, you gain a period of Downtime before your next mission. The length of this downtime is not defined,

allowing PCs time to rest, recuperate, and recharge items such as staves. During Downtime, you can attempt a trained Craft, Perform, or Profession check to see how much extra money you earn—this is called a Day Job check. At the end of each adventure in the Roleplaying Guild, you have the opportunity to make one Day Job check. A quest series that grants a single Chronicle sheet counts as a single adventure. Certain vanities (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 60 and *Pathfinder Player Companion: Pathfinder Society Primer* 28) allow you to further modify your Day Job rolls, or even let you use skill ranks from other, more specialized skills like Heal or Sleight of Hand.

Permanent bonuses from the following list affect your Day Job check as they would any check for the rolled skill. Temporary bonuses from sources other than *crafter's fortune* do not affect Day Job checks.

- Equipment
- Feats
- Racial bonuses
- Class features
- Traits
- Familiar bonuses
- *Crafter's fortune* spell

You can take 10 on a Day Job check, but you may not take 20 or use the aid another action. In order to determine how much gold you make as a result of a Day Job check, consult the table below. Add this amount to the Day Job box on your Chronicle sheet.

There are additional ways to spend Downtime, many of which are performed in place of a Day Job check. These may include special boons earned during an adventure.

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

STEP 5: SPOILS OF WAR

Pathfinder Society Roleplaying Guild play is unlike a standard roleplaying experience. Instead of dividing up treasure among the party, every Pathfinder has access to any piece of loot available in an adventure. Every Chronicle sheet lists all of the loot that can be found during the adventure, with the exception of common items that are always available for purchase.

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After the scenario, the GM crosses off the items on the Chronicle sheet that you and your fellow Pathfinders did not discover. All other items on the Chronicle sheet immediately becomes available for purchase by all party members. If two players in the party want an item, they both can purchase their own.

In addition, every player who completes a scenario receives a set amount of gold for the scenario that she can spend to acquire items from sources listed found at paizo.com/pathfindersociety/rpg/additional.

Purchasing Guidelines

Use the following guidelines when making purchases between adventures.

- You can save up gold and purchase items during or after another adventure.
- Every item listed on any of your Chronicle sheets are always available for purchase.
- When a Chronicle sheet lists a purchase limit for an item, you cannot purchase more of that item throughout the life of your character than the amount listed. You can add quantities of the same item found on different Chronicle sheets toward that item's purchase limit.
- In a circumstance where crafting is allowed and used to craft an item with a purchase limit, crafted items count against the purchase limit.
- Characters can buy resized weapons and equipment from their Chronicle sheets and the approved equipment lists for their size so long as their size is Small or Medium. Thus, if a Chronicle sheet offers a Small PC the opportunity to purchase a +1 *frost longsword*, she can buy a Small +1 *frost longsword*.

- Characters purchasing equipment at sizes other than Small and Medium must adjust the prices per the existing weapon size rules (*Pathfinder RPG Core Rulebook* 141). Unless an item on a Chronicle sheet lists a different size, it can only be purchased as a Small or Medium item.
- The GM running the adventure must be present in order for you to purchase items. You can make purchases before, during, or after the adventure. All transactions that occur must be recorded on the character's Inventory Tracking Sheet and the total cost reflected on the Chronicle sheet.
- Characters are assumed to have enough containers to hold items found or, in the case of urban adventures, access to markets to sell goods.

You can use any item that you find during the adventure for free until the end of the adventure, but you must purchase the item when the adventure is over in order for your character to be able to continue to use the item. Items used during adventures remain the size they are and may not be resized unless purchased. Items consumed or destroyed for any reason are not crossed off on the Chronicle sheet. Items given to NPCs or that are used as spell components are crossed off.

Some Chronicle sheets list items that are available for limited purchase. If you have received a Chronicle sheet for playing the higher subtier of a Season 0–8 scenario, your purchasing limit for these items is the higher of the numbers listed between the All Subtiers column and the column for your subtier.

See page 20 of Chapter 4 for more information on purchasing items.

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APPENDIX 5: CHARACTER REVISION

You can rebuild 1st-level characters using the rules in Appendix 1: Character Creation. If you do so, make a note on your most recent Chronicle sheet to confirm the changes.

After 1st level, if you own a copy of *Pathfinder RPG Ultimate Campaign*, you can use the retraining rules beginning on page 188 of that book to alter your character. All changes must be recorded on your Chronicle sheets or Inventory Tracking Sheets, made in the presence of a Roleplaying Guild GM, and initialed by the observing GM. The GM can audit your character before allowing changes, so bring your character sheet and all Chronicle sheets to the GM. Retraining might be limited by time constraints. When retraining, players must expend wealth as outlined in the Retraining section of *Ultimate Campaign*, as well as 1 Prestige Point per day of retraining, since time between adventures is undefined. If your class is not listed in *Ultimate Campaign*, refer to the expanded retraining lists below.

RETRAINING SYNERGIES

Table 3–8 on page 190 of *Ultimate Campaign* lists retraining synergies or classes whose similarities make retraining faster than normal. Add the following to the table.

- Add "arcanist" anywhere "wizard" appears.
- Add "bloodrager" anywhere "barbarian" appears. Bloodragers have retraining synergy with sorcerers and vice versa.
- Add "brawler" anywhere "fighter" appears.
- Add "hunter" anywhere "ranger" appears.
- Add "investigator" anywhere "alchemist" appears.
- Add "shaman" anywhere "druid" appears.
- Add "shifter" anywhere "ranger" appears.
- Add "skald" anywhere "bard" appears. Skalds have retraining synergy with barbarians and vice versa.
- Add "slayer" anywhere "ranger" appears. Slayers have retraining synergy with rogues and vice versa.
- Add "swashbuckler" anywhere "fighter" appears.
- Add "vigilante" anywhere "rogue" appears.
- Add "warrior" anywhere "paladin" appears.

