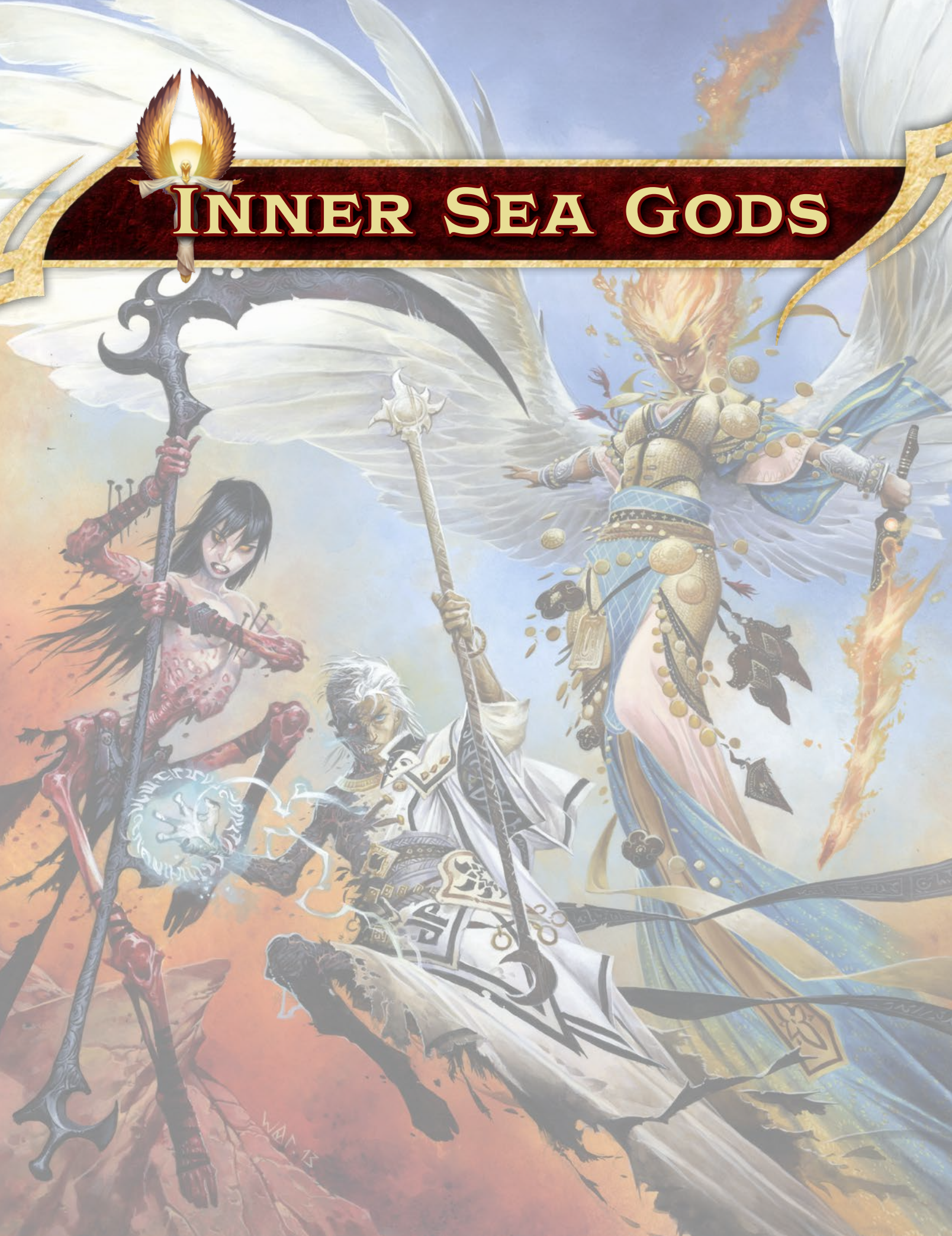

Pathfinder®
Campaign Setting™
Inner Sea Gods


Inner Sea Gods



Inner Sea Gods

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Introduction

Greater than the wars of armies and empires, beyond the ambitions of revolutionaries and tyrants, more devastating than the fury of magic or monsters, is the power of faith. Apart but not aloof from the races of Golarion stand a legion of deities: merciful guardians, impassive observers, vile destroyers, entities and more inscrutable, all with designs they seek to make manifest upon the mortal world. Awesome beings of unfathomable power, these divinities sow their influence across the planes, whether in direct displays of miraculous might or through the acts of their countless servants. Every deity and demigod knows the power of faith to change lives, shape nations, and alter the destiny of whole worlds. To such ends, the gods seek followers among mortalkind—champions to take up their banners, give voice to their doctrines, and thwart their foes. The gods seek worshipers, and they offer the ability to work great miracles to those who please them. All they ask for in return is faith and allegiance.

The tome you now hold presents secrets and revelations central to the deities, religions, and divine magic of the Inner Sea region of the Pathfinder campaign setting. Whether you're a Game Master running a campaign set in Golarion or a player whose character is driven by faith, you'll find expansive details on the predominant faiths of the Inner Sea region. Players of clerics in particular will find much of interest here, but note that the gods do not merely look to clerics for worship, or even to their dedicated priests—any class and creature can gain power or salvation from worshiping a god, and options for all manner of characters can be found herein.

As the deities of the Inner Sea make their presences known through the works of divine servants and the magic of their mortal worshipers, their faithful have little question about the existence of divine beings—many even have a sense of their god's personality and desires. This isn't to say that every deity has a personal relationship with her servants, though. The gods are not merely powerful mortals, but enigmatic beings that operate on a scale beyond mortal ken and with a vision fathomless to even the wisest sages. Even deities that were themselves once mortals have shed most of the limitations imposed upon them during their former lives, and now possess insights into the deepest mysteries of existence. How mortals interact with their deities, and how these deities in turn interact with their followers, varies wildly from person to person and god to god.

Mortals and Deities

Golarion is a world shaped by the actions of divine beings, as well as by those who worship these immeasurably powerful beings. Whether they devote their lives to service or simply offer minor prayers, most people of the Inner Sea choose a deity as their patron at a young age, either as part of their upbringing or as a personal choice. Yet while the populace of the Inner Sea is a predominantly religious one, even priests zealously dedicated to a single deity recognize that the other gods are fantastically powerful entities worthy of awe and respect.

Although many people choose to worship a single deity, it's not uncommon to pay momentary or otherwise limited homage to a wider range of deities who watch over various aspects of their lives. For example, a farmer might consider Erastil (god of farming) her patron, but still offer prayers to Pharasma (goddess of birth) when delivering a child, a curse to Abadar (god of trade) when cheated at market, or a plea to Sarenrae (goddess of healing) while tending to a sick friend. Even clerics, who must choose one deity as their patron above all others, sometimes offer such minor prayers to divinities allied with their chosen gods, although their faith must still remain primarily focused on their deity of choice, for even the good gods can be jealous.

While deep understanding of religion is the province of priests and scholars, most mortals are reasonably familiar with the deities commonly worshiped in their communities and can give some common description of them. In the Inner Sea region, the names and basic attitudes of the core 20 deities are well known, while those of some minor deities, racial deities, or the like may be completely unknown.

The predominant faith where one grows up can have a profound impact on one's chosen faith, yet this doesn't mean everyone worships a deity commonly venerated in their hometown. On Golarion, evidence of deities abounds, and the specialized and disenfranchised often look to the gods that best suit their needs. As a result, few communities are completely homogenous in their religion, and even those that seem monolithic often have pockets of divergent worshipers praying in secret. Whether through family ties to a religious minority, an interaction with a traveling priest, a direct vision from a divine messenger, or some other means, it's easy to justify playing a character of a faith uncommon in a region. Of course, choosing a faith not openly and commonly



worshiped in a region might make a character stand out or invite persecution, but such differences can make for powerful backstories and roleplaying elements. Players of such characters should think about why and how their character came to follow an unusual faith, and check with their GM to make sure that deity is appropriate for the campaign, as well as with the rest of the group to make sure your particular mix of religions won't cause conflict.

What worship actually means differs widely from faith to faith. Some churches engage in ostentatious shows of wealth or power to draw converts, while others focus on more personal matters and pray alone in silence. Daily or weekly ceremonies to instruct and guide the faithful may be common. Among the worshipers of the major deities, it's possible to find outlying temples that cleave to unusual practices based on divergent interpretations of scripture, or isolated towns touched by the divine with unique revelations and perspectives about the faith. Despite the gods' presence and influence over mortals, their ways still often prove mysterious or even contradictory to mortal minds, leaving plenty of room for interpretation, misinterpretation, and disagreements even between churches of the same god. What might be right for one congregation might not be for another. Ultimately, though, most deities care more about their followers' intentions and that worshipers uphold their dogmas rather than the specifics of ceremony and religious trappings.

Sometimes a person's individual version of a faith gathers like-minded adherents, and over time these shared practices become a cult—an offshoot of a main religion with practices or beliefs that differ from the official or predominant version of the faith. Often, a cult's practices start as a form of protest against a mainstream belief (or a misunderstanding of dogma). If a cult grows large enough and the deity continues to grant spells to its faithful or otherwise indicate approval, the cult may be accepted as a legitimate sect of the church, and could even revitalize the main church with its unorthodox beliefs. Evil religions are often called cults even though their rituals are the norm for the deity—this derogatory usage implies that they're marginal or unimportant.

Most group prayers and services take place at temples or other locations dedicated to religious activities. A shrine is a smaller location dedicated to a deity, and may just be a statue, standing stone, or alcove set aside

for offerings and prayers, or perhaps commemorating a miracle or divine manifestation. However, the gods don't require worshipers to be at such locations to hear and accept their prayers. The mere act of worship is sufficient for a god to hear the prayers of the faithful, and temples or shrines serve more as mortal monuments to their faith and centers of worship. Some faiths might have common rituals for prayer, but the degree to which each deity cares about mortal rituals or prayers varies.

In addition to deities common to nations or regions, there are gods primarily associated with different races or species, though these gods are generally not averse to having worshipers of other races (even if their churches may claim otherwise). For example, Calistria is usually considered an elven deity and Torag thought of as a dwarven god, yet their areas of interest are still relevant to non-elves and non-dwarves as well.



Although some deities lay claim to greater concepts than others, dominate larger regions of the Great Beyond, or attract more worshipers, a deity's relative level of power among its peers has no bearing on its ability to empower mortals or affect the world. Whether one's patron is a deity, demigod, or something else doesn't affect the level of divine spellcasting a worshiper can achieve. For example, a 9th-level cleric of Desna (a well-known major deity) is no more or less powerful than a 9th-level cleric of Naderi (a minor deity with a small following), and both are able to cast 5th-level cleric spells.

Despite the undeniable power of the gods, atheism still exists in the Inner Sea region, though in a slightly unusual sense of the word. Few of Golarion's atheists doubt the gods' power or existence; rather, they believe the gods are unworthy of worship. Some nations, like Rahadoum, are bastions of such anti-divine sentiment, going so far as to outlaw the worship of the gods. While this can bring the faithful into conflict with those who adhere to such an opposing philosophy, many servants of the divine are experienced with dealing with those who cleave to different or even opposing faiths, and don't go out of their way to convert staunchly opposed zealots, choosing instead to focus on converting the undecided and pursuing their god's agenda on the Material Plane.

Deities and Mortals

To a farmer or carpenter, the gods are remote, unseen beings who rarely if ever interact with mortals. However, servants of the divine argue that deities constantly interact with mortals, not just by providing spells to divine spellcasters, but also by presenting small omens and minor interventions. In general, deities do not personally meddle in the lives of mortals, yet how often such interventions happen depends entirely on the kind of story a GM wants to tell. Barring direct intercessions, prayer is the best way for a mortal to gain a deity's attention. Even if a mortal doesn't receive a direct answer or a sign from the deity, the message is heard.

A god's ability to influence planes and creatures is far beyond the comprehension of mortal beings. Most deities reside on the Outer Planes, but are nonetheless quite capable of granting spells to countless individual mortals on the Material Plane, even if those mortals travel to places where the deity's church doesn't have a presence. Even the few deities who live in the mortal world

(such as Gozreh, whose realm includes any natural place, or Azathoth, who roils without heed deep within the Dark Tapestry of outer space) are still able to provide magic for their priests on the most remote planets and planes.

Mortals often wonder why—if the deities have such great power—they don't prevent or reverse large-scale disasters such as the opening of the Worldwound, or at least prevent bad things from happening to their followers. Indeed, many deities would intervene to prevent such things, but they are opposed by other deities who want these misfortunes and disasters to occur, and all recognize that a confrontation between beings of near-infinite power could destroy entire worlds and still end in a draw. Any deity who tries to directly intervene in the mortal world on a large scale becomes a target for rival powers, many of whom might temporarily ally to eliminate the troublemaking deity, and no god wants to push her enemies into an alliance. As much as Iomedae would like to heal the Worldwound, taking direct action would not only unite a dozen demon lords against her (including Lamashtu, a goddess in her own right), but also draw the ire of Gorum (who enjoys the ongoing war the demonic presence creates in the world) and Nethys (who is intrigued by the weakness between the planar barriers and the effects they have on magic). To prevent all-out war and unmitigated disaster, the deities have an informal arrangement that discourages them from grand acts in the mortal world, and have laws among themselves that forbid taking direct action against each other's planar realms. It's this very divine truce that makes mortal worshipers—and their proxy conflicts—so important. However, even these laws are sometimes broken, such as when Desna invaded the Abyss to destroy the demon lord Aolar for possessing and corrupting her favored priest. Most of the demon lords united against Desna, and it was only with the help of other deities that the goddess left the Abyss unscathed.

Deities have friends, allies, lovers, confidantes, rivals, and enemies, but these relationships are often more complex than mortal bonds: two deities might be lovers and enemies simultaneously, or have an alliance that doesn't eliminate their rivalry. Alliances may be permanent or temporary—although on a divine time scale, even a temporary alliance might last an entire mortal lifetime, or could be specifically tied to the life and death of a particular hero—and for many deities the benefit is camaraderie and the exchange of information rather than power.

Most major deities have a herald: a powerful creature sent to other planes as a direct agent of that deity. Deities also have servitors, which are minor outsiders tasked with performing tasks on behalf of their patron god. In some cases, these divine servants are members of common outsider categories such as demons, devils, and psychopomps, though their service may cause them to differ from members of their parent race. Heralds and servitors can be summoned or called only by a member of that deity's religion.

In rare cases, a deity might manifest physically in the mortal world. The deity's physical form can sometimes be slain, even by mortals, but such a demise is only a minor setback for the deity and typically has no permanent detrimental effects for them. Although brave and foolish mortals have dared to invade divine realms, it is commonly believed that a mortal cannot actually kill a true deity, and even the mightiest mortal army lacks the power to do so.

Deities can produce offspring with mortals, but how often they do so is a matter of speculation. Descendants of the gods are mortal, and may have mortal brothers, sisters, or ancestors. They walk the world as any other mortal, yet their touch of divine blood marks them as destined for greatness, whether they know it or not. Even when gods take physical form, they transcend common matter and magic, and the source of a divine "bloodline" is more likely to be an act of godly will than of normal mortal reproduction. A god who desires heroic mortal offspring can bless a newborn with a great destiny, imbue a priest with power that passes to her children, or simply create new life out of nothing and present the infant to a suitable caregiver. Such beings typically have some traces of mythic power—see *Pathfinder RPG Mythic Adventures* and *Pathfinder Player Companion: Mythic Origins* for more details.

References

References to rules content introduced in this book are marked with an asterisk (*). This book also refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Player's Guide	APG
Bestiary 2	B2
Bestiary 3	B3
Bestiary 4	B4
The Inner Sea World Guide	ISWG
Ultimate Combat	UC
Ultimate Equipment	UE
Ultimate Magic	UM



Chapter One



Deities

Divine Mysteries

From the frozen forests of Irrisen to the sweltering jungles of Sargava, and from the harsh deserts of Qadira to the scattered islands of the Steaming Sea, the Inner Sea region is the heart of the Pathfinder campaign setting. Yet within any one of the region's panoply of nations, a wide variety of beliefs and ideals hold sway. And wherever people's hopes and needs diverge from those of their neighbors, so too do their religions.

The following pages detail the faiths of the "core 20"—the 20 gods most important to the Inner Sea region because of either their widespread worship or their historical tendency to help or harm the people of the Inner Sea. While there are far more than 20 gods in the Pathfinder campaign setting, and on other continents or worlds the ranking of the deities' relative importance may change, these are the gods whose names are best known in Inner Sea nations. (For information on lesser-known deities, demigods, and other powerful extraplanar entities, see Chapter 2.)

Just because the following gods are well known, however, doesn't mean they're all well loved. Along with the gods of justice and righteousness are those worshiped by thieves and murderers, the greedy and the corrupt. These latter are often honored in secret, through foul rites aimed at fouler goals, yet their presence is still felt and feared across the Inner Sea region. After all, even the most twisted mind can see the benefit of allying oneself with a higher power, and for many, the price of a soul is nothing compared to the rewards that can be earned in this life.

Not everyone around the Inner Sea chooses to worship a god, but those who hear the calling—especially those who become priests—often find themselves branded by their affiliation, for good or ill. Choose yours wisely.

Using the Entries

All of the god entries in this chapter follow the same format, designed to help you find what you need quickly and easily.

Quote: Each section starts with a sample quote from the god's holy text, a scholarly work about the god, or a common prayer to the god.

Statistics and Obedience: After the quote, the first page of each write-up lists the god's key statistics for quick reference. First comes the title by which the god is most commonly known, followed by areas of concern; the god's alignment; the magical domains available to that deity's clerics; regions around the Inner Sea where worship of that god is particularly common; and the nationality, race, or ethnicity with which the god is most commonly associated. Note that while in some cases, the information listed in the Nationality entry is literal fact—such as for the ascended gods, who started out as mortals—in other cases it's more of a social or political construct. The gods are fully capable of manifesting in whatever physical forms they want, appearing in different guises to different congregations, and they often existed long before the nations that claim them in this manner.

After the statistics come rules for obediences and granted powers. These are used by devout characters with the evangelist, exalted, and sentinel prestige classes (see pages 198–203), as well as any characters who take the Deific Obedience feat on page 210. The obedience details the specific rituals these characters must conduct each day in order to gain additional powers from their gods, and the sections for each prestige class give the rules for particular boons. Some boons grant a "sacred or profane" bonus if the deity is neither good nor evil. This bonus matches the type the character chose when first performing that god's obedience, as described in the deity's obedience entry.

Introduction: This section gives a general overview of the god and his or her history, personality, and concerns.

The Church: In this section you'll find an overview of the church and its goals, structure, and rites.

Paladin/Antipaladin Code: Not all gods allow paladins among their faithful, but for those who do, this sidebar provides a sample code that a holy warrior of the faith would follow. Individual paladins may vary somewhat in terms of which aspects of a god's tenets they prioritize highest, and two paladins of the same faith may still have differing interpretations on how best to implement a god's divine mandates. If a god instead has antipaladins (*Pathfinder RPG Advanced Player's Guide* 118), their code is listed in this sidebar.

Temples and Shrines: This section discusses places of worship, both temples where large congregations gather and smaller, simpler shrines that might be maintained by a few faithful—potentially even in secret.

A Priest's Role: This section discusses a priest's role within both the church and his or her community, discussing everything from priests' typical daily routines to how they commonly further their god's goals in society.

Adventurers: Not all who worship a god feel called to become clergy or spellcasters powered by divine faith. Here you'll find details on how laypeople who worship the god in question—particularly those whose professions point



them toward a life of adventure—differ in personality and function from those who worship other gods.

Clothing: This section discusses ceremonial garments typical to the faith. Though many worshipers—and even priests—forgo churchly vestments in favor of more practical or inconspicuous attire much of the time, most show off their affiliation in some fashion, even if it's just in choosing colors or symbols associated with their deity.

Holy Texts: This section presents a brief overview of the god's most widely recognized holy texts.

Holidays: Holy days and other celebrations may vary by region, but some occasions observed by the faithful throughout the Inner Sea region are detailed here.

Aphorisms: Certain sayings and oaths common to the faith appear here.

Relations with Other Religions: This section discusses both the god's personal opinion of other deities and their congregations' prejudices toward other faiths. This is a general overview, and individual congregations can vary considerably from region to region—the churches of two gods might be at each other's throats in one nation because of a mixing of politics and religion, but might still work together in another. Similarly, individual worshipers may vary considerably in their mind-sets, and a Sarenite who seeks to cleanse cultists of an evil god with fire and sword might be just as much a follower of the Dawnflower as one who seeks to redeem such cultists through compassion and understanding.

Realm: This section details the god's home and private domain, usually somewhere on the Outer Planes, where the god lives with the souls of his or her deceased faithful.

Planar Allies: All gods have particular beings sworn to their service. This section details some of the best-known divine servitors, creatures that have repeatedly acted as divine representatives over the ages, responding to the prayers of the faithful.

For Faithful Characters: This section suggests rules elements to help customize religious characters to better reflect their faith. Here you'll find a list of archetypes, feats, magic items, spells, and traits either specifically designed to be used by characters of the god's religion or otherwise well suited to the church's themes and goals.

Variant Spellcasting: Because of their patron god's specialized interests, priests of a given deity are able to prepare certain spells that they wouldn't otherwise be able to, or at lower levels than normal.



Abadar

Unto each thing is given a role to play in the world that fits perfectly with all others. With each turn of every tiny wheel, civilization spreads to cover the world, and order and prosperity flow forth.
—The Order of Numbers

Master of the First Vault

God of cities, law, merchants, and wealth

Alignment LN

Domains Earth, Law, Nobility, Protection, Travel

Favored Weapon crossbow

Centers of Worship Absalom, Andoran, Brevoy, Cheliax, Katapesh, Mana Wastes, Molthune, Nex, Osirion, Sargava, Taldor, Varisia

Nationality Taldan

Obedience Take a handful of mixed gems, coins, and keys. Include coins from three or more different currency systems (such as from three different kingdoms), as well as at least three different keys—one of which should be the key to a lockbox, vault, or other such storage item. Kneel before a scale and balance the items as perfectly as you can on it, removing and replacing items in order to create the most equitable balance of items. Randomize the items you select each time you perform this obedience, so as not to let your obedience become routine. Meditate on the teachings from *The Order of Numbers.* Gain a +4 sacred or profane bonus on saving throws against spells and effects generated by creatures with a chaotic alignment. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience. Once made, this choice can't be changed.

Evangelist Boons

1: Diplomat (Sp) *comprehend languages* 3/day, *calm emotions* 2/day, or *glibness* 1/day

2: City Dweller (Ex) You never become lost in cities of more than 5,000 inhabitants—upon entering a city, even for the first time, you can always retrace your steps and intuit where particular districts must be. Furthermore, you pick up local accents and vernacular instantly, giving you the cant of a citizen. You also gain a +4 sacred or profane bonus on Disguise and Knowledge (local) checks while in the bounds of a city.

3: Sneaky Bolt (Ex) Three times per day, you can snipe with a crossbow while hidden, and have little chance of revealing your location. You must declare your use of this ability before you roll your attack. You can use this ability only if your target is within 30 feet of you and unaware of your presence or precise location. Once you roll your attack, immediately attempt a Stealth check for sniping without the normal –20 penalty.

Exalted Boons

1: Ordered Mien (Sp) *Abadar's truthtelling** 3/day, *align weapon* (lawful only) 2/day, or *magic circle against chaos* 1/day

2: Diplomatic Immunity (Ex) While within the bounds of a city of more than 5,000 inhabitants, you gain a +4 sacred or profane bonus on Bluff and Diplomacy checks. You also gain special status with the law. You're considered a person to be respected, and may obtain special treatment and assistance that ordinary citizens could not, such as information on political activity, criminal investigations, or threats against the city. Any bribes or fees that would normally be levied by the legal system are waived for you. City guards and officials with an initial starting attitude of unfriendly or hostile instead have an attitude of indifferent toward you. These benefits apply only when you identify yourself as an exalted of Abadar.

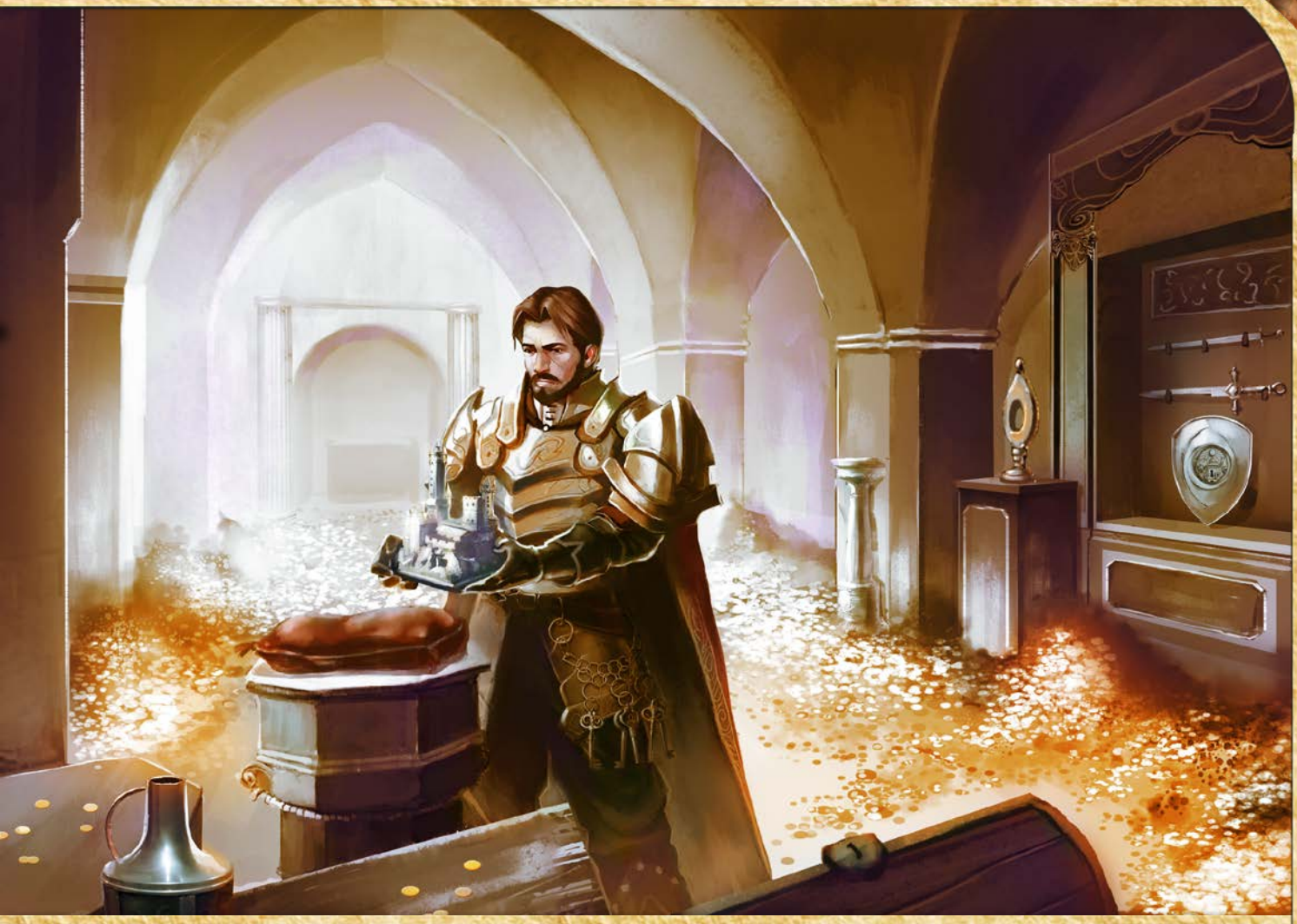
3: Scales of Balance (Su) Once per day as a full-round action, you can pool and redistribute your current hit points and those of all willing allies within 30 feet of you. Total your current hit points and those of your willing allies, and then decide how you wish to redistribute them among the same individuals. You cannot give an ally more hit points than her maximum, nor can you leave an ally with 0 hit points.

Sentinel Boons

1: Lawful Bulwark (Sp) *shield of faith* 3/day, *shield other* 2/day, or *archon's aura*[UM] 1/day

2: Unflagging Ally (Sp) Once per day as a standard action, you can summon a zelekhut inevitable. You gain telepathic communication with the zelekhut to a range of 100 feet, and the zelekhut follows your commands perfectly for 1 minute for each Hit Die you possess before vanishing back to its home. The zelekhut doesn't obey any command that would violate its lawful alignment—such commands are met with grim refusal, and could even prompt the zelekhut to attack you if the command is egregious enough.

3: Dictum Blow (Su) Once per day, you can channel the effects of *dictum* through your weapon, though you don't need to cast (or even know) the spell. You must declare your use of this ability before rolling your attack. On a hit, the target is affected as if caught in the area of *dictum* as cast by a cleric of a level equal to your Hit Dice (maximum 20). If the target is lawful or its Hit Dice exceeds yours, it is unaffected. If your attack misses or the creature is unaffected, the *dictum* effect is wasted.



Abadar is a patient, calculating, and far-seeing deity who wishes to bring civilization to the frontiers, order to the wilds, and wealth to all who support the rule of law. His primary desire is to see the purifying spread of civilization, enlightening the dark corners of the world and revealing the clockwork perfection of the cosmos. His nature is not hasty, for the pace of society's reach is slow but relentless. He strikes a careful balance between good and evil, seeing benefits on both sides and refusing to endorse one or the other. His followers believe he is responsible for elevating the various humanoid races from simple tribes to beings capable of creating huge cities. He puts words of diplomacy in the mouths of leaders, guides the pens of those who write laws, and steers coins into the hands of those who practice fair commerce.

The god of cities is stern, but rewards those who work hard and whose actions benefit others as well as themselves, though he is morally ambiguous enough to recognize that not every person can benefit from every decision. He frowns on the misuse of slaves or beasts of burden, considering it a waste of resources and detrimental to the profitability of civilization as a whole; he views using cheap laborers rather than slaves as a better option, as then the workers can use their funds to participate in commerce and rise above their low station through established economic channels. Abadar understands, however, that the world changes in small increments, and that the most advantageous option for society is not always the most workable in the present. He respects cautious thought and rejects impulsiveness, seeing it as a base and destructive whim. He teaches that discipline, keen judgment, and following the law eventually lead to wealth, comfort, and happiness. He does not believe in free handouts, and because of this his temples sell potions and healing spells or scrolls rather than giving them to those in need. Any who protest are directed to the temple of Sarenrae.

Abadar is the master and guardian of the First Vault, a magical trove in his realm where a perfect version of every type of creature and object exists—a perfect sword, a perfect deer, a perfect wheel, and even a perfect law.

Paladins of Abadar

Of all the neutral gods, only Abadar supports and promotes a holy order of paladins. As the god of civilization and order, Abadar recognizes the value of holy warriors in advancing society's aims. His paladins follow the standard paladin code of protecting the innocent, acting with honor and honesty, and respecting lawful authority. In addition, an Abadaran paladin upholds the following creed.

- I am a protector of the roadways and keep travelers from harm. No matter their destinations or goals, if they are peaceable and legitimate travelers who harm no others on the road, I will ensure that they pass safely.
- Bandits are a plague. Under my will they come to justice. If they will not come willingly before the law, where they can protest for justice in the courts, they will come under the power of my sword.
- Corruption in the courts is the greatest corruption of civilization. Without confidence in justice, citizens cannot believe in their countries, and civilization begins to disappear. I will root out corruption wherever I find it, and if a system is fundamentally flawed, I will work to aid citizens by reforming or replacing it.
- I am an aid to the markets. I ensure equitable trade between merchants and citizens. Theft and deceit on either side are intolerable.
- I make opportunities, and teach others to recognize them. When I aid others, I open the way for them, but will not carry them—they must take responsibility.

His mortal artists and artisans attempt to emulate these perfect forms, inspired by Abadar's mentoring. Likewise, his arbiters and judges keep these idealized laws in mind when crafting new laws or ruling on existing ones. It is said that centuries ago Abadar allowed mortals to visit the First Vault in dreams, the better to inspire them. There has been no record of such coveted visions occurring in a long time, however, perhaps because he has not found someone worthy, because he fears his enemies might steal the perfect forms, or because he is carefully pacing the advance of current civilizations to prevent them from growing too quickly and dissolving before they reach their peak.

His primary worshipers are aristocrats, artisans, judges, lawyers, merchants, and politicians, all of whom benefit from established laws and commerce. Those who are poor or who have been wronged also worship him, praying he might help reverse their ill fortune, for most mortals seek wealth and the happiness it brings. He expects his followers to abide by local laws (though not foolish, contradictory, toothless, or purposeless mandates) and to work to promote order and peace. He has no tolerance for gambling or excessive drinking or drug use, as despite the lucrative nature of these industries, such vices inevitably weaken society rather than strengthen it.

Worshipers who lose Abadar's favor might find themselves short on money at a crucial time, tongue-tied in the middle of an important deal, or stymied in their craft or art. When he is pleased, deals are more profitable than expected, projects are completed early, and journeys to or within a city take less time than normal. His intervention in the mortal world is subtle, for he expects worshipers to do their own work; it usually takes the form of hints or opportunities rather than direct gifts.

Abadar is depicted as a handsome man with black hair dressed in fine garments, often with a gold cloak over a golden breastplate and bearing many keys. Humans, dwarves, and gnomes show him with a beard, whereas elves show him beardless and with long braids tied with golden thread. His voice is pleasant and even, his words firm but not harsh.

Abadar's holy symbol is a golden key, often with a city image on the head. His clergy is made up almost entirely of clerics, with a small number of paladins. Because of the emphasis on cities and civilization, he almost never has adepts among his priesthood—even the most remote settlements paying homage to Abadar are watched over by at least a cleric or a paladin. He is called the Master of the First Vault, Judge of the Gods, and the Gold-Fisted.

The Church

The worship of Abadar is both functional and theological. It is an excellent everyday faith, for it deals with matters that directly affect daily life. The churches of Abadar in each city encourage friendly competition with other cities to promote trade. Church law forbids clergy from attacking each other, regardless of political, national, or financial motivations, as warfare creates instability and chips away at the foundations of civilization. Thus, in wartime, the churches of Abadar often become neutral territory, not participating in the struggle and acting as safe havens and mediators in the conflict.

Priests of Abadar within a given city or temple arrange themselves in a set hierarchy, as in a mercantile house. The head of a smaller temple is called a banker, while the leaders of larger temples or greater geographical areas are archbankers. The church defines itself by its wealth, counting coins as blessings from Abadar. Competition between priest-backed business ventures remains friendly, and making money is at once a holy duty, a serious pursuit, and a beloved pastime, with all the fun and excitement of an organized sport.

Abadar's faith can be found anywhere people strive to make civilization work. It is most common in large cities, and its greatest holy site in the Inner Sea region is the Bank of Absalom. At this center of trade, the blessing of commerce flows out into the world, and the archbankers can control the interest rates and help adjust the economies of the nations that deal with its great vaults to maximize trade's benefits. Of course, this wonder of commerce is still only a shadow of the great banking houses in Abadar's district of Aktun in the Eternal City of Axis.

Services to Abadar include songs with complex harmonies (generally accompanied by hammered instruments such as dulcimers and glockenspiels) and the counting or sorting of coins or keys (often in time with the singing or music). Services and ceremonies always take place indoors, representing the shelter of civilization. Worshipers unable to reach an actual building make do with at least a crude structure or a even a sloping wall or cave that provides protection from the elements. Services usually take place in the morning, and it is customary to thank Abadar after a profitable or advantageous transaction.

Temples and Shrines

Abadar's temples are elaborate buildings with rich decorations and high, thick stained-glass windows. These windows have heavy frames (to guard against thieves) and usually feature vivid yellow glass that casts a golden hue on everything within the church. Most temples have a guarded vault for church treasures and wealth, and many also rent space in their vault to those who wish a safe place to keep their valuables. Any temple in a small town or larger settlement also serves as a bank, currency exchange, and moneylender, which helps keep interest rates reasonable and consistent—while Abadar's clergy see making a profit off such exchanges as a holy duty, their loans and deals are rarely predatory or exploitative, as such practices weaken and destabilize the populace. The banker in charge of the temple watches the local economy and adjusts interest to stimulate growth, encourage investment, or help recover from a disaster. As priests often serve as lawyers and judges, the temples are usually built near courthouses.

A Priest's Role

Abadar's followers believe in advancing civilization, teaching the unenlightened about systems and trade, driving commerce in pursuit of comfort and happiness, and the idea that fairness lies in both the letter and the spirit of the law. They promote cooperation and believe the whole is greater than the sum of its parts, but also feel that self-interest is the best motivating factor for individuals within a society. While they have an acquisitive bent, they are thrifty rather than miserly, and know that helping their neighbors attain prosperity improves the lot of everyone, themselves included. They turn trails into roads and towns into cities, eliminate monsters and troublemakers in urban and rural areas, adjudicate disputes, make legal rulings, and reassure law-abiding people that the forces of order are watching over them.

Many urban clerics work with the local legal system as judges, lawyers, and clerks (often donating their services, much as a healing-oriented church might run a hospice or give food to the needy), although they are not usually politicians or part of the city's government. In wilder



areas, clerics act as judge and jury, seeking out threats to civilization and eliminating them. Younger priests who are physically fit often do tours through smaller towns and frontier areas to carry news, act as wandering magistrates, and make sure order leaves its footprint. As an arbiter of justice, each priest traditionally carries a single golden-headed crossbow bolt for when a criminal must be executed. This bolt goes to the dead criminal's family as compensation for the loss and as an initial stake to begin making an honest living.

Although Abadar's temples are mercenary when it comes to providing healing, they are generous when protecting public health, seeing it as an important component of their role as guardians of civilization. Likewise, when traveling with others (such as an adventuring party), clerics of Abadar do not charge their companions for healing, seeing it as an equivalent service to a fighter's sword swing or a ranger's scouting. Like a business, questing and traveling requires teamwork, and it is part of the cleric's responsibility to provide healing and magical support—for an equal share of the eventual profits.

A typical day for a priest involves waking, breakfast, prayer and the preparation of spells, reading or listening to the local news for anything worth investigating, and a period of work. At night, there is a brief prayer before the evening meal, and the evening is reserved for hobbies, time with family, or other non-work interests.

Most clerics of Abadar have at least 1 rank in Knowledge (local) in order to be familiar with the laws of their home cities. Most also dabble in Knowledge (local) and (nobility), or practice some sort of craft or profession—always something useful to a developing or established settlement. Clerics are not permitted to give money to those in need, only to lend it at a fair rate and record the transaction for the church's record. They are required to tithe, and most clerics have small investments in local businesses that generate enough income to cover the tithe. Those whose talents for dealing with people exceed their business acumen often work as teachers, educating children and adults so they can advance themselves and better serve the community. Every cleric belongs to a particular temple, even those touring remote areas. If circumstances warrant distant travel or a long period near another city, the home temple files paperwork transferring the cleric's affiliation to a closer temple.

Inquisitors of Abadar, known as "taxmasters," confront the perpetrators of fraudulent payments and tax dodging, track down stolen goods, and battle thieves' guilds. Local officials usually grant them the legal right to threaten, punish, or even injure those who withhold the revenue that allows civilization to persist and grow, although the inquisitors are just as likely to turn around and rebuke nobles and other leaders who set taxes excessively high for mere personal gain. Hated and feared by most people, the taxmasters usually wear golden masks or mustard-yellow veils to protect their identities while performing these duties. Like clerics, inquisitors who serve Abadar usually belong to specific temples and have established territories in which they perform their legal functions. Old, infirm, or recuperating taxmasters do most of the research that finds evidence of financial cheating. A typical inquisitor has ranks in Intimidate, in Knowledge (local), in Knowledge (nobility), and in Sense Motive. The more politic ones have ranks in Diplomacy as well, not only for gathering information but also to assure citizens that innocent mistakes that result in failure to pay taxes will be corrected but not punished.



Paladins of Abadar are not common, as their virtuous zeal doesn't mesh easily with the more balanced approach to ethics that the Master of the First Vault practices, but the god understands that an active force for good is sometimes best for dealing with threats to civilization. Their specialized interests and abilities sometimes lead them to work behind

the scenes in lawful-evil nations where the leaders are exploiting the economy at the expense of their subjects. Paladins tend to be more fiscally aggressive than clerics, using their wealth to inspire others to join the cause, and willing to invest in promising enterprises, take a loss on a deal in order to motivate trade, and take greater risks with their money.

Adventurers

The bulk of Abadar's worshipers work as judges, lawyers, merchants, and all the other roles necessary for keeping society running smoothly; relatively few are adventurers. The pursuit of adventuring as a way to make a living is an indication that local society has failed or broken down—most of Abadar's worshipers who become adventurers believe they have a holy calling to extend the reach of their god to places where civilization has been forgotten. For the most part, if you call Abadar your master, you believe strongly in eliminating agents of chaos, destroying monsters that threaten rural and urban society, teaching the unenlightened about systems and trade, and displaying the truth that law brings. You often mediate between opponents, and believe that fairness lies in both the letter and the spirit of the law.

Adventurers and explorers who worship Abadar rarely embark on solo expeditions, for they see adventuring parties as microcosms of society and believe strongly in the power of cooperation and the idea that the whole is greater than the sum of its parts. While priests of Abadar usually charge random petitioners for healing, the merchant god's followers are thrifty rather than miserly, and know that helping their adventuring companions and sharing resources with them will likely increase everyone's wealth down the road.

Clothing

Ritual garb for religious ceremonies includes white silk cloth trimmed with gold thread, a belt or necklace of gold links bearing a golden key, and a half-cloak of deep yellow or gold. Ceremonial items are always crafted out of precious metals if available and often decorated with gems or inlays, though not to the extent that the item becomes fragile or unusable. In casual situations, the faithful try to maintain an air of prosperity, or at least a tidy appearance, as a shabby, dirty person is a poor representative of wealth and civilization.

Holy Texts

The average cleric of Abadar is rarely without numerous documents related to the internal processes of the church, but their holiest texts have a more educational focus.

The Order of Numbers: The faith's core text reads more like a city charter or legal treatise than a religious text, and priests commission elaborately decorated copies to generate business in the community. More than two dozen carefully indexed chapters detail the beliefs and taboos of the church, and each copy has space for notes on local laws, all the ways such laws interact with church doctrine, names of key figures in the city, and so on. The inside cover bears the name of the book's owner, and possessing a copy that once belonging to a prestigious family or was passed down from a respected church official is a great honor.

The Manual of City-Building: Bound in heavy leather with bronze clasps and corners to protect it from being damaged by the heavy use it sees, this manual contains comprehensive advice on founding a town and building it into a city, including planning for roads, trade, defenses, utilities, expansion, and so on. The church updates the text every few years, and most older copies have a substantial appendix of revisions and footnotes. The oldest church in a city usually keeps its copy of this book on a special consecrated table, especially if the church was responsible for the city's founding.

Holidays

All of the Church of Abadar's observed holidays have to do with trade or civilization.

Market's Door: This holiday marks the first day the markets receive goods from the fall harvest. The actual date varies from year to year, but using historical trends and divination, the church determines the exact date and announces it a month in advance. Before the market opens, a priest blesses the market area and leads a group prayer for all present, thanking Abadar and asking him to look favorably upon the season's business. In cities where vendors must pay a fee in order to use the market, the church usually subsidizes a portion of the fee on this day.

Taxfest: The church views the annual collecting of taxes as a cause for celebration, seeing fair taxation as a necessary part of the building and maintenance of civilization. Whenever possible, the church sends a priest with each tax collector to ensure that the process is respectful and to make sure the taxpayer knows the collection is being monitored. Once all monies have been collected, the church opens up its doors and invites the townsfolk to participate in an enormous feast with their civic leaders, both to help the experience remain positive and to give the commoners a chance to express their opinions on how the newly collected funds ought to be spent.

Aphorisms

Abadar is the god of cities, and the sayings of his followers are commonplace in urban areas.

So It Is Judged: Abadar's approval of any legal verdict is invoked with this phrase. It also traditionally follows

Abadaran prayers or blessings, weddings (a legal and religious matter), and funerals. Superstitious folk whisper it whenever an act in the natural world supports their idea of law and justice, and many gamblers say it when chance goes in their favor (a mildly sacrilegious jest).

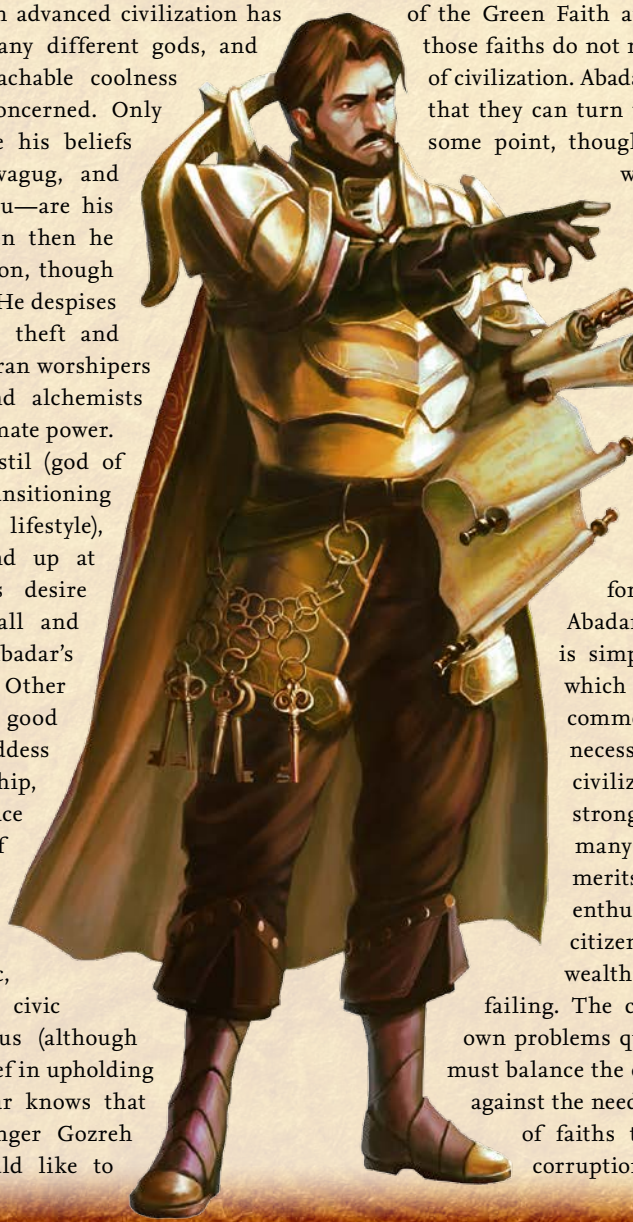
This Can Help Us All: Abadar's church doesn't believe in giving handouts, so most adherents choose to celebrate holidays by giving practical gifts such as tools, musical instruments, or even simple services like chopping a cord of wood or watching children. These gifts strengthen community bonds and demonstrate the advantages of civilization, and this phrase expresses thanks on behalf of both the individual and the community as a whole.

Relations with Other Religions

Abadar understands that an advanced civilization has spiritual needs met by many different gods, and thus maintains an approachable coolness where other deities are concerned. Only those who directly oppose his beliefs and purpose—notably Rovagug, and to a lesser extent Lamashtu—are his declared enemies, and even then he might be open to negotiation, though these opponents rarely are. He despises Norgorber for sanctioning theft and corrupting potential Abadaran worshipers like honest politicians and alchemists with the promise of illegitimate power.

He is friendly with Erastil (god of farming, necessary for transitioning people from a nomadic lifestyle), though the two often end up at loggerheads over Erastil's desire to keep communities small and pastoral as opposed to Abadar's sprawling urban utopia. Other deities frequently in his good graces include Iomedae (goddess of justice and rulership, necessary to preserve peace in a society), Irori (god of history and knowledge, critical for maintaining a stable civilization), Shelyn (goddess of art and music, excellent for bolstering civic spirit), and even Asmodeus (although only for the archdevil's belief in upholding laws and contracts). Abadar knows that his pursuits frequently anger Gozreh (god of nature), who would like to see the natural parts of the world remain unspoiled, but he believes the two of them can eventually reach a compromise. Few deities call the even-handed god a friend, but many—especially Iomedae, who likes his attention to detail and planning, and Torag, who appreciates his devotion to law and commerce—consider him a valuable and pragmatic ally. He is on good terms with most empyreal lords as well, especially Arqueros (patron of bodyguards) and Eldas (patron of architecture and planning).

Like Abadar himself, his followers try to maintain positive but reserved relations with followers of other gods. They understand that it takes many different cultures to keep society advancing, and so are extraordinarily tolerant of other viewpoints—or at least, they strive to be so. Still, their dealings with the followers of the Green Faith and Gozreh are difficult, for those faiths do not recognize the obvious virtues of civilization. Abadar's faithful remain confident that they can turn them to the church's view at some point, though. Their primary enmity is with the monsters of Rovagug, Lamashtu, and the demon lords; while the children of the chaotic good gods can be obnoxious and immoderate, at least they mean well, and tend not to damage society as grievously. Gorum's followers can be dangerous, for they worship only battle and rarely care for the results of their wars, yet Abadar also understands that war is simply an extension of politics, which is in turn an extension of commerce, and thus is sometimes necessary for the advancement of civilization. Despite the church's strong opposition to corruption, many of those who proclaim the merits of Abadar's worship most enthusiastically are prominent citizens in positions of power and wealth and thus vulnerable to this failing. The church prefers to handle its own problems quietly, though the leadership must balance the church's desire for discretion against the need to demonstrate to members of faiths that their condemnation of corruption is sincere.



Realm

The god of civilization resides in the Eternal City of Axis, presiding over a district called Aktun that centers on the First Vault. Abadar's deific domain is distinguished by its own unique architecture, which blends together the styles of each mortal race that holds the god of civilization in high regard, as well as indicating an obvious boundary.

While Abadar's domain does not possess any grand walls or barriers separating it from the rest of Axis—the god's contractual agreements with the plane's natives make it unnecessary—entry can be attained only through four points. Each such gateway is defined by a great freestanding archway of solid gold, marked with Abadar's holy symbol of a golden key and watched over by his herald, Lawgiver. The titan's presence graces each of the four gateways simultaneously, either by divine replication or by somehow existing in four places at once via arrangement with the axiomite Godmind. (It's likely that it exists in even more places simultaneously, since the gates are never unguarded but Lawgiver is widely known to serve its patron on quests across other planes.)

Planar Allies

While most creatures and planar powers are at least neutral toward even-tempered Abadar, a few individuals have particularly distinguished themselves as friends of Abadar's faith. In addition to his servitor race, the horse-like orshevals (see page 277), the following are some of his best-known servants.

Cobblehoof (unique celestial hippogriff): This celestial hippogriff is tawny with a white head, and normally appears wearing a set of mithral breastplate barding (which is light enough that he can fly when wearing it). He is battle-trained and accepts a rider without question. "Old Cob" rarely speaks, but understands Common, Celestial, and several other languages. He loves eating deer and cattle, and presenting him with such a gift is a sure way to get on his good side. He has grown feisty in his old age and doesn't appreciate "youngsters" talking down to him or treating him like a mere beast.

The Ghost of Merema (unique spectre): In life, **Merema** was a wealthy priest of Abadar who warned against overcrowding in cities and encouraged the faithful to found new settlements rather than cramming together like rats. She now serves her god in death, sometimes appearing in the mortal world as a harbinger of coming plagues and warning residents to improve living conditions or move away. She has all the abilities of a spectre except that she cannot create spawn; destroying her (even with channeled positive energy) merely sends her back to Abadar's realm.

Lawgiver: This massive golden golemlike creature serves as Abadar's herald (see page 276 for more information on Lawgiver's role and abilities).

For Abadaran Characters

Characters who worship Abadar may find the following rules elements thematically appropriate.

Archetypes	Source
Crossbowman (fighter)	*Advanced Player's Guide* 104
Urban druid (druid)	*Advanced Player's Guide* 101
Urban ranger (ranger)	*Advanced Player's Guide* 129

Feats	Source
Crossbow Mastery	*Advanced Player's Guide* 157
Divine Dignity	See page 210
Measured Response	See page 213
Perfect Casting	See page 215

Magic Items	Source
Altar of Abadar	See page 246
Elixir of truth	*Core Rulebook* 512
Fugitive finder	See page 255
Golden judge's breastplate	See page 251
Key of the second vault	See page 266
Lyre of building	*Core Rulebook* 522
Rod of metal and mineral detection	*Core Rulebook* 487
Rod of rulership	*Core Rulebook* 488
Safecamp wagon	See page 268

Spells	Source
Abadar's truthtelling	See page 228
Blessing of the watch	See page 230
Dictum	*Core Rulebook* 269
Fairness	See page 233
Order's wrath	*Core Rulebook* 317

Traits	Source
Eye for Quality	See page 220
Eyes and Ears of the City	*Advanced Player's Guide* 333
Honey-Tongued	See page 220
Lover of the Law	See page 221

Variant Spellcasting

Clerics of Abadar may prepare *word of recall* as a 5th-level spell if their designated sanctuaries are the temples of their home cities; paladins may do so as a 4th-level spell under the same circumstances.

Asmodeus

Hail, Asmodeus! Deliver us from chaos that we may serve you in eternity. Unmake the lies of our bodies and reshape our souls in your design.

—Asmodean Monograph

Prince of Darkness

God of contracts, pride, slavery, and tyranny

Alignment LE

Domains Evil, Fire, Law, Magic, Trickery

Favored Weapon mace

Centers of Worship Cheliax, Isger, Nidal

Nationality devil

Obedience Using a ruby-bladed knife, inscribe symmetrical cuts into the flesh of another creature—preferably an unwilling sentient being you own or hold dominion over. The blade may be solid ruby or forged of metal and edged with serrated ruby fragments. Devout priests of Asmodeus take pride in crafting elaborate daggers made entirely of ruby. Drain the victim's blood into a bowl of bone made from the skull of a sentient humanoid. The amount of blood drained is up to you; you don't have to drain so much that you make the creature weak or too useless to serve you. Use the bowl of blood to draw a large pentagram on the ground. Kneel within the pentagram and concentrate on the glory you will bring to the Prince of Darkness's name. Gain a +4 profane bonus on saving throws against fire effects.

Evangelist Boons

1: Pitiless Judgment (Sp) *wrath*[APG] 3/day, *flames of the faithful*[APG] 2/day, or *bestow curse* 1/day

2: Tireless Judgment (Ex) You gain Favored Judgment[UM] as a bonus feat, choosing chaotic outsider, good outsider, or a subtype of humanoid. If you don't have the judgment class feature, you instead gain a +4 profane bonus on Survival checks made to track a creature or individual. This boon doesn't grant you any ranks in the Survival skill; therefore, if you have no ranks, you still can follow tracks only if the DC of the task is 10 or lower.

3: Resounding Judgment (Sp) Once per day, you can channel the effects of *resounding blow*[APG] through your weapon, though you don't need to cast (or even know) the spell. You must declare your use of this ability before you make the attack roll. On a hit, the target is affected as if you had cast *resounding blow* before your attack, and the surrounding area rings with the sound of vicious, booming laughter. You don't gain the stunning effect of the spell unless you have access to the judgment or smite ability. If your attack misses, the *resounding blow* effect is wasted.

Exalted Boons

1: Darkfire (Sp) *burning hands* 3/day, *darkness* 2/day, or *deeper darkness* 1/day

2: Embersight (Su) Your eyes take on the appearance of red-hot, glowing embers, granting you the ability to see in darkness much like devils. You gain darkvision to a range of 60 feet. If you chose either *darkness* or *deeper darkness* as the spell-like ability granted by your first boon, you can also see perfectly through both *darkness* and *deeper darkness*. If you already have darkvision to a range of 60 feet or more, instead increase the range of your darkvision by 10 feet. Your eyes make you extremely distinctive, causing you to take a –4 penalty on Disguise checks.

3: Hellfire Blast (Sp) You can use *delayed blast fireball* once per day as a spell-like ability to throw a sphere of soul-scouring hellfire. The hellfire is a distinctive mixture of black and crimson flames in which screaming devilish faces can be seen twisting and writhing. Half the damage from this spell is fire, while the other half is unholy. This damage modification applies only to the *delayed blast fireball* you create through this boon, not to any other spells, effects, or attacks.

Sentinel Boons

1: Unholy Warrior (Sp) *protection from good* 3/day, *death knell* 2/day, or *defile armor*[APG] 1/day

2: Deceitful Duelist (Ex) Your devotion to the Prince of Darkness has imbued you with some of his trickery. Three times per day, you can attempt a feint as a swift action. You gain a +4 profane bonus on your Bluff check when attempting to feint using this ability. If you successfully attack a creature that has lost its Dexterity bonus to AC as a result of your feint, you deal an additional 1d6 points of damage. This is in addition to any other precision-based damage you deal—such as from a sneak attack—and isn't multiplied on a critical hit.

3: Diabolical Resistances (Su) Your dark patron rewards your faith with a few drops of devilish blood in your veins, granting you a measure of the resilience enjoyed by devilkind. Your skin takes on a ruddy cast, and your teeth grow slightly sharper. To a casual observer you may look no different, but anyone who studies you closely notices these traits. You gain fire resistance 10 and a +4 profane bonus on saving throws against poison.



Asmodeus stands among the oldest beings of the multiverse. Fragments of heretical tomes like the *Asmodean Monograph*, the *Book of the Damned*, and the *Script of Flies* claim he was among those responsible for the creation of the stars, the planets, and the first mortal things, but that his pride led to a conflict over the free will of lesser creatures, sparking a war between order and chaos. The bravery of the goddess Sarenrae forced him to acknowledge his murderous role in the war, and he abandoned the battlefield, swearing that one day his opponents would understand the true depth of the conflict—a time when he would return and his inferiors would beg for the order he embodies. While many theologians and immortal agents of the gods deny the legitimacy of this Asmodean account of the multiverse's prehistory, the supreme age of the topic and blurring between truth and lies make these records difficult to outright dismiss.

Asmodeus is a god of rigid hierarchies, imposing systems where every creature knows its place, the strong rule over lesser beings, and the weak are properly subservient to their superiors. He is an omnipotent tyrant who creates and destroys as he sees fit. What mortals call "evil" is the natural order of the multiverse to his vast and ancient understanding—water flows downhill, fire burns, and the strong dominate the weak.

The Prince of Darkness is worshiped by creatures all across Golarion, though in most parts of the world this is limited to power-hungry diabolists, small cults, and harsh militaristic orders. In Cheliax—and by extension, Isger and Nidal—his worship is open and public, and to many those places are synonymous with devil-worship. However, Asmodeus does not seek worship; he merely wants obedience and acknowledgment that his will is both truth and law. He grants his worshipers magic not as a reward for their prayers, but to help bring the rest of the universe into his service. He revels in the art of negotiation and delights in deals that appear fair but that actually give one party a disparate advantage—those of superior intellect should recognize when such methods are used against them, and those who don't see these traps deserve to have their dullness exploited.

Asmodeus himself is handsome, eloquent, tactful, patient, and incredibly brilliant. When crossed he is wrathful, terrifying, and destructive, though these periods are always brief, and he quickly regains his composure. He believes one's word is a binding contract, with consequences should it be broken. As such, he is always careful with what he says or agrees to. He opposes freedoms if they interfere with the process of governance, and thinks humility is a burden only the weak must bear. He is a domineering and manipulative deity, hell-bent on discovery and conquest. He has little use for qualities such as gentleness, compassion, or nurturing. He considers those who indulge in such as weak, unworthy, cowardly beings. Following his example, his servants espouse selfish, emotionless, and merciless behaviors, viewing romance, tenderness, and sincerity only suitable for their uses in manipulation.

In art Asmodeus is frequently shown as a red-skinned human with black horns, hooves, and a pale aura of flames. As an ancient being, countless interpretations of his appearance have fallen into and out of fashion among his mortal followers, yet always the features of a fearful immortal tyrant prevail. Most believe his devilish form is his true one, though persistent lore speaks of a more fiendish shape with constantly bleeding wounds. Asmodeus can take the form of any creature and uses this ability to intimidate, manipulate, or intrigue those he speaks with. He favors red gemstones and usually appears with a large ruby pendant, mace, or even a breastplate made entirely of a single dazzling gem.

Asmodeus has little interest in direct interaction with mortals, including members of his faith. He assumes mortals are weak but useful dupes and won't go out of his way to aid most. Occasionally, however, mortals of particular power, mercilessness, and finesse attract his attention. If the desire strikes him, he might manipulate fate to aid such tyrants, so long as doing so ultimately furthers his own ends. He does not hesitate to punish failure or even lethally assure that incompetence is not repeated. For casual infractions, he might taunt a mortal with a brief sensation of burning agony or cause writing to appear to burst into flame or weep blood. He has been known to assign lesser devils to guide potent but troublesome worshipers, letting his infernal servants prod them in useful directions as necessary.

Asmodeus's symbol is an inverted pentagram, though some cults use a pentacle instead. Asmodeus's extremely hierarchical priesthood includes clerics, inquisitors, sorcerers (especially those with the infernal bloodline), conjurers, diabolists (*Pathfinder Campaign Setting: Princes of Chaos, Book of the Damned, Vol. 1*), fallen paladins, and cruel soldiers. Many scheming bards and vicious monks are also affiliated with his church.

The Church

Most followers of Asmodeus are power-hungry priests, diabolists, greedy slavers, ruthless lawyers, wicked enchanters, or decadent nobles in search of secret pleasures. In lands such as Cheliax where his worship is open, Asmodeus's followers are much like people in other lands, except they believe in harsh punishments for lawbreakers, are accustomed to the appearance of imps in the company of spellcasters, and are openly tolerant of slavery, considering these things a mild price for keeping order. Many common people active in the church remember the chaos and suffering of civil war, or fear the violence and barbarism in places like Galt, and gratefully support the secure—if tyrannical—stability of Asmodeus's faith. In these lands, city guards, government officials, artisans, and even farmers and laborers willingly pay lip service to Hell if the alternative is being robbed by bandits or strung up by an angry mob. Most still pray to other gods for health and prosperity, which Asmodeus and the church allow as long as the Prince is acknowledged as superior and these other faiths do not challenge his position.

True followers of Asmodeus believe in law, order, and knowing their place in the grand scheme; in many cases, they aspire to a higher position and work to prove they are worthy of it. They study their betters to learn necessary skills, watch their equals and jockey for position, and keep an eye on their inferiors for signs of exploitable talent or dangerous ambition. They keep their friends close and enemies crushingly closer, usually acting through the proper channels rather than resorting to base tactics like assassination. Most Asmodeans find it far more effective to eliminate a rival by unearthing evidence (showing your skill in the process) than by a wasteful murder.

Services to Asmodeus require chanting long phrases without error, tolling bells, participating in or receiving public punishments, and other acts of domination or submission reinforcing one's position within the church. Blood sacrifice is also not unknown at Asmodean gatherings, typically the killing of a bull, goat, rooster, or another animal held as being particularly regal, virile, or benevolent. Humanoid sacrifices are not unheard of, but such are typically only required of groups that have fallen out of favor with the Prince of Darkness, are performing a magical rite, or have a member attempting to leave their fold. Minor devils, usually imps or bearded devils, are occasionally conjured to participate in the events, but sometimes more powerful entities might appear to show the Prince of Darkness's favor (or that of one of his more powerful minions). Services in temples converted from another faith often have rituals designed to blaspheme the deity once honored there, particularly on holidays celebrated by the previous tenants.

Temples and Shrines

Public temples dedicated to Asmodeus thrive in Cheliax, where they often share space with the nation's bureaucracy, although secret shrines are scattered across Golarion. Public temples built specifically for Asmodeus have a distinctly gothic, diabolical aesthetic. Secret temples dedicated to Asmodeus are usually single, hidden rooms or basements, away from the public eye and secured against accidental discovery. Temples range from grand, opulent affairs with silk curtains and gold fixtures to altars of blackened metal in dark places. The Prince of Darkness appreciates the trappings of wealth but is more interested in sincere devotion to his cause than incidental displays. However, he realizes that greedy mortals enjoy these displays as evidence of their own power and success, allowing such ostentation to fuel their greed for more and their need for him.

Shrines to Asmodeus are usually simple things like standing stones, symmetrical rocks or trees with odd marks, or even statues of prominent but reviled rulers. The faithful have a feel for these places, whether or not they are clearly marked, and some are truly ancient, dating to an age when early humans were still trying to understand the patterns in the night sky and the darkness in their own hearts.

A Priest's Role

Priests of Asmodeus are careful in their exercise and pursuit of power, understanding that a foolish overextension might leave them vulnerable to those watching for any weakness. Within Cheliax, Asmodeus's priests are a force of order, keeping mortals and weak-minded devils in line or torturing prisoners to extract information. Outside Cheliax, priests work with slavers, bureaucratic governments, despots, and nobles in positions of power (or those hoping to be in power). They whisper dark promises in the ears of the desperate, arrange meetings between people of influence, and act as judges in lawless lands. Many travel to bind or destroy rogue fiends (especially demons), seeking to convince folk that their faith supports order and opposes wanton destruction.

Priests honor devils as envoys of their lord, greater or lesser players in the immense infernal bureaucracy that all right-minded individuals should join. Of course, they see lemures and other minor devils as expendable, and non-lawful fiends as even more so. Unlike typical conjurers who control devils with magical force, many Asmodean magic-users parley carefully with devils, rewarding those in the Prince's favor and abusing those out of it. An Asmodean conjurer would no more send a called osyluth on a suicide mission than a priestess of Shelyn would send a called hound archon to a similar fate. All priests have at least a passing knowledge of Hell's organization and workings, and as such they take at least one rank in Knowledge (planes). Most keep their skills in negotiation sharp by taking ranks in Diplomacy. Some sell their services to broker mercantile transactions, treaties, bargains between devils and mortals, and so on.

A typical day for a priest begins with a prostrate prayer, a meal, and then either reporting to a superior for orders or following extant orders if no superior is present. Those with underlings issue orders after receiving their own. Evening prayers usually include a blood sacrifice, typically an animal or slave's blood. Significant prayer rituals often require greater sacrifice, possibly including a human or other intelligent creature—most temples use slaves, captured enemies, or traitors for this purpose. Divine spellcasters usually prepare their spells after evening prayer, typically during the deepest hours of night.



Like Hell itself, Asmodeus's church is carefully ordered, with a precise hierarchy of reports and detailed means of determining who is superior or inferior within the church—two priests of distant temples can easily establish their relative ranks with only a few sentences. Of course, some priests are effectively independent, especially in lands where their religion is forbidden, and use their magic to pursue their own agendas and interpretation of Asmodeus's will. Members of the organized church tend to look down upon such unaffiliated priests (much as academy-trained mages look down upon hedge wizards) and strongly encourage them to join a known temple.

Asmodean inquisitors command intense respect and fear. These priests seek out disease and corruption in the tree of the unholy in order to maintain orthodox beliefs. In lands where Asmodeus worship is public, the inquisitors are easy to spot in their iron masks and black robes, and are always alert to news of heresy or blatant violation of church doctrine. They maintain a network of contacts and informants, rewarding news with coin, prestige, and the authority to arrest and interrogate in addition to their duties within the church hierarchy.

Adventurers

Beyond Asmodeus's clergy, many strict, conniving, and entitled individuals serve the Prince of Darkness. Worshipers are drawn to Asmodeus through any number of temptations, but in the end most trade service for the promise of wealth and power. Though Asmodeus is unquestionably evil, his lawful nature draws many law-abiding individuals to his faith, and his status as the recognized patron deity of Cheliax means that even a few good-natured souls exist uncomfortably within his church (though never as divine spellcasters, and rarely in positions of any real power).

Many soldiers and martially minded types welcome Asmodeus's dogma of force and dominance. While his church has few organized groups of soldiers, monastic orders or mercenary companies aligned with Hell are not that unusual. Among such militaristic servants of Asmodeus are those who extol him has a paragon of law and enforcer of order. With the encouragement of the church, many go so far as to call themselves "paladins," relying on the reputations of virtuous crusaders to gain acceptance among commoners and those of modest faith. Although such armed propagandists lack the holy powers of true paladins, many supplement their strength of arms with magic items that allow them to perform miraculous feats. Most go out of their way to perform heroic deeds for communities in need—or to manufacture then thwart tribulations for those not in imminent need. Thus Asmodeus's servants hope to undermine the common knowledge of their god's evil, opening the minds and hearts of everyday people to the belief that Asmodeus has been judged too harshly, and that perhaps peace is worth harsh laws and rigid order. Once even a few entertain the previously unthinkable possibility of living alongside worshipers of the Prince of Darkness, the insidious seed of Asmodeus's faith has taken root.



Clothing

Asmodeus's impeccably clean and orderly priests dress mostly in dark tones, usually black with red accents. The exact type of clothing worn varies according to the local fashion and climate. Chelish garb has multiple layers, while in chilly Nidal clerics favor dark red robes trimmed with black fur over wool clothing, and in humid Isger priests wear black shirts and pants with red vests and short cloaks. Many ceremonies use horned masks or helms, often resembling devils, goats, or rams. Like the Dark Prince, they favor rubies, and other red gemstones (such as carnelian, red beryl, red garnet, and sard) are popular for those who cannot afford true rubies. Among wealthier or ostentatious priests, red-hued *ioun stones* are very popular. *Maces of terror* and magic rods (particularly *rods of lordly might* and *rods of rulership*) are sought after by priests as status symbols.

Holy Text

The Archfiend's doctrine is recorded in the *Asmodean Monograph*, though that work is greatly simplified and relies on numerous appendices and supplementary volumes. The common version of the text is a mere 1,000

pages, and covers history, the writing and exploitation of contracts, the nature of power, the purpose of law, the fallacy of evil, propaganda, diplomacy, subtleties of speech, the hierarchy of Hell, and dozens of other topics related to rulership, all within the context of the faith. Its supplemental texts number in the hundreds, each focusing on, interpreting, and expounding on particular topics. To those unfamiliar with the complete library associated with the *Asmodean Monograph*, a religious discussion between two zealots might appear to be a battle over who can produce the most obscure reference. Because the church idealizes laws and rules, knowing which ones trump others and which ones need to be bent or broken to advance a greater cause is crucial. A worshiper could commit an egregious crime against the church but still be forgiven or even rewarded if he found a way to justify it by brilliantly citing some forgotten bit of scripture and proving the act was beneficial to Asmodeus.

Holidays

A truly ancient being, old even among the gods, Asmodeus's concept of time is boggling to mortals, and he couldn't care less about marking a specific day of the week, month, or year as more important than any other—they all belong to him, and mortals should bow to him every day. However, the church does recognize a few holidays based on mortal traditions, often set in counterpart to the holy days of opposing good faiths. Thus, 10 Sarenith (countering Sarenrae's Burning Blades) and 16 Arodus (countering Iomedae's Armasse) are particularly popular. Most temples also celebrate Leap Day (31 Arodus), seeing it as an extra day to serve their god, giving him additional prayers.

Cheliax has its own set of national holidays somewhat associated with the faith. They celebrate the solstices and equinoxes as the Days of Wrath, holding bloodsport tournaments. 19 Calistril is Loyalty Day, marking the date when House Thrune cemented its hold over Cheliax. 14 Neth is Even-Tongued Day, a remembrance of bringing Andoran, Galt, and Isger under Chelish control (now more a day of mourning for these lost territories). It is likely that if Cheliax grows, these quasi-Asmodean holidays will grow with it.

Aphorisms

There are countless blessings and exclamations in use by Asmodeus-worshipers, born of superstitions, ancient books of forbidden magic, and references in the *Asmodean Monograph*. Yet most are merely variants of three themes.

Great Is Asmodeus: A simple yet widely used exultation declaring that Asmodeus is the supreme deity and no other is worthy of veneration. "Hail, Asmodeus!" and "Power and glory to Asmodeus!" are also common.

Lend Me Your Might: Asmodeus's power is great, but it is not freely given—there is always a price. Such an appellation is never spoken by a worshiper of Asmodeus without the willingness and readiness to offer something of great personal value in return, lest their cry indeed causes a devil to appear in a blast of smoke and brimstone.

The Kingdom Shall Be His: As Asmodeus claims to have once held power over all of creation, his faith envisions an hour when all the multiverse will come under his dominion once again. This exclamation serves as a validation among the faithful, a call to arms for infernal warriors, and a threat to all who would oppose his zealots.

Relations with Other Religions

Asmodeus is willing to deal with any god or entity as long as he believes that being will uphold its end of the bargain, which means he is open to all but Lamashtu and Rovagug. Even wily Calistria has worked with him in the past, though he typically considers the fickle goddess beneath his notice. Despite ethical differences, he has been a patron of Shelyn, an aide to Nethys, a supplier to Gorum, and an advisor to Iomedae, though it is not something his sometime partners care to admit. Though he is evil, he is quite charming and can often persuade reluctant deities to temporarily set aside their differences with him for the purpose of mutually beneficial arrangements. When dealing with potential enemies, he is careful to keep the terms of any agreement clear and obvious lest these parties become too suspicious of treachery, which would damage his perfect bargaining reputation.

Multiple cadres of lesser deities serve Asmodeus. The least of these are the infernal dukes, countless tyrants who rule fiefdoms throughout Hell, and the malebranche, burgeoning infernal dukes who seek dominion and power through the conquest of mortal worlds. These deities hold very specific areas of concern and might be worshiped by mortal cults or honored as saintlike patron beings among Asmodeus's faithful.

Of corresponding rank to infernal dukes but enjoying far greater infamy are the Whore Queens: Doloras, Eiseth, Mahathallah, and Ardad Lili. These four female infernal dukes number among the oldest beings in Hell, with Ardad Lili having supported Asmodeus since his original rebellion against Heaven. Although they hold Asmodeus as their liege, they have a close alliance and often skirt the laws and will of the Prince of Darkness to further their own often unified goals. As such, they often attract Asmodeus's suspicion and ire, though for mysterious reasons they rarely provoke his direct wrath. Those who serve the Whore Queens typically refer to them as the Queens of Light or Angels of Vengeance and are less likely to form strict hierarchies than most other servants of Hell.

Greatest among Asmodeus's followers are the Archdevils: Baalzebul, Barbatos, Belial, Dispater, Geryon,

Mammon, Mephistopheles, and Moloch. Each holds absolute rule over one of the nine layers of Hell, with Asmodeus himself dominating Nessus, the deepest layer. Several have served Asmodeus since the earliest days of the multiverse and number among his most fanatical servitors and devoted allies. The archdevils are held as revered beings, second only to Asmodeus himself within the Prince of Darkness's church, and all encourage their own cults across the planes.

Asmodeans regard other religions with amusement. They worship young gods who possess a fraction of the power of Hell's master, deities who will eventually fall in line with Asmodeus's will. They confidently assert power when dealing with other churches, and as their lord is officially recognized as the patron deity of Cheliax, they can generally be assured that in that country, at least, other faiths must show them respect. They are naturally inclined toward the followers of lawful deities, for they understand the need for order, and their dedication to law means they can at least agree upon rules within which to operate, while the congregants of chaos earn nothing but scorn.



Realm

While all of Hell—and some might argue all of existence—belongs to Asmodeus, the Archfiend claims Nessus, the deepest of Hell's layers, as his throne-layer. In the temple court of the Prince of Darkness, no sun or clouds reign over the cracked, volcano-blasted stone, only a vast, depthless night lit by three red stars. Much of Nessus's surface appears as an Elysian realm torn asunder in the wake of some terrible holocaust. Foreboding forests of ash hide lakes and seas of poison. Volcanoes endlessly erupt upon the horizon, spewing lava that never falls from the lifeless heavens. Deep fissures split the land, their depths emanating sickening crimson light. Roads paved in the skulls of fallen princes lead between vast palaces, connected either underground or by reaching cloisters. Little differentiates between terrain and temple in Nessus, as armies of enslaved souls have sculpted vast tracts and whole mountain chains with elaborate and terrifying statuary, facades, spires, and shrines.

Beneath this apocalyptic landscape lie the courts of Asmodeus: columned halls filled with terrifying scriptures and images no mortal should see. Here, Asmodeus's infernal dukes forgo the grandeur of the layers above, toiling amid armies of servants in some of the most elaborate and perverse workhouses in the multiverse, the whole realm being at once library, laboratory, and altar. Asmodeus's audiences with his archdevils or lesser beings take place in the Synod Eye, where eight thrones of salt and an island of glass orbit Asmodeus's massive Hellfire Throne. Beneath the flaming sigils of the diabolical elite falls a depthless gulf, a pit of absolute darkness that seethes with the barely restrained malice of Hell itself. From this pit, Asmodeus can conjure any view or illusion he wishes, or any bit of knowledge picked from the minds of his countless followers. When he wishes to be alone, however, the Archfiend retreats to the Catafalque, a private extradimensional hall which no one but the Prince of Darkness has ever seen.

Planar Allies

All manner of devils serve Asmodeus, and he has little use for other fiends who do not submit to his infernal hierarchy. The libraries of many churches keep expansive, mostly accurate records of prominent devils appropriate for summoning, whether they be common devils or the accomplice devils that eagerly aid Asmodeus's clergy (see page 279). The other deities who serve Asmodeus have their own diabolical vassals, favored breeds of devils, and unique agents, making it not uncommon for those priests who identify with Hell's lesser nobles to summon a wide array of infernal minions. The following are just a handful of the fiends most often summoned by the church of Asmodeus.

Arro the Ashensun (unique pit fiend): This lean, jet-black pit fiend is sullen and disinclined to converse, but is ruthless in battle and a strategic mastermind. He reports directly to the infernal duke Iaozrael, the Untarnished Angel, and bears with him a deadly orb he calls the Ashensun—a foul relic similar to an *orb of pure law* that also has the ability to quench any flame and spread utter darkness. Those who offer Arro the tongue of a freshly slain archpriest or goodly prince gain a +2 bonus on Charisma checks when dealing with the pit fiend.

Basileus: This corrupted, angel-like creature serves as Asmodeus's herald. Down through the millennia, dozens of immortal beings have served as heralds of the Prince of Darkness, yet without fail, each herald has eventually garnered Asmodeus's disfavor, facing a quiet, ignominious, and likely torturous end within Nessus's depths. Asmodeus holds Basileus as the most perfect of all his current emissaries, for rather than elevating the messenger from among the ranks of his diabolical legions, the lord of Hell personally crafted his servant to meet his every expectation. An infernal automaton of sorts, Hell's herald is a being zealously devoted to the Prince of Darkness, even beyond the allegiances of devilkind. Although he rarely visits the mortal realm, wherever he treads he takes the form of the greatest terror of the age. This leads to highly varied reports of the herald's nature, even among Asmodeus's worshipers, and the confusion and apprehension seem to please both Basileus and his master greatly. For more details, see page 278.

Fristax (unique imp): This bright red imp has served more than 30 famed diabolists in his time, taking a role in some of the greatest diabolical incursions in history. Quite clever and insightful despite often acting like a fool, Fristax is skilled at suggesting brilliant and terrible machinations that his master takes as his own ideas. Those who offer the imp rewards in the form of kingly accoutrements—crowns, scepters, orbs, and so on—appeal to his egotism and gain a +2 bonus on Charisma checks.

For Asmodean Characters

Characters who worship Asmodeus may find the following rules elements thematically appropriate.

Archetypes	Source
Demagogue (bard)	*Ultimate Magic* 26
Hungry ghost monk (monk)	*Advanced Player's Guide* 110
Infiltrator (inquisitor)	*Ultimate Magic* 45

Feats	Source
Conversion Channel	See page 209
Devilish Pride	See page 210
Diabolical Negotiator	See page 210
Hamatulatsu	*The Inner Sea World Guide* 287

Magic Items	Source
Altar of Asmodeus	See page 246
Barbed pentacle of Asmodeus	See page 260
Circlet of persuasion	*Core Rulebook* 506
Diabolical masquerade mask	See page 263
Half-plate of the Dark Prince	See page 252
Hell's eye	See page 255
Profane seal signet	See page 259

Spells	Source
Beguiling gift	*Advanced Player's Guide* 205
Burning gaze	*Advanced Player's Guide* 208
Infernal healing	*The Inner Sea World Guide* 295
Infernal healing, greater	*The Inner Sea World Guide* 295
Planar binding	*Core Rulebook* 321
Shared sacrifice	See page 240
Vision of Hell	*Ultimate Magic* 248

Traits	Source
Asmodean Demon Hunter	*Advanced Player's Guide* 332
Contract Master	See page 219
Fiendish Confidence	See page 220
Liar's Tongue	See page 221

Variant Spellcasting

Clerics of Asmodeus may prepare *lesser geas* as a 4th-level spell, and may prepare a variant of *geas/quest* as a 5th-level spell that allows a Will saving throw to negate its effects.



Calistria

Savor the three stings of passion, guile, and vengeance. No food you ever taste and no thing you ever build will satisfy you as much as my gifts.
—*The Book of Joy*

The Savored Sting

Goddess of lust, revenge, and trickery

Alignment CN

Domains Chaos, Charm, Knowledge, Luck, Trickery

Favored Weapon whip

Centers of Worship Absalom, Galt, Kyonin, Nex, The River Kingdoms, The Shackles, Taldor, Varisia

Nationality elf

Obedience Engage in sexual activity with another individual in exchange for money, information, or another valuable resource. This must be a willing act on both your parts; you should not endanger yourself or otherwise enter a situation that makes you uncomfortable. Pray aloud to Calistria before and after the act, and encourage your partner to do the same. If no suitable partner is available, wrap yourself in yellow silk and hold your holy symbol against your chest. Meditate on the teachings of Calistria and fantasize about taking vengeance against one who wronged you. Gain a +4 sacred or profane bonus on Charisma checks and Charisma-based skill checks when interacting with an intelligent creature that could be sexually attracted to you. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience. Once made, this choice can't be changed.

EVANGELIST BOONS

1: Waspsong (Sp) *saving finale*[APG] 3/day, *piercing shriek*[UM] 2/day, or *sculpt sound* 1/day

2: Shimmering Sting (Sp) Once per day, you can cast *rainbow pattern.* Rather than appearing as a multitude of colors, this spell manifests as a swarm of shimmering wasps. The wasps shine as brightly as gold and fly in an intricate, mesmerizing pattern. The saving throw DC for this ability is Charisma-based.

3: Vengeful Song (Su) You can reflect a spell targeted against you back at its source with a blast of scornful music. Once per day when you have been specifically targeted by a spell, you may attempt a Perform check as an immediate action. If your Perform check equals or exceeds the spell's save DC, the spell returns immediately to its caster, who must suffer its effects. The caster can attempt a saving throw as normal to negate the returned spell's effects. If the spell normally allows no saving throw, calculate the Perform DC as if the spell did allow a save, taking into account any feats or special abilities the caster may have that would affect the DC. If the spell had multiple targets (for example, a *magic missile* with three bolts, one of which was targeted at you), you reflect only the portion of the spell targeting you. This ability has no effect on area spells or any spells whose description has no Target entry.

EXALTED BOONS

1: Calistria's Tongue (Sp) *charm person* 3/day, *eagle's splendor* 2/day, or *suggestion* 1/day

2: Stunning Touch (Su) When using the dazing touch power granted by the Charm domain, you can cause the creature touched to become stunned for 1 round instead of dazed. If you don't have access to the Charm domain, you instead gain the ability to use the dazing touch power a number of times per day equal to 3 + your Wisdom modifier, as listed in the ability; however, you only daze your opponents instead of stunning them.

3: Protective Grace (Ex) You may add your Charisma bonus to your AC while wearing light or no armor. This bonus applies against touch attacks. Any condition that would cause you to lose your Dexterity bonus to AC also causes you to lose your Charisma bonus to AC.

SENTINEL BOONS

1: Lucky Strike (Sp) *divine favor* 1/day, *align weapon* (chaotic only) 2/day, or *keen edge* 1/day

2: Winsome Lash (Su) You can lash out with your melee weapon as if it were a whip, no matter what the weapon's type truly is. Your melee weapon elongates and grows flexible, gaining an extra 5 feet of reach while still maintaining its ability to strike targets adjacent to you (provided the weapon could normally do so). Using this ability does not provoke attacks of opportunity, and you can apply this ability only to melee weapons. You can use this ability a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). The rounds don't need to be consecutive, and activating and deactivating the ability is a free action.

3: Sting Like a Wasp (Ex) For a number of rounds per day equal to your Charisma bonus, you can ignore attacks of opportunity you would otherwise provoke due to your movement. Using this ability is a free action, and the rounds in which you use it don't need to be consecutive. You still provoke attacks of opportunity normally for actions other than moving.



Calistria is the most widely worshiped elven goddess on Golarion—an ancient deity with a long memory for old slights, at once mysterious, alluring, temperamental, and passionate. Although most of her worshipers are elves, she is popular with other races as well, for at some point almost everyone has felt the fire of lust, engaged in trickery, or been driven to revenge. She is not so much a spiritual guide for the elven people as a cornerstone for their culture, never pushing them to act but always ready to assist when the time comes for action.

The Savored Sting is a sultry manifestation of everything in elves that is fascinating to other races, attracting men and women alike with her raw sexual magnetism. Her beauty is typically characterized as sensual, desirable, and arousing, or described in more vulgar terms. Gazing on Calistria's clothed body, viewers wonder what she looks like naked; her nude form drives their curiosity to even more intimate places. Although she considers herself female, Calistria has been known to take on a male form that is attractive enough to make any mortal flushed and weak in the knees.

She is mischievous, perplexing, devious, and silver-tongued, disarming her most powerful rivals with pretty words that, upon careful reflection, reveal themselves as humiliating insults. She "surrenders" by convincing enemies to hand over their weapons, leads suitors on for decades with hints of outrageous rewards, and outwits the most brilliant mortals as an afterthought. Though her sense of humor is rich and sharp, she considers silly jokes and crude pranks beneath one who can convey an hour's speech in one small gesture and a lifetime of emotion with a careful look. Lies are her meat and drink, half-truths are her favorite wine, and double entendres are a luscious dessert.

Calistria enjoys a quick resolution to petty affronts, but she is patient, unforgiving, and merciless when more seriously offended, willing to punish the offender with exacting artistry beyond the ken of mortals. Calistria does not forgive, she does not forget, and any evidence to the contrary is part of her plan to sting a foe in the most painful way possible after he believes the threat of vengeance is long past. She is a goddess of vengeance, not

Calistria's Antipaladin Code

Antipaladins of Calistria do not demand great things of others, but rather seek to emulate the Savored Sting in their manner. Most are women; their ranks are filled with those devoted to bloody vengeance and the shining lusts that spark it. Their tenets include the following adages.

- My life is my path, and none will sway me from it.
- I devote myself to the pursuit of my passions.
- I take what I desire, by trick or by force. If others resent my actions, they may attempt to take vengeance against me.
- All slights against me will be repaid tenfold.
- I am the instrument of my own justice. If I am wronged, I will take vengeance with my own hands.

justice, and feels no compulsion to stop at taking an eye for an eye; if she pushes beyond a response others might deem appropriate, it should serve as a lesson to those who get in her way.

Though gracious and personable to those who haven't drawn her ire, Calistria is fickle, changing loyalties as suits her needs and whims. Her changeability is not malicious; rather, she is uninterested in relationships becoming too strong or too emotional, believing such bonds to be foolish. Most of her partners and allies accept the affection she grants them and then move on, but those who persist in the chase after she has tired of being the prey find her claws sharp and certain. She sees love only as a weakness, a needless by-product of physical pleasures.

