

# **PATHFINDER**<sup>®</sup>

**ADVENTURE PATH**<sup>™</sup>



## **SHATTERED STAR**

**PLAYER'S GUIDE**



# SHATTERED STAR

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This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, and *Pathfinder RPG Ultimate Combat*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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# PLAYER'S GUIDE



**T**he Shattered Star Adventure Path draws near, and bold heroes are needed to track down the scattered parts of an ancient magical relic in order to save the land of Varisia from disaster. Will the PCs succeed in reforging the Shattered Star, or is the shadow of a lost empire long enough to cast the world into darkness once more?

The options in this guide help tie characters to the Pathfinders and the city of Magnimar. Regardless of the manner in which the PCs come to travel across Varisia, this Adventure Path considers the character's home base to be Magnimar in general, and Heidmarch Manor in particular. For greater detail on the wilds of Varisia, see *Pathfinder Player's Companion: Varisia, Birthplace of Legends* as well as the *Rise of the Runelords Player's Guide*, which includes a player-friendly gazetteer of Varisia. The following considerations and campaign traits are customized for the Shattered Star Adventure Path. These hints, suggestions, and character options are designed to help players create characters perfectly suited to jumping right into the action and excelling over the course of this deadly campaign.

## CHARACTER TIPS

You're about to embark on an epic adventure—but how should you prepare? Below are several things to keep in mind while designing characters for Shattered Star.

**Pathfinders:** This Adventure Path presumes the PCs are Pathfinders. In addition to the following campaign traits, resources like *Pathfinder Campaign Setting: Pathfinder Society Field Guide* and *Pathfinder Campaign Setting: Seekers of Secrets* can help you flesh out your character.

**Ruins Explorer:** This campaign will take you through a number of ancient dungeons. Knowledge (history) and racial low-light vision or darkvision might come in handy. Classes that rely on animal companions or mounts might find Large creatures a liability in tight underground corridors. If you're going to play such a class, consider an archetype that trades in your animal for other abilities, or playing a Small race whose Medium mounts work better in such conditions. Shattered Star is far from being exclusively a dungeon-crawl campaign, however—there will also be significant amounts of travel and exploration into urban and swamp environments.



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**Ruthless Rivals:** The Shattered Star Adventure Path features a grab bag of classic monsters, so be ready for anything! You'll face many different creature types—from vermin, humanoids, and fey at low levels to giants, undead, constructs, aberrations, and evil outsiders at higher levels.

**Spiritual Sequel:** This campaign takes place after the events of other Adventure Paths set in Varisia. The locations visited in Shattered Star are almost all areas yet to be explored in Pathfinder Adventure Paths, though, so be prepared for new faces, foes, and fights—not repeats!

**Thassilon:** Ancient Thassilon is a major element of this campaign, so a character interested in research (or studying Thassilonian magic, as presented on page 17 of *Pathfinder Campaign Setting: Inner Sea Magic*) might be particularly fun.

## CAMPAIGN TRAITS

The following campaign traits tie characters to the Shattered Star Adventure Path. Characters designed for this campaign should plan to be residents or new arrivals to the city of Magnimar. They should also either be members of the Pathfinder Society or nonmembers who have an interest in joining up at the local Pathfinder lodge.

**Alabaster Outcast:** You are a member of one of Magnimar's wealthiest families... or rather, you used to be. A falling-out left you disowned and disinherited. Now you hope to get away from the city and find fortune enough to shame your former kinsfolk—goals which led you to the Pathfinder Society. Despite your exile, your name still carries considerable weight in Magnimar, and you gain a +1 trait bonus on Diplomacy and Intimidate checks made within the city. Additionally, you start play with a noble's outfit, a signet ring, and a single additional nonmagical item worth no more than 200 gp. Your last name is probably Derexhi, Kaddren, Mindurian, Niroden, Scarnetti, Valdemar, Vanderale, or Versade (but may be another of your choosing; see *Pathfinder Campaign Setting: Magnimar, City of Monuments*).