All classes from *Pathfinder RPG Occult Adventures* have retraining synergy with one another and do not have synergy with classes from other books. Classes from *Pathfinder RPG Pathfinder Unchained* have the same synergies as their counterparts from the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Advanced Player's Guide*. Alternate classes, such as ninja and samurai, have the same synergies as their base classes. Prestige classes have synergy with all classes used to qualify for them. As per the *Ultimate Campaign* FAQ, you cannot retrain levels in a base class into prestige class levels.

RETRAINING CLASS FEATURES

Add the following entries to the list of retrainable class features on page 189 of *Ultimate Campaign*. If an archetype or prestige class grants a feature that says that it functions as a feature from one of the classes below, use the rules listed below for retraining. Otherwise, retraining archetype or prestige class features takes 5 days per feature retrained.

Arcanist: Retrain one arcanist exploit.

Barbarian (Unchained): Retrain one rage power.

Bloodrager: Retrain your bloodline. Doing so replaces your bonus spells, bloodline feats, and bloodline powers. This training takes 5 days for each bonus feat and bloodline power you lose from changing bloodlines. See also retraining feats and retraining spells known.

Brawler: Retrain one combat maneuver you chose for maneuver training. See also retraining feats.

Hunter: Retrain the feat chosen for the Precise Companion ability. See also retraining feats.

Investigator: Retrain one investigator talent.

Kineticist: Retrain one infusion wild talent or utility wild talent. The new wild talent must be of the same level as the original talent or lower.

Medium: See retraining spells.

Mesmerist: Retrain one mesmerist trick, masterful trick, or bold stare improvement. See also retraining spells.

Monk (Unchained): Retrain one ki power or style strike. See also retraining feats.

Ninja: Retrain one ninja trick or master trick.

Occultist: Retrain one focus power to another focus power of the same implement school. Alternatively, retrain an implement school. This takes 5 days for each non-base focus power you retrain (minimum 5 days).

Oracle: Retrain one revelation. Alternatively, retrain your oracle mystery. This takes 5 days for each revelation you have gained from Table 2–5 on page 44 of the *Advanced Player's Guide*.

Psychic: Retrain one phrenic amplification or major amplification. Alternatively, you can retrain your psychic discipline. Doing so replaces your bonus spells and discipline powers and might change your phrenic pool ability score. This training takes 5 days for each discipline power you lose from changing disciplines. See also retraining spells.

Rogue (Unchained): Retrain your choice of weapon for Finesse Training or a skill selected for rogue's edge. Alternatively, retrain a rogue talent or advanced talent.

Samurai: You can change your order; the rules for this are the same as the rules for changing a cavalier order on page 33 of the *Advanced Player's Guide*. See also retraining feats.

Shaman: Retrain one hex. Alternatively, retrain your shaman spirit. This takes 5 days for each hex you have gained from Table 1–9 on page 36 of *Pathfinder RPG Advanced Class Guide*.

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Slayer: Retrain one slayer talent or advanced talent.

Spiritualist: Retrain your phantom's emotional focus. This takes 5 days for each special ability the phantom has gained. For this purpose, the four abilities that phantoms gain at 1st, 7th, 12th, and 17th level count as special abilities. See also retraining spells.

Shifter: Retrain one animal aspect.

Skald: Retrain one rage power.

Summoner(Unchained): Retrain one eidolon evolution. You can instead retrain your eidolon's base form to

another base form that is legal for its subtype, but if the eidolon has an evolution that requires its original base form, you must first retrain the evolution in exchange for one without that requirement. See also retraining spells.

Swashbuckler: See retraining feats.

Vigilante: Retrain one social talent or vigilante talent.

Warpriest: Retrain your focus weapon. Alternatively, retrain your blessing; the new blessing must be one granted by your deity. Doing so replaces the blessing's granted powers. See also retraining feats and spells.

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APPENDIX 6: PLAYER REWARDS

Players can earn additional rewards beyond those they gain from the adventures they play and GM.

BOONS

Boons are small in-game rewards given for a variety of reasons, including attendance at events, holidays, supporting charities, reading novels, and other activities. Some examples of boon types are listed below.

Convention: You can't assign multiple copies of a convention boon to the same character. If the only difference between boon Chronicle sheets is the title of the convention or event listed at the top, they are the same boon.

Holiday: You must participate in a Roleplaying Guild session in order to attach the holiday boon to one of your characters. You receive only one copy of the boon, but can assign it to any one of your characters during the dates on the boon, even a character you did not play during that time.

Pathfinder Tales: To encourage reading of Pathfinder Tales novels, many of these books allow players to access a single-use boon. Players can find these boons at <http://paizo.com/pathfinderSociety/rpg/additional> under Additional Resources. A player can activate these boons by showing her copy of a Pathfinder Tales novel to the GM of any sanctioned Pathfinder Society event and asking the GM to initial the Chronicle sheet next to the book's title. Further instructions for using Pathfinder Tales boons appear on the first page of the Chronicle sheet. The player doesn't need to fill out a character name, character number, or faction until she decides to apply it. She doesn't need to continue bringing the book to events to prove ownership.

Quests: For Quests, the boon must be applied to the character played. If your character dies in a Quest that grants 0 XP, the Chronicle sheet can be applied to the character, but cross off the boon. The death condition is not permanent for such Quests. This is an exception to the normal death rules (see page 19).