Calistria welcomes the worship of any mortal who lusts, deceives, or seeks revenge; she hears the prayers of the good, evil, unjustly accused, selfish, moral, criminal, and love-struck alike. Regardless of methods or motives, if a mortal's actions touch her concerns, she takes an interest in the outcome and may aid in achieving it. Her worshipers are thus diverse, but mostly transitional, only seeking her attention when they need her. As she in turn only engages with others when her interest is piqued, this satisfies her, and she does not ask for more.

Some mortals, unable to emulate or understand her shifting interests and allegiances, accuse Calistria of being evil, but in truth, she is simply amoral, eschewing right, wrong, and justice because she knows that the universe is not a fair place. If others choose to follow her path, so be it; if some are hurt by such a decision, she stands as a reminder that every creature has the right—and the responsibility—to avenge their injuries.

Calistria is usually depicted as a beautiful elven woman wearing a figure-hugging black dress accented with gold, often with a black or golden silk drape falling from her arms or drawn seductively across her face. Her eyes are dark and mysterious, but sometimes flash gold with passion or anger. She is commonly shown with giant wasps, her favorite creature—for unlike bees, wasps can sting again and again without dying. In her male form she usually wears a masculine version of her normal shape, with black leggings and a loose golden jerkin and cape, eyes smoldering with barely contained passion. Depending on the views of the surrounding society, Calistria's worshipers are also not afraid of depicting her in more scandalous attire or situations, and sexually explicit art featuring the goddess is common.

Calistria's holy symbol is three daggers pointing outward from a circle (representing her three aspects); many of her clergy carry daggers in her honor. Most of her priests are clerics or bards, though in some places more exotic spellcasters are the norm for her clergy, and even some non-spellcasters reach positions of moderate importance in her priesthood based on their cunning and achievements. Her titles include the Savored Sting, the Lady in the Room, and the Unquenchable Fire, as well as many vulgar epithets bestowed by those outside the faith.

The Church

Though any individuals bearing grudges may pray for Calistria's favor until they have been satisfied, typical lifelong worshipers of Calistria are prostitutes, spies, hedonists, enchanters, and illusionists; rare nonevil assassins pursuing a justified blood debt or former slaves seeking revenge on their masters might also call on her aid. Some crusaders, particularly elven ones, pray to Calistria to help achieve holy vengeance on their targets, and a fair number of shady merchants and con artists venerate her trickery aspect. Though all races are welcome in the church, elves, humans, and humanoids of mixed race are by far the most common, whereas very few dwarves worship her—even among those avenging slights against clan or kin, Calistria's shifting loyalties and disproportionate responses often seem shameful to dwarven society. Elven society, on the other hand, is by far the most accepting of her worship, as most elves see Calistria's independence from commitment as the only path of sanity for members of a race that lives centuries.

Calistria shows her favor with ease in obtaining companionship, heightened physical pleasure, and easy marks for schemes or acts of vengeance. Those who displease her often find themselves plagued by impotence, inability to achieve sexual satisfaction, or angry wasps with an unerring ability to sting in sensitive places. Sometimes she delays the manifestation of her ire, allowing strings

of positive events to culminate in eventual catastrophic failure to heighten the sting.

Ceremonies honoring Calistria may involve ritual sex, but generally are not elevated to the orgiastic excess described in the salacious stories of her detractors (though such rites do exist, and are often extremely popular). Most ceremonies take place in the temple, or outdoors in the natural settings typical of elven rituals. Regular worship services include invocations of the goddess's blessing over sexual encounters, the congregation's encouragement and promises of aid to members seeking vengeance, the consumption of spiced wine, and the performance of pageants enhanced with illusion and theatrical tricks. Special rituals conducted as needed include invocations of the goddess's blessing when a worshiper begins pursuit of a desired lover, divinations to determine her approval or disapproval of set courses of revenge, initiation rites for those who wish to devote themselves to the faith, and birth and death ceremonies.

The church puts little stock in the formalities of marriage. While such unions serve a valuable function in society, most of the Savored Sting's worshipers don't have a strong urge to settle down with one person (elves' longevity makes the prospect seem stifling to many) and they usually don't confuse physical attraction with emotional affection (with some members seeing the latter as a dangerous liability). Some faithful consider any relationship that lasts more than a few months to be a "marriage," though this confers no legal rights. Ending a relationship has no stigma, though these ends are often the start of long-term feuds if one person feels slighted. Some worshipers do see the appeal of long, committed relationships, but even these tend to be tolerant of other partners, or even polyamorous. Lacking the weight of law in their relationships, most expect inheritance and similar matters to go to blood relatives rather than partners in mutable passionate relationships.

Temples and Shrines

A typical Calistrian temple is a converted mansion with many rooms that can be locked for privacy. Each city can hold multiple temples, which often vary wildly in their interpretations of Calistria's wisdom, and sometimes engage in serious and bloody doctrinal disputes. Even within a given temple, arguments can be quite dangerous, as few feuds escalate as drastically as those between two Calistrians. The Savored Sting's faith is as changeable as the goddess herself: each temple tends toward good, evil, or neutrality, and this influences the activities that take place there.

Good temples elevate both the sanctity of pleasure achieved—their doctrines decreeing those sexually satisfied to be more benevolent toward others and less prone to violence—and the drive of pleasure anticipated, seeing lust as a spur to creativity and ambition. The temples function as salons, ideal places to socialize, hear news and be seen, though their respect for privacy makes them good places for clandestine discussions as well. Evil temples are much like thieves' guilds: places to plant rumors, seek evidence of unfaithful lovers, and make shady plans, while heightening the sharper and more excessive aspects of desire and its fulfillment. Neutral temples (and elven temples in particular) try to mix both, taking a casual transactional approach to entertaining the lonely and lusty, and functioning as hubs for gossip and rumors, while avoiding the more violent plans for vengeance.

Many temples encourage wasps to nest under their eaves; guided by magic, the insects leave the residents alone but react angrily to trespassers. Wealthier temples may employ giant wasps as guardian creatures and spider eaters as flying steeds, while evil ones may bind abyssal



wasp swarms to guard the temple. Some harvest venom from the wasps for use by the temple guards, or for sale.

The practice of building shrines has never really caught on in Calistria's church. Life itself is a pilgrimage for Calistrians, and so they have no once-in-a-lifetime destinations of sacred nature. Ancient standing stones at the site of old temples might bear phallic or yonic carvings, and flat stones might be carved with the names of acts of great vengeance that took place at the site, but in general the church prefers to preserve its symbols and history in stories and adages.

A Priest's Role

The church sees prostitution as a sacred calling of power and pleasure, and its clergy are adamant about ensuring the safety of those who engage in sex as a profession; temples do not make their priests into victims, and accept only willing adults as initiates. In cities where the church holds sway, residents tread carefully around courtesans and streetwalkers alike, lest an abused escort call on the temple for aid in avenging herself. All clergy undergo extensive training in the arts of conversation, body language, and seduction. Even the most uncomely or disagreeable priest knows how to turn on the charm at the right time, often surprising those who witness the change. Others may work—alone or in groups—as spies, investigators (for individuals or the government), or smugglers of exotic materials.



Calistria's church is organized democratically, and each priest receives a vote in temple affairs. Its hierarchy is very casual, with priests valued more for their ability to persuade others (or feared for their history of revenge) than their magical power. The high priest or priestess of a temple is addressed as "Revered One," but otherwise, titles are often unique to their bearers. Individuals might earn various honorifics based on deeds, assigned by the head of the temple and customized for the recipient, such as "of the Gentle Hands," "the Heartless Avenger," "of the Hundred Faces," or "the Shameless." Most temples focus on local issues and ignore the works of their counterparts unless actively engaged in a vendetta against them.

Calistria's emphasis on personal freedom means that there is no "typical day" for one of her priests. Good clergy address the goddess's vengeance aspect by assisting patrons in finding legal recourse against those who wrong them, though they may resort to public shaming of guilty parties when the offense is inconsiderate rather than illegal (such as shoddy business practices, slander, or broken promises), or when the legal system does not provide satisfaction. They engage in sacred prostitution, and to a small extent they work as matchmakers, though usually for sexual interest rather than marriage.

Evil priests seduce others as leverage or future blackmail on behalf of themselves or clients, exchange valuable secrets, and make plots to unseat influential leaders or strong-arm reluctant merchants. A few work as thieves or assassins for the church, or even for the highest bidder, acting anonymously or under a pseudonym. The most alluring members demand payment in the form of secrets, exacerbating clients' lust in order to drive their prices higher, and fanning the flames of jealousy to inspire acts of revenge. Some lead double or triple lives as spies in extensive secret plots. Evil priests tend to be very competitive, trying to outdo their rivals in feats of intimacy, trickery, and vengeance, and as a result many are forced to wander for their own safety.

Priests of neutral temples advise petitioners on how best to pursue vengeance, usually urging them to find non-injurious recompense, though if the offense is great enough, they are not averse to giving advice or explicit aid in fulfilling a debt of blood. Viewing knowledge as valuable but neither good nor evil, they often fill their temple's coffers by brokering information, remaining aloof from the help or harm done with it. In some communities, a lone priest may be greatly respected and feared for what he knows and the careful web of peace he brokers with flesh and promises.

Alchemy, herbalism, and potion-making are common pastimes among priests, and some make a living selling poisons, aphrodisiacs, love potions, contraceptives, abortifacients, and their counteragents. Even good

priests sell nonlethal poisons designed to embarrass or humiliate the target (such as laxatives, those that simulate drunkenness, and so on). The followers of Norgorber carefully watch Calistria's priesthood to make sure they aren't overstepping their bounds or undercutting prices. If a temple has guardian wasps, the priests might be responsible for caring for or magically influencing them, and many become used to stings and resistant to venom. Some keep unusually large specimens as pets, and a few priests are known within the church for their cat-sized pet wasps with abilities similar to a familiar.

While temples rituals can vary, one of the most common is the Rite of the Triple Sting, a test faced when a temple initiate has completed his novitiate. In this test, the initiate must disguise himself and, in this new guise, seduce someone who has wronged him. The candidate must play upon the target's lust for him to lure her into revealing secrets that, if publicly exposed, would humiliate or even ruin her, or if she has no such secrets, into activities that could do the same. Once he has obtained this power over her, he must expose her vulnerability in public, and, his vengeance accomplished, reveal his true identity.

Once his sponsors in the temple have judged his attempt as worthy of Calistria's approval, the priest undergoes his initiation into the priesthood. This usually starts with a fast from sunset to sunset, alone in the temple, that he might experience the hunger that drives people to revenge. At sunset, a masked priest leads him to a private chamber, where he drinks from a cup of sharply spiced, honeyed wine, that he may taste the fire, the sweetness, and the intoxication that together comprise lust. Masked clergy members attend him and he selects a partner. The priests remove his clothes and burn them, discarding his old identity and welcoming him to his new one as a servant of the Savored Sting. Hallucinogenic herbs laced into the wine heighten both the mystical aspect and the disorientation of the experience as the initiate couples with a priest that may or may not be the one he chose. Some clerics who have dared to remove their partner's mask during the rite claim that the goddess herself lay beneath it, though such claims are usually dismissed as braggadocio or the effects of the psychoactive herbs in the wine. After the effects wear off, the new priest is escorted to a ritual bath and given his first set of clerical robes. His sponsors declare him sealed to the goddess, and begin filling him in on the temple's secrets.

Calistria's church is not known for its altruistic healing, though its priests have been known to sell cures for money or favors. Sometimes they heal without demanding payment, saying only that they will collect a service at some point in the future. Priests concerned with the goddess's lustful side are usually skilled at Acrobatics, Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, or Sense Motive. Priests more attracted to her vengeful aspect study methods that aid them in finding their targets, such as Diplomacy, Disguise, Intimidate, Knowledge, and Sense Motive. Priests attracted to her trickster role usually focus on skills appropriate to thieves, deceivers, or diplomats, depending on the type of deception they enjoy.

Adventurers

A follower of Calistria declares himself either a thrill-seeker and hedonist or someone who never forgives a slight. If he carries vengeance in his heart or a strong desire for the pleasures of the flesh, then he will find a willing ally in Calistria. In his mind, the world is a garden of delights, and he is determined to experience them all. If something stands in his way or causes him injury, he is more than willing to take revenge until his enemies call for mercy. A follower of Calistria is not necessarily cruel—though he can be—nor is he evil unless it suits his natural predisposition to be so. While he might enjoy crushing his foes, he might also find an equal satisfaction in bringing joy to another and allowing the person to find bliss and release in the union of their bodies. When someone worships the Savored Sting, he chooses above all to live life on his own terms, without the moral compass others might try to impose on him.

Calistria has long been a favored goddess of the elves because of her focus on personal freedom, and it may be that the elves' long lifespans are what make her hard-nosed approach to individual liberty so popular. (After all, some relationships grow old after a few centuries, and an elf who follows Calistria is always free to reassign his affections.) Half-elves and other half-breeds who were the product of exotic unions often support her as a way of embracing their heritage, and gnomes' constant search for variety and novelty makes her a natural fit for them as well. Calistria herself is generally imagined in the form of an elf, yet seems perfectly willing to accept the worship of anyone with a slight to avenge or a desire to make his body an altar.

Clothing

Formal clothing for Calistria's clergy is generally scant, typically dark leather or yellow silk that covers little and conceals even less, often augmented with henna dyes on the palms of the hands and in narrow bands on the arms, though individual clergy members tailor their clothing to their own styles of seduction. Some priests like to add other accent clothing like a wasp's colors, but most eventually grow out of this habit, as the insect represents the goddess but is not inherently divine or worthy of emulation. Adventurer-priests favor gold jewelry and gold plating or decorations on their armor. Church paraphernalia is usually made of slender wood or fine gold, and often includes erotic carvings or sculpture.

Holy Text

Although Calistria's followers recommend several works of theater and literature as shining examples of how to execute the perfect seduction or revenge, the only text they hold as sacred is *The Book of Joy*. Some versions of this guide to passion include illustrations of sexual positions, instructions on reading and manipulating others' emotions, or collected anecdotes on satisfying revenge schemes to address various offenses; the sections included in each temple's unique copy of the text say much about the temple's leadership. Conservative cities sometimes make it illegal to possess a copy, but mischievous Calistrians print portions of the book as one-page "penny bibles" showing the most erotic portions of the manuscript in the hope of eliciting curiosity in the readers.

Holidays

Calistria's church as a whole has no set holidays, although each temple has established its own holidays to commemorate the avenging of old slights or great conquests and epic acts of trickery.

Aphorisms

To punctuate their vengeful desires, Calistria's worshipers circulate several bitter sayings and deadly sentiments.

I Stab Thee With My Heart: When carefully planned vengeance comes to fruition, the satisfaction of it is as exhilarating as any intimate act. The faithful whisper this saying as their daggers strike home, leave it in notes when explaining their targets' downfalls, and crow it during particularly juicy acts of revenge. Oddly, in the rare cases where members of the church pursue genuine love, couples use this expression to indicate the intensity of their feelings for one another.

Love the Food, Not the Chef: This saying is used as an admonition against the transgression of falling in love with the target of one's lust. It is also a reminder to not become consumed by vengeance to the exclusion of all other things. There is more to life than revenge, and there are many joys one can experience even while seeking retribution.



Relations with Other Religions

Calistria's interactions with other gods are complex and strewn with contradictions. Some stories even suggest that she was the force behind the creation or destruction of certain deities. Each temple has its own idea about which stories are true and which are false, and these differences only escalate the conflicts between factions. All agree that the other gods treat her very carefully and respectfully, as they fear her reprisal for an unintended slight.

In general, Calistria and Shelyn get along well, as erotic love leads to sex and common lust can turn into love, though Calistria believes Shelyn's insistence on love is a weakness. Calistria finds Urgathoa distasteful but respects her lust for life. She is intrigued by Norgorber and willing to work with him, though he is never quite sure if he is somehow being manipulated. She respects Desna, but thinks she's a little too hung up on her failures and setbacks. Calistria and Cayden Cailean are on very friendly terms, and just *how* friendly is the subject of much speculation.

Calistria's worshipers are open to dealing with members of most other faiths, provided it suits their needs or desires at the moment. Most of them evaluate people as individuals rather than members of groups or followers of creeds. While they are implacably vengeful if roused, Calistrians rarely judge a person on the basis of social standing, ethnicity, or personal history. Their attitudes toward members of faiths they consider prudish range from amused to contemptuous, and some take a certain impish pleasure in seducing those with such beliefs. Every person presents an opportunity for rewarding exchanges of money, information, or caresses, so Calistrians are generally amiable until they are wronged. They tend to be found in cities, where it's easiest to indulge their hedonism and find willing partners, and have little interest in associating with those who would get in the way of their revels. Followers of Cayden Cailean tend to get along well with Calistria's faithful, and Shelynites focused on the beauty of eroticism often find common interests with Calistrians, who are ever attentive to the eroticism of beauty.

Realm

Despite her neutral nature, Calistria calls the fields of Elysium home. The fickle goddess often shifts her realm's location and size, and it's not uncommon for those seeking its borders to be unable to find it, or those who'd prefer to avoid it to stumble unprepared into its gardens of sensual delights. In this sense, Calistria's realm uniquely matches the goddess herself: beautiful, inviting, playful—and completely untrustworthy. Visitors might gradually notice the slight buzzing of wasps in the deep and otherwise silent forest, and then quite abruptly find themselves wandering a hedge maze of rose bushes or standing before one of the Savored Sting's palatial, baroque manors. Though Elysium may focus on positive and benevolent aspects of freedom and chaos, Calistria's minions don't always take the same tack, and her pleasure palaces can be extremely dangerous for the unwary.

Planar Allies

In addition to her servitor race, the vendenopterixes (see page 281), Calistria often sends the following entities to further her causes.

Menotherian: Appearing alternately as a perfect elf or a bear-sized wasp, Calistria's herald maintains an ardent curiosity about mortal elves. The Menotherian is a creature of spirit but has a physical body, and sometimes seeks attractive elves (using her elven form) to satisfy her carnal desires; this overwhelming experience is a sign of great favor among the devout. For more information, see page 280.

Threv (unique protean): This frog-like, shape-changing sorcerer has gray skin and strangely expressive eyes. Obsessed with vengeance, he is often the agent of Calistria's ire in the mortal world when she isn't angered enough to send her herald. He works cheaply for mortals seeking revenge, although those that lie to him to get a discount find themselves the target of his ire.

Tordurbar (unique chaos beast): Though most chaos beasts alternate between horrible forms, this strange being usually appears as a large fleshy mass, with heads, mouths, eyes, hands, hair, and various organs sprouting randomly and being reabsorbed in short order; in battle, it takes on more dangerous forms. Though it accepts payments for services in coin or magic, it prefers sexual favors, whether the summoner is male or female. It does not speak (except to coo and moan), preferring telepathic communication.

Velvet Wing (unique vendenopterix): A tan elven seductress with slightly ragged insect wings, this beautiful vendenopterix (see page 281) is often mistaken for a succubus. Her kisses and other intimate acts drain Intelligence, Wisdom, or Charisma (her choice), and she is adept at mimicking a specific person's voice and mannerisms.

For Calistrian Characters

Characters who worship Calistria may find the following rules elements thematically appropriate.

Archetypes	Source
Charlatan (rogue)	*Ultimate Combat* 72
Court bard (bard)	*Advanced Player's Guide* 81

Feats	Source
Antagonize	*Ultimate Magic* 143
Bloody Vengeance	See page 208
Curse of Vengeance	See page 209
Seductive Channel	See page 215

Magic Items	Source
Altar of Calistria	See page 246
Armor of the unquenchable fire	See page 250
Elixir of love	*Core Rulebook* 511
Eyes of charming	*Core Rulebook* 512
Feather token, whip	*Core Rulebook* 512
Ring of unquenchable passions	See page 259
Stinging stiletto	See page 270
Vengeful kiss	See page 257

Spells	Source
Cape of wasps	*Ultimate Magic* 211
Lover's vengeance	*The Inner Sea World Guide* 296
Phantasmal revenge	*Advanced Player's Guide* 235
Secret speech	See page 240
Seducer's eyes	See page 240
Unnatural lust	*Ultimate Magic* 245
Vengeful stinger	See page 245

Traits	Source
Calistrian Courtesan	*Advanced Player's Guide* 333
Enchanting Conniver	See page 219
Holy Schemer	See page 220
Opportunistic	See page 221

Variant Spellcasting

Clerics of Calistria may prepare *rage* as a 3rd-level spell and may prepare *suggestion* as a 4th-level spell (though those with the Charm domain have access to it earlier). Inquisitors add these spells to their spell list at 3rd and 4th levels, respectively.



Cayden Cailean

Don't let rules get in the way of enjoying what is truly good in life.

—Placard of Wisdom

The Drunken Hero

God of bravery, ale, freedom, and wine

Alignment CG

Domains Chaos, Charm, Good, Strength, Travel

Favored Weapon rapier

Centers of Worship Absalom, Andoran, Galt, River Kingdoms, The Shackles, Taldor, Varisia

Nationality Taldan

Obedience Sing a song in praise of freedom, bravery, and your god's glory (and good looks). The song must be audible to those nearby—friend or foe. Between stanzas, you must pause to drink from a full mug of ale, wine, or other spirits. When the song is done, drink the remaining alcohol while mentally composing the song you will sing on the morrow. If a creature is attracted by your song, do your best to engage it in conversation about the merits of Cayden Cailean. If hostilities become inevitable, leap boldly into the fight without hesitation. Gain a +4 sacred bonus on saving throws against poison effects.

Evangelist Boons

1: Liberation (Sp) *liberating command*[UC] 3/day, *knock* 2/day, or *dispel magic* 1/day

2: Drinking Buddy (Su) Once per day as a standard action, you can create an illusory double of yourself that appears in a square adjacent to you. Your double acts on your initiative count, and can move up to your speed each round. It always attempts to flank with you against a single target you designate. If it must use Acrobatics to avoid an attack of opportunity during this movement, your double uses your bonus. Though your double can't attack, it is treated as threatening adjacent squares for the purposes of flanking with you. Anyone attacking your double or otherwise physically interacting with it can attempt a Will save (DC 25) to recognize the double as an illusion. The double has your AC, and if any hit would deal damage to it, the double dissipates. An opponent who recognizes your double as an illusion can't be flanked by it. The double lasts 1 round for every Hit Die you possess or until it is hit with an attack, whichever comes first.

3: Intoxicating Strike (Su) Once per day, you can declare one of your attacks an intoxicating strike. You must declare your use of this ability before you attempt the attack roll. If your attack hits and you deal damage, your target immediately becomes intoxicated for 1 round for every Hit Die you possess. An intoxicated creature takes a –4 penalty to AC, on attack rolls, and on skill checks, and its movement is reduced by 10 feet.

Exalted Boons

1: Libations (Sp) *bless water* 3/day, *delay poison* 2/day, or *create food and water* 1/day

2: Freedom's Ally (Sp) Once per day as a standard action, you can summon a pair of bralani azatas to aid you. You gain telepathy with the bralanis to a range of 100 feet. The bralanis follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home in Elysium. The bralanis don't follow commands that would cause them to commit evil acts or restrict freedom solely for the sake of law. Such commands not only earn refusal and scorn from the bralanis, but could cause the bralanis to attack you if the command is particularly egregious.

3: Wine to Water (Su) As a full-round action, you transform a single serving of an alcoholic beverage into either potent holy water or a *potion of cure serious wounds*. A potion created in this way heals 3d8 points of damage plus 1 point of damage for every Hit Die you possess (to a maximum of 3d8+15). The holy water you create is more potent than usual, dealing 4d4 points of damage to an undead creature or evil outsider, and 2d4 points of splash damage to each such creature within 5 feet of the point where the flask hits. Holy water and potions created in this way last for 1 hour. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

Sentinel Boons

1: Devastating Duelist (Sp) *bless weapon* 3/day, *brow gasher*[UC] 2/day, or *greater magic weapon* 1/day

2: Light Weapon Master (Ex) Whenever you fight with a dagger, kama, kukri, rapier, sickle, short sword, or starknife, you also gain a +2 deflection bonus to AC, provided you have the weapon training (light blades) class feature. If you don't have that class feature, you instead gain a +1 sacred bonus on attack rolls when using weapons from the light blades weapon group (*Pathfinder RPG Ultimate Equipment* 47).

3: Critical Luck (Ex) Keep a record of every time you roll a natural 1 on an attack roll, to a maximum number equal to your Charisma bonus. Anytime you roll a critical threat on an attack roll, you can trade in one of your tallied natural 1s to automatically confirm the critical hit. This tally resets to 0 every day, and any tallied natural 1s from the day before are lost.



Cayden Cailean is one of the Ascended, a mortal man who became a god after passing the grueling tests of the magical *Starstone*. Three days after entering the Cathedral of the *Starstone* on a drunken dare, the good-natured sellsword emerged a living god, baffled and amused. His behavior changed little after his ascension: he continued to fight for just causes, sample various drinks, and avoid things he didn't want to do. Thus, Cayden Cailean became the patron of brave souls, alcoholic spirits, and the freedom to choose your own path in life. He expects his followers to be brave in the face of danger, though there is no shame in necessary retreat—he's the god of bravery, not reckless stupidity. Although many assume his faithful will accept any dare, the god's focus on freedom keeps his heroes from being manipulated so easily, and even the dullest hero of Cayden Cailean has the sense not to accept an impossible or suicidal challenge—though it is not uncommon to accept a risky one after a swig or two of "liquid courage."

Cayden Cailean is outgoing, friendly, boisterous, unashamed, and flirtatious, even more so when he indulges in fermented delights. He loves good-spirited toasts, friendly bar brawls, bawdy songs, and standing up for the underdog. He loathes slavery, mean-spiritedness, bullying, teetotalers, and restrictive laws and customs. He believes that everyone would get along better if they could all just sit down and have a drink, preferably in the company of attractive companions. A former mercenary, he believes in fair pay for a job well done, whether in coin, drink, or a tumble in the hay with an enthusiastic paramour.

Cayden Cailean's direct intervention in the mortal world isn't frequent, but he has been known to prevent a keg from emptying (often to help good folk survive a siege or convince them to congregate a little longer in a place of safety) or to push someone especially meek to show courage at a key moment. Having had his share of hard times as a mortal, he's not above helping someone for free now and then, or leaving an extra-generous tip for someone in need. This simple and welcoming philosophy makes him popular with adventurers, philanthropists, revelers, and those who fight for good, and it is traditional

among his adherents to toast his name with the first drink of the evening.

As the god of wine, Cayden's interest is in the merriment and socialization alcohol can facilitate rather than attempting to drown or forget sorrows, and he despises mean drunks or those who allow their drunkenness to hurt innocents. He has been known to inspire tipsy revelers to confess secrets better aired than left to fester, and he encourages his worshipers to push each other to greatness via friendly dares. A "Cayden's dare" is any foolish-seeming thing that turns out to have beneficial consequences, and at Caydenite weddings, it's common to tell jokes and stories explaining how the bride or groom is only present because of a drunken dare (especially if they're true).

Although his other divine concerns are flexible in interpretation, Cayden is as hard as nails when it comes to a person's right to freedom. Coupled with his love of drink, his refusal in his mortal days to go against his own beliefs for the sake of mere coin gave him a somewhat unreliable reputation. He believes there is no justice in a law that oppresses one person to benefit another, and over the centuries he has worked to counter slavery and the plots of deities who see human misery as a fair price to pay in pursuit of their goals. In places where the peasantry suffers from harsh taxes or demoralizing practices, he helps them topple their oppressors or at least aids them in escaping to more friendly lands. Though often seen as a god of righteous rebellion, he doesn't believe in vengeance or coups for their own sake, and is not a god of destructive chaos or madcap frivolity—his followers must take responsibility for the consequences of their actions.

Those who go against Cayden's simple tenets may find themselves ill the next time they drink, intoxicated when clarity is needed, or frightened by common animals or shadows. When he is happy, drinks are more delicious, the night air feels brisker and smells sweeter, and courage burns white-hot. An unexpected windfall of alcohol is a common sign of favor, yet can just as easily turn to vinegar or sewage in the mouths of the unworthy.

When Cayden Cailean appears to his followers, he usually looks much as he did in life: an average-looking bronze-skinned human with a tankard in one hand, often wearing chainmail. In grander art, he is sometimes shown fending off a swarm of devils with his well-worn rapier, all while holding his tankard high. Some artists portray the Drunken Hero with broken shackles hanging loosely from his wrists or fallen at his feet, representing breaking free of mortal concerns—though in areas where his faith has brought freedom from oppression or slavery, the shackles have a more literal interpretation.

Cayden Cailean is the only major god who uses a surname. In his early years as a god, he insisted that his last name be included in all forms of address, an unusual habit for someone normally so relaxed about formalities. The prevalent opinions on the matter are that he wished to distance himself from another mortal named Cayden (perhaps someone of evil intent) or to honor his parents, said to have died when he was young. This second theory is corroborated by his interest in sponsoring orphanages, perhaps as a thank-you to the long-gone orphanage that raised him. He ignores questions about the matter, insisting that it was decided long ago and there are more important things to talk about.

Cayden's holy symbol is a tankard of ale, with or without a rich head of foam on it. He is called the Drunken Hero, the Lucky Drunk, and many other affectionate nicknames. He's amused rather than offended by those who use his name as part of colorful oaths, and thus many of his clergy can be creative and prolific in their swearing. Most of his true "clergy" are clerics, but he is also honored by hordes of good-natured rogues, barbarians, and fighters who—despite not receiving any direct boons from the god—seek to spread his faith and emulate his relaxed attitude toward a mercenary or adventuring life. His priesthood also includes some inquisitors, mainly those questing to free slaves and overturn tyrants, as well as a handful of druids who attend to sacred vineyards and the other agricultural aspects of brewing.

The Church

Most Caydenites are common folk who seek simple contentment in their daily lives, like to have a drink with their friends, and find the courage to stand up to evil when it rears its ugly head, no matter what shape it takes. They are happy people, preferring to look on the bright side of things and accepting any downturn as a challenge to make right. Brewers, vintners, barkeeps, and innkeepers pray to the Drunken Hero for tasty beverages and the good business that comes from them. Happy drunks and revelers of all sorts toast his name. Wealthy folk do good deeds in honor of him, such as sharing a private store of wine in lean times. Cayden Cailean is a popular deity among good adventurers, who share his casual goals of questing and celebrating one's victories. Those not keen on adventuring often work as guides or explorers, enjoying the freedom of living and going wherever they please. While most worshipers are human, a significant number are half-elves, finding comfort and acceptance in a faith interested in good works and good times rather than formal hierarchies, ancient traditions, and old grudges. Although dwarves appreciate his interest in ale, few worship him, though some clans will lift a mug to him while telling stories about Torag, in which he typically takes the role of a humorous sidekick.

There are many mortals alive today with the surname Cailean, and they may be distantly related to the god, but children raised in church-funded orphanages also often take the god's surname as their own when they leave. Thus, the handsome farmhand might be a direct descendant of Cayden Cailean's brother, or merely a survivor of a goblin attack that wiped out entire families.

The faith is not inclined to formality, and official church holidays resemble festivals more than worship services. Services to Cayden Cailean always include a toast or a song, which typically involves shouting choruses, stomping feet, and the clanking of drinkware, and a simple toast at a wedding might become a game of "dueling dares" between the groomsmen. Services may be indoors or outdoors, aboveground or below, day or night—whatever is appropriate to the occasion.

Cayden's church essentially has no hierarchy, and the god himself sometimes has to send visions or dreams to his priests to encourage them to meet on an issue and decide how to deal with it. None of his priests really like other people telling them what to do, despite any good intentions, and while his faithful combat evil and injustice where they find it, they're rarely out to change the world in a systematic and orderly way. Elderly priests and those renowned as local heroes often garner special respect within the church, but few attempt to lead by warrant of their age or reputations. Most priests believe that the people who discovered a problem are the best people to deal with it, and don't bother trying to follow a chain of command unless an issue turns out to be too big to handle alone. The majority of the god's clergy are amiable with each other, and while there can be personal rivalries, they can generally be solved with a shared drink or friendly bar fight.

Temples and Shrines

Most of the Drunken Hero's sacred buildings are alehouses run by clergy members or small inns bearing a shrine to him above the bar. Large breweries often contain a small room set aside for the church, and members of the owner's family may enter the priesthood to secure prosperity for the brewery. In cities, the occasional feast hall might bear the symbol of Cayden Cailean on its sign or over its doors. These larger "temples" donate much of their earnings to promote the public good, ease the burden of the poor, buy slaves' freedom, or fund pious adventurers.

The casual nature of the faith—plus its popularity among non-spellcasting classes—means that a typical temple or shrine might only have a very low-level cleric on hand. If someone comes knocking covered in blood, however, any able cleric will usually patch her up, perform a healing incantation, and give her a stiff drink to numb any remaining pain.



A Priest's Role

Cayden Cailean's easygoing nature and lack of a central church mean that his priests are able to use their discretion when it comes to deciding how to advance his cause in the world. Some are solo crusaders for good, while others found adventuring companies or support border towns in need of faith and comfort. Some brew ale or beer, some make wine, some plant crops for these beverages, and some involve themselves in the transport or sale of spirits. City-based clerics might be heavily involved with the local brewers' or vintners' guilds, and may even oversee the quality of spirits for the city government (provided any bureaucracy is kept to a minimum). In smaller communities, a cleric might work as a mediator, teach farmers how to brew their own drinks in small quantities, and encourage townsfolk to share with their neighbors to create bonds of friendship. Explorer clerics and adventurers in distant lands often seek to assuage or combat the scars of slavery; look for new stories, rumors, and recipes to share; or act as healers and spiritual support for principled mercenary companies.

The god's close association with alcoholic beverages leads most clerics to have a high alcohol tolerance. Most individuals who are easily sickened from drinking or dislike the taste of alcohol usually do not enter the clergy, but the faith would never turn away a worthy potential who has no taste for booze. The church is also aware that some folk drink to the extent that it becomes a crutch or a poison to the will. Cayden Cailean and his priests believe this is a corruption and abuse of his favorite things, and sometimes a priest takes it upon himself to counsel these poor souls, often using minor magic to bolster a patient's resolve and steering the person toward work or activities that improve the patient's life and negate the need to drown his or her sorrows.

The clergy has a tradition of drinking contests and "dueling dares" or boasting contests, all in good fun and never with the intent to harm or humiliate. In contests that become heated, a competitor who feels the contest has gone too far may suggest that the other person take the Test of the *Starstone*, at which point the opponent usually says, "I'm great, but not so great as Cayden Cailean," refusing the dare and ending the contest honorably, usually buying the darer a drink in the hopes of becoming comrades. By custom, many brigands who consider themselves civilized will allow a priest of Cayden Cailean to pass safely in exchange for a drink and a blessing, though this courtesy rarely extends to the priest's companions.

A typical priest of Cayden Cailean has at least one rank in a useful Craft or Profession skill. Most study Diplomacy, Knowledge (geography), or Knowledge (nature) to better influence people or enhance their craft. Priests tip well and have relatively relaxed attitudes toward marriage. Many also develop close platonic friendships with people of all genders. Given Cayden Cailean's own status as an orphan, priests and temple-taverns often foster orphans and children born of other traveling priests. These are raised by the church community, though if the parents' identities are known, they are still held responsible for their children's welfare.

A typical day for a priest involves waking, a prayer-toast, breakfast, and a period of work. Meals are always begun with a toast, and in some places late afternoon is marked with a swig of hearty, thick ale. Evening is for friends, family, telling stories, and personal interests. Spell preparation takes place after breakfast. The church uses no formal titles, though those who have a title from a guild or profession normally use it within the church as well.



While many bards claim Cayden Cailean as their patron, only a small number are so devout that they consider themselves part of the clergy. Bards are proud to point out that it was their forebears who first spread the news of Cayden Cailean's ascension, and bards believe that they (as a profession) have a dear place in the god's heart because of this. Their skills and magic make them excellent rabble-rousers in unhappy lands, and many like to keep an ear to the ground for such opportunities.

Adventurers

The Drunken Hero attracts more than his fair share of adventurers and glory-seekers. A follower of Cayden Cailean is generally a happy and companionable traveler, looking to right wrongs and explore the world at her own discretion. Caydenites leave it to others to bear the burden of grim and tortured personas; for a follower of the Drunken Hero, the world is too big and life is too short and sweet to waste any time whining about it. This is not to say that Caydenite adventurers don't have a keen sense of justice. If one is stout enough to be an adventurer and serious about one's faith, one don't turn your back on the poor and oppressed—Cayden's faithful just do the job, show them how to take care of themselves, and then get back to the serious business of enjoying life.

Clothing

Formal raiment of a Caydenite priest is a simple brown tunic or robe with a wine-red stole bearing the god's ale-mug symbol, though most clergy and lay worshipers content themselves with a simple stein or other drinking vessel. Ceremonial objects are primarily functional rather than decorative, and a high priest of Cayden Cailean would think nothing of performing a blessing with water or wine from a common bar mug rather than a bejeweled font. His church's holy water may be blessed water, wine, ale, or other spirits, though the stuff intended for use against evil monsters is usually of inferior quality. After all, why waste good wine by throwing it at something?

Holy Text

Cayden rarely spent enough time in one place to read a book, let alone write one, and he prefers to keep his message simple.

Placard of Wisdom: This simple document condenses Cayden's divine philosophy into a few short phrases suitable for hanging on the wall. Though the specific wording may vary from city to city or even tavern to tavern, the general message is "do good, enjoy life, have a drink now and then, and stand up for what you believe in"—easy words of common sense that appeal to all. In areas more focused on abolitionism, worshipers may add lines to that effect, and it's not uncommon for philosopher-priests to add a few comments of their own, as Cayden himself doesn't seem to mind.

Holidays

The church believes that every day is a good reason to celebrate—life, good friends, good wine, and so on—and thus only acknowledge a few holidays that merit extra festivities.

Ascension Day: The actual date of Cayden's transformation from mortal to god is irrelevant even to him, but the church celebrates this event on 11 Kuthona with a toast of thanks to him for his gifts. Typically this is a hot alcoholic beverage with a sweet bread pastry of some kind.

First Brewing: After the first harvest, a small amount is set aside to create ale, wine, or stronger drink. When this is ready for tasting, the community comes together to sample the first brewing of the year and toast Cayden's name. Because of local variables in the date of the harvest and different brewing times, this holiday has no set date but is normally about 1 month after harvest-time.

Merrymead: Started in Druma, this holiday on 2 Calistril is about sharing the last of the previous year's mead with the community, and is celebrated through either sharing stories and drinks around a fire or—especially for the less pious—extensive pub crawls.

Aphorisms

Caydenites are an expressive lot, and followers from different regions all have their own local sayings and oaths. As many worshipers of Cayden Cailean are quick to swear, they often do so by their god's name. While many such oaths are ribald and improvised on the spot—both things Cayden appreciates—a few sayings are common.

In Cayden's Name: Flowery speeches are for bards, yet common warriors sometimes still need a poignant turn of phrase, either to exclaim in the heat of battle or offer in honor of the dead. Before combat it is said as a toast, followed by a healthy swallow of Cayden's brew. It is also used to seal oaths between comrades in arms, generally also followed by a healthy swallow of Cayden's brew.

Sweet Barleybrew!: Usually uttered in surprise or amazement—whether at the sight of an approaching army, a taste of the brewmaster's best, or a peek at a barmaid's treasures—this exclamation can also call out unpleasant things, such as the taste of beer gone bad, the face of an orc, or the imminent arrival of the barmaid's father.

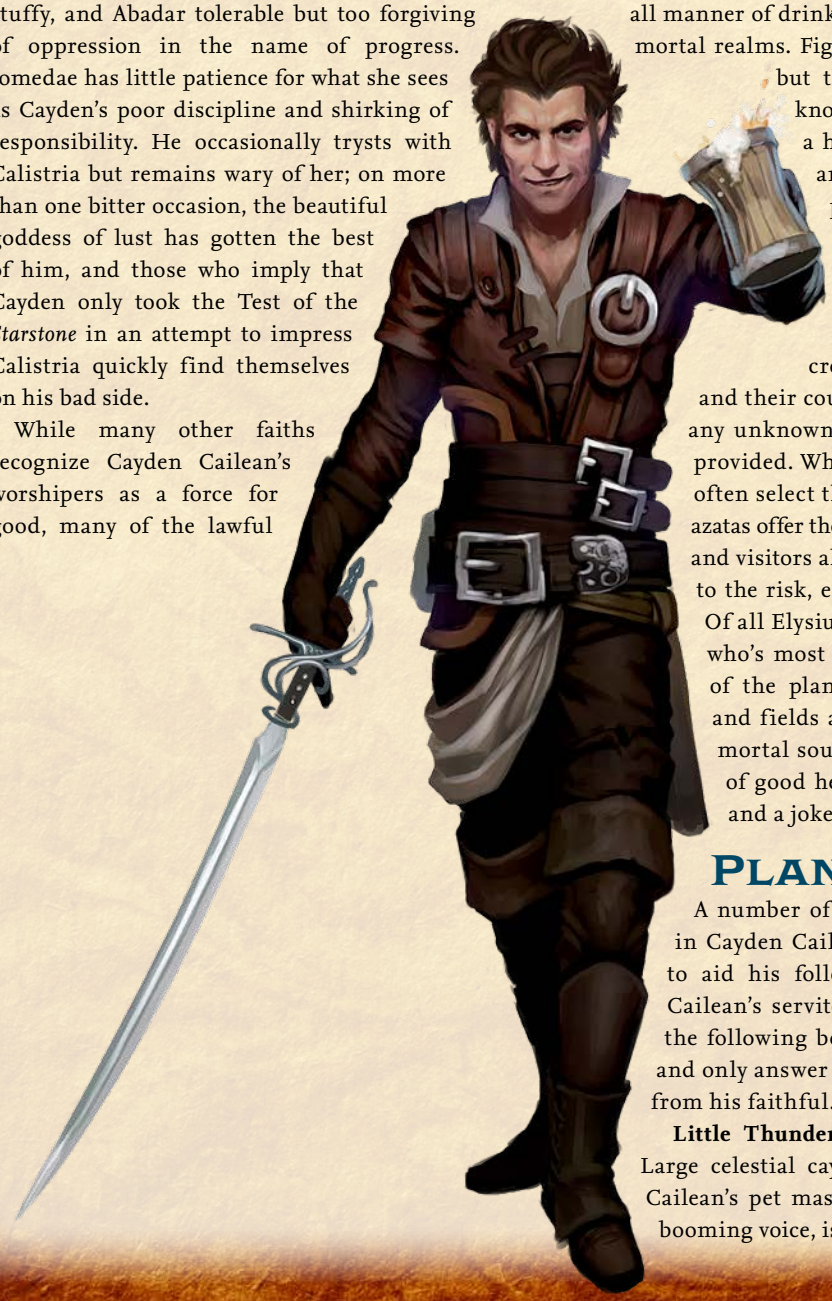
By the Light of the Starstone: Used both as an oath (on the rare times his followers swear serious oaths) and a declaration of something so profound that saying "Sweet barleybrew!" proves insufficient, this phrase is used even though most people have no idea what the Starstone looks like or if it actually gives off light.

Relations with Other Religions

Cayden doesn't go out of his way to provoke fights with other godly beings, but isn't afraid to take a few swings if challenged. He avoids evil deities unless they directly cause trouble, at which point he is all battle cries and heroic charges and inspiring speeches followed by lightning-quick cuts of his blade. The exception to this is Asmodeus, who is the antithesis of Cayden, and the Drunken Hero rarely passes up a chance to tweak the devil's nose.

He is on good terms with Desna, Sarenrae, and especially Shelyn (whom he delights in serenading). He enjoys swapping brews with Torag. Erastil is a little too somber and dutiful for Cayden's tastes, Irori too stuffy, and Abadar tolerable but too forgiving of oppression in the name of progress. Iomedae has little patience for what she sees as Cayden's poor discipline and shirking of responsibility. He occasionally trysts with Calistria but remains wary of her; on more than one bitter occasion, the beautiful goddess of lust has gotten the best of him, and those who imply that Cayden only took the Test of the *Starstone* in an attempt to impress Calistria quickly find themselves on his bad side.

While many other faiths recognize Cayden Cailean's worshipers as a force for good, many of the lawful gods are leery of his faith's destabilizing influence, as it encourages people to shirk responsibilities. Still, most folks are happy to share a drink with a Caydenite, and even happier to have one on their side in a fight.



Realm

Situated on the plane of Elysium, Cayden Cailean's deific domain is split into two portions, both reflecting the Drunken Hero's persona as a carefree mortal adventurer and divine patron of the same.

At the heart of his domain is an inner, urban cityscape of mixed architectural styles, filled with a multitude of bars, breweries, and feast halls where his petitioners and servitors share tales and boast of their deeds over all manner of drinks, some of which cannot be tasted in mortal realms. Fights are common and even expected, but they're always started with the full knowledge that whatever the outcome, a hangover is the worst that can befall anyone so long as they fight with passion rather than anger.

The revelry at the domain's heart is surrounded by the so-called Fields of Battle. Here warriors come not to tell their tales but to create new ones, testing themselves and their courage against one another or against any unknown but suitable opponent or situation provided. While Cayden Cailean's divine servants often select the challenges, many times the native azatas offer their own contests and dares to residents and visitors alike, offering rewards commensurate to the risk, especially when mortals are involved. Of all Elysium's gods, Cayden Cailean is the one who's most in tune with the mind-set of many of the plane's native creatures, and his halls and fields are full of such creatures, alongside mortal souls, planar travelers, and anyone else of good heart who feels like enjoying a drink and a joke.

Planar Allies

A number of rowdy azatas that attend the revels in Cayden Cailean's realm can often be convinced to aid his followers, and in addition to Cayden Cailean's servitor race, the ataxians (see page 281), the following beings also serve the god of freedom and only answer *planar ally* and similar calling spells from his faithful.

Little Thunder (unique celestial cayhound): This Large celestial cayhound is a favored son of Cayden Cailean's pet mastiff, Thunder. He speaks in a great booming voice, is quick to laugh, has a bawdy sense of

humor, and is fond of strong beer. Once per day, he can growl at his maximum volume, equivalent to a *shout* spell. Like his father, he welcomes battle, but if innocents are in danger, he strives to move them to safety first. He prefers kegs of ale or wine or even potions as payment for his services, as he has difficulty using other items.

Luthier, the Knight of the Vineyard (unique half-celestial human): This man looks more like a fat minstrel than a knight, dressed in colorful leathers and carrying a mandolin and rapier. He also appears to be quite drunk, swaying with every step, mumbling half of his words, and frequently dropping his sword or instrument. Despite his appearance, he is a fearsome enemy of evil and cruelty, snapping to attention when the scent of blood is in the air, then dancing across the battlefield with acrobatic grace. His leather armor is as hard as steel, his mandolin produces notes as clear as church bells, and his hands are as fast and dexterous as those of any pickpocket. Luthier loves fine wine and fine food, and those wishing to bargain for his services should have both on hand for the discussion.

Thais: This five-winged angelic woman serves as Cayden Cailean's herald. She is usually sent to aid or protect Cayden Cailean's faithful, but might appear any place where slaves struggle against oppression, valiant rebels fight for freedom, the desperate and afraid need hope and courage, or a hero needs just a little luck to further some great cause. When not at Cayden Cailean's side, Thais spends time on the Material Plane, often in the guise of her former human form. She frequently takes mortal lovers of both sexes, and is even rumored to have had relationships over the years with Aroden, Calistria, and Nethys, as well as scores of lesser deities. She is a sworn enemy of Asmodeus, however, as his portfolios of tyranny and slavery are in direct opposition to her embodied philosophy, and once even faced the Prince of Darkness himself. She suffered a humiliating defeat at his hands, narrowly escaping only by sacrificing one of her wings. That wing, representing freedom from oppression, remains within Asmodeus's hellish trophy room, leaving Thais with only five wings. For more information, see page 282.

Valon, the Spirit of Spirits (unique ghost): This ghostlike creature is the friendly soul of a priest whose body was utterly destroyed long ago in a battle with evil. Knowledgeable in esoteric histories and obscure lore, he often held that beer was the greatest of any race's inventions. While he can manifest as an incorporeal creature, he prefers to possess the body of a willing humanoid (typically the cleric who calls him) as he misses the sensations of life, and he has been known to drink and carouse if the opportunity presents itself. If the cause is right, he is willing to serve in exchange for "a night on the town" in a borrowed body.

For Caydenite Characters

Characters who worship Cayden Cailean may find the following rules elements thematically appropriate.

Archetypes	Source
Cad (fighter)	*Ultimate Combat* 45
Daredevil (bard)	*Ultimate Combat* 32
Drunken brute (barbarian)	*Advanced Player's Guide* 78

Feats	Source
Courage in a Bottle	See page 209
Drunken Brawler	See page 211
Liberation Channel	See page 213

Magic Items	Source
Altar of Cayden Cailean	See page 246
Carouser's retort	See page 254
Drinking horn of bottomless valor	*Ultimate Equipment* 292
Lucky Drunk's mail	See page 252
Red hound ring	See page 259
Stagger-proof boots	See page 270
Tankard of the Drunken Hero	See page 270

Spells	Source
Blessing of courage and life	*Advanced Player's Guide* 205
Enhance water	See page 233
Freedom's toast	See page 234
Heroism	*Core Rulebook* 295
Pick your poison	See page 238

Traits	Source
Adventurous Imbiber	See page 218
Fortified Drinker	*Advanced Player's Guide* 333
Good-Natured	See page 220
Strong-Willed	See page 223

Variant Spellcasting

Clerics, bards, and inquisitors of Cayden Cailean add *knock* to their spell lists as a 1st-level spell, but only to open welds, shackles, or chains used to imprison or hobble someone. A *create water* spell cast by his clerics or inquisitors can create simple ale or wine (1 cup per level), and *create food and water* spells cast by them can be used to make ale or wine rather than water (which spoils at the same rate the food does).



Desna

Blessed is the long road, the destination, the homeward path, and all who make the journey. Let each dream be a bright star in the night sky of your mind, lighting your path in the day.
—Prayer carved on a shrine near Magnimar

Song of the Spheres

Goddess of dreams, luck, stars, and travelers

Alignment CG

Domains Chaos, Good, Liberation, Luck, Travel

Favored Weapon starknife

Centers of Worship Kyonin, Lands of the Linnorm Kings, Nidal, Numeria, River Kingdoms, Ustalav, Varisia

Nationality Varisian

Obedience Dance in a random pattern beneath the light of the stars, trusting in the guidance of destiny. If no stars are currently visible, softly sing or chant all of the names of stars that you know as you perform your dance. Let your mind expand and turn your thoughts away from where your feet might land, allowing your steps to fall where chance wills. When the dance feels complete, cease dancing. Ponder the steps you took and the position in which you stopped, and consider what portents these subtle clues might hold for the future. Gain a +1 luck bonus on initiative checks and a +4 sacred bonus on Perception checks made to determine whether you are aware of opponents just before a surprise round.

Evangelist Boons

1: Traveler's Tricks (Sp) *longstrider* 3/day, *darkvision* 2/day, or *phantom steed* 1/day

2: Starlit Caster (Su) Over time you have learned to focus your magical power to better damage agents of evil. You add your Charisma bonus on your concentration checks, as well as on your caster level checks to overcome spell resistance. In addition, when you stand in starlight and cast a spell that deals hit point damage, you can have it deal an extra 2d6 points of damage. This bonus damage is untyped, and manifests as a glowing aura of starlight around the spell's original effect.

3: Starry Eyes (Su) You gain darkvision with a range of 60 feet. If you already have darkvision with a range of 60 feet or greater, the range of your darkvision instead increases by 10 feet. This extension applies only to natural, permanent darkvision, not to darkvision that is granted by spells or other effects. In addition, while you stand in starlight the range of your spells (other than spells with the range of "personal" or "touch") increases as though your caster level were 1 level higher.

Exalted Boons

1: Slumberer (Sp) *sleep* 3/day, *silence* 2/day, or *deep slumber* 1/day

2: Splendorous Ally (Sp) Once per day as a standard action, you can summon a lillend azata. You gain telepathy with the lillend to a range of 100 feet. The lillend follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home on Elysium. The lillend doesn't follow any commands that would cause it to take evil or overly lawful actions, and the creature could even attack you if the command is particularly egregious.

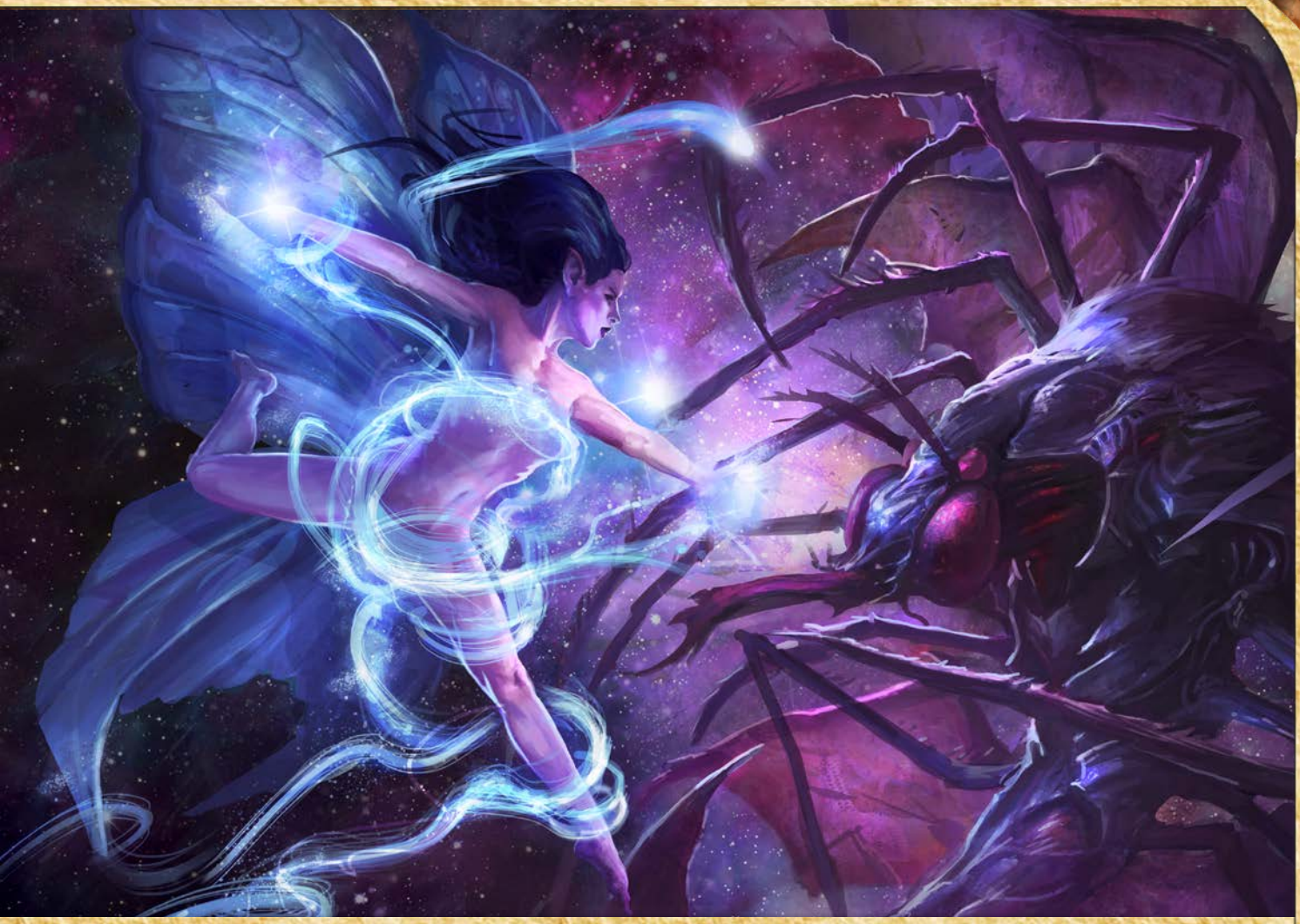
3: Blast of Motes (Su) Whenever you channel positive energy to heal living creatures, a shower of starry motes cascades over all of the living creatures in the area of effect. These motes do not impede vision or stealth attempts, nor do they reveal invisible creatures, but they infuse the targets with divine luck. Targets of this ability reduce any miss chance they face by 10%. In addition, when targets of this ability roll damage dice, they may treat all 1s as 2s. The motes and their effects last for 1 round + 1 round for every 4 Hit Dice you have (maximum 6 rounds). If you don't have the ability to channel positive energy, you gain the ability to do so once per day as a cleric of a level equal to your Hit Dice (maximum 20), but only to heal living creatures. Whenever you use this ability, the beneficiaries are showered with starry motes, with the effects described above.

Sentinel Boons

1: Fighting Chance (Sp) *entropic shield* 3/day, *blur* 2/day, or *displacement* 1/day

2: See through Dreams (Su) Desna's blessing allows you to see through half-real and fantastical images. You gain a +1 luck bonus on saving throws made against illusion spells and effects and against dream-based magic (such as *nightmare*). This bonus increases by 1 for every 4 Hit Dice you possess (maximum +6).

3: Shooting Star (Ex) You can throw your deity's star-shaped favored weapon with great speed and ease. Three times per day, you can make a single ranged attack with a starknife as a swift action. To throw a starknife as a swift action, you must have it in hand, have sufficient actions available to draw the starknife, or have the Quick Draw feat or a similar ability.



Desna is an impulsive and aloof goddess who delights in freedom, discovery, and mystery. Her aloofness stems not from arrogance, but from confidence in her own abilities and her desire to be unburdened by troubles. She is a collection of contrasts—an ancient goddess who dislikes predicting the future, a traveler who cares nothing for her destination, a carefree creature of instinct haunted by a past stretching back eons, and a peaceful deity forced to battle with old enemies, eternally young despite the weight of ages and stars upon her.

Some believe Desna is flighty, frivolous, and easily distracted, but she has a cold side born of loss, tragedy, and battle. As a luck goddess, she always believes there is a chance for success, but knows that dreams can turn to nightmares and bright destinies can become dark fates; these opposites in her own nature define her and give her things to strive against. She challenges those who would corrupt her domain or who have wronged her friends or followers, striking at them with burning starlight, bad luck, and energies alien to Golarion.

Although her dominion over dreams and stars means that many seers, diviners, and mystics revere her as an informal goddess of prophecy, she delights in the freedom of people to choose their own destiny. She prefers to use prophecy as a tool for exploration and creating choices, not for limiting action and snuffing hope, and finds "doom and gloom" prophecies and those that seem to guarantee good people will commit horrible acts. She hands out such warnings only in the direst circumstances, generally in dreams, and if she must send dreams that portend despair, she may grace a follower in need with the benefit of a helpful spell upon awakening (such as *aid*, *magic vestment*, *prayer*, *protection from evil*, or *remove fear*) that persists throughout the day. Thus does she pair dark portents with hope that the outcome may still be bright.

When Desna has a message for one of her faithful, she prefers to intervene in dreams, sending simple impressions, visions, or even prophecies that the sleeper clearly remembers upon awakening. When dreams are unsuitable or time is short, she indicates her favor with flights of swallowtail butterflies, sparrows, dragonflies,

geese flying in a four-pointed star shape, or the timely arrival of messenger birds. She typically shows her disfavor with dreamless sleep that fails to refresh the sleeper (as if the person had not slept at all), sore feet, messenger animals losing their messages, and minor travel accidents.

Desna watches over those who travel for any reason. Trailblazers, scouts, adventurers, and sailors all praise her name. (Although most sailors honor Gozreh in some fashion, he is a temperamental deity, and a little luck from Desna often comes in handy during a storm.) Her influence over luck also makes her a favorite among gamblers, thieves, and others who rely on fortune for shady dealings.

Desna teaches her followers to indulge their desires, experience all they can, and trust instinct as a guide. Her faithful are often wide-eyed, exuberant people, embracing the world in all its strangeness, and willing to jump in with both feet. Desnans aren't afraid to get their hands dirty, their feet wet, or their knuckles (or faces) bloodied while living life to its fullest. Critics call them hedonists, but that's an exaggeration, as worldly experience, rather than pure sensation, is their true goal. Ascetics, hermits, and meticulous planners are unknown in her church. Her faithful teach that it's better to ask forgiveness than permission, as sometimes a unique opportunity requires a split-second decision, whether it's a chance to touch a dragon's egg, savor a rare fruit, or passionately kiss the mayor's son.

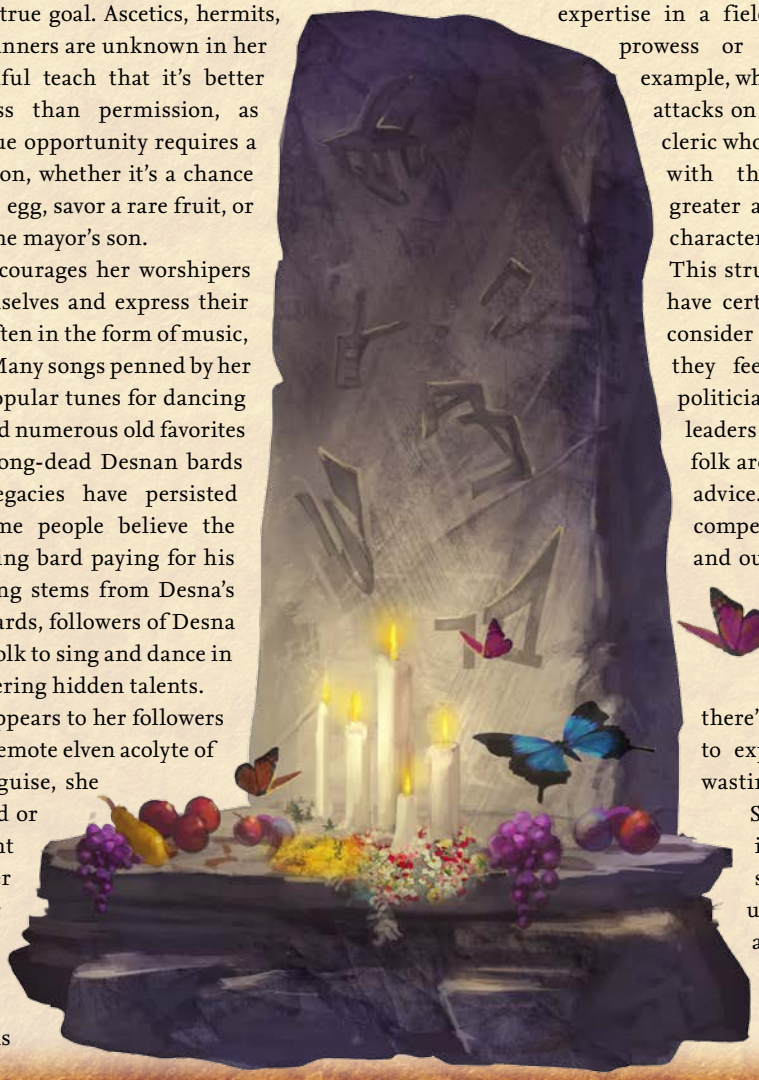
The goddess encourages her worshipers to believe in themselves and express their inner strengths, often in the form of music, dance, or theater. Many songs penned by her faithful become popular tunes for dancing and gatherings, and numerous old favorites are attributed to long-dead Desnan bards whose musical legacies have persisted for centuries. Some people believe the custom of a traveling bard paying for his lodging with a song stems from Desna's church, and like bards, followers of Desna encourage young folk to sing and dance in the hope of discovering hidden talents.

Desna usually appears to her followers as a beautiful but remote elven acolyte of her faith. In this guise, she aids people in need or suggests relevant excerpts from her holy writings, *The Eight Scrolls*, as a way to lead the faithful on the correct path. She is not above singing to lighten dour moods or dancing with those whose confidence is in need of reinvigoration. When Desna wishes to reveal her true nature, she transforms her common clothing into a billowing silken gown and grows brightly colored butterfly wings on her back, although in somber situations her wing colors are pale and moth-like.

Desna's holy symbol is a butterfly with images of stars, suns, and moons upon its wings. Most of her clergy are clerics, although about one-third of her priests are bards or rogues, with a number of neutral good druids and rangers also choosing her as their patron. She is called the Song of the Spheres, the Great Dreamer, Starsong, and the Tender of Dreams.

The Church

While Desna's faith is ancient—known even in the age of storied Thassilon—the church is extremely disorganized, with few actual temples or settled priests, and no formal chain of command. Physical and magical might are respected, as are knowledge and experience, with personal expertise in a field trumping mere combat prowess or spellcasting ability. For example, when dealing with a basilisk's attacks on a frontier town, a low-level cleric who has survived an encounter with the creature is accorded greater authority than a high-level character who has never faced one. This structure means that Desnans have certain ideas about what they consider to be "informed" authority; they feel free to ignore nobles, politicians, and other "meritless" leaders if more knowledgeable folk are on hand to provide better advice. Although they can be competitive with others inside and outside the church, these are friendly rivalries; they prefer to move on if a disagreement is going to turn ugly—after all, there's an entire world of wonder to explore, so there's no sense wasting time on an argument.



Services dedicated to Desna include singing, dancing, storytelling (especially of unusual dreams), footraces, and music. Some use exotic substances, herbal drinks, alcohol, or animal venom to spark unusual or (for

the very lucky) lucid dreams. Many rituals involve sand because of its relation to sleep and the comparison of grains of sand to the number of stars in the sky. Dust made from crushed rose quartz (which can have a starry pattern when illuminated from behind) is used in the faith's rare ceremonies and blessings instead of water or sacred oil; Desnan priests carry holy quartz dust in glass flasks instead of holy water. Some luck-seeking faithful carry dice or other luck talismans carved of rose quartz.

Temples and Shrines

Desna keeps few temples, preferring unattended shrines at crossroads and places of secluded beauty, like hilltops or peninsula points. Although unmanned, these shrines often hold simple provisions and a place to scrawl notes or feelings if visitors are so inspired. Her association with the stars and night sky means that her temples sometimes double as celestial observatories, or at least have one room partially open to the sky. In many cases, these observatories have markers on the walls or windows to indicate the positions of important stars on holy days (one-room churches might have a single hole in the ceiling to show a particular star's position, and keep the hole covered on other days to keep out rain or snow). Temples in large cities often take the form of tall towers with observatories at their tops, and with small libraries of astronomical and astrological charts. Rural temples usually incorporate an inn or stable as a service to travelers. As Desna maintains friendly—or, at least, non-conflicting—relationships with most good-aligned and civilized deities, it's not uncommon for her faith to be among those practiced in communal temples.

Butterflies and moths (as well as their caterpillar young) congregate at her holy sites; legends say the priests can call upon these creatures to defend the temple, devouring cloth and leather to leave would-be thieves naked but unharmed. Some temples maintain colonies of silk-producing moths, creating hardy and beautiful silk for use and sale by the temple. Every temple protects a small chest of silver coins (usually no more than 300 sp), which it uses to help fund journeys by the faithful. Needy travelers can petition the temple for financing, but this funding is normally available only for frontier exploration or travel to exotic locations—a trip to the next town might merit only a silver for water, bread, and a spare blanket. Those who exploit this generosity tend to suffer bad luck in the long run.

A Priest's Role

Priests of Desna—including clerics, bards, rogues, rangers, and occasionally druids—go where they please, earning money by telling fortunes, providing entertainment, and interpreting dreams. They help people when they can, but prefer to make their acts seem like luck, coincidence, or the blessings of their goddess. Common skills for priests are Diplomacy, Knowledge (geography), Knowledge (history), Profession (harrower), Ride, and Survival.

Many of Desna's faithful are talented artists, writers, and entertainers, and the church expects all priests to at least be familiar with contemporary music, theater, and literature, even if an individual priest shows no talent for playing instruments, acting, or writing. Those without abilities in these areas are still taught to recognize such gifts in others and are expected to encourage the gifted to explore their talents. Worshipers with performance skills share them regularly at festivals, local venues, and celebrations such as weddings. The church also throws public parties to showcase such performances, and such events endear the church to the public, even if the offered fare is no more than cheese, warm bread, and watered wine.

Some Desnans are skilled fortune-tellers, using their gift for reading people to entertain and inspire hope. Like their goddess, they oppose the use of divination to create fear or despair; most brush off requests stemming from unhappiness or malice, such as when the listener or one of his enemies might die. The goddess expects her diviners to challenge any speaker who prophesies ill, misfortune, or doom, and when they hear of magical auguries predicting bad times, they actively intervene to make sure those events do not come to pass. In addition to soothsaying, some Desnans learn to interpret dreams in order to ease troubled minds and mend other wounds of the psyche. Recurring or shared dreams are of particular interest, as they often stem from inner traumas or external magical sources. Those plagued by insomnia or nightmares call on Desnan priests for aid, for their healing spells or even just a soothing touch are often enough to bring a tranquil night's sleep.

A typical day for a Desnan priest involves an early prayer (often spoken in bed moments after waking), recording remembered dreams in a journal, breakfast, study (the arts if so inclined, geography or the culture of a foreign land if not), and any duties assigned by a more experienced priest if one is present. After a light lunch, the priest goes for a walk or ride, either to someplace new or by taking a new path to a known place. Once at his destination, he attends to his duties there, helps passersby who require his skills, possibly entertains at a local gathering spot, seeks a place to stay for the night, dines, prays, and sleeps. Caravan masters like to hire priests of Desna to accompany their wagons for luck, especially in regard to warding off attacks from beasts, and this gives priests an excuse to travel when they have no other pressing matters. If a holy site needs maintenance or repair, the priest takes care of what is needed or hires a skilled person to do it.

Elder priests whose bodies can no longer handle physical travel tend to use magic to visit the minds of

others in distant locations (using the *dream* spell) or even travel to distant planes (using the *astral projection* spell). Some use herbal or alchemical substances to enter a dreamlike state to explore higher levels of consciousness or commune with dream entities. A few such "Wakeless Ones" are so strong-willed that they have remained asleep and dreaming for years—they don't even wake to eat or drink, and are instead sustained by faith, will, and dream-food. It is considered a noble end for a Desnan to die in her sleep, as it sets the sleeper on the first step of the final spiritual journey to the goddess.

Followers of the Song of the Spheres consider sleep a form of prayer, and traveling Desnans volunteer only for the first or last watch of the night so as to be able to sleep uninterrupted. If a priest believes he won't get as much sleep as he likes that night (for example, if his comrades plan a midnight battle), he tries to fit a nap or two into his schedule for the day rather than risking being short on sleep. Divine priests prepare their spells during morning prayers, while Desna's bard-priests generally prepare spells after those prayers.

Desna shares a mutual loathing with night hags and other creatures that prey on sleepers, so her priests oppose them, as well as spellcasters who use *nightmare*—priests go so far as to destroy spellbooks and magic items that use the spell. Because of Desna's feud with Lamashtu, she charges her priests with protecting the common folk from dangerous beasts (especially from intelligent beast-like creatures such as worgs), although she holds no hatred for wary predators that avoid mankind.

Desna's priests have a tradition of exploring distant places and leaving marks indicating someone of the faith has been there. This "found-mark" might be as simple as the goddess's symbol scratched on a flat rock or tree trunk, as elaborate as a small shrine, or anything in between. Often, explorers leaves personal glyphs or notes indicating who they are; in this way, they gain fame in the church, and someone who has marked many sites in this way is called a Founder—a title that confers no formal powers but garners high esteem among the faithful. Although Desnans constantly seek to make new discoveries, some particularly remote or hard-to-reach locales—such as mountaintops, islands, or the tops of ruined buildings—have become pilgrimage sites in their own right, eventually bearing the mark of the original Founder surrounded by dozens of personal runes or butterfly symbols left by those who have followed in his or her path.



Adventurers

Those who follow Desna follow their dreams. They accept and cherish the world's surprises, but sometimes see the world not as it is, but as it could be. Their most cherished desire is to accumulate experiences, to find out what existence has to offer, and to expand their souls' understanding of the myriad delights of the cosmos. Desna's faithful are accustomed to making decisions quickly (though not rashly!), because they never know when opportunities might arise again. They express themselves freely, whether through voice, dance, music, or art, regardless of whether they're any good at it.

Desnans don't pick fights, and would rather leave than get involved in one—but if there's no choice, or if innocents might be harmed by their departure, they hit hard and fast to end the battle quickly. Many members of the Desnan faith find themselves drawn to the Pathfinder Society, with its limitless potential for travel and adventure.

Clothing

Desna's priesthood has no regalia or vestments beyond bright colors, often adorned with butterfly-wing patterns, and their goddess's holy symbol. Worshipers typically have little problem recognizing each other, as they often work Desna's symbol into jewelry, clothing, or tattoos, or bear her holy weapon, the starknife.

Holy Texts

The faithful of Desna care little for heavy tomes of holy doctrine or arguments over the most righteous path. They prefer their religion concise, entertaining to read, and easy to carry.

The Eight Scrolls: These eight short scrolls contain all the official doctrine of the church, summarizing Desna's early days as a goddess, her interactions with other deities, her

discovery of her powers, and the fixing of the stars in the night sky. The fifth scroll contains the church's words regarding the behavior of mortals, which sparks many friendly debates among the faithful. Desna is a goddess of inherent contradictions; fortunately, her loosely organized church accepts all plausible interpretations of the scrolls that do not radically deviate from standard church teachings. The scrolls are short enough that they all fit within two scroll cases (one if the writer's handwriting is particularly fine).

Shrine Writings: Wayside shrines to Desna are typically covered in graffiti, most inscribed by traveling followers of the goddess. It is said that the goddess herself grants inspiration at such places, and that those who add drawings, scribbled verses, or life observations upon the shrine are granted safe travels and good luck.

Holidays

Given their lack of unified structure and penchant for spontaneous celebrations, the church of Desna has few formal holidays. Two major festivals stand out from the dozens of minor occasions and celestial events.

Ritual of Stardust: This celebration takes place on the summer and winter solstices, bracketing the shortest and longest nights of the year (and thus the best day to travel and the longest night to view Desna's stars). A great feast starts at dusk with several large bonfires throwing sparks into the darkening sky. When dusk turns fully to night, the faithful sing until the fires burn down to glowing embers, then throw handfuls of sand laced with star gems (star rubies, star sapphires, or rose quartz) on the coals or into the air downwind of the festival. Pledges of friendship and journeys follow the stardust ritual, with the winking speckles of sand mirroring the stars in the sky and representing Desna bearing witness to the words. Some cultures include prayers for good harvests or mild winters, depending on the season.

Swallowtail Release: Legends tell of a portion of Desna's spirit plummeting from the heavens after a great battle with Lamashtu. A blind orphan nursed Desna's avatar back to health, and to thank the child, the goddess transformed her into an immortal butterfly. In this form, the child could forever fly around the world, seeing its wonders. In honor of this event, the church raises swallowtail butterflies, releasing them from a netted wagon on the first day of autumn in front of a crowd of the faithful. These "children of Desna" fill the air for the rest of the day's singing, feasting, and storytelling. Desna's followers believe it is good luck for a butterfly to rest on them during the festivities. Larger temples sometimes have enclosed gardens where they raise the caterpillars for eventual release on the holiday; smaller temples or those in climates that won't support butterflies might release dry leaves or corn husk fragments painted to look like butterflies.

Desna's Sorrows

All of Desna's followers know stories of the two greatest sadnesses that the goddess carries with her.

Ghlaunder's Hatching: While wandering the Ethereal Plane long ago, Desna discovered a strange cocoon that pulsed with magic. Curious, she broke it open and released a mosquito-like being called Ghlaunder, which immediately attacked her. She easily fended off its attacks, but the resilient creature managed to escape before she could destroy it. Now Ghlaunder plagues the mortal world as a demigod of parasites and infection. Desna still hunts the godling and his cults in the hope of wiping them out or perhaps turning his power to a more positive end, just as leeches can aid certain ailments and maggots can cleanse infected wounds. Her priests teach this story as an example of how every life contains mistakes and bad choices, but it is better to live, make those mistakes, and accept the challenges they present than to hide away and do nothing.

Lamashtu's Trap: In her earliest days as a goddess, Desna's mentor was Curchanus, a mostly forgotten god of beasts, travel, and endurance, and Desna spent many nights listening to stories of his travels. Curchanus's greatest enemy was Lamashtu, who longed for his control over beasts. Lamashtu set a trap for Curchanus, leading him on a strange wandering path into her realm, where she swarmed him with horrible monsters, finally attacking in the guise of a deformed jackal and tearing his beast-dominion from him. This wound was too great for the elder deity, and as his dying act he willed his power over travel to Desna. Since this theft, wild animals have treated mankind as invaders rather than a part of nature, and Desna still searches far and wide to find a way to force Lamashtu to surrender Curchanus's stolen power.

Aphorisms

Desna's followers collect stories, phrases, and habits from many parts of the world. A few have become common among the faithful across the Inner Sea region.

Be Ready for Challenges and Unexpected Friends: Worshipers should train in combat or magic so they can overcome adverse situations in their travels. They should be especially vigilant for agents of the Old Cults and harmful creatures from the Dark Tapestry, but should welcome friendly travelers from far places and distant stars.

Feet Are for Walking: Desna teaches that it's better to wander and explore than to stay home and grow stale in thought and habit. Those who can't wander in the flesh may still explore through their dreams and through the stories of others.



Follow a Hunch, but Bear the Consequences: If faced with a sudden problem, worshipers should be guided by intuition and emotions if reason doesn't provide an obvious answer. If this leads to something harmful, they are responsible for repairing the harm that is done.

Learn from What Is Different: Desna's followers should accept others who espouse friendship, regardless of race or religion. They learn redemption and acceptance from Sarenrae, appreciation of beauty from Shelyn, bravery from Cayden Cailean, passion from Calistria, magic from Nethys, combat from Gorum, nature from Gozreh, and more. Ignoring the teachings of other religions is ignoring the chance to learn.

Relations with Other Religions

While friendly toward most other deities, Desna is ultimately a lone wanderer who remains aloof, and her sometimes-tragic history has left her cautious about leaving herself vulnerable to others. She is aware that some find her remoteness enticing, however, and she coyly encourages even godly paramours to explore and discover new things while trying to court her. Recently, Cayden Cailean has made attempts to woo Desna, a flirtation she finds endearing.

Her detachment has not prevented her from acquiring enemies, most from long-standing feuds or old grudges. Her biggest enemies are Ghlaunder and Lamashtu—the former because she accidentally released him from his cocoon and thus set his evil loose into the multiverse, and the latter because she murdered Desna's mentor, Curchanus. Desna also battles Zon-Kuthon, for she wants the night to be a time of wonder rather than of fear and oppression, and Rovagug, who contests her for the void of space. The goddess also watches for signs of numerous forgotten and departed deities from ages long past, guarding against their unlikely but ever-possible return.

Desna's only true sources of comfort among the deities are Sarenrae, who tends the wounds she receives in battling the evils of the night, and Shelyn, who reinvigorates her spirits and creates new wonders to be explored.

Desna's followers don't spend much time worrying about anyone else's faith, although they're happy to talk about their own if asked. They're not averse to paying their respects at shrines or temples to most other good-aligned gods, or welcoming members of other faiths with which Desna is friendly into the safety of their temples or homes when those guests are threatened or in need. As long as others respect their ways, they'll return such respect; the road to truth passes through different landscapes for everyone, and a Desnan would never interrupt someone else's journey unless that person were in mortal peril. Desna's footloose dreamers are polite but cautious—some might say aloof—toward followers of deities who encourage their faithful to settle down, such as Abadar's congregations and worshipers of Erastil; they are protective of their right to wander, and don't take kindly to attempts to tie them to one place. Though members of other faiths might see Desnans as flighty or disapprove of their amusement at religious practices they consider stodgy, Desna's faithful can be just as implacable as the adherents of any other good-aligned faith when it comes to opposing evil. They are especially dedicated to guarding against the return of ancient, evil gods, and to rooting out cults of Ghlaunder and Lamashtu.

Realm

Desna's domain is shrouded in mystery. While most clergy agree that she makes her home in Cynosure, Golarion's pole star, details beyond that begin to drift significantly according to personal interpretation. Is her palace, the

fabled Sevenfold Cynosure, actually on the Material Plane, or is the star merely the gateway to a pocket dimension of her own devising? If it is in the star, is it a place of celestial fire or a garden of starry delights where the deceased faithful can dabble their feet in moonlit pools? Does the goddess actually reside there, or does she constantly wander the spaces between the stars and those unknown reaches from whence she first came? And given that she also maintains a small floating castle on Elysium, how many other "homes" does the goddess keep? As with many questions related to Lady Luck, the goddess's answer is merely a wink and a smile, if she deigns to answer at all.

Planar Allies

In addition to her servitor races, the thyrlien (see page 285) and the lyrakien (*Pathfinder RPG Bestiary 2* 38), the following unique outsiders serve the goddess of dreams, and willingly answer only to *planar ally* and similar spells cast by her worshipers.

Night Monarch: This enormous moth or butterfly serves as Desna's herald, and rises to protect Desna's faithful and combat her enemies in times of great need. Surprisingly stealthy despite its size, the Night Monarch soars through the sky in near silence. Spotting the Night Monarch is considered a sign of good luck and the blessing of Desna. Followers of Desna who spot the Night Monarch sometimes go so far as to set up shrines to the goddess marking the event. If destroyed, the Night Monarch reappears later in full health, but Desna's mortal worshipers consider attacking the creature blasphemy and go to great lengths to avenge the creature's temporary death. For more information, see page 284.

Nightspear (unique avoral): This fierce avoral (*Bestiary 2* 16) has jet-black feathers with white spots on the tips, and his eyes are a bright silver that becomes dull and opaque when he's hunting or hiding. He is especially proud of his ability to pull up out of a full plummet with only inches to spare. He has an excellent singing voice and often belts out heroic songs of his own composing mid-battle.

The Prince of the Night Sky (unique djinni): This arrogant djinni once served Gozreh, but joined Desna when he found her attitude more to his liking. He appears as a djinni made of dense white smoke or inky black darkness dotted with bright stars (alternating between the two at whim). In either form, he has a long black beard, which he keeps meticulously combed. For payment, he prefers jewelry and items that summon air elementals.

Sorrowbrand (unique lillend): This dramatic lillend is a composer and author. Her scales are a silvery black, and she wears dozens of black silk ribbons in her hair. While she enjoys helping mortals, she constantly complains that it takes time away from her study and writing. She prefers payment in the form of bardic scrolls or long-lost songs.

For Desnan Characters

Characters who worship Desna may find the following rules elements thematically appropriate.

Archetypes	Source
Guide (ranger)	*Advanced Player's Guide* 125
Stargazer (oracle)	*Ultimate Magic* 59
World walker (druid)	*Ultimate Combat* 43

Feats	Source
Butterfly's Sting	See page 208
Trailblazing Channel	See page 217

Magic Items	Source
Altar of Desna	See page 247
Cloak of the night sky	See page 262
Dream candle	See page 263
Dreamwing cape	See page 263
Necklace of netted stars	*Ultimate Equipment* 260
Ring of stairs and stars	See page 259
Robe of stars	*Core Rulebook* 528
Shooting starknife	See page 257
Staff of slumber	*Ultimate Equipment* 200
Starfaring robe	See page 270
Starsong mail	See page 253
Stone of good luck	*Core Rulebook* 530

Spells	Source
Beacon of luck	See page 229
Dream	*Core Rulebook* 274
Dream feast	See page 232
Find the path	*Core Rulebook* 281
Guiding star	*Advanced Player's Guide* 226
Haze of dreams	See page 235
Wandering star motes	*Advanced Player's Guide* 255

Traits	Source
Faithful Artist	See page 220
Starchild	*Advanced Player's Guide* 333
Stoic Optimism	See page 222
Thrill-Seeker	See page 223

Variant Spellcasting

Desna's clerics and druids may prepare *dream* as a 5th-level spell; rangers may prepare it as a 4th-level spell.



Erastil

The first gift you ever receive is your family. We all grow from the seeds of our parents' plant.

—Parables of Erastil

Old Deadeye

God of family, farming, hunting, and trade

Alignment LG

Domains Animal, Community, Good, Law, Plant

Favored Weapon longbow

Centers of Worship Andoran, Cheliax, Galt, Isger, Lands of the Linnorm Kings, Mana Wastes, Molthune, Nirmathas, River Kingdoms, Varisia

Nationality Ulfen

Obedience Plant five seeds in fertile earth, spacing them out in the shape of an arrow. The seeds may be those of any plant that can potentially grow in the region, though edible plants are preferred. The seeds don't need to be from a type of plant that could thrive in that soil—all they must have is a chance at survival. If no suitable earth exists, place a small bundle of seeds (again, those that grow edible plants are preferred), a small bundle of preserved food, or a quiver of arrows in a place where a passerby might see it. Mark your gifts with Erastil's sign, and say a prayer for the health and safety of the communities in the area and those who may be in need of Erastil's guidance. Gain a +4 sacred bonus on Survival checks.

Evangelist Boons

1: Family's Bond (Sp) *cure light wounds* 3/day, *shield other* 2/day, or *prayer* 1/day

2: Twin Fang (Ex) Once per day as a standard action, you can summon an exact double of your animal companion. The double acts and thinks like your animal companion in every way, and obeys your commands just as the original would. Your original animal companion and its double understand and trust each other perfectly. The double remains for 1 round for every Hit Die you possess, and then vanishes. If you don't have an animal companion, you instead gain the ability to use *summon nature's ally V* as a spell-like ability once per day.

3: Faithful Archer (Ex) You are particularly skilled at using Erastil's favored weapon. When using a longbow, you add your Wisdom bonus on attack and damage rolls against targets within 30 feet.

Exalted Boons

1: Animal Friend (Sp) *charm animal* 3/day, *animal messenger* 2/day, or *summon nature's ally III* 1/day

2: Hunter's Ally (Sp) Once per day as a standard action, you can summon a pair of hound archons. The hound archons follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home in Heaven. The hound archons don't follow commands that would violate their lawful good alignment. Such commands will not only earn refusal and scorn from the hound archons, but could cause them to attack you if the command is particularly egregious.

3: Communal Table (Sp) Your devotion to caring for your community allows you to evoke Erastil's divine bounty to feed your friends with a banquet of cooked game and simple beverages. Once per day, you can use *heroes' feast* as a spell-like ability. Creatures that eat from this communal table, a process that takes 1 hour, gain a +2 sacred bonus on attack rolls and Will saving throws instead of the usual +1 morale bonus. Whenever you cast this spell, choose one teamwork feat; you may select a new feat every time you cast this spell, but once it's cast, your selection can't be changed. Anyone who eats from the communal table gains the benefits of the chosen teamwork feat. The benefits of the *heroes' feast,* including the bonus teamwork feat, last for 12 hours. A character doesn't need to meet the prerequisites for a teamwork feat granted through this ability.

Sentinel Boons

1: Sureshot (Sp) *longshot*[UC] 3/day, *deadeye's arrow** 2/day, or *flame arrow* 1/day

2: Tough Hide (Su) When you wear armor made from leather or animal hide, the armor provides an extra +2 armor bonus to your AC. This bonus improves the normal armor bonus granted by the armor; in other words, it stacks with the suit's normal armor bonus. You also mystically subsume some of the qualities of the animal that gave its life for the armor. Gain the scent ability with a range of 30 feet while wearing armor made from leather or animal hide.