**Ex-Sczarni:** Though you were raised as a member of one of Magnimar's various Sczarni gangs, you never fit in with the rest of your settled, metropolitan brethren. The Pathfinder Society in particular recognized your wanderlust and potential as an agent, and on more than one occasion you impressed or bamboozled their agents with your street smarts and finesse. Over the years, you fell out of favor with the Sczarni, and eventually left to pursue interests outside of simple banditry, though you still remember the lessons your criminal relations taught you. You gain a +2 trait bonus

on Bluff checks to pass hidden messages. Also, anytime you deliver a coup de grace, you deal an additional 1d6 points of damage.

**Exchange Agent:** Although you're a relative newcomer to Magnimar, you're not some naive stranger. You've been sent by the Pathfinder Society lodge in your home country to learn more about Varisia by experiencing the frontier firsthand. After arriving, you reported to the Magnimar lodge and placed your expertise at the venture-captain's disposal. To represent your experience in distant lands, choose a country other than Varisia as your homeland and gain one of the languages spoken in that country as a bonus language (see *Pathfinder Campaign Setting: The Inner Sea World Guide*). Additionally, choose one of

the following skills: Handle Animal, Knowledge (geography), Linguistics, or Survival. You gain a +1 trait bonus on checks made with this skill and it is always a class skill for you.

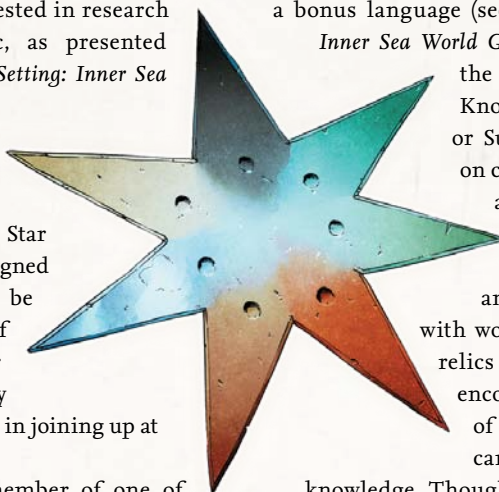
**Monument Scholar:** As a child in Magnimar, the city's ancient monuments inspired you with wonder. Your fascination with these relics has only grown in the years since, encouraging you to join the ranks of the Pathfinder Society so you can further quench your thirst for

knowledge. Though you know little about the actual lore of the monuments, you've studied these colossal works extensively, developing an in-depth knowledge of some of the city's most famous landmarks. You gain a +1 trait bonus on Knowledge (history) checks made in Varisia due to your familiarity with its historical remnants. This bonus increases to +2 if the check relates to the city of Magnimar. Additionally, you gain a +2 trait bonus on any skill check made to receive a boon from one of Magnimar's magically imbued monuments (see *Magnimar, City of Monuments* for more details).

**Nontraditional Native:** You are a member of the Shoanti or Varisian ethnicity who left your people to learn more about the mysteries of your strange homeland. Your travels have recently brought you to the Pathfinder lodge in Magnimar. Although none of your family members are present, you carry them and your family traditions with you.

If you are a Varisian, you gain a +1 trait bonus on Knowledge (geography) checks made relating to Varisia and gain a +1 trait bonus on damage rolls made during the surprise round when you're wielding a bladed scarf or starknife.

If you are a Shoanti, you gain a +1 trait bonus on Survival checks made while in Varisia and gain a +1 trait bonus on rolls to confirm critical hits made using an earth breaker or a klar.





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**Ruin Raider:** While the mercantile industries of Magnimar appeal to your keen eye for monetary gain, you know that the boldest route to true fortune lies in hunting down rare relics and selling them to the highest bidder. Becoming a Pathfinder seemed like an obvious decision, allowing you to travel throughout Varisia in your search for wealth, so you signed up right away. You brought with you a sharp eye and keen ability to distinguish fakes from the genuine article. You gain a +1 trait bonus on Appraise checks. Additionally, you gain a +4 bonus on Perception checks made to distinguish statue-like creatures (like caryatid columns and gargoyles) from actual sculptures.

