



GRAND LODGE

Gorgo 14034-40

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. 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.

REWARDS

EXPLORER (2+ goals): Once per adventure before attempting an Acrobatics, Climb, Survival, or Swim check, you gain a circumstance bonus equal to 1 plus half of the number of goals you have completed (rounded down) when attempting the check. You also halve your armor check penalty for the purpose of this skill check.

CHRONICLER (4+ goals): You gain one additional use of the Explorer ability per adventure. In addition, you can use the Explorer ability to modify a Linguistics, Knowledge, or Use Magic Device check and attempt the check as if trained.

EXPEDITION COORDINATOR (7+ goals): You can forego your Day Job check to organize an expedition to a site you recently visited and discover things you missed before. You can check one of the boxes to retroactively succeed at the scenario's secondary success condition that you would have otherwise failed. If you do so, all other PCs at the table also succeed at the secondary success condition.

Once per adventure when you accomplish one of the following goals, you may check a box that precedes it. Once all of a goal's boxes are checked, the goal is complete. You earn special rewards based on the number of goals you have completed.

River Kingdoms, Nimrathas, Alkenstar, Thuvia, Tamran, Mwangi, Lastwalli, Katheer

Adventure in a nation other than Absalom. You may only receive credit for visiting a particular nation once.

Checking one of this goal's boxes does not prevent you from checking one box for a different goal.

Forgo a Day Job check to finalize a report to the Pathfinder Society. Doing so requires a successful DC 15 Intelligence, Wisdom, or Profession (scribe) check.

Complete at least three consecutive scenarios in which you completed both the primary and secondary success conditions. Sanctioned adventures that do not include secondary success conditions neither interrupt nor contribute to this goal.

Complete six consecutive scenarios in which you completed both the primary and secondary success conditions. Sanctioned adventures that do not include secondary success conditions neither interrupt nor contribute to this goal.

Recover a piece of the Numerian device known as the Sky Key.

Defeat one or more members of the Aspis Consortium in an encounter whose Challenge Rating is at least equal to your character level.

Sponsor another PC to join your faction. To fulfill this goal, that PC must then join the Grand Lodge by spending only 1 Prestige Point per character level (one-third the normal cost). The PC must have at least 6 XP and at least three ranks in any combination of the following skills: Knowledge (any), Linguistics, or Perception.

Serve as the GM for an adventure that grants 1 or more XP, and apply credit and the Chronicle sheet to this character. Completing this goal counts as two goals for the purpose of earning faction rewards.