3: Farmer's Bond (Su) Your time spent cultivating crops has given you a bond with plants. You can cast *speak with plants* 3 times per day. If you spend at least 1 hour during the day in direct sunlight, you don't need to eat that day. Finally, you become immune to poisons ingested from whole plants (not distilled poisons, such as assassins use) and any poison from attacks or effects generated by plant creatures.



Erastil, also known as Old Deadeye, is an ancient deity who first became known on Golarion when early humanoids began to domesticate and dominate their natural surroundings. Pastoral legends claim that Old Deadeye crafted the first bow as a gift to mortals so that they might learn to hunt and survive in the dangerous world. Though civilization has continued to advance beyond simple villages, Erastil remains popular in tradition and in the frontiers of the world, a transitional figure between the worship of the Green Faith and the religions of cities.

Erastil is primarily a nature deity focusing on the plants and animals that farmers, hunters, and ranchers deal with in their challenging lives. He is also a god of close-knit communities and families, and has a protector aspect that only surfaces when such things are threatened. Erastil eschews crusades and brazen heroism, and he has no grand plans to eradicate chaos and evil from the world; he simply wants people to be able to live their lives in peace without the threat of being devoured by monsters, conscripted into an army, or destroyed by world-ending magic. He is a stern patriarch whose spirit is as hard as wood. He isn't afraid to face down a bully, nor is he too proud to calm a frightened child. He teaches how to read the turning of the seasons, how to know when to sow and reap, how to tell when livestock are sick or gravid, how to poultice a wound and set a broken leg, how to spot a straggling sheep or the signs that a dog has gone rabid. He believes that cooperation leads to friendship and safety, and that if mortals respect the gifts of nature, it will sustain them. He loves customs that encourage strong family bonds—no matter how quaint they are by modern standards—and enjoys hunting for sustenance but not for sport. Happy weddings and new babies make him smile. He is not one to spout philosophy, and instead gives practical advice and hands-on teaching.

Old Deadeye believes that leadership is a virtue of strong souls and that groups function best when led by a benevolent leader—whether that group is his church, a community, or a family. Many communities strong in Erastil's faith follow the leadership of a village patron or matron, another elder, or the scions of a family renowned

Erastil's Paladin Code

The paladins of Erastil are gruff, strict traditionalists. They seek to preserve the integrity of rural life and communities. Their tenets include the following affirmations.

- My community comes first, and I will contribute to it all that I can. If I don't give something back, who will?
- I must offer the poor in my community assistance, but I may not do the work for them—instead, I must teach them to contribute to the settlement. It is only through cooperation that a community grows strong.
- When danger threatens, I am not a fool. I seek first to make sure the weak and innocent are safe, and then I quell the danger.
- I keep to the old ways, the true ways. I am not seduced by the lure of money or power. I remember that true honor comes from within, not from the accolades of others.
- I remember that reputation is everything. Mine is pure and upstanding, and I will repair it if it is broken or tarnished. I stand by my decisions, and live so that none shall have cause to blame me.
- I show respect to my elders, for they have done much. I show respect to the young, for they have much left to do. I show respect to my peers, for they carry the load. And I shall carry it with them.
- I am honest, trustworthy, and stable. If I must leave my lands and community, before I go, I ensure that they will be tended in my absence. Even when duty calls, my duties to my home come first—letting them lapse makes me a burden on my people.

for their clearheadedness and past members' leadership roles. In Erastilian families, one family elder is likewise viewed as the leader of the clan or head of the household. The members of such groups typically defer to that leader's plan for peace and prosperity, contributing their own talents, skills, and labor for the betterment of the whole community.

Erastil believes that children should honor their parents and know when it is time to work or time to play. He dislikes the chaos and trouble that adventurers bring, and while they may have their uses when monsters come sniffing about, it is best if adventurers take care of the problem quickly, receive a meal and a place to sleep, then move on before their wanderlust catches on in otherwise quiet communities.

Erastil's avatar is an upright hunter with the head of an elk, clad in well-used leathers and carrying a simple bow. Old legends say that halflings and humans each see him as a member of their own race, even when members of both races are looking at him at the same time. Some representations show him as fully human—usually of Ulfen or Kellid heritage—depicting how he sometimes appears to children, lost travelers, or those he simply doesn't wish to reveal his divine nature to. In most stories, Old Deadeye's arrows never miss, and a few communities still own a spent arrow supposedly once fired by Erastil, passed down through the generations and treasured for its connection to the god.

Depictions of Erastil in artwork are uncommon, as his followers prefer focusing their energy on more practical matters. Those physical representations that do exist are often carved wooden placards bearing his likeness—these aren't worshiped as icons, but serve as constant reminders of his presence. In other communities, a stuffed elk's head or just its horns serve this purpose. In more elaborate representations, Erastil is shown fighting off wild animals or teaching people how to hunt. On the walls of a few ancient caves predating the Azlanti era are painted primitive silhouettes of an elk-headed man performing similar acts.

Old Deadeye shows his approval through bountiful hunts, bumper harvests, mild weather, the appearance of straight paths, and the like, but he prefers to limit his direct intervention to helping needy people in lean times, as he does not want to encourage laziness. A hungry family might find their tiny garden provides bushels of vegetables, an old cow might start giving milk again, a weary hunter's prey might stumble or become entangled, and so on. Hoofed animals are considered channels for Erastil's power, with elk-horns being favored by his worshipers for making simple tools and weapons. Forked lighting is considered a sign of his presence, and creatures or structures struck by lightning are said to have been felled by Erastil's arrows. His anger is reserved for followers who betray his principles; he usually punishes them by changing them into something more useful to their community, such as a pig or a fruit tree. Mothers often warn misbehaving children that Erastil will transform them, and most communities have at least one small, gnarled tree that local legend claims was once an especially unruly child.

Erastil's favored weapon is the longbow, but his clerics and druids are proficient with the shortbow as well. Most of his priests are clerics, but a small minority are druids, rangers, and (most rare) paladins, while a few remote communities are served by adepts. Druids usually serve communities in places where natural hazards and the weather are their greatest threats, while paladins tend to be leaders in lands where monsters lurk. Often called Old Deadeye by his faithful, Erastil is also known as Elk Father and the Old Hunter. His holy symbol is a bow made of elk antlers with a nocked arrow.

The Church

A typical worshiper of Erastil is a common farmer, rancher, village artisan, or subsistence hunter who wants to live her life, take care of her family, and not worry about kings, wars, or monsters. Erastilians are not pretentious, and while they might be proud of their accomplishments, they're simple folk and their desires are modest—a good crop, a fine piece of land, fat livestock, and a healthy family. They look after their neighbors' farms in emergencies and expect the same in return, but are otherwise content to be left to their own business.

Among the faithful, elk iconography is common, but they have no taboos about hunting the animals as long as no part of the body goes to waste. Because elk shed their antlers at the start of winter, tools made from them are fairly common, and even children may own simple knives made from antlers. At birth, a firstborn child is given an elk tooth, supposedly to ensure fertility and a long life. In the extreme north, reindeer iconography is more common than that of elk, though the traditions and rituals among Erastil's worshipers are otherwise essentially the same.

Hymns constitute most of the church's music, often with a strong rhythm so they can be sung to keep time during repetitive work. Flutes, drums, horns, and other easy-to-make, easy-to-play instruments are also common.

Erastil is very pro-marriage, seeing it as the proper way to create families and frowning on those who would bend or break the sacred bonds with adultery or divorce. The church sees marriage as a way to "tame" unruly men and women, and most villages have at least one married couple who tied the knot after being caught in an indiscretion. Widowers and widows usually remarry, especially if there are still children in the house. Most of Erastil's priests are married, though they are not required to be.

Temples and Shrines

A temple to Old Deadeye is almost always a simple wooden building, longhouse, or even town hall that serves a rural community as a gathering place, with religion being only one of its many uses. Sparsely decorated, such structures often contain highly functional furnishings, as the faithful prefer not to waste their holy area with rows of awkward, heavy pews and statues when sturdy tables and stools would make the area well suited for mending tools and clothes, food preparation, and other helpful crafts. In some cases, temples of Erastil have no seating, leaving the congregation to stand. In such temples, sitting during the faith's short services while not taboo, is looked down on for all but the elderly or infirm—and even they bring their own chairs or mats. A shrine to Erastil is usually little more than an antler- or bow-mark carved on a tree or rock.

A Priest's Role

Erastil's priests usually have a conventional role in a community—such as being farmers or artisans—in addition to their explicitly religious duties, and consider attending to the needs of their own land and families a form of devotion as well. Most of a priest's day is spent performing mundane tasks just like any other member of the village, with the priest pausing only to speak a blessing at the dawn's breaking, but always ready to drop what he's doing and pitch in when he's needed. They are often called upon to help build homes, deliver children, oversee trade, and bless crops. Erastil's priests are careful to put the needs of the community first, because Old Deadeye's gifts may give them an advantage in aiding their fellow townsfolk. For example, a cleric of Erastil



who is a shepherd might use his skill and magic to take care of all the village's animals rather than just his own, even if that means he makes less money selling his own sheep at market—the prosperity of the community and the health of its flock being more important than his own wealth. Priests usually have ranks in Diplomacy (though Intimidate may work just as well), Heal, Knowledge (local), Knowledge (nature), and Sense Motive.

Priests bless farmland and herd animals, plan the planting and harvest, and look after injured folk and families in need. Priests often serve as community counselors and mediators, and are generally the first to step in with a firm hand to deal with a rebellious or disruptive member of the community, whether that person is a frequent drunk, an abusive spouse, or a child prone to screaming tantrums. Adult troublemakers who repeatedly break the community's trust and prove unwilling to change are usually branded on the hand and exiled from the community. To prevent more problems, they're usually pointed in the direction of the nearest city. If something comes along that's too much for the priest to handle, such as bandits, an orc band, or a hungry monster, it is the priest's responsibility as a community leader to find those who can deal with the problem, such as experts from other communities who share the faith, or traveling adventurers.



Every few years the church encourages young priests to set out from the community in search of news, seeds for new crops, alternate techniques for animal husbandry, and other useful new skills that can aid their home villages. Though these wanderers appear to be fish out of water, their stubborn dedication to helping those back home has guaranteed the survival of many poor villages, whether they acquired desperately needed money to send back or by eradicated foul beasts that lurked nearby. Young adventuring priests often end up settling in remote villages saved by their heroic efforts, especially if there is no local priest. This gives the faith an opportunity to grow and establishes the bonds of a greater community outside the immediate interests of a single village—though the church prefers to focus on life in small settlements, it sees the surrounding communities as a kind of extended family and recognizes the importance of maintaining ties with them. Because a priest usually has a leadership role in a community, the priests of Erastil prefer to take charge when they are part of an adventuring party, and sometimes run into conflict with equally headstrong members of the group as a result.

Though druids are a minority among the clergy, all priests respect them for maintaining the natural world they and their people depend upon. They also give a nod to the rare paladins of the faith who are willing to take up swords and shields so the common folk can keep on with their lives. Rangers rarely become leaders in the church, as their skills and magic cater less to healing and growth compared to other priests.

Erastil's church is simple and practical. Most communities have only one or two priests, so complicated hierarchies are unnecessary, and priests defer to the wisdom of elder clergy. Visiting priests are shown hospitality as is appropriate for any guest, but unless these visitors are particularly important (such as the eldest priest in the country), they typically defer to the judgment of the local leaders. Priests who are part of a community are usually called elders, regardless of their rank within the community or the church. Traveling priests not associated with a community are called brothers or sisters.

Adventurers

Because of his focus on the home and family, and the need for adults to be practical providers for their children and communities, Erastil produces fewer adventurers than many other gods. When his faithful do strike out on an adventure, it's inevitably to help those they leave behind. Followers of Erastil seek riches not for their own sake, but for what such rewards can do for their families and communities, and those forced to embark on a long adventure regularly count the days until they can return to the warmth and simplicity of home.

Erastil's faithful desire to keep the peace, and while they do what they have to, the farther a conflict strays from regions that directly affect their chosen community, the less they feel compelled to continue the fight. They are paragons of stability—some might say too much so—yet while some might call Erastilian values quaint or backward, the faithful feel they serve as anchors for hearth, home, and family, and help folk understand their place in rural communities, where roles must be well defined.

Clothing

Given Erastil's focus on simplicity over frivolous adornment, the formal raiment of his clerics and druids is practical, and usually consist of a leather or fur cloak or shoulder-cape branded with his symbol or affixed with a wooden badge bearing his mark. Communities led by a druid may have a ceremonial horned hat or drape made from the tanned hide of an elk.

Holy Text

The *Parables of Erastil* is the common text of the Erastilian faith. It gives homilies on strengthening family bonds, almanac-like advice on planting, and lore about game animals and tracking. The number of chapters varies from place to place, as communities omit things irrelevant to their way of life or add fables emphasizing local events or traditions.

Holidays

Erastil believes extensive and complicated ceremonies take time away from necessary things like tending to crops and putting food on the table, so most religious events are short and to the point. The solstices and equinoxes are holy days for the church (the week of the vernal equinox is called Planting Week by the faithful, and week of the autumn equinox is called the Harvest Feast, even though the associated rituals only take about an hour). The summer month of Erastus is named for Erastil.

Archerfeast: This holiday on 3 Erastus is a day of feasting, fun, and relaxation. Villages hold archery and stone-throwing contests, ranchers rope and trade calves and lambs, and young people ask permission to wed. Cider is served cold during the day and hot at night. At sundown, an animal is offered to the god, and everyone in the community eats a piece to share in his blessing.

Aphorisms

Any folksy, rural saying is likely to spill from the mouths of Erastil's faithful as if it were the god's dogma. Two in particular are favorites.

Never Trust a Fool: Whether the fool is the village idiot trying to catch the moon with a spoon or a traveling adventurer trying to inspire the locals to rise up against the local lord, a sensible person ignores him, as no good will come of this "work."

Nothing Is More Satisfying Than the Fruits of a Day's Labor: This saying is used to chastise lazy folk and rebuke those who wonder what's so satisfying about a simple country life. Gold and gems make one weak; hard work in a field shows strength of body and character.

Relations with Other Religions

Erastil can be gruff and reserved, but he is still on good terms with most nonevil deities of Golarion. However, he is very set in his ways and frequently criticizes the particulars of his fellow deities' faiths and practices. Although Erastil's stodgy demeanor means that few deities go out of their way to fraternize with him, his skills at archery and tracking are among the greatest in the Outer Planes. More than once other deities have sought out the god of hunters for his aid and insight into slaying marauding beasts or finding someone lost in the multiplanar wilds—begrudgingly enduring Erastil's instructions for and opinions on making sure such a thing never happens again.

Despite being ill-suited to planar politics, Erastil does have several allies among the deities of Golarion. Although Erastil views Abadar as a good fellow who's perhaps forgotten where he came from, both want peaceful, orderly homes for their followers. Erastil frowns on Abadar's pomp and occasional heartlessness, but the god of cities sees the value of Erastil's work in setting people and villages on the path to the grand communities they could eventually be—even as he smirks over opinions he usually views as outmoded. Erastil also appreciates the work of Torag, especially his dedication to craftsmanship and clan, but neither stubborn deities can find much more of a common ground with the other besides the mutual respect of two old men nodding across a taproom.

Erastil's paternal affection for Desna is real, but distant and tinged with a slight sadness. Her independence and providence over the reliable cycles of the moon and stars could make her a trusted friend, but her distance, whimsy, and encouragement of self-indulgence makes

her too untrustworthy in all but times of direst need. He is more patient in his interactions with Shelyn, for her support of marriage and families strengthens communities. The goddess of art has, on numerous occasions, sought out the god of hunters, asking him to guide her to the most amazing vistas and unique settings in the multiverse. Erastil regularly indulges her, enjoying her company even as he argues with her over the value of art and life. They disagree on most topics, but Shelyn's congeniality and honest appreciation of Erastil's time have preserved their friendship.

Evil deities are largely of a kind to Erastil, and he has little time or interest in doing much more than contributing arrow fire to drive them away. While he views Lamashtu and Rovagug as a frontier scout might wild monsters, he reserves an especial hatred for Urgathoa. That goddess's gluttony and fostering of diseases regularly blight his people, whether in the form of deadly plagues, the tainting of game and fields, or in cultivating the sick-hearted desire for more than one's neighbors. Urgathoa is aware of the god's loathing, and goes out of her way to needle Erastil, setting her minions upon fragile frontier communities whenever the opportunity arises.

Erastil's followers are generally friendly toward members of other good-aligned religions, but they also harbor a sense of superiority that can vary from private conviction to outright paternalism. The faith tends to be an all-or-nothing affair, and thus attracts people with somewhat black-and-white worldviews. Most of Erastil's faithful, however, have good hearts, and though they may grumble and mutter disapprovingly at those with different beliefs, they'll also help people in true need without hesitation. Many see themselves as having a parental role toward those around them. If they don't engage in outright evangelism for their faith and worldviews, they still consider it important to attempt to instill proper values in their neighbors while aiding them: they may teach local youth valuable skills while emphasizing the importance of using those skills to contribute to their families and communities, or help a newcomer fix up a house while encouraging him to use it to start a family. They are unlikely to take action against cults of evil deities unless those worshipers directly threaten their community, although any adherent of a malevolent deity who strikes up a conversation with one of Erastil's followers can expect a stern lecture on her misguided beliefs.



Realm

Erastil's pastoral domain stands on the gentle slopes of the fourth tier of Heaven. True to his ethos, Old Deadeye's realm is filled with lush farmland punctuated by forests and rivers and populated by small, tightly knit villages of his petitioners, reunited in death. His domain contains only a few cities, mostly as a way of fostering and promoting trade, especially between the petitioners of the dwarven pantheon and the plane's archons, though a few permanent portals allow for cross-planar trade in and out of his domain. For the most part, Erastil is content to have his realm be a pleasantly rural place, where his petitioners can spend eternity in the simple pleasures of working fruitful land and hunting in bountiful forests alongside their families and friends, free from hardship and sadness. While angels, archons, and petitioners devoted to the god may take up causes of their own—acting across the multiverse to help protect faithful communities and fight the horrors of the evil planes—Erastil does not directly require such services, and sees nothing wrong with his people supporting the celestial armies and their righteous cause by staying home and keeping Heaven a stable, healthy, well-defended plane.

Planar Allies

Most of Erastil's divine servants are animals or benign forest creatures. Some of them reside permanently on the Material Plane, patrolling frontier areas and keeping an eye out for settlers in need. A few "legendary" animals known to villages are actually Old Deadeye's minions rather than true animals, making appearances once or twice a generation to protect the community. In addition to Erastil's servitor race, the stag archons (see page 287), the following allies serve Erastil, and are suitable for conjuring with *planar ally* or similar spells.

Arangin (unique celestial heavy horse): Said to be the resurrected spirit of the paladin Jaydis Von's equally heroic and storied mount, Arangin appears when servants of Erastil most need aid, carrying the lost out of labyrinthine forests and saving the wagons of desperately stuck pioneers from hidden bogs. This ruby-toned heavy horse has an Intelligence score of 8 and understands Common but speaks no languages.

Blackfeather (unique avoral): Able to take the form of a man, an eagle, or an eagle-man hybrid, this fierce avoral archer is a skilled and deadly archer who hunts only for sustenance or to defend the innocent. Often he is content to perch on a rooftop, silently watching over a village when strangers appear, ready to aid in case there is trouble.

The Grim White Stag: This enormous stag serves as Erastil's herald. The Grim White Stag was once a powerful spirit creature, worshiped by early humans under the tutelage of druids of the Green Faith. When Erastil's religion became more prominent, it allied with Old Deadeye, respecting his wisdom, strength, and nobility. Some regional tales say that in the early days of the world, Erastil hunted the beast, seeking to make a bow of its horns, yet it proved so agile and hardy that after weeks of pursuit, the god of the hunt tired of tracking the beast. At night, as the god stopped to rest and enjoy a simple meal, the stag fearlessly approached, bowing low to the tenacious tracker. Erastil, understanding that the beast was no savage, welcomed the Grim White Stag into his camp and shared his meal with the ancient spirit of the forest. From then on, the two have understood and respected one another, sharing the same reverence for the forests and creatures there, as well as care for all who would live honestly and in peace with the denizens of the wilderness. For more information on the Grim White Stag, see page 286.

Scorchbark (unique treant): Nearly crippled in a skirmish with a barbed devil, this reckless young treant now displays his burns like a badge of honor. He is obviously wary whenever an enemy uses fire near him, but is a stalwart ally and never lets it deter him from his responsibilities or cause him to hesitate in battle.

For Erastilian Characters

Characters who worship Erastil may find the following rules elements thematically appropriate.

Archetypes	Source
Archer (fighter)	*Advanced Player's Guide* 104
Divine hunter (paladin)	*Ultimate Combat* 62
Sniper (rogue)	*Advanced Player's Guide* 134
Trapper (ranger)	*Ultimate Magic* 65

Feats	Source
Nimble Natural Summons	See page 214
Savior's Arrow	See page 215
Thicket Channel	See page 217

Magic Items	Source
Altar of Erastil	See page 247
Bracers of archery	*Core Rulebook* 504
Bronze skinning knife	See page 262
Cloak of elvenkind	*Core Rulebook* 507
Deadeye leather	See page 251
Deadeye's spotter ring	See page 258
Efficient quiver	*Core Rulebook* 511
Kinbonded bow	See page 256

Spells	Source
Allfood	*Advanced Player's Guide* 201
Deadeye's arrow	See page 232
Deadeye's lore	*Ultimate Combat* 227
Hunter's blessing	See page 235
Tracking mark	See page 243

Traits	Source
Deadeye Bowman	See page 219
Erastil's Speaker	See page 219
Patient Optimist	*Advanced Player's Guide* 333
Wise Teacher	See page 223

Variant Spellcasting

Clerics, paladins, and rangers of Erastil may prepare *goodberry* as a 2nd-level spell, and druids can cast the spell on nuts or seeds as well as berries. Clerics and paladins may cast *animal messenger* as a 2nd-level spell, and all priests may use that spell on any non-hostile animal (including friendly guard animals and domesticated animals).



Gorum

The clash of sword on shield is my song. I am in your armor, your blade. Strike at your foes and I will guide your hand, for I thirst only for battle.

—Gorumskagat IV

Our Lord in Iron

God of battle, strength, and weapons

Alignment CN

Domains Chaos, Destruction, Glory, Strength, War

Favored Weapon greatsword

Centers of Worship Brevoy, Lastwall, Lands of the Linnorm Kings, Nirmathas, Numeria, Realm of the Mammoth Lords, River Kingdoms

Nationality Kellid

Obedience Dress yourself in the heaviest set of metal armor you own. Shout your oath of loyalty to Gorum at the top of your lungs, punctuating each pause for breath by smashing your weapon against a shield or against your armor-clad body. After your oath is done, kneel on one knee with your weapon resting against your shoulder. Recite your victories in battle in a sonorous voice until the time for your obedience is done. If you should be attacked while conducting your obedience, slay the creature who dared test your might. (You may be assisted by allies, but you must strike the killing blow.) Gain a +4 sacred or profane bonus on Strength checks and Strength-based skill checks. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

Evangelist Boons

1: Weaponsmith (Sp) *crafter's fortune*[APG] 3/day, *fox's cunning* 2/day, or *greater magic weapon* 1/day

2: War Mount (Ex) If you make a full attack while mounted, your mount also attacks with great enthusiasm. You must attempt a Ride check as normal to fight with a combat-trained mount. If your Ride check succeeds, your mount can attack with a +4 bonus on its attack and damage rolls.

3: Chaotic Charge (Ex) Three times per day, you can make a chaotic charge attack while mounted. You must declare your use of this ability before you roll your attack. You take an extra –2 penalty to AC in addition to the normal AC penalty for charging, but you deal an extra 2d6 points of damage to creatures of lawful alignment on a successful mounted charge. If you have the cavalier's charge, mighty charge, or supreme charge class ability, you instead deal an extra 3d6 points of damage to creatures of lawful alignment on a successful wild charge and don't take the AC penalty.

Exalted Boons

1: Battler (Sp) *magic stone* 3/day, *spiritual weapon* 2/day, or *deadly juggernaut*[UC] 1/day

2: Mass Strength Surge (Su) When using the strength surge granted power from the Strength domain, you can target allies within 30 feet of you instead of having to touch a single target. You can target a maximum number of allies equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6). If you don't have access to the Strength domain, you instead gain the ability to use the strength surge granted power a number of times per day equal to 3 + your Wisdom modifier, as listed in the strength surge description. However, you can touch only a single target when using this granted power.

3: Gorum's Shout (Sp) Once per day, you can use *word of chaos* as a spell-like ability. In order to use this ability, you must shout a battle cry at top volume, ending your shout in praise to Gorum.

Sentinel Boons

1: Mighty Warrior (Sp) *enlarge person* 3/day, *bull's strength* 2/day, or *beast shape I* 1/day

2: Two-Handed Smash (Ex) If you make a full attack while wielding a two-handed melee weapon, you may make a single unarmed strike in addition to your normal attacks. In essence, after you complete your two-handed weapon attacks, you smash with your elbow, kick out with a foot, or make some other unarmed strike against an opponent. This bonus attack is made at your highest base attack bonus, and provokes an attack of opportunity if you lack the Improved Unarmed Strike feat or a similar ability. If you're Medium, you deal 1d6 points of damage with this unarmed strike; if you're Small, you deal 1d4 points of damage. Add half your Strength bonus to the damage dealt. The attack roll for the unarmed strike is subject to the normal penalties for two-weapon fighting unless you have the feats to reduce these penalties.

3: Devout Rage (Ex) You enter a holy or unholy frenzy whenever you rage, depending on your alignment. You gain a +2 bonus on your attack and damage rolls while raging. If you don't have the rage class feature, you can fly into a rage once per day as the *rage* spell, though you don't need to concentrate. Instead, the rage lasts for a number of rounds equal to your Hit Dice or until you choose to end it, whichever comes first.



Said to have been born from the first battles between humans and orcs, Gorum appears as a suit of spiked plate armor with blazing red eyes. Though claimed by half-orcs, humans, and orcs as one of their own, the god cares nothing for these divisions except insofar as they relate to battle and strife. He believes in strength and power, the verdict of the sword, and the music of clashing iron. He does not favor good or evil, and the only right he confers upon mortals is the right to fight for their next breath. As long as people struggle against themselves and each other, Gorum's teachings live on. The greatest moments in a Gorumite's life are those spent locked in close combat, with every moment threatening annihilation—all else is dull and dreary.

When the dwarves drove the orcs upward out of the Darklands and onto the surface world in their legendary Quest for Sky, the savage hordes fought with primitive human tribes that were all that remained of the broken human empires. In an era of conflict and bloodshed, new pains and passions unknown in all the centuries before broke forth in mortal souls and carved themselves in broken flesh. Before this conflict, his name was not known, but as human clashed with orc, Gorum rose into prominence as the divine personification of horrible, exhilarating war. Wherever was has risen throughout the world ever since, Gorum has been there to inspire mortals to greatness on the battlefield. Under his iron gaze, the worthy find glory—and those who fall are forgotten.

Gorum's priests believe that if the world ever became free of war, his spirit would abandon Golarion in disgust, but he would eagerly return should mortals ever take up arms again. Despite advances in magic, technology, and the tools of war, Our Lord in Iron is remarkably constant, for his focus is on battle itself, not the reasons for it or the types of weapons used. Whether a battle is between orcs and humans, goblins and dwarves, or elves and creatures from beyond the stars, Gorum is there to glory in the vital energy of conflict.

Gorum's entire focus is on battle and the crucible of struggle. He understands the need for archery, siege weapons, and stealth, but nothing satisfies him more than face-to-face melee combat in which sweat, blood, and fear fog the air. While Torag represents the tactical side of war, and Sarenrae its necessity as a last resort

when evil cannot be stopped in any other way, Gorum is the excitement, battle-lust, and brutality of combat. He is indifferent to whether his followers are knights in plate mail, goblins wielding dogslicers, or children armed with table knives—anyone willing to put up a fight, no matter how pathetic or pointless, is worth swinging at. He does not condone the wild slaughter of innocents and invalids, for such acts are the parlance of murderers and butchers, not of warriors. Likewise, he can be merciful, giving quarter to those who surrender, but he is quick to slay any who pretend to submit in the hope of striking while the superior opponent is unaware, and those who refuse to fight at all are barely worth a scornful beheading.

It is more pleasing to Gorum to see a soldier fight a score of battles in his lifetime than die in the first, and if compromises or truces mean warriors live on to fight again, he supports diplomacy over seeing every soldier fight to a pointless death, but he doesn't care for negotiations and quickly loses interest when tempers cool and blades are sheathed. Battles of words and wits tire him, not because he lacks the intellect for them, but because he finds them as pointless and unsatisfying as crushing ants—true challenges are those where lives are on the line and a moment's hesitation can mean blood and pain. As good and evil have little meaning for him, he may fight demons one day and noble dragons another, just to challenge himself and test his own mettle. Among other deities, Gorum is seen as warrior with few equals, but prone to rage and destruction when he grows bored.

Artistic depictions of Gorum are uncommon, as his followers prefer mighty deeds and boastful words to quieter, more permanent works of art. Of the depictions that are created, however, his image, shape, or shadow is often drawn in blood or hammered together out of scraps of metal. A few temples with forges have molds for casting weapons, and the spillover channels in the molds lead to hand-sized receptacles shaped like spiked, armored men with Gorum's symbol on their chests. These heavy, inadvertently created icons of the faith are used both as holy symbols and for focusing group prayers before battle.

Gorum shows his favor through iron armor or weapons that gleam or leak blood when touched. Certain legendary warriors are known for leaving a trail of blood and gore behind them even when not in battle, and sometimes a favored, lone warrior outnumbered by a superior force manages to survive because his enemies slip on the blood-slick bodies of the dead. Gorum's anger most often manifests in sudden patches of rust that appear to completely ruin a valued weapon or piece of armor, and he has been known to punish a cowardly warrior by causing his armor to fall apart into a pile of rusty scraps just as enemies converge on him. His holy symbol is a mountaintop with an enormous sword jutting from it.

The Church

Gorum's is an all-or-nothing faith. An individual is either brave or a coward; he either stares the enemy in the eye or drops his gaze in shame. Gorum demands only that his faithful constantly prove themselves in battle. If there's no convenient war, daily duels and other mock battles can satisfy this need for a time, but Gorumites living in a peaceful region tend to wander off in search of conflict—or start some of their own.

A typical worshiper of Gorum is a soldier, mercenary, brigand, or bloodthirsty raider, or even a smith who crafts the tools of war. His followers tend to be impulsive, violent, and prone to grabbing whatever they feel like owning; as a result, there are far more evil followers of Gorum than good. Fights between the faithful are common, though they are usually not fought to the death; they are undertaken to establish dominance or claims over treasure, to impress lovers, or just for entertainment. Among the faithful there is often a sense that those fighting on the same side are kin—comrades willing to shed blood in a ritual of violence predating civilization and even their god himself.

Gorum is popular across the Inner Sea region, but especially so in the places where war is a constant fact of life, such as Belkzen, the Lands of the Linnorm Kings, the Realm of the Mammoth Lords, and Lastwall. Holy rites among his congregants include ceremonial battles, tests of strength and bravery, beating large drums, and shouting. Most church music is based on Gorum's holy text, the *Gorumskagat*, and is suitable for marching, charging, working, or dancing that favors stomps or other loud footfalls. Gorumite bards use their magic to duplicate the sound of weapons breaking bones and the screams of the injured, giving any performance the semblance of a battlefield; evil bards of the faith may actually own disposable slaves they "play" for this purpose.

Gorum doesn't care about marriage or familial bonds. He knows such things are necessary to produce the next generation of warriors, but doesn't care whether children come from an exclusive marriage or from polygamous or random couplings. He understands that love can inspire passions that make men and women fight, and that protecting a spouse and children is often why mortals go to war, but he values these reasons no more highly than territorial claims, family honor, greed, or survival. In human communities where his faith is popular, marriage is no more or less common than in other lands, but devout worshipers of Gorum tend to have loud marriages with frequent arguments and much throwing of household items. Some of the church's stories tell of mighty warriors who swore to only take a lover who could defeat them in single combat—and how when they met their matches, the couples became even more powerful in battle together than they were alone.

Temples and Shrines

Gorum's temples are more akin to fortresses than to places of worship—they are built with thick walls, iron gates, internal forges and stables, and spikes on the parapets, even in the center of an otherwise peaceful city. The priests keep them stockpiled with armor and weapons, typically harvested from dead enemies and kept clean and battle-ready by acolytes; many adventurers laden with salvaged armor head to a Gorumite temple first to sell their heavy loot. The priests don't bother to record what armor came from whom, so it is entirely possible for a young priest's first set of armor to have previously been worn by a fallen orc or a hero of the faith.

A typical shrine to Our Lord in Iron is a pile of rocks capped with a helm or a sword jammed into a crevice in a boulder. Sometimes the shrines mark the graves of fallen champions, and other times merely a battlefield where much blood was shed.



A Priest's Role

To worship Gorum is to recognize that fame and glory are fleeting, and that all that matters is how one acquits oneself in the moment. The companionship of others can lift a priest of Gorum up for a time, but in the end she must prove her powers every day or risk coasting on past glories. Gorum's clergy may be savage, or they may be cool and calculating, yet their goal is always to know that they spent their lives pushing their limits.

The church values strength over age or knowledge, and the senior priest in any tribe or temple typically reaches that position by defeating hosts of enemies and beating down all rivals. When several leaders come together, there is usually some gruff posturing and a few brawls until a hierarchy is established. Underhanded tactics such as poison are considered dishonorable in these bouts, though spells that enhance the priest, his weapons, or armor are considered fair. The head of a particular area may be addressed as a lord or lady, or by a local military title such as "commander," "captain," or even "chief."

Priests of Gorum in aggressive warrior cultures earn fame and riches by raiding other tribes or lands. Exiles and those from more "civilized" lands seek employment as mercenaries or bodyguards, or pursue criminal endeavors, such as brigandry, that allow them to crack skulls on a regular basis. Some travel the land as "monster hunters," usually out of a desire to test their mettle against strange beasts rather than an interest in helping threatened communities. Priests try to enter combat at least once per day, even if it is only a duel. In especially lawless lands they may find themselves deputized by local guard captains to help keep the peace—which they accept only because it gives them an excuse to fight. Priests usually have ranks in Intimidate, Heal, and Perception; those with a more tactical bent also study Knowledge (history), and the cannier ones put ranks in Sense Motive to better deal with tricky opponents. Nearly all of Gorum's priests are clerics. A few battle-druids are part of the clergy, however, lending an animalistic perspective and unusual spells to the church's battle-repertoire. War-bards and rangers serve the church in essential roles but are not considered part of the clergy.

Inquisitors of Gorum are very rare and make it their personal mission to chase down deserters and others who flee from battle, as well as soldiers who turn on their own. When they witness others fleeing, these coward-slayers prefer to finish the current battle before hunting their prey—this gives the scum a running start, makes the game more challenging, and avoids giving the impression that the inquisitor is also fleeing. When dealing with traitors who attack their own allies in battle, inquisitors immediately intervene and—assuming the perpetrator isn't being magically controlled—dispatch the offender and audibly curse his or her name.

Adventurers

Adventurers in Gorum's service are relatively common, as heroes and treasure hunters can always use an ally who is good with a sword. Villainous groups learn to rely on the might of evil Gorumite priests, especially their ability to channel negative energy, inflicting bloody wounds on all nearby creatures. Gorumites venture forth to improve their battle skills, challenge particularly revered or infamous champions, to obtain famous weapons or armor, or simply to find opportunities to enjoy the sound of their blades singing against those of their opponents.

Half-orcs, humans, and orcs are the most common worshipers of Gorum, yet his reach can be felt everywhere that blood and glory are a way of life. He attracts all those who have sworn to live by the sword and suffer its judgments. Those who take up the faith of Gorum forsake the niceties of civilized life to carry the glory of battle to their graves. They reject the idea of old age and instead make the most of the present, exercising their strength and will to display their dominance over others. Though many may call their actions evil—and may be correct to do so—worshipers see such quibbling as unworthy of a warrior. At the same time, however, they are not murderers, and they hunger only for victory through strength of arms; killing prisoners or surrendering foes is beneath them.



Gorum's followers believe that all of life's problems can be solved through martial might. They recognize the place of brains in battle, because stupid people die quickly. They appreciate tactics and the thrill of outmaneuvering an enemy—indeed, these are crucial skills—but they pale next to the blood and sweat of melee itself. They are not fools charging blindly into battle; Gorum teaches that it is better to retreat strategically to fight another day than to throw away one's life in vain. For a Gorumite, only when the stakes are highest does life have meaning.

Clothing

Gorumites identify themselves through their arms and armor. Many warriors of the faith carry greatswords, and the faithful garb themselves in metal armor whenever possible to emulate their lord. No matter how poor, a worshiper of Gorum will grab metal armor at the earliest opportunity, frequently claiming the armor of fallen enemies. Once they may have metal armor and weapons, they forever disdain any other kind, preferring to fight naked and barehanded rather than use anything else. The more devoted among the faith adorn their armor and shields with spikes and jagged bits of metal. The faithful are frequently heavily scarred, as even the most skilled among them suffer wounds on a regular basis due to the number of battles they fight, and they bear these scars as marks of pride. Few wear gaudy holy symbols or specialized clothing—their arms and armor are the only identification they need.

Formal raiment for priests is spiked armor, preferably full plate, though spiked armor of other types is acceptable in climates or cultures where full plate is unavailable or impractical. Some priests keep a separate set of ceremonial armor (as opposed to their functional battle armor) that bristles with additional spikes and decorations; this armor is often so heavy that it is difficult for the priest wearing it to walk. Gorum's favored weapon, the greatsword, makes the use of shields less common than in other martial faiths.

Holy Text

Gorum has no sacred text, but a collection of seven heroic poems called the *Gorumskagat* explains the church's creed. Young priests quickly learn to recite these poems perfectly, as elders beat them every time they make a mistake. The poems may be spoken or sung, and each has a distinct rhythm so a familiar listener can easily recognize them when played on a drum. Though individual translations have slightly different meanings, all translations of a poem use the same rhythm (meaning that in some languages, particularly Elven and Osirian, the phrasing is awkward).

Holidays

Unlike other martial faiths, such as Iomedae's church, which records the dates of great victories and celebrates them as holy days, Gorum's church has little interest in keeping track of old battles beyond creating the occasional shrine at a battle's end. The faithful celebrate battles won today and look forward to victories in the future. Unless a war or battle's anniversary is strongly associated with a particular date, such as the first of the year or a prominent holiday, the church may forget about the specific date within a year or two, only mentioning it when it comes to mind or serves as an example to extol.

Of course, any number of events may provoke such a memory and an impromptu celebration. For example, a change in the weather may cause a twinge in the old battle scars on a priestess's knee, causing her to reminisce about that battle in a speech a few days later; likewise, as a priest repels the orcs trying to sack his town, he may exhort the town guard to be brave, drawing from memories of his first battle against orc hordes. Thus, a particular month may have no "holy days" one year and several the next.

Aphorisms

Gorumites don't have time for fancy speeches, so most of their sayings are short and to the point.

Better to Die a Warrior Than Live a Coward: While Gorum doesn't believe his followers should recklessly throw away their lives in battles they cannot win, agreeing to a fight and then fleeing a battle is the act of an unworthy cur. Surrender is honorable, for those who surrender may have a chance to redeem themselves in a later battle, but those who flee are best cut down before they shame themselves again.

Cowards Flee, Warriors Retreat: The subtle difference between these two ideas is lost on many who do not fully understand the nature of battle. Warriors retreat from battle because they want to win the next battle; cowards flee a battle because they fear death and wish to avoid the next battle. The Lord in Iron doesn't expect his followers to be fearless, but he does expect them to swallow their fear long enough to get the job done.

Will You Fight?: This simple phrase sums up almost the entirety of Gorum's philosophy. If a spindly youth wants to join an army, the priest of Gorum asks this question. If an injured orc struggles with a wound, his chieftain asks this question. Before a particularly bloody battle, the army commander asks this question. Those who will fight are the blessed, no matter how feeble their sword arms. Note that the question is not "Can you fight?" but "Will you fight?"—a crucial distinction.

Relations with Other Religions

Traditionally, Gorum has little interest in the affairs of other gods, considering politics a waste of time. He has battled with most other deities, with demon lords, and with other beings of power when their interests happened to conflict with his or they opposed him directly. As such, other gods lay plans against the day when Gorum might cross their paths again. The craftier deities, knowing he is always willing to enter a battle and cares little for its purpose or the goals of either side, find ways to get him on their side of a fight, promising him the chance to leap into the most heated waves of combat, allies at his back. Many divine conflicts have been decided based on whom Gorum chose to fight beside—and that allegiance may have changed over the course of the conflict.

Gorum is generally on friendly terms with Asmodeus, not out of any common philosophy but because the Prince of Darkness often supplies his divine minions with new and more effective weapons of war. He respects Besmara for her strength and devotion to battle—both deities are more interested in the excitement of the struggle than the spoils of war or the reason for fighting. Gorum is unimpressed by and a bit contemptuous of Nethys's reliance on magic over physical might, but still feels a kinship with the other god in their mutual love of warlike power and indifference to its ethics. He even feels some admiration for Nethys's strategic prowess. There is no nuance or mitigating factor, however, for the contempt he feels for Norgorber, as assassination and murder are for cowards. He acknowledges commonalities with Szuriel, Horseman of War, as both encourage battle in general, but primarily, he sees the Horseman as a rival: Gorum's role is to stoke the hearts of mortals so they embrace the glory of war with enthusiasm and bloodlust, whereas the Horseman wants mortals to accept oblivion and cold, murderous intent.

In recent years, a conflict has gradually built between Gorum and Urgathoa. The Lord in Iron encourages his mortal champions to wage war and become more skilled

at martial endeavors, making them more difficult to kill. He believes a valorous death in battle is the proper reward for a life of devotion to such pursuits, and becomes indignant at the idea of seeing his favorite worshipers humiliated by the debilitating effects of disease. Urgathoa takes particularly keen pleasure in bringing ruin to the mightiest physique with lingering illness, or tempting the most disciplined paragon of bodily health into gluttony, and sees no reason that Gorum's faithful should be exempt from her efforts. Her interest has been piqued by the Lord in Iron's implication that his faithful should be reserved for death in battle, and a number of new Urgathoan cults have sprung up in recent years. They pose as warrior sects and challenge other fighters to contests of skill, but infect their weapons with both mundane and magical diseases. Even the lightest scratch may contaminate a fighter with a stealthy pestilence that will lie dormant for months before beginning to slowly, inexorably wither his limbs and sap his strength, until he is left too helpless to feed himself, let alone lift a blade. Gorum's frustration grows, and he may soon choose to escalate the tension between them—whether by striking at her directly or encouraging his followers to focus on seeking out and slaying her followers.

Gorum's worshipers have no particular enmity or friendship with the followers of other religions. If the others accept the superiority of Gorum's teachings, they see no need to fight them, but otherwise, they're happy to engage them at the end of a blade. Because their god has fought almost all other deities at times, and has allied with all of them at others, his faithful see no need to declare themselves for one side or another for any real duration. They admire the physical might of many of Irori's worshipers, but see the effort invested in such discipline as wasted when it is not applied to martial pursuits. A few Gorumite sects have friendly annual competitions with followers of Falayna, the empyreal lord of martial training; though their philosophies differ, they're willing to swap techniques. They respect the tactical skill of Torag's followers and the passionate charges of Iomedaean or Sarenite crusaders, yet disdain their fundamental restrictions on where and when to fight.

Realm

As god of strength, battle, and weapons, Gorum makes his home a massive battlefield, devoted to the glory of these pursuits. The fortified keeps studding his kingdom face daily sieges and may crumble into rubble by the end of a battle, but reappear intact each dawn, and his rolling and bloodstained plains provide a place for his petitioners to wage continual, disordered combat, the entirety of their existence devoted to the heat and frenzy of battle. Unlike Cayden Cailean's domain, where individual accomplishment and bravery are valued, Gorum and his souls care only for the heady rush of spilt blood and the violent glory of war.

Many might wonder why a god that cares nothing for morality would choose—or be allowed—to make his home on Elysium, a fundamentally good plane of existence. While religious scholars have long debated the possible reasons, citing previous battles in which Gorum allied with the side of justice and light, the only clue lies in the fact that the Gorum's domain is encircled by a meandering line of ancient, weathered stones, each impaled with a gleaming, untarnished azata blade. Inscribed on the blades in various languages—including Celestial—is the phrase: "Thus the pledge is sealed, and thus you are accepted, forever with our thanks, come what may."



Planar Allies

Gorum's divine servants are all clad in spiked armor or actually made of metal; even servitors of other gods who come to serve him experience a transformation to match his other minions. In addition to his servitor race, the zentragts (see page 289), the following are well-known servitors of Gorum, suitable for conjuring with *planar ally* or similar calling spells.

Bloody Hands (unique outsider): A red-skinned, hezrou-like creature, Bloody Hands wears intricate scale mail that fits like a second skin. He enjoys the taste of potions and elixirs, especially those that augment his already formidable physical prowess. Though he cannot fly, he enjoys leaping upon opponents from high places and charging through their ranks like a slashing wheel of death.

First Blade: This giant, armor-clad creature serves as Gorum's herald. While the heralds of most deities go forth to bear the words of their divine patrons or answer the desperate summons of their gods' most pious servants, the First Blade marches endlessly to battle. Uninterested in diplomacy or subtlety, Gorum has little need for a messenger with capabilities beyond communicating in the language of the battlefield: while legends abound of the First Blade answering the call of Gorum's faithful to aid them in appropriately glorious battle, no accounts exist of the Lord in Iron's herald responding to any summons for noncombat tasks. Most accounts of the herald tell of the gory swaths it cuts through battlefields of heroes, in clashes between titanic armies, or in weeks-long battles between history's greatest warlords. Although it is a living creature, the First Blade is little more than a weapon of Gorum. It knows almost nothing beyond its lord's commands, and goes where he instructs. In many respects, the First Blade is similar to a golem, and the herald leaves but scant traces upon the lands it passes through between battles, eating little and having no need even to breathe. In war, however, its presence and passage are obvious, marked by rent bodies and blood-soaked earth. For more information, see page 288.

Saint Fang (unique silver dragon): An unusual creature resembling a silver dragon covered in spikes, Saint Fang is the dark gray of tempered iron rather than the bright silver hue common to that type of dragon. Patches of his scales appear to be rusted, but the blemishes are actually old stains from Silver Fang's habit of painting his hide with the blood of his fallen enemies.

Temperbrand (unique fire elemental): This large fire elemental is made of molten metal and is in a near-constant battle rage. She enjoys taking her enemy's weapons and melting them within her fiery form, which heals her and temporarily lends the weapon's magic to her attacks.

For Gorumite Characters

Characters who worship Gorum may find the following rules elements thematically appropriate.

Archetypes	Source
Armor master (fighter)	*Ultimate Combat* 44
Armored hulk (barbarian)	*Ultimate Combat* 28
Invulnerable rager (barbarian)	*Advanced Player's Guide* 79

Feats	Source
Channel Viciousness	See page 209
Charge Through	*Advanced Player's Guide* 156
Furious Focus	*Advanced Player's Guide* 161
Ironbound Master	See page 213
To the Last	See page 217

Magic Items	Source
Altar of Gorum	See page 247
Bloodlight	See page 254
Eternal iron breastplate	See page 251
Iron Lord's transforming slivers	See page 266
Maul of the titans	*Core Rulebook* 523
Ring of sundering metals	See page 259
Shad'Gorum nugget	See page 269

Spells	Source
Gorum's armor	*The Inner Sea World Guide* 294
Instant armor	*Advanced Player's Guide* 229
Lighten object	See page 236
Lighten object, mass	See page 236

Traits	Source
Iron Grip	See page 220
Shield-Trained	See page 222
Strong Heart	See page 222
Veteran of Battle	*Advanced Player's Guide* 333

Variant Spellcasting

Clerics and druids of Gorum may prepare *rage* as a 3rd-level spell and *iron body* as an 8th-level spell. Clerics may prepare *heat metal* as a 3rd-level spell. Clerics and inquisitors add *lead blades*[APG] to their respective spell lists as a 3rd-level spell.



Gozreh

Respect the sea and the sky, lest we bring you ruin.
—*Hymns to the Wind and the Waves*

The Wind and the Waves

God of nature, the sea, and weather

Alignment N

Domains Air, Animal, Plant, Water, Weather

Favored Weapon trident

Centers of Worship Mwangi Expanse, Sargava, The Shackles, Sodden Lands, Thuvia, Varisia

Nationality Mwangi

Obedience Hang a set of chimes where they will be stirred by either wind or water. If no suitable location exists to hang the chimes, you must hold the chimes and shake them gently to sound them throughout your obedience. Chant prayers from *Hymns to the Wind and the Waves* as you attune yourself to the sound of the chimes, then drink a mouthful of pure water and pour a handful over your head. Gain a +4 sacred or profane bonus on saving throws against electricity and water spells and effects. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

EVANGELIST BOONS

1: Weather Watcher (Sp) *endure elements* 3/day, *resist energy* 2/day, or *protection from energy* 1/day

2: Experienced Traveler (Ex) As a free action, you can grant yourself and any allies within 30 feet of you the ability to move through undergrowth at normal speed and without taking damage or suffering any other impairment. This effect lasts 1 round for every Hit Die you possess or until you dismiss it as a free action, whichever comes first. Your allies must remain within 30 feet of you to gain the benefits. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect you and your allies. While using this ability, you also gain a +4 sacred or profane bonus on saving throws against spells and effects that would cause such terrain-based movement impairment, such as the *entangle* spell. (Your allies do not also gain this bonus.)

3: Elemental Ally (Sp) Once per day as a standard action, you can cast *summon monster VII* to summon a greater elemental of a type you choose. You gain telepathic communication with the elemental to a range of 100 feet, and the elemental obeys your commands perfectly.

EXALTED BOONS

1: Green Worker (Sp) *entangle* 3/day, *warp wood* 2/day, or *speak with plants* 1/day

2: Lightning Child (Su) You become resistant to lightning and similar effects. Gain electricity resistance equal to 5 + your Hit Dice.

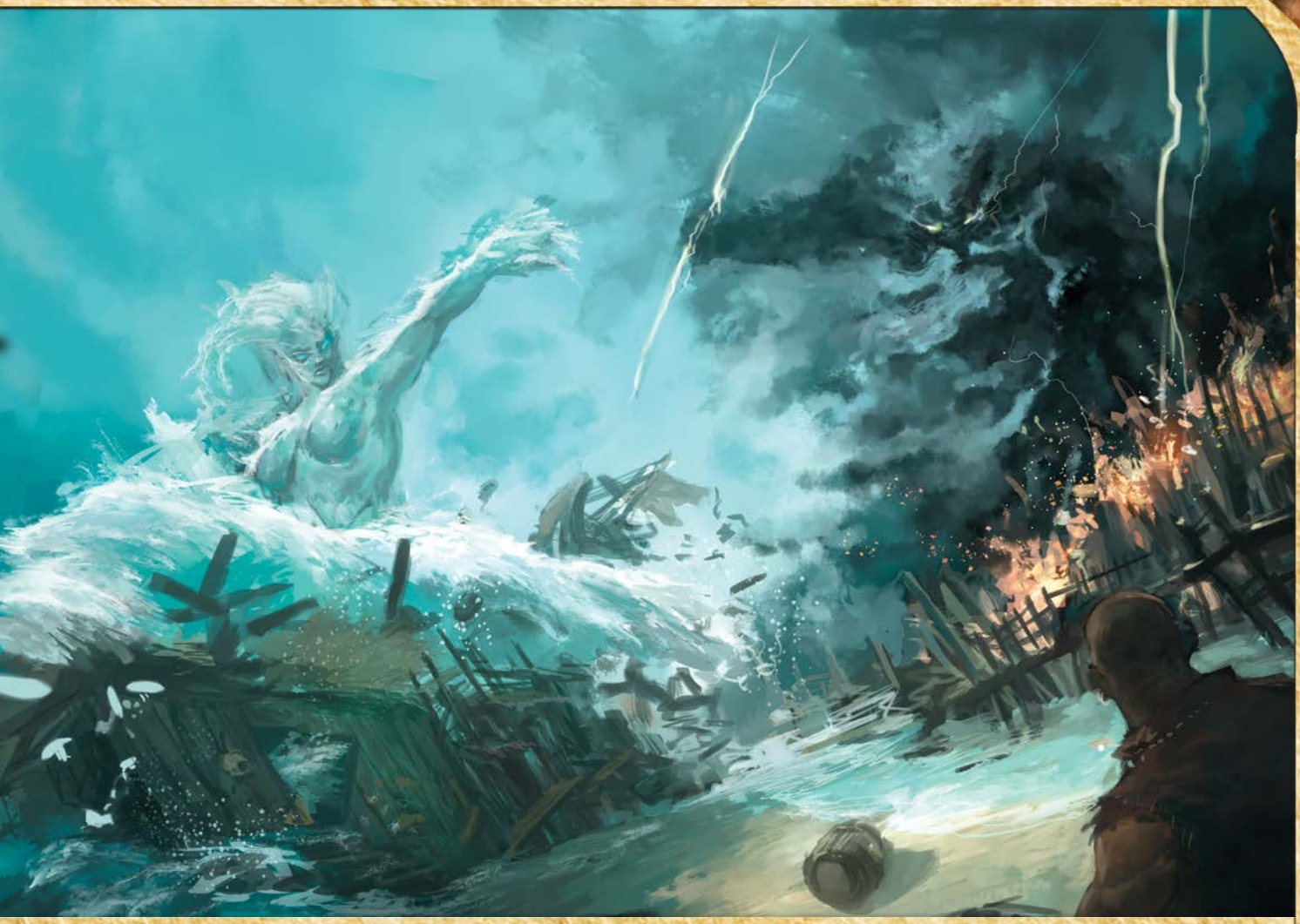
3: Nature's Companion (Ex) Your animal companion develops greater combat prowess, mental acumen, and protection against natural elements. First, your animal companion gains a +1 bonus to its Intelligence and Wisdom scores. Second, your animal companion gains a +2 sacred or profane bonus on attack and damage rolls. Third, your animal companion gains a +4 sacred or profane bonus on all saving throws against cold, electricity, and fire spells and effects. If you don't have an animal companion, you instead gain the ability to use *summon nature's ally VII* as a spell-like ability once per day.

SENTINEL BOONS

1: Sky Warrior (Sp) *shocking grasp* 3/day, *elemental touch*[APG] (lightning only) 2/day, or *lightning bolt* 1/day

2: Elemental Aura (Su) You can create an elemental aura as a free action. When you first gain this ability, choose acid, cold, electricity, or fire—once you make this selection, it can't be changed. When you generate the elemental aura, you are surrounded by the element you chose. Anyone striking you with a melee weapon or natural attack takes 2d6 points of damage of the chosen type, plus 1 point for every 2 Hit Dice you possess (maximum 2d6+10). This aura lasts for 1 round for every Hit Die you possess. The rounds in which you manifest your elemental aura don't need to be consecutive. You can dismiss the aura as a free action.

3: Lightning Surge (Su) Once per day as a standard action, you can call upon the sky to strike you with a lightning bolt that deals no damage to you but instead seems to fill you with boundless energy. You gain 2d10 temporary hit points, and any fatigued or exhausted conditions you are suffering from end. You also gain a +2 bonus to Strength, and your natural attacks and melee weapons deal an extra 1d6 points of electricity damage. These effects last for 1 round plus an additional round for every 4 Hit Dice you possess (maximum 6 rounds). You can call upon this lightning when you are indoors, underground, or even underwater.



Gozreh is timeless. Born when the first breeze caressed the ocean, she is ever changing, tempestuous, and unpredictable, yet also prone to periods of constancy, stillness, and routine. He is the storm cloud chased by clear skies, the spring warmth that follows winter, and the fair winds that carry seagoing ships. She is the great wave that capsizes those ships, the gentle current that deposits sailors on safe shores, and the rising and falling tides. Those who ply the waters or rely upon the rains know this better than most, and are sure to placate Gozreh and honor him when the wind and waves are favorable.

Gozreh has two aspects, equally depicted in art and sculpture. When at sea or over water, Gozreh is a woman with wild, flowing green hair, whose body transforms into endless waves. In the sky and over land, Gozreh appears as an aged man with a long white beard, emerging from a mighty storm cloud. Gozreh is moody and brooding, able to spend weeks in a glowering quiet only to explode in a fury of water, wind, and lightning. He is an elemental force, not fettered by the work of mortals; he may turn aside his wrath when appeased with gifts and flattering words, or he may ignore mortal cries entirely. Many cargo ships throw a crate or two overboard in the deep ocean to satisfy her, so that she does not take more by force. He is the amoral side of nature, that which brings life and takes it unexpectedly. Gozreh represents both female and male facets of life, unconstrained by civilization's notions of masculinity and femininity. Grandmother, grandfather, brother, sister, eternal and ever changing, the Wind and the Waves echo and shape the countless living things on Golarion.

Gozreh refers to himself or herself as "I" or "We" interchangeably. He loves to race the wind, tearing clouds in two with his passing, or sculpting them into islands and palaces for his pleasure. She hides under the waves and plummets to the crushing depths of the ocean, chasing whales and building grottoes visible only by the light of the glowing creatures that live there. He hates those who defile the sky with smoke, taint the waters with mortal filth, or abuse the bounties of land and sea. Her official church is small, but her lay worshipers

are countless. He particularly likes seabirds, flying fish, and frogs, both as living specimens and as sacrificial offerings. He is known to watch the world through the eyes of beasts, whether on the wing or under the sea, flitting from the body of a solitary bear to the countless beating hearts of a flock of starlings. He senses the day and night through green plants and pale fungi, drinking deeply through the roots of the mighty oak or clinging to a stone as the tiniest moss or lichen.

Gozreh's interests lie entirely in the realm of weather and living things. He has little interest in earth except in the form of soil or as a foundation for living works. She cares naught for fire save for how flame and ash provide opportunities for new life to grow in their wake. These materials are not taboo to her faithful, just inconsequential. Likewise, he accepts that some creatures must die so that others may survive and still others be born, but the mystical aspects of death and its cycles do not concern him—he leaves these things to entities such as Pharasma. Like nature itself, Gozreh can be cruel and indifferent, allowing a storm to ravage the land or sink a dozen ships, or a plague to wipe out an entire herd of animals or even whole settlements. Yet she also pushes trading ships across the world, multiplies animals in springtime, and brings gentle rain to thirsty fields. His way is a way beyond morals and ethics—as long as life survives in some form, and water and weather support it and keep the world itself dynamic, Gozreh is satisfied. Though her priests and priestesses may have personal ideas about which creatures should live and which should not, or visions of what Gozreh wants protected or destroyed, they accept that their beliefs are just one facet of their deity's infinite perceptions.

The Wind and the Waves may be intractable one moment and sympathetic the next. He does not do this to be deliberately contrary or mischievous, or in the interest of chaos; it is simply because he perceives everything—every living organism, every drop of water, every gust of wind—at all times. Events distant and unrelated may draw her attention, and the outcome of those events may change her mood, whether because a potential tornado disperses too soon or a rare breed of fox births a dozen healthy kits. He is a great monarch, constantly beseeched by courtiers and commoners, listening to each argument simultaneously and shifting his attention and response to each in turn. To one unaware of the cacophony, she may appear flighty or distracted, but the truth is far more complicated, in a way that mortal cannot hope to perceive.

Gozreh is usually depicted as a colossal humanoid whose lower half trails away into a mass of roiling elemental matter. In male form, he appears as a storm cloud and always remains flying—according to one old legend, he can stretch from one horizon to the other, darkening the entire sky with his fury. In female form, Gozreh's body is usually shown blending with the water of a lake or sea. She has been known to rise from a waterspout, but sometimes gathers all the nearby water into a great wave, emerging from the top as a nymph-like shape, a crone, or a vaguely humanoid construct of pure water.

Statues of Gozreh are usually made of driftwood or lightning-scorched trees either tied together into a humanoid shapes or carved to resemble one or both incarnations; a few are chiseled from ice and either magically preserved or allowed to melt to be recreated as needed. Stone is rarely used for religious imagery, and never brick or pottery, as such things are signs of civilization's encroachment. Holy symbols and small idols may be made of coral, polished shell, lacquered wood, whalebone, and other materials that represent life in the sea and the sky that have naturally fallen.

Signs of Gozreh's favor include a sudden gentle breeze that carries the scent of flowers, the appearance of large numbers of animals, the unexplained sound of waves crashing on a distant beach, and dreams of a specific, recognizable animal (such as a white wolf, a frilled lizard with glowing blue eyes, or a ghostly raven). Omens of his displeasure include being watched and shrieked at by wild birds or beasts, sudden rainstorms localized over a specific building or individual, or an unending taste of blood in the mouth. She may foul fresh water, or afflict offenders with terrible smells or excruciating joint pain as the weather changes.

It's not unusual for zealous priests of Gozreh to remain celibate, devoting all their energy to their deity; these priests have been known to worship their deity naked in high places or shallow waters—a process referred to as becoming "sky-clad" or "sea-clad." Priests have a habit of finding discarded things washed up or left on the shore, including infants orphaned by shipwrecks or abandoned to die from exposure; in most lands, such children are traditionally raised by the church and trained for the priesthood, which offsets the low number of children born to priests because of their high celibacy rate.

Gozreh's holy symbol is a green leaf with a drop of water pouring from the lower end. Most of Gozreh's priests are clerics, but about a tenth are druids, with a few rangers ("weather-hunters") and adepts taking active roles in the priesthood. Inquisitors are rare; those who embrace this a path seek out folk who pollute water, clear-cut forests, and abuse the natural creatures of the world.

The Church

Gozreh's worshipers are typically sailors, merchants who ship goods between ports, and farmers. Seagoing raiders

ask her to speed them to their prey, fisherfolk pray for favorable currents to bring them heavy catches, millers ask for consistent winds to power their mills and well pumps (along with forgiveness for cutting trees), and travelers seek good weather, especially for lengthy journeys. Wise generals ask Gozreh's blessing before transporting soldiers by sea; wiser ones ask his priests whether a blessing would do any good.

Worship services include chanting, playing wind instruments, listening to chimes moved by wind or water, drinking water, and ritual use of salt, fragrant herbs, and smokeless incense. Farming communities often leave tributes of meat and grain exposed on a high rock to allow the deity's servants to claim it. Fishing communities tow the strung-together bones of their most impressive catches behind their boats, releasing them as offerings to the goddess. Some civilized folk perpetuate stories of Gozrens engaging in human sacrifice in lean times (often by burning victims encased in wicker effigies or drowning them in tidal pools), but no reliable records of this exist—at least as far as anyone knows.

The church does not have a strong preference for or against marriage, recognizing that some creatures mate for life while others unite only for a season or until offspring are mature. Priests are very tolerant of nontraditional families, including polyamorous grouping and seasonal unions, and individuals interested in such relationships often join the faith because of this tolerance—though this attitude is actually more akin to indifference, as the bonds that humanoids make between their own kind and the relationship roles they choose to play are irrelevant to the forces of nature.

Gozreh's many roles and areas of interest spark countless splinter cults. Some embrace the deity's entire area of influence; others choose one particular aspect (such as weather) or a handful of specific interests (such as birds and wind, or fish and the sea, or storms and plants). A few extreme or isolated groups develop fringe beliefs and practices not present in the more mainstream churches. Some espouse belief in beast totems or reincarnation, pursue lycanthropy, or venerate spirit animals and intelligent plants. Others follow eunuch-priests or start fertility or even crossbreeding cults. There are those that practice ritualized baptisms or dream quests, "mushroom cults" that seek to commune directly with the god by ingesting strange fungi, and sects that follow diets restricted to fruits, nuts, and leaves. Despite this wide variety of radical and sometimes conflicting beliefs, members of these sects continue to receive spells from Gozreh, and the church as a whole makes no attempt to eliminate splinter groups or force them to return to more mainstream practices so long as they continue to foremost respect the wind, the waves, and the natural world.

Temples and Shrines

Gozreh's temples are always open to the sky and generally contain some sort of pool or open water at their heart. Coastal temples are often just a driftwood wall with lean-tos on the outside rim, while a mountain temple might be a natural amphitheater where the wind howls on a mountaintop, and a desert temple a simple oasis surrounded by a half-wild garden. Some temples incorporate water wheels, windmills, lighthouses, or other structures that respectfully harness the wind and waves or are essential to a community that relies on the sky and sea for survival; for the priests who staff such temples, tending the mechanisms in the structures is a hereditary, traditional role, and many have remarkably advanced knowledge of the engineering necessary to maintain them, despite the church's general preference for wildness and nature over civilization.

Shrines are incredibly simple—often just a flat stone at a high elevation or on a secluded beach, a large whale bone jutting from a cleft on a rocky shore, or a place where the waves crash against a crevice to create high-arcing spray. Some underwater shrines surface only in years with especially low tides. A few large shrines dating



from ancient times still exist on Golarion, primarily circles or triangles of standing stones (though one circle north of the Lands of the Linnorm Kings is composed of blocks of nigh-indestructible ice rather than stones). These standing stones function as calendars, tracking solstices, equinoxes, and other celestial events. Most are also burial sites for priests or particularly devout members of the faith.

A Priest's Role

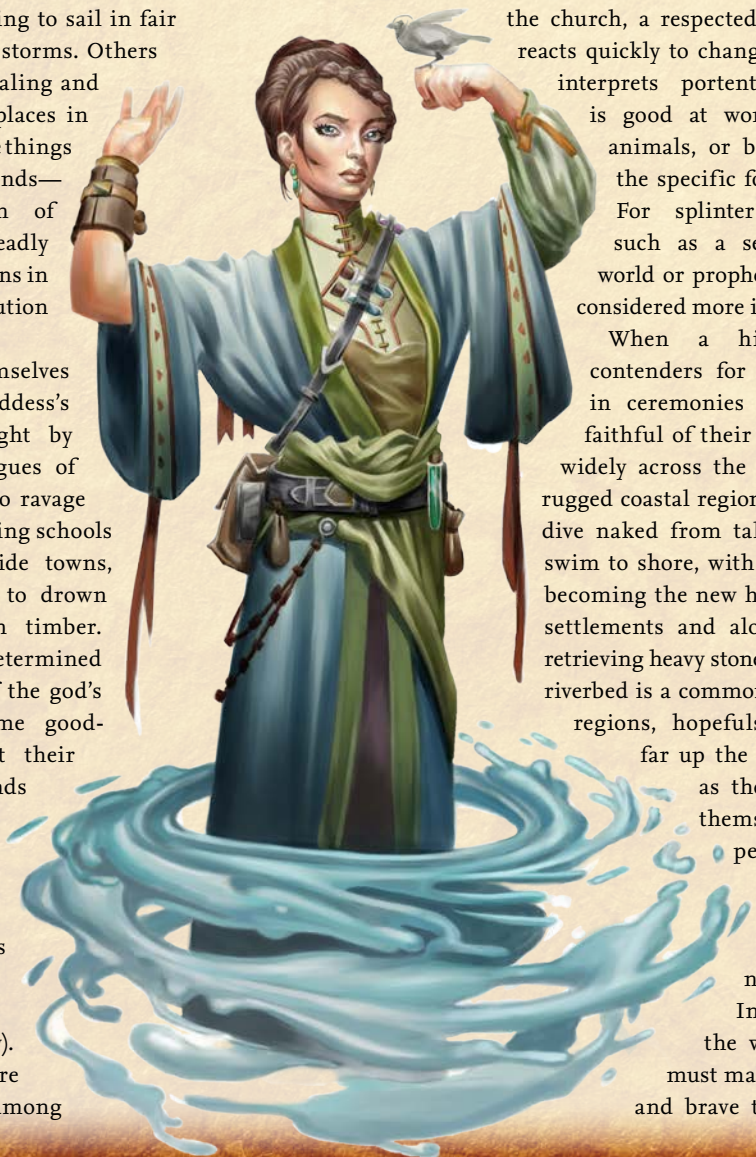
Priests of Gozreh look for the deity's will in swirling water, racing clouds, and the movement of flocks of birds and schools of fish. Those associated with humanoid communities serve as diviners or provide advice about fishing, the weather, or the care of domesticated birds. Some live on ships, selling their services to pirates, navies, or merchants hoping to sail in fair weather and avoid deadly storms. Others dedicate themselves to healing and nurturing the wounded places in the world or destroying the things responsible for the wounds—battling the corruption of the Worldwound, the deadly radiation of certain locations in Numeria, and coastal pollution from large human cities.

Some Gozrens see themselves as agents of the goddess's anger at damage wrought by civilization, sending plagues of bats, crows, and locusts to ravage cities and croplands, turning schools of fish away from seaside towns, and summoning storms to drown fleets built from stolen timber. A few are explorers, determined to experience as much of the god's beauty as possible. Some good-aligned priests make it their mission to visit tiny islands and rescue any travelers lost at sea. Priests usually have ranks in Heal, Knowledge (nature), and Survival, as well as Diplomacy or Intimidate (depending on their interests and personality). Flight and swimming are common obsessions among the priesthood, and magic items that permit flying or water-breathing are treasured. Most Gozrens avoid steel armor because it rusts, preferring wood, hide, or mithral, and some even wear armor made of hardened ice (see page 236).

Druids of Gozreh are often hermits, rarely seeing other speaking creatures and leaving their refuges only when the goddess calls or a local settlement bribes them to make rain. Most are content to live off the land, sometimes gathering treasures of the sea (such as pearls, coral, and abalone shells), or selling sea ivory or scrimshaw. Some spend their entire lives on boats; others exile themselves to remote islands to commune with their deity.

The church is decentralized, and each regional congregation tends to have periods of stability offset by sudden turmoil and reorganization, though in the long term a charismatic and powerful priest is apt to stay at the top of his temple's organization. Within the church, a respected priest is one who reacts quickly to changing circumstances, interprets portents accurately, and is good at working with plants, animals, or both (depending on the specific focus of the temple). For splinter churches, traits such as a sense of the spirit world or prophetic dreams may be considered more important.

When a high priest dies, contenders for her rank compete in ceremonies traditional to the faithful of their region, which vary widely across the entire religion. In rugged coastal regions, claimants might dive naked from tall ocean cliffs and swim to shore, with the first to return becoming the new high priest. In river settlements and along gentler coasts, retrieving heavy stones from the ocean or riverbed is a common test. In woodland regions, hopefuls might climb as far up the forest's tallest tree as they dare and throw themselves off, and the person who falls the farthest and yet survives is declared the new high priest. In harsher climes, the would-be successors must make harrowing treks and brave the dangers of the



elements; those who endure prove their commitment to the faith—a more important quality than their deity's unpredictable favor. Inexperienced and overly ambitious priests have been known to die because of these contests, but in most cases the worst anyone suffers is injuries and severe exhaustion.

Among those races for whom it's feasible, male priests are expected to grow long beards, and those with patchy growth often braid or knot their facial hair into tangled masses. Female priests traditionally keep long hair, and hair that nearly reaches the ground is common. The cutting of hair and beards is not forbidden, and what constitutes "long" varies from region to region. Both sexes weave dried seaweed, strands of white cloth, plant fibers, feathers, and other decorative items into their hair. When an old priest dies, snippets of this long hair are cut and given to his or her successors, who tie or weave it into their own locks. Water or sky burial is typical for priests; cremation is considered an ignoble means of disposing of a corpse.

Adventurers

The worship of Gozreh spans all races and nationalities. Adventurers who worship Gozreh are usually hunters, sailors, or those who rely on the vagaries of sea and sky to reach their destinations. Farmers often petition her as well, though many find that Erastil has far more concern for their welfare than the Wind and the Waves. They might also devoutly appreciate nature, and spend a great deal of time in the outdoors to study its beauty and understand their place in it. They're generally curt and gruff, rather than expansive, for they believe in quick reactions and moving with purpose, reading the intentions of the world around them so that they might react immediately and appropriately. They know that the world is far larger than their simple perceptions, and they strive to pass through life with this knowledge held before them. They're willing to lash out at that which seems wrong, most often the despoiling of nature and its gifts.

Clothing

Formal raiment varies by temple but usually includes feathers, green or blue cloth, a rope belt, and a hoodless cloak of thin, oiled leather. In coastal areas, at least one garment is usually made of *kimlé*, a linen-like cloth made of a sea plant the church cultivates. Holy symbols are usually made of driftwood, bone, coral, or twigs.

Holy Text

Gozreh's *Hymns to the Wind and the Waves* is a collection of prayers and rules that provide guidance on showing respect for the natural world through personal behavior. The exact message varies by temple, as each tends to preserve only the sections relevant to local needs; certain bardic colleges have large collections of church teachings, but no known temple bothers with all of them. Most excerpts from the text are carved on wood plaques or walls, as paper and parchment tend to mold and rot after decades in the vicinity of salt and water magic. Some temples carve selections of prayers onto driftwood and cast them into the sea where the currents carry them far away to wash up on foreign shores; a few sister temples have been trading prayers with each other in this way for generations.

Holidays

In addition to various regional holidays based on harvests, seasonal high and low tides, the appearance or concealment of often-submerged reefs and menhirs, and similar phenomena, most members of the church celebrate two common holidays.

Currentseve (7 Gozran): The original meaning of this holiday's name is lost to time, as it doesn't refer to any specific event relating to water or wind currents. In modern tradition, it is a daylong fast in anticipation of the first sprouting plants of the year (in planting and gathering communities) or the spawning season (in fishing communities). It represents the fact that feast and famine are natural cycles; by abstaining from food, worshipers redirect spiritual energy to other lives so that they may multiply and provide food when needed.

Firstbloom (Vernal Equinox): Honored primarily in farming communities, this holiday marks the start of the planting season, and is typically celebrated with dances and other fertility rites. Traditionalists of the faith consider Firstbloom the start of the year, even though the common calendar marks it 2 months earlier in Abadius.

Aphorisms

Followers of Gozreh are often curt and gruff, and their sayings reflect this tendency.

Drink Deep, Think Fast: In many ways, the church of Gozreh is a religion from a simpler time, and some of its traditions stem from the days before civilization when the humanoid races lived in hunter-gatherer tribes. The presence of water and the ability to react to unexpected predators were both vital for survival, and this phrase hearkens back to those times. To the faithful, this aphorism essentially means "Gather your wits, be ready, and make the best of what you have."

Last Gasp of the Sky/Dark Blood of the Sea: These two oaths are reserved for the direst occasions, such as seeing an entire pack of seals slaughtered for its pups' fur or coming upon a natural spring defiled with sewage. The words come from a bleak passage (perhaps a prophecy)

in Gozreh's holy writings that talks about "civilized" races overrunning the natural world, crushing it with their metal-shod feat, poisoning the air with the smoke of burned forests, and spoiling the seas with filth and the blood of countless animals, until Gozreh creates a storm that wipes the world clean so life can start again. Worshipers tend to use the version appropriate to their favored aspect of the deity (air or water).

Storm and Salt!: This is a common oath, and is used for both fortuitous and calamitous events. In most temples, when new priests join the clergy, they swear "to obey the Wind and Waves, come storm and salt, drought and flood, feather and scale, until the sky or sea claims my dead flesh."

Relations with Other Religions

Gozreh is largely indifferent to other deities unless they threaten his domain or existence. She rebukes Abadar when his farms encroach too much the wilds, and the Master of the First Vault takes it as a personal affront when one of his cities suffers because of severe weather. Gozreh hates Nethys and Rovagug for their desire to destroy the world, Gorum for the scars battles leave on the land, and Urgathoa for bringing forth unnatural, undead abominations. He is alternately affectionate and cool with Desna, for while the sky and stars are a good match, Gozreh can be jealous of travelers' prayers to the Song of the Spheres.

Gozreh is genuinely friendly with Erastil, for he believes only Old Deadeye fully appreciates all aspects of nature. Informally, Gozreh considers the beasts of the earth and crops planted by humanoids to be Erastil's, while the sky, sea, fish, birds, and wild plants belong to her. Although no specific deity heads the Green Faith, Gozreh is on good terms with the countless nature-entities who support mortals of that religion, as well as with the Eldest of the First World.



Realm

As a deity concerned entirely with nature and its fundamental forces, Gozreh makes her home on the Material Plane, wandering ceaselessly in the form of windstorms that race across the land or waves that roll across vast oceans. He cares little for the Outer Planes or the concerns of other gods, choosing instead to listen to the song of every unfurling leaf or insect wing. While she enjoys the wilds and deplores cities, there is no particular location that holds a stronger fascination for her than others, and thus she cannot really be said to truly have a realm beyond the wild places of the Material Plane. Some scholars theorize that of all the gods, Gozreh retains the most connection to the First World because of its primal life energy and wild nature, yet at least on the surface the god retains the same distance as others when it comes to that plane, perhaps because he feels that even nature needs to be governed by consistent physical laws.

Planar Allies

All of Gozreh's servitors have an air or water aspect; if a creature can neither swim nor fly, she has no use for it as a supernatural minion. Few true elementals serve Gozreh, as most of their kind feel allegiance to the elemental lords, but many cloud and storm giants are native to her planar realm. In addition to his servitor race, the xocothian (see page 291), the following are well-known servitors of Gozreh, and are suitable for conjuring with *planar ally* or similar spells.

Hargle (unique air elemental): This easily distracted air elemental, one of only a few serving Gozreh, looks like a dark storm cloud with flickering lightning for eyes. It is equally comfortable high in the air or deep in the sea (where it becomes a roiling mass of bubbles). It strongly dislikes dwarves, offerings of metal, and speakers who take too long to get to the point, but likes potions (especially *potions of haste*), exotic incense, and the fresh blood of those who despoil nature.

Kraz'Tesh (unique giant dragonfly): This creature resembles a giant dragonfly (*Pathfinder RPG Bestiary 2* 105) with icy hairs and dexterous claws that work as well as human hands. It is chatty and prone to asking inappropriate questions about mammal biology. Kraz-Tesh is immune to electricity, as is any passenger it carries, so it's frequently called upon to carry travelers in inclement weather, It enjoys eating gibbering mouthers and fat larvae from buglike creatures.

Personification of Fury: This strange blend of elementals serves as Gozreh's herald. Unusual in that it is one of the few elemental creatures serving the Wind and the Waves, Personification of Fury is often courted by the elemental lords to join their ranks as a high-ranking general or advisor on the mortal world, but Fury dislikes the lords' squabbling and petty wars among their kind, seeing itself as a perfect example of how in the material realm elements should mix together without jealousy. It remains neutral in the dealings of various planar entities, and with Gozreh's permission it sometimes acts as an intermediary between rival forces—but only in a direct, blunt, and expedient way, for it is a creature of force and action, not gentle diplomacy. Its actions have attracted a small number of sycophants and refugees from the elemental wars, air and water elementals tired of battle and looking for other ways to fill their immortal lives; these creatures follow Fury and allow it to summon them, and in faithful service to it they allow mortals to summon them. When the herald is on the Material Plane and left idle (such as before a battle or while guarding a sacred place), it entertains itself by summoning dozens of Small elemental minions and sending them scurrying about, letting them explore for a few minutes and get into mischief. For more information, see page 290.

Saltbeard (unique triton): Like an old sailor, this snaggletoothed, white-bearded male triton has a foul mouth, fouler breath, and the foulest of tempers. He enjoys using his magical trident to trap ships in ice, then stabbing the landlubbers who try to chip their vessels free. Hot rum is his favorite drink, although he also enjoys magic items that give him breath weapons (such as *elixir of fire breath*) or cloud attacks (such as a *wand of stinking cloud*).

For Gozren Characters

Characters who worship Gozreh may find the following rules elements thematically appropriate.

Archetypes	Source
Aquatic druid (druid)	*Advanced Player's Guide* 98
Sea singer (bard)	*Advanced Player's Guide* 84
Storm druid (druid)	*Ultimate Magic* 40

Feats	Source
Channel Endurance	See page 209
Riptide Attack	See page 215
Wave Master	See page 217

Magic Items	Source
Altar of Gozreh	See page 247
Driftwood shield	See page 251
Featherscale cloak	See page 264
Kimlé coat	See page 252
Orb of storms	*Core Rulebook* 524
Ring of animal friendship	*Core Rulebook* 478
Rod of thunder and lightning	*Core Rulebook* 489
Stormstrike	See page 257
Wayfinder of zephyrs	See page 271
Windwave kilt	See page 271

Spells	Source
Call animal	*Advanced Player's Guide* 209
Control weather	*Core Rulebook* 261
Gozreh's trident	See page 235
Hydraulic torrent	*Advanced Player's Guide* 229
Ice armor	See page 236
Read weather	See page 238
Sky swim	See page 241

Traits	Source
Child of Nature	See page 218
Natural Philosopher	See page 221
Strong Swimmer	See page 222

Variant Spellcasting

Clerics, druids, and rangers of Gozreh may prepare *whispering wind* as a 2nd-level spell, and can alter it (when preparing it) to transmit through water. Druids may prepare *water walk* as a 3rd-level spell. Rangers may prepare *create water* and *purify food and drink* as 1st-level spells.



Iomedae

Justice and honor are a heavy burden for the righteous. We carry this weight so that the weak may grow strong and the meek grow brave.

—The Acts of Iomedae

The Inheritor

Goddess of honor, justice, rulership, and valor

Alignment LG

Domains Glory, Good, Law, Sun, War

Favored Weapon longsword

Centers of Worship Absalom, Andoran, Cheliax, Galt, Lastwall, Mendev, Molthune, Nirmathas, Sargava

Nationality Chelaxian

Obedience Hold your primary weapon in front of you and hang a holy symbol of Iomedae from it. Kneel while focusing on the holy symbol, pray for guidance and protection from the Inheritor, and swear to follow her teachings. Gain a +4 sacred bonus on Diplomacy and Knowledge (nobility) checks.

Evangelist Boons

1: Courageous (Sp) *remove fear* 3/day, *blessing of courage and life*[APG] 2/day, or *heroism* 1/day

2: Demon-Feared Caster (Ex) You are used to fighting the forces of evil. You gain a sacred bonus equal to 1 + 1 for every 4 Hit Dice you possess (maximum +6) on caster level checks to overcome the spell resistance of outsiders with the chaotic or evil subtypes. These bonuses stack against outsiders who are both chaotic and evil (maximum +12) . If you don't have the ability to cast spells, you instead gain the ability to use *protection from chaos/evil* as a spell-like ability three times per day.

3: Wrath of the Inheritor (Su) Three times per day, you can call upon Iomedae during the casting of a spell to increase its potency. When you use this ability, you can cast any spell that deals hit point damage and has a casting time of 1 standard action as a full-round action instead. Doing so changes half the damage dealt to divine power, similar to a *flame strike* spell. For example, a wizard 5/evangelist 9 casts a *lightning bolt* as a full-round action. The spell deals 10d6 points of damage, half of which is electricity damage and the other half of which is divine energy and not subject to electricity resistance. If you can't cast spells that deal hit point damage, you instead gain the ability to imbue your weapon with holy power. Three times per day as a free action, you can grant your weapon the *holy* weapon special ability for 1 minute.

Exalted Boons

1: Glorious Servant (Sp) *shield of faith* 3/day, *enthrall* 2/day, or *searing light* 1/day

2: Righteous Strike (Sp) Once per day, you can channel the effects of *holy smite* through your weapon. You must declare your use of this ability before you roll your attack. On a hit, the target is affected as if targeted with *holy smite*.

3: Just Ally (Sp) Once per day as a standard action, you can summon a shield archon (*Pathfinder RPG Bestiary 2* 31). The shield archon follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home in Heaven. The shield archon doesn't follow commands that would violate its alignment, however, and particularly egregious commands could cause it to attack you.

Sentinel Boons

1: Knight of Valor (Sp) *bless weapon* 3/day, *bull's strength* 2/day, or *magic vestment* 1/day

2: Valorous Smite (Su) If you have the smite evil class feature, you gain an extra use of that ability per day. You add the levels of sentinel to your paladin levels when calculating the extra damage dealt by your smite. If you successfully deal damage with your smite, your target must succeed at a Will saving throw (with a DC equal to 10 + your Charisma modifier + 1/2 your Hit Dice) or be stunned for 1 round plus 1 round for every 4 Hit Dice you possess (maximum 6 rounds). Once a target saves against this stunning effect, it is immune to the stunning effect from your holy smite for 24 hours.

If you don't have the smite evil class feature, instead you can, as a free action, single out an outsider with the evil subtype or an evil-aligned dragon you plan to vanquish. Against this target, you gain a +2 sacred bonus on attack rolls and a sacred bonus equal to your sentinel level on damage rolls. The bonuses remain until the target is dead or you use this ability again, whichever comes first. If you choose a target that is not one of the listed creature types, the ability is wasted. You can use this ability a number of times per day equal to your Charisma bonus (minimum once per day).

3: Banishing Strike (Sp) Once per day, you can channel the effects of *banishment* through your weapon, though you don't need to cast (or even know) the spell. You must declare your use of this ability before you roll your attack. On a hit, the target is affected by a *banishment* effect. If you openly wear a holy symbol of Iomedae, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any) and the saving throw DC increases by 2.



At just over 900 years old, Iomedae is the youngest of the major deities of Golarion, and has only begun to reach her full potential as an independent deity in the last century. She is a righteous knight, fearless in fighting for her beliefs, and a missionary and crusader on behalf of the benign sovereignty of good and merciful justice for evil. She would rather convince evildoers to lay down their arms in honorable surrender than cut them down, but she will wield her mighty sword against those who persist in serving evil. She loathes incorrigible evil, fiend-spawn, traitors, and those who abuse good in the name of "greater" good. Now out from under the shadow of her patron, the slain human culture deity Aroden, she has proven she needs no mentor to guide her—she is valor, glory, honor, justice, and strength, and is unafraid to point her sword at the greatest evils facing the world.

Despite her youth and comparative late start, she has been instrumental in fighting evil in the world, even during her mortal lifetime as a paladin of Arazni (and, after that demigod's death, Aroden himself). Born a mortal in Cheliax, she led the Knights of Ozem in a series of victories over the Whispering Tyrant, and participated in his imprisonment. Success in the Test of the *Starstone* a short time later granted the valiant swordswoman a spark of divinity and brought her to the attention of Aroden, who elevated her to the position of his herald, vacated by the fallen Arazni. When the Last Azlanti died, Iomedae inherited most of his remaining followers. Though born in Cheliax, she is worshiped by many people outside that land, and most recently has taken up patronage of the Mendevian Crusades. Once the crusaders have succeeded in ending the expanding threat of the Worldwound, she plans to inspire them to wipe her homeland free of its diabolical taint.

Iomedae's avatar appears as a fierce Chelish swordswoman, resplendent in gleaming battle armor with heraldic markings, and brandishing a longsword and shield. When she is roused to battle, her white cloak turns red and her white-and-gold armor turns the silver-gray of adamantine. The light from her shield blinds all evil, the force of her aura causing the corrupt to weaken

and collapse. She shows her approval of mortals by making mundane objects take on swordlike forms, bathing her chosen warriors in mysterious white or golden lights, and exerting a compass-like pull on longswords to guide her servants. Common folk pushed to defend themselves may happen upon an old, rusty blade that still has the strength of a new weapon and grows shinier the more it is used in the name of justice and honor. The Inheritor shows her displeasure by flickering lights, shattering weapons, and turning metal dull. In the rare cases where one of her paladins embraces evil, it is said that the traitor's cloak shifts to black and his shining metal armor and sword turn to dull lead.