**Serpent Runner:** You've participated in the mock gladiatorial battles and athletic feats at the Serpent's Run, Magnimar's grand hippodrome, but the safe nature of those games leaves you bored. Seeking greater thrills and tests of your abilities, you've pledged your arms and skill to the local Pathfinder lodge. Choose one of the following benefits to represent the techniques you learned from your time at the Serpent's Run: Choose a specific type of armor. When wearing armor of that type, you treat its armor check penalty as if it were -1 lower. When fighting with two weapons, the penalty imposed on your primary weapon is reduced by 1. You gain a +2 trait bonus on Intimidate checks to demoralize opponents.

## PATHFINDER SOCIETY TRAITS

The following traits are well suited to Pathfinders embarking on the Shattered Star Adventure Path. These traits first appeared in *Pathfinder Campaign Setting: Faction Guide*.

**Beast of the Society (magic):** A druid at the Grand Lodge revealed to you secrets changing your form into that of an animal. Whenever you use your wild shape class ability to turn yourself into a Small or Medium animal, the effect lasts for 2 hours per druid level instead of 1 hour per druid level.

**Berserker of the Society (combat):** Your time spent as a Pathfinder has taught you new truths about the origins of the your rage ability. You may use your rage ability for 3 additional rounds per day.

**Blade of the Society (combat):** The Society gave you access to charts detailing the weak spots of hundreds of humanoids and monsters. You gain a +1 trait bonus on damage rolls from sneak attacks.

**Defender of the Society (combat):** Your time spent studying the greatest warriors of the Society taught you new defensive skills while wearing armor. You gain a +1 trait bonus to Armor Class when wearing medium or heavy armor.

**Exalted of the Society (faith):** The vaults of the Grand Lodge in Absalom contain many secrets of the divine powers of the gods, and you have studied your deity extensively. You may channel energy one additional time per day.

**Greater Adept of the Society (magic):** Months of meditation and practice with the greatest spellcasters of

## WELCOME TO VARISIA

Whether this is your first journey to the land of Varisia or you're a veteran explorer, there's a wealth of exciting details and options relating to this fantastically rich corner of the Pathfinder campaign setting. *Pathfinder Player Companion: Varisia, Birthplace of Legends* presents a player-friendly overview of this exciting land and all its varied possibilities, revealing details on major settlements, native peoples, regional magic, player maps, and new rules options for all who adventure across that fascinating realm. The Shattered Star campaign traits presented herein first appeared in that Player Companion, but those who wish to learn more about Varisia or create characters even more connected to that land need look no further than that guide for a trove of options perfect for new characters about to brave the Shattered Star Adventure Path.



the Society have given you an increased capacity for arcane knowledge. You gain one additional 0-level spell slot.

**Havoc of the Society (magic):** Through countless hours studying vast libraries of arcane power, you have learned how to cause greater damage to your foes. Whenever you cast a spell that deals damage, you gain a +1 trait bonus to the total damage dealt. This damage is considered force damage regardless of the type of damage dealt by the spell.

**Honored Fist of the Society (combat):** You have studied dozens of ancient texts on martial arts that only the Society possesses, and are more learned in these arts than most. You increase your *ki* pool by 1 point.

**Maestro of the Society (social):** The skills of Golarion's greatest musicians are at your fingertips, thanks to the vast treasure trove of musical knowledge in the vaults beneath the Grand Lodge in Absalom. Studying this knowledge gives you the ability to use your bardic performance an additional 3 rounds per day.

**Stalwart of the Society (faith):** The courageous powers of Golarion's ancient paladin orders are open to you thanks to the Society's records of heroic deeds. As a result, your aura of courage class ability grants an additional +1 trait bonus on saving throws against fear effects.

**Tracker of the Society (combat):** Thanks to your time as a Pathfinder, you've mastered the art of tracking. You gain a +1 trait bonus on initiative checks and a +2 trait bonus on Survival checks made while traveling through any of your favored terrains. This is in addition to any bonuses you receive from your favored terrain class ability.





## MAGNIMAR AT A GLANCE

**B**uilt in the shadow of megaliths, Magnimar endlessly endeavors to surpass the overwhelming scale and grandeur of the ancient wonders that litter the Varisian landscape. A place of great opportunity, social stress, and cold beauty, the city exudes the air of a southern metropolis, seeking to rise above its ignoble beginnings as a refuge for Korvosan outcasts to become a beacon of culture and freedom in an unforgiving land. Yet its towering monuments, elegant gardens, ostentatious architecture, and elaborate sculptures form but a cracked mask over a struggling government and a desperate people in need of heroes.

