

SECOND EDITION

PATHFINDER SOCIETY



Year Of Clockwork Mystery

Clockwork Mystery Player's Guide

By Shay Snow and Alex Speidel





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Year Of Clockwork Mystery

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Pathfinder Society Landing Page: <https://paizo.com/pathfindersociety> or [pathfindersociety.club](https://paizo.com/pathfindersociety.club)

Lorespire (Guide to Organized Play): <https://lorespire.paizo.com>

Pregenerated Characters: <https://paizo.com/pf2pregens>

Organized Play Regions: <https://paizo.com/organizedplay/regions>



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Welcome to the Pathfinder Society!

The Pathfinder Society Organized Play Program is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society—an organization of explorers, archaeologists, and adventurers dedicated to discovering, exploring, and chronicling all corners of Golarion and beyond! The Pathfinder Society is based in the Grand Lodge in Absalom, the city at the center of the world!

Whether you're a long-time gamer or you've never seen a d20 before, we welcome you wholeheartedly to the Pathfinder Society! The Pathfinder Society Organized Play program is the perfect way to get involved with the Pathfinder Roleplaying Game. Our program enables you to play the character you want, whenever and wherever you want. Thousands of players worldwide are ready to welcome you at conventions, local game stores, and online.

The *Clockwork Mystery Player's Guide* is a quick-start guide to playing Pathfinder Society. We believe the best way to learn about the program is to jump in with both feet (or whatever you might use to move around), so we've given you everything you need to sit down at a game table. Don't be afraid to ask questions of your GM or your fellow players; our community loves helping new adventurers!

We hope you enjoy the Pathfinder Society! We're so excited to have you join our party. Happy gaming!

Alex Speidel

Organized Play Coordinator

Shay Snow

Pathfinder Society Developer

What is Organized Play?

Paizo Organized Play is a worldwide roleplaying organization where players can take the same character and play in any game around the globe. Our adventures are designed to bring players together as they explore our worlds, investigate mysteries, and fight evil in a shared setting that responds to their decisions.

The goal of our Organized Play (OP) programs like Pathfinder Society is to provide players with a drop-in, drop-out play experience. Those without regular home groups can show up to OP events ready to play, and those who stick with the program often find it helps them form groups for additional play experiences, such as our Adventure Paths.

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Getting Started

All you need to get started in the Pathfinder Society is a character, an Organized Play ID, and a game to play in!

Building a Character

The first step in your journey is to build a character! Follow the rules in *Pathfinder Player Core* for character creation. You can use any option in *Pathfinder Player Core*, *Pathfinder Player Core 2*, *Pathfinder GM Core*, or this PDF as you choose your ancestry, background, class, and more.

In Pathfinder Society, you are permitted to build a character at 1st, 3rd, 5th, or 7th level. We recommend new players begin at 1st level, but it's not a requirement.

Don't worry if you don't get everything about your character perfect! All characters can be freely rebuilt between sessions until that character begins their fourth adventure.

Pregenerated Characters

If you don't want to start by building your own character, or don't have time, don't worry! The Pathfinder team has created free pregenerated characters (sometimes called "pregens"), which are available for download at <https://paizo.com/pf2pregens>. You can use one of these characters until you build your own, and any rewards you earn will apply to your chosen character.

Organized Play ID

Once you've created your character, we recommend you join the Pathfinder Society by registering for an Organized Play ID. Visit <https://paizo.com/organizedPlay/myAccount> and click "Join Organized Play" on the right side of the screen. Alternatively, if you were given an ID card at an event you've already attended, enter the Organized Play ID number and confirmation code on the left side of the screen.

Find a Game

Pathfinder Society is played at hundreds of game stores and conventions around the world! Each venue and event schedules games differently based on what works best for them. Here are some ways to find games near you.