As the major deity who was most recently mortal herself, the Inheritor has a strong empathic sense of human frailties and the costs of oppression. She ensures that her temples are havens for the weak and the overlooked, and many who initially come to her for refuge go on to become great warriors. Iomedae is both fiercely martial and adamantly feminine, and commands the respect of any deity who deals with her. She expects her mortal servants to exercise courtesy and receive the same in their dealings with one another.

The Inheritor's holy symbol is "the sword of valor," a longsword surrounded by a burst of light, whether sunlight, fire, or some other energy. She is associated with lions, horses, eagles, griffons, and hippogriffs. The primary title she uses is the Inheritor, though the Knights of Ozem call her the Light of the Sword.



The Church

While members of some other virtuous faiths take a "live and let live" approach to dealing with the rest of the world, the Inheritor's followers strongly desire justice for everyone, honorable behavior from each individual, and righteous leaders making good decisions for the welfare of all. A typical follower of Iomedae is a right-minded, hardworking person, helpful toward others and ready to accept help when it is offered. Though an Iomedaean looks to church heroes to reshape the world into a better form through sword and spell, she also understands that fixing the world can be done through everyday activities like feeding one's family and friends, making one's environment cleaner and safer for oneself and others, and ensuring that the local market is a welcoming and fair place.

The church is organized into circles of 10 to 50 priests or knights of similar ability, attitude, and rank, led by a Sword Knight. The high priest or priestess is called the First Sword Knight of Iomedae; her circle is the first circle, comprised of 14 Second Sword Knights, each of whom leads a second circle, and so on. There is much competition to join circles led by a famous Sword Knights, and it is a mark of honor to be selected for such a knight's circle. The Sword Knight ranks correspond to military ranks in standard armies (general, colonel, captain, and so on). Temple music is composed to inspire courage and invigorate tired flesh, with upbeat marching tempos, repeated choruses, and simple harmonies.

It is traditional for a young priest of the Inheritor to receive a gift of a sword when she leaves the temple to enact the goddess's will; in some cases, this is a weapon once used by a senior priest or other hero of the church. Some blades have passed through many hands, as Iomedae believes it is wasteful to bury a perfectly good weapon with the dead; the only time a fallen hero is buried with his weapon is if it was broken or if there is unusual magic tying it to him, and even in these cases the weapons have been known to turn up in moments of great need, as if plucked from the tombs by the goddess herself. It is common for the faithful to bury a small token sword (often just an inch long and usually made of copper, tin, brass, or bronze) with their dead, believing the sword will fight battles on behalf of the good soul so that person can remain at rest. In poorer communities, the dead are buried with paper or wood

stamped or branded with a sword symbol. So great is the church's fixation on swords that even wedding rings for those married in the church are usually engraved with a sword as a sign of devotion and fidelity.

Just as swords are generally kept in the hands of the living, it is rare for worshipers to be buried in armor. Most faithful who are wealthy enough to own armor usually bequeath it to close relatives or their favorite temples so that it may find use in the goddess's name even after they are gone.

Iomedaeans' preference for law and order results in strong church support for marriage, and equally strong disapproval of adultery, abuse, and other activities that threaten healthy relationships. Even if it goes against local tradition, the church teaches that spouses retain their individual rights and are not property, and temples provide shelter if necessary to individuals seeking divorce. Likewise, it insists that children must be treated with love and respect, though this does not preclude an appropriate level of discipline. The church's focus on self-discipline and honor in action and appearance lead most of the faithful to consider poorly behaved children or a family that appears unkempt or unruly a great embarrassment, both to themselves and to their community.

Of all the good churches on Golarion, Iomedae's is the most aggressive in seeking out and fighting evil. Her priests prefer to be out questing rather than doing mundane tasks in a city. Older and infirm priests who cannot handle the rigors of battle work in courtrooms and as advisors to nobles and city leaders, or else train the next generation of crusaders. Layfolk and talented acolytes staff most in-city positions, and see to the auxiliary needs of the church, helping run temple-owned farms, smithies, and shops.

The church currently devotes a great deal of its focus to the Mendevian Crusades against the horror of the Worldwound, seeing it as the greatest threat to Golarion as a whole, though it also encourages those members who seek to guard innocents against the orcs of Belkzen, the undead surrounding Gallowspire, and other threats. While the church as a whole may have to make hard choices about how to dedicate resources, it is not monolithic: individual worshipers are still encouraged to protect their own communities and fight injustice wherever they find it.

Iomedae informally enforces Aroden's teachings as well as her own, in deference both to her patron and to his followers who have been absorbed by her church, although she is more forward-looking in her goals and doesn't let herself be constrained by the events of history. Her church's sensitivity toward the legacy of Aroden is largely responsible for people accepting her as his heir and allowing her followers to take over his properties and holy artifacts.

Iomedae's Paladin Code

The paladins of Iomedae are just and strong, crusaders who live for the joy of righteous battle. Their mission is to right wrongs and eliminate evil at its root. They serve as examples to others, and their code demands they protect the weak and innocent by eliminating sources of oppression, rather than merely the symptoms. They may back down or withdraw from a fight if they are overmatched, but if their lives will buy time for others to escape, they must give them. Their tenets include the following affirmations.

- I will learn the weight of my sword. Without my heart to guide it, it is worthless—my strength is not in my sword, but in my heart. If I lose my sword, I have lost a tool. If I betray my heart, I have died.
- I will have faith in the Inheritor. I will channel her strength through my body. I will shine in her legion, and I will not tarnish her glory through base actions.
- I am the first into battle, and the last to leave it.
- I will not be taken prisoner by my free will. I will not surrender those under my command.
- I will never abandon a companion, though I will honor sacrifice freely given.
- I will guard the honor of my fellows, both in thought and deed, and I will have faith in them.
- When in doubt, I may force my enemies to surrender, but I am responsible for their lives.
- I will never refuse a challenge from an equal. I will give honor to worthy enemies, and contempt to the rest.
- I will suffer death before dishonor.
- I will be temperate in my actions and moderate in my behavior. I will strive to emulate Iomedae's perfection.

Temples and Shrines

Iomedae's temples are whitewashed buildings that double as courts and living space for holy knights. Each has at least one fortified tower or wing that is easily defensible even if the rest of the structure is razed. Arched entrances, pillared courtyards, statues of knights, high stained-glass windows, and large fountains are common decorations. Iomedae's followers also use converted churches of Aroden, slowly replacing the dead god's ornamentation with that of her faith so as to not disturb the sensibilities of the dwindling population of Aroden worshipers. While priests and knights set aside an hour per day for prayer, the church usually only holds public worship once a week for an hour or two depending on local interest.

The devout often create a shrine of stones on the site of any great battle fought in the name of Iomedae,

sometimes capping it with a broken sword thrust into the top of the pile. Flat stones carved with the goddess's symbol, sculptures of inverted swords, or simple crosses representing sword hilts mark the graves of the faith, as well as locations of miracles or sites important to saints of the church.

A Priest's Role

All of Iomedae's priests are clerics or paladins, although she has many rangers, inquisitors, and cavaliers serving the church in important roles, as well as a wide variety of lay worshipers.

An ideal day for an Iomedaean priest varies. For those within military organizations or entrenched in battle, ritual takes a back seat to doing whatever is necessary to further the cause of justice and light, and for a priest to stand on ceremony at the cost of the church's goals would be highly shameful. As such, priests in war zones tend to act much like chaplains or military commanders rather than city priests. If there is no sign of active villainy, priests travel, perhaps in ways that help local officials (such as transporting a criminal from a remote town to a city's jail). City priests keep their ears to the ground for news of local crime, always ready to attack a thieves' guild's headquarters, uncover an evil cult, or slay some monster fresh from the depths. To perform their duties, most priests have ranks in Diplomacy, Heal, and Knowledge (history and nobility).

In recent years, it has become customary for aspiring sword knights to travel the River Road to Mendev and serve at least a year in the crusade against the Worldwound. Sometimes a particularly heroic sword knight leads her entire circle to travel up the Sellen River and battle the demons, and the priests who survive earn much honor for themselves and go on to lead circles of their own or train others in demon-hunting. It's common for a seasoned priest to mentor an acolyte as if he were a squire, though the priest never endangers the acolyte unless the church grants permission for such activity.

Priests must act honorably, show courage in battle, uphold righteous laws, bring evildoers to justice, and generally conduct themselves like great knights. Even the most battle-weary stand proud and tall in the presence of common folk and impressionable youths. Priests have a reputation for trustworthiness that serves them well in political affairs, and while few choose to retire to political offices such as judge or magistrate, having an Iomedaean priest as a witness in a trial is highly advantageous. To an Iomedaean, the quest for justice and the need to work hard for the betterment of all is never complete.

Adventurers

To follow Iomedae is to tolerate neither chaos nor evil, and to vow to stamp them out wherever they arise. Her faithful travel the world to find uprisings of evil, and are willing and able to serve and to lead; they have forthright attitudes and have no patience for lying, fraud, or deceit. They believe in discipline tempered with love and respect, and still prefer the word over the sword, though they recognize that situations exist where the sword is the only answer.

Clothing

Formal raiment is a white cassock with gold or yellow trim and matching mitre, but this rarely sees use outside of the church. In practice, most Iomedaean warriors are recognized by their shining armor and prominent displays of the goddess's symbol. Banners with her symbol are also popular, almost always in white and gold. Most ceremonies involve the use of a sword, and even the naming of



a child requires touching the hilt of a sword, so it's rare to find a priest without one. These weapons are always suitable for combat, though some become extensively decorated after decades of use; to the faithful, a sword that isn't serviceable as a weapon is useless.

Holy Text

The one book common to all churches is *The Acts of Iomedae*, usually just called *The Acts* by the faithful. The book is a recounting of 11 miracles performed by Iomedae while she was still a mortal as demonstrations of the power of Arazni and Aroden (see the sidebar). All of these miracles happened before she became a goddess, and provide evidence and examples of the greatness within each person should they adopt the Inheritor's belief in honor, valor, and justice. Individual churches usually keep a ledger of names of local heroes and saints, important battles that took place nearby, and inspirational tales that reinforce the ideals of the faith. Given the relative newness of Iomedae's faith, there are no myths associated with her, at least none commonly accepted as fact by the entire church; the truth of the Acts takes the place of myths of the faith.

Holidays

Iomedae—and, therefore, her holy days—have been around for less than a millennium, and her church's detailed records contain accounts of the first celebrations of many of her holidays. In addition to these faith-wide events, and those inherited from the church of Aroden, the church has records of countless battles and slayings of named monsters, any of which might be mentioned in weekly sermons but aren't quite important enough to merit their own holidays.

The Inheritor's Ascendance: Originally called Herald's Day, this festival on 1 Arodus honors the day Aroden chose Iomedae as his herald, boosting her beyond the power of a fledgling goddess. It was renamed after Aroden's death.

Armasse: Observed on 16 Arodus, this is traditionally a day to train commoners in the use of simple weapons, choose squires for knights, and ordain new priests, though in recent decades it has begun to include jousts, duels, and proud celebrations. When Aroden was alive it was also a day to discuss past human wars and study the lessons of history with regard to how they shape the modern day.

Day of the Inheritor: This somber day of remembrance on 19 Rova marks the day when Iomedae formally invited all members of Aroden's failing church to join her faith. Celebration of this holiday is increasingly rare throughout the Inner Sea region, and likely to fade away entirely in another human generation.

The Acts of Iomedae

Each of the Acts is a specific episode of heroism performed by Iomedae during her life as a champion in the service of Arazni and Aroden. Tales of valor and adventure, these stories serve as examples of Iomedaean virtues. While regional variants of the stories exist, all have the same general themes, with the goddess herself acknowledging that it is the lessons, not the particulars, that are important. The 11 Acts are as follows.

First: She slew the fell beast Nakorshor'mond and cut the still-sleeping bodies of her circle from its gullets.

Second: She defeated a coven of Garundi witches, freeing the city of Senghor from their tyranny.

Third: While riding a griffon in an aerial battle, she cut the wings from Segruchen the Iron Gargoyle, so-called King of the Barrowood, then slew him in his falling-crater before he could flee.

Fourth: With heartfelt words and a prayer to Arazni, she convinced a regiment of mortally wounded knights at the Second Battle of Encarthan to hold back a wave of wraiths long enough for reinforcements to arrive at dawn.

Fifth: She smote Erum-Hel, Lord of the Mohrgs, at the Battle of Three Sorrows (where the Whispering Tyrant returned Arazni's body to the Knights of Ozem), crippling him and causing him to flee to Orv.

Sixth: After the Whispering Tyrant used magic to break her sword, she fused it together with a prayer and an oath to bring an end to his evil, her pure heart and righteous ire reforging it in an instant.

Seventh: An image of Iomedae appeared at a shrine to Aroden in Absalom, healing anyone virtuous who touched it and burning wicked folk who came too near. When she later became a goddess, the shrine was expanded into a temple dedicated to her, named the Seventh Church.

Eighth: She convinced the graveknight known only as the Black Prince to throw himself upon his sword as punishment for his evil. This reversed his undead state, redeeming his soul and allowing him to be judged and pass into Aroden's domain on Axis.

Ninth: She gave nine drops of her blood to free nine righteous knights imprisoned by the vampire-mage Basilov; she and the knights then slew him when he attempted to recapture them.

Tenth: She ruled the city of Kantaria for a year and a day while its lord, heirless patriarch of House Narikopolous, was missing; the city prospered despite constant attacks by shape-changing horrors, which she battled personally.

Eleventh: At the Pit of the *Starstone* in Absalom, she cast her cloak before her, transforming it into a firm walkway across the gap so she could enter the cathedral and take the test.

Ascendance Day: This joyous celebration occurs on 6 Lamashan, the anniversary of the day Iomedae entered the Starstone Cathedral, and is characterized by singing, pledging of friendship, and forgiving old grievances or repentant enemies.

Remembrance Moon: This national holiday celebrated on the first full moon of Desnus in Lastwall and Ustalav commemorates those who died in the Shining Crusade against the Whispering Tyrant, and the church of Iomedae honors it as well due to the goddess's role in those events.

Aphorisms

Iomedaean warriors have dozens of battle cries, some regional, with many referring to *The Acts* or the goddess's words while achieving those miracles. Outside of combat, one phrase sees frequent use among the goddess's worshipers.

For Victory, For the Heart: Whether whispered as a prayer or shouted as a challenge, this saying refers to striking at the heart to make sure a foe is slain. Knights use it in battle, priests use it when baptizing a new acolyte, and farmers use it when cutting a tree stump.



Relations with Other Religions

Iomedae is on good terms with Abadar, Cayden Cailean, Erastil, Sarenrae, Shelyn, and Torag, holding common interests with each of them. Of these, she particularly appreciates Abadar for civilization's formalized systems of justice, Sarenrae for her righteous fervor, and Torag for his military expertise. She does not deal with fiends of any status, has little to do with evil deities, and enlists the aid of the Empyreal Lords when appropriate, though she defers to Sarenrae if the elder goddess needs them first. Iomedae is very fond of Milani, whom she calls her sister, and is always ready to support the Everbloom when it is time to act. To all other deities she is indifferent, hoping to inspire them to great deeds but not setting her plans aside to do so.

Iomedae's faithful are eager to aid members of other good faiths in any organized attempts to stamp out evil or mediate conflicts, and while most attempt not to be overbearing about it, they are certainly willing to try to sway prospective converts to the path of the Inheritor. Privately, many find followers of Sarenrae and Torag most rewarding to work with; Sarenrae's faith includes a healthy contingent of holy crusaders, and the practical military expertise of Torag's followers comes in handy in a fight. Her church treats the remaining worshipers of Aroden with kindness, but it's leavened with a strong dose of pity such as one might feel for an elderly parent whose mind has gone.

Realm

Despite being the youngest of Heaven's gods, Iomedae has increasingly accrued more and more influence within the plane. The Inheritor's realm sits within Heaven's second tier, near the border with the first tier, a land dotted with keeps and castles echoing the styles of Aroden's former domain in Axis as well as the majestic structures common to that region of Heaven. Iomedae's role in Heaven increasingly blurs the line between having a discrete deific realm and being a part of the celestials'

military hierarchy. Certainly, the goddess holds plenty of sway with even the highest ranks of angels and archons, and those who don't share her zealous desire to actively crusade against evil grumble that Heaven itself becomes Iomedae's realm more and more with each passing year.

Planar Allies

The church is known for its many saints, all of them dead mortals granted power and sometimes a new form in the afterlife. In many cases, these saints are the patrons of particular churches or military orders, and may only be known to locals or religious scholars. In addition to her servitor race, the iophanites (see page 293), the following are well-known supernatural servitors of Iomedae, and are suitable for calling with *planar ally* or similar spells.

Hand of the Inheritor: This golden-skinned angel serves as Iomedae's herald. The Hand of the Inheritor focuses on honorable combat, the preservation of just rulers, and valorous deeds. He feels no guilt in slaying those who embrace evil, but strikes to subdue when his opponent is magically controlled or otherwise compromised in his decision-making. He enjoys battle hymns and marching music, though his voice is more suited for harmonizing with a true performer than leading a song. For more information, see page 292.

Jingh (unique iophanite): This servant appears as a white metal wheel burning with golden fire, but is able to spread the hundreds of swordlike shards that comprise his body over an area, acting much like a *blade barrier*, except that those who touch him take slashing, fire, and holy damage. He can dampen his fires in his natural state, though he complains that it is uncomfortable for him to do so. He prefers payment in the form of rare or exotic oils and magical swords, which he usually gives to deserving heroes elsewhere in the world.

Peace through Vigilance (unique celestial gold dragon): This young celestial gold dragon never sits still for more than a moment, and rarely lets his summoner get a word in edgewise. He likes to take charge in situations where his strength and magic are especially suited for a task. He refers to his patron as "Mother Iomedae," leading some to believe he is the offspring of the Inheritor and Apsu, god of good dragons. He prizes gems and is especially friendly toward mortals who offer them for his services.

Saint Lymirin (unique angel): Though this warrior-priest normally appears as a Chelish woman with white-feathered wings, her shape sometimes includes the head of an eagle, and in the heat of battle she has been known to gain talons. She is a no-nonsense sort of angel, intolerant of cruelty or injustice, and inclined to strike first and ask questions later. (In fact, she is the patron saint of first blood). She enjoys gifts or payments of feather-based magic items, often weaving them into her wings so she can use them later.

For Iomedaean Characters

Characters who worship Iomedae may find the following rules elements thematically appropriate.

Archetypes	Source
Battle scout (ranger)	*Ultimate Combat* 66
Crusader (cleric)	*Ultimate Combat* 40
Shining knight (paladin)	*Advanced Player's Guide* 117
Standard bearer (cavalier)	*Ultimate Combat* 39

Feats	Source
Charge of the Righteous	See page 209
Disciple of the Sword	See page 210
Hands of Valor	See page 212
Protective Channel	See page 215

Magic Items	Source
Altar of Iomedae	See page 248
Cloak of the Crusader	See page 262
Inheritor's breastplate	See page 252
Inheritor's gauntlet	See page 265
Inheritor's light	See page 256
Knight-inheritor's ring	See page 258
Knight's pennon	*Ultimate Equipment* 307
Lord's banner	*Ultimate Equipment* 308
Medal of the hero's heart	See page 266

Spells	Source
Bestow grace of the champion	*Ultimate Magic* 208
Burst of glory	See page 230
Inheritor's smite	See page 236
Light prison	See page 237
Litany of righteousness	*Ultimate Combat* 235
Spear of purity	*Ultimate Magic* 240
Weapons against evil	See page 245

Traits	Source
Divine Warrior	*Advanced Player's Guide* 333
Purity of Faith	See page 222
Regal Presence	See page 222
A Shining Beacon	See page 222

Variant Spellcasting

Clerics of Iomedae may prepare *holy sword* as an 8th-level spell; inquisitors may learn it as a 6th-level spell. Her clerics may prepare *good hope* and *mark of justice* as 4th-level spells; paladins may prepare them as 3rd-level spells.



Irori

To transcend your flaws, you must know your inner self. Gaining this knowledge is a journey, and the path may be straight or twisted.
—*Unbinding the Fetters*

Master of Masters

God of history, knowledge, and self-perfection

Alignment LN

Domains Healing, Knowledge, Law, Rune, Strength

Favored Weapon unarmed strike

Centers of Worship Absalom, Jalmeray, Katapesh, Mana Wastes, Nex, Osirion, Qadira

Nationality Vudrani

Obedience Over the course of 1 hour, spend an equal amount of time practicing with a weapon or your unarmed strikes, reading any text that you have never read before, and braiding a length of hair while contemplating the mysteries of the multiverse. Hang the length of hair around your neck when your obedience is complete and wear it for the rest of the day. Gain a +4 sacred or profane bonus on all Knowledge checks. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

Evangelist Boons

1: Expansive Knowledge (Sp) *identify* 3/day, *fox's cunning* 2/day, or *secret page* 1/day

2: Inevitable Fist (Su) For a number of rounds per day equal to your Hit Dice, you can infuse your limbs with the power of pure law. Your unarmed strikes deal damage as if you were one size category larger, and gain the *axiomatic* weapon special ability. Activating or dismissing this ability is a free action, and the rounds don't need to be consecutive.

3: Runic Form (Sp and Su) Nine runic tattoos appear on your body, three for each of the three disciplines of Irori: mind, body, and spirit. As a standard action (unless otherwise noted) you can discharge the power stored in a tattoo. Once spent, a tattoo's power returns gradually over the course of 1 week. The tattoo powers are as follows:

Body Tattoos: Two contain *cure serious wounds*, which you can use as a spell-like ability. One contains *restoration*, which you can use as a spell-like ability.

Mind Tattoos: Two can each be discharged as a swift action to allow you to reroll a saving throw against an enchantment spell or effect. You must use this ability before you learn the result of your save, and you must take the second result, even if it is lower. The third can be discharged to grant you a +4 sacred bonus to Wisdom for 1 minute.

Spirit Tattoos: Two allow you to assume an ethereal state for 1 minute as though using the spell *etherealness.* The third allows you to gain spell resistance equal to 10 + 1 for every Hit Dice you possess for 1 minute.

Exalted Boons

1: Cloud the Mind of the Unwary (Sp) *hypnotism* 3/day, *daze monster* 2/day, or *suggestion* 1/day

2: Repair the Damaged Body (Su) Up to three times per day, when you can cast a conjuration (healing) spell with a range of touch, treat it as having a range of close instead.

3: Walk Above the Earth (Su) You hover several inches off the ground as if levitating. This doesn't affect your speed, and makes you immune to most kinds of difficult terrain, traps triggered by pressure, and potentially other effects. You can levitate over solid surfaces only, so you fall if you step off a cliff or over a liquid. You can, however, raise or lower yourself as *levitate*. If you make an attack while hovering, you are not subject to the attack and damage penalties listed in the *levitate* spell description. However, if you move yourself higher in the air using a move action, you become subject to the attack and damage penalties until you return to the ground.

Sentinel Boons

1: Masterful Warrior (Sp) *true strike* 1/day, *false life* 2/day, or *haste* 3/day

2: Secrets of the Enemy (Ex) The knowledge you've gained over the years regarding different creatures lets you strike your foes with unerring insight. As a standard action, you can study your opponent during combat, a task which requires you to succeed at a Knowledge check related to the enemy's type (*Pathfinder RPG Core Rulebook* 99). The DC is equal to 10 + your opponent's Hit Dice. If you succeed at the check, you gain a +2 bonus on weapon attack and damage rolls against that enemy. If you fail at the Knowledge check, you may try again with another action, but all subsequent attempts to use this ability against the same enemy take a cumulative –2 penalty.

3: Perfection of Form (Ex) You develop your body to such a degree of physical perfection that you become almost untouchable by the ravages of toxins and disease. You gain a +4 sacred or profane bonus on saving throws against poison, magical and supernatural diseases, and spells and effects that cause ability damage, ability drain, or negative levels. You also become immune to nonmagical diseases.



Irori was once a mortal man whose intense discipline allowed him to attain enlightenment and divinity through physical, mental, and spiritual perfection. He teaches that mastery of the self allows one to master the world, but paradoxically also purges one of desire to master the world. Countless others seek to follow his path, and he encourages them to challenge their minds, bodies, and souls in order to transcend their self-imposed limits. He is also a god of knowledge; his followers are keen students of history, for experience is key to understanding and there is much to be learned from the experiences of others.

Irori knows that there's no single technique that works for everyone, and that every student must experiment and practice to find the best method for her. He is patient, forgiving, and serene, welcoming all who seek perfection as brothers and sisters. He is a teacher who leads by example rather than issuing reprimands and corrections. Meanwhile, he constantly tests his own limits as a deity, expanding his awareness and control without impinging upon the interests of others. Originating from distant Vudra, Irori has gained a diverse following across the Inner Sea region as those who seek discipline and self-perfection look to him for inspiration.

Irori's followers rarely depict him in art because they believe that no icon can hope to live up to his perfect image. They describe him in poetry and prose as a flawless man, clothed in simple robes and wooden sandals, hairless save for a long braid. Beyond the Inner Sea region, his race often changes to reflect that of the artist; artists of the Inner Sea tend to depict him in ways that emphasize his exoticism. Irori sees no need to cloak himself in mystery or augment himself with divine power, so on the rare occasions when he manifests to mortals, he appears as a physically fit man matching his followers' descriptions, often sitting, kneeling patiently, or resting in a meditative pose. He's also been known to project a portion of his awareness into a statue, animating its face and speaking through it.

The Master of Masters teaches that body, mind, and spirit are inexorably linked, and that the division between them is illusory and counterproductive. Within each

The Master's Rebus



In at least one alphabet, Irori's name is identical when reversed, and this image, when rotated, creates a starlike pattern. The faithful call this image the Master's Rebus, and say that the lines of the "star" represent knowledge and enlightenment flowing outward from the god to illuminate the Triune Selves of all mortals. The horizontal axis represents the physical self and mortal lifeline, with birth on the left and death on the right. The vertical axis represents the mind, with the lower half representing simple needs such as food, shelter, and sex, and the upper half representing enlightened concepts such as charity, ethics, fellowship, and self-sacrifice. Wise aspirants understand that the rebus has a third dimension, projecting out of and into the surface it's drawn on, representing the spirit, oscillating through positive and negative incarnations until it stabilizes at the perfect center, aligned at the point where the physical and mental rays cross. Crafting a Master's Rebus, whether by painting it on canvas, carving it from wood, or hammering it into copper, is an art form among many temples, and poorer monasteries supplement donations by selling these creations to pilgrims. Some have a tiny cup at the center to hold a small candle, lit on holy days and representing the spirit axis of the rebus. It is common for temples to have a rebus mosaic on a floor, and to have a prayer service each morning to trace its lines with sand, ash, or water; the material is allowed to drain or blow away, as a person should strive for perfection every day.

individual is a perfect version of these three aspects, called the Triune Self, and mastering all three while understanding that they are one is the key to achieving perfection and enlightenment. As most have difficulty sensing and refining their own spirits, novices usually prioritize improving the body and the mind, allowing the control gained from these efforts to steer the growth of the spirit.

Irori believes that self-awareness leads to discipline and eventually to mastery, whereas ignorance forces the spirit to repeat its mistakes in the next life. He opposes radical action and extreme changes in habits and behavior, preferring subtle shifts over time to allow a creature to adjust to unfamiliar practices and avoid adverse reactions to extreme change, such as injuries or emotional disorders. Discipline, moderation, and temperance lead to internal balance and are the keys to creating healthy, lasting change in a person's life; radical action without proper preparation is chaotic and leads to negative outcomes.

When Irori is pleased, he eases the path toward enlightenment—soothing pain, bestowing mental clarity, and granting insight about the next step in the worshiper's journey. Especially devout followers might catch a brief glimpse of the god's serene eyes, or come across the mysterious single imprint of a sandal in the sand. He sometimes punishes transgressions with cramps, fatigue, dizziness, and obvious setbacks on the path to self-perfection. However, in most cases he refrains from these actions, as he believes that for his sincere followers, straying from the ideal path is punishment enough, and that it's best for those who are not sincere to leave the church and pursue other interests. Only in extreme cases—generally with mortals who are destined for greatness—does he afflict the person with an injury or disability to overcome, either to encourage her to look for an alternate perspective to a problem, or to encourage humility in someone especially prideful.

Irori's holy symbol is an open blue palm within a circle, though in some lands his rebus (see sidebar) is used more often than the hand.

The Church

Irori's worship is most popular in Vudra and Tian Xia, and thus the Isle of Jalmeray is its biggest center in the Inner Sea region. From there, the faith originally traveled north and west to Osirion, home of the great Monastery of Tar Kuata, and to Absalom, where the arena known as the Irorium showcases nonlethal combat and provides a strong draw in the Foreign Quarter. While the faith has spread far and wide, it most often takes the form of solitary monks and secluded monasteries, thus keeping it largely out of the daily life of common folk.

Irori's followers are a varied lot, for he teaches that there are many paths to perfection and each individual's path may be slightly different from the next. His primary worshipers are mystics, ascetics, and martial artists. Those who rise to the rank of master are said to go to his side to serve him forever when they die, while those who fall short of perfection are reincarnated to begin the journey anew. Though most of his followers worship him as the god of self-perfection, some pray to him as a god of history or knowledge, notably in regard to anatomy, medicine, philosophy, comparative studies of martial arts, and the history of combat and the Vudrani lands. This secondary aspect is more prominent among elder members of the faith and those whose health prevents the rigorous exercise needed to perfect the physical self; such worshipers often become the archivists and keepers of lore, transcribing oral traditions into lasting forms to ensure the preservation of wisdom that would otherwise be lost.

Rituals in Iroran temples usually involve a period of meditation or prayer, sometimes with ritualized

consumption of particular foods, which varies from region to region or may be unique to a particular monastery. Drums, gongs, rainsticks, and bells are common instruments used to mark time in a ceremony. Monasteries devoted to martial arts may consider practicing their combat forms a kind of ritual prayer. The church doesn't practice animal or human sacrifice. Physical offerings are usually seeds, bread, rice, sweat from the worshiper's brow, tea, or even folded paper goods shaped like useful objects (such as teapots, flowers, or animals). These objects are burned in a sacred fire that represents the god's spirit.

There is evidence that Irori was an ascetic for a portion of his mortal life, and some of his followers practice varying levels of asceticism in search of enlightenment. Known as sathu (meaning "done well"), these sages give up most material goods and ties to civilization to strengthen their connection with the divine. Some sathus live alone in forests, caves, or graveyards, while others live in temples to provide examples for aspiring monks. Some wear only rags, some go naked, some paint their flesh, some carry swords, some never cut their hair, and some shave or pluck all the hair from their bodies. Sathus are greatly respected among the faithful, even by those who do not practice asceticism, but outsiders may view them with suspicion and believe they have supernatural talents, such as cursing people or summoning ghosts.

Some enlightened members of the faith, particularly monks, are so aware of their own bodily processes that they can sense their approaching death from old age, knowing in advance the day or even the hour they will pass. A few employ a method of self-mummification, following a diet of poisonous nuts and teas that preserves their bodies after death. These masters of life and death leave behind their bodies to watch over Irori's temples, and their dried but perfectly preserved Iroran mummies may once again serve as vessels for their spirits in times of great need.

Among the most devout and powerful members of Irori's faith, a very rare few have been known to simply disappear from the world, presumably to continue their studies on another physical plane or a higher plane of consciousness. This is called "walking with the Master," as if such individuals were handpicked by Irori for a greater purpose, and such is considered a great honor. Many of these lucky individuals revisit Golarion decades or centuries later as spirit guides, and at least one is known to now be a divine servant of the god.

Temples and Shrines

Iroran houses of worship are typically sprawling complexes that function as self-sufficient temples and monasteries. Some operate at near-poverty levels and depend on donations from pilgrims and layfolk, providing guidance and training to visitors in return. Others, especially those where the monks have taken vows of silence or dedicated themselves to similar extreme disciplines, are generally not open to the public; visitors must wait outside lest their presence disturb the energy of those within. Many temples devoted to Irori also train monks, and it's through these temples that the martial arts of distant lands have spread across the Inner Sea region. Such simple temples often gain footholds in oppressive lands where commoners are not allowed to use weapons, for the expert hands of a monk can show a



peasant how to disarm a knight or use a farm implement with deadly purpose. Almost all Iroran temples feature rooms for prayer, sleep, and exercise, where Irori's faithful study and train endlessly to seek perfection.

A temple's leader is the resident closest to self-perfection, normally determined through collective meditation but sometimes through combat or some other esoteric metric. In most cases, the leader is a guide rather than a tyrant, though some temples tend to be more aggressive in their outlooks, requiring combat challenges (sometimes of a bloody or even deadly variety) to ascend to higher status. Each temple is sufficient unto itself, its masters responsible for guiding others down a path of enlightenment and opening the doors of their minds. In general, the priests within a given temple share certain viewpoints regarding the proper way to achieve mastery, and some maintain rivalries with other temples that teach competing philosophies.

A Priest's Role

To devote oneself to service of Irori is to devote oneself to unswerving pursuit of perfection. While many are attracted to the ideals of his faith, few have the strength or rigor to pursue the path for long. The claims of the world are many and pressing, and their grasp demands that the student pull his gaze from the light of truth: families, debts, conflicts, and even old memories reach out to drag students back to their former lives. Irori understands this, and asks only that his followers continue to strive toward perfection with their body, their wits, and most of all their unquenchable spirit.

Though his clergy predominantly consists of monks and clerics, Irori welcomes all who appreciate his ideals and seek to develop their spiritual growth into his clergy. Sorcerers, wizards, and academic sages developing their mental acuity may ignore the physical aspects of his discipline, while others focus on them to the exclusion of all others. Magic-obsessed individuals, however, are regularly disappointed—most find the lore gathered by Irorans too holistic to prove practically useful, and are instead driven toward Nethys's faith. So enlightened is Irori that even good and evil have ceased to have meaning for him. The Master of Masters does not appear to care to what ends his teachings are used, so long as the individual continues to strive for her own concept of perfection.

The rare druid-priests of Irori help civilized folk reconnect with their natural instincts and extol the emulation of various animals as the most natural way to achieve self-perfection. Iroran priests feel a kinship for ancestor and lore oracles, particularly those cursed with blindness or lameness; though these oracles are generally not official participants in the church hierarchy, they're welcome in Irori's temples. Irori's inquisitors are a grim, protective group of stealthy investigators who track down and destroy versions of the god's teachings corrupted by minions of Asmodeus or Urgathoa, who tempt the faithful with false paths to perfection. These inquisitors are usually trained in hunting devils and undead to better deal with these common enemies. They destroy documentation of these deceptive methods to prevent others from using it, instruct misled followers on how their practices will lead to failure, and put an end to those creatures responsible for such temptation.

Priests are responsible for aiding others on the path to self-perfection, by guiding followers with insights and shepherding them to their own personal paths through rigorous questioning and encouragement. While the specifics of each person's path vary, all worshipers of Irori require good health and clear minds, so priests avoid excessive gluttony, and the use of intoxicants or other vices that dull the senses. However, some sects teach that drunkenness and certain drugs help expand the user's consciousness, and priests of these sects dose themselves on a regular basis. Even though clerics and druids can wear armor, many choose not to so as not to hamper the movement of their bodies (though there is no stigma for wearing armor, as that is yet another reflection on how personal path differs).

Priests who aren't part of a temple may barter or sell their services: masters of a specialized diet might sell rare herbs used for medicinal or cultural purposes, practitioners of exotic martial arts might work at a fighting academy, and others might teach at a university or lecture to members of other faiths on various topics.

Irori often challenged himself both physically and mentally on his path to enlightenment, and many of his priests attempt similar trials in imitation of their master. Most trials last a year, though some Iroran priests embrace challenges that last for longer periods. Such tests of body, mind, and spirit can range from living on rice and water, taking a vow of silence, counting every waking breath, and so on.

A typical day for a priest begins with exercise, a meal, meditation, and study or debate, with these activities repeating throughout the day. Depending on priests' chosen paths, they may emphasize one of these activities more than others, or eschew certain activities entirely. Some priests meditate for days, pausing only to eat a bit of bread and water periodically, while others eat raw meat every hour and spend the rest of their time lifting heavy stones to build strength. Priests train their bodies and minds, and as such they often have ranks in Acrobatics, Climb, and Swim, along with ranks in a wealth of Knowledge skills.

Irori's faith has few taboos common to all temples, but individual paths require commitment to certain mental, physical, and dietary restrictions. If a priest fails in these things, her only punishment is to try again—she is her own taskmaster, and cutting corners only postpones her enlightenment. If she fails too many times, however, she may no longer be welcome in the temples of Irori—the point of the religion is self-control, and those who lack the willpower to manage their own excesses are encouraged to go elsewhere, though they're welcomed back if they find such inner strength.

Adventurers

Those who have taken the teachings of Irori to heart are likely quiet, studious, and extraordinarily focused individuals who have a deep desire to explore the hidden talents locked within their bodies, seeking such secrets either within themselves or by exploring the world. They believe that by understanding themselves, they better understand the world. Those who follow this path see every day as a step toward a more serene center.

While Irori's followers often congregate in monasteries and other centers of learning, they may take to the adventuring life for a variety of reasons. Some seek knowledge unavailable through established channels, others seek to hone their bodies as weapons or to test themselves against the world, and still others may venture forth on missions assigned by their masters. Great are the troves of knowledge held by Irori's faith, but greater still are the secrets that have been lost or that lie undiscovered. For Irori's followers, there are few honors greater than revealing mysteries and sharing them with all who seek to learn.

Clothing

Serious followers of Irori's path do not usually wear flashy clothing or jewelry that easily identifies their faith. Instead, they can be recognized by their physical fitness, their serenity, and the poise with which they carry themselves. Irori's priests have no formal garb save a long rope of braided hair, usually tied in a loop and worn like a necklace. There is no specific requirement for the hair's origin; some use their own, and others use the hair of a mentor or even an exotic creature. From these braids typically hangs a symbol of Irori—the hand or the rebus.

Holy Text

Irori's sacred book is *Unbinding the Fetters*, a lengthy tome describing meditation, physical exercises, diet, and other methods to cleanse the body, free the mind, purify the senses, and eventually transcend the limitations of the mortal form. The book is long and difficult, filled with aphorisms, metaphors, and riddles designed to challenge the reader's preconceptions. Each sect tends to use its own version of the book, adding chapters that clarify and expand upon its preferred path to enlightenment. Though one sect may not agree with another sect's amendments, the main sections of the book are used by the entire religion, and some scholars of the church collect different versions to compare and contrast the various practices.

Holidays

Irori recognizes many paths to enlightenment, and his diverse followers celebrate countless holidays, which vary from sect to sect. A temple espousing the invigorating power of sunlight might celebrate the summer solstice, while one promoting the health aspects of raw grains might observe the Harvest Feast; some scholars claim that any particular day of the year is a holy day for at least one sect of Irori's faith. Despite these varied practices, most churches use the Master's Rebus in their holiday celebrations—worshipers draw the rebus on thin cloth or paper and set it afloat on a lake or river to collide with others, sink, or be carried out of sight, as a metaphor for the interaction of individual lives.

Aphorisms

Although countless masters in Irori's faith have entrusted their followers with their wisdom, two quotes from the god himself are known and used by all of his faithful.

Endure and Renew: A battle is not won with a single punch or kick, and enlightenment is not reached with one bout of meditation or by reading one book. Most people spend lifetimes trying to achieve perfection. Expect setbacks. Learn from mistakes. Improve now so that another life will bring one closer to perfection.

Mastery without Form: This is the root of Irori's manifold philosophy: each person's path is unique, and while much can be learned from others, an individual must be willing to follow her own path to achieve perfection. Spending too much time trying to emulate another person's path may limit an aspirant's own potential. A follower of Irori should recognize the limits of others—physical, mental, and spiritual—while realizing that they may not also be bound by those limitations.

Relations with Other Religions

Irori seeks to avoid interfering with other divine beings unless they threaten his work or his people, as he respects other deities and recognizes what is correct for him may not be so for them. He frowns on those who tear down or corrupt the accomplishments of others, and has an ongoing feud with Asmodeus because the Prince of Darkness likes to taunt his followers with false shortcuts to perfection.

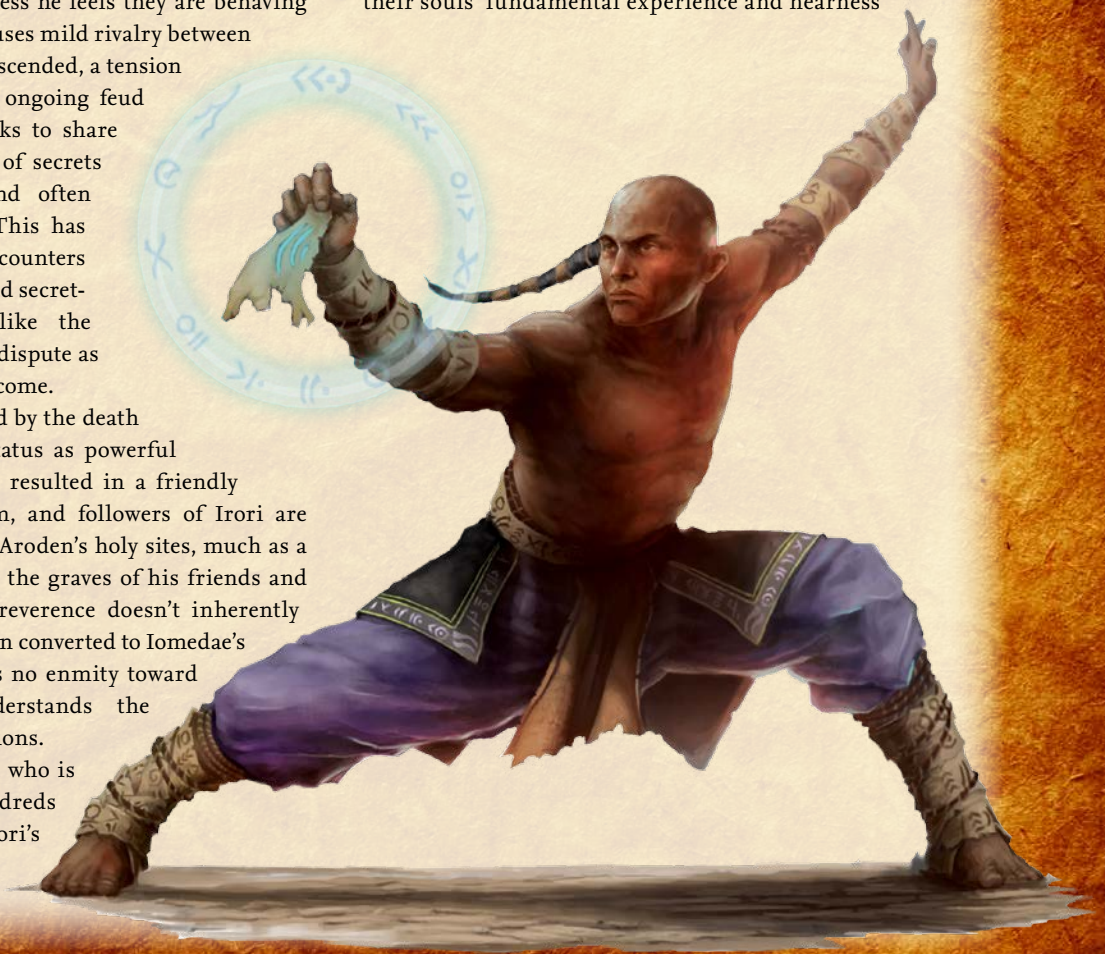
Unlike the Ascended, Irori became a god without the aid of a magical artifact—in effect, he considers Cayden Cailean, Iomedae, and Norgorber to have cheated in their ascension (as they used the path made by Aroden rather than finding their own), but is polite enough to keep his opinion to himself unless he feels they are behaving arrogantly. The attitude causes mild rivalry between his faith and those of the Ascended, a tension that takes the form of an ongoing feud with Norgorber—Irori seeks to share knowledge, while the god of secrets tries to hide it away and often endangers his followers. This has led to many bloody encounters between Irori's followers and secret-hoarding Norgorberites like the Anaphexia. Irori views the dispute as one more challenge to overcome.

Irori was greatly troubled by the death of Aroden; their shared status as powerful mortals who became gods resulted in a friendly relationship between them, and followers of Irori are taught to show respect for Aroden's holy sites, much as a great warrior would honor the graves of his friends and honorable enemies. This reverence doesn't inherently extend to sites that have been converted to Iomedae's service, though Irori holds no enmity toward Aroden's heir and understands the practicality of these alterations.

As the children of a god who is one of a pantheon of hundreds of Vudrani deities, Irori's followers largely respect other religions, even if they disagree with their teachings. Their objectivity and devotion to perfection and balance often cause other churches to call upon them to mediate interfaith disputes, especially when temples are built in areas new to a particular faith and there are clashes with religions already long established in those locales. Irorans oblige such requests if they believe they may help lead members of those faiths closer to enlightenment, but may regret the time and focus taken away from their own pursuits if the disputants are too petty or bureaucratic to see reason.

Realm

Irori's realm in the Great Beyond is called the Serene Circle—a large, flat space within Axis, a lush garden broken by footpaths and scattered with large rock outcroppings. The few buildings typically resemble Vudrani temples, palaces, or monasteries, though the enlightened claim they can see aspects of all of these structures in each, as if the buildings appear in whatever shape is needed. The god's divine servants walk the paths, discussing philosophy and taking breaks to practice meditation, martial arts, or breathing exercises. Most have been reincarnated dozens of times, aided by Irori in experiencing life anew again and again, refining their souls' fundamental experience and nearness



to perfection with each life. Those who choose to return to the Material Plane again and again help others find wisdom, often acting as mentors, antagonists, or martyrs. At the god's insistence, Axis's native inevitables and formians are forbidden to enter the Serene Circle, for their alien nature and constant noise are disruptive to the sense of tranquility he seeks. A few fortunate mortals may receive visions of this place, with its serenity motivating them to continue their work toward perfection.

Planar Allies

Most of Irori's divine servants are ascended or reincarnated mortals, taking steps toward perfection with each lifetime and gaining wisdom with each journey. In addition to his servitor race, the pavbaghas (see page 295), notable masters who serve Irori include the following, who answer to *planar ally* and similar calling spells from the faithful.

Cheu Chem (unique pavbagha): Not all paths to perfection require or result in a humanoid shape, and this pavbagha claims that her current form, that of a white tiger, is her fourth incarnation as an intelligent animal. She speaks nearly a dozen mortal languages and doesn't tolerate impertinence from her students, delivering chastisement with a paw to the head (though she always sheathes her claws).

The Old Man: Irori's herald, the Old Man loves to see people achieving their potential, even if it's limited by a mortal lifespan. He enjoys watching over favored students in successive lifetimes, guiding them in different ways each time. When called to Golarion by mortal magic, the Old Man is not so generous with his efforts, for he feels that anyone powerful enough to call him can afford to pay for his services. He accepts magic items that can aid young monks in their training and travels; rare books of history that contain valuable anecdotes; magic that increases Intelligence or Wisdom scores; and pledges to build or restore temples, shrines, schools, and monasteries of Irori in places that could benefit from such attention. While he often proves curt when summoned, he quickly assesses the honest needs of whoever called him and proves quick to act if their wishes parallel the will of Irori. For more information, see page 294.

Sixth Rebirth (unique resolute stone giant): This humorless stone giant's flesh bears several rough scars, as if he had scoured away tattoos from a life he wishes to forget. His name is not one he choose for himself, but rather one that was given to him by a student. He prefers secluded meditation to physical exertion, but can pulverize stone and even steel with his bare hands, if given proper cause. He can be found sitting in near-constant meditation in a shrine built high atop a rock outcropping in the Serene Circle. The Sixth Rebirth answers a follower's call if directed to do so by the Master of Masters.

For Iroran Characters

Characters who worship Irori may find the following rules elements thematically appropriate.

Archetypes	Source
Ki mystic (monk)	*Advanced Player's Guide* 111
Scrollmaster (wizard)	*Ultimate Magic* 89
Unarmed fighter (fighter)	*Ultimate Combat* 48

Feats	Source
Improved Unarmed Strike	*Core Rulebook* 128
Ki Channel	See page 213
Master of Knowledge	See page 213
Scholar	*The Inner Sea World Guide* 288
Steady Engagement	See page 216

Magic Items	Source
Altar of Irori	See page 248
Amulet of mighty fists	*Core Rulebook* 496
Incense of meditation	*Core Rulebook* 520
Monk's robes	*Core Rulebook* 528
Perfection leather	See page 253
Perfectionist shavtoosh	See page 256
Purification talisman	See page 268
Ring of serene contortions	See page 259
Robe of the Master of Masters	See page 268

Spells	Source
Abstemiousness	See page 228
Blood crow strike	*Ultimate Magic* 208
Channel vigor	See page 231
Replenish ki	See page 238

Traits	Source
Centered	See page 218
Eternal Understanding	See page 219
Seer of Reality	See page 222
Wisdom in the Flesh	*Advanced Player's Guide* 333

Variant Spellcasting

Clerics of Irori add *astral projection* and *moment of prescience* to their spell list as 8th-level spells; inquisitors add them to their spell list as 6th-level spells. Clerics add *transformation* to their spell list as a 6th-level spell; inquisitors add it as a 5th-level spell. Clerics and inquisitors of Irori add *haste* to their spell lists as a 4th-level spell. Additionally, clerics add *legend lore* to their spell list as a 6th-level spell; inquisitors add it as a 4th-level spell. Finally, Iroran clerics and inquisitors add *stone fist*[APG] to their spell list as a 1st-level spell.



Lamashtu

"Great is the daughter of Heaven who tortures infants. Her hand is a net, her embrace is death. She roars like a lion. She constantly howls like a demon-dog."
—Lamashtan prayer from Osirion

The Mother of Monsters

Goddess of madness, monsters, and nightmares

Alignment CE

Domains Chaos, Evil, Madness, Strength, Trickery

Favored Weapon falchion

Centers of Worship Belkzen, Irrisen, Katapesh, Nex, Osirion, River Kingdoms, Varisia, Worldwound

Nationality demon

Obedience Sacrifice an unwilling living creature in the name of the Mother of Monsters. Draw the process out to inspire the maximum terror and suffering in your victim. The death blow you deal should be savage and destructive—do not grant your sacrifice a clean death. Once the creature is dead, remove one of its bones and sharpen it to a point. Use the bone to cut yourself deeply enough to leave a scar. Leave the sacrificed creature's mutilated form in the open where scavengers may devour it or travelers may see it and know of Lamashtu's power. Gain a +1 natural armor bonus to your AC.

Evangelist Boons

1: Savage Summoner (Sp) *summon monster I* 3/day, *summon swarm* 2/day, or *summon nature's ally III* 1/day

2: Terrifying Eidolon (Su) Your eidolon gains the frightful presence evolution for free, if you wish. Whenever you gain a new level in the summoner class (or the evangelist prestige class, if your aligned class has the eidolon class feature) and you reassign your evolution points, you can choose to assign or remove the frightful presence evolution. Once your choice has been made, it can't be altered until the next time you gain an appropriate level. If you don't have the eidolon class feature, you can instead use *summon monster V* once per day as a spell-like ability.

3: Tainted Ally (Sp) Once per day as a standard action, you can summon a baregara (*Pathfinder RPG Bestiary 3* 34). The baregara follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home in the Abyss. The baregara doesn't follow commands that would cause it to act in lawful, good, or otherwise beneficial ways. Such commands not only earn a snarl of disgust from the creature, but could cause the baregara to attack you if the command is particularly egregious.

Exalted Boons

1: Howling Terror (Sp) *cause fear* 3/day, *mad hallucination*[UM] 2/day, or *fear* 1/day

2: Maddening Thoughts (Su) Your mind constantly swirls with dark whispers and disturbing thoughts. You gain a +4 profane bonus on saving throws against mind-affecting (compulsion) spells and effects and against divination spells and effects that attempt to read your thoughts. Anyone who targets you with such a spell or effect must succeed at a Will saving throw (with a DC equal to 10 + your Wisdom modifier + 1/2 your Hit Dice) or take 1d4 points of Wisdom damage.

3: Monstrous Transformation (Sp) Once per day, you can use *baleful polymorph*, except you change the target into a horribly mutated form of the chosen animal. The target takes a –4 penalty on its saving throw to resist your spell (if the new form would prove fatal for the creature, it still gains a +4 bonus on its saving throw, effectively negating this penalty). In addition to the other effects of the spell, the subject is in constant pain from its twisted and disfigured form, and takes 1d6 points of nonlethal damage each round. This constant agony imposes a –2 penalty on all of the target's ability checks, skill checks, saving throws, attack rolls, and damage rolls.

Sentinel Boons

1: Ferocious Battler (Sp) *stone fist*[APG] 3/day, *bear's endurance* 2/day, or *greater magic fang* 1/day

2: Bestial Jaws (Ex) Your jaw distends slightly and you grow prominent canines. You gain a bite attack that deals 1d4 points of damage if you're Medium or 1d3 points of damage if you're Small, plus half your Strength bonus. When part of a full attack, the bite attack is made at your full base attack bonus – 5. You can also make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is attempted. If the bite attack hits, you gain a +2 bonus on your grapple check and any other grapple check against the same creature this round.

3: Scarred Form (Su) An armorlike epidermis of thick scars covers you. You take a –2 penalty on Charisma checks and Charisma-based skill checks. You gain damage reduction 5/—. If you already had damage reduction with no method of bypass (such as from the barbarian's damage reduction class feature), you instead increase that damage reduction by 5.



Lamashtu is the mother of monsters, devourer of infants, and source of all that is corrupted and bestial. A monstrous and terrifying deity born from the depths of madness, she is both fiendish queen and revered mother to the horrors that stalk the night. She is a fertility goddess, but though those who pray to her are certainly more likely to survive childbirth, their offspring will be inevitably tainted. Legends say that from her womb sprang many of Golarion's monstrous races: goblins, gnolls, and other foul spawn too numerous to count. Her dominion over beasts makes the wilderness a fearsome place, while her nightmares invade the peace of sleep. The endless screams of the insane are glorious hymns to her, and the destruction of all things lies within her desire.

Lamashtu's goal is to corrupt mortals and twist the entire world into her misshapen brood, an enormous monstrous family devoted to her. She's neither an empire-builder nor a conquering warlord; if her world is full of warring tribes, so much the better, for it means there will always be a need for many births to replenish the ranks of the fallen. The primitive and desperate have long sacrificed others' newborns to protect their own, and many stories of infants stolen and replaced with wicked faerie-kind are actually Lamashtu-altered infants who appear normal and then transform overnight into monsters. Lamashtu revels in destroying the most innocent, whether defiling their flesh or tainting their minds; to her, a nursery is a banquet.

The Mother of Monsters tore out her own womb and feasted upon it to gain power over the unborn, then regenerated her own flesh by consuming a thousand stolen infants. Her milk can sustain, poison, and even transform those who drink it. Lamashtu steals seed from men while they sleep and uses that to create half-breed monsters that she later sends to shame and wound their fathers. Her touch and breath cause stillbirth and infant deformities, and those who suffer this are usually plagued by nightmares.

Lamashtu has dominion over all unintelligent monsters. She murdered the god Curchanus and stole his dominion over beasts, which is why the untamed creatures of the wild consider humanoids their enemies. Many strange and unique monsters arise from her whim, as she enjoys molding the flesh of radically different beasts to create

new terrors. Those plagued by monsters can pray to her for assistance, and in exchange for loyalty and offerings of newborns or infants (or sometimes merely breast milk or placentas, if she is in a good mood), Lamashtu sends her minions away to prey upon unbelievers. Her name can be invoked as a charm or prayer against nightmares, but using it might draw her attention and lead to monstrous births if the invoker is not a member of her cult or doesn't make the appropriate grisly sacrifices.

Lamashtu's worshipers believe that purity and perfection are temporary or illusory, while corruption and flaws are the natural and final state of things. While high-minded artists and philosophers might argue that change is a dynamic agent that prevents the stagnation of civilization, the followers of the Mother of Monsters only want to bend, tear, and break the blasphemous beauty they see in the world. Her true form is a pregnant woman with a three-eyed jackal head, taloned bird legs, and black hawk wings. The state of her pregnancy varies, but she is always visibly pregnant, and often hugely so, though this never affects her mobility. She carries two blades: one shrouded in fire called *Redlust*, and one crusted in frost called *Chillheart*. Her voice is deep and rich, and rises to a howl when enraged; her screams are like a lion's roar that can be heard for miles.

When the Mother of Beasts is angry, her victims suffer painful joints, infections, or nightmares. For her worshipers, giving birth to an untainted child is a sign of great disfavor and shame, requiring sacrifices to atone, starting with that of the unwanted newborn. Her greatest disfavor results in monstrous parents giving birth to children of a people cursed with beauty, such as elves. Worshipers asking her for signs generally undergo physical changes: a priest asking whether to pursue a vendetta against an old foe might wake to find his canine teeth elongated into fangs. Such changes tend to last only a few hours and give no significant advantage. Lamashtu may also send messages through nightmares: a hunter might receive a vivid nightmare of Lamashtu biting the head off a dwarven infant, thus directing him to kill the dwarven captain (the head, or leader of the group) to force pesky dwarven soldiers to return to their base. In rare cases, injured worshipers deep in her favor might wake to find wounds half-healed or a lost limb regrown, though she is not a healing deity, and in these cases the result is meant to stand as testament to her unnatural intervention: a man with a belly wound might have pink scarring and strange hairy growths, a human amputee might have a gnoll's leg, and so on.

Lamashtu's holy symbol is a three-eyed jackal's head. Though her favored weapon is the falchion, the kukri, with its murderous implications, is also valued and used by those of her faith. Most of her clergy are clerics, though many lesser humanoid clergy are adepts, a small number are rangers, and a handful are corrupted druids. She is called the Demon Queen, the Mother of Beasts, and the Demon Mother—but despite her titles, she isn't the creator of the demon race as a whole, though many such fiends serve her and she herself once numbered among the demon lords of the Abyss. Along with numerous well-known demons, seven powerful demonic sorceresses serve her; called the Seven Witches, in some tales they are identified as her most powerful daughters.

The Church

Lamashtu's church is scattered and lacks an overall hierarchy. It is rare that two priests come into conflict, as they recognize their shared devotion as well as the hostility they face from those outside the faith. When conflict is inevitable, the priests compare scars, number of offspring, and malformations to determine which is superior. Magical power is the last element compared—a less experienced priestess with six children can have higher status than an older one with fewer surviving children. Conflict among tribes that worship Lamashtu is just as rare.

Services to Lamashtu include howling, screaming, branding, bloodletting, childbirth, and sacrificing humanoids or animals. The use of music is limited to a throbbing drumbeat that sets the tempo for the ceremony's events. Services usually take place at night or underground, though an auspicious labor or a particularly long and painful birth might inspire a ritual no matter when it occurs.

The use of intoxicants is a common part of Lamashtan rituals, which often devolve into an orgiastic excess of food, sex, hallucination, and violence. The Demon Queen's followers ritually eat hallucinogenic plants and poisonous animals to alter their perceptions of the mortal world, sometimes causing permanent mental changes and insanity—though in most cases, the substances only cause vivid dreamlike or nightmarish visions. Cultists have also been known to poison others with these materials in order to sow chaos. Though most cultists are too crude and direct to formulate complex attacks against the psyche, particularly devious members have been known to harass and demoralize opposing groups (such as monk orders and religions that espouse physical beauty) with horrifying campaigns of torture and humiliation intended to break their enemies' spirits. Communing with the Demon Queen typically involves an animal or beast for her to possess and some sort of meat sacrifice for the creature to eat.

Lamashtu's worshipers often perform ritualistic self-mutilation to prove their devotion to her, wearing their scars as trophies until the lucky day when she graces them

with some kind of deformity (which is then displayed with reverence). A rare few use primitive surgery to make these alterations, but most are just masochists with a high tolerance for pain and crippling injuries. Those that wholly abandon their original appearance to become more bestial are highly respected for their physical sacrifices, and gain power and favor in the goddess's eyes. Adventurers tell of at least one pink-skinned gnoll chieftain who speaks like a human nobleman raised in a great city.

Pregnant cultists can pray for Lamashtu's blessing, transforming their unborn into monsters that claw their way free of the womb, leaving behind horrific scarring that the faithful view as signs of devotion and piety. In these ritual births, magical healing is shunned as it prevents scarring, though nonmagical healers are typically present to give the mother a chance of surviving. Because they can bear children, female cultists rank high in Lamashtu-worshipping communities. Bearing many monstrous children is an ambitious goal for cultists, (especially as some of Lamashtu's spawn are too deformed or fragile to survive long), but success brings with it the deep respect of other worshipers. Barren women tend to have low status within any Lamashtan tribe and often try to make themselves useful to the tribe in other ways—hunting, raiding, and guarding whenever possible—lest they risk being shunned as Lamashtu's worshipers consider infertility a curse from the Demon Queen. Some male worshipers of Lamashtu, jealous of the revered position of female clergy members, go to outlandish and repulsive lengths to mimic the ability to give birth, willingly becoming the vessels for rot grubs, xill eggs, vrock swarms, and other terrible parasites.

Temples and Shrines

The Demon Queen's church operates on the outskirts of civilization. Most primitive humanoids worship her outside or underground, their gathering places simple affairs, usually with flat, bloodstained rocks suitable for sacrifices or more ornate rings of stones and idols carved with the goddess's image. Civilized folk usually cannot worship Lamashtu publicly, and thus only construct churches officially dedicated to her in the most depraved lands (such as Belkzen and the Worldwound). More commonly, her worshipers build elaborate hidden shrines beneath cities, in ruins, or in other secret redoubts. In such places, Lamashtu's faithful pay their foul mistress honor as grandly as secrecy allows.

In both cases, Lamashtu's shrines feature an altar carved with a shallow basin. Some sites built to honor the goddess and where the faithful make regular blood sacrifices to her are blessed with the

Lamashtu's Antipaladin Code

The leaders of Lamashtu's children are proud of their deformities and rage against civilization. They seek to tear the blinders from the eyes of the world and show them the nightmare of nature, the writhing and endlessly fecund truth. Their code is one of bloodshed and howling madness. Its tenets include the following adages.

- All things are monstrous, and only the weak hide their marks. I show the world as it is.
- I will bring the outcasts in from the cold and teach them the taste of victory.
- I fill the wombs. I birth the children. I teach our enemies why they fear the night.
- I bring madness to the cities, that in their blood and fear they may understand the chaos of the world.
- I will spread the Mother's seed. If the blind cannot be taught to see, their children can.



waters of Lamashtu, foul unholy fluid that bubbles up upon the altar or in specially consecrated fonts. If a creature drinks of these waters, he suffers terrible side effects. See page 297 of *Pathfinder Campaign Setting: The Inner Sea World Guide* for more information on the *waters of Lamashtu*.

A Priest's Role

Lamashtu's faith is ancient, yet still very primitive in its beliefs and habits. A priest must ensure the strength of his people's faith, tend to their physical injuries (especially those whose deformities are a significant hindrance), spiritually guide them through hard times by focusing on the hideous glory of the Demon Queen, and interpret signs of Lamashtu's favor and displeasure.

Her priests use magic, faith, and flesh to soothe disputes and settle arguments—a spell used for compulsion, a threat of torture in the afterlife, or an intimate encounter might be exactly what someone needs to defuse his anger, jealousy, or desire for vengeance. Promiscuity is as much a part of a cleric's role as healing, and most leave multiple children in their wakes. Marriages or lifetime pairings are exceedingly rare in the cult, especially among uncivilized humanoids; male priests usually aren't sure how many children they've sired and female priests generally can't identify their children's fathers. Lamashtu's priests learn early not to grow too attached to a particular person or thing, as sometimes the best way to settle a dispute is to murder or banish one of the parties. Exposed to deformity at an early age and taught to view it as a sign of their patroness's favor, they are unblinking in the face of horrible afflictions and willing to get close to people "civilized" folk would consider unclean or unholy—often to a fetishistic degree.

Priests are responsible for teaching the young about the Mother of Monsters and making sure they understand her importance in their lives. They eagerly punish reluctant children either with painful physical transformations or by plaguing them with horrible nightmares. The children among Lamashtu's worshipers often don't have identifiable parents, and her priests act as disciplinarians and harsh role models, guiding the next generations in the goddess's merciless ways. Some sects have discovered magical means of impregnating both male and female humanoids, and priests often tend the resulting monstrous offspring, which may require a specialized nursery.

Because of such intertwined relationships, most priests have strong ties to their community and are rarely encountered alone. Those traveling solo are usually on a mission or vision quest, the last survivor of a dead cult, or an exile in search of a new tribe. Sometimes these loners hide for a time among lepers and beggars, using their misshapen flesh to blend in and create new converts to the faith. Other priests use their magic and knowledge to infiltrate madhouses in the role of a healer, arranging "escapes" for those who might serve the cult's purposes.

A typical day for a priest involves waking, blessing the tribe's food, physical examination of themselves and others for new flesh or abilities, some manner of masochistic prayer, performing rites over any pregnant tribe members, and tending any monsters or beasts allied with the cult. A cleric normally prepares spells after the evening's tribal rituals. The clergy have no official ranks—all are merely priests unless they gather enough fame and power to lead their tribe. A priest with a gift in a particular area might acquire a title appropriate to that trait (prophet, war-leader, and so on), but this carries no concrete status within the church.

The cult's association with ferocious beasts often puts druids and rangers sworn to Lamashtu in prominent roles among cults; among the more primitive, they may be the head priest or war-leader. Most priests have ranks in Handle Animal, Heal, Intimidate, and an appropriate Knowledge skill relating to local monsters.

Lamashtu began her existence among the throngs of the Abyss, and she retains many connections to that fiendish realm and the perverse spellcasters who seek power from its denizens. Her church welcomes demoniacs (*Book of the Damned Volume 2: Lords of Chaos* 46), as they offer their

patroness as much—or more—zeal as clerics. Their pacts with the goddess are businesslike exchanges of service for power, but the Mother of Monsters does not begrudge the arrangement. To most of Lamashtu's servants, the distinction between cleric and demoniac is semantic, as they fill the same roles in the goddess's cults and tribes.

Adventurers

The worshipers of Lamashtu are monstrous, whether in appearance or deep in their souls. Her worshipers wish nothing less than overarching corruption, destruction, and the defilement of all that is beautiful. They are outsiders and rejects from civilized society, often from birth, and see existence as an endless bath of blood and entrails, a constant churn of life rising and falling under the teeth and blades of those stronger, smarter, or luckier. They believe in the propagation of monsters, all sorts of crossbreeds and abominations, and the hot and vicious filth of life. They are the incarnations of vile poisoned fertility.

Worshipers of Lamashtu may venture forth and even ally with those outside the faith in order to seek out monsters or great beasts to serve their cult, to blood themselves and prove their strength so that they may return to their tribe and be accorded greater status, or to find parents—willing or unwilling—for their monstrous offspring. War means birth, as the children of submission and savagery grow to loathe and replace their forefathers.

Clothing

Ritual garb for priests may include jackal masks made of leather or precious metal, horned headdresses, cloaks of shaggy fur or black feathers, and pairs of falchions or kukris decorated to resemble the Demon Queen's own weapons. Wealthy followers might imbue these weapons with the *flaming* or *frost* ability, though a *continual flame* spell has a similar look, and red and blue paint are satisfactory representations of the icons. Most wear her symbol as an amulet, brand, or tattoo. Brown and black are typical clothing colors, more out of convenience and availability than a preference for those shades, though they do match the goddess's fur and wings.

Holy Texts

Although most Lamashtan writings are clawed in stone or painted in blood, her holiest teachings can be found in a pair of profane references.

The Four Hides of Lawm: This text is a series of three leather straps stitched together and marked with simple runes telling the history and lessons of the Demon Queen. Lawm, a hero of the faith, created this item by pulling strips of flesh from her own body, tanning them to make leather, and painting them. Two of the strips have been torn and repaired, and legend tells of a fourth strip containing a heresy expunged from cult lore.

The Skull of Mashaag: This is the preserved skull of a yaenit champion slain by a cleric of Desna. The skull was found intact by a Lamashtan priest and empowered with the ability to speak the Demon Queen's doctrine in several different humanoid languages, as well as in Abyssal. Every few years, a number of Lamashtan cults meet to hear the skull speak, and heroes of each cult face off in contests of strength to determine which cult holds the skull until the next meeting. On these occasions, the skull makes observations as if it were its own sentient being.

Holidays

The cults of Lamashtu celebrate no known regular holidays, though they engage in debauched hedonism to celebrate births, deformities, and demonic visitations. The entire month of Lamashan is sacred to them, not only because it is named for their goddess, but because it represents the transition from fall to winter, a time of year when the weakest offspring die from the first seasonal illnesses.

Aphorisms

Servants of Lamashtu extol the insane wisdom of the Mother of Monsters, often in the form of short mantras or savage truths.

Blessed Be the Mother: An oath to the Demon Queen and praise to mortal mothers, this invocation may be a battle cry, a plea for help, or a prayer of thanks, depending on the context. It is chanted during childbirth to link the expectant mother to Lamashtu so the goddess takes notice and brings forth a strong (though deformed) new life. In rituals where creatures are sacrificed, the victim is bled first and the blood used to spell this phrase on the ground in simple runes.

The Scars Are the Proof: Rival cultists of Lamashtu often challenge each other to a "duel of scars," in which they compare scarring to see who has been in more battles or marked himself to a greater extent; the one with the most scars is considered the victor. If the decision is too close to call, opponents may take turns branding or cutting themselves until one concedes victory. Among women, the rough belly-scars from monstrous births are proof of the goddess's favor, and are often the deciding factor in a scar duel.

Relations with Other Religions

Lamashtu considers all other gods her enemies, although she focuses her energy on nurturing her children and expanding the lands for them to inhabit. She knows

Desna hates her for killing the god Curchanus and stealing his power over beasts, as well as for her control of nightmares, but she treats the childless, flighty goddess as beneath her notice. She sees Urgathoa as a rival, as the Pallid Princess's deathless followers can multiply quickly and have the potential to swarm the mortal world. Lamashtu wars with Rovagug often over control of the various races and tribes of uncivilized humanoids that revere him. She has a vague interest in capturing Shelyn and transforming her into a hideous breeder of monsters, but such interests can wait until her offspring cover the mortal world.

Though she distrusts any beings that rival or approach her in power, Lamashtu does occasionally work with other deities and demigods when it serves her interests.



She created a realm in the Abyss and gifted it to the four gods now known as the Goblin Hero-Gods (see page 189) in return for their help in ensuring that goblins worship the Demon Queen above all others.

Lamashtu also makes occasional deals with demon lords, but never with for Pazuzu, her former lover, for whom she brooks no quarter. Pazuzu is one of the most ancient demon lords, and his long conflict with Lamashtu has prevented him from achieving greater power or perhaps even ascending to godhood himself; this knowledge only serves as a goad for his hatred of the Demon Queen. Accounts differ as to whether the King of the Wind Demons and the Mother of Monsters began as siblings, lovers, or merely allies, but most agree that they slaughtered thousands of greater demons and claimed a large territory they ruled jointly. When the Demon Queen tore away Curchanus's power over wild beasts, her ascent to greater power and status infuriated Pazuzu. When she returned from battle, he stabbed her with a shard of cold iron snapped from the heart of a mountain, maiming her wings and casting her into an infinitely deep chasm at the edge of their shared realm. It took her centuries to recover, but upon her emergence from the pit, she wrested control of their territory from Pazuzu. She hopes to someday capture him, break his wings, and imprison him for a thousand years before finally eating his heart. To this day, his name is believed to disperse her influence, and mortals fearful of her corrupting touch put amulets with Pazuzu's name or image around the necks of pregnant women and newborns to ward her away.

Her faithful are generally hostile toward other faiths, no matter how closely aligned their goals are. The rare exception comes from worshipers of those demons like Socothbenoth or Nocticula who claim (or seek) to be the Demon Queen's servants or lovers. Particularly ambitious Lamashtans may infiltrate other faiths to corrupt them from within, sowing nightmares, suspicion, infighting, and even monstrous offspring among them, a tactic they particularly favor against worshipers of Pharasma because of their shared interest in births.

Realm

Lamashtu claims Kurnugia, the largest layer of the Abyss, as her personal realm. Kurnugia's vast,

world-swallowing size allows it to include all known terrestrial terrains—steaming jungles, parched deserts, ice-caked mountains, vast seas, immense swamps, and more. Other decidedly nonterrestrial terrains exist here as well, violent and insane regions that only the Abyss could host. All of these realms are infested with demons, ruled by great nations of warring fiendish gnolls, or otherwise prove inimical to non-demonic life.

Lamashtu's seat or power upon the plane is the palace-city of Yanaron: a towering mass of strange spires and towers, itself the size of a world, positioned in the center of an impossibly large mesa. The diamond-shaped city that surrounds the central palace is heavily populated by Abyssal creatures handpicked by the Demon Queen for their loyalty or unique deformities, all fighting wars for positions in this legendary city. Several nascent demon lords dwell here as well—powerful minions of Lamashtu that may soon become true demon lords and rulers of Abyssal realms of their own, including many-bodied Izyagna, sulking and filthy Murnath, and shadowy Nightripper (see pages 34–35 of *Pathfinder Campaign Setting: Inner Sea Bestiary* for more details on Nightripper).

Planar Allies

Along with shemhazian demons (*Pathfinder RPG Bestiary 2* 80), swaithes (see page 297), and yaenits (*Pathfinder Module: Broken Chains* 29), the following outsiders serve Lamashtu and only willingly answer *planar ally* and similar calling spells from her faithful.

Bloodmaw (unique yeth hound): This beast leads a large pack in Lamashtu's realm, and stands out because of his different-colored eyes (one glows green, the other has the normal red glow). He can't use weapons that require hands and refuses to serve if offered such things as payment. He and his pack understand Abyssal and Infernal.

Yethazmari: This jackal-like beast serves as Lamashtu's herald. As much as Yethazmari delights in the war-torn devastation of the Abyss, it exalts in every opportunity to rampage upon the Material Plane. On the rare occasions what Lamashtu sends her herald to Golarion, the servants of the Mother of Monsters flock to its side—an act of dangerous fanaticism, as the beast is just as likely to prey upon allies as foes. Worshipers of Lamashtu claim that no host joined by the Demon Queen's herald has ever been defeated. Legends of Yethazmari often say that it is accompanied by a pack of powerful yeth hounds known as the Black Hunt. These yeth hounds claim direct parentage from the herald and are among the oldest and strongest of their kind. Should Yethazmari be killed on the Material Plane, it's said that his essence chooses one from among this pack to bind with, resurrecting the ancient fiend. For more information on Lamashtu's herald, see page 296.

For Lamashtan Characters

Characters who worship Lamashtu may find the following rules elements thematically appropriate.

Archetypes	Source
Antipaladin (paladin)	*Advanced Player's Guide* 119
Evolutionist (summoner)	*Ultimate Magic* 79
Beast rider (cavalier)	*Ultimate Combat* 36
Beast-bonded (witch)	*Ultimate Magic* 83
Beastmorph (alchemist)	*Ultimate Combat* 24
Savage warrior (fighter)	*Advanced Player's Guide* 107

Feats	Source
Destroy Identity	See page 210
Fearsome Finish	See page 212
Lamashtu's Mark	*Rise of the Runelords Anniversary Edition* 419
Nightmare Scars	See page 214

Magic Items	Source
Altar of Lamashtu	See page 248
Demon Mother's mask	See page 263
Fanged falchion	*Rise of the Runelords Anniversary Edition* 421
Gutbite belt	See page 265
Pelt of the Demon Mother	See page 253
Redlust's daughter	See page 257

Spells	Source
Anthropomorphic animal	*Ultimate Magic* 206
Blade of dark triumph	*Ultimate Magic* 208
Litany of madness	*Ultimate Combat* 234
Monstrous extremities	See page 237
Vision of Lamashtu	*The Inner Sea World Guide* 297
Waters of Lamashtu	*The Inner Sea World Guide* 297

Traits	Source
Deformed	See page 219
Opportune Slayer	See page 221
Unhinged Mentality	See page 223

Variant Spellcasting

Clerics of Lamashtu may prepare *nightmare* as a 6th-level spell; those with the Madness domain gain access to this spell earlier. Clerics and druids may prepare *baleful polymorph* as a 5th-level spell. Druids and rangers can use *summon nature's ally* spells to summon fiendish animals from the same level *summon monster* list.



Nethys

Magic is all things, and in all things. It is in the air, the stone, the flame, the water. It is time, space, and the void. It will nurture you, it will consume you, and always will it be your master.
—*The Book of Magic*

The All-Seeing Eye

God of magic

Alignment N

Domains Destruction, Knowledge, Magic, Protection, Rune

Favored Weapon quarterstaff

Centers of Worship Absalom, Geb, Katapesh, Kyonin, Nex, Numeria, Osirion, Thuvia

Nationality Garundi

Obedience Inscribe blessings to Nethys, arcane formulae, and lines of prayer on a blank parchment. Don't inscribe a complete spell—only notations sufficient to potentially spur a reader to study magic in an effort to complete the incantation. At the culmination of your obedience, cast any spell or spell-like ability or activate a spell completion or spell trigger magic item. Gain a +4 sacred or profane bonus on concentration checks. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

Evangelist Boons

1: Arcane Essence (Sp) *mage armor* 3/day, *mirror image* 2/day, or *fly* 1/day

2: Arcane Eye (Sp) You can use *arcane eye* three times per day as a spell-like ability. The *arcane eye* you summon functions as if you had cast *arcane sight* and were able to view its information through the *arcane eye.* This allows you to see magical auras through the *arcane eye*, and potentially identify the schools of magic involved. You can also potentially determine the spellcasting or spell-like abilities of viewed creatures, as noted in the spell description.

3: Robes of Nethys (Su) You can manifest an illusory robe that absorbs hostile spells for a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). These rounds don't need to be consecutive, and you can activate or deactivate the robe as a free action. The robe functions as a *lesser globe of invulnerability* except that it only excludes hostile spell effects of 3rd level or lower. Any spell that would force you to attempt a saving throw; cause you to take hit point damage, negative levels, ability drain, or ability damage; or end your life is considered hostile for the purposes of this effect. Unlike a *lesser globe of invulnerability,* you can move normally while cloaked in the robes.

Exalted Boons

1: Magical Essences (Sp) *magic aura* 3/day, *misdirection* 2/day, or *arcane sight* 1/day

2: Staff Channel (Su) You can deliver touch spells with a casting time of one standard action or longer through a quarterstaff. Using this ability doesn't change the casting time or other qualities of the spell, but you must make a melee attack with your quarterstaff against the target's AC rather than a touch attack against its touch AC. If you hit the target, you deal quarterstaff damage as well as discharge the spell effect. You can hold the charge as normal when delivering a touch spell through a quarterstaff.

3: Pure Magic Aura (Su) You radiate an aura of the pure essence of magic. You can use this ability a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). These rounds don't need to be consecutive, and you can activate and deactivate your aura as a free action. You and any allies within 20 feet of you increase your caster levels by 1d4. Roll this die when you activate this ability and use the same value for all who gain this benefit. The increase affects spell qualities (such as duration and number of targets) that rely on caster level, as well as caster level checks made to overcome spell resistance. The bonus caster levels don't grant higher-level spell slots or cause the recipients to learn new spells.

Sentinel Boons

1: Magical Enhancer (Sp) *magic weapon* 3/day, *arrow eruption*[APG] 2/day, or *keen edge* 1/day

2: Disrupt Defenses (Su) You have attuned yourself to the essence within magic weapons, and can conjure up that same aura within any weapon you hold. Any weapon attacks you make are considered magic for the purposes of overcoming damage reduction, regardless of the composition or special qualities (or lack thereof) of the weapon you hold.

3: Nethys's Protection (Su) A complex arcane sigil manifests on your skin. The location of this sigil varies by individual, but always appears in a place easily displayed. (Most commonly, the sigil resembles a third eye.) While the sigil remains uncovered, you gain a deflection bonus to AC equal to 1 + 1 for every 4 Hit Dice you possess (maximum +6). You lose the deflection bonus if the sigil becomes obscured, but it returns once the sigil is made visible once again.



Ancient Osirian legends speak of the god-king Nethys, a man whose monomaniacal pursuit of magic opened the fabric of reality to his probing vision, revealing to him the secrets of creation in this world and in the Great Beyond. The sight catapulted him to godhood and tore apart his sanity, creating two minds in one body. Now his fractured mind seeks both to cleanse the world through its destruction and to guard and heal it, to bend and preserve it, to conquer and free it. Nethys is a god of two warring personalities, prone to sudden and unexpected mood swings. He teaches that the use of magic for its own sake is the highest calling of mortals, for it is only through magic that one can change reality itself, and he embraces all who take up magical study. He does not care about the type of magic involved or the ends to which people turn it, only that they honor it and exult in its gifts. He represents all magic, from the most benign healing spells to the vilest necromancy, and mortal spellcasters of all alignments ask for his blessing.

Nethys's only concern is magic—its use, creation, and innovation. He is aware of his mortal worshipers and rewards their devotion with divine power, but not for their use of magic alone. When some mortal tyrant outlaws the use of magic, Nethys expects his followers to intervene, though he issues no call to crusade. Likewise, those who perceive new avenues of magic and pursue them gain his favor, regardless of the nature or purpose of the magic. His total awareness means he sees every success and every failure, from the first cantrip learned by a fledgling hedge wizard to the rudiments of star-exploding magic developed on the farthest-flung planet.

Other gods may take parental roles toward their churches, but Nethys acts more like the volatile but dispassionate guardian of an estate, unconcerned about individual heirs as long as the vast legacy of the family continues. Queries made of the All-Seeing Eye via *commune* and similar spells always give accurate information, but his tone might range from amused to cold to disappointed to enraged, seemingly without rhyme or reason. Other deities have tried to stabilize or cure his shattered mind and violent mood swings, but he inevitably perceives any progress as a depletion of his energy and negates their efforts.



His allies have learned to tolerate his ever-changing nature, keeping him at a respectful arm's length for the sake of his knowledge.

Nethys is a proponent of magic for all purposes, even frivolous or wasteful ones. Magic is an infinite resource that permeates all dimensions, and thus he insists there is no need to limit its use for fear of its eventual depletion. He sees magic-drained places like the Mana Wastes as aberrations, tumors in the world that can be excised, though dealing with them is not a high priority unless they begin to grow and threaten the healthy flow of magic elsewhere. Nethys isn't averse to technology unless it interferes with or supplants magic; indeed, he relishes the blending of technology and magic.

Nethys normally appears as a male human crackling with power, one side of him burned and broken, the other half calm and serene. This duality is usually emphasized in artwork, which often depicts the god releasing terrible magic from his broken side even as he casts spells from his good side to heal the wounds he just caused. Though he is generally depicted as Garundi, some regional temples deviate from this by showing him as a member of a prominent local race or as an Azlanti.

Outside of promoting the use of magic and embracing those who engage in it, Nethys is supremely indifferent to both mortals and other deities. Pleas for mercy or justice, incitements to violence, and invocations of fairness or the balance of power have no effect on him; he acts in the interest of increasing magical knowledge or according to his whim, but is otherwise unpredictable and unreliable. He is not known for showing favor or wrath to his followers or enemies in the form of divine intervention, a fact that many of his worshipers note with some pride. Layfolk, especially peasants, believe that invoking his name may help to ward off curses, hexes, the evil eye, and other superstitions, though his utter disregard for those who do not practice magic means these invocations fall on deaf ears. The devout believe that zones of unpredictable magic manifest where Nethys passes close to the Material Plane, though there is no confirmation of this from the god himself. Likewise, his church teaches that the manifestation of zones of "empty magic" (where magic simply doesn't function) are indications of his anger at someone or something in that area, though there is no evidence that this is true.

His holy symbol is his face, half black and half white, which might be highly detailed or abstracted to little more than a two-tone, shield-shaped mask without holes.

The Church

The worship of Nethys attracts those who wish to explore the limits of reality and move beyond the mundane patterns of everyday life. The only common characteristic of Nethys's followers is an absolute love of magic, and to join his church is to unite with fellow practitioners—if not in an alliance, then at least in a shared goal. Though some of his worshipers seek rewards through magic, for most, magic itself is the reward, and the power and wealth that it could bring are only a means to increase their understanding of the arcane arts. Some love the physical act of using magic; others appreciate it as a tool of the highest quality. Some are generous and willing to teach what they know; others are jealous and paranoid practitioners who seclude themselves and guard their secrets from potential rivals. Nethys's followers are likely to experiment with their knowledge, and brandish it like a banner of faith, since Nethys teaches that using magic is a sign of refinement, and that conserving it is foolish. A true worshiper revels at the opportunity to use magic and show others its glory.

Worship services vary from temple to temple, but usually include a weekly meeting involving chanting and spellcasting demonstrations. In many cases, the hymns are phonetic transcriptions of verbal components of spells favored by that temple, allowing the faithful to chant a representation of the magical words, but with a few key syllables removed so that someone who actually knows that spell or has it prepared doesn't risk accidentally casting it. Musical instruments are rarely part of services unless the temple has a bardic priest, though limited percussion involving the tapping of wands or staves is not unusual.

Crossbreeding and mutating animals and magical creatures is a common practice at many churches, reinforcing the "mad wizard" stereotype and often scaring nonmagical folk away from the temples. From time to time this experimentation creates a useful creature with magical powers that breeds true to create more of its kind, and the temple shares this information or the offspring with other allied temples or spellcasters. Once a year, the church demands that each priest tithe a minor magic item—such as a scroll or potion—to the temple for use or sale. Many adventuring priests use this as an opportunity to get rid of lower-powered items that have been superseded by other magic. Other priests have the option—in hierarchical order—to purchase them before the sale is opened to the public. Though temple leaders are usually willing to take money from outsiders to fund their research, few want their holy places to become marketplaces sullied by the feet of the unworthy.

Those without magical ability may work for the church, but are treated as second-class citizens at best and expendable guardians or experimental subjects at worst. In the church of Nethys, even a lowly apprentice who has mastered nothing beyond a few cantrips has higher status than a master rogue or talented fighter.

Most senior temple guards have at least one level in a magical class or have acquired (via a feat or special ritual) the ability to cast a few spells in order to gain some respect in the eyes of the priests and establish a firm seniority over the common guards. The newest recruits are first trained in Spellcraft so they recognize and do not needlessly fear magic. Though the church does not go out of its way to teach magic to laypeople, neither does it attempt to prevent them from learning or hold their former mundane status against them if they do manage to learn. After all, few people are born knowing how to cast spells, and those who manage to persevere and learn the magical arts are to be commended and respected above non-casters, regardless of how long it takes them to unlock that first flicker of ability.

Worshipers of Nethys can be found almost anywhere. The best-known temples are those in places of strong magic, such as Nex, Geb, Absalom, Kyonin, Thuvia, and Osirion, for the most powerful spellcasters converge on major cities in these regions to demonstrate their skills or display their knowledge. As Nethys himself is believed to have been Osirian in life, his worship is most prominent there, and many of his most ardent believers have been lost to the sands while seeking the site where vision transformed him into a god.

