



For centuries, the Decemvirate sent Pathfinder Society agents of varying skills and degrees of competence to far-flung lands in search of artifacts and dangerous knowledge. Over time, these leaders distanced themselves from the rank and file field agents, and soon began to forget what it truly meant to be away from the protective sanctum of Skyreach in the Grand Lodge of Absalom. Many members of the Society became bitter and disillusioned, and in 4710 ar, splintered away and demanded that the Decemvirate and their venture captain representatives not forget those who serve them. The Shadow Lodge faction is headed by Grandmaster Torch, an infamous information broker who rules his fiefdom of favors and secrets from his sewer hideout in the Puddles district of Absalom.

## Goal: Hold Your Leaders Accountable

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The Shadow Lodge first broke away from the Pathfinder Society as a protest against the heavy-handed nature of its leaders, the Decemvirate. The Shadow Lodge has reformed into a watchdog group, and despite its sinister sounding name, truly wants the best for the Society and its members. Some rogue members of the original Shadow Lodge do exist, though, and these fanatics still seek the downfall of the Decemvirate in spite of the reparations that have been made.

### Current Season Goals (Season 4)

Infiltrate the Aspis Consortium, and expand Grandmaster Torch's spy network into Varisia.

## Shadow Lodge Traits

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

**Aid Allies:** When using the aid another action, you give your ally a +3 bonus instead of a +2 bonus.

**Fortified:** Some members of the Shadow Lodge aren't completely convinced of the Decemvirate's sincerity and fear potential reprisals. Through alchemical techniques and endurance training, you gain the ability to negate a critical hit or sneak attack scored against you once per day. This ability functions as the *fortification* armor special ability, with a 20% chance of success.

**Medic:** Your experience caring for wounded Pathfinder agents has granted you a +2 trait bonus on Heal checks made to treat diseases and poisons. Additionally, your caster level is considered one higher when casting spells of the healing subschool with *remove* in the spell's name.

**Shadow Diplomat:** Balancing the political infighting of the Society's factions grants you a +1 trait bonus on Diplomacy checks, and Diplomacy becomes a class skill for you.

**Watchdog:** As a member of the Shadow Lodge, you are trained to detect lies and doublespeak. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive becomes a class skill for you.

## The Shadow Lodge Faction Leader



### Grandmaster Torch

A former Pathfinder field agent whose name has been lost in the dust of the tomb in which he was left for dead, **Grandmaster Torch** has spent decades building an empire of spies, informants, and double agents within the Pathfinder Society and without. From his sewer lair in the Puddles (located in a generally dry section known as the Siphons), Torch used his position as a notorious information broker to rack up a sizable debt of favors owed him by the Pathfinder Society. When his role as the mastermind behind the Shadow Lodge was revealed, the Decemvirate was quick to pay off these outstanding favors, meeting some of Torch's demands and hopefully precluding all-out mutiny among the Pathfinder ranks. Despite being on relatively good terms with the Ten at the moment, Torch is still suspicious of how much they've actually bent in the face of adversity. Ever suffering from a terrible curse that left him covered head to toe in vicious burn scars, Grandmaster Torch may yet require more than honeyed words and hollow promises to truly smooth things over.

## Gaining Fame

Shadow Lodge missions often involve gathering evidence of slights against the average Pathfinder from high-ranking members like venture-captains and the Ten; assisting former agents in recovering from injuries, curses, or maladies suffered while serving as the Decemvirate's pawns; or eliminating openly oppositional Pathfinders who claim allegiance to the Shadow Lodge and damage the organization's reputation. Shadow Lodge operatives who can operate without damaging the tenuous peace with the Decemvirate are quite valued.

## Prestige Awards

Because of past open conflicts with the core of the Pathfinder Society, many of the Shadow Lodge's resources are dedicated to improving the organization's reputation, as well as assisting its membership when the Decemvirate fails to protect them.

**Don't Sully the Name (Fame 20, 4 PP)** When faced with renegade Pathfinders claiming to represent Grandmaster Torch and the Shadow Lodge as a whole, you receive a +2 bonus on Sense Motive checks to determine the veracity of their claims. If they are indeed false or rogue Shadow Lodge agents and you identify them as such, you gain a +1 bonus on attack and damage rolls against them.

**No One Left Behind (3 PP)** Agents mount a rescue mission to retrieve your body after a failed mission, allowing you to be restored to life via *raise dead*. If your body no longer exists because of effects like *disintegration* or digestion in a monster's gut, this resource cannot aid you.

## The Shadow Lodge Pathfinder

Most Pathfinders claiming membership in the Shadow Lodge have a personal grudge against the Decemvirate. Whether they themselves were victims of the Ten's apathy regarding their well-being or saw friends or relatives suffer because of the Society's inaction, tragedy and resentment push most Shadow Lodge members into the organization's ranks. But while Shadow Lodge Pathfinders may not like the Decemvirate very much, they nevertheless want the Society to prosper, and do what they must to assist their fellow agents, especially when the Ten send them into harm's way. Most Shadow Lodge Pathfinders are chaotic-aligned.

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## Arizona Pathfinder Society

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