Magnimar's founders were adventurers, and the spirit of the adventurer and explorer keeps the heart and soul of Magnimar alive. It should thus come as no surprise that the monuments the city is so well known for often have ties to adventuring themes. In addition, many of the major works have been magically empowered over the years. The source of these enhancements are hotly debated—some assume they were created by now-dead or anonymous spellcasters as a gift to the city, while others suspect these magical effects instead represent a legacy of ancient Thassilonian wizardry lingering in the region's stones. In truth, these effects are manifestations of the mysterious patrons of the Seacleft region, the ancient empyreal lords so beloved and venerated over the past several thousand years by Varisia's native people. These lords have welcomed the land's newest settlers, though their welcome is subtle.

With many of the monuments, boons are granted to those who perform minor acts of worship and respect to Magnimar, its monuments, and the empyreal lords who watch over the city. Any nonevil intelligent creature who performs a specific act before one of these magically charged monuments and makes a successful skill check awakens the monument's magic, and, in return, gains a small bonus of some sort with a duration of 24 hours. A single person can never have more than one monument-granted bonus in effect at any one time; attempts to gain a second bonus before the first wears off automatically fail. In addition, a person can only attempt to benefit from a monument bonus a number of times per week equal to her Charisma modifier (minimum of once per week)—the city of Magnimar responds most often to those who carry themselves with greater poise and personality, after all.

Magnimar boasts a population of over 16,000 inhabitants, with the great majority of those being humans. In turn, most of these humans are ethnic Chelaxians and Varisians, and while Shoanti and Sczarni maintain a large presence in the city, they are essentially marginalized and considered troublemakers. Halflings make up the next largest demographic, followed by elves and dwarves. The remainder of the population consists of gnomes and half-breed races.

The city is split in two by a massive cliff face, separating the city into two major districts. The one atop the cliff is called the Summit and the one below that meets with Varisian Gulf is called the Shore. The slums of



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Magnimar, known as the Shadow since that district sees little sun during the day, lies below the Irespan, a colossal and ancient bridge ruined ages ago. In terms of the trade and purchase of magic items, Magnimar has a base value of 12,800 and a purchase limit of 75,000 gp.

Heidmarch Manor, a Pathfinder Lodge and home base for characters in this Adventure Path, is found in the Alabaster District located in the Summit. Other districts throughout the city offer locations that may interest adventurers. The Bazaar of Sails, easily the largest free market in Varisia where all manner of goods can be found, is located in Dockway as well as in Old Fang, a popular watering hole. Temples to various deities can be found in the City of Monuments. The Dome of the Savored Sting, a temple of Calistria, is found in the Keystone District; this district is also home to the Church of Pharasma, which tends to the city's dead and newborns. Deadeye Lodge, a church of Erastil, can also be found here, as can the Cynosure Tower, a church dedicated to Desna. Up on the Summit in the Naos District lies the Church of Iomedae, and just a few blocks away stands the Cathedral of Abadar. While in the Keystone District, those studying arcane magic might want to visit the Stone of the Seers, a school that focuses on educating casters in abjuration and divination magic.