Welcome: A player may apply the Welcome to Pathfinder Society boon to their first character (XXXX-1)

RETAIL SUPPORT PROGRAM

Participating retail stores can reward players who make purchases in their venues with benefits that assist their own characters as well as the characters of other players at the table. These benefits help characters survive in tight situations. For more details on this program, ask your local game store and visit paizo.com/organizedplay/policies.

PRODUCT INCENTIVES

The Pathfinder Society organized play campaign rewards players who show their support by purchasing and using items featuring campaign insignia, faction logos, or Pathfinder branding, with the following in-game benefits.

Faction Pins

Show your support of your favorite faction. Pins of each faction symbol are available online at paizo.com/pathfinder/pathfinderSociety/pfsrpg/apparel. Wearing a pin that corresponds to the faction of the character you are playing confers the following benefit: once per session, you can add 1 to a skill check. If you apply this benefit to one of your faction's favored skills (see below), you can instead roll 1d4 and add the result to a skill check. For this roll, you also treat the faction's favored skill as if you were trained in it, even if you don't have a rank in the skill.

The favored skill for each faction is listed below.

The Concordance: Handle Animal, Knowledge (nature), and Knowledge (planes).

Dark Archive: Knowledge (arcana), Linguistics, and Use Magic Device.

The Exchange: Appraise, Intimidate, and Knowledge (local).

Grand Lodge: Diplomacy, Knowledge (history), and Survival.

Liberty's Edge: Disable Device, Escape Artist, and Perform (any).

Scarab Sages: Knowledge (any).

Silver Crusade: Heal, Knowledge (religion), and Sense Motive.

Sovereign Court: Bluff, Disguise, and Knowledge (nobility).

Rerolls

A player using any of the items from the reroll list on paizo.com/organizedplay/perks can reroll one d20 roll during the course of a scenario or quest. For modules and Adventure Paths, players may reroll one d20 per Chronicle sheet. This reroll must happen before the GM states the result and the player must use the reroll result, even if it is lower. Players can reroll natural 1s on checks for which a natural 1 guarantees failure. Players cannot use this reroll on checks that they have already rerolled, nor can they use other abilities that would allow them to reroll a check after using this benefit. GMs are also invited to wear Pathfinder merchandise, but they gain no in-game benefits for doing so.

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APPENDIX 7: VOLUNTEER COORDINATORS

Over 84,000 players and 16,000 active GMs participate in Paizo organized play activities. Events span the globe, occurring regularly in 42 countries on six of the seven continents. Players and GMs work together to plan local events. Even in our media-savvy times, connecting with other players proves a difficult task and necessitates someone in the local community take on the role of organizer. These person or persons volunteer their time and efforts to build player bases and promote gaming in their communities.

To coordinate this pool of global volunteers, Paizo teamed up with the Organized Play Foundation, a not-for-profit charitable organization created to help bring gaming communities together and promote education through strategic games. Volunteers with the Organized Play Foundation choose which organized play program—in our case Paizo's—they wish to support. They also choose their level of involvement based on the scope of activities they wish to engage in, which could be anything from coordinating for a local game store to overseeing an entire country or continent. This network provides regular play opportunities for gamers across the globe.

Paizo organized play volunteers, collectively known as Venture-Officers, receive titles based upon the scope of their volunteer activities. The top level of volunteers, Regional Venture-Coordinators (RVCs), look after large geographical areas and multiple other levels of volunteers. Next are the Venture-Captains (VCs), responsible for countries, states, or large metropolitan areas. Venture-Lieutenants (VLs) assist Venture-Captains in an area's coordination efforts. Venture-Agents (VAs) coordinate activities in one location, such as a game store, a school, a community center, or a military instillation.

The current roster of Paizo Venture-Officers is online at paizo.com/organizedplay/coordinators. Players who are looking for organized play activities in their area should contact their closest Venture-Officer. If you are unsure who your local Venture-Officer is, find a similar state or country in the list below and contact the Regional Venture-Coordinator.

Anyone may join the Organized Play Foundation as a volunteer. A list of recommended tasks and benefits for each level of Venture-Officer rank is located at organizedplayfoundation.com/paizoorganizedplay/volunteer. If you read the Venture-Officer descriptions and are interested in joining the team, complete the volunteer interest form linked at the bottom of the webpage listed above. The Regional Venture-Coordinator for your area will receive your information and establish contact to bring you onboard the team.

PAIZO ORGANIZED PLAY REGIONS

The regional Venture-Coordinators and their associated regions are listed below.

Online: Regional Venture-Coordinator **Jesse Davis** (jesse@pathfindersocietyonline.com)

North and South America

Appalachian [United States]: Regional Venture-Coordinator **David Shaw** (apparvc@gmail.com): Georgia, North Carolina, Tennessee, Virginia, and West Virginia

Great Lakes [United States & Canada]: Regional Venture-Coordinator **Bob Jonquet** (pfs.illinois@gmail.com): Illinois, Indiana, Kentucky, Michigan, Ohio, Ontario, and Wisconsin

Midwest [United States & Canada]: Regional Venture-Coordinator **Todd Morgan** (toddpmorgan@gmail.com): Iowa, Kansas, Manitoba, Minnesota, Missouri, Nebraska, North Dakota, Oklahoma, Saskatchewan, and South Dakota

Northeast [United States & Canada]: Regional Venture-Coordinator **June Soler** (njpathfinders@gmail.com): Atlantic Canada, Connecticut, Delaware, District of Columbia, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Quebec, Rhode Island, and Vermont

Northwest [United States & Canada]: Regional Venture-Coordinator **Walter Sheppard** (pullmanpathfinder@gmail.com): Alaska, Alberta, British Columbia, Idaho, Montana, Oregon, Washington, and Wyoming

Gulf [United States]: Regional Venture-Coordinator **Del Collins** (regionalventurecaptain@s-c-a-r-a-b.com): Alabama, Arkansas, Florida, Louisiana, Mississippi, and South Carolina.

