



Standing as a bridge between the Inner Sea Pathfinders and new Pathfinders from the lands of Tian Xia, the Lantern Lodge seeks to combine two traditions of knowledge. Most Tian Pathfinders operate independently from their brethren, but recent events have brought Pathfinders from both sides of Golarion together. The Lantern Lodge represents Tian interests in the Inner Sea region, ensuring that Pathfinder Society agents far to the east of the Decemvirate's direct views are considered in organization-wide affairs. One of Absalom's newest venture-captains, Tian adventurer Amara Li is the leader of the Lantern Lodge. A stickler for tradition and propriety, Li is known throughout Absalom for her meticulously executed tea ceremonies, the impeccable cleanliness of the Lantern Lodge, and her unshakable poise.

## Goal: Spread The Wisdom of Tian Xi

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The Lantern Lodge seeks to spread word of Tian Xia's ancient teachings and add the cultural richness and mysterious antiquities of the Dragon Empires to the wealth of the Pathfinder Society. Other goals include the exchange and return of artifacts, and assisting Pathfinders in explorations of that continent.

### Current Season Goals (Season 4)

Fight the Aspis Consortium, ensure the route through the *Hao Jin Tapestry* is safe for Pathfinders, and restore honor to the faction.

## Lantern Lodge Traits

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

**Meridian Strike:** Energy flows through channels in the body, like rivers through the land. Once per day when you roll damage on a successful critical hit, reroll any 1s and take the new roll (even if it is another 1).

**Meticulous Artisan:** A well-carved statuette, the smooth stitching on a fine coat, the keen edge on a blade—you know how to craft masterpieces. You gain a +1 trait bonus on Day Job checks using the Craft skill.

**Mind over Matter:** Whether from the pages of a dusty scroll or at the feet of a master, you have learned to set your mind to adapt to the physical realm. You gain a +1 trait bonus on Will saving throws.

**Storyteller:** Your long journeys between the Inner Sea and Tian Xia have exposed you to a wide variety of campfire tales. Once per scenario, you can make a Knowledge check with a trait bonus equal to your Intelligence modifier plus 3 (minimum +1). You can make this check even if you do not have ranks in the required Knowledge skill.

**Weapon Style:** You gain proficiency with one weapon that has the monk special weapon quality (see page 145 of the *Core Rulebook*).

## The Lantern Lodge Faction Leader



### Amara Li

One of Absalom's newest venture captains, Tian adventurer Amara Li hails from the bustling Tian city of Goka. She established the Lantern Lodge in the Petal District, from which she coordinates expeditions to her homeland in Tian Xia, as well as the operations of Tian Pathfinders who have traveled to the Inner Sea region for their own exploration. Rumors speak to personal financial difficulties that have prompted her recent efforts to increase cooperation between Pathfinders in the Inner Sea region and Tian Xia, though Li is far too proper to discuss such matters in public. A stickler for tradition and propriety, Li is known throughout Absalom for her meticulously executed tea ceremonies, the impeccable cleanliness of the Lantern Lodge, and her unshakable poise.

## Gaining Fame

While Lantern Lodge Pathfinders participate in normal missions throughout the Inner Sea region—seemingly without ties to Tian Xia at all—Venture-Captain Li frequently finds tasks for them to carry out while engaging in other activities. These include diplomatic missions to allies of her cause throughout the Inner Sea region, retrieval of long-lost Tian artifacts she hopes to see return to Goka for study or display, or the elimination of enemies who hamper the Lantern Lodge's efforts in one way or another. Lantern Lodge Pathfinders are Pathfinders first and foremost, but Amara Li rewards them significantly for dedication to her and her lodge while they carry out the will of the Ten.

## Prestige Awards

Though most of the Lantern Lodge's resources lie across the Crown of the World in Tian Xia, the organization nevertheless has substantial influence in the Inner Sea region to exert on behalf of those who serve it.

**Diplomat (Fame 40, 4 PP)** Your reputation as an agent of Tian interests precedes you, and you gain a +2 bonus on all Diplomacy and Sense Motive checks made against humans of the Tian ethnicity and nonhuman natives of Tian Xia.

**Familiar Weapons (5 PP)** You gain Exotic Weapon Proficiency as a bonus feat with one of the following weapons: kama, nunchaku, sai, shuriken, siangham, or spiked chain. At the GM's discretion, similar exotic weapons from other sources can be added to this list.

**Honorable (Fame 20, 1 PP)** You gain the title of "brother" or "sister," which you may use before your given name, generating respect from natives of Tian Xia. You become specialized in Diplomacy.

**Master (Fame 40, 10 PP)** Having proven your dedication to the Lantern Lodge, you gain the title of "master," which you may use before your given name. You gain a +2 bonus on Initiative checks.

**Tales of the East (Fame 40, 4 PP)** Time spent listening to tales of Tian Xia has given you valuable insight into the distant land, granting you a +2 bonus on Knowledge (geography, history, local, and nobility) checks regarding Tian Xia.

## The Lantern Lodge Pathfinder

The same principles of exploration, reporting, and cooperation that dictate the life of Pathfinders from the Inner Sea region also guide the actions of Lantern Lodge Pathfinders. Most members of Venture-Captain Li's slowly growing organization either hail from Tian Xia themselves or are native to the Inner Sea region but interested in exploring the east. Those Pathfinders from Goka, Minkai, and the Successor States, among other Tian lands, often possess class archetypes not seen in the Inner Sea region, and as such provide valuable, specialized assistance to expeditions in Avistan and Garund. Though they also participate in missions with non-Lantern Lodge Pathfinders, most members of Amara Li's lodge enjoy adventuring with one another, as their sense of solidarity and camaraderie is strong. Most Lantern Lodge Pathfinders are neutral-aligned.

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## Arizona Pathfinder Society

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