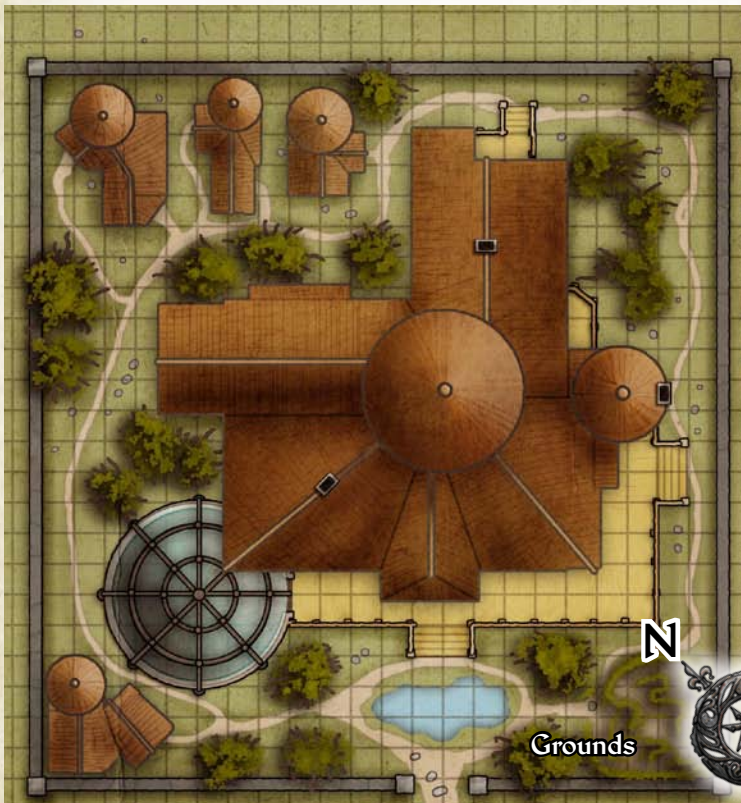
On the edge of the cliff overlooking the Varisian Gulf, many seek entertainment at Serpent's Run, a huge hippodrome that features all manner of exciting events from decathlons, horse and dog races, displays of magic,

## HEIDMARCH MANOR

Heidmarch Manor is the home of two of Magnimar's most eccentric citizens: esteemed hunters, explorers, and Pathfinders **Sheila Heidmarch** (LN female Taldan fighter 3/monk 4) and her husband **Sir Canayven Heidmarch** (NG male Taldan ranger 8). The world-traveling adventurers have retired to Magnimar, but have not been content to settle into the quiet life, instead opening their sizable manor to the Pathfinder Society. The first Pathfinder lodge in Varisia welcomes all members eager to explore the still relatively unknown land, including the surrounding region and the mysterious City of Monuments itself. Visiting members of the Pathfinder Society are welcomed to the manor by comfortable lodgings, a well-stocked library of far-flung lore, and its owners' sagely advice.

circus performances, and mock-gladiatorial battles. Just across the Capital District in the district of Naos rises Magnimar's tallest structure, the Arvensoar, home to Magnimar's military forces.

On the opposite banks of the Yondabakari River lies Ordellia, known also as the Foreign Quarter. Those seeking potions and other alchemical products often search out Billivin's Benevolent Balms and Effulgent Elixirs, though some doubt the reliability of his wares.





## SHATTERED STAR



## ABOUT THE PATHFINDER SOCIETY

The Pathfinder Society has existed for more than 400 years. Members include treasure hunters, explorers, tomb raiders, historians, and vagabonds who roam the farthest reaches of the world seeking lost relics and answers to the world's most enigmatic and dangerous riddles. 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.

Society members send records of their exploits to their venture-captain superiors, who in turn review them for accuracy before forwarding the manuscripts to the leaders of the Pathfinder Society. The most exciting and enlightening of these have the potential to be printed and distributed as volumes of the famed *Pathfinder Chronicles*.

Though the Pathfinder Society itself isn't concerned with the specific actions of individual Pathfinder agents, they require those agents and their actions to

conform to the general code of exploration, reporting, and cooperation. Those Pathfinders deemed incapable of following these simple rules are removed from the Society.

Most Pathfinders are trained in the necessary skills at the Grand Lodge in Absalom, but a few experienced adventurers are given field commissions in the Society once they've proved they're capable. Such is likely the case for most Pathfinders participating in the Shattered Star Adventure Path.

The Society is directed by the Decemvirate—10 masked and secret members whose identities are protected even from each other. It's not known how long each Decemvirate member occupies the position; likewise, every aspect of their existence, from nomination to election, from meetings to formal public functions, and from day-to-day functions to retirement, is utterly mysterious. The identity of the Ten is the Society's most closely guarded secret—one, some say, that the Decemvirate is willing to kill to protect.



The Pathfinder Society is based at the sprawling Grand Lodge of Absalom, but the organization as a whole has many official lodges spread throughout the Inner Sea and toeholds across Golarion.