Southwest [United States], Central & South America: Regional Venture-Coordinator **Eric Brittain** (sdpathfinder@gmail.com): Argentina, Arizona, Brazil, California, Chile, Colorado, Mexico, Nevada, New Mexico, Texas, Uruguay, and Utah

Africa, Asia, Europe, and Pacific

Africa and East Eurasia: Regional Venture-Coordinator **Auke Teeninga** (pathfinderbenelux@gmail.com): Belarus, Finland, Iceland, Netherlands, Denmark, Latvia, Russia, and South Africa

Asia-Pacific: Regional Venture-Coordinator **Stephen White** (pathfindersocietyoz@gmail.com): Australia, China, Hawaii, India, Japan, Malaysia, New Zealand, Okinawa, Philippines, Singapore, and Eastern Asia

Central Europe: Regional Venture-Coordinator **Dan Simons** (pfs.rvc.centraleurope@gmail.com): Austria, Germany, and Switzerland

West Eurasia and Middle East: Regional Venture-Coordinator **Dave Harrison** (paizoconuk@hotmail.com): Belgium, Croatia, France, Ireland, Israel, Italy, Portugal, Slovenia, Spain, Turkey, Ukraine, United Arab Emirates, and United Kingdom

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APPENDIX 8: ROLEPLAYING GUILD GUIDE GLOSSARY

Like the Pathfinder Roleplaying Game, the Pathfinder Society Roleplaying Guild uses a number of terms, abbreviations, and definitions. The following are some of the most common.

Additional Resources: The Additional Resources page lists what items, classes, spells, feats, and other character options are legal from books published by Paizo, Inc. To use such an option, you must have a legal source in which it appears, as well as a copy of the current version of the Additional Resources list (paizo.com/pathfindersociety/rpg/additional).

Adventure: Adventures collectively refer to quests, scenarios, and sanctioned modules and Adventure Paths.

Affinity (regional affinity): Some feats, traits, or other mechanical items require an affinity with a specific country or region of Golarion. Others require membership in a certain ethnic group of people (e.g. a Shoanti tribe or Mammoth Lord following). All of these are considered regional affinities. Your PC may acquire any affinity you wish during Downtime, but may have only one regional affinity at any given time. Note any affinities gained, lost, or changed on your next Chronicle sheet after making such a change.

Alignment Infraction: Any single egregious action, or consistent pattern of lesser actions, that the GM believes would cause your PC's alignment to change constitutes an alignment infraction. (See page 14 for further rules on how to adjudicate alignment infractions.)

Always Available Items: While Fame limits what your PC can purchase, you can always purchase certain items regardless of your Fame total as long as you are in a settlement of 5,000 people or more. See page 21 for a list of these items.

Average Party Level (APL): APL represents the average level of all PCs participating in the adventure; this number determines which subtier to use when playing a scenario. (See page 11 for rules on how to determine APL and how APL determines subtier.)

Boon: A boon is an in-game reward other than XP, gp, Prestige Points, or item access. Boons appear on Chronicle sheets, typically earned as part of an adventure or when attending conventions or other special events.

Chronicle Sheet: This is a record of adventures that a character has completed, recording any XP, gp, Prestige Points, boons, or item access the character earned. Some Chronicle sheets grant special rewards that are not associated with an adventure but are rather earned for attending conventions, participating in holiday events, or reading Pathfinder Tales novels. These records allow a player to play any PC at any Pathfinder Society event of the appropriate level anywhere in the world.

Clergy: This term refers to a PC with one or more cleric class levels.

Companion Creature: Any permanent companion (e.g. animal companion, eidolon, familiar, mount, phantom, etc.) that accompanies the PC, can take its own actions in combat, and is acquired through a PC's class features is referred to as a companion creature. See the Organized Play FAQ for more information on the number of companion creatures that may be active at one time, as well as which magic items and weapons such creatures can use.

Core Assumption/Core Tenets: These are the basic expectations of conduct to which everyone must adhere when participating in the Pathfinder Society Roleplaying Guild.

Core Campaign: This mode of play utilizes all of the campaign's currently sanctioned material, but only allows the use of the *Core Rulebook*, *Character Traits Web Enhancement*, and *Pathfinder Society Roleplaying Guild Guide* in regards to PC creation, gaining levels, and purchasing equipment. (See page 8 for the complete rules for the Core Campaign.)

Day Job: Your PC may attempt Downtime in order to attempt a trained Craft, Perform, or Profession check—often referred to as a Day Job check—to earn additional gold pieces.

Downtime: A PC gains a unit of time called Downtime after each XP-granting adventure (an entire multi-part quest counts as one adventure). You can spend this Downtime to perform one of several actions, such as attempting a Day Job check. See page 36 for more information on the Day Job check.

Evergreen Adventure: Evergreen adventures are those that a player may replay (or be the GM for) any number of times at a certain level and still earn full rewards. Unless otherwise noted, you treat any Tier 1–2 (not Tier 1–5) adventures with 1st-level PCs as evergreen; you can earn credit with a 2nd-level PC for that adventure only once. See page 19 for more information.

Evil Act: An evil act represents an act that, on its own or as part of a pattern, would push your alignment toward evil. An individual evil act may or may not also result in an immediate alignment infraction.

Exclusive: An exclusive is an adventure that requires a GM to meet certain criteria to run—typically possessing a certain number of GM stars. Exclusives, together with specials, also contribute to a GM's earning a fifth GM star.