Temples and Shrines

Nethys is both guardian and destroyer, and overall his church tries to balance his two aspects. Individual temples, however, often focus on one type of magical study, philosophy, or application in order to draw worshipers similarly inclined.

A few temples alternate between the god's aspects or directly oppose the actions of other temples purely to keep the balance. Opposing temples might even war against each other for supremacy, while good temples might work together to siphon magic from evil items, lock the items away, or convert the items to a more benign use. Specialized temples are usually named in an identifying way so visitors are fully aware of their natures. For example, a Numerian temple devoted to deciphering the magical properties of skymetals might be called the Church of Skysteel, whereas a Gebbite temple studying necromancy might be called the Bone Cathedral.

Each temple usually has its own colors, which tend to be a range of similar hues, such as scarlet, deep red, and dark wine. Every one has at least one wall containing some or all of the text of *The Book of Magic*, and daily prayers usually take place near this wall. Significant or long-established temples set aside at least one chamber for the practice of the branch of magic favored by their inhabitants: a temple focusing on conjuration usually has a summoning circle, a temple of healing keeps an infirmary, and so on. Sometimes the true nature of a temple is a secret kept from the public, and this special chamber is hidden away so that no outsiders see it. A few temples, primarily those focused on healing, are specifically built to serve the public interest, but most are not open to layfolk or casual visitors, and function more like exclusive private clubs than places for commoners to pray and seek solace.

Shrines to Nethys are uncommon, because the faithful are more inclined to build grand structures at noteworthy sites—almost always with the help of magic—in order to make comfortable quarters for long-term study, rather than simply mark a place and move on. Actual shrines



tend to be unusual, and guarded with dangerous curses to encourage the unworthy to stay away. For example, a wizard who wins a duel by turning her enemy to stone might declare his shattered remains to be a shrine to Nethys, casting spells that explain what happened and warn of the rotting curse that will befall anyone who disturbs the site.

A Priest's Role

Any spellcaster can join Nethys's priesthood: whether divine or arcane, academy-trained wizard or wild shaman, all who call upon magical power are welcome. Divine casters are valued, but must be able to defend their positions with magical knowledge or brute power. Even alchemists, paladins, adepts, and rangers can become priests, although advancement within the church is based on magical ability and knowledge, which means that most practitioners of simpler magic never ascend past the church's lower ranks.

Temple-trained clergy are polite to adherents of other faiths as long as they have either magical ability of their own or proper deference toward those who possess it. Such priests are used to magical folk being in charge, and have difficulty hiding their contempt for the benighted non-spellcasters who lack such deference. They often make the mistake of barking orders in more egalitarian groups such as adventuring parties, making their companions wary of their god's mercurial nature and the priests' disdain for those without magical aptitude. Independent priests tend to be a bit more accommodating in their dealings with non-Nethysians, although they still consider themselves superior to nonmagical folk and comport themselves with pride often seen as arrogance.

Nethys doesn't care what his priests do with their magic any more than he cares about their souls. Many of his followers take pride in the fact that their god mostly ignores them, believing that any power they achieve is thus fundamentally their own. Most take a mercenary attitude toward those benefitting from their services: priests craft and sell magical goods, advise nobles and merchants on how magic can improve their stations, hire themselves as bodyguards for ships or caravans, or act as battle-casters for armies or adventuring companies. Some tithe service to a lord in exchange for property and a retinue of servants so that they can focus on research. Others use their magic to entertain or swindle others.

Priests evangelize as the mood strikes them, or remain within their towers seeking knowledge divorced from the outside world. As long as the direction they choose points toward greater magical knowledge and power, they may worship however they choose. For those priests and temples that do decide to evangelize, this generally takes the form of displaying the obvious benefits of magical power and then waiting for those who wish to learn magic to prove their worthiness, either by passing arbitrary and arduous tests or by fronting significant sums of money, before they are allowed to apprentice to a priest or be tutored by the temple. Often, the best way to convince the temple you're worthy of magical training is to take the first (and most laborious) steps on your own, thus proving your dedication. Most magical training consists of helping the Nethysian tutors with their own researches and learning what one can in the process, as few Nethysians are interested in teaching except as it advances their own goals.

Rank in the church is based on magical knowledge and power. Benign temples tend to weight the former more heavily, while malevolent ones value the latter. As masters of magic, priests are trained to recognize spell levels and caster levels and use them to assess where someone fits in the pecking order. Individuals of higher rank often acquire apprentices—these may be neophyte members of the faith or individuals who have no status in the church whatsoever until their masters declare them sufficiently trained. Visitors from other Nethysian temples are welcome to participate in temple ceremonies unannounced, and many young spellcasters who show up are recently graduated apprentices—or those whose masters died or cast them out—hoping to gain a place in a new temple where the clergy neither knows nor cares about their history, and where they can attain rank based purely on their power.

Nethysian priests have a limited role in most rural communities, unless they focus on animals,

crops, healing, or some other area that gives them reason to interact with common folk. Urban priests have stronger ties to locals, particularly those connected to construction, trade, and the exotic interests of nobles. Temple priests always have ranks in Knowledge (arcana) and Spellcraft, and depending on the temple's focus, they may also have ranks in Appraise, Heal, Intimidate, and Use Magic Device. Temple priests are addressed as "disciple, "priest," "brother," or "sister," depending on the speaker's familiarity with the priest. The head of a temple is usually just called "high priest," though individual temples may use unique titles. Members of the faith who are not associated with a temple are usually called "acolyte," "disciple," or "master," depending on their apparent skill with magic. While it's not considered an insult to mistake a stranger's rank if she doesn't give any indication of her magical prowess, persisting in this error after a correction is made is considered rude, and is often taken as a challenge.

Adventurers

Anyone with a passion for magic is welcome to worship Nethys. Though he is believed to have once been human, his worship is strong among all races that employ magic. Though Nethys's teachings appeal to those who seek to manipulate reality, to enter his church is to join a community of fellow practitioners—at least in a shared goal and passion if not a true alliance.

Nethys's worshipers have no built-in moral compass of any sort. He doesn't care what his faithful do with magic, just that they seek out power with full intent to use it. Small wonder, then, that many power-hungry adventurers would turn to his calling. One might worship the All-Seeing Eye so that she can dominate your village or raze a city with a word. Another might worship him so that she can save her dear friends' souls from torment at the hands of demons in the Abyss. Still more simply desire knowledge, the more esoteric the better. Nethys cares about deeds and motivations as little as he cares about his followers' soul, and many in Nethys's flock take pride in the fact that their god generally ignores them, for it means the power they achieve is fundamentally their own.

Clothing

Individual temples of Nethys have great latitude both in terms of members' behavior and dress code, though formal ceremonies require an elaborate robe, skullcap, mozzetta, and hood in the temple's colors. A two-colored face may be included as an insignia, or the mozzetta itself may be dark on one side and light on the other. Priests of the All-Seeing Eye tend to focus their energies on the pursuit of knowledge rather than fashion, and are just as likely to don their ceremonial robes to honor the god as they are to use it as daily wear because they're too distracted to find other appropriate clothing or otherwise oblivious to "insignificant social mores." Many priests tattoo their faces and hands on one side to match their god's image; darker-skinned priests rub white ash or other irritants into their fresh tattoos or cuts to create white scars.

Holy Text

The official text of the church is *The Book of Magic*, a comprehensive guide for casting spells and channeling magic, as well as a treatise on the moral ramifications of its use and misuse. As might be expected from a Nethysian text, the book often comes down squarely on one side of certain issues, only to contradict itself a few paragraphs later. Most scholars consider it useless as an ethical guide, since these inconsistencies put forth a worldview fractured to the point of insanity—temples of Nethys tend to adopt whichever codicils are most convenient for their particular needs. The information within the book is detailed enough that someone with a proclivity for wizardry can often eventually come to understand the basics of a few cantrips by reading it from cover to cover, and more than one great wizard has started out by reading a stolen copy of this book and using it as the foundation for decades of study and innovation. Likewise, some latent sorcerers see their power blossom after sleeping (sometimes unknowingly) near a copy of the book.

Aphorisms

Nethys knows more about magic than any being in the Outer Sphere, and his faithful recite aphorisms that require intimate knowledge of the arcane to decipher. A few even rely on wordplay through phonetic pronunciations of certain magical runes that take on additional meaning in key languages. Two examples of this are as follows.

The Cube Is the Red Is the Sphere: This phrase refers to an esoteric intellectual test between three wizards, in which one realizes the answer to a puzzle precisely because the other two haven't answered it. In casual use, the aphorism exhorts the faithful to find an answer to a problem based on the failures of others, as well as to transform something worthless into something useful or valuable.

Point with the Finger of the Scorched Black Hand: Nethys's hand, blasted with raw magic, reveals his will, directing his followers to the path of learning in a phrase with many layers of meaning. The saying also refers to the somatic component of spellcasting—though in the Draconic tongue, the words for "point with the finger" sound similar to a related phrase which means "seek the greater knowledge." (When certain syllables are

stressed, it also translates to a vulgar suggestion, a fact that delights many snickering apprentices.) Members of the faith sometimes use this as a written catchphrase to indicate their divine allegiance.

Holidays

The month of Neth is named for the All-Seeing Eye. The church has three holidays shared by all temples.

Abjurant Day: On 8 Neth, the faithful work together to shore up mutual defenses and train friends and children in defensive magic. It's also traditionally a day for testing possible apprentices; some evil casters do so by performing deadly tests upon kidnapped subjects to find promising students and eliminate potential rivals.



Evoking Day: 18 Neth is a day of magical fireworks displays, dueling (both mock and real), and trading spells. Among the Garundi, even commoners celebrate helpful magic by dancing with bright streamers and wearing black-and-white flowing robes designed to flare out around the waist when the wearers spin.

Transmutatum: 28 Neth is a day of reflection and self-improvement. Some traditionalists believe it is fortuitous to begin researching spells or crafting difficult magic items on this day.

Relations with other Religions

Nethys's shattered mind makes him an uncertain ally in long-term plans, but he is able to negotiate with other deities, and doesn't turn on them unless his omniscient senses reveal threats or imminent betrayals. Much like his martial counterpart, Gorum, with whom he shares a mutual appreciation for power and strategy, he is indifferent to the ethics of an engagement: many deities rely on his aid from time to time, and he might ally with anyone in the pantheon, supplying spells, magic items, or even raw magical power. Of course, he knows better than to provide more than minor spells and items to agents of Rovagug; despite his destructive aspect, he does not wish the entire world ruined.

Nethys and Irori were both mortals who ascended to godhood without use of the *Starstone*. Irori's perfection of his physical self transcends the divide between the extraordinary and supernatural, something that both intrigues and vexes Nethys. He simultaneously wants to both praise Irori for his achievement and tear him apart to figure out how he did it.

Realm

Golarion's god of magic resides in a domain of thousands of wizards' towers perched atop a massive shelf of stone drifting within the deep Maelstrom. Given the All-Seeing Eye's nature and dual personality, the plane and its natives readily embrace its presence. The domain's stable base and its elaborate, often madly designed and precariously perched towers exist in a state of constant growth and destruction, reflecting the god's twin aspects. Additionally, the domain has the wild magic planar trait, operating according to Nethys's whimsy, something that the surrounding depths often mirror for hundreds of miles around it. Surrounding the domain is a hurricane of magical energy formed by the Maelstrom as a frenzied and constant reflection of the turmoil within the realm. Beautiful, hazardous, and wondrous, the hurricane sometimes spins off cyclones with similarly wild magical effects, which experienced travelers use as a warning that they are near the mad god's realm.

Planar Allies

The All-Seeing Eye's divine servants are ascended mortals (whom Nethys has lifted to near-divine status) and magical beings. Mirroring his many aspects, some are as nurturing as the most benign angels, while others are as murderous as the vilest fiends. Mortals seeking their advice or assistance had best ensure they summon one with compatible goals. In addition to his servitor race, the burleevs (see page 299), the following creatures serve Nethys and only answer the calls of his worshipers.

Arcanotheign: Appearing as a woman-shaped cloud of swirling energy, this creature serves as the herald of Nethys. As a supernatural creature created in a moment of lucidity by an insane, omniscient god, the Arcanotheign is often left to her own devices when her master does not need her, and wanders Golarion and the planes searching for new sensations and meaning to her existence and that of the multiverse. She is a lonely creature and welcomes those who would speak to her as part of a normal conversation rather than an attempt to get information from her. Her affection for animals is related to this; they are simple creatures who make no demands of her, and her habit of animating giant bears, lions, and other animals out of earth, stone, or wood represents her respect for animals she has known in the past ages. The Arcanotheign understands she is foreign to mortal life and mortal needs. She enjoys experiencing new aromas and tastes; someone wishing to get on her good side should bring her strongly scented flowers, a tasty meal, or some other physical object that may be new to her experience, even if humans would think it stinks or is inedible. For more information, see page 298.

Bard (unique female trumpet archon): Perhaps the noblest of Nethys's servants, this neutral good being resembles a trumpet archon wearing a silvery mask. Skilled with any magic relating to sound, music, or rhythm, she uses the mask in place of a trumpet, projecting bolts of pure sonic energy with the power of her voice.

Takaral (unique male lich): Other than his all-white eyes and skeletal forearms, this neutral evil lich could pass as fully human, though the scope of his knowledge of arcane magic—especially necromancy—is greater than could be amassed in most mortal lifetimes. He carries a strange, semispherical device that allows him to shield places, and allies within them, from the effects of his spells.

Yamasha (unique succubus): Sinfully beautiful, this hawk-winged neutral succubus-like creature is a master of conjuration and enchantment magic. When she answers a summons, she insists on an oath of service from the mortal conjurer, and offers him a single feather from her wing as a token of their agreement.

For Nethysian Characters

Characters who worship Nethys may find the following rules elements thematically appropriate.

Archetypes	Source
Cloistered cleric (cleric)	*Ultimate Magic* 31
Magician (bard)	*Advanced Player's Guide* 82
Staff magus (magus)	*Ultimate Magic* 49

Feats	Source
Arcane Insight	See page 207
Forceful Channel	See page 212
Magical Epiphany	See page 213

Magic Items	Source
All-seeing armor	See page 250
Altar of Nethys	See page 248
Mask of conflicting energies	See page 266
Nethysian ring of minor spell storing	See page 259
Quarterstaff of entwined serpents	See page 256
Ring of wizardry	*Core Rulebook* 484
Spellsight bracers	See page 269

Spells	Source
Channel the gift	See page 230
Fractions of heal and harm	See page 234
Spell gauge	See page 242
Spell scourge	See page 243

Traits	Source
Arcane Depth	See page 218
Magic is Life	*Advanced Player's Guide* 333
Thirst for Knowledge	See page 223
Underlying Principals	See page 223

Variant Spellcasting

Priests of Nethys use *imbue with spell ability* to teach apprentices how powerful magic feels; sorcerers and wizards who worship Nethys may learn it as a 4th-level spell, and bards may do so as a 3rd-level spell. Nethys's followers are, however, forbidden to use spells that grant spellcasting to share magic with those normally unable to cast spells or use spell-like abilities. Clerics may prepare *arcane mark* as an orison, *arcane lock* and *fox's cunning* as 2nd-level spells, and *permanency* as a 5th-level spell. Bards can learn *arcane lock* as a 2nd-level spell and *permanency* as a 4th-level spell.



Norgorber

There is value in the things that others shun or conceal. A secret is an intangible coin worth more than a noble's murder.
—*The Words Behind the Mask*

The Reaper of Reputation

God of greed, murder, poison, and secrets

Alignment NE

Domains Charm, Death, Evil, Knowledge, Trickery

Favored Weapon short sword

Centers of Worship Absalom, Galt, Nex, Osirion, River Kingdoms, The Shackles, Taldor, Varisia

Nationality Taldan

Obedience While moving through a crowd of people (at least six individuals), whisper a prayer to Norgorber so quietly that no one hears you. If you suspect a member of the crowd heard you, you must follow that individual and prick her with a poisoned needle or other sharp implement. If you can't locate a suitable crowd, dig a hole at least 6 inches deep in the ground, whisper your prayers into the hole, and bury the sound. At the end of your obedience, dip a needle in poison and leave it on a road, jutting from a windowsill, or anywhere else a passerby might inadvertently prick herself. Gain a +3 profane bonus on Bluff checks and on Diplomacy checks to gather information.

EVANGELIST BOONS

1: Secrets and Lies (Sp) *comprehend languages* 3/day, *detect thoughts* 2/day, or *clairaudience/clairvoyance* 1/day

2: Noxious Bomb (Ex) As a full-round action, you can combine a vial of poison with a thrown alchemist bomb. The bomb deals normal direct hit and splash damage, plus the target of the direct hit must save successfully or suffer the effects of the poison. Only contact and injury poisons can be used this way. Creatures hit by the bomb's splash damage are unaffected by the poison. If you don't have the bomb class feature, this boon instead functions the same as poison expertise, the second divine boon for sentinels of Norgorber.

3: Secret Self (Sp) Once per day, you can use *greater invisibility* on yourself as a spell-like ability. When you use this spell-like ability, you gain certain gifts from Norgorber in addition to the spell effects. You gain a +4 profane bonus on Perception checks while invisible. You gain a +2 profane bonus on attack rolls made with thrown weapons, ranged weapons, and short swords while invisible as well. These bonuses apply only when you're using this spell-like ability, not when you're affected by any other spell or effect that grants *greater invisibility.* In addition, the invisibility effect lasts for 1 minute/level instead of the normal 1 round/level.

EXALTED BOONS

1: Poison Tongue (Sp) *command* 3/day, *distressing tone*[UM] 2/day, or *suggestion* 1/day

2: Masterful Poisoner (Ex) You know the best techniques for storing and applying poisons. Your knowledge of the proper methods of handling and applying poisons grants them additional potency. The saving throw DC of any poison you use increases by 2. This effect applies only to poisons you administer directly, including applying the poison to a weapon you use. Giving the weapon to another person reduces the poison's efficacy back to normal, as the weapon's new owner does not have your skill at storing and using the poisoned item.

3: Virulent Ally (Sp) Once per day as a standard action, you can summon a piscodaemon (*Pathfinder RPG Bestiary 2* 72) to serve you. The piscodaemon follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home in Abaddon. The piscodaemon doesn't follow commands that would cause it to act in altruistically good ways, and could attack you if a command is particularly egregious.

SENTINEL BOONS

1: Virulence (Sp) *poisoned egg*[*] 3/day, *delay poison* 2/day, *poison* 1/day

2: Poison Expertise (Ex) Long practice has taught you how to deftly apply poison during combat. You can apply poison to a weapon or a single piece of ammunition as a move action. You never risk exposing yourself to the effects of the poison when applying it to the weapon, nor do you run the risk of poisoning yourself if you roll a natural 1 on an attack roll with a poisoned weapon.

3: Death Strike (Ex) Once per day, you can make a death strike with a melee weapon. You must declare your use of this ability before you roll your attack. You gain a +4 bonus on your attack roll and deal an extra 1d6 points of damage for every 4 Hit Dice you possess (maximum 5d6). If your death strike reduces the target to negative hit points but doesn't kill it outright, the target immediately drops to a negative hit point total equal to its Constitution score – 1 (one point away from death).



Norgorber is one of the Ascended, a mortal who triumphed in the Test of the *Starstone* and took the mantle of the god of killers and spies. Little is known of his life as a mortal, for he has concealed this information so others can't use it against him—possibly murdering those who knew him. He has wiped knowledge of his past from even the memories of the other gods, becoming an enigma to all. Only his most favored worshipers know enough about his goals to help bring his plans to fruition in the world, and sometimes he wipes the knowledge from their minds when their tasks are done to better preserve his secrets. Some sages believe that if Norgorber's true nature were discovered, he would be undone—perhaps as a side effect of his passing the Test of the *Starstone*, or perhaps as fallout from some sacrifice he made for greater power. He is subtle, devious, and cunning, a cold killer who hides in shadows and trades on his power and information. He is a master of secrets, a true gamesman, and he welcomes all into his church—for eventually, all have secrets for which they would kill.

In artwork, Norgorber is most often represented only by his holy symbol: a featureless black mask, often polished to a mirror sheen. Some artists evoke his presence with a black masklike badge or an empty black glove, and worshipers have been known to nail a black glove to a door as a warning to someone who has offended the cult. He is sometimes shown as an invisible man dressed in the garb of a thief, or a hooded, spectre-like figure with an obscured face and sinister black gloves. Those who try to paint or sculpt him as a recognizable figure, even if the image is purely from the artist's imagination and not based on any knowledge or insight, find their hands fumbling and their work increasingly erratic. If they persist, their motor control is often permanently afflicted. Wiser priests of his church say this is because if the god blotted out only accurate depictions of him, mortals could deduce his true appearance by determining what they are not allowed to paint, so instead he hinders all attempts to portray his visage. When he manifests to mortals, he appears to be a normal human dressed in brown and black, of average height and build, always with his face concealed

or entirely invisible, and vaguely threatening even when speaking pleasantly.

Norgorber treasures secrets like a merchant loves gold, whether the secret is his own or belongs to a mortal or supernatural creature. He trades them for more valuable secrets, gives them away if such knowledge serves his long-term goals, and takes them from volunteers who can't trust themselves not to speak of what they know. He modifies memories or kills to preserve secrets. He is not a god of lies, but will use them to protect the truth of the matter or make it more valuable, though he dislikes altering knowledge to change truth into falsehood. Norgorber understands that controlling something is having power over that thing, and having power leads to the desire for more. He knows there may be negative consequences for acting openly, and instead uses deceptive, circumspect, and insidious efforts like blackmail and poison. Of course, some poisons are merely an inconvenience to the target, while some targets are easier to eliminate than to threaten or persuade. Together, these ideas make Norgorber the god of secrets, greed, poison, and murder—four pernicious traits interwoven to create a treacherous whole.

Norgorber's realm in the Great Beyond is a network of sprawling tunnels and caverns beneath the perfect city of Axis. Its shadows and dark inhabitants hum silently with secret intent, bending the letter and spirit of Axis's laws but never going so far as to disrupt its perfect order. The domain connects to various points in Axis, sometimes in defiance of normal perceptions of time and space. Norgorber's presence and that of his followers is like the grease in a complex mechanism: messy and hidden away, but crucial to its overall function.

The god of secrets is subtle in his interventions. When he is pleased, a pickpocket finds a gold coin in an otherwise poor man's purse, a spy overhears a juicy bit of information from an unexpected source, a poisoned weapon retains its coating for a second attack, or a guard dies with only a quiet gurgle. When he's roused to anger, his ire is carefully measured. A thief finds she's lost the jewel she was supposed to steal, a speaker completely forgets whatever important topic he was talking about, an envenomed blade nicks the hand of a master assassin, or a skilled murderer finds himself downed by a lucky blow from an alley thug. Norgorber is disinclined to kill followers who fail him, provided they're still useful, and prefers to instead punish them with humiliation, sickness, or a crippling injury for a time, wiping key information from their minds to preserve his master plan. However, he has been known to dispose of those who are of no further use to him, especially those whose lives could be a threat to his objectives and whose deaths can serve as a lesson to surviving members of the cult.

The Four Aspects

Norgorber has four aspects, all of them sinister. He is the Reaper of Reputation, god of secrets; the Gray Master, god of thieves; Blackfingers, god of poisons; and Father Skinsaw, god of murder. Members of Norgorber's cult usually align themselves with one of his four aspects, though some temples venerate all of them. The faithful are all Sons and Daughters of the Mask, and the different branches of the church might work together toward some secret plan orchestrated by the god and his direct agents, though in many respects they operate like four distinct churches of different deities. The faithful mask themselves and hide their identities from their fellow congregants as scrupulously as they do from their victims.

Blackfingers: In his alchemist and poisoner aspect, Norgorber represents unethical experimentation for the sake of knowledge and the harmful use of alchemy. While plenty of good- and neutral-inclined alchemists worship other gods, all have at least heard of the secrets taught by Blackfingers. His alchemists breed spiders and scorpions with stronger venom, invent paralytics and memory-fogging drugs to aid criminal activity, and practice vivisection and surgery without anesthetic to discover secrets of the flesh or create hybrid monsters. His assassins engineer exotic drugs and toxins that duplicate the effects of food poisoning, dropsy, and dyspepsia, or are otherwise untraceable. The god's followers prefer masks of smoked glass, ostensibly to protect the wearers' faces from chemical spatters.

Father Skinsaw: The most dangerous branch of Norgorber's church is the Skinsaw Cult. Both good or neutral folk and those whose honest work is killing (such as executioners, mercenaries, or soldiers) normally serve deities like Abadar, Gorum, and Iomedae; the Skinsaw Cult attracts only the sociopaths and the dangerously insane, from bloodthirsty bandits to unabashed serial killers, for whom every murder is a prayer to their dark god and a step toward completing his mysterious plan. To them, each murder has a ripple effect that echoes down through the centuries, incrementally guiding the world toward a particular dark future, though only Norgorber knows what the end goal might be. Their killings are not clean or gentle; the bodies are mutilated and the scene of the crime is left bloody. Many cult members wear magical masks made of human skin that allow them to detect the most vulnerable parts of their targets (see page 426 of *Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition*).

The Gray Master: Just as a predator hunts the weakest animal in a herd, worshipers of Norgorber's thieving aspect target the most vulnerable citizens in their society. Neutral and evil thieves often worship the Gray Master; good individuals who like the idea of liberating

wealth from evil folk usually prefer Cayden Cailean or Desna instead. Burglary, gambling, extortion, blackmail, or selling illegal materials all provide the Gray Master's guild with profits at the expense of others and usually outside the allowances of the law. Individual thieves' guilds vary, from thugs who would disfigure a merchant or her family members if she fell behind on protection payments to nearly legitimate organizations that don't allow drugs or wanton violence in their territory. The cult's masks are usually simple strips of gray or black cloth that create anonymity by concealing the face below the eyes, and are easily discarded after a crime.

The Reaper of Reputation: Norgorber's least malevolent aspect is concerned with guarding hidden information, which makes him a favorite of politicians and spies. Secrets and manipulation are bread and butter to these folk, and even the most amiable politician or good-hearted spy masters their use. Despite this, however, few goodly folk follow the Reaper, and his faithful usually have selfish interests at heart, and use their knowledge or influence for personal gain—though their actions may incidentally benefit others as well. For example, the guildmaster of a crafting guild who manipulates market prices to drive out foreign competition might increase the wealth of the artisans he represents as well as his own. Yet most of the Reaper's followers are simply corrupt politicians and informants for powerful tyrants or despots. Some followers of the Reaper take a more aggressive route to gathering information; most notoriously, the mysterious Ustalavic assassins known as the Anaphexia collect esoteric secrets and slay all others who possess such knowledge. A typical mask for a worshiper of the Reaper is a domino or masquerade mask or a spiral that covers the mouth.

The Church

Norgorber's faith is outlawed or at least persecuted in most civilized lands, but its main centers are urban nonetheless, as his followers require a substantial population on which to practice their arts. Fortunately, the cult's affinity for secrecy allows it to thrive under these conditions: congregations operate behind facades of legitimate business or literally work underground with lairs and meeting-places in a city's sewers and basements. Many city-dwelling members of the cult lead double lives, reputable by day and shady or even murderous at night. A few—particularly the crazed worshipers of Father Skinsaw—take this habitual dual identity to such an extreme that they develop a form of psychosis, living two lives separated by nightfall and sunrise, completely forgetting the existence of the other self except for brief moments of transition.

Common folk are rightfully suspicious of any known or thought to worship Norgorber, believing them thieves and liars at best and assassins or serial killers at worst. Indeed, most of Norgorber's cults are associated with or double as thieves' guilds, and the guildlike traditions of worshipers of the Gray Master have carried over into temple practices, even for the other three aspects of the god. Once a new member of the cult has established competency at basic tasks, she must complete a mission relating to the cult's more nefarious activities to be promoted to full (journeyman) status within the organization. A cult of the Gray Master may require the cult member to steal goods amounting to a certain value, get a gambler into a specified amount of debt, or extort protection payments from a merchant. In the cult of Blackfingers, members gain full status by synthesizing a particular poison, reverse-engineering a drug's components from its final product, or discovering a new alchemical use for an animal gland. For followers of the Reaper of Reputation, typical initiations involve liberating a choice secret, defaming or defeating a key rival outside the organization, or accomplishing a political goal of value to the cult. Unsurprisingly, the challenges of the cult of Father Skinsaw involve murder,



Norgorber's Antipaladin Code

Antipaladins who serve Norgorber are secretive and cunning. They prefer to strike from the shadows, even when the odds are already in their favor. They rely on traps, tricks, ambushes, and poison to weaken their foes. Their code reflects a cold and honest assessment of the human condition, and its tenets include the following adages.

- Innocence is ignorance, and ignorance is weakness. I will seek to shed my own ignorance, and encourage ignorance in my enemies.
- I do not take credit, nor do I accept blame. I work always in the shadows.
- A fair fight is not worth fighting. I will take every advantage I can. No tool is beneath me.
- Cold eyes, cold heart. My enemies can expect no mercy from me.
- Everyone is expendable, and I will sacrifice them all as necessary.
- Each life I take shapes the future to my lord's desires.

either of a high-profile target or a specific number of people in a short period of time.

Ceremonies to Norgorber are quiet, even in cities where his faith is not banned. Typically, a masked senior priest leads a prayer, pausing for murmured assent from the faithful. Ceremonies avoid singing or using musical instruments, though the shaking of coins in a cup or the whetting of blades accompanies some rituals.

The greatest taboo in the Reaper's faith is revealing secrets—specifically the secrets of the faith. Escalating punishments for this offense include lashings, being administered a painful but not fatal poison, having one's civilian identity suffer debilitating setbacks, and murder. Along the same lines, revealing the identity of another member to someone outside the faith—especially to someone in law enforcement—might also earn a visit from the Skinsaw Men, as most members prefer to handle any internecine conflicts from within the secret shrouds of their society.

Temples and Shrines

Norgorber's temples are organized like thieves' guilds and are often housed in legitimate businesses that serve as fronts for more disreputable activities. Alternatively, worshipers may use temporary meeting places in basements or sewers to avoid suspicion centering on a single location. A guildmaster (usually a rogue, assassin, or cleric) runs each temple, with lieutenants and lesser bosses in charge of various plans and teams of followers. Temples to Blackfingers sometimes operate more like a merchant's guild, selling exotic substances through legitimate fronts, though many of those substances can be combined with others into deadly poisons.

Shrines are uncommon in the faith. Any place with a large populace supports a temple that operates in secrecy, leaving little need for other locations that only increase the chance of discovery. The Skinsaw Cult may, however, bury the remains of murdered victims in public places and treat such sites as secret shrines, and followers of Blackfingers might designate one place in town as a dumping-ground for dangerous alchemical leftovers, creating a blighted space where nothing grows, then visiting it as a tribute to the god's secrets.

A Priest's Role

To serve Norgorber is to operate in the shadows, where the sharpest minds survive through their knowledge, skill, and coolness under pressure. Rogues, assassins, alchemists, and shadowdancers make up the bulk of Norgorber's clergy, though spellcasters and even more specialized types also serve him. Thieves and burglars venerate him as the Gray Master, and those who choose to devote themselves to his service tend to be the most greedy and covetous. Bookish alchemists, herbalists, and assassins worship him as Blackfingers, and even a few druids and witches are drawn to this aspect's patronage of poisonous creatures. The Reaper of Reputation uses secretive spies and politicians, as well as assassins, as his operatives. Norgorber is most terrifying in his aspect as Father Skinsaw—insane and sociopathic murderers and barbarians slaughter in this aspect's name. Of course, these traits color rather than define a worshiper, and while some are caricatures of these qualities, most have the good sense to rein in their urges and present a normal demeanor to the outside world.

Priests train in a number of skills to hide their identity. They often maintain some sort of profession as a cover and have ranks in that skill. Thievery, whether common or elaborate, is a standard profession for priests, as are forgery and blackmail, leading them to have ranks in Bluff, Linguistics, and Stealth. Some of the clergy are master imitators, stealing others' identities and using them to cover up dark deeds or infiltrate clandestine meetings to collect their secrets. Others use their knowledge of alchemy, poisons, and potions to keep villains supplied with deadly goods while maintaining public personas as harmless apothecaries. More sociable priests work as diplomats, spies, or negotiators, buying and selling information and contracts. Spellcasters in his service may be skilled in illusion spells to misdirect foes, divination magic to discover secrets, enchantments to twist the minds of those who oppose them, or destructive evocations to destroy enemies utterly.

Adventurers

Those who worship Norgorber live in a world of lies, deceit, and mortal danger. His followers work constantly to protect their identities, and trust no one outside of the mask, but they know that when the faithful gather, they are a force that can shape history. They may disdain those in authority for their pettiness, or may simply have no need for the constricting bonds of law. Likewise, they don't particularly care about chaos and the reign of the individual. They seek the power of secrets, the strength that lies in terror and misdirection, the might of uncertainty and betrayal; they live double lives, always on guard. Though the faith accepts all kinds, those who worship the Reaper tend to be secretive, while the acolytes of Blackfingers are bookish, students of the Gray Master are greedy and covetous, and followers of Father Skinsaw are antisocial or sociopathic.

Clothing

Norgorber's adherents tend to keep their worship secret, and even in a metropolis like Absalom, where his faith is marginally tolerated out of respect for his place of ascension, it can be dangerous for a worshiper to identify herself in public. Thus, the churches within most cities develop specific identifiers known only to members. Followers of Norgorber may wear simple masks when they wish to hide their identity, and carry a variety of secondary masks that they can hold up to send messages to members of their faith. Cult members prefer clothing cut to the latest fashion to avoid drawing attention, and containing plenty of hidden pockets for poisons, weapons, and other surprises. Ceremonial clothing varies, but is black and brown for those temples that worship all four aspects of Norgorber, and always involves masks or other identity-shielding precautions.

Holy Text

At least 17 short texts, all given innocuous code names and often disguised as mundane books or encoded to prevent easy scrutiny, comprise *The Words Behind the Mask*, though any two cults may have very different ideas about how the chapters are organized, the specific wording of certain phrases, or which sections are the most important. Within these slim tomes lie precepts for organizing guilds, maintaining secrecy, finding suitable work sites, conducting blackmail and extortion, and worming one's way into a victim's confidence. Most are written as parables.

Holidays

Norgorber's followers often commemorate his ascension in midwinter by snatching a random person from the street, bringing him to their temple, quietly poisoning him, then hiding the body where it will never be found. Cults that avoid killing might plant incriminating evidence on a victim, drug a target and place her in a compromising position, or steal something valuable in a way that embarrasses its owner. Individual cults may also celebrate the anniversaries of successful schemes, killing sprees, or the invention of unusual drugs or poisons.

Aphorisms

With four different aspects, countless individual organizations scattered across Golarion, and a love of secrecy and coded messages, the cult has few



unifying phrases. His faithful in each region use a unique mix of regional slang, doublespeak, inverted syllables, similar-sounding words borrowed from other languages, rhyming words substituted for key phrases, and hand signals to pass secret messages. In a city where the cult of Norgorber has been a fixture for a decade or more, this system often effectively becomes the local thieves' cant, even if there is no active guild there. Despite all these differences, however, two lines from Norgorber's scripture regularly crop up among cultists.

With One Hand I Give: Used as a salutation, this is also a warning—the speaker's true motivations remain secret, and a gift in one hand may be offset by a threat in the other.

I Wait for a Fair Price: Something of little apparent value may have great worth in the right hands or whispered in the proper ear. A person who says this possesses some item or knows some secret that has not yet been deployed to its full potential.



Relations with Other Religions

Norgorber is careful to maintain civil relations with most deities and is scrupulous in covering his tracks when he must act against them, working through intermediaries and obscuring his involvement. Only six major deities refuse to speak with Norgorber. Abadar objects to the way Norgorber's thievery undermines the idea of law and the honest acquisition of wealth. Cayden Cailean considers him a coward and a villain. Erastil has seen his criminal activity and family-damaging secrets—and those of his followers—damage too many lives. Iomedae steadfastly believes Norgorber has evaded justice for far too long, and thinks the dark god was somehow involved in the death of Aroden. Sarenrae has given him enough chances to redeem himself, only to see his false repentance further some evil plot. Torag sees him as the cancer that destroys a city from within, despite walls mighty enough to keep out the most dangerous foes. Yet despite their enmity, even these deities have dealt with Norgorber in the past through intermediaries in order to obtain valuable secrets. Father Skinsaw shares with Achaekek the love of conceiving, planning, and executing murder, and the two cults sometimes work together. He has been known to consort with Gyronna and Sivanah as well, calling upon their aid directly or manipulating them for his own purposes, and withdrawing in silent amusement when they manage to manipulate him in turn.

Like Norgorber himself, members of his church make a point of working well with members of other faiths—especially if such outsiders are willing to pay for the unique skills cultivated by Norgorber's followers. They are darkly amused when representatives of those faiths that despise them come to them for help in times of grief or need. Though the faith is not welcome or even tolerated in many places, the secretive power its members carry allows them to make inroads of friendship (or at least alliances of convenience) with others. In the end, however, Norgorber's worshipers will likely show them why they cannot be trusted.

Realm

As with all cities, no matter how lawful, Axis has its own dark underbelly, an illicit underworld populated by thieves and predators. While some might be surprised to find criminal activity in a realm of perfect law, they forget that the concept of lawfulness doesn't mean solely governmental laws, and Axis itself cares nothing for good or evil. The best example of this is Norgorber's domain,

a literal underground of sewers and tunnels filled with thieves and murderers that connects disparate points across Axis. Far from purging this sprawling network of its shady inhabitants, most Axiomites and other residents accept it as a necessary part of what makes a city run smoothly, like grease in a machine. While Norgorber and his servants may not always follow the letter or spirit of the laws to which they agree (laws that theoretically bind all of Axis's inhabitants), their unreliability is anticipated and planned for—they can be trusted to be untrustworthy. The utility provided by the god of thieves (and his role as the head of what is functionally the largest thieves' guild in the cosmos) allows most of Axis to turn a blind eye to his activities in the name of pragmatism.

Planar Allies

Norgorber has few divine servants who are known by name to the faithful, and those who do give names may serve multiple aspects under alternate designations. In addition to Norgorber's servitor race, the karumzeks (see page 301), the following beings sometimes answer the call of his faithful.

Secret Shade (unique fiendish shadow): Secret Shade was once a human master assassin, but its recollection is spotty, perhaps from centuries of mental fragmentation intended to preserve the god's secrets. This incorporeal figure has all the powers of an undead shadow with the fiendish creature template, and responds favorably to gifts of valuable history books and biographical stories. It excels at spying and assassination.

The Stabbing Beast: This monstrous killer serves as Norgorber's herald. The Stabbing Beast does not believe that anything other than its master can kill it, despite mortal records that show it has been killed in the past; Norgorber wiped its memory of these failures when he resurrected his herald. When the cult of Norgorber summons the Stabbing Beast, the mortals may present it with several choice targets to hunt and slay, though predicting its interests is difficult. The beast keeps trophies of its kills by covering the corpses in a preservative bile, swallowing them in its scorpion form, and regurgitating them when it returns to its lair deep beneath the planar metropolis of Axis. For more information on the Stabbing Beast, see page 300.

Venomfist (unique water elemental): A greenish water elemental, Venomfist is infused with poison; the type varies according to its whim. The priest who conjures this divine servant may be able to convince it to use a particular toxin by offering it a sample of a deadly concoction, whether animal venom, a potion of poison, or something purely alchemical. It loves to drown creatures in its own body, especially if the victims are naturally poisonous or have been poisoned for this purpose.

For Norgorberite Characters

Characters who worship Norgorber may find the following rules elements thematically appropriate.

Archetypes	Source
Infiltrator (inquisitor)	*Ultimate Magic* 45
Poisoner (rogue)	*Advanced Player's Guide* 134
Vivisectionist (alchemist)	*Ultimate Magic* 20

Feats	Source
Poisoner's Channel	See page 215
Reject Poison	See page 215
Shadow Dodge	See page 216

Magic Items	Source
Altar of Norgorber	See page 248
Assassin's dagger	*Core Rulebook* 472
Black alibi	See page 254
Blackfingers apron	See page 250
Dust of disappearance	*Core Rulebook* 510
Flask of the Reaper	See page 264
Gray Master's leathers	See page 251
Hat of disguise	*Core Rulebook* 516
Poison gum	See page 267
Skinsaw mask	*Rise of the Runelords Anniversary Edition* 246

Spells	Source
False alibi	See page 234
Lose the trail	See page 236
Modify memory	*Core Rulebook* 315
Night of blades	See page 237
Poisoned egg	See page 238

Traits	Source
Poisonous Slayer	See page 221
Practiced Deception	See page 221
Secret Knowledge	See page 222

Variant Spellcasting

The unique magical abilities of a priest of Norgorber depend on which aspect of the god the priest serves. Clerics serving Blackfingers may prepare *pernicious poison*[UM] as a 2nd-level spell. Clerics of the Reaper of Reputation may prepare *nondetection* as a 3rd-level spell. Clerics of Father Skinsaw may prepare *circle of death* as a 6th-level spell. Clerics of the Gray Master may prepare *clairaudience/clairvoyance* as a 3rd-level spell, and antipaladins of the Gray Master may prepare it as a 2nd-level spell.



Pharasma

Birth and death are written in the bones, but bones can be broken.
—The Bones Land in a Spiral

Lady of Graves

Goddess of birth, death, fate, and prophecy

Alignment N

Domains Death, Healing, Knowledge, Repose, Water

Favored Weapon dagger

Centers of Worship Brevoy, Nex, Osirion, The Shackles, Thuvia, Ustalav, Varisia

Nationality Garundi

Obedience Collect small bones whenever it is convenient and respectful to do so. When it comes time to perform your obedience, lay out the bones in a spiral. At one end of the spiral lay a slip of parchment on which you have written the name of someone newly born. At the other end of the spiral, lay a slip of parchment on which you have written the name of someone newly deceased. Chant hymns from *The Bones Land in a Spiral* while proceeding solemnly around the spiral, trailing a black scarf on the ground behind you. Gain a +2 profane or sacred bonus on attack rolls made with daggers. The type of bonus depends on your alignment—if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

EXALTED BOONS

1: Preserver (Sp) *sanctuary* 3/day, *gentle repose* 2/day, or *speak with dead* 1/day

2: Decomposition (Su) You can ensure the final rest of a creature. As a standard action, you can touch a corpse and cause it to dissolve into black ash. A corpse dissolved this way cannot be raised as an undead creature by any means short of a *miracle* or *wish*. The black ash left behind can, however, be used as the "corpse" for spells that return the dead to true life—such as *raise dead*—as long as the entire collection of ash is kept together.

3: The Veil Is Drawn Aside (Su) You gain the Extra Revelation feat, choosing a revelation from either your chosen mystery or the Bones mystery. If you don't have the revelation class feature, you instead gain a +4 sacred or profane bonus on saving throws against necromancy spells and death effects.

EVANGELIST BOONS

1: Quietude (Sp) *forced quiet*[UM] 3/day, *silence* 2/day, or *hold person* 1/day

2: Strike the Unrestful (Su) As a free action, you can grant the *ghost touch* weapon special ability to a weapon that you hold. If that weapon is not magical, it is considered magical while under the effect of this ability. This ability affects only weapons held in your hand; if you drop the weapon or give it away, the effect ends on that weapon. You can affect a weapon in this way a number of rounds each day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). These rounds don't need to be consecutive.

3: Ally from the Tomb (Sp) Once per day as a standard action, you can summon a pair of vanth psychopomps (*Pathfinder RPG Bestiary 4* 221) and gain telepathy with them to a range of 100 feet. The vanths follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to their home in the Boneyard. The vanths don't follow commands that would cause them to aid or permit the existence of undead, and they could attack you if the command is particularly egregious.

SENTINEL BOONS

1: Undead Slayer (Sp) *hide from undead* 3/day, *defending bone** 2/day, or *halt undead* 1/day

2: Disrupting Strike (Su) Three times per day, you can channel disruptive energy through your weapon against an undead creature. You must declare your use of this ability before you roll your attack. If your attack hits an undead creature, you deal an extra 1d6 points of damage plus 1d6 points of damage for every 4 Hit Dice you possess (maximum 6d6). If your attack misses or your target was not an undead creature, the use of the ability is wasted.

3: Tethered to the Material (Ex) You cling ferociously to life—you will go to Pharasma's realm when she calls you and no sooner. Once per day, you can send yourself into a determined state that lasts for 1 minute. While in this determined state, you can fall to a number of negative hit points equal to 10 + your Constitution score before you die. If you drop to negative hit points while in this determined state, you can continue to act normally, and do not bleed each round due to taking actions. If your determined state ends while you still have a number of negative hit points equal to or greater than your Constitution score, you die instantly. If your determined state ends while you still have negative hit points, but the number of negative hit points is not equal to or greater than your Constitution score, you fall unconscious and gain the dying condition as normal.



Pharasma is the stern observer of life and death, scrutinizing the tangled webs of fate and prophecy, mercilessly cold in the administration of her duties. Having seen infants die, the righteous fall too soon, and tyrants live to advanced age, she makes no judgment about the justness of a particular death, and welcomes each birth with equal severity. At the moment of a mortal's birth, she knows the many possible paths each soul could follow, but reserves her official verdict until the last possible moment. Legends claim that Pharasma saw Aroden's death approaching—and even judged him as she does for all those born as mortals—but did nothing to warn even her own followers, many of whom were driven mad by the event. Though prophecy is no longer reliable, prophets continue to be born, and most of them are rendered insane by their confusing and contradictory visions.

In art, Pharasma is depicted as a midwife, a mad prophet, or a reaper of the dead, depending upon her role. Her visage usually has gray skin, white eyes, and white hair. As the midwife, she is efficient and severe, hair pulled back and arms bare from hands to the elbows. Pregnant women often carry tokens of this image on long necklaces to protect their unborn children and grant them good lives. As the prophet, Pharasma is wild-eyed and tangle-haired, and her words echo like thunder. As the reaper, she is tall and gaunt, with a hooded black gown and an hourglass with fast-flowing red sand, and is often shown seated on her throne and passing judgment on mortal souls.

Situated atop an impossibly tall spire, Pharasma's realm in the afterworld—the Boneyard—looms over the perfectly ordered city-plane of Axis. When mortals die, their souls join the vast River of Souls that flows through the Astral Plane, and eventually deposits them in Pharasma's Boneyard at the top of her spire. Once there, they stand in a great line, filtered through several courts according to their alignment and supposed planar destination. Those who die before experiencing their full fate might be lucky enough to return in this life or the next, either spontaneously or by getting called home by resurrection magic, but more often those who feel that they've met an untimely end discover that their destiny was in fact always leading them to their particular moment of death, however unjust or ignoble.

The Pharasmin Penitence

In Ustalav, a popular sect called the Pharasmin Penitence teaches that when Pharasma judges a soul, she counterbalances the pains and trials of life with rewards in the afterlife. Most who share this belief take on ascetic restrictions in their diet and allow themselves only meager pleasures in life, but some sacrifice more by wearing hair shirts, or even by blinding, deafening, or flagellating themselves, hoping to guarantee greater rewards in the afterlife. In some counties, extremists view enduring pain as a condemnation of pleasure and change, and hunt those who alter the world to satisfy mere mortal whims—by which they mean users of arcane magic.

Though she allows resurrection, the Lady of Graves opposes undeath as a desecration of the memory of the flesh and a corruption of a soul's path on its journey to her judgment. She encourages her followers to hunt undead, as the souls of the destroyed undead will then reach her for judgment.

At the heart of the Boneyard is Pharasma's Palace, a gothic structure built over the exact center of the Spire. Psychopomps walk its pathways and quietly fly above its walls, performing the administration of souls, and Pharasma's faithful are housed within. Despite its light color and mood, the Palace is obviously a creation of the goddess. It's unknown whether she made the Spire itself.

Pharasma manifests her favor through the appearance of scarab beetles and whippoorwills, both of which function as psychopomps (both in the figurative sense as guides for dead souls, as well as in the literal sense as manifestations of the outsiders called psychopomps). Black roses are thought to invite her favor and good luck, especially if the stems sport no thorns. Her displeasure is often signified by cold chills down the spine, bleeding from the nose or under the fingernails, an unexplained taste of rich soil, the discovery of a dead whippoorwill, or the feeling that something important has been forgotten. Pharasma also sometimes allows the spirits of those who have died under mysterious conditions to transmit short messages to their living kin to comfort them, expose a murderer, or haunt an enemy.

Pharasma's holy symbol is a spiral of light, representing a soul, its journey from birth to death to the afterlife, and the confusing path of deciphering prophecy.

The Church

Pharasma's church is a somber and structured organization, and staunchly neutral in matters unrelated to its tripartite roles—as stewards of life and death, most priests see nationalism and other petty concerns as beneath them. Traditions passed down by the goddess and her prophets are followed stringently, though the various branches of the church differ with respect to which rituals and practices they assign the most weight. These differences are never severe enough to force different factions to open conflict, but may make it easy for worshipers to distinguish between members of their sect and other adherents.

Most members of Pharasma's priesthood are clerics, though a significant number are diviners, oracles, and adepts. Roughly two-thirds of her clergy are women, though the gender mix varies regionally, and worldly details like gender and species matter little to most Pharasmins. Pharasma's followers are expectant mothers, midwives, morticians, and so-called "white necromancers" who study other applications of the magic than undead creation. Harrowers, palmists, oneiromancers, cloud-readers, and others who use nonmagical forms of divination also call upon her, although their allegiance has dropped off dramatically since Aroden's death and the end of reliable prophecy. In smaller communities, a Pharasmin priest may assume several of these roles, or a team of spouses might split the duties between them. Prophets often go mad in this age of conflicting omens, and the church has taken it upon itself to care for these poor souls, devoting portions of major temples to be sanitariums, which are operated by the goddess's clerics. Of course, as the goddess of birth and death, Pharasma has many lay followers as well, and even in lands where her faith is not large or organized, commoners pray to her for guidance or protection, much as farmers everywhere pray to Erastil for good crops.

Pharasma encourages her followers to procreate, whether they're married or in less formalized partnerships; she also supports childless couples adopting and orphanages taking care of those who have no living parents. Church weddings may be simple or ornate, depending on the social status and wealth of the participants. Though she is the goddess of birth, she does not oppose contraception. Her temples are known to provide assistance to women dealing with pregnancies that would inevitably end in the death of both mother and child, or to end the torment of a mother whose child is already dead in the womb, but on the whole she believes killing the unborn is an abomination, for it sends the infant soul to the afterlife before it has a chance to fulfill its destiny. The goddess's midwives take all the precautions they can to reduce the risk of pregnancy and childbirth; some church midwives, called *casarmetzes*, are so skilled in a combination of medicine, magic, and surgery that in dire circumstances they can cut a living child from its mother's womb and save both.

On the third day after a child's birth, families devoted to Pharasma call a gathering to welcome its soul into

the world. The child must be given a name before this gathering, else superstition holds that it will be unlucky. Visitors bring small cakes, seeds, salted peas, and watered beer to share with the family and other guests. A priest or family elder lists the names of a girl's maternal ancestors or a boy's paternal forefathers, calling for the child to be named publicly and grow up with good health, and for the parents to live to see grandchildren born.

Worshipers of Pharasma—as well as commoners in many regions—trace the goddess's spiral symbol on their chests, typically as a form of prayer when hearing ill news or witnessing blasphemy, and before or during dangerous events or events with uncertain outcomes. Different lands perform this gesture differently—in Ustalav, it is often done with a closed fist, while in Osirion it is with the first two fingers extended. Especially devout folk repeat this gesture in everyday activities, such as stirring soup or scrubbing a floor.

Prayer services to Pharasma are a mixture of somber chants, stirring ritualized sermons, and joyous song, often based upon regional music, and usually end on an uplifting note—for while death comes to all, new generations stride forth in its wake. During celebrations, the goddess's followers often eat kolash, bread braided into a tight spiral and topped or filled with diced fruit or sweet cheese. During the winter feast, the center portion of the spiral is left open and a wax candle is placed within; the candle is lit at the start of the meal and extinguished when the bread is to be eaten. Each temple keeps a record of births and deaths of its members, and on the anniversaries of death dates, priests speak the names of the departed while those close to the deceased honor them by lighting votive candles that burn for an entire day and night. Many tombstones have niches to protect soul candles from the wind.

When a member of the faith dies, the body is cleaned, immersed in water, and dressed in a special multi-part shroud consisting of five pieces for a male or nine for a female. A prayer written on parchment, bark, cloth, or stone is tucked into the shroud, and the corpse is sealed in a casket if local custom calls for one. A guardian sits with the body the night before the burial—to honor the deceased, to guard against body thieves, and to watch that the body does not rise as an undead. Mourners (typically the immediate family) traditionally mark their eyelids with black ash or an herbal paste for 5 days after the burial. Curiously, the church does not frown upon suicide, though individual priests may debate whether taking one's own life is the natural fate of some souls or a means to return to the goddess for a chance at a different life.

Those who can afford it usually pay to have their remains interred on holy ground by priests. Wealthy merchants and nobles are laid to rest in room-sized private tombs, while those with fewer resources rest in shared burial cells in catacombs or ossuaries. The church allows the dead to be cremated, though burial in earth is preferred; disposing of a corpse at sea, sky burial, and funerary cannibalism are generally considered disrespectful. Exhuming a buried corpse is considered a violation of the dead, and the church normally refuses to do this—even when a city government seeks to break ground for a sewer, aqueduct, or other vital construction. However, if a priest discovers a worshiper's corpse that has been buried improperly or accidentally exposed, he or she usually arranges for a proper burial in accordance with church teachings. The church does not mourn apostates, and while priests do not withhold services from those of other faiths, they flatly refuse to give rites to former Pharasmins who turn their back on the church.



Temples and Shrines

In heavily populated areas, Pharasma's temples tend to be grand, gothic cathedrals adjacent to graveyards, although in smaller towns they might be humble structures with artistic flourishes meant to echo the great cathedrals, and even a single bleak stone in an empty field or graveyard can serve as a shrine. Large temples usually have catacombs underneath, filled with corpses of the wealthy and of former members of the priesthood, as burial under the goddess's temple is believed to soften her judgment of the deceased. Even a remote Pharasmin monastery has ample cemetery space, and might be the final resting place of generations of wealthy and influential folk—as well as an uncountable accumulation of tomb treasures.

Many local temples have only one ranking priest, but the largest temples have a high priest or priestess for each aspect of the faith—birth, death, and fate. In theory these high priests are all equal, though the high priest of prophecy has assumed a lesser role in recent decades, and the person holding that position is often strange or unstable. Temples that include crypts also have a cryptmaster in charge of that facility. Rank within a temple is based on seniority, as well as on knowledge of the faith, magical power, and personal achievements (such as the destruction of powerful undead). Hierarchy between churches depends on the size of the populations they serve; a large city's temple has greater influence than a small town's temple.



A Priest's Role

Priests of Pharasma take responsibility for all three of her concerns in the mortal world. Priests (of any gender) who are skilled in midwifery assist at births, and the presence of a Pharasmin priest during childbirth almost always ensures that both mother and child will live. Priests focused on prophecy bear its questionable gift, or record and interpret the ravings of those who do. And all priests of Pharasma are stewards of the dead, familiar with both local funerary customs and those of neighboring lands. They protect graveyards from robbers and necromancers, and the memory of the deceased from the ravages of time, memorizing or recording what they know about anyone who dies in their presence. Pharasmin inquisitors hunt down the undead and those who seek to create such monstrosities, but all priests have a solemn duty to oppose such abominations when they find them. Creating undead is forbidden, and controlling existing undead is frowned upon, even by evil members of the faith. Most priests are highly skilled in Heal, but often have ranks in Diplomacy and Knowledge (religion) as well.

A typical priest earns her living tending to women in labor, acting as a mortician, digging graves, selling spellcasting services, or building and blessing tombs for wealthy patrons. An adventuring priest will not violate the sanctity of a tomb simply for the purpose of looting it, and if she enters a burial place to fight abominations, she still opposes desecrating any non-undead corpses encountered during the hunt. Followers of Pharasma tend to be brusque; some people attribute this to haughtiness, but more often it's simply due to the fact that most of a Pharasmin's interactions are with the dead or dying, mad prophets, or women in labor—groups who rarely care about social niceties. When their services are needed, Pharasmins give orders and expect to be obeyed, as a mortal soul (either recently departed or about to arrive) is usually at stake.

All priests carry a skane—a double-edged ceremonial dagger with a dull gray blade, often with a stylized depiction of the goddess's face and hair on the pommel. They use these daggers to hold open prayer scrolls, to touch parts of a corpse when performing death rites, to cut shrouds for the dead, and to sever the umbilical cords of newborns. It is not forbidden for a priest to use a skane to draw blood or take a life, but some refuse to do so and carry

a different item to use in combat. A casarmetzes carries a special skane bearing Pharasma's likeness on one side of the pommel and a crying child on the other, and uses this to perform her surgeries.

Though Pharasmin priests worship the death goddess, they have no taboo against preventing death through healing, either mundane or magical. Pharasmin priests who sign on with adventuring parties usually act as healers—if not particularly gentle or sympathetic ones—and most temples raise money by selling healing and other spellcasting services. Even spells like *raise dead*, *reincarnate*, and *resurrection* are not forbidden, though churches usually charge a great deal for these.

Adventurers

Many adventurers follow Pharasma because they believe in fate, and in the inescapable path of destiny. Everyone worships the goddess to some extent, for not even the most hubristic of mortals or gods can deny that hers is the hand that shepherds souls into the afterlife, sending those bound to other gods to their rightful destinations. It's said that even gods are judged after their death by the Lady of Graves.

For those who worship Pharasma above all others, the most important things in life are birth, death, and prophecy. When they adventure in her name, it is often to destroy undead or to seek out and attempt to understand strange prophecies. They might seek to protect the dead from disgrace, and be exceedingly uncomfortable with the standard adventurers' practice of tomb robbing—though they have no problem rooting out whatever abominations may have taken up residence in such places, provided the innocent dead are treated with respect.

Clothing

Pharasmin clothing takes two different routes. For many traditionalist or more ascetic priests, the only acceptable color for formal garments is black, sometimes accented with silver (such as spiral brooches or amulets) and tiny vials of holy water. In recent generations, however, there has been a movement in many temples away from such dour fashions. Pointing out that the solemnity of death is only part of their concern, such iconoclasts celebrate the birth of new life by wearing more colorful and fancifully designed raiment. Instead of traditional black robes, they gravitate toward silver, gray, purple, and the iridescent blue of the goddess's spiral. In addition to color, these iconoclast priests often add highly artistic elements to their clothing, designing their own unique outfits as a reflection of their unique threads in Pharasma's great tapestry. While outright conflict is rare, the two camps of Pharasmins have strong opinions regarding each other's clothing choices.

Holy Text

Pharasma's holy book, *The Bones Land in a Spiral*, mostly consists of the words of an ancient prophet. The faithful debate which events its predictions foretell, and whether the prophesied days have already passed. Later sections dispense advice on facilitating safe childbirth, properly disposing of the dead to prevent undeath, and other relevant topics.

In older temples, the holy book consists of collections of scrolls illuminated with rare inks and bound in metal filigree, each held in a gray silk mantle to protect it from wear and mishaps. Some of these collections are historical artifacts worth thousands of gold pieces, and priests bring only the scrolls they need to temple services, leaving the remainder in a safe place. Church doctrine mandates that worn-out protective mantles can't simply be discarded, so used mantles are either walled up in tiny compartments within temples or sewn into a burial shroud for a priest or other notable member of the faith. Corpses fortunate enough to bear a Pharasmin mantle as part of their shrouds are said to be especially resistant to the power of undeath, including being animated or turned into spawn.

Holidays

The first month of spring, Pharast, is named for the Lady of Graves—a month of new life and renewal for the world. The church has two common holidays shared by all temples.

Day of Bones: On the fifth day of Pharast, priests carry the enshrouded corpses of the recent dead through the streets of the city in an honored procession. These corpses are interred at no cost in a church graveyard, tomb, or sepulcher, which is considered a great honor to the departed.

Procession of Unforgotten Souls: In lands where the Lady of Graves is a prominent deity, this ceremony is held nightly in the weeks leading up to the harvest feast, during which the faithful ask the goddess to delay when she takes them to the afterlife. Priests wear thin, black robes over their festival clothes, and carry lit candles in a procession into a large fountain, pool, lake, or quiet river. As they enter the deeper water, the candles go out, but as the priests reach the other side, the candles re-light, and the water makes the black robes transparent, revealing the festival colors beneath.

Aphorisms

Along with its abundance of rituals, ritual objects, and ritual clothing, the church has developed many habitual phrases. In most cases, a member of the faith makes the sign of the spiral over the heart when speaking one of these locutions. Three of the most common are as follows.

Not This Year, Not Yet: This is a brief prayer, spoken in response to hearing a tragedy or bad rumor, asking that Pharasma delay when believers are sent to her realm, for they have much to do before that time. The devout speak it at each morning's prayers and when they pray before bed.

All Who Live Must Face Her Judgment: This is a promise that another person—typically an enemy, but possibly just a flippant or disrespectful person—will suffer whatever fate is in store for them, even if it takes longer than the speaker would like.

The Lady Shall Keep It: This is an oath to bear a secret to the grave, swearing that only Pharasma shall hear it in person (and only once the oath-maker has died), or that she will claim the oath-maker early if he breaks his promise of secrecy.

Relations with Other Religions

All deities deal peaceably with Pharasma, for their agents must have access to her realm to escort souls under their protection to their respective homes. While she approves of some actions and disapproves of others, she remains aloof and distant, with no true friends or enemies. She detests entities like Urgathoa and Orcus, who actively disrupt the cycle of souls by creating undead, as well as daemons who prey on the River of Souls, yet she leaves direct conflict to her minions, and does not demean the honor of her role as judge by withholding souls rightfully bound for such patrons. Most of the other gods understand and appreciate her impartiality, though Iomedae views her with some resentment for keeping Aroden's approaching death a secret. Pharasma's relationship with the enigmatic Groetus, who floats above the Spire, is a mystery.



Like their goddess, the followers of Pharasma detest Urgathoa, Orcus, and all those who exult in undeath, for they represent both a corruption of natural existence and a vile bending of the will of Pharasma. Pharasmins oppose these foes whenever they encounter them, and vehemently counter their attempts at evangelism. If they learn that such cults are planning to raise undead, Pharasmins recruit allies and spend resources without hesitation to stop the abomination. Otherwise, Pharasmins are free—but not compelled—to make alliances and enmities with anyone they choose, on an individual level or as a temple, just as the Lady of Graves works with all the gods to guide mortal souls into their realms.

Pharasmin priests are renowned for their impartial natures, and regularly minister to both sides in a given conflict, caring foremost for the proper treatment of the dead and newborns. Followers of the Pharasmin Penitence might clash with the faithful of deities who focus on alleviating or preventing suffering, but are more likely to simply view them with cold distrust. A few fanatics take it upon themselves to pursue wizards, sorcerers, and other magic-users who attempt to improve the world through magical means; the fanatics see these attempts as defying the will of Pharasma.

Realm

Pharasma's realm is enormous, and layered like an onion. The whole of the Spire is hers, with no other god disputing her claim on the thin mesa that rises far above the city of Axis and supports her Boneyard. At the same time, however, the Boneyard is split into several different regions, with the most notable being the various courts where souls with obvious destinations are divided up and sent on to their just rewards. Particularly complicated cases, however—such as those who sell their souls and then genuinely repent and work toward redemption—end up judged by Pharasma herself within her palace, with representatives from the planes involved arguing the matter. Pharasma's Palace is also the eventual home of those who worship the goddess directly. A soaring gothic edifice,

the palace stands in contrast to Pharasma's often somber and dour nature. Constructed of white marble glowing with an inner light and with floors paved in onyx, it represents the goddess's dualistic power over birth and death.

Planar Allies

Pharasma's divine servants are usually psychopomps (see page 303 and *Pathfinder RPG Bestiary 4* 217) , though spirits whose destinies were especially bright or unusually dark may visit the mortal world to carry a message on her behalf, even if they went to another deity or realm as part of their final judgment. The appearance of such a spirit usually relates to its activities in life or the god it served. For example, to warn her followers of a bloody battle, Pharasma may call forth the spirit of a mighty warrior of Gorum. In addition to her psychopomps, some of Pharasma's servitors include the following, which answer to *planar ally* and similar calling spells from the faithful.

Birthed-in-Sorrow (unique linnorm): Resembling a gaunt, gray, wyvern-sized linnorm, this creature can channel positive energy like a cleric and can animate objects, forcing them to serve her. She loathes undead, and often blasts and grapples packs of them, reducing them to dust and vapor. She prefers offerings of magic items useful for destroying undead or healing the living.

Echo of Lost Divinity (unique ghost): This spectral Azlanti soldier wears fine clothes in green and gold. When his face is visible, he resembles depictions of Aroden as a god. As he has only appeared in Pharasma's service since the death of the Last Azlanti, some believe he is a remnant of that god. Echo of Lost Divinity denies this, however. He prefers to heal and support those who call him rather than attacking their foes directly.

Steward of the Skein: This skull-adorned, armor-clad, winged woman is Pharasma's herald. The Steward is a loner, and has little interest in the desires of mortals. She is personable with other planar servitors of her creator, but her unique role places her above them in the religious hierarchy, and she does not like fraternizing too much with her underlings lest she distract them from what Pharasma has planned for them. Conversely, she is extremely interested when one of the goddess's other servants is due to give birth or die. Though the Steward has no interest in procreating on her own, she arrives at the moment of celestial and half-celestial births to witness them with great interest—perhaps as a proxy for Pharasma herself, whose presence would certainly overwhelm the newborn and confuse its role in the tapestry of fate. Likewise, the Steward has an almost morbid curiosity about one of her fellow servitors dying, and has an almost precognitive sense for such things, making her sudden appearance next to other servants of Pharasma in the Material Plane slightly worrisome. For more information, see page 302.

For Pharasmin Characters

Characters who worship Pharasma may find the following rules elements thematically appropriate.

Archetypes	Source
Exorcist (inquisitor)	*Ultimate Magic* 44
Seer (oracle)	*Ultimate Magic* 59

Feats	Source
Eerie Sense	See page 211
Fateful Channel	See page 212
Messenger of Fate	See page 214

Magic Items	Source
Altar of Pharasma	See page 249
Crystal ball	*Core Rulebook* 507
Fate blade	See page 255
Fate's shears	See page 263
Ghost battling ring	See page 258
Gravewatcher chainmail	See page 251
Icon of the midwife	See page 265

Spells	Source
Defending bone	See page 232
Early judgment	See page 233
Smite abomination	See page 241

Traits	Source
Corpse Hunter	See page 219
Spirit Guide	See page 222
Stabilizing Touch	See page 222
Undead Slayer	*Advanced Player's Guide* 333

Variant Spellcasting

Pharasmin adepts, bards, rangers, sorcerers, and wizards add to their spell lists *augury* as a 2nd-level spell, *death knell* as a 2nd-level spell, and *speak with dead* as a 3rd-level spell. Inquisitors may learn *augury* as a 2nd-level spell. Clerics and oracles who serve Pharasma may prepare *false life* as a 2nd-level spell, *clairaudience/clairvoyance* as a 3rd-level spell, and *moment of prescience* as an 8th-level spell; inquisitors may learn these as 2nd-, 3rd-, and 6th-level spells, respectively.

Since Pharasma despises undead, Pharasmin clerics with the Death domain replace the *animate dead* domain spell with *speak with dead*, replace *create undead* with *antilife shell*, and replace *create greater undead* with *symbol of death*. Clerics with the Souls subdomain (*Advanced Player's Guide* 96) replace the *animate dead* domain spell with *speak with dead*.



Rovagug

The darkness bound at the world's heart is real, and its name is Rovagug. How long our world can withstand his tireless thrashing, none can tell.

—Chronicles of the Darklands

The Rough Beast

God of destruction, disaster, and wrath

Alignment CE

Domains Chaos, Destruction, Evil, War, Weather

Favored Weapon greataxe

Centers of Worship Belkzen, Darklands, Katapesh, Realm of the Mammoth Lords, Osirion, Qadira

Nationality monster

Obedience Smash an assortment of items worth at least 10 gp, preferably something fragile, aesthetically beautiful, or with significance to a good-aligned deity (particularly Sarenrae). The more devout servants of Rovagug seek out and hoard particularly expensive, artistic, or rare items, such as fine bottles of wine or delicate curios, to smash during their obedience. Roll in the shards of the destroyed items, howling and shouting praises and curses invoking the Rough Beast, until the shards draw blood and your lungs ache. Gain a +4 bonus on attack and damage rolls against objects.

Evangelist Boons

1: Agent of the Beast (Sp) *protection from good* 3/day, *align weapon* (evil only) 2/day, or *magic circle against good* 1/day

2: Destructive Spell (Su) By calling on the rage of the Rough Beast, you gain the ability to deal terrific damage with your spells. You can use this ability when casting a spell that deals hit point damage and has a casting time of 1 standard action or less. You can choose to cast the spell as a full-round action to gain a +4 bonus to its save DC. In addition, you treat all 1s rolled on your damage dice for the spell as 2s instead.

3: The Destroyer's Gifts (Su) You feel the touch of an alien presence at the corner of your mind, as if something hungry and hateful had taken root and now holds a measure of dominion over your thoughts. You gain an extra spell slot of the highest spell level you can cast. If you prepare spells, you can prepare one spell in this spell slot every day from the Chaos or Destruction domain spell lists. You may choose any spell from the lists even if you are an arcane spellcaster, and you can change this spell selection every time you prepare spells. If you are a spontaneous spellcaster, you can cast one spell from either of the domain spell lists as if it was on your known spells list. You can cast this spell only once per day, though you can choose a different spell to cast each time you regain your spells for the day.

Exalted Boons

1: Destructive Force (Sp) *break*[APG] 3/day, *bull's strength* 2/day, or *shatter* 1/day

2: Bestow Destructive Smite (Su) You can bestow the Destruction domain's destructive smite granted power upon an ally. As a standard action, you can spend one use of your destructive smite to grant its power to any ally within 30 feet, channeling into him the erratic force of Rovagug's rage. Your ally must make the destructive smite within 1 round of being granted the power or its use is wasted. Your ally uses your level to calculate the power of the destructive smite. If you don't have access to the Destruction domain, you instead gain access to the destructive smite granted power but only for your personal use, as normal.

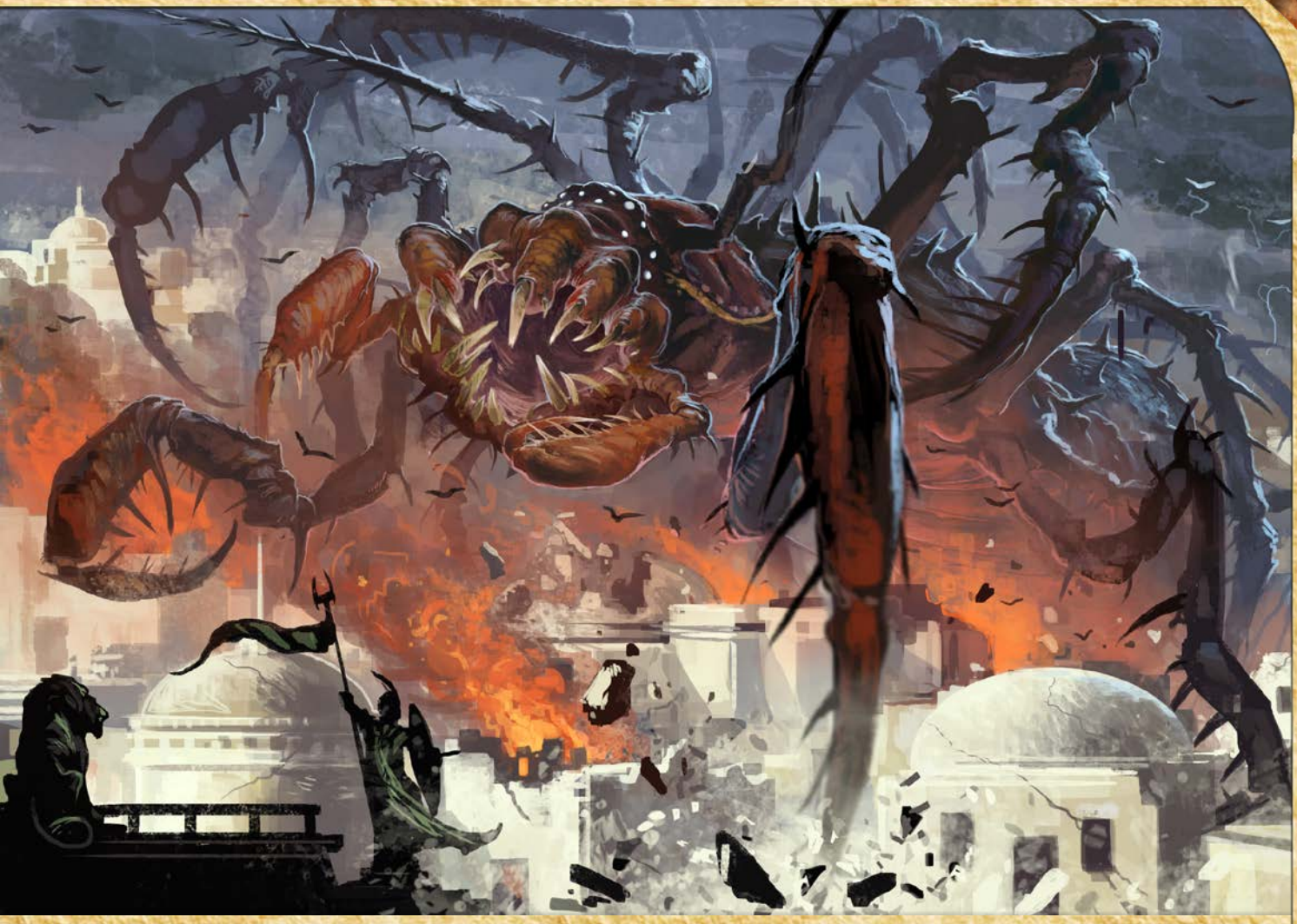
3: Apocalyptic Ally (Sp) Once per day as a standard action, you can tear a violent breach between your location and the Outer Rifts—the deepest, foulest pits of the Abyss—and summon forth a pair of nyogoth qlippoth (*Pathfinder RPG Bestiary 2* 224). You gain telepathy with the creatures to a range of 100 feet, and they follow your commands perfectly for 1 minute for every Hit Die you possess before vanishing back into the Abyss. The qlippoth don't follow commands that would cause them to act in overtly good or lawful ways. Such commands not only earn terrifying roars from the creatures, but could cause the nyogoths to attack you if the command is particularly egregious.

Sentinel Boons

1: Inexorable Death (Sp) *doom* 3/day, *death knell* 2/day, or *inflict serious wounds* 1/day

2: Wicked Claws (Ex) Your fingernails grow into thick, jagged talons, unevenly matched and vaguely resembling the spurs of a giant insect or the fangs of some unspeakable beast. You gain a pair of claw attacks. These are primary natural attacks that deal 1d8 points of slashing damage if you're Medium or 1d6 points of damage if you're Small.

3: Disintegrating Blow (Sp) Once per day, you can channel a glimpse of Rovagug's hatred through your weapon, recreating the effects of *disintegrate*. You must declare your use of this ability before you roll your attack. On a hit, the target is affected as if targeted by *disintegrate* cast by a wizard of a level equal to your Hit Dice (maximum CL 20th). If your attack misses, the *disintegrate* effect is wasted.



Spawned to destroy worlds, Rovagug tore into existence while the cosmos was still young, devouring and destroying everything he touched and laying waste to the careful creations of the gods. Trapped by a union of desperate deities, Rovagug shudders in anguish and impotent rage, causing the earth to shake and mountains to crumble. He bellows and clouds of toxic gas billow from rents in the ground. He births monstrosities that clamber from the rotted depths of the world to ravage and destroy in their creator's place. Rovagug does not dream of glory or wonders. He dreams of the end of existence, shoveling all that lives into his devouring maw and crushing all that does not beneath his terrifying form. His ruin is not slow entropy but rather destructive fire. All rational beings, divine and mortal, hate and fear him, for he is the hastener of the end, the Unmaker, enemy of the gods and of life itself.

Upon Rovagug's arrival from somewhere beyond the depths of space and time, he launched a vicious war that eventually prompted an unprecedented alliance among all the gods as they sought to defend all they had created. While wily Calistria distracted the terror and countless now-forgotten gods gave their lives to aid her, Torag and Gorum forged an unbreakable prison in the heart of Golarion, and Asmodeus and Pharasma drew upon the power of the planes to fit it with potent magical locks and wards. When the sign was given that the work was complete, the great angel Sarenrae challenged Rovagug directly, taunting him with holy fire. His profane howls of rage and anguish shook the void as the Dawnflower lured him close to the world that would be his prison, and with her blazing sword, sliced a great rift deep into the land's heart. Power beyond mortal comprehension, born of the toil of dozens of gods and paid for with the lives of dozens more, lashed out and ensnared the destroyer, drawing him into the god-forged prison. As the cell quaked and threatened to buckle around its furious captive, Asmodeus used his Hell-forged key to lock the Rough Beast away for all time.

Bound for millennia, the Rough Beast has nursed his rage, believing that one day he will break free and feast upon Sarenrae, the fragments of the world, and the cooling flesh of all the other gods. He sleeps fitfully for centuries at

Rovagug's Antipaladin Code

The antipaladins of Rovagug seek their master's Great Awakening, and bend all their efforts toward the eventual decay of the prison that holds their god. Their code is simple, brutal, and direct, and its tenets include the following adages.

- All things must be destroyed, but the tools of destruction will be destroyed last.
- The beautiful die first. Their loss wreaks havoc in the hearts of those who love.
- All is vanity before the tide of destruction.
- The world is a lie. The only truth is oblivion, born of storm and horror.
- Torture is needless delay. I give the gift of a quick death.
- I will die standing.

a time, comforted by dreams of annihilation. Rovagug is the cancer at Golarion's heart, straining and struggling against his bonds until the day when he will consume all life.

There is nothing beneficent about the Rough Beast, no creation to offset his destruction. He has no friends or allies; once he has devoured the world, he will surely turn on even his own spawn and devour them in a cannibalistic orgy. The Rough Beast is indifferent to the petty things mortals do in his honor, or whether they speak his name with adoration or loathing. He requires no special rituals and demands no heartfelt devotion as a channel for his divine energy—he wishes only to be set free, and to know that he is not forgotten. Though some of his faithful may believe otherwise, he promises no honored place at his side or immunity from his destruction. The lucky ones may ride in his wake for a time, reveling in unbridled obliteration, but eventually they too will be consumed by their god's terrible hunger.

Rovagug's imprisonment limits his interaction with both mortal and immortal beings. His intervention in the world must be through his violent priests and, more infamously, through his titanic spawn, which act as his host of catastrophic heralds. Few civilized cultures attempt to depict the Rough Beast as anything more than a wormlike creature with a great toothy maw, and the primitive tribes and mad cultists who worship him are satisfied with simple depictions painted in blood on walls, banners, and shields. His symbol is a fanged mouth surrounded by spider legs, though individual cults might use slightly different symbols such as a crab with a mouth on its back, a maw surrounded by scorpion stingers, or a crude drawing of a claw encircled by a spiral. He has many names used by various tribes and cults, including the Tide of Fangs, the Imprisoned King, and the Worldbreaker. Rovagug's true form is maddening: a miles-long worm with countless limbs stretching along his length and grasping from within his mouth. Various parasitic creatures cling to his skin and spill forth from his wounds; some of them are sluglike or insectile, many are swarms of thousand-legged vermin, and others take more unspeakable shapes. These parasites voraciously consume those foolish enough to be caught in the wake of Rovagug's spilled blood, then die, unable to sustain their own existence apart from the god's flesh.

After earthquakes and volcanic eruptions occur, Rovagug's cultists pray and make sacrifices to wake him, believing such events are manifestations of his restless slumber. They see storms and toxic gas vents as his breath coursing up from the dark places in the world. If these things afflict the enemies of the cult, the faithful take it as a sign of their god's favor; he is clearly displeased if such natural disasters harm his worshipers.

The Church

Of all the gods of evil and corruption, the most hated is Rovagug, and his congregation revels in this hatred. Those who truly follow in the Rough Beast do not care about love, honor, loyalty, or material gain. They do not care about remaking the world in their own image. The only thing they seek is utter destruction. They cannot be reasoned with, nor can they be trusted. They are almost always a little bit insane; as they worship the act of destruction with no real expectation of reward, they are generally a damaged and criminal lot, maniacs and berserkers who destroy not for personal gain, but for the thrill of the act itself.

Many of Rovagug's worshipers are orcs, ogres, and similar creatures who howl prayers to him as they cleave their opponents limb from limb. His faith is forbidden in nearly every center of civilization, no matter how liberal the populace might otherwise be. Most of his followers in cities are mad: psychopaths without the discipline to serve Norgorber or to practice the aesthetic mutilations of Zon-Kuthon, or who lack the morbid cunning of Urgathoa's cultists. Some embrace fire and arson as tools of their terrible god, while others stand naked amid great storms or hurl themselves into volcanoes. Often mistaken for the morbid priests of Groetus, Rovagug's prophets preach and scream at passersby, proclaiming that the world will soon end—though some are wise enough to avoid invoking the Rough Beast's name in their rants, lest they rouse the ire of soft, civilized people. Among his more misguided cultists, Rovagug is seen as a deity of cleansing and enlightenment, destroying the old world to make room for a new one in which the faithful will be made into

gods and taught to kill and destroy in strange new ways for the pure pleasure of annihilation.

Sacred rites are simple; most involve sacrificing slaves or prisoners, shouting, foot-stomping, breaking valuable items, and perhaps banging the occasional gong. However, these practices are all things invented by mortals. All that is truly required to contact Rovagug is prayer. The acts associated with prayer are irrelevant, though the god enjoys the gleeful enjoyment of destruction that accompanies them. This means two different cults might have very different ceremonies that have evolved over generations and are dependent upon their local circumstances and preferences. One might burn offerings or sacrifice them to a volcano in a dance-like procession, while another hurls offerings down upon jagged rocks and emit keening wails.

While Rovagug's worshipers are predominantly savages and lunatics, he also has a significant following among several other groups. Most gnolls worship Lamashtu, but a few tribes with territory near civilization take up arms in the Rough Beast's name, jealously trying to bring ruin upon their settled neighbors. Some Kellids who live near the Worldwound, having seen the power of chaos sear their flesh and mutate their children, willingly embrace the taint to make themselves more formidable combatants, and Rovagug's thoughts echo more easily in their clouded minds. Ropers see Rovagug as their creator or patron, and welcome the opportunity to instruct visitors to the Darklands in their particular philosophies about the worship of the Rough Beast, usually as they slowly chew away their audience's limbs. Even a few fearsome Ulfen raiders organize themselves into murderous bands devoted to the lord of destruction; scarred and painted, they are considered bloodthirsty and insane even by their warlike kin.

Temples and Shrines

Rovagug's worship is banned in most major cities, and any building discovered to be dedicated to him is usually promptly torn down by appalled neighbors. Thus, most worship is private and most shrines to him are secret, often no more than an alcove painted with a fanged mouth or clawed hand surrounded by a spiraling line. Most of his true temples are located in caves, dungeons, or fortresses held by orcs or other vicious humanoids. These temples usually hold a monster—such as a roper, a grick, or an immature purple worm—as a proxy for the god, hand-fed by the priesthood and used as a focus for worship. Typically, the temple contains a large pit, representing the Rough Beast's prison and containing a bonfire, scuttling vermin, and the remnants of sacrifices.

Though any cave near a geothermal vent is holy to the faithful of Rovagug, two places in particular capture their imagination. One is the Pyramid of Kamaria, near the city of An in Osirion; this pyramid caps the tomb of a pharaoh who worshiped Rovagug openly. The central shaft of the pyramid extends into the Darklands, and is used by cultists to trade with the monsters of the deep. The primary holy site of the faith, though, is the vast Pit of Gormuz in Casmaron, from which the Spawn of Rovagug have clawed forth and which the faithful believe leads to the prison of their terrible god. The ruins surrounding the pit teem with degenerate tribes who offer living sacrifices to the depths (see pages 28–31 of *Pathfinder Campaign Setting: Mythic Realms* for more details on the Pit of Gormuz).



A Priest's Role

Rovagug's only goals are destruction and slaughter, and the same is true of his honest believers. They destroy the idols of others, break works of art, and tear down the illusions that protect others from the Rough Beast's truths: that life comes to nothing, and that craftsmanship and artistry can't stave off the inevitable. They want to see civilization fall and its leaders die. Many also seek the deaths of children so that the future too will perish. They believe that acts of destruction loosen the chains that bind their god, and work tirelessly toward the day when their combined atrocities will release the Rough Beast and bring the end at last. The more deluded and naive among Rovagug's worshipers believe that they are the elect of the Worldbreaker, and that Rovagug's freedom will mean an end to the old shackles and the rise of a new order in which his faithful will reign triumphant over their bloodied enemies. Yet those who venture far enough into the god's faith to become his priests know the truth: achieving their goals will bring only destruction, and those who eventually free their god will receive no reward except the right to be consumed first in Rovagug's final rampage.

Priests evangelize a litany of rage, ruin, and misery, teaching that there is honor in destruction, that building things is for those too weak to destroy, and that every act of bloodletting and breaking loosens Rovagug's chains. His clergy make no useful contribution to normal society; at best they are mercenaries, though most are better suited for banditry and raiding. Even as criminals, they are unreliable at best, having little interest in gold unless they can use it to purchase tools of destruction.

The Rough Beast welcomes all who promise to destroy in his name, and his "priesthood" is a disorganized mix of doomsaying zealots, maniacs, and savages who epitomize destruction—some but not all of these are granted divine magic. The rigorous study required to master the arcane arts tends to keep Rovagug's faithful from taking up most forms of arcane magic use.

Rovagug's clergy see the creation of useful things as contrary to their god's will and break what they cannot use—magic scrolls are used to start bonfires, works of art are defiled, and other items are sacrificed to the pit or the flame. The spiritual leaders of a cult or tribe sworn to Rovagug see building and crafting as fit only for slaves, and rely on raiding others for usable weapons and armor. Thus, they are responsible for the slow decline and degradation of their people's wealth and welfare. Outnumbered or suicidal priests have been known to break an enemy's weapons and armor as a last act of defiance, and most would rather see a fine suit of mithral chainmail broken into its component links than profane themselves by wearing it, believing finely crafted things to be an affront to their god. Occasionally, after scratching or marring such items, they may ask Rovagug's permission to use these tools to better destroy their enemies, but such elaborate rituals of asking permission are a farce—the god doesn't care what weapons his worshipers use.

Cult leaders are usually strong-willed and physically tough individuals, and their hierarchies are based solely on physical strength and ruthlessness. Among orcs, a tribal leader might nominally be a priest of Rovagug, though most tribes traditionally have a martial leader with a spiritual advisor. Challenges are common, and while the victor may spare the loser to humiliate him further, the loser is most often sacrificed to gain Rovagug's favor. If the monstrous proxy of a cult cell or tribe is an intelligent, powerful creature, it may be the power behind the throne, a rival to the chief, or even the leader of the group after making a successful challenge.

