



SCZARNI

The ports and tradeways of Varisia are not enough for the Sczarni, a loose association of crime families that has turned its shrewd attention to Absalom and the riches of the Inner Sea region. The Sczarni and their allies see the Pathfinder Society as a tool for control of Absalom and a source of near-limitless wealth. They count among their numbers smugglers and swindlers, murderers, thugs, and thieves.

Goal: Personal Gain

Pathfinder agents affiliated with the Sczarni are the most likely to exploit their Society missions and contacts for their own personal profit. Money isn't everything, however, and smart Sczarni Pathfinders know that information can be more valuable to their brotherhood than gold.

Current Season Goals (Season 4)

Unify disparate Sczarni families across Varisia under Guaril Karela's leadership, and boost Riddleport's influence in the region.

Sczarni Traits

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

Bad Reputation: The reputation of the Sczarni precedes your arrival. You gain a +2 trait bonus on Intimidate checks, and Intimidate becomes 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 pay 10% less than a character without this trait would, garnering the same results.

I Know a Guy: The Sczarni are often related to each other, and no matter how distant the kinship, you know that you can rely upon your extended family for information. You gain a +2 trait bonus on Diplomacy checks made to gather information and a +1 trait bonus on Knowledge (local) checks.

Shiv: Sometimes smooth talking just doesn't work. You gain a +1 trait bonus on damage rolls made with one handed piercing or slashing weapons in a surprise round.

Trouper: You cling to the Varisian traveling performer traditions and can recognize the magic hidden in song and dance. You gain a +1 trait bonus on checks using a Perform skill of your choice and a +1 trait bonus on saving throws against abilities that rely upon the Perform skill to function, such as the bardic performance class ability.

Gaining Fame

Pathfinders working in tandem with the Sczarni often earn reputations within the insular organization by delivering or retrieving messages from other operatives in the field, transporting stolen goods while on otherwise standard Pathfinder business, and sometimes stealing from or conning innocents along the way. Few Sczarni admit they belong to the loose affiliation, and even fewer Pathfinders boast of their association with the ill-reputed crooks. While Pathfinder agents who can operate without catching the notice of their friends and allies are a great asset to the Sczarni, conversely, some Sczarni prefer to be seen in the company of acclaimed and well respected adventurers such as ostentatious Pathfinders, hoping the latter group's more positive reputation will rub off on their own oft-maligned brethren. But sometimes more virtuous Pathfinders are simply sent on Sczarni missions to allow the criminals to keep good company while doing something less than honorable behind the Pathfinders' backs.

Prestige Awards

Though generally operating in secret, the Sczarni have a well established presence throughout the Inner Sea region.

Caravan Traveler (Fame 10, 1 PP) Your long time spent on the road with fellow travelers has enhanced your knack for picking up local customs. You become specialized in Knowledge (local).

Fence Contact (Fame 20, 4 PP) Once per game session, when selling any item, you may use a Sczarni fence who gets you an additional 10% return on its sale. This additional value is calculated as 10% of the normal resale value of the item.

Front (Fame 40, 2 PP) Your Sczarni contacts help you set up a front for your criminal operations. If you own a business (see Chapter Five of the *Pathfinder Society Field Guide*), you gain an additional +3 circumstance bonus on all Day Job checks, representing illicit income generated on top of your legitimate income.

Greased Palm (4 PP) In any city of at least 5,000 inhabitants, you may locate a corrupt official. If you're imprisoned or fined for crimes committed in the city's jurisdiction, you may take advantage of this contact, paying no fines and escaping sentencing if you can make a DC 15 Diplomacy check. You can use this ability once per game session. Note that DC 15 represents mundane crimes—at the GM's discretion, particularly heinous crimes can increase the DC to avoid jail time or even execution by 10 points or more.

The Sczarni Faction Leader



Guaril Karela

Guaril Karela is the mastermind behind all Sczarni activity in and around Absalom, and as so much of the region's business takes place at least in part in the City at the Center of the World, Guaril likes to think of himself as more important on a global scale than perhaps he truly is. Despite his delusions of grandeur, he maintains a low profile working the counter at the Pickled Imp, his curio shop in the Docks. From this strategic location, the ever-smirking charlatan keeps a close eye on what lucrative shipments come into the harbor and what warehouses are left unguarded. The constant flow of dingy sailors and visitors from all over Golarion means that Guaril's agents, both Sczarni and Pathfinder alike, blend in perfectly as they stop into his shop for a tip or to pay respect for a past job.

The Sczarni Pathfinder

Some Sczarni find a life of wandering leads them eventually to the Grand Lodge to become part of a larger organization, though these Pathfinders never lose their loyalty to their Varisian roots. Similarly, Pathfinders of any ethnicity looking to swindle, smuggle, and steal at every opportunity find that they work well with the Sczarni operating throughout much of the world. Ever opportunists, Sczarni know when the Pathfinder Society provides a great cover for their unscrupulous ventures, while similarly shrewd Pathfinders see the benefit of having contacts in nearly every port, especially ones skilled at getting valuable cargos past prying harbor watchmen and tax collectors.

Most Sczarni Pathfinders are chaotic-aligned.

Arizona Pathfinder Society

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