Faction: Pathfinder Society agents all have their own loyalties and motivations. Choosing your faction defines your PC's secondary loyalties in the campaign. See Appendix 2: Factions for more information on the factions and their goals.

Faction Journal Card: This is a card that summarizes the faction's aims, a variety of tasks the PC can complete during adventures, and rewards the PC can earn.

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Fame: Fame represents the total Prestige Points (PP) your player character has earned during her adventuring career. Fame grants minor reputation bonuses and increases her access to powerful magic items. See page 23 for more details.

Game Master (GM): A GM adjudicates the rules and controls the elements of the story and world that the players explore, providing a fair and fun game. In the Pathfinder Society Roleplaying Guild, a GM must also help players accurately fill out their paperwork and reports the results of each game to the event coordinator or on [pathfindersociety.club](#).

GM Stars: GM stars are a measure of how many Pathfinder Society games that person has run, ranging from 10 sessions (one star) to 150 sessions (five stars). GM stars grant access to several exclusive adventures and grant a bonus on free rerolls. Earning the fifth star also requires several additional steps described on page 17.

Interactive: Interactives are special adventures in which multiple groups of players participate in the same adventure, and their combined results impact each other's experience and the adventure's results. New interactives are typically introduced at PaizoCon and/or Gen Con, and are available at other conventions that meet a given adventure's minimum number of participating tables.

Inventory Tracking Sheet (ITS): You must track your PC's purchases over 25 gp on an item tracking sheet. A sample sheet is located on page 52. You can use a sheet of your own design so long as it tracks the same information. Digital sheets are acceptable as long as they are available for GM review.

Legal Source: A legal source is a physical copy of a book, name-watermarked PDF of the book, or a printout of one or more pages from a name-watermarked PDF. In order to use a character option—especially in conjunction with the Additional Resources page—you must own and possess a legal source that contains that option.

Organized Play Manager (OPM): The Organized Play Manager administers any organized play campaigns, including the Pathfinder Society Roleplaying Guild and Adventure Card Guild.

Organized Play Number: Each participant in the Pathfinder Society Roleplaying Guild is provided a n Organized Play Number. The number is often hyphenated; the first, longer number represents your player number, and the second number represents your individual characters (e.g. # 123456-2 refers to player number 123456 and her second PC). This number is used when reporting completed adventures and should appear on each Chronicle sheet and inventory tracking sheet associated with your PCs.

Pathfinder Reference Document (PRD): This is a free online version of all the rules contained within the Core

Rulebook and other RPG hardcover books, available at [pfrd.info](#). The PRD is not a legal source for players to reference rules or PC building purposes. GMs may reference the PRD as they wish for ease of preparing and running an adventure.

Player Character (PC): These are the characters portrayed by the players, rather than by a GM.

Player versus Player (PVP): Player-versus-player conflict occurs when one PC attempts, of his or her own volition, to kill, harm, or otherwise contribute to the injury of another PC. Player-versus-player conflict is strictly prohibited. See page 7 for more details.

Pregenerated Character: These are pre-made characters of 1st, 4th, and 7th levels designed for quick use by players who may not have a character of their own or want to try a new character class. Some exclusive events also provide special pregenerated characters.

Prestige Points: Prestige Points represent favors owed to you by the Pathfinder Society, and you may spend these to acquire items or services you could not otherwise purchase—even if you would not otherwise possess sufficient Fame. See page 22 for a list of ways in which you can spend Prestige Points.

Priest: See Clergy.

Quest: Quests represent short adventures designed to last about 1 hour.

Rebuilding: The process of replacing one or more of your character features as directed by campaign rules, typically without cost. The most common type of rebuilding is a 1st-level character rebuild, which you may do freely anytime before playing an adventure at 2nd level or higher. More information about rebuilding can be found on page 8 and page 38.

Regional Venture Coordinator (RVC): Regional Venture-Coordinators, under the guidance of the Organized Play Manager, supervise a large section of the world and support Venture-Captains and Venture-Lieutenants in their duties.

Replay: A player replays a scenario when they play it more than once. The Pathfinder Society Roleplaying Guild allows only limited forms of replay. See page 7 for the limited replay rules.

Replayable Scenarios: See Evergreen Adventure.

Reroll: This refers to any chance to reroll a d20 and use the new result. In the Pathfinder Society Roleplaying Guild, this often refers to the free reroll provided when a play wears or uses certain Pathfinder merchandise during an event. See page 40 for rules about free rerolls.

Retraining: This is the process for changing features of your character after 1st level, following the rules presented on page 188 of *Pathfinder RPG Ultimate Campaign*. See page 38 for additional rules and costs of retraining.

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Sanctioned: Sanctioned material has been approved for use within the Pathfinder Society Roleplaying Guild.

Sanctioned Module/Adventure Path: These are adventures other than Pathfinder Society scenarios for which characters can receive credit. The list of which modules and Adventure Paths are sanctioned for play appears on the Additional Resources page, where you can download each such adventure's Chronicle sheets and any special rules involved.

Scenario: These are adventures that typically take 4–5 hours to complete, written specifically for the Pathfinder Society Roleplaying Guild. Most adventures in the campaign are scenarios.

Season: A season is a yearlong period that begins at Gen Con (typically August). Most seasons have a unifying theme and contain about 25 scenarios, with two usually released per month.

Slow Advancement: A player may opt to use the slow advancement at the beginning of an adventure, in which case the PC earns only half the normal XP, gp, and Prestige Points. Doing so extends the effective "lifespan" of a character. You still receive the full benefits of any Downtime activities, such as Day Job checks.

Special: This is a catch-all term used to refer to exclusives and interactives.