- Contact your local game store and ask if they have Pathfinder Society games
 - Visit the Paizo event locator or convention calendar
 - Search warhorn.net or meetup.com
 - For online games, join the Discord server at pfschat.com
- Find your Regional Venture-Coordinator at <https://paizo.com/organizedplay/regions>

Replayability

Every Pathfinder Society scenario is replayable. This means the same player can play the scenario multiple times, as long as they play with a different character each time. GMs can also assign credit to a new character each time they run a scenario.

Rewards

After each adventure, you'll receive a Chronicle Sheet. This contains a summary of the adventure you played, as well as the following rewards.

- **Gold:** At the end of each adventure your character undertakes, your character is paid for their hard work by the Pathfinder Society, based on the character's level. This payment is the gold listed on their chronicle sheet. You can spend it immediately or save it up.
- **Experience (XP):** Completing a Pathfinder Society scenario grants 4 XP to your character. Characters level up every time they earn a total of 12 XP.
- **Boons:** Some chronicle sheets also include a boon, a new option for your character based on the adventure you completed. This could be a new item for purchase, a feat, or something else exciting!

Achievement Points

Achievement Points (AcP) are a special type of currency players and Game Masters (GMs) earn after completing adventures. These points are tracked online at paizo.com and redeemed online in the Boon Store to unlock character options or to remove negative conditions from your character, such as disease or even death.

Pathfinder Society Scenarios

Pathfinder Society scenarios are adventures designed to be played in the Pathfinder Society Organized Play Program. Each scenario is 2–3 hours in length and intended to be played by groups of 4 to 6 players within a specific listed level range. If your character is either of a scenario's listed levels, you can play that adventure!

GMs can easily adjust the difficulty of a scenario to be easier or harder using the Adjusting Difficulty sidebars found throughout the adventure. This empowers GMs to accommodate and adapt to tables of varying sizes, levels, and experience.

Remember that if you don't have a character of the listed levels, you can still play using a newly created character or one of the many pregenerated characters. You're always welcome at a Pathfinder Society game!

Clockwork Mystery

Every Pathfinder Society scenario is a self-contained adventure, complete with problems to solve, villains to fight, and challenges to overcome. Many Pathfinder Society scenarios are also interconnected and form a larger story. While some of these stories span only two or three scenarios, the largest story of each year is called a metaplot.

This year, we invite you to experience Clockwork Mystery, a tale of ancient civilizations, strange clockwork magic, secret organizations, and a mysterious artifact. For more information, see page 5.

Additional Resources

Looking for more information on Pathfinder Society or Paizo Organized Play? Check out the table of contents for links to the Pathfinder Society landing page, the full *Guide to Organized Play*, pregenerated characters, and more!



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rounded education before traveling out into the field. The leaders are **Kreighton Shane** (enigmatic male elf scrollmaster), **Marcos Farabellus** (boisterous male human blademaker), and **Sorrina Westyr** (clever female oread human cleric), all three of whom are eager to share their knowledge and experience with new and experienced Pathfinders. While at the Grand Lodge, Pathfinders can see the majordomo **Ambrus Valsin** (stoic male human steward) or gather supplies from the Office of Supplies and Procurement, headed by **Immaculate-Weaving-Under-Moonlight Nairaba** (fastidious male anadi dilettante) and **Kitsch** (quirky female ysoki quartermaster). Additionally, new initiates might be requested to spend time assisting with the students of the Dacilane Academy, the school for the children of Pathfinder agents, currently led by **J Dacilane** (loyal male human headmaster).

One of the crowning achievements of the Pathfinder Society are the Pathfinder Chronicles, a serial released monthly that details the adventures and discoveries made by various Pathfinders out in the field. These chronicles are archived alongside the many, many dangerous and magical artifacts overseen by the Society within their vaults, all overseen by **Zarta Draldeen** (sly female human archivist), who despite her beauty, is known to be extremely intimidating to new Pathfinder recruits, who often choose to work with her assistant, **Rain in Cloudy Day** (cheerful male leshy Pathfinder). Releasing quarterly alongside the monthly Chronicle is a gossip column pulled together by the enigmatic Venture-Gossip, who reports on social and political goings-on throughout the Society.