## GOALS OF THE SOCIETY: EXPLORE, REPORT, AND COOPERATE

The Society recognizes no formal bylaws, but adherence to a general code of behavior is expected of all members, and evidence of behavior contrary to this code is grounds for removal from the organization. The three most important member duties are as follows.

**Explore:** Pathfinders are expected to further the knowledge and reputation of the Society by traveling to distant lands, unearthing forbidden secrets, and piecing together the secret history of the world. Agents are encouraged to travel uncharted lands in search of ever more fantastic mysteries.

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

**Cooperate:** The Society places no moral obligations upon its members, so agents span all races, creeds, and motivations. At any given time, a Pathfinder lodge might house a fiend-summoning Chelaxian, an Andoren freedom fighter, an antiquities-obsessed Osirian necromancer, and a friendly Taldan raconteur. Pathfinder agents are expected to respect one another's claims and stay out of each other's affairs unless offering a helping hand.

## FAME AND PRESTIGE IN THE PATHFINDER SOCIETY

The Shattered Star Adventure Path assumes that the PCs are part of the Pathfinder Society. As the characters go on adventures and perform services for the Pathfinder Society, they gain Fame and Prestige within the organization. In addition to the brief rules presented here, full details on these subsystems can be found in the free online guidelines at [paizo.com/pathfinderSociety](http://paizo.com/pathfinderSociety).

As the core of the Society's functioning consists of venture-captains giving other Pathfinders assignments, earning prestige with the Society is a matter of completing these missions without destroying anything

priceless along the way. Members may gain more prestige if their adventures are published within a volume of the *Pathfinder Chronicles*.

A PC improves her standing within the Pathfinder Society by succeeding on missions assigned by the organization's leadership. Success not only increases the character's Fame within the Pathfinder Society, but also earns her Prestige Points (PP).

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

## EXPLAINING FAME AND PRESTIGE

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

Since you spend Prestige Points to acquire goods, services, or awards, and since Fame and Prestige Points are gained at the same rate, your total Prestige Points will never exceed your Fame score. You earn Fame by completing missions for the Pathfinder Society—typically, each adventure within this Adventure Path awards 8 points of Fame, increasing your current Fame score by that amount. You also earn an equal number of Prestige Points whenever you earn Fame.

## BENEFITS OF FAME

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

## SPENDING PRESTIGE POINTS

A character's Prestige Points reflect the goodwill, political capital, and personal favors she has built up through service to an organization. While a character's Fame can provide her with certain titles and privileges, most tangible benefits of membership are listed under the header Prestige Awards and are acquired by spending Prestige Points on boons, favors, aid, spellcasting, or



## GENERIC PRESTIGE AWARDS

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

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

\*\* Once per session, you can acquire any single item of this cost or less from your faction by spending the appropriate amount of Prestige Points.

other services. (See page 10 of this guide for a table of generic awards a PC can purchase with Prestige Points).

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

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

The monetary equivalent of 1 Prestige Point is approximately 375 gp, though characters should normally only be able to spend Prestige Points on services, not physical goods.

Player characters may not pool Prestige Points to obtain more expensive items or boons. As a general rule, Prestige Points are designed to be spent by characters on themselves.

A character can spend Prestige Points when in contact with Pathfinder Society agents and allies. When in Magnimar, PCs may speak directly with Sheila Heidmarch for this purpose, but when in the wilds of Varisia, there is an increased cost associated with spending Prestige Points. Prestige Point costs increase by 5 in communities smaller than 5,000 people. A player can spend Prestige Points even if the PC is dead, petrified, or otherwise out of commission. This represents the PC having made prior arrangements with the society to perform certain actions on her behalf, such as having her raised from the dead. In this event, the PC's actual location does not impact the Prestige Point cost at all.

## USING FAME AND PRESTIGE

The Pathfinders have access to strange magic and mysterious rituals derived from half-understood lore.

**Fame 1:** When in a Pathfinder lodge library, gain a +5 circumstance bonus on one Knowledge check. The check takes 1 hour, reflecting the need to reference the appropriate materials. This bonus does not stack with the +4 bonus on one check listed in the Generic Prestige Awards table.