On a typical day, a priest hunts in the name of her crazed lord, alone or at the head of her ravening tribe, hoping to find some living thing to kill or crafted items to ceremonially destroy. A zealous priest can whip the faithful into a destructive frenzy, ignoring hunger and overwhelming odds to bring glory and freedom to their monstrous god. Caring for little than destruction, priests focus their skill ranks on Intimidate and physical skills like Climb and Swim.

Adventurers

Those vicious adventurers who truly follow in the footsteps of the Rough Beast do not care about love, honor, loyalty, or material gain. They may be scouts for orc warbands, lunatics seeking hidden knowledge about how to free Rovagug, or fighters so damaged by what they've seen and done in battle that all that is left to them is the nihilism of destruction. Whatever their backgrounds may be, they don't care about remaking the world in their own image. The only thing they seek is utter destruction.

Clothing

The particulars of Rovagug's worship vary from region to region, and even his holy symbol differs, depicted alternately as a worm with great teeth, a crab with a mouth on its back, a terrible spider-legged maw, or a claw encircled by a spiral. Priests usually dress in shaggy coats dyed in strange colors—the more unusual the source of the hide, the better. Hideous animal masks and masks depicting melted faces are popular among the clergy, and some are so strange and distorted it's hard to tell what creature the mask is supposed to represent. Priests in particularly successful tribes possess a variety of masks for different purposes, such as those worn when blessing the tribe for an upcoming battle, those designed to bring good luck for a hunt, or those donned when sacrificing a living creature.

Holy Text

Rovagug's chaotic and constantly warring followers do not agree on a single holy text, and many tribes prefer to pass down their particular beliefs and teachings in stories and songs. Noted here are two such "unholy writings" used by sizable cults of the Worldbreaker, though hundreds of other such texts likely exist.

Cycle of the Beast: For the past 20 years, a resident of Havenguard Asylum in Caliphas, the insane prophet Chalmus Col, has scrawled these rambling passages hearkening back to myths of Rovagug and his terrible spawn. They make a dubious but impassioned claim that all creation causes destruction and all the multiverse trends toward annihilation. Both worshipers of Rovagug and a small number of scholars find Col's observations shockingly insightful, and transcriptions are widely popular among them, though the madman has not been granted visitors for many years.

The Red Mark of Xhor: Known among many orc tribes, this mark looks like little more than a spiraling symbol of Rovagug with its legs randomly twisted. While the image itself holds no mystical power, the superstitious among Rovagug's worshipers claim looking at it draws the Rough Beast's ire down upon the viewer, cursing the viewer as bad luck or marking her for impending consumption by hungry beasts.

Holidays

Although the harvest month of Rova is named for Rovagug, during which the mowing of wide swaths of cropland mirrors the destruction the Rough Beast would bring to the entire world, he is in no way a harvest or fertility deity and common folk do not invoke his name as part of their work. Individual tribes or cults have their own unique holidays, deciphered from remnants of old books or fragments of god-inspired dreams; only two are common among many tribes, and some do not acknowledge even these events.

Lastday: This holiday is based on conjunctions of the sun with certain stars and planets, which align in early fall during most years. Every few decades, the alignment occurs during another part of the year, with occasional intervals during which the event isn't celebrated at all. The Rough Beast's followers believe these alignments indicate a weakening of the god's prison, a swell in his power, or a moment where stellar divination allows them to accurately predict the end of the world.

The Waking: When the *Starstone* crashed into Golarion, the force of the impact jostled Rovagug in his prison, rousing him from centuries of hibernation. Overwhelmed by the equivalent of a massive telepathic roar from the Rough Beast, bloodthirsty orc shamans all over Golarion drove their comrades, still confined to the Darklands, forward against their tribal enemies. The orcs commemorate this event annually with the ceremony of the Waking, usually held in early spring; they don't know the exact day, month, or year when Starfall occurred, and tribes are known to war over their beliefs as to the correct date. The tribes have become superstitious about the holiday, believing Rovagug will abandon them or go back to sleep if they don't offer him the correct prayers and sacrifices.



Aphorisms

With no centralized religion, no standard holy book, and worshipers who consist mostly of oft-battling rival tribes, Rovagug's faith has no set adages. Most sayings among his cults are joyous exclamations uttered at an enemy's injury or death, or wry curses hissed when a necessary item breaks. Still, a few invocations are popular among Rovagug's followers.

The End Is Now: This battle cry derives from the belief that, since the Rough Beast's imprisonment, Golarion has been slowly sickening and dying. This declaration is a favorite of maniacal savages and mad doomsayers proselytizing the inevitable coming of the end times.

I Am What Gods Fear: A dramatic exaggeration savored by warriors who serve Rovagug, this boast evokes the divine battles once fought between the other deities and the Rough Beast. Tales abound of the monstrous deity's most notorious followers shouting this unlikely battle cry in the midst of combat, believing themselves to be Rovagug's favored champions.



Relations with Other Religions

The deities responsible for Rovagug's imprisonment lack the ability to destroy him; they were forced to settle for binding him, and all fear what would happen should he throw off his chains. Cayden Cailean, Milani, Zyphus, and other gods too young to have played a role in his fettering either heeded elder deities' warnings about Rovagug or reached the same conclusions after visiting the edge of his prison. Rovagug's greatest hated is reserved for Sarenrae, for it was she who dared to strike him, and her fiery sword that drove him into his oubliette. He has sworn that when he is free he will tear her apart, feast on her still-living remains, and only then return to his task of sundering the world.

While Groetus is often described as the God of the End Times, he and Rovagug display none of the animosity one would expect of competing deities. Some sages speculate the two may not actually be at odds, and that while Rovagug's purpose is to destroy the physical world, Groetus will feast upon spirits and the energies of the dead.

Realm

When Sarenrae, Asmodeus, and dozens of other deities defeated Rovagug in the early days of the multiverse, the Rough Beast and his foulest servitors were trapped within a demiplane thrust down through Golarion's crust—buried and sealed, it was said, at the planet's very core. Known as the Dead Vault, this plane is a thing of awesome power, its exterior carefully crafted to combine Sarenrae's burning fury, the dark pragmatism of Asmodeus, and the binding power of dozens of other deities. It appears as a massive globe of cut and faceted golden topaz, a chunk of yellow stone fossilized around a deific insect, with rings of black iron coiling around its periphery and embossed with a terrible litany of binding runes. Any person attempting to physically reach the demiplane's exterior experiences a strange warping of space that pushes the offending party away from the apparent physical boundary. Rarely, such an attempt may be successful, though the only reward for such perseverance is for the Vault to swallow the intruders whole, trapping them inside as well.

Despite their majesty, the seals that hold Rovagug were crafted in haste, and at the time of their construction the gods did not yet truly understand the full scope of Rovagug's abilities. Thus, like a great sieve, the barriers block Rovagug's escape but cannot fully prevent the god's influence from leaking out into

the surrounding Darklands. This escaped energy builds up until it manages to find a creature to infuse, twisting and corrupting the unfortunate victim (or eager cultist) into a horrifying monstrosity and sending the new child of the god out to wreak havoc.

Planar Allies

Unlike other deities, Rovagug does not have a single herald. Rather, an entire host of extraordinarily rare but catastrophically destructive beasts known as the Spawn of Rovagug serve as his ruinous emissaries upon Golarion (see page 48 of *Pathfinder Adventure Path* #24 and page 46 of *Pathfinder Campaign Setting: Inner Sea Bestiary* for details on his most infamous spawn), as well as strange and unique qlippoth and other planar allies. In addition to the thognorok qlippoth (see page 305), the following creatures can be summoned only by worshipers of the Rough Beast.

Galulab'daa (unique outsider): Some say Galulab'daa was an angel—or perhaps a whole host of angels—who stood among Sarenrae's army and were sacrificed when she imprisoned Rovagug, locked within the mad god's prison. Galulab'daa seems to be in a constant, insane rage, prone to attacking anything near it, even allies, as if under the effects of a *confusion* spell. This horrifying amalgam of broken wings and melted steel resembles and has all the abilities of a gibbering mouther. Lore passed mostly by word of mouth among priests who survived summoning it recommends simply conjuring it into the midst of enemies, as attempts to bargain with it prove fatal. Despite its apparent madness, it recognizes the symbol of Sarenrae and preferentially attacks her followers before any others.

Spawn of Rovagug: Rovagug doesn't have a herald like the other gods. Instead, over the ages, the Rough Beast has gradually vomited forth a horde of titanic monstrosities that embody his unrestrained disaster and destruction. Though these beasts can't be summoned with *planar ally* or other such spells that allow the faithful to call the heralds of their gods, it is whispered that strange and elaborate rituals exist that can attract their attention or wake them from millennia-old hibernation. Among Rovagug's spawn are such creatures as Ulunat, who crawled from the Pit of Gormuz and whose shell still stands in Sothis; the Armageddon Engine, better known as the Tarrasque; the destructive Xotani the Firebleeder, Kothogaz, who terrorized Vudra; the dread burrower Chemnosit the Monarch Worm; and the flying terror Volnagur the End Singer. Thankfully the emergence of the Spawn of Rovagug is rare to the extreme. For more information on the abilities all Spawn of Rovagug possess, see page 275, and see page 304 for details on one of Rovagug's spawn, the Tarrasque.

For Rovagug Characters

Characters who worship Rovagug may find the following rules elements thematically appropriate.

Archetypes	Source
Antipaladin (paladin)	*Advanced Player's Guide* 118
Blight druid (druid)	*Advanced Player's Guide* 98
Breaker (barbarian)	*Advanced Player's Guide* 78
Iconoclast (inquisitor)	*Ultimate Combat* 52
Two-handed fighter (fighter)	*Advanced Player's Guide* 108
Wild rager (barbarian)	*Ultimate Combat* 31

Feats	Source
Breaker of Barriers	See page 208
Gory Finish	*Ultimate Combat* 102
Merciless Rush	See page 214
Oath of the Unbound	See page 214
Squash Flat	See page 216
Sundering Strike	*Advanced Player's Guide* 171
Warrior Priest	*Ultimate Magic* 159

Magic Items	Source
Altar of Rovagug	See page 249
Broken chain of the beast	See page 261
Fangtide scale mail	See page 251
Gauntlet of rust	*Core Rulebook* 514
Maul of the titans	*Core Rulebook* 523
Rusting teeth of the Rough Beast	See page 257

Spells	Source
Break	*Advanced Player's Guide* 207
Brittle portal	See page 230
Deadly juggernaut	*Ultimate Combat* 226
Destruction	*Core Rulebook* 266
Face of the devourer	See page 233
Rage	*Core Rulebook* 329
Rovagug's fury	See page 239
Spawn calling	See page 241

Traits	Source
Bestial Wrath	See page 218
Destructive Blows	See page 219
Hatred of the Gods	See page 220

Variant Spellcasting

Adepts, antipaladins, clerics, druids, and inquisitors of Rovagug add *baleful polymorph* to their respective spell lists as a 4th-level spell.



Sarenrae

Let the healing light of the sun burn out the darkness within you. Let your inner light be a guide for others, and a searing flame against unrepentant evil.
—The Birth of Light and Truth

The Dawnflower

Goddess of healing, honesty, redemption, and the sun

Alignment NG

Domains Fire, Glory, Good, Healing, Sun

Favored Weapon scimitar

Centers of Worship Absalom, Katapesh, Osirion, Qadira, Taldor, Thuvia

Nationality Keleshite

Obedience The Dawnflower values the redemptive powers of compassion and patience, and extends them to all who might be capable of good. Offer to heal a stranger of his wounds, either by using the powers granted to you by Sarenrae or with a potion, scroll, or other item you possess. Tell the stranger it is by the will of Sarenrae that you share your healing gifts. You may also use your Heal skill to perform this act of healing service. If you can't find a stranger who will accept your offer, stand beneath the open sky during the daylight hours. Blindfold yourself with a red-and-gold scarf and try to locate the sun in the sky through the layers of fabric. Gain a +2 sacred bonus on Perception checks.

Evangelist Boons

1: Healing Spirit (Sp) *cure light wounds* 3/day, *aid* 2/day, or *remove curse* 1/day

2: Fiery Spirit (Su) You have spent so much time in the sun, reveling in Sarenrae's power and meditating on her glory, that its fiery rays have soaked into your very soul. You gain fire resistance 10.

3: Holy Brand of the Sun (Su) Your devotion to the Dawnflower allows you to wrap your weapon in her cleansing flames to better bring justice to her foes. For a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds), you can cause flames to wreathe your weapon. Any weapon you hold while this ability is active becomes a *+1 flaming burst* weapon. (You can use this ability on a ranged weapon, but can't apply it directly to a piece of ammunition.) If you drop the weapon or give it away, the flame effect on that weapon immediately ends. If the weapon you hold has an enhancement bonus greater than +1, use the higher bonus. Activating or deactivating this ability is a free action, and the rounds in which you use the ability don't need to be consecutive.

Exalted Boons

1: Brightness (Sp) *dancing lantern*[APG] 3/day, *continual flame* 2/day, or *daylight* 1/day

2: Healing Sunburst (Su) You can transmute the sun's burning rays into brilliant, healing fire. You can add your exalted levels to any cleric levels you have to calculate the power of your channel energy ability. In addition, you can spend three of your daily uses of your channel energy ability to channel an especially powerful burst of healing that manifests as a bright burst of sunlight around you. Anyone healed by your channeled energy sunburst who is currently suffering from poison or a nonmagical disease can immediately attempt a new saving throw with a +2 sacred bonus to end the poison or disease effect.

3: Angelic Ally (Sp) Once per day as a standard action, you can summon a movanic deva (*Pathfinder RPG Bestiary 2* 28) to aid you. You gain telepathy with the movanic deva to a range of 100 feet. The deva follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. The deva doesn't follow commands that would cause it to violate its alignment by committing evil acts, and it could even attack you if the command is particularly egregious.

Sentinel Boons

1: Firebrand (Sp) *produce flame* 3/day, *fire breath*[APG] 2/day, or *fireball* 1/day

2: Channel Efficiency (Su) You are a talented healer, and have honed your ability so that you can preserve your resources while you provide aid to the wounded. You can channel positive energy by consuming a single use of your lay on hands ability instead of two uses. If you don't have the lay on hands class feature (or if you have lay on hands but can't use it to channel positive energy), you instead gain a +4 sacred bonus on Heal checks.

3: Sunburst Strike (Sp) Once per day, you can channel the effects of *sunburst* through your weapon. You must declare your use of this ability before you roll your attack. On a hit, the target is affected as if you had cast *sunburst*, as well as taking normal weapon damage. The *sunburst* effect you generate affects only the target you have struck, not an area of effect as it would normally. If you miss with your attack, the *sunburst* ability is wasted.



Sarenrae is one of the most popular deities on Golarion, and followers of many other faiths respect her power, dedication, and generosity. Once a powerful angel known as an empyreal lord, Sarenrae led the heavenly hosts in the charge against the Rough Beast, Rovagug, and it was she who dealt him the great blow that led to his chaining. Now a goddess in her own right, Sarenrae is kind and loving, a figure of light, guidance, and healing, and has great patience with those who choose to be blind but may one day see. Yet for all her compassion, Sarenrae is also a powerful force against evil, and strikes down the irredeemable without mercy. Her faith is ancient; it first became popular among Keleshite humans, then spread to the Garundi in ancient Osirion and into other human and nonhuman civilizations as well.

Eons ago, Sarenrae was an angel guiding the energies of the sun and battling evil beings that sought to plunge the newborn world of Golarion and its sister planets into eternal darkness. Other angels lent her their support and turned to her for leadership in these battles, and eventually gods joined them as she grew in power to become one of the mighty empyreal lords. Sarenrae was the first to stand against Rovagug's attempts to unmake Golarion, and she faced the Rough Beast personally when the other forces of creation were engaged with his hideous spawn. The exact circumstances of the battle are a mystery to mortals, but it is believed that her willingness to sacrifice herself for the good of all inspired her flagging comrades to new hope and courage, and elevated her from one of the greatest angels to a full goddess. With this influx of power, she smote Rovagug and hurled his broken body deep into the earth. As the gods healed the planet's scars and intelligent life appeared on its surface, mortals turned their eyes upward to thank the life-giving sun, and her faith took root among primitive peoples.

Sarenrae is a goddess of boundless love and exquisite kindness, a caring friend, mother, sister, and protector of all in need. She delights in healing the sick, lifting up the fallen, and shining a guiding light into the darkest hearts and lands. She brushes off insults and deflects attacks, patiently trying to convince those who perceive her as

The Cult of the Dawnflower

As might be expected in a religion that teaches its followers to speak out and take action, not all Sarenites agree on her teachings, or even get along. The most prominent example of this is in Qadira, where a militant sect known as the Cult of the Dawnflower has risen to become the dominant faith.

As tribal nomads say, "There are no second chances in the desert," and the Cult of the Dawnflower has taken this moral to heart. These hard-edged priests offer mercy once and only once to their opponents, and if refused, they are ruthless in battle, ignoring offers to parley or surrender, and unafraid to judge neutral opponents as if they were black-hearted evildoers. This severe stance only applies to enemies of the faith and sinful folk—among their friends, family, and other respectable members of the community, members of the Cult of the Dawnflower are kind, generous, and forgiving.

In a large part, the Cult of the Dawnflower has risen out of a close alliance between elements of the Qadiran government and certain temple leaders. Members of the cult believe Taldor is in need of a cleansing with blade and fire, and continuing border tensions with Taldor are often exacerbated by members of the Cult of the Dawnflower. Never one to turn their back on a good deity, the nation of Taldor supports a number of temples devoted to Sarenrae.

While the Cult of the Dawnflower tends to fall much closer to neutral than neutral good, its spellcasters are never actually evil, as Sarenrae revokes her gifts from those who commit evil acts. Along with its relative bloodthirstiness, the Cult of the Dawnflower differs ethically from the larger church in that it tolerates slavery, as long as the slaves are not mistreated; free folk can sell themselves into slavery for a span of years to pay off debts or provide for their families, and some habitual criminals are sentenced to a term of slavery to pay their debt to society.

an enemy that their belief is false. For all her patience and gentleness, however, she is no victim: if it becomes clear that her efforts are wasted, she responds to violence and predations upon the innocent with cleansing fire and scorching light. She dislikes cruelty, lies, needless suffering, and thoughtless destruction. Ancient and timeless, she stands fearlessly against the full tide of darkness, promising that the dawn will always come, and with it, hope, truth, and kindness will triumph.

Religious art depicts the sun goddess as a woman with bronze skin and hair of dancing flame; in some cases this flame trails behind her for a dozen or more yards. One of her hands offers the light of the sun, while the other wields a scimitar against those who would spread darkness, hatred, and pain. The church does not teach that Sarenrae is the sun itself; rather, she is its guardian and conduit for its power, and while fanciful art may show her face in place of the sun, the mainstream faithful recognize the difference between the star and the goddess.

The Dawnflower's faith is a broad one, and the majority of her worshipers are everyday folk who recognize the power of the sun, take comfort in the idea of a deity's love and compassion, and believe strongly in both redemption and righteous action. Her faith attracts those with kind hearts who are nevertheless willing to harden them when kindness is a dangerous weakness. The faith makes few demands of its everyday adherents beyond these tenets, and its clergy are usually seen as valiant protectors and enlightened teachers.

Sarenrae indicates her favor with sightings of doves, rays of dawn or dusk sunlight that last far longer than they should, the discovery of yellow stones or gems, or the sudden soothing of aches and pains. Her displeasure is most often made apparent through unexplained sunburns or periods of blindness that can last anywhere from only a few moments for minor transgressions to a lifetime for mortal sins. Her holy symbol is an ankh, though more stylized versions show a winged ankh or a winged female figure with arms outstretched and a halo of flame. Her titles include the Dawnflower and the Cleansing Light—to her enemies, she is the Warrior of Fire.

The Church

During the Age of Enthronement, missionaries from the Padishah Empire of Kelesh, where worship of Sarenrae is the state religion, began spreading her faith into the Inner Sea region, where it quickly took root. Today, the church of Sarenrae is common across the region, with good communication between temples and amiable relationships with most non-oppressive governments.

The church is strongest in Absalom, Katapesh, Osirion, Qadira, Taldor, and Thuvia, in which great gold-adorned open-air temples rise tall and white into the skies, though the church's emphasis on kindness, healing, joy, and redemption makes it popular across the continents, and shrines to the Dawnflower dot countrysides in most nations. The desert flavor imbued by the church's Keleshite origins remains noticeable in larger and more traditional temples, though smaller and more rural congregations often let regional traditions and aesthetics shape their worship and their conception of the goddess.

Services are joyous events incorporating singing and dancing, accompanied by upbeat music; they always take place outside and during daylight hours. The church is very supportive of marriage, and a wedding in a temple is always cause for celebration. There is no stigma attached

to divorce, and the delight over a second or third marriage is just as heartfelt as for a person's first. Worshipers in many regions reconsecrate their vows every 10 years.

For Sarenrae's congregations, faith is not merely a theory, but an active force that underpins their actions; they try to see things in her light, which reveals the hope and potential for goodness in the people they encounter. Sarenrae encourages her faithful to speak out and take stands for what's right—a practice that leads many to characterize Sarenites as fiery zealots. In truth, however, the other half of Sarenrae's teachings—that one should always seek first to understand and redeem foes rather than immediately write them off—means that while Sarenites may be passionate and outspoken, their finely honed sense of right and wrong is tempered by compassion.

Temples and Shrines

Temples are open to the sky, though larger temples may be enclosed buildings surrounding an open central courtyard where worship is held. Most hang large brass or gold mirrors on high points to reflect more sunlight toward the altar, though they are carefully positioned so as not to blind worshipers. Sun motifs are common decorations, as are white or metallic wings and images of doves. Most temples have a sundial, and gold decorations are often set against light blue silk hangings that evoke sunny skies.

Sunflowers and other plants with large golden flowers surround many of Sarenrae's sanctuaries. In poorer communities, these sunflowers' seeds are often eaten, either whole or as a nutritious paste, or are dried and ground into flour to make bread. Believing in charity and supporting the community, churches often bake small loaves of filling, nutritious bread marked with an ankh on top, known as "Dawnflower bread," to distribute to the needy.

Sarenrae has many shrines, typically a single stone marker with a sun-ankh, though trios of carved standing stones may mark the summer and winter solstices. Shrines may have niches for candles or small handwritten prayers, and visiting pilgrims typically scatter sunflowers or seeds at the base. In hotter lands, the stone might be part of a small shelter or have an overhang to create a bit of shade for weary travelers.

A Priest's Role

Sarenrae's faith is one of kindness, healing, honesty, peace, and forgiveness. Her clergy believe wholeheartedly in redemption, and are patient and compassionate in attempting to persuade evildoers to mend their ways. Hers is not a passive faith; the Dawnflower's servants teach that goodness is more than simply not doing harm. They see no point in punishment for its own sake—loving kindness and acceptance draw the lost back to the path of goodness far more effectively than threats or pain—but they do not confuse patience with allowing evil to work its will unopposed. Force may be a last resort for a priest of the Dawnflower, but when she draws her scimitar, her justice will be swift, implacable, and complete. Those who wage war in Sarenrae's name attempt to ensure that it is as clean as they can make it, and that it ends as quickly as possible.

Sarenrae's acceptance of all who strive toward virtue attracts a diverse clergy: clerics, inquisitors, rangers, sun-druids, paladins, monks, and bards are common, as are any spellcasters or warriors who wield magic to defeat evil, bring light and hope to the beleaguered, and aid the sick, poor, and downtrodden. Her paladins tend to be adventure-seekers, many of them searching out downtrodden innocents to defend or questing as penance for past failures or perceived flaws. Sarenrae's status as an angel who ascended to full godhood makes her church an attractive choice for those with celestial heritage, and clergy so blessed are often a source of pride for their congregations. The church's message of redemption for all also makes it a compelling choice for those struggling to remain virtuous despite fiendish blood. Whatever their origins and skills, those priests who devote their lives to Sarenrae's service rarely seem to sunburn, even if



they have fair complexions, and they tend to tolerate heat easily, even if they hail from cold climates.

Sarenrae's clergy are devoted to serving their communities, administering to their flocks with a gentle hand and wise words. They provide healing and counsel to those who need it, listen to the confessions of those who wish to bare the wounds of their souls to Sarenrae's healing light, expose injustice where they find it, arbitrate disputes, and rehabilitate criminals. They promote law and order as long as these benefit everyone, but are not afraid to help organize communities against unjust rulers. Priests view casual cruelty or thoughtlessness as genuinely harmful, and if they accidentally engage in one of these behaviors themselves, they seek out the wronged person and attempt to obtain his forgiveness. They understand that goodness takes practice, and regular daily acts of kindness and virtue aid one in building the moral strength to do what is right when one's goodness is challenged in more serious ways.

Such kindness vanishes, however, when the church is stirred to action against an evil that cannot be redeemed. At such times, Sarenrae's priests become dervishes, dancing among foes while their scimitars mete out final justice, and even lay worshipers may take up arms. Swordplay, particularly with the scimitar, is considered an art form among Sarenrae's priests, and martial-minded priests train rigorously in its intricacies. The church sometimes uses spells like *lesser geas* and *mark of justice* to help guide malcontents toward goodness; while they don't wish to take away free will, they aren't averse to providing extra encouragement to help others choose the correct path.

Most non-adventuring priests live on donations from their congregations. Nobles and wealthy merchants sometimes sponsor or hire priests as healers and peacekeepers. By tradition, most priests will not refuse someone in need of healing even if the person cannot pay, but they are quick to assess who urgently needs medical attention and who will recover naturally, which prevents most exploitation and allows priests to focus their magic on those who really need it.



The Dawnflower's church allows its priests a great deal of mobility between temples—a legacy of its early popularity among the nomadic tribes. This practice helps diffuse pressure from personal feuds, as one priest can relocate to another temple until tempers cool. The head of a particular temple is called the Dawnfather or Dawnmother; members of the temple are expected to follow the decisions of the leader, though normally he or she encourages input from junior members.

Priests of Sarenrae are usually skilled at Diplomacy and Heal. Many also learn Knowledge (nature) or Profession (herbalist) to better understand medicinal plants. Those who make a habit of confronting evil usually learn Intimidate, as they prefer for foes to surrender, so they need not beat all their enemies into submission.

A priest normally wakes around dawn and salutes the rising sun with a prayer to her goddess. A quick meal follows, as does a short period of introspective prayer, no longer than an hour, after which the priest goes about her work. Priests pause to pray for a few minutes when the sun reaches its highest point in the sky and again shortly before sundown—priests who cannot see the sun, such as those in a dungeon or cave, estimate the appropriate time for these prayers.

Adventurers

Sarenrae's faithful are united by their desire to make the world a better place. They believe wholeheartedly in redemption, yet this should not be mistaken for weakness. They are equal parts healers and crusaders, and seek to stand up to evil in all its myriad forms.

Followers of Sarenrae may engage in relatively peaceful pursuits such as tending the sick, arbitrating disputes, and rehabilitating criminals, or they might hunt down abominations and bring justice to any unrepentant evildoers. Whatever drives them, the end result should be bringing the light—or sword—of Sarenrae to hearts that have been dark for too long.

Clothing

The Keleshite robes of desert dervishes have become

synonymous with the faith in many worshipers' minds, as have sunburst symbols and the colors of white, red, sky blue, and gold. The devout often wear ankhs or stylized doves, and even in cold northern climes far from the deserts of Osirion and Qadira, they may carry scimitars in homage to the Dawnflower. Scimitars inlaid with gold sunbursts or golden gems are common ceremonial implements. Rose gold (a mix of copper and gold) is popular among the faithful, because its color reminds them of the dawn's light, and gold earrings and other piercings are common.

Holy Text

The one book common to all churches of Sarenrae is *The Birth of Light and Truth*. This ancient text includes stories that date from before Sarenrae's ascension to a true goddess, describing the creatures she faced and including a long list of fiends and horrors she destroyed long before mortals learned writing. The rest of the book is more practical than historical, explaining the beliefs of the church, offering advice on dealing with sin and temptation, and providing parables of evil creatures turning to the light of the Dawnflower and living good, productive lives thereafter. The book also contains simple folk remedies for common illnesses and injuries, suggestions for dealing with undead and other evil creatures, and advice to aid those who wish to return to a virtuous path.

Most copies contain extra pages for the owner to record his own experiences or uplifting stories he hears so that he can repeat them to others, and any copy containing a firsthand anecdote from a great priest or paladin is especially prized as a family or church heirloom. It is customary for a hero of the church who performs some great deed for a person or temple to write a brief account in or at least sign a local's copy of *Light and Truth* (as it is commonly known) as a memento and historical record.

Holidays

Sarenrae is the patron goddess of summer, and the high summer month of Sarenith is named for her. The church has several universal holidays, though regional temples may hold additional holidays to celebrate local events, such as the appearance of a saint.

Burning Blades: This holiday takes place on 10 Sarenith, although technically it is the apex of a summer-long celebration in the Dawnflower's name. The holiday represents the light of Sarenrae and her power to heal both physical and spiritual injuries and malaise. It is named for the dance of the burning blades, a performance in which the faithful coat ceremonial weapons in slow-burning pitch and dance with them.

Candlemark: This is a personal holiday for members of the faith, a remembrance of when and why they joined the church. By tradition it is held at the winter solstice, representing that even during the sun's weakest day, Sarenrae's power to heal and redeem is still with her faithful. In most human cultures, children may declare themselves members of the church on the first Candlemark after their fifteenth birthday. How they celebrate is a matter of personal taste; some hold a feast, some go on a pilgrimage, and some spend the day in prayer. This holiday is particularly meaningful to redeemed evil folk who have found forgiveness in the light of Sarenrae.

Sunwrought Festival: The summer solstice celebration honors the longest day of the year. Worshipers dance, give each other small gifts, light fireworks, and sell or trade their finest crafts in a market-like gathering. Fireworks, paper streamers, and simple kites are popular amusements. Many celebrations feature a reenactment of the battle between Sarenrae and Rovagug, with the goddess represented by a young woman and the evil god represented as a large frame-and-cloth costume that can exceed 20 feet in length and require four or more people to operate.

Sarenrae's Paladin Code

The paladins of the Dawnflower are fierce warriors, like their goddess. They provide hope to the weak and support to the righteous. Their tenets include the following adages.

- I will protect my allies with my life. They are my light and my strength, as I am their light and their strength. We rise together.
- I will seek out and destroy the spawn of the Rough Beast. If I cannot defeat them, I will give my life trying. If my life would be wasted in the attempt, I will find allies. If any fall because of my inaction, their deaths lie upon my soul, and I will atone for each.
- I am fair to others. I expect nothing for myself but that which I need to survive.
- The best battle is a battle I win. If I die, I can no longer fight. I will fight fairly when the fight is fair, and I will strike quickly and without mercy when it is not.
- I will redeem the ignorant with my words and my actions. If they will not turn toward the light, I will redeem them by the sword.
- I will not abide evil, and will combat it with steel when words are not enough. I do not flinch from my faith, and do not fear embarrassment. My soul cannot be bought for all the stars in the sky.
- I will show the less fortunate the light of the Dawnflower. I will live my life as her mortal blade, shining with the light of truth.
- Each day is another step toward perfection. I will not turn back into the dark.



doubt that she honestly wants their redemption—and even their friendship, whether or not they reciprocate that feeling. Though it is rare for either of them to speak of it, her rivalry with Asmodeus is passionate, and goes far deeper than their constant battle for mortals' souls. The Dawnflower restrains her disgust for Urgathoa's actions in the interest of trying to find a way to help the other goddess become whole again. Only Rovagug and his mindless destruction are exempt from Sarenrae's generosity of spirit—she still remembers the sting of his attacks as she battled to imprison him ages ago. Once an empyreal lord herself, she often lends the others support in their causes, and in some lands, empyreal lords are worshiped as saints of the Dawnflower's church, though Sarenrae herself makes no such claims.

Sarenrae's faithful try to mirror her open-armed generosity of spirit and compassion. They teach that redemption is rarely a swift process, and those who would worship her must learn to hold their tempers and patiently guide others to the path of righteousness. They deny only the followers of Rovagug the open hand of friendship, for to embrace the nihilism of complete destruction is to reject the opportunity for salvation.

Aphorisms

Sarenrae's faithful often swear oaths on her name to demonstrate their honesty, and certain other phrases are also common.

The Dawn Brings New Light: Often used as a litany against evil and despair, this phrase reassures the faithful that each day is a new opportunity, a promise from Sarenrae that things will get better, even if only in the afterlife. It is also used to welcome and bless good things in life, such as the birth of a child, an unexpected monetary gain, or a delicious meal.

For the Sun and the Fury: This battle cry calls upon the light of Sarenrae and her righteous anger at unrepentant evil. Paladins like to shout it when they smite fiends, and clerics trumpet it when they invoke holy fire. Traditionally, it is painted or carved on the cornerstones of temples to Sarenrae.

Relations with Other Religions

The goddess is warm and welcoming toward all nonevil deities. She is also gracious to most of the evil ones, hoping to convince them to turn to the light, and none of them

Realm

Sarenrae's domain within Nirvana stands on the far side of the Sea of No Shadows, a crystal-clear inland ocean whose visibility extends down to its sandy bottom, perpetually illuminated by the brilliant golden light of the goddess's realm. Sarenrae's personal holdings are largely sealed except to petitioners, her divine servants, and the native celestials who willingly serve her as a way of accomplishing shared goals. Even those who do not serve her treat her with great respect and admiration, for she was once an angel. To all others, her seat of power is simply an outline of golden watchtowers visible on the horizon, a sight tantalizingly out of reach to ships on the sea regardless of how far they sail.

Yet Sarenrae is not unwelcoming. In addition to her exclusive realm, the goddess also presides over the city of High Ninshabur on the far side of the inland sea, perpetually drenched in the sunlight of its patron. The city is one of the largest in Nirvana, and is populated by mortal worshipers of the Dawnflower and the descendants of her worshipers from an ancient Keleshite nation destroyed by the Spawn of Rovagug known as the Tarrasque. It does not bar entry to other faiths, and remains a popular place to buy and sell magical implements of healing.

Planar Allies

In addition to Sarenrae's servitor race, the yhohms (see page 307), the following creatures are well-known supernatural servitors of the Dawnflower, and are suitable for conjuring with *planar ally* or similar spells. Most straddle the line between holy warriors and bringers of divine mercy.

Bryla (unique half-celestial fire elemental): Appearing as a wheel of burning sunlight, this energetic and friendly angel watches over good folk, pilgrims, children, and cats, and relishes the opportunity for conversation. She usually manifests as a neutral good Large half-celestial fire elemental with a fly speed of 50 feet and perfect maneuverability, though she can shrink herself down to Tiny size to appear as a halo behind the head of the priest who summoned her. When negotiating payment for her services, she prefers sparkling gems, carved figurines of lions and other lion-shaped items, and hot pastries.

Charlabu (unique hound archon): This golden-haired hound archon prefers to take the form of a friendly dog when interacting with mortals, and has been known to masquerade as a regular dog to look after people in need (though his alignment spoils the ruse for those who can detect such things).

Mystmorning (intelligent magic sword): Religious scholars debate whether Mystmorning is a celestial unicorn in the shape of a blade or a blade with the powers of a celestial unicorn. She always appears as a fine sword or scimitar, inlaid with rose gold markings and set with two gray gems on the pommel. She rarely speaks and prefers to take a passive role as a weapon in the hands of a hero.

Sunlord Thalachos: This angelic being serves as Sarenrae's herald. Before the Age of Lost Omens, he often delivered prophecies on behalf of Sarenrae, and several stories in *The Birth of Light and Truth* were penned by oracles whom he personally escorted through Sarenrae's realm. Now he appears at auspicious births, and the goddess of the sun has tasked him with standing orders to guard her realm against fiendish—particularly infernal—incursions, stop any who would attempt to free Rovagug from his prison, and defend against those who would tamper with the sun itself. Some chapters of Sarenrae's faith claim that Thalachos is reborn every day. Certainly he has died in battle and appeared unharmed at a later time, though there is insufficient evidence to answer whether he actually rises again at the dawn. Some sects call him Saint Thalachos and explain that he was the first human priest of Sarenrae, though again there is no historical evidence for this claim and the angel has never said he was ever anything other than an angel. For more information, see page 306.

For Sarenite Characters

Characters who worship Sarenrae may find the following rules elements thematically appropriate.

Archetypes	Source
Dervish dancer (bard)	*Ultimate Combat* 32
Merciful healer (cleric)	*Ultimate Combat* 41
Undead scourge (paladin)	*Advanced Player's Guide* 117

Feats	Source
Bestow Hope	See page 207
Dervish Dance	*The Inner Sea World Guide* 286
Glorious Heat	See page 212
Sun Striker	See page 217

Magic Items	Source
Altar of Sarenrae	See page 249
Dawnfire	See page 254
Dawnflower chain vest	See page 250
Dawnflower lantern	See page 262
Dawnflower sash	See page 262
Glorious flame ring	See page 258

Spells	Source
Daybreak arrow	*Ultimate Combat* 226
Shield of the Dawnflower	*The Inner Sea World Guide* 296
Shield of the Dawnflower, greater	See page 240
Sun metal	*Ultimate Combat* 245
Unwelcome halo	See page 244

Traits	Source
Cleansing Light	See page 218
Flame of the Dawnflower	*Advanced Player's Guide* 333
Illuminator	See page 220
Light-Bringer	See page 221

Variant Spellcasting

Sarenrae's clerics can prepare *sunbeam* as a 7th-level spell, paladins and rangers can prepare it as a 4th-level spell, and inquisitors can learn it as a 5th-level spell. Her clerics can prepare *sunburst* as an 8th-level spell, and inquisitors can learn it as a 6th-level spell. Her inquisitors can learn *sun metal*[UC] as a 1st-level spell. Her rangers can prepare *daylight* as a 3rd-level spell. Her clerics can prepare *flame blade* as a 3rd-level spell, paladins and rangers can prepare it as a 2nd-level spell, and inquisitors may learn it as a 3rd-level spell.



Shelyn

Fill your heart, eyes, and mind with the beauty of the world. Without beauty and love, we are nothing.

—Melodies of Inner Beauty

The Eternal Rose

Goddess of art, beauty, love, and music

Alignment NG

Domains Air, Charm, Good, Luck, Protection

Favored Weapon glaive

Centers of Worship Absalom, Galt, Sargava, Taldor

Nationality Taldan

Obedience Paint a small picture, compose a short poem or song, dance a scene from a ballet, or create another work of art, whispering praise to Shelyn's beauty and grace as you do so. The art piece need be neither large nor complex, but heartfelt and made to the best of your ability. Gift the piece of art to a stranger and pay her a sincere compliment as you do so. If there are no suitable individuals around to receive the gift, leave it in an obvious place with a note praising Shelyn and asking whoever finds it to take it with your warmest wishes. Gain a +4 sacred bonus on Craft and Perform checks.

Evangelist Boons

1: Fiction Weaver (Sp) *silent image* 3/day, *minor image* 2/day, or *major image* 1/day

2: Versatile Artist (Ex) Drawing on Shelyn's divine inspiration, you can substitute your bonus in a specific Perform skill for your bonus in another related skill, as the versatile performance class feature. Select one type of Perform skill which you can substitute for its associated skills. If you already have the versatile performance class feature when you obtain this boon, choose an additional Perform skill to substitute; you gain a +2 bonus on checks with this additional Perform skill.

3: Persuasive Aesthetic (Sp) You learned to pour your soul into works of art. Once per week, you can use *symbol of persuasion* as a spell-like ability. Instead of inscribing a symbol, you can cast this spell using a piece of art worth 5,000 gp or more as an arcane focus. Unlike the material components of *symbol of persuasion,* the artwork is not consumed during casting. Each creature within 60 feet of the artwork must succeed at a Will saving throw or be charmed by you (as the *charm monster* spell) for 1 hour for every Hit Die you possess. Covering or hiding the artwork renders its persuasive effect inactive until it is uncovered again. The persuasive effect lasts until the symbol is triggered or until you use this ability again, whichever comes first. You may choose a different piece of art every time you use this ability.

Exalted Boons

1: Devotionals (Sp) *unbreakable heart** 3/day, *calm emotions* 2/day, or *good hope* 1/day

2: Joyous Ally (Sp) Your sense of beauty and the loyalty you bear your goddess have attracted the notice of her celestial servants. Once per day as a standard action, you can summon a lillend azata from Shelyn's divine realm in Nirvana to aid you. You gain telepathy with the lillend to a range of 100 feet. The lillend follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home on Elysium. The lillend doesn't follow any commands that would cause it to commit evil acts or destroy works of art, and the creature could even attack you if the command is particularly egregious.

3: Plumed Blade (Su) Even in battle, you partake of the beauty and joy with which Shelyn graces her devoted followers. As a free action, you can cause an illusion of brightly colored feathers to follow every swipe and motion of your weapon. When you do so, a single weapon you hold gains the *holy* and *shock* weapon special abilities. (You can use this ability on a ranged weapon, but can't apply it directly to a piece of ammunition.) If you drop the weapon or give it away, this ability's effects immediately end. You can grant weapons this ability for a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). The rounds don't need to be consecutive.

Sentinel Boons

1: Graceful Warrior (Sp) *animate rope* 3/day, *cat's grace* 2/day, or *haste* 1/day

2: Glorious Might (Su) Your passionate devotion to Shelyn grants you extra prowess in your battles against evil, allowing you to see and root out the ugliness at the heart of your foe. When you use your smite evil class feature, you gain double your Charisma bonus on attack rolls and your Charisma bonus + your paladin level on damage rolls. This replaces the normal bonuses for using smite evil. If you don't have access to smite evil, you instead gain a +2 bonus on weapon attack rolls against evil targets.

3: Cloak of Feathers (Su) An aura of colorful features, glowing with Shelyn's holy grace, shields you against electricity attacks with a measure of the protection enjoyed by the azatas who serve her. You gain electricity resistance 15.



Shelyn has watched over the multiverse with a gentle heart and generous eye since the beginnings of sentience, encouraging mortals in peace and love and reveling in even their crudest artistic awakenings. A passionate and creative artist in both matters of the heart and works of beauty, she teaches that true beauty takes many forms, that kindness is its own form of strength, that no force is more powerful than love, and that every person is beautiful in some way. She has experienced enough pain herself to recognize the sting of sacrifice, and has soothed enough broken hearts to know that love and beauty are not easy things. Yet despite the realities of pain and loss, she remains an eternal optimist, helping to mend the deepest pains and turn the coldest hearts toward love and light. No mortal, monster, or deity is immune to her power.

Shelyn represents all aspects of love, whether a parent's devotion to his child, companionship with a beloved pet, the steady tenderness of an old couple, the chaste adoration of a paladin for a deity, or the passion of new lovers. She prefers relationships based on more than just carnal desire; while she does not oppose such relationships, she hopes that such physical trysts blossom into something deeper. Likewise, she does not consider greed or craving true love, whether directed toward riches or an uninterested person.

Shelyn is always shown as a young woman with eyes of blue or silver (or sometimes one eye of each color) and ankle-length hair adorned with colorful strands. She is usually depicted as a human, though other races often illustrate her as one of their own, from elves to half-orcs. Shelyn always wears tasteful clothing and jewelry that accentuate her beauty without revealing too much of it. Her physical proportions vary depending on the artist and regional standards for beauty: she is strong and sturdy in some depictions, voluptuous in others, and slender in still others. When she chooses to appear to mortals, it's usually as a brown-haired Taldan woman of average proportions and exceptional beauty, dressed in attractive but comfortable clothing. Her avatar is the embodiment of passion, energy, and devotion, and nearby objects and even the air and light themselves bend toward her as if in ecstasy.

Shelyn's Paladin Code

The paladins of Shelyn are peaceable promoters of art and beauty. They see the ugliness in evil, even when cloaked in the form of beauty, and their mission is to defend those who devote their lives to the creation of beauty, bring it forth themselves, and prevent the weak and foolish from being seduced by false promises. Their tenets include the following adages.

- I see beauty in others. As a rough stone hides a diamond, a drab face may hide the heart of a saint.
- I am peaceful. I come first with a rose rather than a weapon, and act to prevent conflict before it blossoms. I never strike first, unless it is the only way to protect the innocent.
- I accept surrender if my opponent can be redeemed—and I never assume that they cannot be. All things that live love beauty, and I will show beauty's answer to them.
- I live my life as art. I will choose an art and perfect it. When I have mastered it, I will choose another. The works I leave behind make life richer for those who follow.
- I will never destroy a work of art, nor allow one to come to harm, unless greater art arises from its loss. I will only sacrifice art if doing so allows me to save a life, for untold beauty can arise from an awakened soul.
- I lead by example, not with my blade. Where my blade passes, a life is cut short, and the world's potential for beauty is lessened.

Shelyn is the daughter of an unknown mother and the spirit-wolf Thron, the Prince That Howls. In primordial times, Thron roamed the mountains, forests and skies, singing his feral ode to life, song, and love. From his many unions came two children greater than he: his daughter Shelyn and his son Dou-Bral, who as the only close relatives among the major deities of Golarion shared the divine portfolio of love, beauty, art, and music. Ages ago, the siblings quarreled, and Dou-Bral departed to regions past the edge of the Great Beyond, abandoning his divine interests and responsibilities. When he returned, he was transformed into the dark god Zon-Kuthon, twisted by the things he'd experienced beyond the borders of existence into a dark mirror of his former self. His devotion to beauty had become mastery of mutilation, love had become misery, music had become screams, and the art of creation had become the craft of torture. He mutilated and reshaped his own father into his herald, a thing of pain and horror (see page 314). When Shelyn reached out to greet her lost brother, he pierced her hand with his black nails, and responded to her tears and pleading with violence. The siblings battled again, and eventually the goddess wrested his glaive from him (thinking it was the source of his corruption). The two declared a truce, a tenuous peace of silence and avoidance. Despite the hurts he has caused, Shelyn believes that her brother still exists within the twisted thing that he has become, and hopes to someday redeem him. Her story of love and devotion despite sorrow inspires mortal friends and lovers to persevere in adverse circumstances, bards to craft epic songs and tragedies, and artists to create works that touch the soul.

Shelyn sometimes contacts her faithful directly, but she prefers to work through reassuring thoughts, reminders of loved ones, or memories of favored music. Songbirds are sacred to her church, their presence being considered good luck. Most of her temples include feeders on the roof or in nearby trees to encourage birds to visit and nest nearby. Especially blessed artists may receive visions of Shelyn's realm to inspire their works, and bereaved lovers may experience dreams of walks in the realm's rose gardens with their deceased loves. Shelyn's displeasure manifests in a number of ways, such as a brief glimpse of a repellent reflection in a mirror, a lover's quarrel, a bird singing off-key, or wilted roses. She is greatly saddened by those who betray the ones they love, and haunts such folk within her congregation with guilt and the subtle sounds of those they betrayed until they either genuinely ask for forgiveness or abandon her faith entirely.

Shelyn's holy symbol is a songbird with rainbow feathers, and her weapon is the glaive *Whisperer of Souls*, seized from her brother Zon-Kuthon and claimed as her own. She keeps the weapon as a reminder of her brother's transformation and to show her worshipers that it is sometimes necessary to fight for the things you love.

The Church

People of all alignments and social status are moved by beauty and long for love. Good and neutral folk seek Shelyn's counsel in finding love or inspiration, or reuniting with a strayed love or lost muse. Evil folk turn to her when they realize their lives are empty without love and beauty: many scoff at her faith as being full of weaklings, dandies, dreamers, and fools—but in her presence, they cannot help but love her, for all things are subject to her power. In truth, many who call on Shelyn in the moment are drunk on love or beauty; they believe these things are sword, shield, food, and drink. Most of her lifelong followers, however, know that while love is intangible, a journey, and a source of inspiration, it must be tempered with common sense. Her faithful strive to be open to love when it offers itself, honest in mourning a broken heart, and courageous enough to risk love again when they have healed.

The intensity of the love struck is mirrored in the intensity of artists. The musician who forsakes all other pursuits to craft the perfect song and the dancer who practices for hours on blistered feet both honor Shelyn, obeying the obsessive urge to create something that will inspire others for generations. The goddess doesn't ask mortals to attempt this level of devotion, but she understands and respects the heartfelt desire to create, whether out of love, grief, the desire for fame, or the edge of madness. At the same time, however, she is aware of the dark side of obsession, and how easily the blessings of love and passion can be twisted to jealousy and unhealthy compulsion. Equally important to her followers is correcting those who would cite Shelyn's name to justify unworthy actions or covetousness.

Among Shelyn's worshipers are artists, actors, musicians, young lovers, romantics of all stripes, and enchanters and illusionists who strive for beauty above all else. The broken-hearted weep her name, and those participating in arranged marriages petition her in hopes that love will blossom in their union.

Marriage for love pleases her, as does finding love outside a marriage when doing so does not hurt the spouse. Shelyn does not require fidelity, but teaches that you should not be reckless with other peoples' hearts, nor should you tolerate those who are reckless with your heart, for an oft-broken heart is slow to heal. Parental love is powerful and usually the first love any creature knows, and therefore she supports both reproduction and adoption no matter the organization of the family unit, as long as loving parents raise the children. Though she considers divorce a sad thing, she understands that hearts may change, and it's sometimes better to end a marriage than to fight too hard to save something doomed to fail.

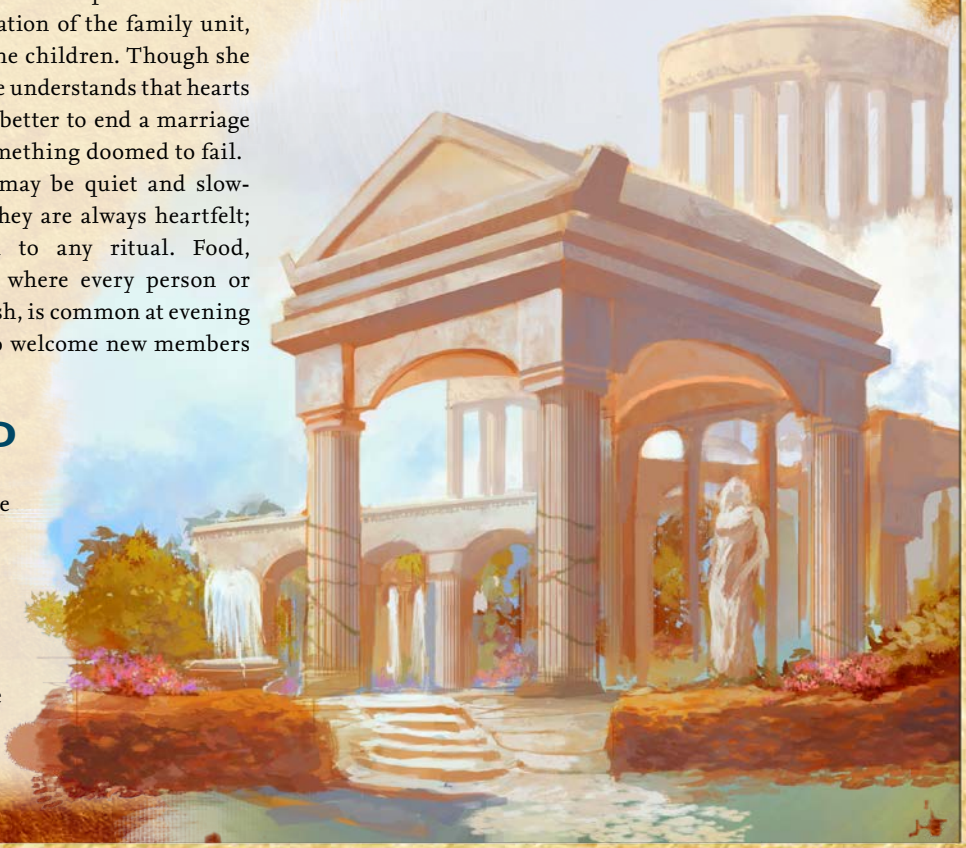
Worship services for Shelyn may be quiet and slow-paced or loud and upbeat, but they are always heartfelt; dance and music are central to any ritual. Food, particularly large group meals where every person or family contributes a different dish, is common at evening ceremonies, and is often used to welcome new members of the community to the faith.

Temples and Shrines

Shelyn's roomy temples are surrounded by gardens (most with at least one rosebush) with romantic statues and gorgeous views that serve as havens for lovers, as well as popular wedding locations. Inside, the temples are filled with music and adorned with paintings, sculpture, and framed calligraphy of poems from her holy book. Many of these works are available for purchase, and are considered a prestigious gift when presented to loved ones. Often the temple art was donated, created, or sponsored by those who found love and approval from the church when all others opposed them; priests of the temple usually create the rest.

Individual Shelynite temples may focus on one type of art, such as painting or dancing or a type of musical instrument, particularly if the temple is small. Larger ones are often multidisciplinary, with an emphasis on orchestral performance or theater, particularly in Taldor. The Temple of the Upheld and Golden Rose in Oppara, Taldor's capital, is the oldest known temple of Shelyn. The grand cathedral is an intricate affair, fluted and open to the sky. Bright birds roost around its central courtyard, and talented musicians play exquisite tunes appropriate to the hour and the weather throughout the year. It is said that once a year, the goddess herself walks hidden among the faithful here, personally blessing those who best embody her qualities. However, no one knows exactly which day it is that this occurs, and so the temple sees a constant flow of worshipers.

Many temples are associated with one or more agathions, and these temples usually have iconography and art relating to their agathions and the noble animals they resemble. For example, a temple associated with a notable leonal might be decorated with lion artwork, and



might even be home to many friendly cats. Even temples that don't have a patron agathion still usually have an unusual number of songbirds living nearby.

A Priest's Role

Shelyn motivates her followers to inspire creativity, teach others to see beauty, and encourage love and devotion between deserving individuals. Natural peacemakers and mediators, Shelynites recognize that the world contains ugliness and evil, and are not afraid to fight to change it so that everyone can appreciate the beauty and joy of existence. Her clergy treasure wisdom and talent, and prefer informal organization and decisions made as a community, but they also recognize that great art is rarely created by committee. If an individual disagrees with a decision, she is free to follow her own path.

Most of Shelyn's clergy are clerics or bards, serving as artists and teachers, as well as healers of both body and soul. Her clergy do not use their magic to seduce, but may use it to intervene in conflicts or prevent evil from being done, to ease the hurt of a broken heart. Those paladins who serve Shelyn often focus on courtly love and seek to shield beauty from forces that would consume or destroy it. The rare inquisitors of her church hunt cultists of Zon-Kuthon, redeeming them if possible but preventing them from spreading their poison at all costs.



Priests endeavor to create something of beauty each day, usually by composing music or painting, though some may choose less conventional means of artistic cultivation such as gardening, mentoring others in dance or other arts, or aiding a local theater. Among more militant priests, beauty may come from the perfection of acrobatic and aesthetically appealing martial arts and weapons routines. Those less entranced by the creative process may instead care for artists, scout for upcoming talent, or arrange patronages between nobles and young geniuses. Wealthier priests often own theaters, concert halls, art galleries, or their own schools. Priests serve as matchmakers, counsel those with broken hearts or relationship problems, and preside over weddings.

While devoted to beauty, Shelyn's followers recognize that mortals can be superficial about physical attractiveness, and that individuals' appearances can be a source of pain and despair. Her temples often counsel supplicants on how to recognize and enhance their own unique beauty, teaching them to move with grace that celebrates their bodies, aiding them in learning to speak with eloquence and confidence, helping them to select clothes and hairstyles that express the qualities in which they take pride, and highlighting positive aspects of their personalities. The most respected practitioners of these arts believe they can see their goddess's qualities in each person they encounter, and the delight with which they gaze upon each new face makes any who approach them feel beautiful in their presence.

Training for clergy involves instruction in the appreciation, history, and theory of the performing and visual arts to better understand and value them, as well as education in deportment, fashion, and rhetoric. As such, all priests have at least a rank in a Craft or Perform skill. Before initiation into the priesthood can be considered complete, a new acolyte must perform three acts of beauty: uncovering beauty in something not generally seen as beautiful, restoring a piece of artwork that has been defaced or neglected, and creating a new and lasting work of beauty in their surroundings. They must also perform three acts of love: getting a family or community to recognize love that its members have rejected, undoing a misunderstanding that has gotten in the way of love, and introducing two people who fall in love. Most aspiring priests labor for years to complete these works to a standard they believe worthy of their goddess.

Adventurers

Those adventurers who follow Shelyn are motivated by gentleness, peace, and beauty. They know the world contains ugliness and evil and they want to change it so that everyone can appreciate the finer points of existence. Her servants seek to inspire creativity, to teach people to see beauty, and to inspire love and devotion—not necessarily toward themselves, but between deserving others. They strive to promote the general good, to help people trapped in ruts, and to free those under the thrall of evil. Adventuring Shelynites are natural peacemakers and go-betweens, yet when push comes to shove, they're not afraid to shed blood on behalf of beauty and those they love. Adventurers devoted to Shelyn often carry gold-plated glaives in her honor.

Clothing

Formal garb within the church is designed to emphasize the wearer's beauty, although the level of modesty varies greatly depending on the individual's preferences. Makeup and jewelry are often used to highlight attractive features, and it is common for worshipers to wear brooches or pendants bearing Shelyn's long-tailed bird sigil. Bright green, red, and gold are popular colors, and white accents such as vests, belts, and scarves are common. Many ceremonial outfits include the image of a rose in one of these four colors, and rose-adorned regalia are part of many religious ceremonies.

Holy Text

Shelyn's holy book is *Melodies of Inner Beauty*, and as its name suggests, it's more a hymnal and collection of poetry than a prayer book. Stories about the goddess, her family, her history, and her doctrine are expressed through songs, epic verses, and dramas to be performed and enjoyed among the faithful. The book glosses over the ugly parts of the stories (particularly about Zon-Kuthon), though other divinely inspired documents of the church reveal more details of Shelyn's deeds and relationships.

Holidays

The church of the Eternal Rose has no universal holidays except Crystalhue. However, vow renewals between loving couples are often celebrated by an entire temple, as are any other anniversaries of loving relationships. For a temple associated with a specific patron agathion, that celestial's birthday, wedding anniversary, or confirmation in the church may be a local holiday.

Crystalhue (Winter Solstice): This day of artistic creation is traditionally a time for courtship and romantic proposals. During the day, people hang crystal prisms and glass baubles in order to spread light and scatter rainbows in the streets. Celebrants exchange small gifts, typically handmade, as tokens of appreciation or as peace offerings to those they feel they wronged during the year. Worshipers often dye colored streaks in their hair or wear colorful patchwork coats called melaros to which they add new patches every year. In the evenings, celebrants place lanterns on porches and in windows to line the streets with communal light. Town squares or other community gathering spaces host feasts around bonfires, and these gatherings are a popular time to perform marriage ceremonies, especially for worshipers without the means to throw such elaborate celebrations for themselves.

The sole dark note of Crystalhue is the zonzon doll. In some Shelynite congregations, a child chosen to be the "sibling" passes this strange little doll, made from scraps of leather and cloth and sewn with red thread, among neighbors. The townsfolk give it symbolic gifts and tell the doll happy memories or whisper apologies for those they've wronged during the year. The "sibling" child then casts it into the wilderness or sets it afloat to drift down a river, in the hope that it will find its way to the Midnight Lord and relate his sister's kindness, mercy, and goodwill in the face of the dark place he now resides.

Aphorisms

There are innumerable poems and songs inspired by love, yet most followers hold three sayings as Shelyn's most important messages.

The Creation of Beauty Is the Highest Art: Anything done to make the world more beautiful is a blessing. Visual art, music, or even simple enhancements like clever makeup or a good haircut all create beauty, and even the smallest change can transform the mundane into the intriguing.

Love Is Never Born of Evil: Love is a positive, fulfilling energy. It protects, trusts, hopes, and perseveres. Possessiveness and jealousy stem from evil, and are not love. An enemy's punishment may be deserved, but a loving heart does not rejoice in hatred and vengeance.

Love Is the Greatest of All Things: Knowledge, language, and ambitions all pass in time, but love and kindness toward others persist, their repercussions felt down through the generations, in this world and the next. Even when love is barely more than a flickering candle, it can ignite the heart and soul into a raging flame that defies time, death, war, fate, and nature.

Relations with Other Religions

Shelyn's nature is to be loved, and no deity is immune to her charm. However, the gods' responses vary in accord with their natures: Asmodeus would use her to seduce the incorruptible, while Rovagug would place her within his eye to watch as he gloriously destroys all creation. The Eternal Rose has loved many minor and major deities,

but refuses to bind herself to any of them and has borne no children. Calistria and Shelyn amuse each other and understand the need for both lust and love in a passionate relationship. Cayden Cailean, similarly, amuses her with his heartfelt and often inebriated attempts to woo her, but most believe her love for the god of freedom to be that of a patient older sister. Iomedae, Sarenrae, and other deities who actively crusade against evil often see her as naive or a bit frivolous, but such objections tend to melt away in her presence as she reminds them that the eradication of evil is meaningless if crusaders forget what they are fighting to preserve.

Shelyn has a close friendship with Bolka, the dwarven goddess of love and beauty, although both recognize that their worshipers have different views of these qualities. She counts many empyreal lords among her friends and allies as well: she shares mutual admiration with Arshea, whose message of freedom as beauty she finds a refreshing contrast to many mortals' rigid views of physical aesthetics, and she occasionally shares a moonlit dance with Ashava or an intense discussion of musical composition with Seramaydiel. Shelyn is the only deity who has any regular contact with her brother Zon-Kuthon, and it has been ages since he attacked her, though she remains wary that whatever evil force controls him might one day change its mind. She also recognizes the longing in his eyes when he sees her glaive, and suspects that somehow the alien thoughts that emanate from the weapon are the key to freeing her brother from the shadow that consumes him.



The goddess's broken relationship with Naderi, her former divine servant, remains her second great sorrow. Naderi became a goddess after a pair of her mortal wards chose to kill themselves rather than live apart. In fear and confusion, the neophyte goddess fled from Shelyn and has since adopted a darker worldview (see page 180). She also has a strained relationship with Urgathoa, not just because of Urgathoa's spiritual ugliness, but also because of some offense she committed against the goddess of undeath in centuries past. Neither goddess is willing to speak of the friction between them.

In general, the faithful of Shelyn have excellent relations with all of the other good and neutral religions, and even the servants of evil gods find much to love about the goddess and her followers. Like their deities, followers of crusading gods may sometimes dismiss Shelynites as out of touch with reality or hampered by artistic temperament, until they stumble into a Shelynite temple, battle-weary and heartsore, and find peace, healing, and renewed faith among its comforts. On rare occasions, Shelynites' suggestions that this faith's temple would be much improved by a bit of redecorating or that faith's ceremonial robes could be adjusted to be more flattering irritate their neighbors, but most recognize the impulse as the genuine desire to share beauty, and a minor flaw compared with Shelynites' bounty of attractive qualities.

Realm

Shelyn makes her deific realm within a vast and remote valley high in the Dragonmane Mountains of Nirvana—so named for the jagged peaks' resemblance to the spikes along the ridge of a great dragon's back and tail. Within the amphitheaters and green glens of the pastoral valley, Shelyn's petitioners celebrate her dogma of selfless love and her appreciation for acts and creations of beauty, and in this respect she and

her faithful find ready collaboration with the native agathions. Crowning the mountains that overlook her realm stand dozens of avoral keeps and monasteries, their sweeping walls and gravity-defying buttresses pushing past the edges of architectural imagination into pure artistic expression.

Concealed from most, a second, equally idyllic valley exists adjacent to Shelyn's domain, standing in wait for Shelyn's half-brother, the mad god Zon-Kuthon, in hopes of his eventual redemption.

Planar Allies

Shelyn's divine servants are mostly transformed petitioners or supernatural beings she has created. In addition to her servitor race, the beautiful dapsaras (see page 309), the following are three of her most blessed minions, who answer *planar ally* and similar calling spells from the faithful.

Dancing Petal (unique air elemental): This giddy creature is alight with affection for every living thing and excitement about every experience. It wraps itself around interesting people, plays music on available instruments, makes leaves and debris dance elaborate tarantellas, and helps children pretend to fly. It loves to juggle fruits, candies, and small pieces of jewelry in elaborate patterns, and carves clouds into laughing faces on joyous occasions. It likes to be paid in small items it can juggle or offer to others.

Phoenix Tail (unique avoral): This brilliantly plumed avoral (*Pathfinder RPG Bestiary* 2 16) bard is a master calligrapher and painter, whose periods of mania and romantic despair both fuel his art and devotion to the goddess. He uses his own feathers as quills for writing, and crafts magic items out of his plumes (particularly bird and swan boat *feather tokens*) to gift to mortals pursuing art, music, or love. He prefers payment in the form of original paintings and fine inks and paints.

Spirit of Adoration: This armored woman looks like a living statue and serves as Shelyn's herald. She is generous, compassionate, and tolerant, and those who meet her under pleasant circumstances can't help but agree that she is one of the nicest creatures they've ever met. When some great love or beautiful work of art is in danger, her eyes burn with the fire of true love threatened, and her face becomes the stern mask of an artist lost in the moment of finishing her masterpiece. Her hands wield glaive, spell, and ray in a beautiful and enthralling dance, as though they move to the very music of creation. Though she is not a gossip, she listens to her fellow celestials and is aware of whom they've helped in the mortal world; she keeps tabs on those who have benefited from the goddess's favor in the past and, if necessary, might be willing to repay a past favor. For more information, see page 308.

For Shelynite Characters

Characters who worship Shelyn may find the following rules elements thematically appropriate.

Archetypes	Source
Sin eater (inquisitor)	*Ultimate Magic* 46
Songhealer (bard)	*Ultimate Magic* 27

Feats	Source
Clarifying Channel	See page 209
Divine Expression	See page 211
Persuasive Performer	See page 215

Magic Items	Source
Altar of Shelyn	See page 249
Beautiful war paint	See page 260
Blade of three fancies	See page 254
Boots of the Eternal Rose	See page 261
Bracelet of friends	*Core Rulebook* 504
Harp of charming	*Core Rulebook* 516
Marvelous pigments	*Core Rulebook* 523
Perfect tuning fork	See page 267
Ring of seven lovely colors	See page 259
Rosy hauberk	See page 253
Zonzon doll of forgiveness	See page 271

Spells	Source
Adoration	*Ultimate Combat* 222
Aspect of the nightingale	See page 228
Joyful rapture	*Ultimate Magic* 225
Tap inner beauty	See page 243
Unbreakable heart	*The Inner Sea World Guide* 296
Waves of ecstacy	*Ultimate Magic* 249

Traits	Source
Ear for Music	*Advanced Player's Guide* 333
Inner Beauty	See page 220
Intense Artist	See page 220
Unswaying Love	See page 223

Variant Spellcasting

Clerics and paladins of Shelyn may prepare *charm person* as a 1st-level spell and *good hope* as a 4th-level spell; inquisitors may learn these spells at the same levels. Shelynite clerics may prepare *sympathy* as an 8th-level spell, but can cast it on works of art only. All priests of Shelyn treat *charm animal* as if it were a 2nd-level spell on their class spell list.



Torag

Aim high, plan well, and strike while the iron is hot, for unprepared metal shatters from a hammer's blow.
—Hammer and Tongs: The Forging of Metal and Other Good Works

Father of Creation

God of the forge, protection, and strategy

Alignment LG

Domains Artifice, Earth, Good, Law, Protection

Favored Weapon warhammer

Centers of Worship Druma, Five Kings Mountains, Lands of the Linnorm Kings, Mana Wastes

Nationality dwarf

Obedience After reciting a traditional prayer to Torag, either work at a forge or strike a small replica of an anvil or a sizable flat stone with a hammer for at least 10 minutes. If the sound of your hammer draws a creature near, encourage it to join in your worship of the Father of Creation. If hostilities become inevitable, leap into the fray with a battle shout in praise of Torag. Perform some small act toward maintaining your weapon, such as sharpening or polishing it, as you conclude your obedience with another prayer to Torag's might and wisdom. Alternatively, if you have created something through this effort, grant it to the next person you meet who strikes you as fair and honorable. Gain a +1 sacred bonus on all attack rolls made with warhammers.

Evangelist Boons

1: Strategic Warrior (Sp) *anticipate peril*[UM] 3/day, *status* 2/day, *glyph of warding* 1/day

2: Sensibility of Crafting (Su) Your understanding of the inner workings of magical crafting has won you a protective boon from your ancestors and from Torag himself, allowing you to better avoid powers drawn from magical items. You gain a +4 sacred bonus on any saving throw against an effect generated by a magic item. This includes spells cast from scrolls, staves, or wands.

3: Sacred Crafting (Ex) You are granted insight into the finest techniques for crafting magic items, glimpsing secrets of forgotten master smiths and glimpsing the revelations of ancient dwarven masters. When calculating the base cost for creating an item, perform all the calculations and then reduce the base cost by 10%. This discount affects the crafting time as well as the final price of the item. In addition, you can use *fabricate* once per day as a spell-like ability. Though you can't create magic items with the *fabricate* spell, you may use it to create items that you later enhance magically.

Exalted Boons

1: Forgecrafter (Sp) *crafter's fortune*[APG] 3/day, *fox's cunning* 2/day, or *greater magic weapon* 1/day

2: Ironskin (Ex) Your skin is as thick and tough as that of a dwarf who's worked the forge for 50 years, every scratch and burn associated with the memory of a masterpiece you've realized in stone or steel. As a free action, you can toughen your skin further, gaining DR 10/chaotic and evil. Dismissing this ability is also a free action. This ability lasts a number rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). The rounds don't need to be consecutive.

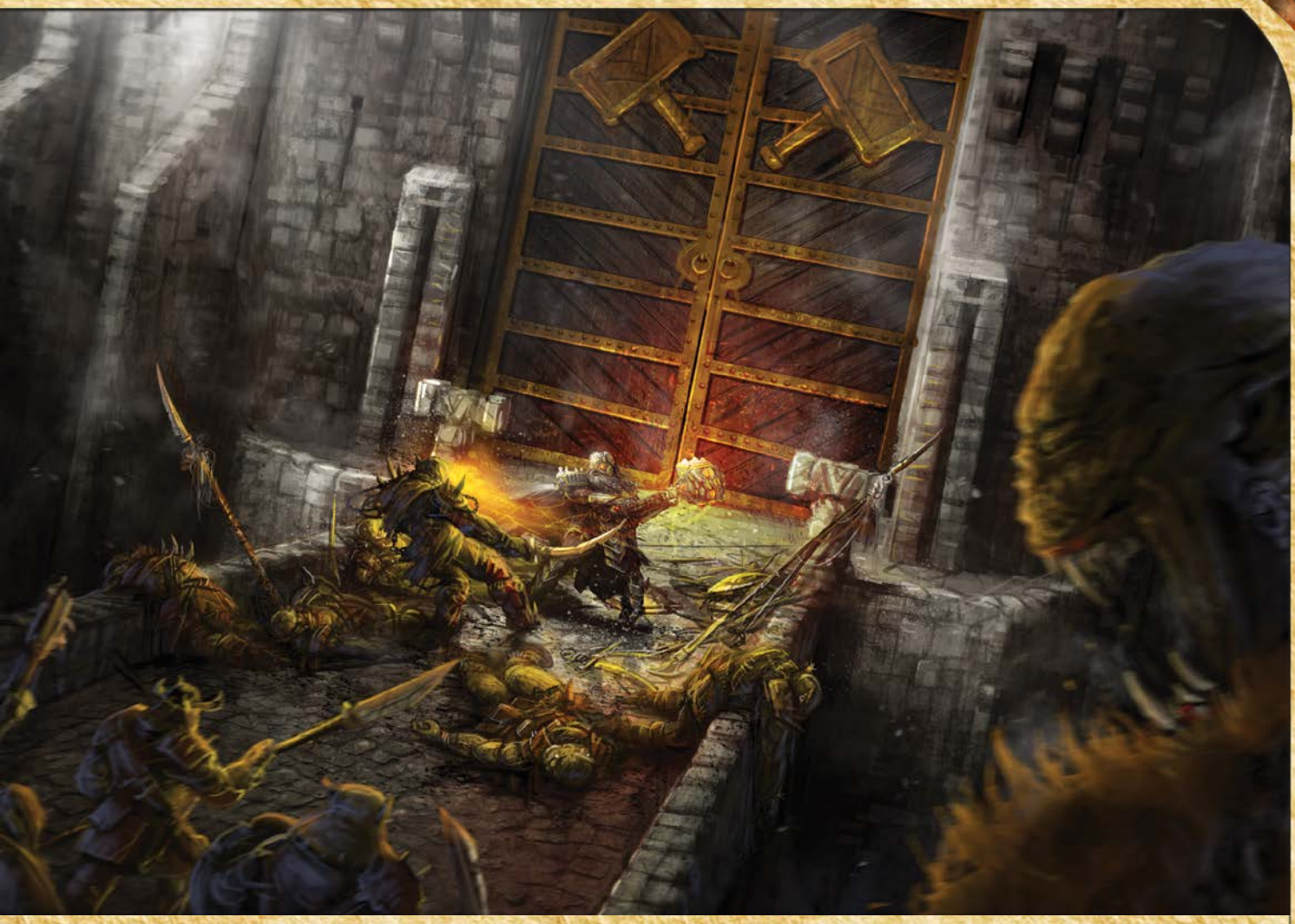
3: Hammerfist Ally (Sp) You can bring forth an ancient stone construct forged specifically to protect the beloved followers of the Father of Creation. Once per day as a standard action, you can summon a stone golem to aid you. You gain telepathy with the golem to a range of 100 feet. The golem follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. The golem takes the form of a sculpted dwarf hero wielding two massive warhammers, the holy symbol of Torag hanging prominently around its neck. Its statistics remain unchanged despite these cosmetic alterations.

Sentinel Boons

1: Battlefield Protector (Sp) *sanctuary* 3/day, *shield of faith* 2/day, *prayer* 1/day

2: Holy Artificer (Su) The spirit of an ancient warrior or artisan guides your hand when you set your mind toward creation, inspiring you and helping you perfect your craft. You gain the artificer's touch granted power from the Artifice domain if you don't already have access to it. Use your character level instead of cleric level to determine the power of your artificer's touch.

3: Earthen Smite (Su) You call upon your connection with the earth and its hidden strength to levy it behind your holy attacks. Whenever you use your smite evil ability, you can choose to add 2d6 points of acid damage to your damage roll. If you don't have access to smite evil, you can instead add 2d6 points of acid damage to a single attack against an evil opponent three times per day. You must declare your use of this ability before you roll your attack. If you miss or if the target is not evil, the use is wasted.



Torag is an ancient god, and his dwarven followers credit him with the creation of the world at his great forge, striking his new work again and again with his hammer to get the shape he desired. As the rocks tumbled and the sparks flew, the dwarves were born—beings made of stone and with bellies full of fire. Even with setbacks over the millennia, under his stern eye the dwarves found prosperity. Torag is a hard and proud patriarch, a distant but loving father. Though every dwarf who falls in battle pains his heart, he keeps his eye on the future and the countless dwarven lives extending forward into eternity, like golden links in a mighty coat of mail. He is often thought of as a purely dwarven god, yet continues to gain traction among humans.

Torag loves the dwarven race, and has come to love his non-dwarven worshipers, but withholds most direct aid and affection from both, for he sees life as a hard journey, and if he sheltered his children from all hardship, they would not know the value of their own hard work or the satisfaction of their achievements. He created the dwarves to be tough, stubborn, wise, and creative—traits they would need to persevere and overcome all obstacles—and expects all his worshipers of all races and walks of life to seek to embody those traits. He opposes those who act without thinking, rebel, or place their community at risk.

As god of the forge, the Father of Creation concerns himself with the art of creating and shaping metal. He believes that shoddy workmanship insults not only the crafter and the wielder of a tool or weapon, but the item itself, and pushes his followers to continually refine and improve their craft. A devout worshiper makes weapons that don't fail in battle and tools than don't wear quickly under heavy use. Torag opposes the destruction of well-crafted things, and frowns on burying armor and weapons with the dead, as these items can help protect a vulnerable community or bring needed coin to an impoverished one.

Torag is a shrewd planner, a great advocate of contingencies, and he holds forethought as one of the principal gifts of living well. However, he knows there are times when a dwarf needs to abandon a failing strategy and think on her feet, so Torag respects officers, soldiers, and wardens who demonstrate this quality. He prefers

Torag's Paladin Code

Paladins of Torag are dedicated to protecting not just the lives but the way of life for those under their charge, and hold the ways of their chosen people as holy, especially when they are the centuries-old works and traditions of an entire race. Their tenets include the following affirmations.

- My word is my bond. When I give my word formally, I defend my oath to my death. Traps lie in idle banter or thoughtless talk, and so I watch my tongue.
- I am at all times truthful, honorable, and forthright, but my allegiance is to my people. I will do what is necessary to serve them, including misleading others if need be.
- I respect the forge, and never sully it with half-hearted work. My creations reflect the depth of my faith, and I will not allow flaws save in direst need.
- Against my people's enemies, I will show no mercy. I will not allow their surrender, except when strategy warrants. I will defeat them, yet even in the direst struggle, I will act in a way that brings honor to Torag.

organized defenses to tactical assaults, and tactical assaults over reckless charges. He does not believe there is glory in martyrdom, but honors those who sacrifice their own lives to save others. He is a stout fighter, rarely given to rage, but when his anger awakens, the earth shakes and cities fall.

When Torag appears to his worshipers, he's an older but hearty dwarf clad in heavy plate armor, with eyes glowing like molten gold. His hair and beard may be any common dwarven hair color, often with streaks of gray, and his hands are worn and scarred from centuries of hard work. He exudes a palpable aura of power, wisdom, and safety. In art, he's always depicted in intricate armor, and typically shown busy at his forge hammering out a weapon or shield. Some images depict him as a mighty guardian, shielding dwarven children with his body as he clears away orcs and trolls with mighty sweeps of his warhammer *Kaglemros*.

Torag shows his approval through reflections of his face on polished metal, preparations happening smoothly and ahead of schedule, excellence at the forge, and the discovery of mushrooms or stone fragments that match the shape of his hammer. He sometimes sends messages as cryptic riddles that appear on stone surfaces for a short period of time. When angered, forges grow cold, shields crack, and even the simplest plan carries a feeling of impending doom. Earthquakes (whether localized or expansive) are the ultimate indication of his displeasure, yet those who survive a deadly quake are considered blessed. His holy symbol is his warhammer. He is called the Father of Creation, the Father of Dwarvenkind, and the Forgefather.

The Church

Most of Torag's worshipers are dwarves, but he has human followers as well; he's particularly venerated in Druma, where overlap with dwarven culture from the Five Kings Mountains is common, and in the Lands of the Linnorm Kings, where community cohesion is vital for survival in a severe environment. Larger communities are served by dwarven priests, though some smaller settlements make do with human priests.

Priests create and maintain the armor and weapons of the faithful, build defenses for their settlements, and instruct militias in the use of weaponry and tactics for proper civil defense. Lay artisans garner respect within the church, especially skilled smiths. Likewise, tactically minded laity of the community are welcome to give their suggestions to the temple priests, though they are not conventionally given any sort of official role in the religious hierarchy.

Typical worshipers of Torag include smiths, soldiers, officers, rulers, and scouts. They craft tools and weapons for the community, watch territorial borders, keep streets safe, plan and build defenses, and train others to forge and to protect their people. They're stable, dependable, conservative, loyal, and diligent.

Temple worship services take place at the central forge, with the high priest leading the ceremony and other priests assisting at the anvils. Services consist of long chants, punctuated by the din of hammers and bellows to keep time. These services might incorporate actual crafting, the products of which may be sold to traveling merchants to support the temple or given to needy members of the community.

The faithful of Torag consider burrowing animals and those that dwell in caves and mountainous areas sacred, and eat them only when starvation is the only other choice. Flying creatures that live underground, however—in particular, bats, mobats, and skavelings—are seen as unclean abominations, and many members of the faith insist on performing ablutions or conducting a minor purification ritual after touching or being touched by such creatures.

Torag strongly encourages his followers to marry, and it's common for his servants to marry other priests from the same temple in unions arranged by the high priest. He also encourages his followers to have (or adopt) children, but given that dwarven couples might go decades without conceiving, his plan is long-term—like much of the god's work. In some communities, it is traditional for an unmarried priest (especially an older one uninterested in a physical marriage or far past reproductive age) to be "spiritually betrothed" to a named celestial servitor associated with that community, such as a chalkost (see page 311).

Temples and Shrines

Every act of smelting and smithing is considered a prayer to Torag, and even his smallest temple includes at least one anvil. Most temples are circular, built around a large, central forge, fully functional and with satellite anvils throughout. The devout use all these workspaces at various times of the day, and the noise from early morning prayer-work makes it almost impossible to sleep in at a temple—though some churches have a remote chamber, such as an infirmary, for when quiet is needed. Many settlements build their temples into the outer defensive wall to keep the noise away from residences and to allow the priests to monitor the city's defenses. Priests enlarge temples to meet the needs of their communities, and older settlements usually have grand cathedrals built around or over the original temples. Many contain mausoleums, though most dwarves prefer to be buried in their family tombs. Every temple is stocked with arms and foodstuffs so it can be used as a fortress and rallying point if the community comes under attack.

A typical shrine—whether public or in a home—is an alcove with an anvil-shaped altar. In dwarven communities, temples and shrines include a shelf to hold statuettes of Torag and the other dwarven deities so the priests can invoke prayers to them. (For more on the rest of the dwarven pantheon, see page 182.) Miners and explorers may place a small statue of Torag—or sometimes a stone bearing his hammer symbol—in an alcove or niche so the god may watch over them; it is customary to leave the statue in place for others to see, rather than to bring the statue with you when you leave, and therefore devoted explorers carry several statues with them or quickly carve one when needed. The most sacred places are those that have been retaken from orcs and other enemies, and shrines may be built there to commemorate their return to dwarven control.

A Priest's Role

Torag is not a god of half-measures. Priests either accept his doctrine as it is or come up against the unyielding wall of dwarven tradition. They're expected to remain orthodox in all ways, and offer every action they take in service of their goals: the safety of their people, the defeat of their enemies, and the production of useful and sturdy tools for civilization. Life is a precious gift, and every breath taken should have purpose to it, even if that purpose is simply enjoying the company of friends and a mug of ale.

Though most of Torag's followers are clerics, fighters, cavaliers, or paladins, the church also welcomes bards, as the faithful need someone to remind them of dwarven history and heroes, so they can emulate their examples. There are a few unarmed monasteries dedicated to Torag, though monks are rare among the clergy—most dwarves believe the Father of Creation favors the hammer and axe over the naked fist. Barbarians often approve of Torag's black-and-white worldview and may devote themselves to his service in order to tame their rage or channel it to serve their people, although they often have difficulty dealing with the strict hierarchies and precise tactics of the church. Torag's inquisitors search for weaknesses in the walls and other defenses, root out cheats and thieves that undermine safety and prosperity, and watch for the influence of Droskar (see page 182). They remain alert for the presence of kobolds, goblins, and orcs, and also train common folk in the best tactics for defeating these common enemies. Every priest undergoes at least a small amount of training in some



kind of smithing, as well as Knowledge (engineering) to better construct defenses and Knowledge (history) to learn the battle tactics of famous leaders.

Several military orders pledge themselves to Torag's service. Whether human or dwarven, these knights have little use for the needless ceremony common to other knightly orders, and speak only when necessary, though they usually still relax and allow themselves to laugh in the company of friends and family. When the time comes to act, they do so without hesitation, placing themselves between their people and danger, warhammers at the ready.

Each morning, a priest rises early to stoke the coals of a temple forge, and then prepares breakfast while the forge reaches a suitable temperature. After eating, the priest does a little short-term work at the forge or anvil as a morning prayer, such as smelting a few chunks of ore or hammering a metal bar into a more useful shape for an apprentice or another priest to use. The priest prepares spells during this meditative, repetitive activity. After morning prayers, the priest leaves to pursue his assigned duties, which may be at the forge or anvil or elsewhere in the settlement. Acolytes assist smiths when equipment runs short, aid in drilling new soldiers in military maneuvers and weapon training, and carry orders from generals to military outposts (often relying on spells like *sanctuary* to keep them safe).

Most priests work as smiths for governmental or military organizations. They understand the practical needs of crafting as a necessary trade rather than as a form of artistic expression, and a weapon or piece of armor with Torag's symbol on the smith-mark might not be ornate or even overly pretty, but it was surely tested for quality and durability. Priests who aren't inclined to work at a forge, anvil, or architect's desk all day gravitate toward leadership positions where they can use their knowledge to direct others on the battlefield or city walls, whipping them into shape and maintaining discipline. In a fortress with a priest of Torag serving as the steward, guards never sleep on duty.

Torag's clergy take their responsibilities seriously, and are deeply involved with their communities. When they take up adventuring, it is with the goal of bettering their communities in some way. They expect to lead, or at the very least to be consulted on decisions, and can be expected to have a contingency plan ready at all times. This need for everything to be properly planned may lead them to act like judgmental parents, or bark at their companions about how a careless act could endanger everyone, but few can argue with the quality of their preparation and organization. They don't like being idle, and prefer to keep their hands busy even while resting, braiding leather cords into thicker strands (perhaps for use as a cover for a weapon hilt) or inspecting a bag of crossbow bolt heads for flawed units in need of reforging. A typical adventuring priest is familiar with crafting, military hierarchy, and basic troop defense strategies.

The church is organized like an army, with clear ranks and a chain of command. The High Defender is the leader of the overall church, presiding over the faithful from the fortress-temple known as the Forge of Torag in Highhelm; the heads of individual temples serve collectively as his military council, though in practice this means his council is usually composed of temple leaders from the nearest settlements. The church grants promotions and awards for excellent strategic ideas; heroic acts of defense in battle; and innovations in forging, smelting, and other crafting. Many settlements make the priesthood an official part of the city guard, though priests are only required to follow orders from lay officers in times of civil defense.



Adventurers

When one adventures in the service of Torag, she does so not to seek glory or honor, but because she that as her true place in life. Her god is a warrior god as well as a creator, and he respects those who develop strength and power from within. Followers of Torag might go on quests for their home temples, seek rare metals for their forges, or hope to learn at the feet of a master general, but every journey they undertake is ultimately with the end goal of bettering their communities. This might mean questing for sites or masterpieces spoken of in the legends of their people but lost to the modern world, or seeking out the tools and materials necessary to bring some new, unmatched masterpiece

into being. They also eagerly seek to lend aid to peoples and lands under siege from one hardship or another, whether that be invaders, disease, famine, or other strife. While they don't balk at entering battle, especially to recover something that was unrightfully taken, they view themselves as guardians and defenders first, and a force for attacking second.

Torag's followers expect to lead their parties, or at least to advise the leaders. If their parties' leaders don't make adequate plans, then Torag's followers will provide contingency plans, as Torag would expect nothing less. They seek peace within the groups they exist, even if they must be the hammer that forges that peace from stubborn steel. As such, they have little patience for selfishness or greed, believing that if any member of the band or community suffers all the members suffer.

Clothing

Most dwarves follow Torag, but the particularly devoted wear rings on their fingers, in their beards, or in their ears, and every ring tells a story. Each is marked with Torag's symbol as well as with indications of how the bearer earned it: service to a friend, fealty to a lord, discovery of a new metal vein, and so on. Formal dress for clergy is work-worn and knee-length leather smithing aprons. Many priests do not decorate this garment, but some burn symbols into the leather or adorn it with studs, rivets, plates, or badges of steel or precious metal to commemorate significant events—such as marriage, the birth of a child, or the completion of the priest's first set of full plate. Priests also often carry large blacksmithing hammers during ceremonies; such a hammer may be plain or engraved, and is quite functional as a weapon. Most wear their hair long, growing elaborate braids or facial hair to emulate their god's mighty beard. As a result, even many non-dwarven priests have a distinctly dwarven appearance.