Finally, Pathfinders agents split into one of six factions: Envoy's Alliance, Grand Archive, Horizon Hunters, Vigilant Seal, Radiant Oath, or the Verdant Wheel. Each of these factions has their own goals and methods, however they know that first and foremost, they are Pathfinders and they must follow the same creed as everyone else:

Explore! Report! Cooperate!

Clockwork Mystery

In the northern Arcadian Ocean, where the ancient continent of Azlant once stood, an island arose from the depths containing an enormous temple of ancient and intriguing technology. This was a temple to the Azlanti god of magic Amaznen and contained some of the few remaining scrolls, books, and inventions crafted by his priests and followers. The Pathfinder

CLOCKWORK MYSTERY

The Clockwork Mystery storyline spans numerous Pathfinder Society Scenarios.

The adventure begins in *Pathfinder Society Intro to the Year of Clockwork Mystery*, where the Pathfinders team up with another agent to perform some risky magical experiments on the *clockwork compass*!

Want to find out more about the discovery of the *clockwork compass*? Check out *Pathfinder Society Scenario #7-15: Within Antiquated Halls*!

Society was there when the temple rose, and a team of adventurers entered inside to see what mysteries were held within. At the very end of the temple, they located a glass-topped compass with slots for stones that had a powerful magical aura but gave away no further information about its abilities or origins. This is the *clockwork compass*.

Sorrina Westyr, the Society's Master of Spells, has taken a special interest in the *clockwork compass*, theorizing that it can be some form of *proto-wayfinder*, the magical compasses that Pathfinders use to identify themselves as Pathfinders. She has a theory that the four empty slots are meant for magical stones that may have been scattered across Golarion once the Azlanti Empire fell. She's not sure what powers these stones, or the *compass*, could hold, but she has a feeling that it must be very important to have been hidden for so long.

There's just one small hiccup in this mission that Sorrina's committed the Society to: another ship was out in the Arcadian Ocean that day and watched the Pathfinders enter and then leave once the island started sinking back into the ocean. A merchant ship flying the flag of the Aspis Consortium took note of the Society's activities before sending a coded message back their headquarters.

The Clockwork Compass

The *clockwork compass* is an Azlanti artifact crafted by a handful of priests and clerics dedicated to Amaznen. Each slot is shaped differently and built to house a different stone. What abilities might be unlocked as each stone is located is a mystery, however the entirety of the Society have their eyes on the *clockwork compass*!



Sorrina Westyr

Clockwork Mystery Player's Guide

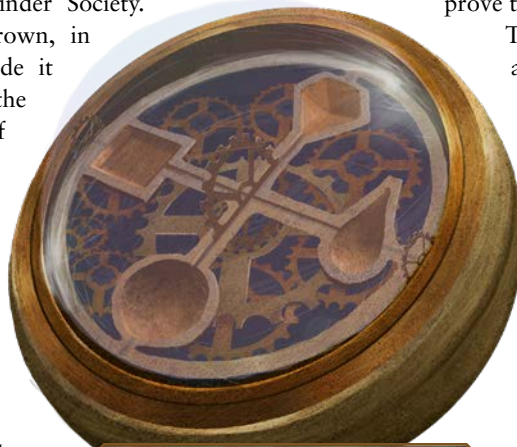
Welcome to the **Year of Clockwork Mystery**, the 8th year of Pathfinder Society for Pathfinder Second Edition!

The Aspis Consortium

The Pathfinder Society and the Aspis Consortium have long held each other in contempt and disgust. The Aspis Consortium is known to traffic stolen goods, illegal items, and at one time even people, making them clear enemies of the Pathfinder Society. Additionally, they operate out of Westcrown, in Cheliah, and the infernal nation has made it extremely clear that they are no ally of the Society, especially during the aftershocks of the Hellfire Crisis.