**1 PP:** Transcribe a common spell (one listed in the *Pathfinder RPG Core Rulebook*, or any spell the GM feels is common in the world) from a Pathfinder lodge library into a wizard's spellbook or alchemist's formula book. This spell must be of a level the PC can cast and on that PC's spell list. This benefit does not require a Spellcraft check or any additional transcribing costs.

**Fame 1, 1 PP:** Acquire your own basic *wayfinder*. Details on *wayfinders* can be found in the Resources Section of this Player's Guide.

**Fame 5, 1 PP:** Become familiar with an uncommon or rare spell (at the GM's discretion) from a Pathfinder lodge library, allowing a bard, sorcerer, or similar spellcaster to select it as a spell known at the next available opportunity (this benefit allows the character to gain access to bard or sorcerer spells from sources other than the *Pathfinder RPG Core Rulebook* without having to do spell research or find a copy of the spell while adventuring).

**Fame 5, 1 PP:** Exchange one character trait taken at character creation for a new Pathfinder Society trait (see page 5). The character must still obey the normal trait system rules (such as not having more than one trait from the same category); however, the new trait does not need to be from the same category as the trait it replaces.

**Fame 5, 5+ PP:** Gain a contact in a particular city. The character can consult with the contact for local gossip, news, and advice; this benefit grants the character a +2 bonus on Diplomacy checks to gather information, Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks regarding



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the contact's city made within that city. The character must wait 24 hours for the contact to provide the desired information. For an additional 10 PP, the bonus from the contact increases to +4. A character may have contacts in multiple cities, but multiple contacts in the same city provide no extra benefit. If the contact dies, the character can spend Prestige Points to find a replacement contact.

**Fame 10:** Purchase faction spellcasting at 1 PP less than normal (minimum 1).

**Fame 15:** Purchase *ioun stones* from a Pathfinder Lodge at a 10% discount.

**Fame 15, 2 PP:** Access a special section of a Pathfinder lodge library for 1 week and gain a +10 circumstance bonus on any one Knowledge check. This bonus does not stack with the +4 bonus on one skill check listed in the Generic Prestige Awards table on page 10.

**Fame 20:** Gain free passage on caravans and merchant vessels that are friendly to the Pathfinder Society.

**Fame 20:** Purchase any magic item worth up to 10,000 gp value from a Pathfinder lodge at a 10% discount.

**Fame 20, 6 PP:** Access a hidden cache of supplies in a wilderness area. These supplies consist of survival gear such as dried food, clean water, spare weapons, rope, sunrods, spell components, and other nonmagical equipment listed in the *Core Rulebook*. Spending Prestige Points on this resource represents finding a cache within 2d6 × 10 minutes of the character's current location; the character does not need to plan ahead for this cache or know of its existence (it is, in effect, a plot device for acquiring emergency items). A typical cache contains up to 375 gp worth of these goods, and many times they are found near sites the Pathfinders planned to explore at some point. This resource always incurs the +5 PP increase for being outside a community of at least 5,000 people.

**Fame 20, 5 PP:** Gain the services of a learned scribe. This scribe is assigned to you from Heidmarch Manor and follows you on your travels chronicling your fame and adventurous exploits. Stats for this adventuring scribe, Andel Gesseran, can be found in the Resources section on the following page.

**Fame 40, 1 PP:** Gain a reputation as a famous and successful Pathfinder. The character is in effect a celebrity adventurer and is well known in several

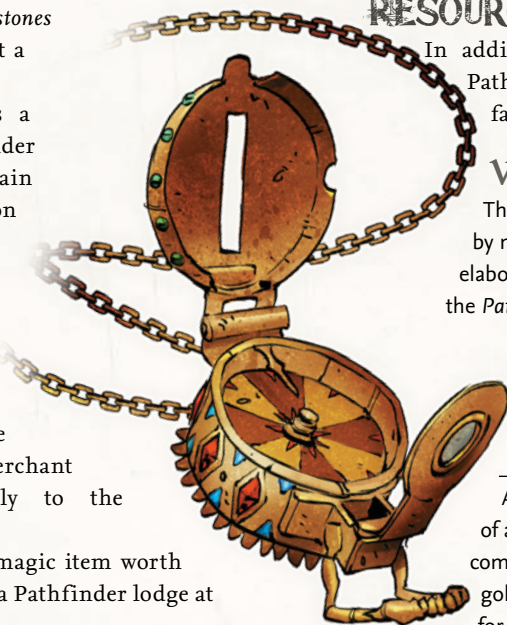
countries (though whether this is with fame or infamy depends on the history and personality of the character). This reputation grants the character a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks when dealing with someone who knows of her fame. Many Pathfinders with this level of prestige go on to become venture-captains (though the Decemvirate selects venture-captains based on qualities other than prestige).