Standard Advancement: This is the typical rate at which a PC earns XP, gp, and Prestige Points at the end of an adventure. A player may opt to use the slow advancement instead.

Subtier: This is a small level range within a tier used to scale the difficulty of an adventure for groups of different average party levels.

Tier: This is a range of character levels that can participate in an adventure. Scenario tiers are usually

subdivided into subtiers. A PC cannot participate in an adventure if the PC's level at the start of the adventure is outside that adventure's tier.

Venerate: Venerate refers to the relationship between a PC and a specific deity, pantheon, or philosophy of some sort where the PC follows the cause but gains no specific mechanical reward as a result of doing so. Player characters are able to venerate any Golarion-specific deity, pantheon, or philosophy they wish without alignment concern.

Venture-Agent (VA): Venture-Agents (VA) are dedicated volunteer coordinators who direct operations at one venue.

Venture-Captain (VC) (In-Game): Rather than travel widely, some Pathfinders establish lodges where they can coordinate local agents, store regional lore, and provide a safe refuge for their colleagues. In scenarios, venture-captains are often the NPCs who brief the PCs on their next mission or opportunity.

Venture-Captain (VC) (Real Life): Named after the in-game leaders of the Pathfinder Society, Venture-Captains are the many dedicated volunteer coordinators who oversee large geographic regions that contain a large number of players.

Venture-Lieutenant (VL): Venture-Lieutenants are dedicated volunteer coordinators who assist the Venture-Captains in their efforts.

Worship: In this context, worship refers to a relationship held between a PC and a deity where the PC, in exchange for his dedicated worship, gains a mechanical benefit (e.g. a cleric's spells and abilities, a deity-specific feat or trait, special functions of magical weapons, or prerequisites for a prestige class). PCs may only worship one campaign-legal deity and must always be within one step of their chosen deity's alignment. See page 25 for more rules on worshipping a deity and how to change the deity a PC worships.

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SEASON 2: YEAR OF THE SHADOW LODGE

It is no secret that Pathfinder agents are not always satisfied with their position and circumstances. However, even the Decemvirate did not foresee the consequences of this collective discontent: the Shadow Lodge, a group of agents within the Society determined to revolutionize the organization's structure and policies.

The first sign that something was amiss within the ranks of the Society appeared in Kaer Maga—a city with no Pathfinder presence—when the Society received complaints about the local lodge. The Pathfinder team sent to investigate uncovered the existence of the Shadow Lodge, an organization whose branches reached far beyond that one city. Soon thereafter, the Shadow Lodge launched violent strikes against the Society in Absalom, compelling the Pathfinder Society to redouble its efforts to root out the rogue operatives. In doing so, Pathfinders foiled a plot to assassinate a prominent venture-captain, but they also discovered a surprisingly prominent traitor in their midst.

In major cities throughout the Inner Sea, from the deserts of Sothis to the frozen streets of Whitethrone, Pathfinders thwarted the Shadow Lodge's operations while facing disgruntled nobles, cursed artifacts, and shadowy spymasters. Pathfinder agents also raced their Shadow Lodge counterparts into the Worldwound to recover prophecies before they were turned to nefarious causes.

After almost a year of conflict, the Society discovered a schism within the Shadow Lodge itself, between those who sought power for themselves and those who wanted the Decemvirate to take better care of its agents. During a mission to save the life of a prominent Society ally from assassins, Pathfinders uncovered the identity of the Shadow Lodge's true leader and negotiated a truce. The Decemvirate then welcomed the faction within the Shadow Lodge that wished for better treatment back in to the fold.



SEASON 3: YEAR OF THE RUBY PHOENIX

Hundreds of years ago, the ancient and mysterious sorcerer Hao Jin traveled across the continent of Tian Xia and beyond, amassing a vast collection of powerful magical artifacts, great works of art, and important historical objects. As a means of ensuring that her collection did not fade into obscurity, Hao Jin founded a martial arts tournament to be held every 10 years. The winner of the tournament earned the opportunity to claim a single object from the vast collection.

The Pathfinder Society entered the tournament in 4711 AR, sending agents across the globe to secure objects or techniques that would assist them in winning the tournament. The Society proved victorious. When it came time for the Decemvirate to choose their prize, they shocked everyone in attendance by selecting a dusty, worn tapestry hidden within the vault.

The Hao Jin Tapestry, as it would come to be known, was perhaps the single most important artifact in Hao Jin's collection. The Tapestry serves as a gateway to a demiplane full of structures, ruins, and shrines that Hao Jin plucked from reality itself. Hundreds of locations are hidden within the fraying threads of the tapestry, and the Society continues to explore the many sites within.

Unfortunately, the Society did not possess the sole means of entering the tapestry. Agents of the nefarious Aspis Consortium found a second entrance to the tapestry, which they had created through a deal with an ancient cult of Lissala. Once the Aspis were driven out, however, the Pathfinder Society discovered a second use for the tapestry: they can create exits from the tapestry to multiple locations across Golarion, allowing for quick travel across hundreds of miles and connecting distant lodges.



SEASON 4: YEAR OF THE RISEN RUNE

Under the leadership of Venture-Captain Sheila Heidmarch, the Magnimar lodge has sent Pathfinders to explore Varisia's history. The lodge's operations do not always go smoothly; trouble started brewing almost immediately after the mysterious Runecarved Key appeared in the Varisian Gulf. Magnimar's officials organized an auction to sell the key, which many influential local organizations attended, including the Pathfinder Society and their frequent rivals the Aspis Consortium. The Society hoped that the auction would provide an opportunity to establish itself as a major player in the region. However, mysterious figures intervened in the auction, prompting the Society to trace the culprits' roots back to the cult of Lissala, a previously defunct religious group.