Members of the Aspis Consortium have spent the past few years keeping their collective heads down, trying to stay out of the light as they worked secretly behind the scenes to advance their organization's aims. During their time in silence, they located a strange vault within the bowels of one of the many islands that are all that remains of Azlant. One of their agents, **Orietta Arvina** (ambitious female nephilim human Aspis agent) entered the vault and emerged with...

Something *huge*.



Clockwork Compass

Other Dangers

There are other adventurers throughout this season that await the Pathfinder Society!

Queen Anastasia of Irrisen calls for their assistance with plotting out the route for her new “locomotive,” beginning with planning a path through the Hoarwood Forest. The fey within the forest are sure to be displeased if they’re disrespected, but if the Society can prove to be useful, they might find powerful allies!

The Society, with its growing number of undead agents, has reached out to the Blood Lords of Geb for permission to build a Pathfinder lodge within the undead nation. Only time will tell if the Pathfinders have the spine and guts to play with Gebbite politics.

Sitting innocently in the Wise Quarter of Absalom, the Blakros Museum is a familiar sight to most Pathfinders, even if the curator can sometimes come across as a clumsy fool. The museum’s owners have recently purchased a taxidermy collection. The new exhibit is stirring up excitement throughout Absalom!

Finally, the Benefactor, a rakshasa enemy of the Society, has been poking at the Society’s plans and making friends with its enemies. The Pathfinders were able to thwart her assassination plans once, but can they keep ahead of her again?

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Pathfinder Society Backgrounds

The following backgrounds are available to all members of the Pathfinder Society. These represent the varied fields of study and exploration that Pathfinder Society agents can specialize in. The referenced skill feats appear in *Pathfinder Player Core*.

ARCHAEOLOGIST

BACKGROUND

You've excavated enough sites to know that ancient civilizations aren't lost; they're merely buried and waiting for the right scholar to unearth them and tell their story. You might have worked as a laborer or local guide before learning formal archaeological techniques.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Society skill and the Architecture Lore skill. You gain the Additional Lore skill feat related to an ancient culture or the history of a culture you've studied (such as Azlanti Lore or Osirian History Lore).

PATHFINDER RECRUITER

BACKGROUND

The Pathfinder Society's always on the lookout for talent, but it rarely just stumbles into the Grand Lodge. Whether you're professionally trained to seek new recruits or the Society's own scouts identified your potential and raised you from childhood, you're committed to expanding the Society's roster.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill and a Lore skill related to one city you've visited often. You gain the Group Impression skill feat.

SPELL SEEKER

BACKGROUND

Conventional magic can only hold your attention for so long. Instead, you've devoted yourself to understanding truly esoteric spells, which invariably draws you to explore the world and all its eldritch traditions and practices.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in either the Arcana skill or Occult skill, as well as the Library Lore skill. You gain the Recognize Spell skill feat.

TRAILBLAZER

BACKGROUND

Uncharted realms have always intrigued you, and you've explored and mapped large territories in service to merchants, governments, or your own curiosity. Where some see a blank spot on a map, you see the potential for something new and undiscovered.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

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You're trained in the Survival skill and the Cartography Lore skill. You gain the Terrain Expertise skill feat with one terrain you've explored (such as forest or underground).

TRANSLATOR

BACKGROUND

In your youth, you learned to transcribe books and translate scrolls to preserve knowledge or perhaps to aid wealthy merchants and politicians. Whether you set out to make your own fortune or are drawn to decipher the strangest codes, your linguistic training will guide your future discoveries.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Scribing Lore skill. You gain the Multilingual skill feat.

Clockwork Mystery Backgrounds

The following backgrounds are available to all members of the Pathfinder Society. These backgrounds are specifically connected to the metaplot of Clockwork Mystery!

ARCHIVAL ASSISTANT

BACKGROUND

You're well known for your experience working in elaborate archives and tackling intensive research. Zarta Dralneen pulled a few strings and called in a few favors to have you transferred to the Grand Lodge to assist with research.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Arcana skill, as well as the Library Lore skill. You gain the Assured Identification skill feat (*Player Core* 2 227).