## RESOURCES

In addition to previously mentioned benefits, Pathfinders with the appropriate amount of fame have access to the following resources.

### WAYFINDER

This is a basic version of the *wayfinder* carried by most Pathfinders as a badge of office. More elaborate and powerful *wayfinders* are detailed in the *Pathfinder Society Field Guide*.



#### WAYFINDER

**Aura** faint evocation; **CL** 5th  
**Slot** none; **Price** 500 gp; **Weight** 1 lb.

#### DESCRIPTION

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as 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* feature 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** Craft Wondrous Item, *light*; **Cost** 250 gp

### PATHFINDER SCRIBE: ANDEL GESSERAN

Associated with the Pathfinder Society for a few years, Andel spends more of his time conducting research in libraries throughout the Inner Sea than adventuring in dangerous locations. Andel penned at least one supplement to the *Pathfinder Chronicles* in service to a Pathfinder who was a less-than-skilled writer. While not the most athletic of Pathfinders, Andel has great passion for exploration and a keen mind. Educated in Kintargo, Andel is well versed in a number of subjects and speaks



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half a dozen languages fluently. His greatest interest is in lost cultures, and he has studied Azlant, ancient Thassilon, the Jistka Imperium, and Lirgen extensively.

Andel one day hopes to explore some of these ruins firsthand instead of reading about them in incomplete tomes or writing dissertations on these topics. If he could only tag along with a powerful group of Pathfinders, he might just get his wish.

**ANDEL GESSERAN**

**CR 3**

**XP 800**

Human expert 5

N Medium humanoid (human)



**Init** +1; **Senses** Perception +3

## DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 27 (5d8+5)

**Fort** +2, **Ref** +5, **Will** +5

## OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +3 (1d6) or

mwk dagger +3 (1d4/19–20)

**Ranged** mwk dagger +5 (1d8/19–20)

## STATISTICS

**Str** 10, **Dex** 12, **Con** 11, **Int** 14, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Lightning Reflexes, Point-Blank Shot, Skill Focus (Knowledge [history]\*), Scholar\*

**Skills** Acrobatics +3, Knowledge (arcana)\* +12, Knowledge (dungeoneering)\* +11, Knowledge (engineering) +9, Knowledge (history) +13, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (religion) +9, Linguistics +8, Perception +3, Profession (scribe) +8

**Languages** Common, Draconic, Dwarven, Elven, Giant, Thassilonian

**Combat Gear** acid flask, alchemist's fire, *potions of cure light wounds* (2), *potion of protection from evil*; **Other Gear** chain shirt, masterwork dagger, quarterstaff, *cloak of resistance* +1, *universal solvent*, *wayfinder*, antitoxin (2), backpack, everburning torch, ink, inkpen, journal, rations (5 days), waterskin, 43 gp

\* Items marked with an asterisk can be customized by the players if so desired and the GM approves. The type of Knowledge skill indicated in Andel's selection of the feat Skill Focus can be changed if another selection benefits the party more. The two Knowledge skills marked with an asterisk gain a +2 bonus from the Scholar feat (found on page 288 in *The Inner Sea World Guide*) and are likewise customizable to the greatest benefit to the party in order to fill out any gaps the group may have. All of the bonus points from Andel's favored class (expert) are put into hit points, but if desired, a player selecting this scribe as a companion can instead change those to bonus skill points. Likewise, a player selecting this NPC can customize him by changing out his feats, gear, and languages to best suit the party composition.

As the PCs gain levels during the course of this Adventure Path, they can level up Andel as well, but should remain focused on him providing aid by means of Knowledge checks and his primary job of chronicling the party's exploits as the PCs proceed through the campaign. Andel should never overshadow the PCs.