The Society's involvement with the cult did not end at the auction. The Society dismantled the alliance between the Lissalans and the Aspis Consortium and struck against the cultists' cells in Kaer Maga and Palin's Cove. During these missions, the Society discovered that the cult intended to restore a powerful Thassilonian wizard to power in Golarion. Only the dedicated efforts of some of the Society's finest agents prevented this ancient spellcaster from rising as a threat to Varisia and beyond.



SEASON 5: YEAR OF THE DEMON

The Pathfinder Society discovered the location of Jormurdun, a dwarven sky citadel whose very existence had been lost to history. Following the monumental discovery that Jormurdun was in the Worldwound, Pathfinder agents flocked to neighboring Mendev to prepare for an expedition. However, an invasion of demons interrupted the announcement of their grand foray into the abyssal wasteland.

With the Fifth Mendevian Crusade underway, the Pathfinder Society knew they could not reach Jormurdun without assistance. To gain support, the Society sent diplomatic envoys to recruit influential luminaries in Absalom, the Eagle Knights of Andoran, the elves of Kyonin, and the Riftwardens. At the same time, Pathfinder agents gathered histories of Taldan victories against evil forces, gained control of powerful Jistkan artifacts, and acquired a powerful relic to rally behind. Pathfinder teams then established a base camp closer to Jormurdun while enemies of the Society tried to stop their diplomatic envoys and sabotage supply lines.

Meanwhile, Society leadership felt it prudent to assist Mendev in its crusade against the demonic hordes. They loaned agents to scouting patrols and assisted in activating a powerful weapon lost within the Worldwound. With preparations at its new base camp well underway, agents ensured the safety of newly created portals out of the Hao Jin tapestry so their forces could quickly cross the Worldwound unscathed.

The battle for Jormurdun began as the forces of the Pathfinder Society and its new allies clashed with demonic armies—all while a smaller team of agents used the engagement as a distraction to race to the doors of Jormurdun. With the demons defeated, the Pathfinder Society secured and began to explore the Sky Citadel.



SEASON 6: YEAR OF THE SKY KEY

The Pathfinder Society recently recovered part of a strange artifact—a device known as the Sky Key—in the dwarven sky citadel Jormurdun. The Sky Key was the most prized relic of the dwarves of Jormurdun, who recovered the Sky Key after seeing it and other pieces of a mysterious starship plummet from the sky during the Rain of Stars. In Jormurdun's final hour, its ruler, King Gutharan, broke the Sky Key into five pieces, keeping one piece for himself and giving one to each of his four heirs. The Pathfinder Society has since attempted to reassemble the Sky Key, scouring Golarion for any signs of the whereabouts of the remaining pieces.

This search has taken Pathfinders to locations across the Inner Sea region, from the frozen plains of Irrisen to the steamy jungles of the Mwangi Expanse and the arid deserts of Osirion. The shattered relic's trail has also guided Pathfinders to the heart of Numeria itself, where the starship once fell. An unexpected complication in the search for the Sky Key even sent Pathfinder agents on an extraplanar adventure.

Once Pathfinder agents recover all of the pieces of the Sky Key, the Society hopes to explore the famous artifact's true potential—as long as the Society can fend off the enemies who wish to intervene and claim the key for themselves.



SEASON 7: YEAR OF THE SERPENT

The Pathfinder Society's ongoing conflict with the Aspis Consortium ignited when a splinter group of Aspis agents called the Korholm Agenda orchestrated an attack on the Grand Lodge. In the aftermath of this strike, the Society dedicated significant resources to tracking down the agents responsible for the attack, with the help of a disillusioned informant from within the Consortium.

Pathfinder agents across Golarion matched wits and blades with these masterminds, infiltrating an underground base of black market operations, a lavish party with high-stakes negotiations, and everything in between. While some agents have focused their efforts on thwarting their rivals, others have launched expeditions in regions that have long rejected the Society's presence, such as Cheliax, and places where the Society's foothold was in danger, such as Nirmathas.

After defeating or disgracing the Aspis agents responsible for the Grand Lodge attack and thwarting their plans to drastically expand their own power, the Pathfinder Society has reestablished an uneasy truce with its longtime rivals.



SEASON 8: YEAR OF THE STOLEN STORM

During a daring venture onto a passing asteroid, the Pathfinder Society recovered the legendary Untouchable Opal. The Opal has served as the prison for the demigod Ranginori, the good-aligned elemental lord of air, for millennia. This acquisition inspired the Pathfinder Society to research a means to crack open the artifact and set Ranginori free.

The Society soon learned that destroying the Opal would require powerful samples of earth, fire, and water that were pure enough to evoke the element's fundamental nature, and agents traveled to the elemental planes in search of allies and leads on where they could find such samples.

First, Pathfinder agents ventured to the Plane of Earth, where they established favorable contacts despite the best efforts of an old foe and later recovered a lost Pathfinder agent. On the Plane of Fire, the Society skillfully navigated the dangerous world of efreeti high society, settling old debts and gaining valuable information in return. The theft of several objects from the Sothis Pathfinder Lodge led a group of agents on an investigation that began in Osirion's deserts but led onto the Plane of Air. During their extraplanar journey, the Society came into conflict with the Concordance of Elements, an organization devoted to balance among the four elements. However, after facing a powerful mutual threat, the Society and the Concordance established a tentative alliance. Finally, the Society traveled to the Plane of Water, where they protected the plane's largest city from an imminent invasion and secured the legacy of a lost demigod.

