



Absalom's Grand Lodge draws Pathfinder agents from all corners of the Inner Sea and beyond. Adventurous souls flock to the Society's vast complex of towers, libraries, reliquaries, and museums to train, research, and trade stories of life in the field. Consequently, Pathfinders from all walks of life hold the Grand Lodge of Absalom in high esteem and consider it home. Within its walls, a cadre of masked leaders—the Decemvirate—guides the Society's global activities from within its aerie, Skyreach. Other Pathfinders may give their allegiance to foreign nations or religious factions, but members of the Grand Lodge faction give their loyalty to the Ten and the Pathfinder Society itself. Venture-Captain Ambrus Valsin, who controls all of the goings-on within the Grand Lodge itself, is disliked by many new Pathfinders, but appreciated by veterans for his skillful assignment of agents. Detail-oriented and annoyed by inefficiency, he doesn't appreciate back-talk and reserves the most difficult assignments for those who annoy him.

## Goal: Loyalty To The Decemvirate Above All

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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 as well as 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 the earliest volumes. They often take inspiration from the exploits of the early Pathfinder Durvin Gest, aspiring to become as famous as that legendary adventurer.

### Current Season Goals (Season 4)

Ensure the success of the Heidmarchs' lodge in Magnimar, and continue the war against the Aspis Consortium and any rogue Shadow Lodge agents.

## Grand Lodge Traits

Members of the Grand Lodge faction can take the following campaign 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 for the chosen skill, and the chosen skill becomes a class skill for you.

**Loyalty:** You resist attempts to dissuade you from obeying the Decemvirate's will. You gain a +1 trait bonus on saves against enchantment spells and spell-like abilities.

**Observant:** Sometimes 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 for the chosen skill, and the chosen skill becomes a class skill for you.

**Proper Training:** Your time 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 for the chosen skill, and the chosen skill becomes a class skill for you.

**Teaching Mistake:** You know the consequences of failure and strive never to make the same mistake twice. 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.

## The Grand Lodge Faction Leader



### Ambrus Valsin

Venture-Captain Ambrus Valsin controls all the goings-on inside the Grand Lodge in Absalom at the behest of the Decemvirate, serving as the lodge's chamberlain or steward. Meticulous with details and annoyed by inefficiency, he makes a point of supervising all important duties within the Grand Lodge, and keeps a long list of relatively safe but time-consuming jobs on file, ready to assign to novice Pathfinders to keep them busy and out of the way of more experienced agents. Because very few Pathfinders escape his attention, he is disliked by almost everyone who is new to the Society—though those who have been around a few years realize his assignments also help these rookies test their new training in the field without significant risk of death. Tall and meticulously groomed, Ambrus doesn't appreciate backtalk and reserves particularly strenuous assignments for those who annoy him.

## Gaining Fame

Pathfinders loyal first and foremost to the Grand Lodge and the Decemvirate find themselves well rewarded for carrying out the will of the Ten no matter where it takes them or what the task. Those Pathfinders who put the wellbeing of the Society above their own and who embody the values of exploration, cooperation, and accountability rise quickly in the ranks of the Grand Lodge. Often, the acquisition of lost knowledge or forgotten treasures directly benefits the discovering Pathfinder; thus, those dedicated to the Decemvirate take their orders as advice on how to maximize their own success.

## Prestige Awards

The resources of the Pathfinder Society are vast and varied, and the Decemvirate willingly grants boons to those Pathfinders most dedicated to forwarding their aims and goals.

**Aspis Hunter (Fame 20, 2 PP)** You gain special training in foiling the efforts of the Society's largest external enemy, the Aspis Consortium. You gain a +1 bonus on attack rolls and on weapon damage rolls against Aspis agents who wear clearly visible insignia showing their affiliation and rank.

**Lore of Ages (Fame 20, 1 PP)** While in Absalom, you may purchase the assistance of a dedicated librarian at the Grand Lodge to assist you in research, granting you a +5 bonus on any single Knowledge check after 1 hour of research on-site. This is a one-time bonus—if you wish to use this award again later, you must purchase it again. You can make this Knowledge check as if you were trained in that skill. This bonus does not stack with the standard +4 bonus on any skill check granted by spending 1 PP that is available to members of any faction.

**Wealth of Knowledge (5 PP)** Your varied experiences in the field have given you insight into areas of study that would normally be closed to you. Select one Knowledge skill; you may make untrained checks in this skill up to a maximum of DC 20 instead of the normal limit of DC 10. You may gain this benefit multiple times, each time selecting a different Knowledge skill.

## The Grand Lodge Pathfinder

Grand Lodge Pathfinders are the purest members of the Society, and represent the key tenets of the organization above all else. Whether focused wholeheartedly on exploring lost ruins, delving into newly discovered crypts, or negotiating the sale of valuable relics from the grips of those who don't respect them, loyal Pathfinders have an insatiable sense of curiosity. Their desire to see the Pathfinder Society grow and prosper makes them excellent teammates for larger expeditions, and they often go to excessive lengths to ensure their fellow Pathfinders receive any aid they need. It's no surprise, then, that the pages of the *Pathfinder Chronicles* have been filled with the exploits of Grand Lodge Pathfinders since the Society's founding. Those with ambitions of someday attaining fame comparable to the great Durvin Gest find this faction a perfect fit. Most Grand Lodge Pathfinders are neutral-aligned.

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