Holy Text

The official holy book of the church is *Hammer and Tongs: The Forging of Metal and Other Good Works*. As it's meant to be used for reference near forges and in other situations where lesser books might catch fire, it's usually bound in metal, and its leather pages are coated in flame-resistant lacquer. It includes prayers and the stories of the creation and early days of the dwarven race, the destinies they have forged, the Quest for Sky, and the simple need for community that binds dwarves together. It also gives instructions on how to shape stone, build walls, smelt base metals, and forge iron and steel, as well as basic information about various predatory monsters and how to defend against them. The oldest copy of the book in a particular community (typically the one used in the main temple) includes a record of when the settlement was founded, which families or clans were involved in its founding, and other notable events in its history.

Holidays

Dwarves call the ninth month of the year Torawsh instead of Rova, believing it foolish to name a month for an evil, imprisoned god of destruction. The church celebrates anniversaries of successful battles, including the breaking of sieges.

Skylost: Dwarven communities with ancestral ties to one of the lost Sky Citadels, such as those who can trace family lineages back to a citadel's founders, mournfully mark the date of its loss. However, each of these daughter communities might have its own specific date for that event, depending on how much information is still known and what those who recorded it considered the most significant date, such as when the last walls were breached, when the order to evacuate was given, or when the community's founders fled that citadel to establish a new home. Therefore, two towns founded by exiles from Koldukar (now Urgir in the Hold of Belkzen) might honor Skylost on different days because their patron clans evacuated the city on different days. On Skylost, dwarves reflect on the lives and accomplishments of slain ancestors. Non-dwarven temples (and those founded by clans from surviving citadels) usually do not observe this holiday.

Aphorisms

Since Torag is a teacher of craft and strategy, over thousands of years his mortal students have created phrases to impart his wisdom to the next generation. Among these instructive and practical phrases, the following are most common.

The Hand with the Hammer Shapes the Future: Craft and invention allowed dwarves and other civilized races to expand across the world. The artisan's mind thought up the first spear and hammer, the smelting of bronze and steel, and the construction of castles, clockworks, and even gunworks. Without these inventions, the civilized races would be like goblins: huddling in the mud, fearing knowledge, and worshiping simple concepts like fire and rocks.

Hops and Water Is Not Beer: Inferior workmanship and anything less than one's best effort are unacceptable to followers of Torag. No self-respecting dwarf would call a cup of water and hops "beer," as such a thing is unfinished and unpalatable, and so no skilled weaponsmith would consider a poorly made hammer a true weapon. Apprentices call unfinished items by nicknames (for example, a hammerhead is a "slug") to avoid their teachers' reprimands, and an apprentice known for making frequent mistakes is often called

a "hopswater" in reference to this phrase. Among some, this phrase is altered to "Hope and water is not beer."

Let Them Break upon Our Shields: Though Torag is a war god, he would rather protect his followers than seek and destroy their enemies, and encourages his people to always have a safe retreat. The power of a strong defensive position has forced countless armies to give up after besieging an impenetrable fortress. In some clans, this phrase is rendered as "against our walls" instead of "upon our shields."

Relations with Other Religions

Torag has battled destructive deities and their minions since the dawn of the world. In particular, Rovagug's spawn have long seethed and squirmed in the deeper corners of the earth, drawing Torag's ire. Despite their shared loathing for the Rough Beast, however, Torag's followers find Sarenrae's worshipers too forgiving and too devoted to the sun, both of which are seen as weaknesses by the long-lived, underground-dwelling dwarves. The Father of Creation and his craft-inclined worshipers respect Abadar for his adherence to law and commerce, and Irori for his discipline. Torag likes Cayden Cailean's humor and love of ale, and respects Iomedae's martial prowess and devotion to order and good. He gets along well with Erastil, perhaps the only deity more curmudgeonly than he is.



Torag is the head of the dwarven pantheon (see page 182), an extended family of gods and goddesses largely unknown outside of dwarven communities, and which are rarely worshiped individually. Rather than praying directly to these other deities, dwarves ask Torag to intercede with the other gods on their behalf, as the other members of the pantheon defer to him except in matters that lie entirely in their jurisdiction. Of the dwarven gods, only bitter Droskar, Torag's former student turned duergar god of toil and slavery (see page 182), holds no allegiance to the Father of Creation; the two deities are engaged in a slow-burning cold war.

Torag's focus on dwarves allows his faith to be more insular than most, and his followers largely keep to themselves enough that they need neither know nor care much about other faiths. When they do come in contact with other religions, they see the followers of other faiths as flighty, frivolous, and prone to waste too much of their time on nonessential works. They are most likely to appreciate the attitudes of Erastil's worshipers, who value community and family, and they salute the discipline of Iomedae's followers. Like their god, they find the faithful of Cayden Cailean relaxing—there's something about their geniality that loosens the stiff followers of Torag up a bit. Of course, the Caydenites can take it too far, and affection for them can quickly turn paternalistic and dismissive. Followers of the Father of Creation like to keep busy, and though they'd never admit it, those that do regularly interact with other faiths often find themselves glad of the opportunity to be useful as they improve allies' tools and capabilities.

Realm

The way that the Father of Creation tells it, the dwarven pantheon has always called Heaven home. They did not arrive from elsewhere like other gods; rather when they first chiseled their way to the surface of the Outer Sphere—much in the same way as their mortal children did on the Material Plane—they found themselves in Heaven, having already been inhabiting the mountain's interior. Operating much like a mortal dwarven family, the various dwarven gods instruct their petitioners in mining and craftsmanship, providing a truly massive amount of raw materials and finished works to the archons and angels on the surface. They also defend the plane from below, guarding against those occasions when Abyssal hordes attempt to burrow up into the plane.

Planar Allies

The Father of Creation's divine servants are skilled metalworkers and powerful creatures with no time for nonsense. When summoned, they prefer to begin planning or take action immediately, and do not take kindly to those who act rashly or succumb to pressure from reckless or chaotic allies. In addition to his servitor race, the chalkost (see page 311), the following servitors of Torag answer to *planar ally* and similar calling spells from the faithful.

Ambassador Zurin (unique azer noble): Clad in blazing brass armor, this imposing azer noble sports rippling muscles and a broad, flame-red beard. He enjoys studying tactics, whether on the battlefield or at the diplomat's table, and uses his knowledge to outmaneuver forces of superior numbers or magical power. He is on good terms with various fire elementals of note, but dislikes efreet. He will negotiate with them if necessary, but gets a wicked glint in his eye if the offered payment includes a contract for their services.

Hrilga Shield-Maiden (unique celestial werebear): A skilled cavalier, this yellow-haired dwarf has bright metallic gold fur in her hybrid and bear forms. Though comfortable giving orders to soldiers, she prefers to lead the charge, relying on her martial skill, supernatural resilience, and tactical knowledge to carry her allies to victory.

Grand Defender: Appearing like a massive dwarven golem crafted from iron, this creature serves as Torag's herald. The construct is animated by the spirits of dozens of great dwarven heroes who consider it an honor to serve their creator in defense of the mortal world. The spirits within the Grand Defender retain all their mortal memories and knowledge, and when in the mortal world they have been known to call out through the herald to old friends, relatives, or offspring with an unexpected familiarity and affection. Mortal dwarves have been known to ask the Grand Defender for lost secrets of forging and engineering, and the hero spirits have Torag's permission to pass on this lore as long as doing so doesn't hinder his herald's purpose for that visit. Other dwarves hope to speak with a dead ancestor in order to pay their respects, apologize for some old offense, or recount a descendant's achievement. For more information, see page 310.

Stoneriver (unique bulette): This beefy brute of a bulette is only marginally smarter than others of its kind, but it obeys Torag's will and has a ruthless cunning that lets it function like an expert hunter and tracker. It is immune to fire, and can burrow through lava as easily as it does earth. Its favorite activity is crunching duergar bones, but it would love to be offered an evil halfling for a meal.

For Toragdan Characters

Characters who worship Torag may find the following rules elements thematically appropriate.

Archetypes	Source
Divine strategist (cleric)	*Ultimate Combat* 40
Holy tactician (paladin)	*Ultimate Combat* 64
Monk of the sacred mountain (monk)	*Advanced Player's Guide* 114
Strategist (cavalier)	*Ultimate Combat* 39
Tactician (fighter)	*Ultimate Combat* 47

Feats	Source
Blessed Hammer	See page 207
Rebuffing Reduction	*Ultimate Combat* 115
Shrewd Tactician	*The Inner Sea World Guide* 289
Stalwart	*Ultimate Combat* 121
Steelskin Channel	See page 216
Stone Strider	See page 216

Magic Items	Source
Altar of Torag	See page 249
Belt of dwarvenkind	*Core Rulebook* 501
Belt of stoneskin	*Ultimate Equipment* 210
Boots of the earth	See page 261
Dwarfbond hammer	*Ultimate Equipment* 154
Father's forgehammer	See page 264
Forgefather's half-plate	See page 251
Forgefather's sledge	See page 255

Spells	Source
Crafter's fortune	*Advanced Player's Guide* 213
Fallback strategy	See page 233
Firebelly	See page 234
Hairline fractures	See page 235
Hammer of mending	See page 235

Traits	Source
Defensive Strategist	See page 219
Eye of the Father	See page 220
Guardian of the Forge	*Advanced Player's Guide* 333
Protective Faith	See page 222

Variant Spellcasting

Clerics of Torag may prepare *fabricate* and *major creation* as 5th-level spells; his inquisitors may learn them as 3rd-level spells, and his paladins may prepare them as 3rd-level spells. Inquisitors of Torag may learn *mending* as an orison; paladins may prepare it as a 1st-level spell.



URGATHOA

Seize what you can, tear it apart, and savor its sweet, bloody taste, for existence is dull without the blessing of sensation.
—*Serving Your Hunger*

The Pallid Princess

Goddess of disease, gluttony, and undeath

Alignment NE

Domains Death, Evil, Magic, Strength, War

Favored Weapon scythe

Centers of Worship Darklands, Geb, Osirion, Ustalav, Varisia

Nationality Varisian

Obedience Cover a table (or suitable flat surface) with a black velvet cloth and spread a feast atop it. If you are in the wilderness or another area where fine food is not readily available, load the table with the best quality food you can find in whatever amount you have. Eat to the point of painful fullness, sipping wine between dishes and reciting a prayer to Urgathoa. At the end of the hour, consume a piece of rotten fruit, rancid meat, moldy cheese, or other spoiled bit of food. Trust in Urgathoa to protect you from any sickness or disease that might follow. Treat your caster level as 1 higher when casting necromancy spells.

EVANGELIST BOONS

1: Pestilent Penitent (Sp) *curse water* 3/day, *feast of ashes*[APG] 2/day, or *contagion* 1/day

2: Death Knowledge (Su) Your knowledge of the arcane workings of death increases. Your familiar can teach you one new spell from either the Death or Magic domain spell list. The spell must be of a level you can cast, and once you choose the spell, your selection can't be changed. If you cast spells from a spellbook, you learn a new spell in the same manner, though it appears magically in your spellbook. If you cast spells spontaneously, you can choose one spell to add to your list of spells known, but you gain no additional spell slots.

3: Blight of Ruin (Su) Your blight hex gains power from Urgathoa's favor. If you use your blight hex on a plot of land, you can affect an area whose radius is equal to 20 × your combined witch and evangelist levels. If you blight a creature of the animal or plant type, increase the saving throw DC by 4 and the curse's effect to 2 points of Constitution damage per day. If the target successfully saves against your blight hex, it instead takes 3d6 points of negative energy damage. If you don't have access to the blight hex, you instead gain the ability to use *mass fester*[APG] once per day as a spell-like ability.

EXALTED BOONS

1: Mistress of Undeath (Sp) *inflict light wounds* 3/day, *desecrate* 2/day, or *animate dead* 1/day

2: Bolstering Channel (Su) When you channel negative energy to heal undead creatures, you infuse the targets with negative energy made more powerful by Urgathoa's influence. Any undead creatures healed by your channeled energy increase their movement speed by 10 feet for 1 round for every Hit Die you possess.

3: Ally from the Grave (Sp) The Pallid Princess's servants have taken notice of your deeds and answer your call. Once per day as a standard action, you can summon a bhuta (*Pathfinder RPG Bestiary 3* 41) to serve you. You gain telepathy with the bhuta to a range of 100 feet. The bhuta follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home. It doesn't obey commands that would make it perform overly good acts, and such instructions could cause it to attack you if they are particularly egregious.

SENTINEL BOONS

1: Glutton for Slaughter (Sp) *magic missile* 3/day, *acid arrow* 2/day, or *fireball* 1/day

2: Scythe Wielder (Ex) You have trained extensively with Urgathoa's deadly favored weapon and with many related weapons, and you wield them with the skill of the Pallid Princess's most favored undead champions. If you selected the heavy blades group for your weapon training class feature, increase your attack and damage bonuses with heavy blades by 1. If you don't have the weapon training class feature, you instead gain a +1 bonus on attack and damage rolls with the scythe only.

3: Fearless in the Face of Undeath (Ex) You have spent too much time among the unliving to be taken in by their tricks and abilities, and you are proof against many of their powers. Increase your bravery saving throw bonus by 1. This bonus now applies to saving throws against any spells and effects generated by undead creatures, as well as against fear effects. The bonus also applies to nonmagical effects generated by undead creatures, such as a deathweb's poison. If you don't have the bravery class feature, you instead gain a +2 profane bonus on saving throws against spells and effects generated by undead.



Urgathoa is an utterly amoral, hedonistic goddess, concerned only with satiating her own desires regardless of the consequences others suffer. Like Desna, she strives for experience and a full appreciation of the world—but her appreciation is utterly selfish. She was once a mortal woman with a tremendous appetite for life, one who rebelled against the notion of being judged by Pharasma and losing the joys of living. Somehow in death she found the strength to tear herself from Pharasma's endless line of souls and return to Golarion, becoming a divine being and the world's first undead creature. Her existence is a corruption of the natural order; some say her first divine footprints upon the soil of the Material Plane birthed plague and infection, and that the first shadows and wraiths were born of her breath.

The goddess's half-rotted form limits the sensations she can experience, so she makes up for this lack with gluttonous depravity—she's tasted the brains of human infants to savor their innocence, torn the heart from the last living member of a race just to feel the sensation of its hot blood on her hands, and inflicted boils and leprosy upon handsome princes just to see the unique patterns they form on royal flesh. To her, the dull existence of a dead soul is pointless and tedious compared to the vibrant intensity of mortal or undead sensation, and creatures should cram as much sensation into existence as possible. Asceticism is repugnant to her, and she particularly loathes those who follow the strict taboos of the Prophecies of Kalistrade.

Urgathoa is usually depicted as a beautiful, raven-haired woman from the waist up—much like her mortal self, though she's as pale as a hungry vampire. Her lower half is rotted and withered, decaying farther down until only blood-covered bones remain at her feet. When she walks, she leaves bloody, skeletal footprints. Although she sometimes manifests nude in the faithful's visions, she usually appears wearing a sheer red or black gown. From neck to toe, the gown is stained with hideous patches of black, brown, and red. On rare occasions, she assumes a monstrous shape similar to those of the hideous undead creatures known as daughters of Urgathoa (*Pathfinder Campaign Setting: The Inner Sea World Guide* 309), with one huge arm covered in fanged mouths and a tail made of multiple fused spinal columns.



Urgathoa's Antipaladin Code

The antipaladins of Urgathoa are creatures of the night, plague-bearers and bringers of death. They seek to spread Urgathoa's gifts by the sword and by emulating their goddess. Their tenets include the following affirmations.

- The grave opens to us all. We hasten the living on their inevitable path.
- The deathless are the true expression of existence, for they are beyond life and death. I will emulate their ways and destroy those who would defile their timeless perfection.
- I have no duty but to my hunger and my goddess.
- Existence is hunger. Both life and death feed on life. I am an instrument of transition.

Urgathoa's realm in the Great Beyond is a cluster of cities in a wasteland part of Abaddon, filled with undead residents indulging all of their mortal vices in great excess. The daemons of that realm observe Urgathoa and her followers, but leave them alone and untouched—the main threat to her realm is attacks from Pharasma's minions, who intend to repatriate undead souls to the Boneyard and restore them to their proper destination in the afterlife.

Though the Pallid Princess's church is interested primarily in undeath, some cults focus on her gluttonous aspect, indulging in decadent feasts of food, alcohol, and drugs, as well as lavish orgies. Unfortunately, in many cases these "dilettante" cults decline into more depraved practices, eventually embracing necromantic profanities and conversion to ghouls, vampires, and similar creatures.

When Urgathoa is pleased, common food tastes delicious, water turns to fine wine, and meals are never so filling that the diner feels uncomfortable. There are also stories of starving worshipers unexpectedly finding injured or freshly killed meat (in some stories, the meat is humanoid). She rarely uses animals as messengers, but sometimes sends a death's head moth to lead a devout worshiper to a reward, or clouds of biting flies to warn away or punish a mortal. Female clerics who serve her particularly well may be transformed into daughters of Urgathoa. When she's angry, food and water taste like ash and fill the belly with gnawing hunger that cannot be sated, and the target of her ire may be afflicted with rotting or swelling diseases that make it difficult to eat or speak. She has been known to paralyze an offender's legs so the victim must crawl, or reverse the taste of his food so that garbage and sewage are the only things he can bear to swallow. The afflicted can alleviate the condition by making a large sacrifice to Urgathoa, either at a temple or by providing some gluttonous feast, drug experience, or other orgiastic excess in her name. On rare occasions, the only way to alleviate the curse is by willingly engaging in cannibalism, an act that taints the offender's soul and all but guarantees eternal allegiance to the Pallid Princess.

Urgathoa's holy symbol is a death's head moth, often drawn so the skull-markings are exaggerated, or even depicted as a skull with a moth's wings, legs, and head.

The Church

Those who worship death, revere disease, and are insatiable gluttons who demand experience without repercussion are the primary followers of Urgathoa. Her worshipers care less about spreading her faith than they do about increasing their pleasure in her name. They may start at one of the gateway churches—a place devoted to pure sensation, in which life is an orgy of feasts and flesh, drugs and stimulants—but most discover that ordinary delights soon begin to pall, and seek to satisfy ever-darker hungers.

Most of Urgathoa's worshipers are dark necromancers, undead, or those who hope to become undead (such as servants of vampires, spellcasters pursuing the path of the lich, and so on). Her faith is illegal in most lands, and shunned in most societies that do not ban it outright. Occasionally, a gluttonous prince or merchant may secretly keep a shrine in the goddess's name, praying for bounties of food, drink, sex, or other physical pleasures. In some lands, desperate folk pray to Urgathoa to relieve symptoms of plague, and necromancers who prove themselves useful by putting undead to rest or controlling them so that they do not harass the living may find a measure of tolerance from mortal communities.

In Geb, the Pallid Princes is worshiped openly, and her faith is practically an official religion. Vampire barons, ghoul counts, and various undead nobility pray to her in chapels at midnight, requesting that she keep them safe from the bright day, peasant uprisings, and abominations from the Mana Wastes. Most pray to the Harlot Queen as a saint of or proxy for the Pallid Princess—though the reanimated ruler has no divine tie to Urgathoa, the goddess accepts this as a quirk of her favored nation. Public temples are often guarded by bloody skeletons—usually called "sons of Urgathoa" because like her they leave bloody footprints where they walk—who act as counterparts to the powerful, intelligent daughters of Urgathoa.

The church is organized as a matriarchy, with a powerful cleric, usually female, at the head of each temple; if the priestess is a daughter of Urgathoa, the entire temple is considered especially blessed. Priests who can create undead, either through magic or through the passing of their own undead taint, are called Necro-Lords, and receive extra privileges. Congregants are

divided into two castes. The higher caste is known as the ghula, which consists of privileged members who may or may not be members of the priesthood. They are served by the famished: initiate members attempting to prove themselves worthy of recognition by the church. Rank inside the congregation may sometimes be an inversion of rank outside it, and if one of the famished is of higher social status outside the church than a ghula, the ghula treats the famished respectfully in public to preserve the church's secrecy. Like most evil cults, the secret church is scattered and cell-based, and contact between congregations is infrequent.

Prayer services to Urgathoa consist of susurrant whispers, quiet chants, and eerie moans. Drums may be used to announce visitors and mealtimes, but otherwise music is rarely a part of the proceedings. Worshipers usually consume a ritual meal—which could be anything from a sweetmeat to bread and gravy to human flesh, depending on the congregation. Wealthier churches provide lavish feasts for the faithful (sponsored by wealthy patrons or paid for by selling spells or undead labor), and it's not unheard of for a priest to move to a starving village and offer intoxicating foods to layfolk to gain followers.

Marriages within the church do not include vowing "until death parts us," as the undead members stand as proof that vows can persist beyond death. The Pallid Princess supports the institution of marriage and other long-term romantic commitments, as sharing pleasures can enhance them, and she blesses even unions between the living and the undead, as long as the living partner plans to follow his spouse into undeath, or the undead partner plans to extend the living partner's life somehow. Urgathoa cares not about procreation or the genders of the people involved, only that the commitment is true. Divorce is frowned upon, as it shows disrespect to the partner and to the goddess herself. Murdering a spouse is an acceptable alternative, however, especially if the dead spouse remains in or near the home as a skeleton, zombie, or mummy.

The Pallid Princess also supports adoption, particularly by predatory undead who kill living parents and raise the offspring as their own; this increases the number of creatures worshiping the goddess. Many temples keep a "blood mother," a woman whose role is to bear children, either to raise them as members of the church or to offer them as sacrifices. The church allows contraception among its living members to keep pregnancy from interfering with hedonistic pursuits, and has no opinion on abortion or infanticide.

Urgathoa's rivalry with Pharasma has made the goddess of undeath particularly spiteful toward expectant mothers of that faith, and she teaches her priests minor curses and hexes that can harm or kill a fetus or birthing mother.

The church does not prohibit suicide, and old priests with no means to turn themselves into undead may offer their spirits to the goddess while offering their flesh to the living. Though suicides are usually the purview of the minor goddess Naderi (see page 180), this ritualistic self-sacrifice invokes the power of Urgathoa. Devout worshipers expect to be raised as undead of some kind, either at their own expense or as a reward for their service.

The date on which a worshiper becomes undead is called ashenmorn, and is commemorated annually like a birthday. For many, it's the last time that they will see daylight. Ashenmorn is a solemn day of lone personal reflection, though a particularly sentimental undead who



can create spawn may choose to convert a loyal minion on her own ashenmorn as a gesture of affection.

In theory, Urgathoa's faith is about breaking and surpassing taboos, and thus nothing is ever forbidden. In practice, however, turning one's back on the church, renouncing the path of undeath, and exercising asceticism and altruism instead of gluttony are sure ways to draw the ire of the Pallid Princess.

Temples and Shrines

Each of the Pallid Princess's temples is built like a feast hall, with a large central table serving as an altar and numerous chairs surrounding it; her hidden temples use this same setup, but with a less ambitious scale. Most temples are adjacent to a private graveyard or built over a crypt, and they're often inhabited by ghouls (which embody all three of the goddess's interests). Though the goddess does not use daemons as minions in her own realm, it is not unusual to find daemon servants and guardians in Urgathoa's most powerful temples. Urgathoa's largest temple in Mechitar, the capital of Geb, is the Cathedral of Epiphenomena; the priests who staff it include both the living and the undead.

A Priest's Role

Urgathoa's faith attracts creatures of passion and vice who believe that the world is their playground, who want experience without limits and repercussions, and who perpetually chase hedonistic sensation. The vices of those who serve her tend to become ever stranger and more demanding as these servants advance in the faith; even if a particular cleric begins by venerating only the goddess's gluttony aspect, her willingness to help her adherents achieve immortality via undeath speaks to the most basic desires of mortals. As a cleric grows more powerful and increasingly associates with the undead, she may come to feel outraged that something as trivial as death could end her pursuit of experiences. And as the chill of age begins to wither her, serving or allying with a powerful vampire or lich may seem an ever smaller and smaller price to pay for a cold eternity in which she may seek to sate her various pleasures with immortal abandon.

Most of Urgathoa's priests are clerics or necromancers (particularly sorcerers with the undead bloodline), as well as a few similarly inclined witches. Antipaladins are also drawn to her faith, as are barbarians prone to excess, bards seeking sophisticated channels for their primal appetites, warriors who wish to command respect from beyond the grave, and miscellaneous undead who rise to positions of power in the church regardless of magical ability. Most priests are skilled in Diplomacy, Heal, and Knowledge (religion). A slight majority of her followers are women, and the proportion is closer to three-quarters in cultures and lands where women's paths to power are otherwise limited.



Priests generally have few official duties beyond mutual protection and aiding aspiring undead, for Urgathoa is satisfied when mortals excessively consume in her name, and she is content with the slow rate at which undead propagate. Occasionally, though, her cults concoct aggressive plans such as converting entire towns to zombie slaves or feeding grounds for undead. Clergy often conceal their allegiance and find employment that allows them frequent access to dead bodies, such as working as gravediggers, mercenaries, or butchers. A priest with strong culinary skills might find work as a chef at a noble's manor, in a general's retinue, or even in a restaurant. The luckiest find a wealthy patron, giving them the luxury to create rich, fattening, delicious meals that encourage gluttony in those who consume them. Only in undead-controlled lands such as Geb do Urgathoa's priests practice their faith openly. There they serve in traditional clerical roles, such as spiritual advisors, healers, government officials, and so on.

Commoners usually avoid priests of Urgathoa, fearing their association with vice and undeath, but may seek them out for advice on how to bury a corpse to prevent it from rising as an undead on its own and how to protect it from predators. Clergy may pose as clerics of Pharasma, offering blessings and funeral rites to communities lacking a true priest of the Lady of Graves, and malicious members use this ruse to provide commoners with "newly invented" wards against the undead that prove useless after the priests direct undead allies to these communities for easy hunting. In lands suffering from plague, they may pass themselves off as knowledgeable healers, treating some of the sick and leaving others to die, or perhaps curing uncomfortable but harmless illnesses while infecting patients with quiet and deadly diseases. Urgathoa's priests rarely make demands in return for their services, preferring to use people's own desires to drive them to depravity.

Adventurers

Those who choose Urgathoa believe that the world is their playground, and that their wants and appetites come first. They understand pain, and even appreciate it in certain instances, but their desires are broader than that. They want experience without limits, and if something so pedestrian as death stands in their way, they overcome it—as did the Pallid Princess—and return to the life of pleasure. They may offer services to powerful undead in exchange for aid, and associate with the unliving in an effort to eventually join their ranks.

Clothing

Ceremonial clothing for a priest consists of a loose, gray, floor-length gown or tunic with a bone-white or dark gray shoulder-cape fastened at the front, often with a brooch or clasp in the likeness of a death's head moth. Traditionally, the garment is increasingly shredded or tasseled as it approaches the floor, echoing the decay of the goddess's lower body. Some of these garments are heavily embroidered with tiny skulls and bones, and carefully slashed to reveal glimpses of hidden layers of red and white garments beneath. Clergy may wear corsets under their clothing, either to emulate Urgathoa's unnatural gauntness or to conceal their growing girth, though some prefer clothes that can accommodate an engorged or pregnant belly. Lay worshipers, or clergy in places where the faith is hunted, may limit themselves to wearing pants or skirts that are unusually shredded and torn, or wear small bone necklaces or death's head moth pendants.

Holy Text

Crafted by Urgathoa's first antipaladin, Dason, *Serving Your Hunger* is an extended meditation on the greatness to be found by sacrificing all for sensation. It's a cookbook filled with decadent recipes and instructions for dressing and preparing various humanoid races. It also serves as a primer for taking a conciliatory approach to dealing with the undead, as well as for transitioning into an intelligent form of undead oneself, and focuses mainly on vampires, ghouls, and wights.

Holidays

As a goddess who believes existence should be a continual celebration of one's own power and urges, Urgathoa places no additional significance on particular dates. Her followers have attached special meaning to moonless nights and celestial conjunctions with the undead-filled world of Eox, believing they mark times of the Negative Energy Plane's greatest influence on Golarion, and on those nights they hold great candlelit feasts to honor the goddess and her divine presence and will.

Aphorisms

Urgathoa cares more for gratification than for words, and the members of the countless cells of her faith—living and dead—have created many different sayings about her tenets. The two most common aphorisms of the church are the following.

By the Blood and the Mouth: This is an oath to keep a secret, with the expectation of punishment should the oath be broken. It is usually accompanied by touching a finger and thumb to the sides of the neck (as if choking), followed by kissing or licking the first two fingers of that hand.

Feed Your Pain: The faithful recognize that eating fills a physical and emotional need, even for undead that don't need to consume anything to survive—it's the act of eating, of consuming and satisfying an urge, that's the reward. This phrase normally indicates the start of a meal, but priests sometimes say it to encourage layfolk to distract themselves from their problems with food or other excesses.

Relations with Other Religions

Urgathoa is largely content to indulge her own needs and desires, and most other powerful entities leave her alone to do that; as a result, she has fewer enemies than most evil gods. Pharasma, however, considers undeath an abomination, and pursues Urgathoa and her kind whenever they are found. Good-hearted Sarenrae seeks to "heal" the goddess and her followers, which naturally strains relations between them.

The Pallid Princess appreciates Abadar's cities for the plagues they foster, and sometimes operates side by side with Calistria, as the lust goddess's portfolio is similar without overlapping. She often allies with the Four Horsemen, and daemons are popular servants and allies in her church. Zyphus, the Grim Harvestman

(see page 181), keeps his divine realm within Urgathoa's territory, though he does not belong to her—she makes no claim on him, though she appreciates that his priests often rise as undead to continue their work. The young goddess Naderi, the patron of romantic suicides, believes that love endures beyond death, and Urgathoa is currently trying to take the Lost Maiden under her wing, as she supports this sentiment. Shelyn, Naderi's former sovereign, objects, and some priests also make vague claims that the goddess of art has taken and hidden something from the goddess of the undead, intensifying their enmity. Urgathoa's relationships with the ghoul demon lord Kabriri and vampire demon lord Zura are strained—sometimes they are allies, sometimes enemies, and undead worshipers tend to drift between these cults.

Urgathoa's contempt for ascetics would put her at odds with the patron of Druma's *Prophecies of Kalistrade* had they come from an actual deity; instead, she directs mild annoyance at Irori's strict discipline. Her ire is tempered by his devotion to moderation rather than abstinence, however, and she is intrigued by the idea of tasting his physical perfection. The goddess supports the Whispering Way for its promotion of undeath, but allows her priests to form their own opinions of it, as those adherents who focus on her gluttony aspect may object to it. Urgathoan vampires and ghouls, for example, must feed on the living, and if the cult manages to convert the entire world to undeath, these undead would starve, so they shun the cultists or even work to keep them from becoming too successful.

Urgathoa's church has little desire to crusade against other faiths, even those like Pharasma's and Sarenrae's who actively hunt its congregants, as members would rather spend their time indulging themselves than fighting others. That said, they aren't above undermining those faiths when opportunities present themselves, and take particular satisfaction in raising members of those faiths as undead when possible. They generally go out of their way to avoid antagonizing Abadar's church, as cities serve many of Urgathoa's interests, and work amiably with servants of Calistria when their interests align.

Urgathoans are open to friendly relations with cultists of those Empyreal Lords who revel in swaying their followers to embrace pleasure for its own sake, though followers of virtuous outsiders rarely return the cultists' overtures. They are occasionally roused to ally with other congregations against ascetic reformers who operate in what they consider their territories. For the most part, however, they prefer to ignore other faiths and their adherents, though if outsiders play some part in satisfying the urges of the faithful, members of the church can become extremely charming and friendly.



Realm

Through some unknown arrangements with the Four Horsemen, Urgathoa makes her home on Abaddon, but separate from the daemonic hierarchy. Her realm sits on the far side of Szuriel's domain, surrounded by unclaimed wasteland and the holdings of various minor daemonic nobles. Shrouded in cold fog, the goddess's realm is filled with cities of the undead engaged in a perverse extension of their own worldly excesses, worshiping their patron's desires as the indulge their own. Strangely, Urgathoa's home actually contains that of another god—Zyphus, whose domain consists of a massive field of open tombs crafted in mockery of Pharasma's Graveyard of Souls, and which is entirely enclosed by Urgathoa's borders in an apparently amicable arrangement.

Long ago, Urgathoa and Zyphus both had domains on the Material Plane, but at some point—unprompted and unexpectedly—the fiends of Abaddon set aside a domain for each of them and offered to let them stay. Seeing this as a beneficial arrangement, the deities willingly (if warily) accepted. Urgathoa's influence ends at the boundaries of her deific domain, yet since most of her focus is on the mortal world, she accepts this caveat and makes no attempts to expand her holdings within the blasted wastes of Abaddon.

In return, no soul destined for Urgathoa or Zyphus has ever been devoured by the native daemons, and their clergy are allowed to travel the River Styx unmolested. While no one can truly say what the daemons' motivations are, the fact that lines of daemons sit motionlessly along the borders, staring inward at the gods and their worshipers, indicate that there's likely more to this arrangement than even the gods know.

Planar Allies

Urgathoa's divine servants are usually undead creatures infused with her power, though some are more outsider than undead. In addition to her servitor race, the sarcovalts (see page 313), the following creatures serve her as blessed minions, and answer to *planar ally* and similar calling spells from the faithful.

Barasthangas (unique devourer): This pale devourer's undead flesh is so thin and tight that her white bones and gray connective tissues are visible. In addition to the normal abilities of a devourer, she can expend essence points to cast *contagion* (3rd), *gaseous form* (3rd), and *waves of fatigue* (5th). Her price for service is a suitably powerful creature whose soul she can devour.

Fjarn (unique ghast): This burly Ulfen man is corpse-gray and has an unnerving rictus smile. Once a proud Linnorm King, he was forced to kill and eat his own honor guard following a series of personal tragedies. After killing himself out of shame, he rose as a ghast in the service of Urgathoa. He still retains his barbarian powers, and likes to eat his fallen foes.

Mother's Maw: This vile giant skull surrounded with buzzing flies serves as Urgathoa's herald. Mother's Maw has little interest in the desires of mortals (or of the undead in the mortal world) except insofar as they intersect with Urgathoa's orders. If it is necessary to eat a hundred members of her cult or to drive an entire city of ghouls into a lava pit, the Maw does it. It can speak but finds little worth talking about, so many assume it is mindless. However, when not on a mission of death, disease, or gluttony, it is a font of knowledge about food, wine, exotic scents, and other strange experiences, and is quite willing to speak on these matters to an interested party—assuming the sight of the enormous talking, winged skull isn't a distraction to listeners. Because of its innate ability to create undead, the herald is sometimes accompanied by skeletons, zombies, and ghouls, which caper about it, endlessly adoring the emissary of the goddess of undeath. It has been known to ferry allies into battle, or (rarely) to rescue a powerful undead creature, spiriting its passenger away to safety with its bony gullet, and relying on its own defenses to keep its passenger safe. It's particularly fond of raveners and vampires, and has gone out of its way to aid them when given the choice of several allies. For more information, see page 312.

Olix (unique fiendish vampire): Conceived during an Urgathoan new moon ritual and transformed into a fiendish vampire before his twentieth year, this priest transforms into shadow rather than smoke, can appear in two places at once, and hates any light brighter than candlelight. He prefers to carry messages or cast supporting magic on his mortal allies rather than engage enemies directly.

For Urgathoan Characters

Characters who worship Urgathoa may find the following rules elements thematically appropriate.

Archetypes	Source
Dirge bard (bard)	*Ultimate Magic* 26
Gravewalker (witch)	*Ultimate Magic* 84
Undead lord (cleric)	*Ultimate Magic* 32

Feats	Source
Bolster Undead	See page 208
Potion Glutton	See page 215
Shatter Resolve	See page 216
Thanatopic Spell	*Ultimate Magic* 157
Threnodic Spell	*Ultimate Magic* 157
Undead Master	*Ultimate Magic* 158

Magic Items	Source
Altar of Urgathoa	See page 249
Darkskull	*Core Rulebook* 508
Gloves of bony power	See page 264
Gluttonous feasting ring	See page 258
Mask of the skull	*Core Rulebook* 523
Nail of the princess	See page 256
Pallid chain	See page 252
Pallid crystal	See page 267
Robe of bones	*Core Rulebook* 527

Spells	Source
Epidemic	*Ultimate Magic* 158
Ghoul hunger	See page 234
Plague bearer	See page 238

Traits	Source
Deathspeaker	See page 219
Denial of Fate	See page 219
Inoculated	See page 220

Variant Spellcasting

Clerics and antipaladins of Urgathoa may prepare *ghoul touch* as a 2nd-level spell; inquisitors may learn it as a 2nd-level spell. Her inquisitors can learn *purify food and drink* as a 0-level spell; antipaladins can prepare it as a 1st-level spell. Her necromancers and sorcerers may learn or prepare 3rd-level arcane versions of *contagion* and *remove disease*. Priests who cast *remove disease* may draw diseases into themselves as they heal their targets; they become carriers without suffering ill effects. *Contagion* spells cast by Urgathoa's priests always use the caster's spell DC for the disease's secondary saves.



Zon-Kuthon

Embrace misery in this world and the next, forget all that is not suffering, and tune your mind so you understand the pleasures of pain.
—*Umbral Leaves*

The Midnight Lord

God of darkness, envy, loss, and pain

Alignment LE
Domains Darkness, Death, Destruction, Evil, Law
Favored Weapon spiked chain
Centers of Worship Belkzen, Cheliax, Geb, Irrisen, Nidal, Varisia
Nationality alien
Obedience Persuade a creature to allow you to inflict a small amount of pain on it. This can be as subtle as thin needles under the skin or as overt as a lashing with a whip—whatever the subject agrees to. If you can legally procure an individual, such as through legalized slavery, you may use a purchased subject instead. If no suitable individuals can be located, coil a spiked chain into a nest and kneel on it, letting your weight sink your knees into the spikes. Whip your own back while chanting praises to Zon-Kuthon. Gain a +2 sacred bonus on saving throws against spells that deal hit point damage.

Evangelist Boons

1: Unbending Faith (Sp) *protection from chaos* 3/day, *arrow of law*[UM] 2/day, or *pain strike*[APG] 1/day

2: Strike of the Endless (Ex) Three times per day, you can make a strike of the endless against an opponent. You must declare your use of this ability before you roll your attack, and if your attack misses, the strike is wasted. You make an unarmed strike against your target, and if you hit, your target must succeed at a Fortitude save (with a DC equal to 10 + 1/2 your Hit Dice + your Wisdom modifier) or be blinded for 1d4 rounds. This ability doesn't work against creatures without eyes or who see by means other than vision (such as with blindsight or tremorsense). If you have a ki pool, you may spend 1 point from it to increase the saving throw DC of this ability by 4.

3: Agonizing Blow (Ex) Once per day, you can make an unarmed strike that deals agonizing pain to a single target. You must declare your use of this ability before you roll your attack, and if your attack misses, the strike is wasted. You make an unarmed strike against your target, and if you hit, your target must succeed at a Will save (with a DC equal to 10+ 1/2 your Hit Dice + your Wisdom modifier) or take 2d6 points of nonlethal damage each round for the next 10 rounds as terrible pain rips through its body. Additionally, during those 10 rounds, your target is nauseated, and you gain a +4 circumstance bonus on Intimidate checks against it. If the target succeeds at its saving throw, it instead takes 1d6 points of nonlethal damage per round for the next 10 rounds, and is sickened for those 10 rounds. If you have a ki pool, you may spend 1 point from it to increase the saving throw DC of this ability by 4.

Exalted Boons

1: Obscurement (Sp) *obscuring mist* 3/day, *invisibility* 2/day, or *deeper darkness* 1/day

2: Path of Darkness (Sp) Once per day, you can use *shadow walk* as a spell-like ability. When you reach your desired endpoint along the shadow path, you materialize directly where you desire instead of being shunted in a random direction as you normally would. Furthermore, if you use this ability on an unwilling creature, the creature takes a –2 penalty on its saving throw.

3: Fleshrending Ally (Sp) Once per day as a standard action, you can summon an interlocutor kyton (*Pathfinder RPG Bestiary 3* 174) to serve you. You gain telepathy with the interlocutor to a range of 100 feet. The kyton follows your commands perfectly for 1 minute for every Hit Die you possess before it vanishes back to its home on the Plane of Shadow. The interlocutor refuses to follow any commands that would cause it to act in an overly good or chaotic way. Such commands earn a spiky snarl of disapproval, or could even cause the kyton to attack you if the command is particularly egregious.

Sentinel Boons

1: Envious Death (Sp) *compel hostility*[UC] 3/day, *touch of bloodletting*[*] 2/day, or *vampiric touch* 1/day

2: Rending Trip (Ex) When you successfully trip an opponent using a spiked chain, your tripped opponent immediately provokes an attack of opportunity from you. In addition, you gain a +2 bonus on any attacks of opportunity you make against opponents you have tripped with a spiked chain within the last round.

3: Sight of Perfect Night (Ex) All the training you have done in perfect darkness has left you with the uncanny ability to sense your surroundings even in the blackest night. You gain blindsense with a range of 20 feet. If you already have blindsense with a range of 20 feet or greater, instead increase the range of your blindsense by 10 feet.



Zon-Kuthon is a twisted, cruel, jealous god who defiles flesh to bring pain and misery. He represents ever-present pain, emotional darkness, consuming envy, and debilitating loss. Unrepentantly evil, he finds only brief joy in the pain he causes others. His very existence is a corruption and parasite upon the world. His alien mind constantly seeks new ways to oppress, humiliate, demoralize, and destroy others. While his true goals are incomprehensible, his stated desire is to flay every living thing until the entire world is an intertwined mass of bleeding flesh writhing in pain-wracked ecstasy. He whips the minds of serial killers, guides the hands of torturers, and plays the nerves of the suffering like a master bard.

Zon-Kuthon offers no great wisdoms, no promises of universal truth, no guarantee of rewards in the afterlife. His strange mind sees little difference between this life and the next, and he tortures living flesh and dead souls alike with hideous pleasure and delicious pain. It's possible that this bleak nihilism may be part of some more elaborate master plan incomprehensible to even his greatest priests, but so far the method and message is that existence itself is pain. His faith is lawful, following the natural hierarchy of the strong preying upon the weak, whether for food, entertainment, sex, or proof of dominance.

Zon-Kuthon's direct intervention in the lives of mortals is usually brief and ambiguous, with the price often outweighing the benefit. A slave under the whip who prays for relief might experience sexual pleasure but find the pain is heightened. A craftsman who seeks perfection in his work achieves it only after his obsession drives away all he loves. A count who prays for help against invading orcs may gain the help of a cruel warlord who takes over the orc lands as his own and becomes an even greater menace. Despite these hidden poisons, depraved or despairing mortals continue to pray to Zon-Kuthon for help, and he has countless minions devoted to listening for these requests, watchful for those who might be tempted by the Dark Prince's umbral embrace.

Zon-Kuthon's true appearance varies, and there is no consistent depiction of him, but the overall image is easily recognizable. His flesh is pale and bloodless and

Nidal

While most of this section describes Zon-Kuthon's faith as one of small, secret cells and cults, there is one place on Golarion where the opposite is true. In the nation of Nidal, the catastrophe of Earthfall caused widespread famine and death as the world suffered under a thousand years of darkness. Rather than die off, Nidal's terrified human populace dedicated itself to the Midnight Lord in exchange for survival. Today, the church of Zon-Kuthon is as established and byzantine in that nation as those of lawful gods in other societies, and integrally tied to the government, with imposing cathedrals in population centers like Pangolais and Nisroch. Perhaps the most recognizable agents of the faith, shadowcallers trained in the infamous Dusk Hall of Pangolais are chosen as children via magic items called *nightglasses*, then trained into elite weapons which the Umbral Court can use to keep order within the nation or loan to Cheliax as part of the Midnight Guard. For a look inside the Dusk Hall and the lives of shadowcallers, see the Pathfinder Tales novel *Nightglass* by Liane Merciel.

usually hairless, though he sometimes has wispy blond hair on his scalp. Contrasting with the pale skin are bloody red wounds, many of which are held open with hooks, straps, or splints, some appearing partially healed and reopened. Sometimes his skin is completely gone in places, revealing bare muscle or even bone. He frequently has piercings, sometimes through muscle and bone, with bits of jewelry or remnants of his victims dangling from them. Even his face doesn't escape this attention, with spikes and hooked straps pulling it into strange configurations, his lips removed to show bloody teeth, one eye removed and replaced with a strange crystal, or the entire back of his head gone, revealing skull and brains. He is usually shown wearing a vertical metal crown that pulls his flesh back into an obscene sunburst halo. Parts of his body that lack wounds are usually covered in blood-soaked black leather, often sexualized or used to manipulate the wounds in an obscene manner. Absent this orchestra of mutilation, Zon-Kuthon might appear human, but brief glimpses of his unaltered parts set the maimings into sharp, horrifying contrast. Mortal representations of him are usually simplified to a pale man in black with one significant wound. Different cults of the church may venerate one version of his image over others (going so far as to duplicate that image in their own flesh), but these cosmetic differences are irrelevant in the faith's pursuit of pain and darkness.

Zon-Kuthon's favored weapon is the spiked chain, a versatile tool both in battle and in the deepest dungeon, and as a result his symbol is a skull with a spiked chain threaded through the eye sockets. Most of his priests are clerics, but there are several orders of corrupted paladins who inflict pain in his name, and certain primitive tribes worship him under the tutelage of adepts. In Nidal, where the church of Zon-Kuthon is the state religion, the clergy are often shadowcallers, government agents raised to the worship of Zon-Kuthon since childhood and trained to use both arcane and divine magic in his service. Zon-Kuthon is called the Midnight Lord and the Dark Prince. His most recognizable servants are erinyes, kytons, and hellcats comprised of unfathomable darkness.

The Church

The god's horrid affection attracts evil sadists, demented masochists, and those whose spirits are so wounded that only overwhelming pain distracts them from their sorrows. When prisoners left to starve in oubliettes cut their own flesh just to remind themselves that they exist, the Dark Prince is there. Jilted lovers who make sick plans to avenge themselves or plot petty cruelties for their unfaithful mate feel his touch upon their souls. Every mother that starves herself because of her dead child, every cult that requires an initiation of pain as proof of sincerity, every teamster who lashes his animals harder to work them faster—all are watched by Zon-Kuthon's gouged eye.

Fighters turn to Zon-Kuthon to help manage their pain in the midst of battle, and battlefield healers fascinated by vivisection use the god's power to save lives at the cost of their patients' agony. Monks and rogues study vital spots that let them incapacitate opponents silently with intense pain. Assassins learn the most painful nonlethal poisons in order to send a strong message to political rivals. Slavemasters learn how to motivate slaves to their maximum output with proper use of the lash. Constables and inquisitors use torture to extract information and confessions. Though it's rarely wise for them to advertise it, Zon-Kuthon's faith plays a role in the lives of all these people.

Services to Zon-Kuthon always involve torture, whether performed on slaves, prisoners, or willing members of the cult. The more exquisite the agony, the greater the offering to the Midnight Lord, and particularly skilled torturers can keep a victim just shy of passing out for days at a time, using magic or drugs to keep themselves awake for these extended "prayer sessions." Clever members choose poetic tortures for members of rival faiths, such as putting golden splints under the nails of Abadaran priests, hatching moth larvae in the eyes of Desnan wanderers, or affixing red-hot iron shoes to the feet of Torag's smiths (called the Dance of Death). Larger temples may have a "scream choir" of alchemically or

surgically altered slaves who can only sing or scream a single note when "played" by a torturer-conductor. Many cult rituals involve the blurring of pleasure and pain, and encourage dangerous or humiliating sex, whether with other cult members or unwilling parties. Necrophilia is not frowned on but is not common, as the undead do not feel pain in the same way that the living do.

Zon-Kuthon's church has no overarching organizational tenets. Each cell or temple has an understood hierarchy, based on physical or magical power, ingenuity, willingness and ability to endure pain, and similar elements related to church practices. Rather than standard duels, rivals within the church often engage in rites of escalating self-inflicted injuries until one party concedes, can no longer perform, or perishes—these contests also escalate the status of the participants in the eyes of witnesses. There is usually little reason for different congregations to cooperate, as the church rarely has large-scale goals requiring united effort. Rather, the church of Zon-Kuthon seeks to fuel a single tide of horror and bloodshed, content to lap at the edges of society, breaking off pieces and slowly weakening it.

In the church, a superior priest is generally called "master" or "mistress," and equals and inferiors are addressed by name without a title, though in places like Nidal where the church is prevalent, additional titles such as "over-diocesan" are more common.

Temples and Shrines

Zon-Kuthon's temples look like torture chambers, and many are actual torture chambers converted for church use. Any typical instrument of torture is a fixture, and sputtering torches or dim smoky candles are the norm for illumination. When worshipers are secretly using a site for rituals, they either bring a representation of the Dark Prince as a centerpiece (often a preserved corpse dressed as the god or a victim to ritualistically disfigure into such an icon), or pray to an empty iron maiden as a representation of his presence. If the church controls the place outright, it has more permanent decorations, such as obscene mosaics that both represent and inflict pain, perhaps with living creatures bound into grotesque tableaus. In smaller locales, the church might be a secret cave or basement where the cultists meet, littered with surgical and torture instruments that can reasonably pass as farm tools or craftsman's tools in case the lair is discovered.

Given the specialized interests of the cult, there are few remote shrines, though any place where someone was deliberately brutalized might attract the attention of a Kuthite, even for "justified" violence like burning an evil necromancer at the stake. The faithful may leave offerings at these sites, such as a few drops of blood, an animal skull, a bit of sharpened metal, and so on, until the place gains a subtle atmosphere of suffering and evil.

A Priest's Role

Aside from rare church-demanded duties, clerics of the Dark Prince have a single goal: bringing pain to the world. In the absence of moral or immoral guidance from their patron, most choose their own paths and use Zon-Kuthon's gifts to serve their own desires. Their deity is largely indifferent to mortal affairs, but still grants spells in response to the proper prayers. Many clerics of Zon-Kuthon seek power without responsibility and aren't particularly zealous. In other words, being a priest is a secondary calling to them, leaving them most of their time to focus on their obsessions with conquest, wealth, magical power, and so on. Some join the church because they tire of the conventional delights of a decadent lifestyle and seek the thrill of darker indulgences. Those who zealously join the church are usually mad or



damaged individuals with a history of torturing animals. Such unbalanced sadists tend to rise to the highest ranks in the Kuthite church because of their innate lust and desire for pain.

Because the church's use of torture relies on suffering as a measure of devotion, most clerics have many ranks in Heal. They can withstand torture for hours without screaming (though they might do so just for the glory of it) and are experts in preserving life in the face of mortal injury. In remote areas or places where magic is scarce, a Kuthite (cleric or otherwise) might gain a reputation as a skilled surgeon, though his gleeful leer as he performs his services without mind for the patient's pain can be unnerving. With their access to divine magic and mundane skills, a Kuthite is a miracle worker on the battlefield, though the patients might regret the attention. A Kuthite priest living in secret in a community might feel protective toward the people in it, seeing them as his toys and brutally retaliating against anyone who threatens them. For example, if bandits attack a village, the resident Kuthite might hunt down the bandit leader, torture him to death, and leave his body parts as grisly trophies in a circle surrounding the bandit camp.

In places where the darker side of society is tolerated, Kuthites might act more openly and gain a measure of reluctant acceptance. Much as undertakers perform a necessary function that most choose not to think about, representatives of the Dark Prince's more socially acceptable aspects occasionally appear in civilized areas and might even work significant good, but even these congregations are merely fronts meant to lead the weak toward the true excruciating majesty of Zon-Kuthon.

Aside from the faith's crusade of pain, high-ranking members of the church of Zon-Kuthon occasionally set their subordinates to specific goals. Murdering individuals whose death is sure to cause widespread grieving, the recovery of artifacts holy to Zon-Kuthon—or that the Dark Prince merely desires—and the provocation of wars and other calamities are not beyond the opportunistic church's plotting.

Fallen paladins that serve Zon-Kuthon usually do so as the result of continuous torture at the hands of talented priests; it is a rare few that become disillusioned with good on their own and slowly take the heavy-footed path to damnation. Breaking a paladin with torture is a long process, and many such victims manage to call upon a spark of divine power to martyr themselves rather than abandon their faith. Those who survive and fall gain a twisted sort of devotion to their tormentor, a sick, fawning sort of love that is the antithesis of chivalrous devotion. Those priests within the church who manage to turn paladins are highly respected, and thus many low-ranking Kuthites dream of breaking a holy warrior despite the low success rate.

In Nidal, where fallen paladins of Zon-Kuthon are most common, many keep an interest in what they call their Dark Lineage. This stems from three sources: what god they served before joining the army of the Midnight Lord, what paladin order they joined (if any), and which torturer turned them from their former path. The more connections two fallen paladins share, the greater their sense of kinship. There is no animosity between the various levels of Lineage, though in conflicts a fallen paladin tends to side with one whose Lineage is closest.

Adventurers

Some people have been scarred by the things they have seen, or by the things that have been done to them. They lose the ability to feel, or they feel too deeply, and find release through physical affliction of their flesh. Others are simply sociopaths and madmen, full of hatred for the world as they see it, or else decadent monsters with a penchant for cruel fetishes. Whatever their motivation, those who choose Zon-Kuthon as their deity are empty of pity and empathy; they are utterly amoral and merciless. The followers of Zon-Kuthon are called Kuthites, and outside the faith the word is usually followed by spat curses, or spoken in frightened whispers. For the followers of the Midnight Lord, pleasure and pain are two sides of the same glorious coin, and they seek to enrich themselves and others by granting both freely.

Clothing

The church has no official formal garb, though most priests dress in fetishistic versions of their god's own garments. Body modification and self-mutilation are the norm, and in some cases these experiments are so extreme that worshipers' flesh

interweaves with their clothing to the point that removing it can kill them. Members of the church quickly learn how to keep wounds clean and free of infection, as well as how to conceal them from the public eye. Those whose alterations are severe and cannot pass as normal often disguise themselves as lepers or monstrous half-breeds. Particularly skilled and clever members of the cult have been known to skin their victims, tan them into supple leather, and wear the skin as a disguising garment over their own wounds. Many of the church's flesh-artists are known for their ability to preserve facial skin so it can be worn like a mask, allowing wearers to pass inconspicuously for short periods of time even under close scrutiny.

Holy Text

Zon-Kuthon's holy book is *Umbral Leaves*, and is usually bound in and made of flayed human skin. It contains all known fragments of lore and prophecy spoken by the god's prophets. The words are scratched into the surface of the leather and stained with blood to make them readable (rather than being painted or inked onto a flat surface). Older copies may have notes trying to interpret some of the more ambiguous phrases. The collection of quotes is extremely disjointed, and no two copies have the exact same order, sorting them by date, topic, or seemingly at random. Through the ravings of madmen, these comments tell the god's story from his own perspective, speaking of the exhilarating knowledge he discovered beyond the stars.

Holidays

Zon-Kuthon's church has few holidays, but regular meetings usually take place on the night of the new moon.

The Joymaking: One bizarre cult belief is that the less flesh a person has, the more concentrated the sensation of pain and pleasure is in that remaining flesh—supposedly a legless man experiences greater pain and pleasure than one with two good legs. Privileged members of the church can arrange to have all their limbs amputated and all unnecessary flesh removed (eyes, ears, tongue, lips, and so on), leaving only a writhing head and torso that must be fed and cleaned by others. These "Joyful Things" are the most envied of the faith, as their entire existence is devoted to limitless pain and pleasure. They are normally kept in secure places belonging to the church, where any member of the faith can torture and violate them. The Joymaking holiday has no set date or frequency—a member of the cult who has enough privilege and wealth to deserve and afford this attention may call for the Joymaking ceremony at any point. All available members of the congregation then eagerly convene to assist in the removal of the honored member's limbs and nonessentials in sections over the course of one night. Often the removed pieces are eaten by the others present in the hopes of gaining an echo of the Joyful Thing's luck and sensation.

The Eternal Kiss: This holiday takes place on the first new moon of the year. A victim is chosen—usually an enemy of the church but sometimes a favored member of the cult—and pampered luxuriously for a period of 11 days with exotic comforts, fine food, erotic companionship, and so on. The eleventh night's attention begins as normal, and then suddenly shifts to physical and emotional torture using whatever creative methods the cultists can devise, from fire to blades to poison to drowning and countless others. The cultists use magic to keep the victim alive as long as possible, often pulling the victim's entrails out and using them for divination (called anthropomancy), looking for signs of Zon-Kuthon's will. Very rarely, the suffering victim speaks in tongues, conveying phrases in other languages that can be pieced together into a prophecy.

Aphorisms

In the face of their master's endless darkness, Zon-Kuthon's worshipers gird themselves with simple affirmations of hopelessness.

Abandon Your Tears: In a cult that worships pain, tears are evidence of weakness. When tortured victims cry, it shows they have not embraced their pain, and thus are unenlightened. When cultists are tortured, they love their pain and refuse to shed tears, focusing their energy on savoring the broad bloody line between agony and ecstasy. This aphorism is an admonition to the victim and advice to the faithful.

Experience Without Limits: This phrase has two meanings. It indicates that the cult seeks physical sensation beyond the normal limitations of mortals, mixing pleasure and pain to reach an experience on a new level. It also means that a Kuthite should not let the rules of normal society dictate limitations to her goals and desires—if she wants to taste her sister's blood, or open her neighbor's chest to kiss the beating heart, so be it. There is an unspoken acknowledgment that everyone has this right, and thus the aggressor may later become the victim, for it is only natural that the strong dominate the weak.

Relations with Other Religions

Ages ago, Zon-Kuthon was Dou-Bral, half-brother to Shelyn. Little is known of his original powers or the extent of their relationship, but at some point they argued, and Dou-Bral abandoned Golarion for the far dark places between the planes. Shelyn grieved for her lost brother, but was more horrified by his return. The church of Shelyn contends that before he left, the siblings shared custody over what is now her portfolio, yet during his travels in

the void, some unfathomable entity found and possessed the young god, driving his original self into a tiny prison within his own essence. This alien presence filled the void of Dou-Bral's godly power with twisted versions of the things he used to watch over and protect—beauty became mutilation, love became misery, music became screams, and the art of creation became the craft of torture. When Shelyn reached out to her lost brother, he pierced her hand with his black nails. Again the siblings quarreled, and he responded with violence to her tears and pleading. Only after she wrested Dou-Bral's weapon, a golden glaive, away from Zon-Kuthon did they reach a tenuous peace of silence and avoidance. For countless centuries, Shelyn has tried to find ways to make her brother remember who he is—all with little effect. Zon-Kuthon acknowledges that he and Shelyn were once siblings but has nothing else to say on the matter.

Today, Zon-Kuthon has little to do with other deific entities. He has no desire to create alliances, no need to wage war, and no interest in playing diplomat between rival powers. Although he aided in the imprisonment of Rovagug in youth as Dou-Bral, this was his last cooperation with his peers. The only deity seemingly safe from Zon-Kuthon's sick intentions is his half-sister Shelyn, though her followers have no special protection against him or his, and she limits their contact to brief visits in person with powerful defensive magic at the ready.

Zon-Kuthon's evil nature and vile practices make him a target for good-minded faiths, though he is as likely to ignore attacks on his minions as to retaliate. From time to time agents of Asmodeus strike deals with his lieutenants—especially in Nidal, in which the Kuthite government acts as a vassal of Hell-allied Cheliax—yet while the diabolists may see this as proof of the Archfiend's superiority, most Kuthites believe the Dark Prince is simply biding time and laying a trap. The hordes of Lamashtu also engage in buying and selling knowledge and slaves with the Midnight Lord's faithful, but their interactions are always at arm's length because of his people's propensity to experiment on their allies. His faithful see those who follow other gods as insects, and scoff at their pitiful attempts to prove their lives have meaning and purpose. While their lord may refrain from attempting to harm Shelyn, his followers see no need to extend that courtesy to her faithful, and may especially enjoy creating canvases from the stretched skins of the Eternal Rose's worshipers.



Realm

Warped and corrupted by his presence, Zon-Kuthon's prison realm of Xovaikain was supposed to last for all time, sealing him deep within the Plane of Shadow and isolating him from the rest of creation, much as the Dead Vault does for Rovagug. Yet when Earthfall cast Golarion into an age of darkness, a technicality within the god's binding ended his imprisonment, allowing him to reenter the world. Rather than abandon his prison, however, Zon-Kuthon displayed his returned power by remaking it. Today, the god of darkness's domain exists as a region of complete and utter blackness, seen from the outside like a great obsidian wall rising from the ground and piercing the clouds above, dominating the Shadow Plane's landscape for miles. While no light violates its borders, the same cannot be said of the screams, as a hellish, wailing cacophony endlessly issues forth from the domain. Rarely, one of the god's petitioners bursts free as well, usually panicked and covered in lacerations, only to scream even more as his momentary—and likely orchestrated—freedom ends with the gloom extending out like the arms of a great black kraken, wrapping around him and dragging him back to his torment. Virtually nothing is known of the domain's interior, even by the god's followers, as with exceedingly rare exceptions, only Zon-Kuthon's deific servitors enter and exit the domain.

Planar Allies

In addition to Zon-Kuthon's servitor race, the lampadariuses (see page 315), the following outsiders serve the Midnight Lord and eagerly answer *planar ally* spells and similar calling spells from her faithful.

Dominik the Unquenchable (human vampire): Once a rapacious Kuthite lieutenant, Dominik fell prey to a vampire and rose as an undead predator. Members of his own church captured and tortured him. He is a handsome middle-aged man with stark blond hair, prominent canines, and long elegant hands lacking fingernails. His entire abdomen is ripped open and empty—a wound his formidable regeneration has strangely never healed. When he drinks blood, it drains just as quickly out of his wounds. As a result, he is continually ravenous, and is prone to falling upon helpless foes to drink them dry. If conjured, he appreciates creatures he can feed on, large supplies of blood, or magic that can temporarily sate his hunger. He is a lawful evil human vampire fighter 5.

The Prince in Chains: This horrid amalgam of exposed flesh and writhing chains shaped like a wolf serves as Zon-Kuthon's herald. Originally a noble spirit-wolf who, according to legend, sired Dou-Bral, the Prince in Chains has been reduced to a travesty of its former self by the attentions of the Midnight Lord. Once noble, the Prince in Chains seems to revel only in pain—its infliction and its receipt—and sees in it a fundamental truth of life's very existence. It delights in the pain experienced by sentient beings more so than the sufferings of dumb animals, but is not above torturing and slaying a beloved pet or animal companion for the nourishing reward of anguish caused to its owner. The Prince in Chains wanders the depths of the Plane of Shadow and patrols the lightless steel labyrinths of Xovaikain, seeking others with whom to share its epiphanies of pain. If summoned to the Material Plane by a servant of Zon-Kuthon, the Prince in Chains enjoys given human flesh to consume after a bit of playful torture. Kuthite clerics view a wound bestowed by the Prince of Chains as a near unparalleled blessing, though few can hope to survive such an honor. For more information, see page 314.

Vreet-Hall (unique kyton evangelist): Also known as the Fiend Whose Wounds Are Like Wombs, this creature is an unnaturally tall and lithe kyton evangelist (*Pathfinder RPG Bestiary* 185) whose weapons continually abrade and slice its own flesh to reveal half-formed eyes, wagging tongues, and cysts that drop living maggots. This elflike thing never touches the ground with its feet, wrapping itself tightly from the calf down so that its pallid flesh never touches bare earth or stone. Vreet-Hall speaks through a permanent wound in its throat. It has a fondness for wines, exotic drugs, and living slaves. Nobody knows its gender, and it may have surgically removed any evidence long ago.

For Kuthite Characters

Characters who worship Zon-Kuthon may find the following rules elements thematically appropriate.

Archetypes	Source
Scarred rager (barbarian)	*Ultimate Combat* 29
Vivisectionist (alchemist)	*Ultimate Magic* 20

Feats	Source
Bloodletting	See page 208
Cruelty	See page 209
Flagellant	See page 212
Shade of the Uskwood	*The Inner Sea World Guide* 288

Magic Items	Source
Altar of Zon-Kuthon	See page 249
Bloodthirst dagger	*Ultimate Equipment* 152
Mask of cutting flesh	See page 266
Painspike armor	See page 252
Rod of shadows	*Ultimate Equipment* 184
Scabbard of pain	See page 269
Staff of hungry shadows	*Ultimate Equipment* 197
Umbral chain	See page 257

Spells	Source
Eyebite	*Core Rulebook* 280
Instrument of agony	*Ultimate Combat* 232
Maddening oubliette	See page 237
Pain strike	*Advanced Player's Guide* 234
Protective penumbra	*Ultimate Magic* 233
Sadomasochism	See page 239
Shadow walk	*Core Rulebook* 341
Symbol of pain	*Core Rulebook* 356
Touch of bloodletting	See page 243

Traits	Source
Battlefield Surgeon	See page 218
Demoralizing Presence	See page 219
Kuthite Caster	See page 220

Variant Spellcasting

Clerics of Zon-Kuthon may prepare *symbol of pain* as a 4th-level spell; inquisitors may learn it as a 4th-level spell. A Kuthite priest's inflict spells always cause visible open wounds that look as though they were caused by slashing damage, though the actual cause of the damage is still negative energy.



Chapter Two



Other Deities

Beyond the Core Deities

While the 20 deities detailed in Chapter 1 represent the most influential divinities of the Inner Sea, they are by no means the only prominent gods in those lands. There are dozens more with regional followings, with less pervasive churches, or with particular influence among the members of a single race. Others deities are widely worshiped in distant realms but have less sway in the Inner Sea region. Some are the last vestiges of dead gods, with power and agendas that have persisted long after their immortality's end. Others are new figures on the divine stage, elevated from the ranks of mortals' most potent and ambitious heroes. To most mortals, the distinction between these levels of power is irrelevant, the test being whether the deities answer prayers and influence the lives of those who pay them reverence.

Although many of the following deities aren't as well known throughout the Inner Sea region, the power they grant mortals is no less potent than that of wider-spread faiths. For example, a 20th-level cleric of Milani is just as powerful as a 20th-level cleric of Abadar. The main difference is their role and notoriety in the Inner Sea region. While the deities in Chapter 1 have many worshipers throughout those lands, a priest worshiping a god from the present chapter is less likely to be able to find a shrine, a temple, or other members of his faith. By the same token, some inhabitants of the Inner Sea are more likely to be familiar with these deities, with such faiths lending a distinctive flair to particular regions and peoples.

Other Deities

The first part of this chapter details 14 gods who, while less pervasive than the 20 core deities, nonetheless have widespread followings throughout the Inner Sea region. The second part of this chapter details racial deities (gods most commonly revered by a particular race or who have special interest in a specific race), monster deities, and forgotten and dead gods. Unless their descriptions say otherwise, these deities can be worshiped by members of any race. A player of a human cleric could certainly worship the elf god Ketephys, but should understand that she's something of an abnormality among that deity's worshipers. If her faith is true and a strong element of her background, however, such a bizarre feature can certainly make for an interesting character. Many of these descriptions also include particulars of how different races worship and interact with their faiths.

More details on all of the deities presented in this section—including the specifics of their domains, favored weapons, and so forth—can be found in the Appendix starting on page 316. Though the deities in this chapter are lesser players on the divine stage, and devotees of their faiths are rare compared to those of the core 20 deities, that's not to say zealots don't exist for any of the living, active deities listed here. Characters interested in making use of the Deific Obedience feat (see page 210) or any of the prestige classes presented in Chapter 3 can do so (at the GM's discretion). GMs should work with their players to choose obediences and divine boons appropriate to these lesser deities.

While it might be easy to come up with new flavorful elements—such as the details of new obediences—creating new divine boons can prove challenging. GMs and players should examine the domains offered by a lesser deity and find core deities who grant the same domains. They should then check the divine boons granted by those core deities and see if any are appropriate to repurpose as divine boons for the chosen deity, and even look beyond the divine boons offered to a single prestige class. While one might not find a good fit for a specific lesser god's evangelists among the divine boons granted to a core god's evangelists, there might be a perfect fit among the boons granted to the core god's sentinels. GMs and players should consider mixing and matching divine boons (granted at the same level) between prestige classes and between deities to approximate the exalted, evangelists, and sentinels of any deity they desire.

Using the Entries

The deities presented on pages 175–182 are listed in columns, beginning with their name and epithet. The deity's areas of concern are listed next—the acts, creatures, objects, and philosophies that the deity holds especial influence over and to which its worshipers ascribe virtue. After that follow its alignment, domains, favored weapon, and notable centers of worship, as well as nationalities and other groups that particularly revere the deity (this also happens to be how the deity is most commonly represented in depictions among the faith). The description continues with that deity's place in the grander pantheon, its relationship to worshipers, their practices, and what's notable about its priests. Finally, each entry ends with a note regarding particular spells the deity grants.



Achaekek
He Who Walks in Blood

God of assassins, divine punishment, and the Red Mantis
Alignment LE
Domains Death, Evil, Law, Trickery, War
Favored Weapon sawtooth sabre
Centers of Worship Ilizmagorti
Nationality monster

Achaekek was created to eradicate those who would steal the gods' divinity, a deadly hunter who strikes his targets unerringly, regardless of their strength. Despite some disapproval over his amoral methods, none of the gods have ever chosen to directly oppose him.

The Mantis God himself does not actively seek worshipers, but the infamous assassins known as the Red Mantis pay him devotion nonetheless, seeing assassination as a sacred rite. While the Red Mantis refuse to strike at rightful monarchs, who they believe have been seated by the will of the gods, all others are fair game. Achaekek's faith also attracts other mortals who kill for coin, such as brigands, murderers, and those who dwell on the fringes of society. Some hope to join the Red Mantis someday, proving themselves and their devotion through their daring kills, while others found their own assassins' guilds or kill cults. While they don't demand gold for defending themselves or their allies, Achaekek's faithful believe that an assassin deserves compensation for her services in recognition of her skills, and consider it an insult to be asked or told to kill someone without recompense.

The center of Achaekek's cult is Mediogalti Island, the home of the Red Mantis assassins. Splinter cults of the Mantis God lurk throughout Golarion, often in the ruins of fallen palaces or the homes of deposed royals. They are most common near the capital cities of nations ruled by monarchies and holy cities where prophets might attract a measure of their own worship. Most of Achaekek's worshipers are content to pray at secret shrines, which are usually just alcoves marked with the god's symbol that hold trophies and broken emblems of rule taken from slain targets.

Although Achaekek's Red Mantis assassins employ distinctive armor and weapons, those assassins consider such trappings exclusively theirs and kill anyone found wearing them without permission. As a result, other servants of Achaekek typically wear red and utilize sawtooth sabers, but avoid mimicking their deity's mantis-like appearance.

Clerics of Achaekek may prepare *keen senses*[APG] and *negate aroma*[APG] as 1st-level spells and *spider climb* as a 2nd-level spell. Druids may prepare *murderous command*[UM] as a 1st-level spell.



Alseta
The Welcomer

Goddess of doors, transitions, and years
Alignment LN
Domains Community, Law, Magic, Protection
Favored Weapon dagger
Centers of Worship Absalom, Brevoy, Lastwall, Taldor
Nationality Taldan

Alseta is a minor goddess who watches over doorways, thresholds, and other transitions (such as the passing of one year into the next). Some elves revere her as the patron of the *aiudara*, or elf gates, reasoning that as the steward of doors, she's considered the goddess of teleportation. She appears as a woman with a pleasant face and dressed in simple gray clothing, often wearing a smiling mask on the back of her head. She generally operates as a servitor of more powerful deities, and her close alliance with Pharasma leads many scholars to speculate that at some point she may have been a worshiper or priestess of the Lady of Graves. Despite this association, she remains a neutral party for negotiations and celestial gatherings, even when Pharasma's enemies are present.

Alseta's faithful make excellent hosts, negotiators, diplomats, and seneschals. Many work as lawyers or as witnesses to important ceremonies and events, such as weddings and the signing of treaties. Even members of other faiths might pay a priest of Alseta to bless a new home or place a small statue of the goddess over their homes' front doors. Many civilized cities even carve a small representation of Alseta near their main gates to protect those who defend such passages.

The transition from the end of one month to the start of the next is a minor holiday for her church, and the change of years, centuries, and millennia are major holidays. At these important celebrations, old grudges and debts are set aside and future opportunities are embraced. A person born on the first or last day of a century or millennia is considered especially blessed.

Priests tend to be courteous and outgoing folk who are willing to use diplomacy to solve problems, but are not averse to combat when words fail. Alseta has few temples, but those that exist often boast unusual architecture with numerous rooms, gates, trap doors, and cleverly hidden passages. Her faithful believe dead ends are unwelcoming and unlucky, and ensure that their temple hallways always have at least two exits, while the main hallway usually makes a complete circuit within the temple.

Clerics of Alseta may prepare *open/close* as an orison, and may prepare *arcane lock* and *knock* as 2nd-level spells.



Besmara
The Pirate Queen

Goddess of piracy, sea monsters, and strife
Alignment CN
Domains Chaos, Trickery, War, Water, Weather
Favored Weapon rapier
Centers of Worship Garund, Ilizmagorti, The Shackles
Nationality Kellid

Revered by pirates and the unpredictable beasts of the deep, Besmara scorns land and laws for the freedom and fortune of the sea. She delights in chaos and pretense, and it's said she crews her own ship, the *Seawraith*, with particularly brave or cunning pirates, taking them for raids across the planes. Brash, lusty, and greedy, she nevertheless follows a code of honor and loyalty to her crew and allies. Though she isn't interested in senseless murder or other unprofitable acts, she prefers conflict to peace—when two nations squabble, that's more opportunity to plunder both sides.

Not all of Besmara's followers are pirates. A few are those who profit from strife (such as war profiteers, beast handlers, poachers, moonshiners, and smugglers), leaders of "pirate towns," those who cater to criminals, and intelligent sea monsters like cecaelias and sahuagin. While a few take to the seas in search of exploration and adventure, most of Besmara's worshipers are those who covet the belongings of others and think it's fair to take them if they can. Particularly religious or cautious pirate captains throw a share of treasure overboard before battle or while navigating dangerous shoals, to invoke Besmara's favor or turn aside her wrath.

The goddess has few temples, most of which are repurposed buildings or half-submerged shipwrecks. Shrines to Besmara, however, are quite common in port towns, where they might be nooks between buildings decorated with a pirate flag, a carving of the goddess on an old ship's figurehead, or whittled idols of a woman holding a cup. Many vessels also have a small alcove or carving of the goddess placed near the bow facing the sea ahead.

Besmarans value coins and treasures from famous hoards or notorious captains, and consider it lucky to give a new priest such a coin or trinket. Priests try to wear such items at all times, often piercing them and tying them to their holy symbols. They believe it's very unlucky to ever lose such a gifted item, and will sail a thousand miles to recover a lost token.

Clerics of Besmara may prepare *lesser geas* as a 4th-level spell and *curse of disgust*[UM] as a 5th-level spell, but can only use them to cause aversion to boats, ships, or open bodies of water.



Brigh
The Whisper in the Bronze

Goddess of clockwork, invention, and time
Alignment N
Domains Artifice, Earth, Fire, Knowledge
Favored Weapon light hammer
Centers of Worship Absalom, Druma, Mana Wastes, Nex
Nationality Taldan

Brigh is the goddess of invention, particularly over creations that seem to have a life of their own, such as clockwork constructs. It is not known whether the enigmatic deity was once a mortal who became a goddess, or if she was crafted into being and later gained a spark of life and divinity. She typically appears as either a slender woman made of bronze mechanisms who wears a metal skullcap or a beautiful woman wearing clockwork armor. Such manifestations do little to clear up the mystery of her origins.

Whatever she may have been before her apotheosis, she's now a living machine, capable of opening her chest and withdrawing perfectly fitting mechanical parts to bestow upon inventions and manufactured beings. Though she is quiet and reserved in her behavior, she isn't without emotion, and treasures those creations that her followers craft in her name. She sympathizes with intelligent constructs, especially those abused or treated like slaves by their creators. It's said that many of her divine servants were once mortal clockwork inventors recreated in a "perfect" mechanical form, whom she treats as her children.

The patron of inventors, tinkers, and engineers, Brigh inspires the work of many mortals. Most creative minds who throw themselves into this sort of work eschew magic and faith, and so she has only a small following. But those who do pray to Brigh view her as the personification of their art. Many of them are so devoted to their craft that they often forget to eat or rest for days at a time, with more practical folk saying these inventors are "married to the Whisper," evoking the obsession of new lovers that leads them to forget the world around them.

The Whisper in the Bronze has few temples. Those that exist are built like workshops, with ample space and resources for crafting and tinkering. Worshipers usually wear a toothed gear as jewelry, and some carry sets of miniature tools. Adventurers who serve Brigh often wear helmets in the shape of her holy symbol and decorate them with bronze accents—although most still use steel armor for its strength compared to actual bronze.

Brigh's clerics may prepare *unbreakable construct*[UM] as a 5th-level spell and *control construct*[UM] as a 7th-level spell.



Ghlaunder
The Gossamer King

God of infection, parasites, and stagnation
Alignment CE
Domains Air, Animal, Chaos, Destruction, Evil
Favored Weapon spear
Centers of Worship Mwangi Expanse, Sodden Lands, Varisia
Nationality monster

Ghlaunder's origin is unknown—some believe he might be the corrupt spawn of an evil deity, and others that he's something that grew to sentience on the corpse of a slain god. Desna discovered his cocooned form on the Ethereal Plane. Curious about its pulsing contents, she opened the mass of fibers. The demigod immediately attacked her, but was shocked by the ferocity with which she defended herself, and managed to flee before she could destroy or reimprison him. Desna hunts Ghlaunder to this day in the hope of turning his power toward a less destructive end. In response, he sends his minions to infect and torment mortals, especially the followers of Desna.

Ghlaunder is associated with stirges, giant mosquitos, fungoid creatures, and vampires. His vague, buzzing doctrine is that parasites and infection are necessary, lest the weak and old overrun the world. His cultists usually live in secluded communes and travel in secret, concealing their true devotion for fear of reprisal. They call their god by mysterious names—the Gossamer King, the Dream Tender, or the Slumberer—and only in areas ravaged by disease do they make themselves known, preaching salvation from afflictions for the price of eternally worshiping their blood-drinking god.

Members of Ghlaunder's faith may be carriers of parasites or disease, but most experience few to no ill effects. Some disguise themselves as members of other churches—taking special pleasure in pretending to be from obscure branches of Desna's faith—and seed contagions or parasites in settlements to weed out those they consider unfit. "Adventurers" of this cult delve into strange monster lairs and seek out miasmatic swamps in the hope of discovering and catching new diseases to share with others. Many of the Gossamer King's secret temples hold an annual ritual in which they summon servants of the deity to drink the blood of priests, reaffirming their bond with the god.

Clerics, druids, and rangers of Ghlaunder, upon first gaining the ability to cast divine spells, may choose to affect vermin instead of animals when using animal-oriented spells (such as *animal shapes*, *detect animals or plants*, and *hide from animals*); these spells can no longer be used to affect animals. Clerics and rangers of Ghlaunder may prepare *summon swarm* as a 2nd-level spell.



Groetus
God of the End Times

God of empty places, oblivion, and ruins
Alignment CN
Domains Chaos, Darkness, Destruction, Madness, Void
Favored Weapon heavy flail
Centers of Worship Geb, Nidal, Sodden Lands, Ustalav
Nationality none

Groetus is an apocalyptic god of unknown origins. Distant, enigmatic, malevolent, and patient, he doesn't actively seek worshipers, but the insane are drawn to him, and he curses those too curious about him with madness. He appears as a skull-like moon hovering over Pharasma's planar realm, drawing near and slowly retreating based on unknown dimensional and philosophical conjunctions. Having silently witnessed billions of souls from countless worlds filter through the Boneyard, he's unconcerned by the fates of individuals, civilizations, or planets. He is the dispassionate observer balanced against Pharasma, the dispassionate judge.

Groetus's priests serve in his name, but he neither cares for nor acknowledges them. Clerics draw upon his power without obligation or responsibility, but typically pay for this power with incurable insanity. Formal raiment is usually a light gray robe with pale blue trim, although the exact attire varies by priest and region.

His followers are usually insane, desperate, depressed, or those who enjoy the suffering of others but don't directly seek gratification by inflicting pain. Most are prone to mad ravings, and those who aren't tend to be skulkers and hangers-on, content to lurk near battlefields or in the rear of adventuring parties, watching the conflict unfold and only taking action at the end of a fight to dispatch the wounded. Some priests actively seek out those who are crushed by madness and misery, playing on such vulnerability to create small cults who pay homage to Groetus by committing suicide together, and embracing what they see as a measure of relief from the struggles of life. Such priests rarely take their own lives, instead moving on to form new cults.

Cultists of Groetus have little interest building things. They usually take over abandoned or ruined temples of other faiths, especially those with windows or holes in the ceiling that allow a view of the full moon. Tiny shrines aligned to lunar conjunctions are preferred and are often haunted by strange voices.

Groetus's clerics can prepare *fear* as a 4th-level spell, and those with the Madness or Void domain may prepare *lesser confusion* as a 2nd-level spell and *confusion* as a 4th-level spell.



Gyronna
The Angry Hag

Goddess of extortion, hatred, and spite
Alignment CE
Domains Chaos, Destruction, Evil, Madness
Favored Weapon dagger
Centers of Worship River Kingdoms
Nationality Kellid

Gyronna is a goddess of society's female castoffs and undesirables: adulterous wives, suspected witches, aging prostitutes, and others whom society tosses away. Though she's all but unheard of outside the River Kingdoms, the Riverfolk walk carefully around her clergy, fearing their ability to poison minds with resentment and hate, turn friends against one another, and make enemies out of allies. Some believe Gyronna might have once been a creature of the First World, cast out for some unspeakable revenge, while others claim she was once a rival of Baba Yaga and her divinity is somehow a curse. Her worshipers single out and eliminate those who ask too many questions about her origins. Her doctrine is one of anger and revenge, and preys upon the doubts of followers of carefree deities like Cayden Cailean, Desna, and Shelyn, encouraging them to accept and strike back against the world's cruelties.

Gyronna allows only women into her priesthood, and strikes those men who try to appease her with blindness and impotence. Her priests seem to exist only to prey on others, demanding coins from passersby, harassing solitary travelers with verbal and magical curses, and making visitors feel unwelcome. Most Riverfolk pay the unpleasant priestesses they encounter a few coppers to be left alone and hurriedly move on. Gyronna's servants have been known to kidnap infants, leaving behind beasts, their own unwanted offspring, or the changeling daughters of allied hags.

Her priestesses favor ragged black smocks called "shabbles" by Riverfolk. Some priestesses claim to have the evil eye, and an unusual number of them have a bulging, bloodshot eye that throbs when they cast spells.

Followers of Gyronna don't build temples; the average shrine is just a pile of rocks topped with a fist-sized, spherical stone inscribed with an iris and veinlike tracings. Some have a large cat's-eye gem instead of a common stone, and people whisper that nearby priestesses of the goddess can see anyone near the stone—and curse those who dare defile the shrine or steal the gemstone. The goddess has no book of scripture, but her elder priestesses share a host of viciously phrased curses with initiates they deem worthy.

Gyronna's clerics may prepare *eyebite* as a 6th-level spell.



Hanspur
The Water Rat

God of river travel, rivers, and smugglers
Alignment CN
Domains Chaos, Death, Travel, Water
Favored Weapon trident
Centers of Worship River Kingdoms
Nationality Kellid

It's said Hanspur plies the Sellen River in the guise of a grizzled riverman accompanied by his pet dire rat. He's usually dour and taciturn, though he's said to sometimes have friendly conversations with those who respect the river. His doctrine comprises the Six River Freedoms (*The Inner Sea World Guide* 162) and includes only a few other simple statements about the changing nature of things, how life is a river, and death on the water is a good end to a simple life. He dislikes dams and anyone who would block or change the course of rivers.

Hanspur's faithful sometimes build driftwood shrines on the shore, or even float them downriver on small rafts. When a worshiper builds a temporary raft, it's customary to set it loose to follow the river so that someone farther south might find it in a time of need. His priests have no set attire, but tend to wear short-legged pants and waterproofed clothing such as ponchos (which double as tents or small sails), and often go barefoot. Most are proficient fishermen. They make sacrifices to their god by drowning animals, as well as criminals—usually just the convicted, but particularly zealous and impatient worshipers are not know for being so discerning. Evil priests are said to murder in his name, especially to prevent disastrous floods. The Water Rat's priests are highly transient and rarely stay in one settlement for more than a few days, trading news and healing magic for goods and shelter. Some hire themselves out as guides and steersmen, and many win renown as anglers and trackers.

The great shrine of Hanspur stands on the northern shore of the Kallas Lake, bordering the River Kingdoms and Kyonin. Little more than a dozen rafts lashed together, it is home to a tiny community of priests, with its membership (and component rafts) changing on a weekly basis. Although most of his priests can be found plying the various branches of the Sellen River, members of Hanspur's faith can be found on nearly any river, particularly those that run through lawless lands.

Druids of Hanspur may prepare *water walk* as a 3rd-level spell, and his rangers may prepare *water breathing* as a 2nd-level spell. Most druids and rangers have dire rat animal companions, though some prefer donkey rats, fish, frogs, otters, or swimming snakes.



Kurgess
The Strong Man

God of bravery, competition, and sports
Alignment NG
Domains Community, Good, Luck, Strength, Travel
Favored Weapon javelin
Centers of Worship Andoran, Druma, Isger, Taldor
Nationality Taldan

Kurgess was once a strapping mortal farm boy from Taldor, renowned for his speed and prodigious strength. For years he supported himself with his winnings from athletic competitions, until his incredible success enraged his rivals. They set a deadly trap by sabotaging a great race with hundreds of participants. On the day of the competition, far in front of the other runners, Kurgess spotted the trap, but dozens of his fellow competitors risked running into it unawares—so he wilfully sprang the trap, saving the lives of the other athletes at the cost of his own. Legend has it that Cayden Cailean and Desna were so impressed by his heroics that they raised him as a demigod. Now he's the patron of competition and sports, as well as those who make sacrifices to help others. His religion is known throughout southern Avistan.

Kurgess believes that competition is healthy, good sportsmanship is essential, and cheating is a sign of poor moral character. He encourages mortals to push themselves to overcome challenges and set ever greater goals.

Kurgess's priests are generally travelers who carry brightly colored wooden podiums or puppet theaters as portable shrines, often with coin slots and a place to secure a lockbox for donations. Temples of Cayden Cailean and Desna welcome these wanderers, but the tournaments, fairs, and competitions are the true places of worship for Kurgess's priests. The faithful believe that Kurgess visits these events in mortal guise so he may compete and challenge other worthy folk to be better. Priests treat athletic injuries and oversee competitions to ensure fairness. Most provide minor healing to good adventurers for free, so long as the recipients have stories of impressive feats and worthy deeds.