With samples of purest earth and water in hand, the Society sent some of its most powerful agents into a forge on the boundary between the Planes of Fire and Earth to immerse the Opal in purest flame and grant Ranginori his long-awaited freedom.



SEASON 9: YEAR OF FACTIONS' FAVOR

In the pursuit of ancient secrets and unclaimed treasures, the Pathfinder Society doesn't just make discoveries; it also makes enemies. At the opening of the season, many of the campaign's greatest villains conspired to take their revenge against the Pathfinders, bringing war to the footstep of the great city of Absalom and chaos to the Inner Sea region.

For years, factions within the Society have championed their own agendas, fought for recognition, and accumulated resources. At last they seized the chance to prove themselves—an experience that left some of them changed forever in the Year of Factions' Favor.

In this year, Pathfinders averted an invasion, journeyed to the shores of Heaven, uncovered hidden secrets below an infamous museum, and vanquished an ageless evil before it took control of the region's greatest minds. At the same time, players used faction resources to shut down an exploitative consortium, thwart a league of dangerous villains, and oust an infamous tyrant. They also removed a faction leader whose schemes betrayed the cause he had championed for years, and decided whether or not to rescue him from the dire consequences of his actions.



SEASON 10: YEAR OF THE TEN

The Pathfinder Society acquired the gateway to the Hao Jin Tapestry demiplane during Season 3, and since then, it has launched dozens of missions to catalog its wonders, even devising a way to use the tapestry as a conduit for rapid travel across Golarion. Recent investigations have revealed that the Hao Jin Tapestry is in critical condition. If the Pathfinder Society does not take swift and decisive action to repair it, the demiplane will rip apart, spilling its contents into the Astral Plane. Yet stopping this imminent destruction will not be enough to solve the demiplane's decline entirely, and the PCs will need to launch a series of missions to save lives, preserve history, and track down an ancient scholar with a deep understanding of the tapestry's structure.

Yet the Pathfinder Society has many other concerns outside of the tapestry. This year, agents track down relics from the Shining Crusade against the infamous lich Tar Baphon, receive a transformative blessing from a demigod, and prevent a powerful demon from capitalizing on the collapsing Worldwound to rise as a new demon lord.

Meanwhile, the Decemvirate, the Society's secretive leaders, continue to guide the Society from behind the scenes. These ten figures, cloaked in masks that obscure their identities from even the strongest of magic, have faced several threats to their anonymity and even their lives in the past. One of the greatest of these threats comes from a man who has long held a deep-seated grudge against the masked Ten who betrayed him—an enigmatic information broker and former Pathfinder field agent named Grandmaster Torch. Torch created a splinter faction within the Society known as the Shadow Lodge, which was reabsorbed into the Society, eventually dissolving when Torch claimed his greatest prize: a list of names of the Decemvirate's members. With Torch and other forces operating behind the scenes, some of the Decemvirate's mysteries may soon come to light.



CHARACTER SHEET

CHARACTER NAME	ALIGNMENT	CHARACTER NUMBER
CHARACTER CLASS/LEVEL	DEITY	FACTION
RACE	SIZE	GENDER
AGE	HEIGHT	WEIGHT
HAIR	EYES	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	DR
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION							
INT INTELLIGENCE							
WIS WISDOM							
CHA CHARISMA							

AC ARMOR CLASS		= 10 +		+		+		+		+		+		+		+		
TOTAL			ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS		SPELL RESISTANCE	
CMB			
CMD			

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

SPEED LAND		FT.	SQ.	FT.	SQ.	TEMP MODIFIERS
		BASE SPEED		WITH ARMOR		
		FT.		FT.		
		FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS		TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		+	+
<input type="checkbox"/> APPRAISE		=INT		+	+
<input type="checkbox"/> BLUFF		=CHA		+	+
<input type="checkbox"/> CLIMB		=STR		+	+
<input type="checkbox"/> CRAFT		=INT		+	+
<input type="checkbox"/> CRAFT		=INT		+	+
<input type="checkbox"/> CRAFT		=INT		+	+
<input type="checkbox"/> DIPLOMACY		=CHA		+	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX		+	+
<input type="checkbox"/> DISGUISE		=CHA		+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX		+	+
<input type="checkbox"/> FLY		=DEX		+	+
<input type="checkbox"/> HANDLE ANIMAL*		=CHA		+	+
<input type="checkbox"/> HEAL		=WIS		+	+
<input type="checkbox"/> INTIMIDATE		=CHA		+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (NATURE)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT		+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT		+	+
<input type="checkbox"/> LINGUISTICS*		=INT		+	+
<input type="checkbox"/> PERCEPTION		=WIS		+	+
<input type="checkbox"/> PERFORM		=CHA		+	+
<input type="checkbox"/> PERFORM		=CHA		+	+
<input type="checkbox"/> PROFESSION*		=WIS		+	+
<input type="checkbox"/> PROFESSION*		=WIS		+	+
<input type="checkbox"/> RIDE		=DEX		+	+
<input type="checkbox"/> SENSE MOTIVE		=WIS		+	+
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX		+	+
<input type="checkbox"/> SPELLCRAFT*		=INT		+	+
<input type="checkbox"/> STEALTH		=DEX		+	+
<input type="checkbox"/> SURVIVAL		=WIS		+	+
<input type="checkbox"/> SWIM		=STR		+	+
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA		+	+

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



Inventory Tracking Sheet

Tracking Sheet #

AKA

Player Name

Character Name

Pathfinder Society #

Faction

Item	Cost	Character Chronicle #			Item	Cost	Character Chronicle #		
		Bought	Sold	Expended			Bought	Sold	Expended
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Wands/Ammunition/ Alchemical Items/Other	Cost	Character Chronicle #									
		Bought	Sold								
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