AZLANTI RESEARCHER

BACKGROUND

Sorrina Westyr put out a call for people with an interest in Azlanti history and you've been waiting for this chance all your life. You're here and you're ready to get elbows deep into Azlanti artifacts!

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Religion skill and the Azlant Lore skill. Add Azlanti to your list of known languages. You gain the Student of the Canon skill feat.

CLOCKWORK WONDER

BACKGROUND

You have a knack for clockwork magic and can see how it all links together. You were recommended to the Society by a mutual friend due to your expertise.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Crafting skill and the Clockwork Lore skill. You gain the Improvise Tool skill feat (*Player Core* 2 231).

Campaign Backgrounds

The following backgrounds are available to all members of the Pathfinder Society. These campaign backgrounds have ties to the Society's adventures in Golarion!

BATTLE'S SPARK

BACKGROUND

You saw the Pathfinder Society helping during the Hellfire Crisis and were filled with hope and purpose. You signed up on the spot and are now a full-fledged agent.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Survival skill and the Warfare Lore skill. You gain the Experienced Tracker skill feat.

BOUNDLESS WONDER

BACKGROUND

The allure of the Society and their adventures called to you, and you answered, eager to see what amazing sights and treasures a Pathfinder can come across!

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Occultism skill and the Hag Lore skill. You gain the Trick Magic Item skill feat.

IMMORTAL INFLUENCE

BACKGROUND

Even during the uncertainty of the Godsrain, the Pathfinder Society stood tall, helping each other and anyone else caught in the crossfire. They extended a hand to you as well.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Religion skill and the Deskari Lore skill. You gain the Recognize Spell skill feat.

UNFETTERED EXPLORATION

BACKGROUND

You made contact with a Pathfinder Society representative during their push to reconnect with the world outside of Avistan. They recruited you eagerly and here you are!

Choose two attribute boosts. One must be to Constitution or Strength, and one is a free attribute boost.

You're trained in the Diplomacy skill and the Sailing Lore skill. You gain the Hobnobber skill feat.

Faction Backgrounds

The following backgrounds are available to all members of the Pathfinder Society. These backgrounds are specially built for the factions of the Society!

ENVOY'S ALLIANCE

BACKGROUND

You've had a long connection to the Pathfinder Society, whether through your experiences or your family and you appreciate the dedication of the Envoy's Alliance to keeping Pathfinders safe.

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Medicine skill and the Scouting Lore skill. You gain the Battle Medicine skill feat.

GRAND ARCHIVE

BACKGROUND

The enormous libraries of the Pathfinder Society are your home, and you can't imagine studying anywhere else.

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Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Society skill and the Academia Lore skill. You gain the Multilingual skill feat.

HORIZON HUNTERS

BACKGROUND

The next horizon, the next adventure, the next battle; you want to be part of every step and see everything! You're ready to take off!

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Survival skill and the Hunting Lore skill. You gain the Survey Wildlife skill feat.

RADIANT OATH

BACKGROUND

You swore to fight evil and protect what kindness remains in Golarion. The Radiant Oath supports you and stands by your side.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Diplomacy skill and the Spirit Lore skill. You gain the No Cause for Alarm skill feat.

VERDANT WHEEL

BACKGROUND

The natural world surrounds us all and you want to know everything about it and keep it safe from those that would want to plunder its natural resources for selfish gain.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Nature skill and the Herbalism Lore skill. You gain the Natural Medicine skill feat.

VIGILANT SEAL

BACKGROUND

While other agents stand by explore, report, cooperate, you stand by protect, contain, destroy. You know the sorts of things that are kept in the Society's vaults and you know what horrible things could happen if they got out.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Occultism skill and the Curse Lore skill. You gain the Root Magic skill feat (*Player Core 2 233*).

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