Groups and Organizations

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Pathfinder Society

The Pathfinder Society is a globe-spanning organization based out of Absalom, the City at the Center of the World. The membership consists primarily of Pathfinders, adventurers who travel throughout Golarion—usually inconspicuously—and explore, delve, and otherwise experience the lesser-seen parts of the world.

Pathfinder Lodge

Pathfinder lodges, also known as chapter houses, are accommodations used to house its members and research. They can be found around the world wherever adventure can be had.

The party has found one such a place: the Gray Falls Lodge, a facility dedicated to researching the fey in the River Kingdoms.

Disciples of the Damned



The **Disciples of the Damned** were a rag-tag group of noble souls led by an elven man named Varrik. The Disciples traveled the realm, offering aid to any who suffered or simply needed it. Its members shared a common history: they were all victims displaced by war and conflict yet wished to save others from suffering the same fate.

The original group fell apart when all its members were betrayed by a single man: Casimir.

At present, the group has been revived by Opalneria who wishes to take the charge of her late master's noble endeavor. She would go on to recruit 3 other like-minded individuals. The group's current mission in the River Kingdoms is to track down cult activity and help those who need it.

History

Varrik, an elven swordsman, traveled the realm in order to provide aid to those who needed it. Attracting those who found his efforts admirable, he would later create a guild dedicated to the endeavor.

Sometime later, Casimir and Lilith would join the group.

At an unknown date on 4702 AR, the Disciples discovered an orphaned Opalneria. Her parents were killed by desperate farmers that held prejudice against their heritage. Upon finding the poor child left alone, Varrik and Lilith decided to take her into their care and raise her as one of their own.

Varrik, Lilith, and Casimir would then train Opalneria. Varrik taught Opal how to survive. Lilith would teach her how to cast magic. And Casimir would teach her how to perform basic rituals.

The two doted on her like they were her real daughter.

> Continue the campaign to reveal more information!

One day, the Disciples would learn of the havoc wrought upon the River Kingdoms by a coven of hags. Varrik and his group would then travel to the nation and work towards liberating the region.

During their fight with the remaining two hags, the Disciples heard mention that one of their members made a deal with them. But in the chaos of the fight, the words were ignored as mere taunts. The hag coven was ultimately felled, and the River Kingdoms freed of evil... for a time.

Half a year later after the hag coven was defeated, the Disciples found weird piles of stones left around in conspicuous spots. As the Disciples set out to investigate, they left behind a young Opalneria. Varrik, Lilith, and the Disciples are ultimately ambushed and wiped out by a horde of villagers as a familiar face comes out from the shadows. Unfortunately, they were betrayed by none other than Casimir - their trusted ally. In Lilith's depiction of the events, it seemed as if the villagers were under someone's control...

Years later, Opalneria, would return to the River Kingdoms with three new allies after having finished her self-training. Having reformed the Disciples, Opalneria intends to carry the torch of her late father and continue the task of helping those in need.

In the year of 4724 AR, the members would split up to cover more ground. Opalneria, heading to Riverton, would come across piles of stacked stones and decide to report it to the local governor. There, she would meet the party and join them in an unforgettable adventure...

Current Members

- Opalneria (leader)
- Ivan
- Amoretta
- An unknown member

Past Members

- Varrik (leader, status unknown)
- Lilith (status unknown)
- Casimir (traitor)
- Countless unknown men and women who have fallen

Circle of Archmagi

The **Circle of Archmagi** is an exclusive organization comprising some of the most powerful archmages in Golarion. This organization is dedicated to advancements and breakthroughs in the field of magic.

The Circle isn't led by any single wizard, nor are there ranks to the organization. Due to their self-interest, meetings between all members of the Circle are rare.

Make no mistake, the members of this organization don't intend to use their magic for the benefit of humanity. The Circle exists only for the archmages to keep tabs on each other, and may as well not exist.

Should you cross their path as an enemy, you will wish otherwise.

> We, wizards of the Circle, have one important rule we can never break: we can never raise a hand against each other. After all, no good can come from war breaking out between two masters of magic. But sometimes, boundaries are broken. Accident or not, I like to play it safe. You will be my eyes and ears.
>
> - Archmage Arkemyr, to the party

History

The players have come across a giant turtle dragon, Belvor, sealed in a giant arena. According to the ancient dragon, Belvor was sealed there by Archmage Concelhaut - a lich the party encountered mere seconds ago. Thaniel offered to free him, but the powerful magics keeping Belvor sealed can only be undone by someone equal in power as the original caster. Perhaps another Archmage can help?

In exchange for her help under the table, Arkemyr has hired the players to spy on her colleague, Lujei. The eccentric wizard believes that Lujei will interfere with her business in Gralton. Hence, she requests the players to attend the Gralton Masquerade Ball...

Current Members

According to Archmage Arkemyr, there are 8 seats in the Circle - one for each magical school.

- Llengrath (Abjuration)
- Citzal (Conjuration)
- Ryngrim (Divination)
- Arkemyr (Enchantment)
- Minoletta (Evocation)
- Lujei (Illusion)
- Concelhaut (Necromancy)
- Ninagauth (Transmutation)

So far, the party has had a run-in with two archmages...

Arkemyr's Magical Apiary

Arkemyr runs a side business where she sells potions. One such a project is the magical apiary, which produces experimental magical honey, and is where Beatrice and Phoebe work.

Milani's Thorns

> The party will be responsible for filling out this page!

An unknown organization. Not much is known about the Milani's Thorns, save for the fact that they covet Desna's Star - a special flower that allows one to lucid dream. Who could their enigmatic leader be?

History

The party first encountered Milani's Thorn when they accidentally discovered one of their secret bases. There, they found villagers who were there "voluntarily." According to Ava, the leader of that particular section, they were merely training.

Soon after, the villagers would raze Riverton to the ground along with its governor.

Somewhere near Cordelon, the party discovers a group of serpentfolk that seem to have been following orders from Milani's Thorns. The party learns that the serpentfolk were fed information of caravans coming into Gralton. The letter found by the party also specifies that the serpentfolk should not kill anyone while doing so... In exchange, they would help the organization find Desna's Stars.

The party would later encounter Ava a second time upon leaving the Embeth Forest after a successful mission. Ava, who is after the Desna's Star in their possession, allows the party to leave. She claims that their organization does not kill.

Brewing Desna's Star into a tea, the party dream and find themselves in Lilith's dreamscape. The party recognize her as the same woman that helped them escape their first rodeo with the Dreamlands. There, she reveals the tragic fate that befell the Disciples of the Damned. Describing the dreamscape as her punishment and reward, Lilith acknowledges that she now reluctantly works with the Milani's Thorns so that she can see her late husband.

The party learns that Lilith is Opalneria's adopted mother, and Lilith learns from them that her daughter is still alive. Before the conversation can be continued, the dream is interrupted by Opal who warns the party of an attack on their fort.

Current Members

- Lilith (unwilling)

- Ava
- Many unknown individuals

Faction Template

History

Current Members