Kurgess's worship is still young, having been around for only a few centuries. The faith doesn't concern itself with strict dogma, which makes it attractive to people who want to serve good without too many restrictions and rituals. Most priests learn a simple crafting profession such as woodcarving or sewing to create toys, dolls, and other simple carnival prizes for children. Kurgess's faith is particularly popular with archers, athletes, entertainers, jousters, and sellswords.

Clerics of Kurgess may prepare *expeditious retreat* and *jump* as 1st-level spells.



Milani
The Everbloom

Goddess of devotion, hope, and uprisings
Alignment CG
Domains Chaos, Good, Healing, Liberation, Protection
Favored Weapon morningstar
Centers of Worship Cheliax, Galt, Irrisen, Isger, Rahadoum
Nationality half-elf

Milani is recognized everywhere as a minor protector-goddess, a heroine who stands against tyranny, and a vehement enemy of slavery. She was a saint serving Aroden for thousands of years; when he died, she kindled that spark of his power and gained a foothold on divinity. She still often thinks like the soldier she was before her ascension, formulating strategies that assume her side is outnumbered and outclassed, and finding ways to utilize common objects as tools for fighting oppression. Her symbol is a rose growing out of a blood-soaked street.

Milani teaches that good people can accomplish great things if their hearts are true and they are willing to fight, to recognize their strengths and faults, and to unite and push past despair and weakness to achieve victory.

Milanite temples are typically built on inclines, allowing for storage spaces below to hold hidden arsenals or hiding places for the unrightfully persecuted. Most also foster small rose gardens. Shrines to Milani are common in smaller villages, particularly those that once held congregations devoted to Aroden. Today, many temples of Iomedae follow the tradition of their Aroden-worshiping predecessors and host an alcove shrine to Milani within their goddess's temple.

A typical worshiper of Milani prefers to live a life of peace and freedom, but is still willing to take up arms against evil when necessary. Her followers are optimistic, loving, friendly, and accepting, but not afraid to throw a punch in response to an offense or injustice. They understand that their line of work often leads to martyrdom, but they believe that martyrs will be rewarded with the goddess's grace. Many who die in Milani's service expect to be reborn into the faith again, with some priests claiming to be the fourth or fifth incarnation of one of her past followers. In times of peace, her priests tend to a community's spiritual needs and watch out for dangerous creatures lurking nearby. In war, they are scouts, spies, and militia commanders, using their expertise to guide common folk.

Clerics and rangers of Milani may prepare *coordinated effort*[APG] and *good hope* as 3rd-level spells; rangers may also prepare *remove fear* as a 1st-level spell and *imbue with spell ability* as a 3rd-level spell. Her inquisitors may learn *good hope* as a 3rd-level spell.



Naderi
The Lost Maiden

Goddess of drowning, romantic tragedy, and suicide
Alignment N
Domains Charm, Nobility, Repose, Water
Favored Weapon dagger
Centers of Worship Galt, Nidal, Taldor, Qadira, Ustalav
Nationality Taldan

Naderi was originally a divine servitor of Shelyn, tasked with watching over couples whose love was forbidden by their race, culture, or families. Three centuries ago, one of her young pairs chose to drown themselves rather than live apart, and Naderi unexpectedly became the patron of suicide, especially for the cause of love. Shocked by her ascension and afraid of Shelyn's response, Naderi fled from her lady's realm. This particularly traumatic apotheosis transformed her into an inconsolable, sentimental, and self-pitying figure.

Shelyn has repeatedly tried to reconcile with Naderi, but strange circumstances always manage to keep them apart, and the Eternal Rose feels the younger deity is slipping away. Urgathoa and Zyphus have made overtures toward the young goddess, offering to take her under their wings. Naderi is depicted as a plain-looking woman with dark hair and large eyes, soaked to the bone with water and carrying a tiny dagger. Her divine servants are ghostly apparitions of dead mortals who always travel in pairs or groups.

Naderi's followers are often hopeless lovers—particularly younger ones, who believe that love endures beyond death, and suicide is an acceptable option when insurmountable obstacles keep apart those fated to be together. Naderi has many lay worshipers, but few priests or anything resembling an organized church. She occasionally grants spells to inquisitors who hunt those who would deny lovers their happiness or, paradoxically, their suicides. Most worshipers have attempted (or at least seriously contemplated) suicide. They conceal the marks of their attempts in public, but display them to other worshipers as badges of their devotion.

Naderi's few temples are usually hidden places where young lovers may gather in secret, such as moonlit groves, remote buildings, abandoned homes, or lonely scenic hilltops. The faithful consider any place that facilitates a painless death to be a shrine to her, such as an ocean cliff, bridge, or river with a strong undertow, as are the graves of any person who died for love.

Clerics of Naderi may prepare *lesser confusion* as a 1st-level spell, *crushing despair* as a 3rd-level spell, and *suffocation*[APG] as a 5th-level spell. Her inquisitors may also learn these spells at the same spell levels.



Razmir
The Living God

God of law, luxury, obedience, and Razmiran
Alignment LE
Domains none
Favored Weapon none
Centers of Worship Razmiran
Nationality Taldan

Razmir is believed to be a living god, a mortal man transformed into a deity by the power of the *Starstone*, who carved out a country for himself in the River Kingdoms and established himself as its god-king. Razmir is cautious about interactions with established deities, his only divine ally and mentor being the goddess Sivanah. He claims to be the god of law, luxury, obedience, and the land of Razmiran itself.

Razmir's faith claims that their god is stingier with his spells than most deities, and in this way assures that only the worthiest mortals may become his priests. Even then, only those worshipers who undergo an initiation period and a pilgrimage to the holy city of Thronestep to present themselves to the god-king in person may call themselves priests. Most of his active followers are missionaries, mercenaries, and spies who serve the god's church. Razmir's priests tend to set up temples in poor neighborhoods, making him relatively well known for a minor deity among the desperate and opportunistic. A typical temple of Razmir houses a large worship chamber arranged around a great set of stone steps that lead up to a gold or silver mask.

Many faith-inclined magic-users serve Razmir, favoring his practical ways over Nethys's erratic behavior. The faith draws many bards as well, profiting in terms of coin and reputation for spreading the word of Razmir. Even non-spellcasters in the cult tend to be adept at using magic items, especially wands, masks, and healing items. The use of masks among Razmir's followers raises the suspicions of many non-worshipers. The faithful argue that Razmir's true face is too awe-inspiring for mortals to bear, and they wear similar masks to show their devotion to him. They consider it blasphemy for these masks to fall into the hands of nonbelievers, and are not above murdering thieves and looters to reclaim them.

In truth, Razmir's religion is built around a phenomenal lie: Razmir is an extremely powerful arcane spellcaster, not a god. His cult relies on obscure arcane spells, secret magic items, folk medicine, and the hired services of actual divine spellcasters. The nation of Razmiran is remote enough that most people along the Inner Sea have no compelling reason to question whether Razmir is truly one of the Ascended.



Sivanah
The Seventh Veil

Goddess of illusions, mystery, and reflections
Alignment N
Domains Knowledge, Madness, Magic, Runes, Trickery
Favored Weapon bladed scarf
Centers of Worship Absalom, Nex, Nidal, Numeria, Razmiran
Nationality unknown

Sivanah is a mysterious goddess of illusion magic. Legends tell of her mystical veils, each of the first six being the face of a different race—first human, then elf, halfling, gnome, aranea, and naga—but the seventh is never removed, masking her true form. Sivanah works her deeds through reflections in mirrors and the surface of water, and is said to speak to some of her followers through their own shadows. Her ultimate goals are secrets even to her most faithful, a level of secrecy that prevents her devout from growing much more beyond the level of a cult.

The goddess is relatively popular in Irrisen and Nex, but is forbidden in Nidal on the orders of the shadow-priests of Zon-Kuthon, as she opposes the Midnight Lord's use of shadows as tools of corruption and enslavement. Veiled witches are also frequent sights in Razmiran, as the goddess supports that realm's god-king.

Illusionists, tricksters, and those who work to preserve secrets and mystery often worship Sivanah, as do many gnomes, in keeping with their love of illusion magic and strange experiences. Priests of Sivanah tend to dress in veils and multiple layers of thin clothing that obscure their features and often go out of their way to give outsiders false impressions of their race, gender, and more general features. The church is tight-lipped about its practices, leading outsiders to suspect they have nefarious motives, but such concerns are somewhat mitigated by their festive and welcoming public holidays. Magic mirrors, veils, and magical cloths are popular tools among the priesthood. Rumors abound that some of the most powerful priests in the church are actually monstrous creatures, matching the goddess's affinity for such beings.

Sivanah's temples are nondescript on the outside, but decorated with shimmering curtains, mirrors, tapestries, and veils on the inside. Most have a room that doubles as a theater. Shrines are subtle, often just a niche with a mirror, a bright piece of cloth tied in a loop and hung on a nail, or a curiously shaped alcove which casts humanoid-shaped shadows at certain times of the day.

Sivanah's clerics may prepare *ghost sound* as an orison, *silent image* as a 1st-level spell, *hypnotic pattern* as a 2nd-level spell, and *veil* as a 6th-level spell.



Zyphus
The Grim Harvestman

God of accidental death, graveyards, and tragedy
Alignment NE
Domains Death, Destruction, Evil, Plants, War
Favored Weapon heavy pick
Centers of Worship Galt, Nidal, Qadira, Taldor, Ustalav, Varisia
Nationality Kelishite

Zyphus appeared in Pharasma's Boneyard as the first mortal to die an accidental and meaningless death. Enraged, he cursed the goddess and refused to accept her judgment. His wrath and the unique circumstances of his death bent his destiny and made him a godling, allowing him to escape his mortal fate. Zyphus is a malevolent, hateful force who seeks to bring ruin and sadness into the world, and is responsible for many unexplained and senseless deaths. It's said every accidental death adds to his strength, so that someday he may grow powerful enough to usurp the place of his most hated rival, the Lady of Graves.

The god's mortal followers believe that the universe is ruled by chance rather than some grand plan. Bitter and cynical, they try to convince others that their faith in deities is misplaced, and set up traps and convoluted "accidents" to kill other people in Zyphus's name. They preach that those who are slain by accidents they engineer do not travel on to Pharasma's Boneyard, but are instead captured by the Grim Harvestman, their souls consumed and absorbed by his malignancy. His cultists wear holy symbols made of animal bones against their skin as constant reminders that death may strike at any time. Though Zyphus's faith is widespread, it is relatively small—even a large city might have only three or four of his worshipers. When his priests die, an unusual number rise as bodiless undead (most commonly allips, spectres, and wraiths) to continue their work.

Zyphus's church does not build permanent temples. Instead, they hold court in graveyards or mausoleums that have fallen from other deities' favor or that otherwise no longer sit upon hallowed ground. Many graveyards have carvings on gate arches, vault roofs, and even gravestones to ward away Zyphus's attention, though the god's followers go out of their way to deface such marks to instead welcome him. Shrines to the Grim Harvestman are typically stolen and defaced headstones or bouquets of twigs and bones left at the sites of meaningless deaths.

Clerics of Zyphus may prepare *daze* and *mage hand* as orisons, *bungle*[UM] as a 1st-level spell, and *spectral hand* as a 2nd-level spell.

Dwarven Deities

A deeply spiritual people, dwarves view faith as a matter combining their own personal beliefs and those of their family or clan. They hold deep reverence for their ancestors, especially the originators of their clans, the founders of their great cities, heroes of especial skill, and the creators of lasting masterpieces. Virtues such as crafting, mining, and smithing are of vital importance to most dwarves, as are determination, honor, friendship, exploration, defense of family traditions, and proving themselves worthy of their ancestors' name and their gods' protection. In the pursuit of such values, dwarves frequently venerate Abadar, Cayden Cailean, and Gorum, but they worship Torag, the Creator God, above all others.

Dwarven faith is marked by a significant amount of ceremony, even beyond that usually required by the deities they worship. Such rituals can be elaborate group affairs, especially those that mark the anniversary of great deeds or the death of a hero. Relics crafted of gold and silver and decorated with gems feature prominently in these rituals. However, in small communities and among traveling dwarves, shorter, more pragmatic rituals are common.

The importance of family is strongly emphasized in the gods of the extensive dwarven pantheon, and many dwarves make modest offerings to its members, most of whom are related to Torag.

Angradd (The Forge-Fire): The aggressive, militaristic Angradd is Torag's younger brother, and serves as an aggressive balance to the Father of Creation's defensive tactics. Dwarven soldiers who give in to cowardice on the battlefield are said to burst into flame, consumed by Angradd's wrath.

Bolka (The Golden Gift): Daughter of Torag and Folgrit, Bolka bestows love on arranged unions and encourages the unwed to seek companionship. Newlyweds place gold under their pillows to invoke her blessing, and miners who uncover perfectly symmetrical gemstones are said to have her favor.

Dranngvit (The Debt Minder): Torag's half-sister Dranngvit is seen by many dwarves as an unfortunate necessity in life. The Debt Minder oversees the righting of wrongs, but her doctrine can be read as valuing revenge over justice.

Droskar (The Dark Smith): The evil duergar who live in the lightless depths of the earth still worship Droskar, the Dark Smith. His faithful believe incessant toil will lead them to glory.

Folgrit (The Watchful Mother): Torag's wife is revered as the goddess of wives, mothers, and widows alike. She's beseeched by childless couples, though dwarven women unable to conceive sometimes turn to worship of Dranngvit instead.

Grundinnar (The Peacemaker): Bolka's brother encourages hard work and harmony, and brings together friends separated by distance or misunderstanding. Dwarves who form bonds of friendship with members of other races sometimes present them with gifts of small ornamental hammers in Grundinnar's honor.

Kols (The Oath-Keeper): Torag's son Kols helps dwarves fulfill all their duties and obligations. Dwarven contracts traditionally bear a stamped seal of his holy symbol.

Magrim (The Taskmaster): Stern but serene, Torag's older brother first taught dwarves rituals for communing with the gods, and sees his position as guardian of the underworld as an important trust. Funerary offerings to Magrim are said to help the deceased find fulfilling work in the afterlife.

Trudd (The Mighty): Torag's youngest son is depicted as having an unusually short beard, which belies his reputation as the strongest of the gods. Some scholars claim he sold his beard to Dranngvit for an unknown boon, but most dwarven theologians consider this story heretical.



Elven Deities

Elves' religious devotion is no less passionate than that of any other race of Golarion, but their rituals are simple and elegant. Though sincere in their devotion, elves take a more casual approach to faith and divinity. Those from the same community may share values, but they'll express worship in different ways. Of the core deities, Calistria, Desna, and (to a lesser degree) Nethys have the most elven followers, though many elves pay respect to racial deities as well.

The Forlorn—elves who live among the shorter-lived races—often feel adrift and alone. As their friends age and die, they sometimes turn to worship Pharasma, praying for safe passage for the souls of their many associates who have passed on.

Most elves view arcane magic, beauty, freedom, and friendship as crucial to a well-lived life, and venerate deities who exemplify these principles.

Alseta (The Welcomer): Alseta is a relatively minor goddess with responsibility for doorways, thresholds, and the transition from one year to the next. Some elves, particularly mages with teleportation abilities, pay homage to Alseta as the goddess of teleportation or the patron of elf gates. While widespread formal worship of Alseta is uncommon among elves, small shrines to the Welcomer can be found near elf gates, and her holy symbol is sometimes carved on lintels.

Findeladlara (The Guiding Hand): Findeladlara preserves elven culture through the protection of classic works of art and historic buildings. Those who enter her religious order take great pride in creating their own quarterstaves, often capped with silver on each end and decorated along the length with precious gems and crystals, to carry as a badges of office.

Elves who work to uncover new artistic techniques sometimes pay homage to Shelyn over Findeladlara, and the Guiding Hand cares little for innovation or the work of elves who have yet to master the time-honored crafting techniques of their race. The faithful of these two factions each believe the other to be misguided and wasting potential, but there's no overt hostility between them.

Ketephys (The Hunter): Ketephys inspires his followers during organized hunts, though he can also bestow his blessings on solitary hunters who test their skill unaided against forest creatures. In art and story, the Hunter is depicted with his dog, Meycho, and his hawk, Falling Star. Most legends treat the two animals as intelligent and dignified companions, though elven children are also told lighthearted tales of the adventures of the dog and the hawk as lessons in wilderness survival.

Rangers naturally favor Ketephys as a deity, but most elven communities recognize hunting traditions as an integral part of their survival. Elves who possess no natural predilection or ability to hunt still offer thanks to Ketephys for the training he bestows on other members of the community.

Yuelral (The Wise): Yuelral guides her followers in respecting and working with materials of the natural world. Crafters who use natural, nonmetallic, non-refined materials pray to her for guidance and skill, and their work in such material as wood, bone, and raw gemstones has a primal yet appealing aesthetic. Those who wield magic, both druids and wizards alike, also count Yuelral as their patron.

Yuelral is well known as being the member of the elven pantheon who openly welcomes half-elven worshipers. Many half-elves appreciate the welcoming nature of her faith and happily worship Yuelral both for her wisdom and for the connection they feel to their heritage. Others spurn what they see as a patronizing offer from a culture that believes itself so vastly superior to its half-breed kin. Even half-elves who vehemently oppose worship of the Wise have occasionally been known to mysteriously undergo a profound change of heart, however—typically upon connecting with their heritage through some important event or personal experience.



Gnome Deities

The curious gnomes find religion fascinating. While gnome communities tend toward the worship of a handful of gods, individual gnomes choose their faith from any god, demigod, or philosophy that strikes their fancy (and ignites their curiosity), and have even been known to worship the deities of other races despite knowing they might never receive reward for doing so. To a gnome, it's enough to explore the tenets of her chosen faith and find personal resonance and comfort from its rituals, regardless of whether the deity hears her prayers.

Gnome communities most often build shrines to Cayden Cailean, Desna, Erastil, or Shelyn. Smaller communities with a specific focus may pay homage to Brigh, Nethys, Sivanah, or Torag. Gnome religious leaders encourage members of the community to participate in festivals and religious rituals, but avoid heavy-handed pressure tactics. Instead, gnome religious leaders try to win converts by offering dazzling, and ever-changing displays in the temples, as well as constantly shifting festivals to appeal to the gnomes' craving for novelty.

The single known gnome racial deity is Nivi Rhombodazzle, the patron of svirfneblin (or deep gnomes) and bleachlings. Though deep gnomes commonly worship Nivi Rhombodazzle, her faith is almost unknown on the surface.

Brigh (The Whisper in the Bronze): Brigh oversees invention and mechanical constructs, making her an appealing deity to gnome tinkers. Gnomes who craft magic items also look up to Brigh in hopes that her influence might help them develop new forms of existing magic items or entirely new wonders. Gnome rogues look to Brigh when facing a complex lock or cunning trap, whether they're constructing or disabling such devices.

Cayden Cailean (The Drunken Hero): Gnomes find Cayden Cailean's doctrine of freedom appealing. While communities often raise shrines to the Drunken Hero, the lack of official church hierarchy means there is little, if any, organized cooperation between the gnome faithful. Caydenite gnomes consider it a holy calling to try as many different types of alcohol as possible in their lifetimes, and have mastered the art of fermenting such beverages on the road by means of portable miniature casks that can be worn like backpacks.

Nivi Rhombodazzle (The Gray Polychrome): Stories tell that Nivi Rhombodazzle was a gnome who loved the suspense of high-stakes gambling. After one too many losses, she fled beneath the earth where she became the first svirfneblin and achieved divinity thanks to the help of Torag. Though her worship is relatively uncommon on the surface world, some gnome gamblers and rogues, as well as gnome adventurers who routinely travel underground, carry a die with seven pips on one side in homage to Nivi Rhombodazzle. Travelers who have dealings with the svirfneblin may learn of Nivi as well, for her faith remains strong in the depths of the earth. Those unfortunate gnomes who live a life devoid of novelty and excitement—and thus succumb to the bleaching—may also stray toward the teachings of the Gray Polychrome, if only in hopes of reigniting their passion for life through a deity that represents chance and fortune.

Sivanah (The Fourth Veil): The Seventh Veil—or the Fourth Veil, as she is frequently known among gnomes—often counts gnome illusionists among her followers. Gnomes enjoy the play between appearance and reality that Sivanah's worship encourages, and gnome bards and rogues who master mundane conjuring tricks sometimes wear a knotted scarf to honor this deity. Gnome temples to Sivanah never look like temples from the outside—they appear as shops, taverns, or residences, presenting no clue to their true nature save for a scarf hanging in the window or a rune carved on a gatepost for the alert faithful to notice.



Halfling Deities

Halflings revere a number of gods, and many of their religious decisions are shaped by the dominant culture of the surrounding area. Halfling communities adopt overt religious practices in order to fit into society and to keep from drawing too much attention to their personal worship. While halflings are faithful and committed to their beliefs, they aren't generally zealous in their devotion. Rituals are celebratory matters with much feasting, drinking, and socializing, and halfling religion serves to draw people together and strengthen community ties.

Among the core deities, halflings frequently worship Abadar, Cayden Cailean, Desna, Erastil, Iomedae, Norgorber, Sarenrae, and Shelyn. Of these, Norgorber is the most unusual choice, a god of secrets and poisons whom halflings worship as the Gray Master or Blackfingers. In halfling storytelling and art, deities are almost always represented as halflings, regardless of these deities' typical racial representations.

Halflings as a race tend to be brave, lucky, and adaptable, taking life as it comes and making good of every opportunity. Their history has not always been a pleasant one, but their spirits remain indomitable, and this trait shows in their religious practices. Halflings snatch up any chance for a religious celebration and stretch out such revelry for as long as possible. As many halflings as can be gathered participate in these celebrations, for no one knows when the next chance to make merry will arise.

Chaldira Zuzaristan (The Calamitous Turn): Chaldira Zuzaristan appears in the stories of many races as a hotheaded friend of Desna's whose impulsivity often leads her into situations from which Desna must rescue her. Halflings see Chaldira as a goddess in her own right, an embodiment of the halfling luck and resiliency that allows their race to thrive in the harshest of circumstances. Some halflings who frequently encounter battle make three small notches in their blades (like her holy symbol) in respect to Chaldira and for luck in combat. Faithful of Chaldira never fail to attempt a rescue of a friend in need, even if such a rescue attempt seems doomed. Often, such rescue missions succeed either through blind luck or the intervention of powerful allies.

Desna (Song of the Spheres): Of all the core deities, Desna is the favorite of halflings, especially adventurers and travelers. Her faith—full of luck, dreams, and destiny—appeals to the free-spirited and fortunate halflings. Those on the road, regardless of their religious affiliation, often affix a small butterfly symbol to their clothes or backpack. Halfling bards routinely craft short poems or songs in Desna's honor and teach these ditties to fellow travelers on the road so that anyone can honor Desna's name at a moment's thought.

Norgorber (Blackfingers): Blackfingers is the name under which halfling alchemists, assassins, poisoners, and rogues worship Norgorber. Especially in nations where halflings are enslaved or oppressed, these devotees of Blackfingers use such tools of subterfuge to strike back against their oppressors—though all too often, they're consumed by their own hatred and grow indifferent to the suffering of their kin.

Thamir Gixx (The Silent Blade): Thamir Gixx appears in halfling legends as the friend, minion, or perhaps slave of Norgorber. Halflings brutalized by life or worn down by the sorrows of their race sometimes turn to the worship of Thamir Gixx, seeing him as representative of the darker side of halfling life. Stories tell of halfling servants in Cheliax devoted to Thamir Gixx who amuse themselves by concocting poisons, tricks, and traps to harry and injure the residents of the house. These stories always end with the servant's position improved in some small way and no trace of his actions left to implicate him. Halflings who worship Thamir Gixx sometimes offer prayers to Norgorber as well, but never the other way around.



Human Deities

Humans worship perhaps the widest array of deities, selecting their gods based on individual worshipers' ancestries, regions, and values. As such, pantheons vary in regions beyond the Inner Sea.

Garund: In northern Garund, worship of the core deities is common. Southern Garund, however, is home to many small nations with their own beliefs and faiths. Citizens of Dehrukani worship azatas, including azata empyreal lords such as Ashava, Cernunnos, and Lalaci.

Iobaria: Many Iobarians worship the Inner Sea region's pantheon, either because they brought their faith with them to Iobaria or because their ancestors worshiped these deities. In addition to personal faith, Iobarians often revere a vast group of minor nature spirits.

Tian Xia: The people of Tian Xia worship a number of deities not commonly seen in the Inner Sea region.

Daikitsu (Lady of Foxes): Daikitsu is a popular goddess among farmers and crafters of all kinds.

Fumeiyoshi (Lord of Envy): The Lord of Envy sometimes receives offerings from the faithful, begging him to leave their deceased loved ones alone.

General Susumu (The Black Daimyo): Samurai who pursue glory in battle over personal honor revere the Black Daimyo.

Hei Feng (Duke of Thunder): Hei Feng is worshiped by farmers, sailors, and fishers, as well as druids.

Kofusachi (The Laughing God): Kofusachi bestows his blessing on children, those embarking on a journey, and newlyweds, as well as others in need of happiness.

Lady Nanbyo (The Widow of Suffering): The Widow of Suffering heaps trials and misery upon mortals and revels in their prayers to be spared.

Lao Shu Po (Old Rat Woman): Those who wish to hide their activities and escape the notice of authorities pray to Old Rat Woman.

Nalinivati (The Serpent's Kiss): The mother of the naga races, Nalinivati is the goddess of fertility and sorcery.

Qi Zhong (Master of Medicine): The Master of Medicine first taught mortals about the five elements (fire, earth, metal, water, and wood), as well as the nature of magic and healing.

Shizuru (Empress of Heaven): Samurai and other honorable warriors worship Shizuru, who is depicted as both a samurai and a golden-scaled dragon. When her lover, Tsukiyo, was slain by his brother, Fumeiyoshi, Shizuru used her divine power to bring the Prince of the Moon back to life.

Sun Wukong (The Monkey King): Travelers, wanderers, and any who love carousing and celebrations pay respect to the mischievous Sun Wukong.

Tsukiyo (Prince of the Moon): Tsukiyo's shrines usually rest in the depths of dark forests, and in cities can be found attached to temples of his lover, Shizuru. When he was reincarnated by the Empress of Heaven, Tsukiyo acquired the portfolio of spirits and became a patron deity for reincarnated samsarans.

Yaezhing (Minister of Blood): Though the evil Minister of Blood presides over murder and death, he also enforces divine justice.

Yamatsumi (The Mountain Lord): The majority of Yamatsumi's followers are monks, but many people pray to the Mountain Lord to survive harsh winters.

Vudra: Vudra is an enormous continent made up of hundreds of smaller kingdoms, called mahajanapadas. Worship of Irori is the dominant faith in Vudra, but its complex religious tradition encompasses over a thousand deities. Though the countless gods of Vudra remain largely mysterious to scholars of the Inner Sea, the names of the most popular include Chamidu, Dhalavei, Diomazul, Gruhastha, Lahkgya, Likha, Ragdya, Raumya, Suyuddha, Vineshvakhi, and Vritra.



Orc Deities

The brutal and powerful orcs are not an overly religious race, but they observe an ancient shamanistic tradition. Shamans use their magic to assist warriors in battle and are respected for their power and their ability to commune with the gods. Some orc clans devote themselves to a single major deity—usually Gorum or Rovagug—but a pantheon of traditional orc deities figures in the worship of most clans.

Little is known about the orc pantheon. Research into this area proves difficult not only due to the suspicious and violent nature of the orcs, but also because the aspects orc deities take on vary between the regions and tribes that revere them. One tribe of orcs may worship Nulgreth, the Blood God, mainly as the god of rage and physical power, while another venerates the same deity as the god of weapon skill and warfare. In the main, these gods maintain the portfolios and domains listed in the appendix of this book, but it's possible for two orc shamans who worship the same god to possess surprisingly different powers.

Orc Pantheon: Some orcs worship the orc pantheon in its entirety, while others venerate just one deity. Shamanistic depictions of the pantheon vary regionally, and one who worships a lesser-known orc god or a variant orc god can choose from the domains provided by the orc pantheon instead of the common domains granted by individual orc deities.

Dretha: The goddess of fertility, birth, and death, the Dark Mother is subservient to the male gods of the orc pantheon. In legend, she's depicted as a sullen goddess who rarely speaks but holds in her deeply buried rage. Orc women make sacrifices to the Dark Mother to ensure they survive childbirth.

Lanishra: The god of slavery, subjugation, and tyranny, Lanishra the Slavelord rounds up enemy survivors to be used as thralls for entertainment, sacrifices, and sometimes dinner. The Slavelord is at constant odds with the Blood God (who rarely leaves anyone alive) and with the Despoiler (who fights to take as many slaves as he can for his own use).

Nulgreth: The Blood God decimates his enemies through his rage-fueled strength and insatiable bloodlust. Not content with merely slaughtering his enemies, he mauls their corpses and drenches himself in their blood.

Rull: The god of storms and war, the Thunderer rains lightning down upon the battlefield, frying his enemies where they stand with no mercy. Orc druids often pay homage to Rull, seeking to draw strength and wisdom from the furious peals of his cacophonous bellows.

Sezelrian: The Fire God brought intelligence and magic to the orcs, and orc shamans often integrate fire into their rituals as a show of respect—bonfires, burnt offerings, and candles set on skulls are common in rites conducted to Sezelrian.

Varg: The most cunning of the orc gods, the Iron God directs military efforts more complex than merely swarming the enemy in a mass of howls and slashing blades. He taught orcs the secrets of catapults and other siege engines, and they see using siege warfare to devastating effect as paying homage to Varg.

Verex: Whereas the Blood God deprives enemies of their lives, Verex the Despoiler deprives them of everything else. The god of lust, pillage, and plunder, he takes what he sees, living creatures and material possessions alike. The Despoiler's followers sew devastation and sorrow wherever they go.

Zagresh: The howls of the Destroyer echo across the battlefield as he obliterates buildings, sunders walls, and shatters bones with his enormous greatclub. He leaves only debris and ashes in his wake. Faithful of the Destroyer are violent even for orcs; they rarely own much, as they tend to smash even their own belongings in fits of rage.



Monster Deities

Beyond those deities most frequently revered among the nations of the Inner Sea region, the patrons of dozens of monstrous races demand worship and sacrifice from their inhuman devotees. Almost every sentient monster race knows faith to some degree, often worshiping the same gods as the peoples of civilized nations. Some, however, revere their own pantheons of incredible beings. Noted here are just a few of the monstrous deities best known in the Inner Sea region.

Dragon Deities

The faith of dragons is a mysterious and little-understood aspect of draconic culture. The stories of draconic deities have been told for eons, but scholars are still struggling to corroborate these lengthy and complex fables. The two major draconic gods, Apsu and Dahak, have the most widespread worship by dragons on Golarion.

Apsu (Waybringer): According to draconic lore, Apsu and his mate, Tiamat, created the gods who created all the mortal world. Among these gods was Dahak, the Endless Destruction. Apsu fought against Dahak but was prevented from destroying his son through Tiamat's betrayal. Apsu continues to battle against the forces of destruction, and he is the patron of all good dragons. Some dragons that are neither good nor evil, including primal dragons and wyverns, choose to worship Apsu as well, particularly if they are lawful.

Dahak (The Endless Destruction): Dahak is reputedly one of the first gods to have been created by Apsu and Tiamat. Dahak's followers are the chromatic dragons, but the Endless Destruction has no love for his faithful. He offers power and immortality in exchange for service, but never forgiveness or mercy. Some legends tell that Dahak created wyverns and drakes in misguided attempts to forge a new race of dragons, but scholars agree that this notion largely contradicts his role as the eternal destroyer. Nonetheless, evil drakes and many wyverns believe the legends and revere Dahak as their creator.

Giant Deities

The different types of giants venerate different deities, selecting whom to worship based on their differing cultures, as well as on their individual values and attitudes, and the form that their worship takes likewise differs widely. Despite their differences, however, most giants revere gods who exemplify strength and the elements in some form.

Aegirran (The Sea Dream): Aegirran, the storm giant god of sailing and ocean voyages, is wed to Skode but forever separated from her save at the turnings of the season. He watches over those on the sea and rewards his faithful with dreams of their loved ones.

Bergelmir (Mother of Memories): The goddess of elders, family, and genealogy in the storm giant pantheon traces the lineage of prominent storm giant families and records births and deaths in an enormous tome.

Fandarra (The Blood Mother): The Blood Mother is an ancient deity, and most giant tribes living in cold northern climes worship her in some way. Widespread devotion to Fandarra is most common among elder stone giants, but frost giant warriors sometimes pray to her in hopes of receiving a divine bear or mammoth guardian.

Gozreh (Hyjarth, Ioz'om, Tourithia): The air aspect of Gozreh serves as the cloud giants' primary patron under the name of Ioz'om, and clan leaders claim to be the deity's descendants. Storm giants worship Gozreh as their father sky god, Hyjarth, and their mother sea goddess, Tourithia.

Haggakal (Father Moon): The hideous Haggakal is the patron of ogres; few ogres are actually intelligent enough to worship him, but those who do craft crude tales of his strength and virility.

Minderhal (He Who Makes and Unmakes): Stone giants were the first to worship Minderhal, He Who Makes and Unmakes, as the god of law and crafting. Minderhal remains the most popular deity among stone giants, and is occasionally worshiped by the tribespeople of the Realm of the Mammoth Lords.

Skode (The Horizon Huntress): The huntress giant of the storm giants embraces her husband Aegirran only when the seasons change and his ship touches up against the land. The rest of the time she follows herds of animals across the land and takes the finest of them for her prey.

Skrymir (The Seeker of Sunsets): The trickster god of the storm giants has some familial relation to Bergelmir but different clans regard them as siblings, mother and son, or cousins. Skrymir wanders the land, often in disguise, and sometimes rewards travelers who pass his impromptu tests of wit.

Thremyr (The First Jarl): The First Jarl is the favored deity of frost giants. Though none believe Thremyr cares about the welfare of his worshipers, he recognizes the ancient rituals of prayer and devotion and impartially returns favors to those who follow the old ways.

Tjasse (Lord of the Talons): The god Tjasse first tamed the rocs that serve the storm giants. His arrogance and pride are legendary, as is his destructive power when he's roused to jealousy or vengeance.

Urazra (Breaker of Bones): Urazra promises great physical rewards—including unholy strength and immunity to pain—to stone giants who engage in savage raids and sacrifice their captives in his name. Hill giants also follow Urazra's brutal doctrine.

Zursvaater (The Prince of Steel): Zursvaater created the fire giants millennia ago, rising them up from mere

stone giants by granting them the secrets of fire and metal, all in exchange for their worship and souls. Fire giants worship Zursvaater as the Prince of Steel, and under his guidance, fire giant tribes have ceased most intertribal fighting and directed their war efforts against other races.

Goblin Hero-Gods

Goblins worship simply, with straightforward rituals full of howled prayers, wild dancing, and the sacrifice of small animals. Many goblins create crude fetishes from the bones of their prey to honor Lamashtu, favoring dogs or humanoids for the sources of such tributes. While most goblins worship Lamashtu, some also recognize four barghest hero-gods. Goblin lore tells that these barghests belonged to Asmodeus but were stolen away and adopted by Lamashtu.

Hadregash (Greatest Supreme Chieftain Boss): Hadregash is known to be the strongest of the goblin hero-gods and is credited with uniting the goblins into tribes. Legend tells that he thrashed the other three barghests when they tried to band together against him, earning their permanent reverence with his brawn.

Venkelvore (Most Glorious Neverfull): Venkelvore's ceaseless hunger leads her to constantly steal food from the lairs of the other hero-gods, putting her in conflict with Zogmugot. Only sentient humanoid flesh satisfies her hunger for even a short time. She is the fattest and most beautiful of the barghest hero-gods.

Zarongel (Bark Breaker): Zarongel boasts a magnificent pelt of living fire that was a gift from Lamashtu when he became the first of the barghests to pledge his loyalty to her. The other barghests remain jealous of Zarongel's gift; Hadregash in particular often schemes to steal the fiery pelt for himself. Zarongel taught goblins how to kill dogs and tame goblin dogs, which is the source of his title, Bark Breaker.

Zogmugot (Lady Lastbreath): Zogmugot's insatiable greed leads her to scavenge wealth from even the most inhospitable places. She frequently scavenges shipwrecks, which increases her wealth but costs the lives of any minions who are not as adept at swimming as the immortal barghest.

Other Monster Deities

Many monstrous races have their own origin stories and personal gods, but most tend to be aspects of major deities. Evil monstrous races almost always credit Lamashtu as their progenitor and patron. A few monstrous races worship unique racial gods that are mostly unknown outside their cultures.

Alazhra (The Dream Eater): Not much is known of Alazhra save that she is the patron deity of night hags. She appears to her followers in terrifying nightmares, and those who displease her run the risk of dying of fright in their sleep. Because of a foul, ancient bargain brokered between Alazhra and the Four Horsemen, night hags are allowed to trade stolen souls to daemons throughout Abaddon.

Lamashtu (Mother of Monsters): Just as goblins often pay tribute to both their barghest hero-gods and Lamashtu, the Mother of Monsters is worshiped by a wide variety of bizarre and malicious creatures. While this section presents a number of specific monster gods, by far the most common faith among evil non-humanoid creatures is that of the Demon Queen.



Demigods

Somewhere between gods and mortals stand demigods: semidivine creatures with enormous power and obscure agendas. Their vast number makes it difficult to catalog them and the domains and other rewards of worship they offer. Some scholars claim it is demigods who grant powers to oracles; each entry here includes recommended mysteries for oracles who derive their powers from that type of entity.

Ahriman (Lord of the Divs): Reputed to be the creator of all divs—fiends risen from the spirits of evil genies—Ahriman is a cruel demigod who dwells in Abaddon, though he has been known to ravage the Material Plane in eons past. *Associated Mysteries*: Battle, Bones, Flame.

Archdevils: These nine fiends each rule one of the layers of Hell, with Asmodeus as their lord. More information on archdevils appears in *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1. Associated Mysteries*: Bones, Flames.

Asura Ranas: Asura ranas are hideous fiends born from the gods' mistakes. These cruel demigods steal holy objects to deny pious worshipers access and to lead righteous heroes into slaughter. *Associated Mysteries*: Battle, Lore.

Demon Lords: The demon lords rule the twisted depths of the Abyss. More information on demon lords appears in *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2. Associated Mysteries*: Battle, Flame.

The Eldest: The Eldest are powerful entities from the First World, the primal home of the fey. The Eldest are remote, seemingly with little interest in the affairs of lesser creatures. *Associated Mysteries*: Nature, Time, Wood.

Elemental Lords: The cruel rulers of the Elemental Planes are as impetuous as the elements over which they claim dominion. *Associated Mysteries:* Flame, Stone, Waves, Wind.

Empyreal Lords: The empyreal lords guide mortals along paths of justice and righteousness. More information on empyreal lords appears in *Pathfinder Campaign Setting: Chronicle of the Righteous. Associated Mysteries*: Battle, Heavens, Life.

The Four Horsemen: The Four Horsemen are the daemonic rulers of Abaddon, aided by unique daemons known as harbingers. More information on the Horsemen and the harbingers appears in *Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol. 3. Associated Mysteries*: Bones.

Kyton Demagogues: Kytons once inhabited Hell, but escaped millennia ago to the Shadow Plane. Kyton demagogues are the strongest of these, and use dark powers to weave entire cities out of their victims' remains and souls. *Associated Mysteries*: Bones, Metal.

Primal Inevitables: The axiomites crafted the first inevitables to serve as their war-machines. The few primal inevitables that remain still battle chaos throughout the multiverse. *Associated Mysteries*: Lore, Metal, Time.

Protean Lords: The protean lords are unfathomable beings of pure chaos who reside in the Maelstrom, constantly reshaping reality to suit their capricious whims. *Associated Mysteries:* Flame, Stone, Waves, Wind.

Psychopomp Ushers: Psychopomp ushers are the most powerful of the outsiders who aid in guiding and sorting souls. They serve the Lady of Graves but pursue their own agendas as well. *Associated Mysteries*: Ancestor, Bones, Life.

Rakshasa Immortals: Though rakshasas abhor divine worship, the most powerful of them may still achieve divinity, becoming rakshasa immortals. *Associated Mysteries*: Ancestor, Lore, Nature.



Outer Gods

The outer gods wield tremendous power, but their worship is kept secret, fervently guarded by members of the Old Cults who venerate them out of a desire for even a taste of eldritch power—though such power often comes at the cost of a sane mind. Many of these alien deities hail from the Dark Tapestry, a black and pitiless void that spirals in the space between the stars. The Outer Gods are beings of unfathomable power on par with a deity, and the Great Old Ones are their minions and servants—each a unique demigod who serves its own sinister agenda.

Azathoth (The Primal Chaos; Outer God): The "blind idiot god" roils in the vastness of space, surrounded by lesser gods that sing an insane song to him and trail in his chaotic wake. He is unaware of his worshipers, who injure themselves and each other in their ritualistic rampages.

Bokrug (The Water Lizard; Great Old One): Bokrug's faithful lurk in the Dimension of Dreams, implanting a kernel of their beliefs within the essence of dream-travelers. On waking, these dreamers are plagued by strange urges and dream-prompts that lead them into Bokrug's cult.

Cthulhu (The Dreamer in the Deep; Great Old One): Cthulhu's body may be imprisoned on a distant world, but his expansive mind touches others from across the span of a universe. His reclusive cultists believe that one day the stars will align and their terrible master will be freed.

Hastur (The King in Yellow; Great Old One): Hastur manifests when the light from the star on which his body is shackled shines on the surface of the world he visits. His avatar, the King in Yellow, brings the seeds of hideous transformation with him, turning those infected into faithful monstrous agents.

Mhar (The World Thunder; Great Old One): Mhar's cultists believe their god gestates within Golarion's crust, but that a time will come when earthquakes and volcanic eruptions will herald his birth and transform the world into an endless conflagration.

Nyarlathotep (The Crawling Chaos; Outer God): In a thousand forms, The Crawling Chaos sows discord and despair on the mortal world. His followers disfigure their faces beyond repair and wear magical visages in public.

Orgesh (The Faceless God; Great Old One): Obscure even to scholars of the Old Cults, faceless Orgesh is a god of hunger. Its primary worshipers are the strange chardas of the Land of Black Blood, deep in the Darklands, yet small cults of the Faceless God persist in tiny corners of the world above.

Shub-Niggurath (The Black Goat of the Woods with a Thousand Young; Outer God): Countless twisted races and foul offspring claim parentage from grossly fertile Shub-Niggurath. Her faithful attempt to mate with creatures of incompatible physiologies as part of their worship.

Xhamen-Dor (The Inmost Blot; Great Old One): Xhamen-Dor's fungoid infestations thread through the world and prove impossible to eradicate. Druids and other tenders of the land often work to uncover and destroy The Inmost Blot's cults.

Yog-Sothoth (Lurker at the Threshold; Outer God): Yog-Sothoth may simply dwell within the Dark Tapestry, or it may itself be the Dark Tapestry. Its cultists call upon it to bless unborn children in the womb, who often then mutate into monstrous creatures.



Forgotten Deities

Organized religions wax and wane over time, and as a deity's followers die out or become scattered, its presence on the mortal world likewise fades. It may still grant spells to its most faithful worshipers, though their power may decay as the god becomes irrelevant to the mortal world. Scholars speculate that some of these forgotten gods and goddesses move on to other worlds where they enjoy renewed worship, some retreat to reflect on their days of glory, and others command their scant worshipers to fervently spread their faith so that it may rise again.

Learning about a forgotten deity is generally not a straightforward task. Ancient ruins may hold some clues as to a forgotten deity's areas of influence, demesne, and followers. Crumbled temples conceal cryptic tablets, faded holy books, or even the preserved bodies of followers. Those forgotten gods whose existence is most completely documented are listed here.

Easivra: Easivra once enjoyed a large following millennia ago in the Mwangi Expanse. He represented the glory and power of the sun, the freedom of flight, and the fierceness of birds of prey. Legends tell that Easivra had a longstanding rivalry with the demon lord Vyriavaxus, and numerous artifacts dating from Easivra's heyday feature images of a bright bird of prey facing off against a ferocious dark bat.

Lissala: Lissala experienced the height of her power in Ancient Thassilon, where her followers were known for harming themselves in her name. Some of her temples still stand, though collapsed and filled with rubble. She appears as a six-winged serpentine creature with a women's torso and arms and a head shaped like the mysterious Sihedron Rune.

Lost Faiths of Sarkoris: Before Aroden's death and the destructive appearance of the Worldwound, Sarkoris stood as a proud nation in the north. Native Sarkorians worshiped many different gods; some of them were powerful major deities still known today, while others were local demigods, heroic figures, or outright myths. Most of the gods of the Sarkorians have been forgotten, but a few names still survive: Alglenweis, daughter of Kostchtchie; the Stag Mother of the Forest of Stones; and the dawn-feathered children of Sturovenen the Dragoneagle.

The Oinodaemon: In the heart of Abaddon, there is said to exist a singular daemonic entity whose power potentially exceeds that of even the Four Horsemen combined. The Oinodaemon goes by many names—the Bound Prince, the Fifth Horseman, and the First Daemon—but all are whispered for fear of awakening the shackled beast. It is said only the Four Horsemen know of the Oinodaemon's location or whether the dread god-thing still exists.

Sun and Moon: The cyclopes of the ancient civilization of Ghol-Gan once worshiped the sun as their father-patron—the giver of warmth and life—and the moon as their mother-patron—a figure of fertility and community. When worship of corrupt and alien gods led to a violent new era in the giants' history, the Ghol-Gani abandoned their worship of the sun and moon gods. Some Ghol-Gan ruins still contain religious iconography revering the sun and moon, but most of these images have been violently defaced and replaced with inscriptions dedicated to the newer, dark gods of the fallen civilization.

Ydersius: Ydersius, the Headless King, is an ancient god once worshiped by the equally old serpentfolk. When the serpentfolk were all but destroyed in a war against the Azlanti, Ydersius went into hiding in the Darklands. A mighty hero decapitated Ydersius, but both halves of his body live on—desperate, some say, to be reunited and born anew.



Dead Deities

Deities may perish at the hands of their fellow gods, by the will of extraordinarily powerful mortals, or through some unknowable force of the cosmos. The following are several of the gods and goddesses of the Inner Sea region who met their ultimate ends in some way.

Acavna: Acavna was an ancient Azlanti battle-goddess destroyed during Earthfall. Her holy symbol appears to have been a scimitar with a crescent moon for a blade, with the new moon cradled in the crescent's arms. Her faithful trained new warriors to lose themselves in the heat of battle while maintaining their combat prowess.

Amaznen: Amaznen enjoyed a strong following as an Azlanti god of magic and secret knowledge, and had a rivalry with Lissala because she demanded that her followers share their knowledge with one another. Amaznen is believed to have perished during Earthfall.

Aolar: Aolar, a demon lord known as the Lady of the Hunt, was known for using the corpses of the recently deceased to slay their own loved ones. When Aolar took possession of a Desnan priestess's body, Desna slew Aolar, and only the diplomatic interference of Calistria prevented a resulting planar war.

Arazni: A warrior-demigoddess and the herald of Aroden, Arazni was captured, tortured, and eventually killed by Tar-Baphon, the Whispering Tyrant. Her corpse was reanimated by the wizard-king Geb to serve as his Harlot Queen.

Aroden: The best known of the dead gods, Aroden was the god of innovation and history, a strong influence in the development of human culture, and the deity who raised the Isle of Kortos and the *Starstone*. The Starfall Doctrine prophecy predicted his manifestation on the mortal realm once again, but instead his worshipers were severed from his power and a series of cataclysmic storms marked the god's mysterious and abrupt death.

Azhia: All knowledge of Azhia has been lost to time, save her name. She hangs in the throne room of the archdevil Baalzebul, at once dead and alive, serving as an endless feast for the archdevil's cannibalistic hunger.

Curchanus: Once the patron god of travelers, wild beasts, and endurance, Curchanus was lured into a trap and slain by Lamashtu. Desna still mourns her friend and seeks for a way to release his trapped essence.

Former Horsemen: Charon is the sole Horseman to hold his title since its inception. Fallen Horsemen include Lyutheria the Parasite Queen (Famine); Azulos the Corrupting, Drulaema the Fever Princess, and Yrsinius (Pestilence); and Roshmolem the Steel Weaver and Ortaro of the Ten Thousand Screams (War).

Ibdurengian: This demon lord amused himself by preying on the Azlanti who survived the destruction of their kingdom. Enraged, Aroden slew Ibdurengian and all his armies within the demon lord's own palace.

Ihys: In the beginning of time, Asmodeus and Ihys sprang into being. Ihys gifted mortals with free will and defended their right to choose their own destinies, despite Asmodeus's opposition. Eventually, Asmodeus betrayed and murdered Ihys.

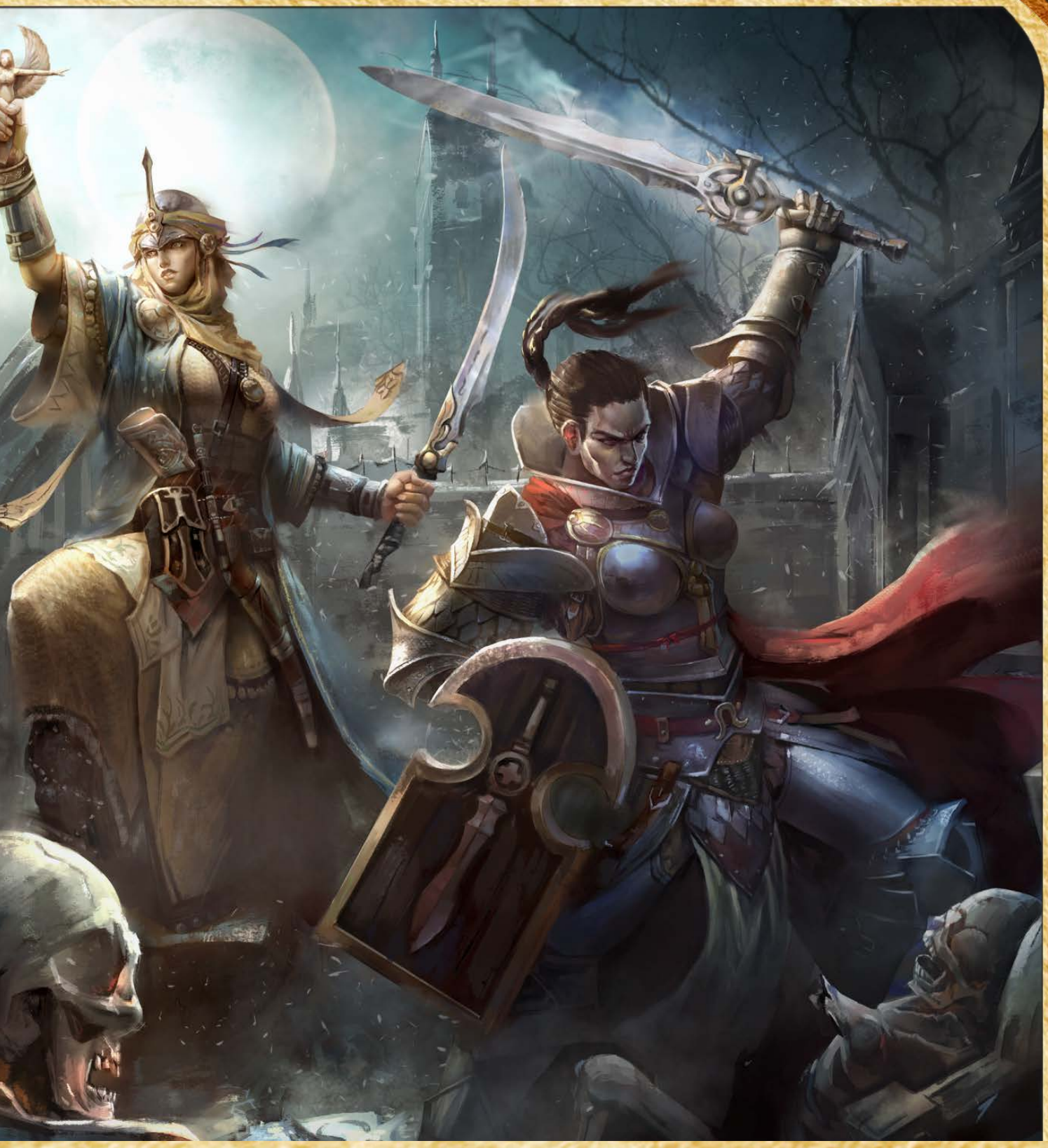
Mharah: The demon lord Mharah slew her victims amid false evidence that forever tarnished their reputations, leaving their loved ones shocked and ashamed. She schemed to overthrow the demon lord Nocticula, who slew Mharah using her own tactics against her.

Peacock Spirit: Worshiped by spellcasters throughout the ancient empires of Azlant and Thassilon, the mysterious Peacock Spirit is said to have possessed both many forms and none. Never depicted as more than a single feather or an open eye, the Peacock Spirit's long-dead followers likely took the secret of their deity's demise with them to the grave.





Chapter Three



Options

Power of the Gods

The gods of the Pathfinder Campaign Setting play significant roles in the lives of Golarion's people and the designs of some of the world's most powerful organizations, from the holy crusaders in the Worldwound to the staunch atheists of Rahadoum. The faiths and philosophies of these characters play out not only in their actions, but in the mechanics that drive them as part of the Pathfinder Roleplaying Game. Traits, feats, spells, and prestige classes with ties to deities and faiths can all help define a character's nature and role within a party or a story.

This chapter provides numerous options for followers of the deities presented in the previous chapters, including three new faith-based prestige classes, over 100 new traits, scores of new feats, dozens of spells, and a treasure trove of new magic items, including a magic altar for each of the 20 core deities of the Inner Sea region.

Many of the new rules presented in this chapter have close ties to a single deity, but followers of other faiths can use them as well. A priest of Nethys may be the first mortal to discover a new spell, but spellcasters of other faiths can research it thereafter, and other deities may grant it to their servants. A magic item may have been first crafted at a forge dedicated to Torag, but that doesn't preclude another craftsman from replicating the process; in fact, the Forgefather would likely smile upon such an act. When exploring options for your character that are associated with a deity different from the one she worships, check with your GM to see if doing so is appropriate. He might wish to restrict options from certain religions, slightly alter the flavor of the item, or incorporate your discovery possession of it into the campaign's story.

Each deity entry in Chapter 1 presents an index of rules elements in this chapter that are directly or thematically tied to their respective faiths. Refer to those sections to find associated feats, spells, traits, and magic items from the following pages to make your character's faith shine through in her abilities.

Prestige Classes

Clerics, inquisitors, and other divine spellcasters are tied closely to their deities, but other characters who are devout servants of Golarion's gods can also draw upon their power. The three prestige classes in this book are designed to give these characters mechanical and thematic links to their patrons. Characters of all types will find the evangelist (page 198) an intriguing option for incorporating the powers and tenets of their chosen faith into the abilities they already receive from their base classes. Divine spellcasters will find the exalted (page 200) empowers them to embody the essence of their faith and inspire others to follow their chosen religion, whether the exalted operates within the church structure or apart from it. The sentinel (page 202) presents opportunities for characters with a martial bent to become champions of their patron deity, serving as divine warriors with power channeled directly from their god.

All three prestige classes require the Deific Obedience feat (page 210), granting access to various abilities unique to the character's patron deity. For a complete listing of the granted powers for sentinels, evangelists, exalted, along with those who take the Deific Obedience feat, see each god's entry in Chapter 1. Whenever an ability refers to a "sacred or profane bonus," the type matches that of the character's bonus from performing his obedience. See page 174 for advice on playing an obedient worshiper of any of the other gods detailed in Chapter 2.

Feats

Feats often define a character's abilities and style both in and out of combat, regardless of her class. The feats presented in this chapter provide mechanical benefits specific to characters of many of the gods of the Inner Sea, helping to define the unique powers available to members of every faith, and may also provide tools for outlining a character's philosophy toward her faith. Many of the included feats have a particular patron deity as a prerequisite, but others may be selected by members of any religion.

Religion Traits

Even characters without a large investment in their faith may still show signs of their upbringing within their chosen church, or bear the mark of a religion that has influenced who they are or the way that they see the world. The traits provided in this section give characters of nearly every religion at least one possible background trait to further tie them to their deity. All the included traits are religion traits, and can be selected at character creation, or by taking the Additional Traits feat (*Pathfinder RPG Advanced Player's Guide* 150). For more information on traits, see page 326 of the *Advanced Player's Guide* or page 51 of *Pathfinder RPG Ultimate Campaign*.

Spells

Arcane and divine spellcasters alike are sure to find these deity-themed spells useful in carrying out their gods' wills with their magical abilities. Whether granted by a cleric's patron or as the result of a wizard's expansive research into the magic of another faith, these spells provide magical characters the tools they need to evoke their faith through the spells they cast.

Subdomains

Players looking for ways to give clerics specialization options beyond domain selection will find a wealth of choices in the subdomains found in this section. For a complete list of all subdomains available to clerics of each deity detailed in this book, see the appendix on page 316.

Magic Items

No rules compendium would be complete without a stockpile of new magic items. In this chapter, you'll find weapons (page 254), armor (page 250), rings (page 258), wondrous items (page 260), and a new category of magic item: the permanent and powerful altars of the Inner Sea region's core deities (page 246).

Other Sources

A number of other sources provide extensive character options for characters of all faiths, expanding on the cults and religions of Golarion and opening doorways beyond those detailed here.

Pathfinder Adventure Path: The articles included in every volume of Pathfinder Adventure Path regularly feature in-depth explorations of the deities and faiths of Golarion, similar to those found in Chapter 1.

Pathfinder Campaign Setting: Book of the Damned Series: Divided into three volumes (*Princes of Darkness, Lords of Chaos*, and *Horsemen of the Apocalypse*), the most evil servants of the gods will find a host of patrons, new prestige classes, spells, special magic items, and more in these foul tomes.

Pathfinder Campaign Setting: Chronicle of the Righteous: Adherents of the mystery cults of the angelic empyreal lords will find the details on these good-aligned demigods and the associated mechanics useful.

Pathfinder Player Companion: Champions of Balance: This guide to playing lawful, chaotic, and neutral characters is an asset to any character who views the battle between chaos and order as more important than the struggle between good and evil.

Pathfinder Player Companion: Champions of Corruption: Players of evil-aligned characters will find the tools in this book helpful in emulating their alignments, serving their dark patrons, and spreading corruption throughout the Inner Sea regions.

Pathfinder Player Companion: Champions of Purity: This player's guide presents character options for good-aligned characters of any class and faith, with an emphasis on redemption.

Pathfinder Player Companion: Faiths & Philosophies: For characters who follow philosophies such as the Green Faith, atheism, shamanism, or the Prophecies of Kalistrade, this book presents options to make these faiths (or lack thereof) as pronounced as those of followers of the deities described in this book.

Pathfinder Player Companion: Mythic Origins: Expanding on the powers of *Pathfinder RPG Mythic Adventures*, this guide gives players options to trace their mythic might to the gods of Golarion, whether through amazing encounters or direct blood relations.



Prestige Classes

Evangelist

Though all faiths have their dedicated priests and righteous warriors, gods inspire devotion from a wide range of individuals. Rogues who specialize in stealth and poisons might swear allegiance to Norgorber, while wandering bards sing songs in praise of Desna. Even the most powerful deity is not too proud to turn such followers aside, for the worship of passionate acolytes is precious regardless of their backgrounds, professions, races, or ages, and they might lead others to the faith by example. These unusual but skillful followers of the gods are called evangelists.

An evangelist could have a childhood rooted in wealth or poverty, hail from the north or the south, and may have been raised in her faith or come to it late in life. She may follow one path strictly or dabble in multiple professions. She may be of any race and pledge her faith to any of the core deities. Of all the preeminent followers of the core deities, the evangelist is the hardest to predict and shows the most variety in her abilities.

Hit Die: d8.

Requirements

To qualify to become an evangelist, a character must fulfill all of the following criteria.

Alignment: Within one step of chosen deity.

Deity: Must worship a single, specific deity. While any worshiper of any deity can become an evangelist, the unique focus of each faith inspires individuals of different backgrounds to aspire to this path within that faith. Below are examples of the class types most likely to become evangelists in each of the major faiths of the Inner Sea region.

Abadar: Alchemist, cavalier, inquisitor, monk, wizard
Asmodeus: Cavalier, magus, monk, rogue, summoner
Calistria: Bard, ranger, rogue, sorcerer, witch
Cayden Cailean: Alchemist, bard, fighter, magus, rogue
Desna: Bard, magus, ranger, rogue, sorcerer
Erastil: Barbarian, druid, fighter, ranger, wizard
Gorum: Barbarian, cavalier, fighter, magus, sorcerer
Gozreh: Barbarian, druid, ranger, summoner, witch
Iomedae: Bard, cavalier, monk, paladin, ranger, wizard
Irori: Alchemist, bard, inquisitor, monk, wizard
Lamashtu: Alchemist, barbarian, sorcerer, summoner, witch
Nethys: Alchemist, magus, sorcerer, summoner, wizard
Norgorber: Alchemist, fighter, magus, rogue, sorcerer
Pharasma: Fighter, inquisitor, oracle, sorcerer, witch
Rovagug: Barbarian, druid, fighter, sorcerer, summoner
Sarenrae: Cavalier, druid, inquisitor, sorcerer, wizard
Shelyn: Bard, fighter, rogue, sorcerer, summoner
Torag: Alchemist, cavalier, fighter, monk, wizard
Urgathoa: Magus, rogue, witch, wizard
Zon-Kuthon: Inquisitor, monk, rogue, summoner, witch

Feat: Deific Obedience*

Special: Any one of the following: base attack bonus +5, 5 ranks in any skill other than Knowledge (religion), or ability to cast 3rd-level spells.

Class Skills

The evangelist's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Perception (Wis), and Profession (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are class features of the evangelist prestige class.

Weapon and Armor Proficiency: An evangelist is proficient with all simple weapons and light armor. An evangelist also gains weapon proficiency with her chosen deity's favored weapon.

Obedience (Ex): In order to maintain the abilities granted by this prestige class, including all abilities gained from aligned class (see below), an evangelist must perform a daily obedience to her chosen deity (see page 10).

Skilled: Evangelists possess a range of skills across multiple disciplines. At 1st level, an evangelist selects two skills to add to her class skill list. Once selected, these class skills can't be changed.

Aligned Class (Ex): Evangelists come from many different backgrounds, and they show an unusual range of diversity. At 2nd level, the evangelist must choose a class she belonged to before adding the prestige class to be her aligned class. She gains all the class features for this class, essentially adding every evangelist level beyond 1st to her aligned class to determine what class features she gains. She still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features of her aligned class as well as those of the evangelist prestige class.

Protective Grace (Su): The evangelist's chosen deity rewards her with heightened awareness and reaction skills, making her more difficult to strike in combat. At 2nd level, the evangelist gains a +1 dodge bonus to AC.

Evangelist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Obedience, skilled
2nd	+1	+1	+1	+1	Aligned class, protective grace +1
3rd	+2	+1	+2	+1	Divine boon 1
4th	+3	+1	+2	+1	Gift of tongues
5th	+3	+2	+3	+2	Multitude of talents
6th	+4	+2	+3	+2	Divine boon 2
7th	+5	+2	+4	+2	Protective grace +2
8th	+6	+3	+4	+3	Gift of tongues
9th	+6	+3	+5	+3	Divine boon 3
10th	+7	+3	+5	+3	Spiritual form

This bonus increases to +2 at 7th level. The evangelist loses this bonus when she is denied her Dexterity bonus to AC.

Divine Boon: As the evangelist gains levels, she gains boons from her chosen deity. The nature of these boons varies depending on the evangelist's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the evangelist gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the evangelist's caster level for the spell-like ability equals her total character level. This ability allows an evangelist to access these boons earlier than with the Deific Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Gift of Tongues: At 4th level, the evangelist may select a new language as a gift from her chosen deity. She gains the ability to speak and write this new language fluently, so as to better communicate with those she meets in the course of her travels. At 8th level, the evangelist selects a second language to learn. The ability to comprehend these languages is an instantaneous divine gift, and spells and effects that dispel persistent effects can't remove the evangelist's gift of tongues.

Multitude of Talents (Ex): The evangelist finds herself in many strange situations requiring a variety of skills. Starting at 5th level, the evangelist gains a +4 sacred or profane bonus on any skill check attempted with a skill in which the character has no ranks. This bonus applies only to skill checks that can be made untrained.

Spiritual Form (Su): Upon reaching 10th level, the evangelist gains the ability to assume a spiritual form. Assuming this form is a standard action, and the evangelist can remain in spiritual form for a number of minutes per day equal to her character level. This duration does not need to be consecutive, but it must be used in 1-minute increments. Returning to her normal form is a free action.

The evangelist's spiritual form grants her telepathy to a range of 100 feet, as well as two variable abilities. Upon reaching 10th level, the evangelist must choose the form of these two abilities, and once she has selected them they can't be changed. First, she chooses one ability score to which she gains a +4 bonus when in spiritual form. Second, she chooses one physical transformation from the following to gain when she transforms: wings (fly speed of 40 feet with good maneuverability), gills (ability to breathe water and a swim speed of 30 feet), or a single natural attack (a claw, bite, gore, slam, or tail sting that deals damage as appropriate for the evangelist's size) as well as a temporary appendage capable of making such an attack if necessary.



Exalted

The exalted exemplifies the teachings of her faith. More than a religious leader, she is the embodiment of faith that all members of the religion strive to emulate. She may be part of the official religious hierarchy or an independent worshiper, but wherever she goes she inspires others to join or commit more fully to her faith.

Through constant meditation, reflection, and religious study, the exalted has forged a unique connection to her god. Though the exalted of every faith share certain granted abilities, each one also receives special abilities based on the specific teachings of her religion. An exalted of Torag acts and appears very differently from an exalted of Lamashtu, for example. All exalted conduct themselves with devotion and passion, however, inspiring zealotry through word and deed wherever they go.

Hit Die: d8.

Requirements

To qualify to become an exalted, a character must fulfill all of the following criteria.

Alignment: Same as chosen deity.

Deity: Must worship a single, specific deity.

Feats: Deific Obedience*, Skill Focus (Knowledge [religion]).

Skills: Diplomacy 5 ranks, Knowledge (religion) 5 ranks.

Spells: Ability to cast 3rd-level divine spells.

Class Skills

The exalted's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (planes), Knowledge (religion), Linguistics (Int), Perform (oratory) (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

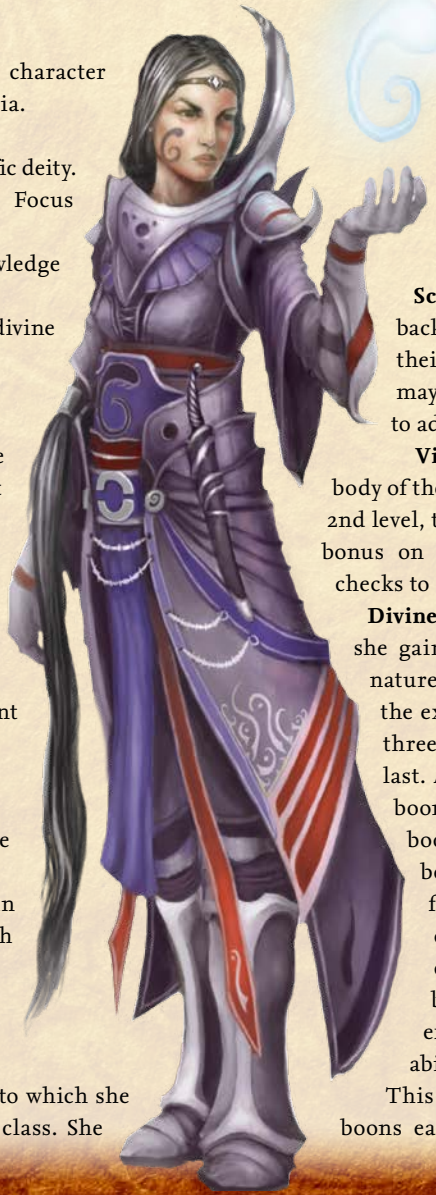
Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the exalted prestige class.

Weapon and Armor Proficiency: An exalted gains weapon proficiency with her chosen deity's favored weapon.

Spells per Day/Spells Known: At the indicated levels, an exalted gains new spells per day as if she had also gained a level in a spellcasting class to which she belonged before taking the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If the character had more than one divine spellcasting class before becoming an exalted, she must decide to which class she adds the new level for the purposes of determining spells per day.



Divine Brand (Su): At 1st level, a mark appears somewhere on the exalted's body. The mark's location varies by individual and by faith, but the mark clearly represents the exalted's chosen deity. The divine brand generally appears in a location easy to display, such as on the hand, forearm, chest, or face. An uncovered divine brand functions as a silver holy (or unholy) symbol. If the divine brand is forcibly removed from an unwilling exalted, it reappears on her body 24 hours later.

Obedience (Ex): In order to maintain the abilities granted by this prestige class (including all spellcasting abilities that have been augmented by this prestige class), an exalted must perform a daily obedience to the deity she worships (see page 10).

Scholar (Ex): The exalted come from many backgrounds and study different aspects of their chosen faiths. At 1st level, an exalted may select one additional Knowledge skill to add to her list of class skills.

Vitality (Su): Divine energy suffuses the body of the exalted, making her more resilient. At 2nd level, the exalted gains a +2 sacred or profane bonus on Fortitude saves and on Constitution checks to stabilize.

Divine Boon: As the exalted gains levels, she gains boons from her chosen deity. The nature of these boons varies depending on the exalted's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the exalted gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the exalted's caster level for the spell-like ability equals her total character level. This ability allows an exalted to access these boons earlier than with the Deific Obedience

Exalted

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Divine brand, obedience, scholar	+1 level of existing divine spellcasting class
2nd	+1	+1	+1	+1	Vitality	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+2	Divine boon 1	+1 level of existing divine spellcasting class
4th	+3	+1	+1	+2	Religious speaker	+1 level of existing divine spellcasting class
5th	+3	+2	+2	+3	Expanded portfolio	+1 level of existing divine spellcasting class
6th	+4	+2	+2	+3	Divine boon 2	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+4	Aspect of divinity	+1 level of existing divine spellcasting class
8th	+6	+3	+3	+4	Ardent vision	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+5	Divine boon 3	+1 level of existing divine spellcasting class
10th	+7	+3	+3	+5	Perform miracle	+1 level of existing divine spellcasting class

feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Religious Speaker (Ex): Through her intense studies, meditation, and discussions with other worshipers, the exalted has mastered the art of speaking about her faith. At 4th level, she gains a +2 competence bonus on Bluff, Diplomacy, and Perform (oratory) checks while her divine brand is visible.

Expanded Portfolio (Su): At 5th level, the exalted further increases her already impressive knowledge of her chosen deity's faith and is rewarded with increased powers in one of the spheres over which her deity holds sway. The exalted chooses a domain of her chosen deity to which she gains access, using her exalted level as her effective cleric level.

The exalted can also can use each of the chosen domain's spells once per day as a spell-like ability, with a caster level equal to her exalted level. The exalted can use each spell-like ability only if she is able to cast divine spells of that level. If the exalted has any domain spell slots, she is also able to cast the chosen domain's spells in those slots as normal.

Aspect of Divinity (Su): At 7th level, the exalted gains a physical trait that reflects her faith. These physical traits vary by individual and deity; examples include hair with the appearance of fire or water, scaled or metallic flesh, talons, reptilian or glowing eyes, or a faint and colorful aura. The traits may be obvious or subtle, but in any case they confer no special attacks or abilities and impose a –4 penalty on Disguise checks.

In addition, the exalted gains a permanent *protection from chaos/evil/good/law* effect with a caster level equal to her character level. She must select one alignment from which her aura protects her, and the chosen alignment must be opposed to the exalted's alignment (and therefore her deity's). An exalted who is neutral chooses any of the four alignments. Once the exalted makes this choice, it can't be changed.

Ardent Vision (Sp): At 8th level, the exalted can always discern the enemies of her faith. She gains the ability to cast *detect chaos/evil/good/law* at will, with a caster level equal to her character level. The exalted must choose one alignment to detect that is opposed to her alignment (or one of her choice is if she is neutral), and once this choice is made it can't be changed.

Perform Miracle (Su): The exalted at the pinnacle of her abilities can create effects that are nothing short of miraculous. At 10th level, once per day the exalted can do one of the following things.

- Duplicate any cleric spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Potentially undo the harmful effects of certain spells, such as *feeblemind* or *insanity*, that require *miracle* to counteract. To attempt to undo such a spell, the exalted must make a caster level check using her level in the spellcasting class to which she added her exalted levels (including the increases in spellcasting from her exalted levels) against a DC of 11 + the caster level of the targeted effect. On a success, the exalted counters the spell or effect. On a failure, the exalted does not counter the spell or effect, though she can try again after 24 hours.
- Make a request of her chosen deity in line with the above effects. Doing so requires a sacrifice of 10,000 gp in powdered diamond or another appropriate precious material based on the teachings of the deity's faith. Examples of potential effects include returning a fallen ally to life and full health, teleporting the exalted and her allies to a location with no chance of error, or protecting a town from a wildfire. In any event, a request that is out of line with the deity's nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are calculated as if it were a 7th-level spell. When an exalted uses this ability to duplicate a spell with a material component that costs more than 100 gp, she must provide that component.

Sentinel

Every major deity boasts champions of some type, whether they are paladins sworn to Iomedae or barbarians who channel their destructive rage from Rovagug. The sentinel is a warrior who receives special powers in exchange for his service to a deity, and often serves as a guard for the deity's clergy. Some undergo official training, others experience visions leading them to their path, and some simply make the decision to pledge their lives to upholding their faith.

Sentinels frequently clash with enemies of their deity or champions of rival faiths, and occasionally work with other sentinels to undertake great quests or overcome challenging obstacles. Some inspire unique warrior orders dedicated to their faith, and legendary champions of the faith are often sentinels.

Hit Die: d10



Requirements

To qualify to become a sentinel, a character must fulfill all of the following criteria.

Alignment: Within one step of chosen deity.

Deity: Must worship a single, specific deity.

Feats: Deific Obedience*, Weapon Focus (deity's favored weapon).

Special: Base attack bonus +5 or higher.

Class Skills

The sentinel's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the sentinel prestige class.

Weapon and Armor Proficiency: Sentinels are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Obedience (Ex): In order to maintain the abilities granted by this prestige class, a sentinel must perform a daily obedience to his chosen deity (see page 10).

Symbolic Weapon (Su): When wielding his deity's favored weapon, the sentinel gains a +1 sacred or profane bonus on attack and damage rolls. These bonuses increase by 1 for every 3 levels he has in the sentinel prestige class (maximum +4). His deity's favored weapon also functions as a holy (or unholy) symbol when wielded by a sentinel.

Bonus Feat: At 2nd level and again at 7th level, the sentinel gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. Sentinel levels stack with fighter levels for the purpose of qualifying for feats with a fighter level prerequisite. If the bonus feat selected requires the sentinel to select a specific weapon for the feat to apply to (such as Greater Weapon Focus), the sentinel must select his deity's favored weapon.

Divine Boon: As the sentinel gains levels, he gains boons from his chosen deity. The nature of these boons varies depending on the sentinel's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the sentinel gains the first boon. At 6th level, he gains the second boon, and at 9th level, he gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the sentinel's caster level for

Sentinel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Obedience, symbolic weapon +1
2nd	+2	+1	+1	+1	Bonus feat
3rd	+3	+2	+1	+1	Divine boon 1, symbolic weapon +2
4th	+4	+2	+1	+1	Divine quickness +2
5th	+5	+3	+2	+2	Aligned strike, stalwart
6th	+6	+3	+2	+2	Divine boon 2, symbolic weapon +3
7th	+7	+4	+2	+2	Bonus feat, practiced combatant
8th	+8	+4	+3	+3	Divine quickness +4, righteous leader
9th	+9	+5	+3	+3	Divine boon 3, symbolic weapon +4
10th	+10	+5	+3	+3	Unstoppable warrior

the spell-like ability equals his total character level. This ability allows a sentinel to access these boons earlier than with the Deific Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.

Divine Quickness (Ex): Starting at 4th level, so long as the sentinel carries his deity's favored weapon, he gains a +2 sacred or profane bonus on initiative checks. The weapon doesn't need to be carried in hand, but must at least be on his person and accessible enough that he can wield it with no greater than a move action. At 8th level, this bonus increases to +4.

Aligned Strike (Su): The sentinel's righteous fervor allows him to cut through certain types of damage reduction. At 5th level, the sentinel gains the ability to bypass a specific type of damage reduction when wielding his deity's favored weapon. The type of damage reduction his weapon bypasses is based on his chosen deity's alignment. The sentinel chooses this type of damage reduction when he gains this ability and this choice can't be changed. He can choose only one of the aligned weapon types regardless of how many options he has based on his deity's alignment. For example, a sentinel of Iomedae can treat his weapon as *axiomatic* or *holy*, but not both. The choices are as follows.

Lawful: The sentinel can treat his weapon as *axiomatic* if his deity is lawful.

Chaotic: The sentinel can treat his weapon as *anarchic* if his deity is chaotic.

Good: The sentinel can treat his weapon as *holy* if his deity is good.

Evil: The sentinel can treat his weapon as *unholy* if his deity is evil.

Neutral: The sentinel can choose one of the four other weapon alignment types if his deity is neutral.

Stalwart (Su): At 5th level, the sentinel gains mental fortitude through his constant meditation and adherence to religious tenets. He gains a +2 sacred or profane bonus on saving throws to resist divine spells.

Chosen Deity's Alignment	Damage Reduction
LG	10/evil
NG	5/evil and silver
CG	5/cold iron and evil
LN	10/chaotic
N	3/—
CN	10/lawful
LE	10/good
NE	5/good and silver
CE	5/cold iron and good

Practiced Combatant (Ex): At 7th level, the sentinel displays increased combat ability thanks to his extensive training and experience. He gains a +2 sacred or profane bonus on combat maneuvers he performs with his deity's favored weapon.

Righteous Leader (Ex): At 8th level, the sentinel's commitment to his faith and the deeds he does in the name of his god add to his reputation. He gains Leadership as a bonus feat, and is considered to qualify for that feat's special power leadership modifier. He takes no penalty for moving around a lot (normally this imposes a –1 penalty to a character's leadership score) but he takes double the usual penalty for recruiting a cohort of a different alignment (–2 instead of –1).

Unstoppable Warrior (Su): At 10th level, the sentinel becomes a stalwart paragon demonstrating incredible combat prowess. He gains damage reduction based on the alignment of his deity, as shown in the table.

In addition, the sentinel no longer falls unconscious when reduced to a negative hit point total, though he can take only a single standard or move action while at negative hit points, and he continues to lose hit points normally if he is not stabilized. Taking standard actions after becoming stable causes the sentinel's wounds to reopen, and he begins losing hit points normally again.

Once per day as a swift action, the sentinel can use *cure critical wounds*, but targeting only himself, with a caster level equal to his character level.

FEATS

The following feats are available to all characters and creatures that qualify for them. Many of these feats have prerequisites that require a character to be a worshiper of the deity with which the feat is associated. As long as a character is a willing and devout worshiper of the deity in question, that character fulfills such a prerequisite.

FEAT	PREREQUISITES	BENEFITS
Arcane Insight	Arcane Shield[APG], arcane spellcaster, caster level 10th, worshiper of Nethys	+1 bonus to AC when using Arcane Shield
Aura of Succumbing	Channel energy class feature, worshiper of one of the Four Horsemen	Channel energy to create aura that saps life from dying creatures
Beacon of Hope	Channel energy 3d6, worshiper of Milani	Channel positive energy to heal creatures and grant +2 morale bonus
Believable Veils	Caster level 3rd, ability to cast figments or glamers, worshiper of Sivanah	DC to disbelieve your figments and glamers is 2 higher
Bestow Hope	Improved Channel, channel energy class feature, worshiper of Sarenrae	Channel positive energy to heal creatures and alleviate fear conditions
Blessed Hammer	Ability to cast 3rd-level divine spells, proficient with warhammer, worshiper of Torag	Use warhammer as holy symbol and cast touch spells through it
Bloodletting†	Worshiper of Zon-Kuthon	Deal 1 bleed damage when you threaten a critical hit with a piercing or slashing weapon
Bloody Sabres†	Dex 15, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, worshiper of Achaekek	When you hit with both your primary and off-hand sawtooth sabres, deal 1 bleed damage
Bloody Vengeance†	Base attack bonus +1, worshiper of Calistria	Study those who have damaged you to deal bleed damage
Bolster Undead	Channel energy 6d6, worshiper of Urgathoa	Channel negative energy to heal undead and grant +1 channel resistance
Breaker of Barriers†	Str 17, worshiper of Rovagug	+2 bonus on checks to break barriers, bull rush, and overrun
Bullseye Shot†	Point-Blank Shot, Precise Shot, base attack bonus +5	Gain +4 bonus on next ranged attack as a move action
Butterfly's Sting†	Combat Expertise, worshiper of Desna	Grant confirmed critical hit to an ally instead
Channel Discord	Channel energy 8d6, worshiper of a demon lord	Affect those damaged by your channeled energy with *song of discord*
Channel Endurance	Channel positive energy 3d6, worshiper of Gozreh	Affect those healed by your channeled energy with *endure elements*
Channel Hate	Channel energy 6d6, worshiper of Gyronna	Expend a use of channel energy to affect creatures with *vengeful outrage*[UM]
Channel Viciousness	Channel negative energy 4d6, worshiper of Gorum	Expend a use of channel energy to grant *vicious* special ability to allies' weapons
Charge of the Righteous†	Base attack bonus +1, any good alignment	When charging an undead creature, you don't take the –2 penalty to AC
Clarifying Channel	Channel energy class feature, worshiper of Shelyn	Channel positive energy to heal and grant extra save against charms and compulsions
Conversion Channel	Channel energy 7d6, worshiper of Asmodeus	Channel negative energy to heal undead, Asmodeans, and creatures who convert
Courage in a Bottle	Bravery class feature, worshiper of Cayden Cailean	Alcohol increases effects of your bravery class feature
Cruelty	Worshiper of Zon-Kuthon	+2 bonus on attacks and damage when you cause others to suffer
Curse of Vengeance	Ability to cast a curse spell or spell-like ability, worshiper of Calistria	Cast an immediate curse when you become helpless or are killed

FEAT	PREREQUISITES	BENEFITS
Deific Obedience	Knowledge (religion) 3 ranks, must worship a deity	Gain spell-like and other abilities in exchange for performing a daily obedience
Destroy Identity†	Critical Focus, base attack bonus +11, worshiper of Lamashtu	Deal Charisma damage and stagger target on a critical hit
Devilish Pride	Iron Will, worshiper of Asmodeus	Roll twice and take the better result on saves against the compulsions and charms of non-Asmodeans
Diabolical Negotiator	Skill Focus (Diplomacy), worshiper of Asmodeus	Diplomacy checks are based on Intelligence or Wisdom
Disciple of the Sword	Weapon Focus (longsword), cleric or inquisitor level 4th, worshiper of Iomedae	Gain benefits of Weapon Specialization (longsword)
Divination Guide	Caster level 3rd, ability to cast *augury* or *divination*, must worship a deity	Your divinations steer you from danger and grant a +1 bonus on saving throws
Divine Barrier	Channel energy class feature, worshiper of Apsu	Expend a use of channel energy to protect allies from energy damage
Divine Dignity	Combat Casting, ability to cast divine spells, worshiper of Abadar	Cast harmless spells without provoking attacks of opportunity
Perfect Casting	Combat Casting, Divine Dignity, ability to cast divine spells, worshiper of Abadar	Benefits of Divine Dignity extend to all divine spells
Divine Expression	Bard level 1st, cleric or oracle level 1st, worshiper of Shelyn	Add cleric or oracle levels to bard levels to determine rounds and actions for bardic performance
Dreamed Secrets	Ability to cast divine spells, caster level 7th, worshiper of a Great Old One or Outer God	Gain access to wizard spells through dreams
Drunken Brawler†	Endurance, worshiper of Cayden Cailean	Alcohol bestows a –2 penalty on Reflex saves, but grants temporary hit points and more
Eerie Sense	Ability to cast *detect undead* or *detect evil*, worshiper of Pharasma	Intuitively sense the presence undead
Elemental Vigor	Worshiper of an elemental lord	Gain temporary hit points and a +10 ft. bonus to speed while in elemental form
Fateful Channel	Channel positive energy 3d6, worshiper of Pharasma	Channel positive energy to heal and grant creatures a second roll on an attack, skill check, or save
Fearsome Finish†	Intimidating Prowess, worshiper of Lamashtu	+4 bonus on Intimidate checks to demoralize when you reduce an enemy to 0 or fewer hit points
Fey Friend	Worshiper of one of the Eldest	Gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks against fey
Flagellant	Endurance, character level 7th, worshiper of Zon-Kuthon	Gain a +4 bonus on saving throws against pain effects and nonlethal damage has a lesser effect on you
Forceful Channel	Channel negative energy 7d6, worshiper of Nethys	Channel negative energy to deal force damage and knock foes prone
Glorious Heat	Ability to cast divine spells, caster level 5th, worshiper of Sarenrae	Heal nearby allies when you cast fire spells
Hands of Valor	Lay on hands class feature, worshiper of Iomedae	Lay on hands to grant bonus on attacks and saves against fear
Hellish Shackles	Channel energy 5d6; worshiper of an archdevil, infernal duke, malbranche, or whore queen	Affect those damaged by your channeled energy with *dimensional anchor*
Heroic Interposition†	Dex 13, Dodge, Improved Initiative, Mobility, worshiper of an empyreal lord	Move your speed as an immediate action to move next to an enemy attacking an ally
Hunter of Dahak	Favored enemy (dragon), worshiper of Dahak	Your favored enemy bonuses increase by 2 against metallic dragons
Intrepid Rescuer†	Combat Reflexes, worshiper of Kurgess	Those you threaten that attack helpless, prone, or stunned allies provoke an attack of opportunity
Ironbound Master	Cleric level 7th, worshiper of Gorum	Gain armor training as a fighter

FEAT	PREREQUISITES	BENEFITS
Ki Channel	Channel positive energy class feature, worshiper of Irori	Channel positive energy to either heal creatures or replenish their ki points
Liberation Channel	Channel energy 7d6, worshiper of Cayden Cailean	Affect those healed by your channeled energy as per the spell *freedom of movement*
Magical Epiphany	Ability to prepare spells, worshiper of Nethys	Once per day, prepare a spell in an open spell slot as a standard action
Master of Knowledge	Int 17, Skill Focus (Knowledge [any]), worshiper of Irori	Once per day, treat a roll on your selected Knowledge skill check as a natural 20
Measured Response†	Base attack bonus +1, worshiper of Abadar	When you hit with a melee or ranged weapon attack, you can choose to deal the average amount of damage
Merciless Rush†	Improved Bull Rush, worshiper of Rovagug	When your bull rush exceeds your target's CMD by 5 or more, deal damage equal to your Strength modifier
Squash Flat†	Improved Bull Rush, Merciless Rush, worshiper of Rovagug	Whenever you exceed a bull rush attempt by 5 or more, trip the target as a free action
Messenger of Fate	Ability to cast *augury*, worshiper of Pharasma	Cast divination spells at +1 caster level, and increase your chance for correct divination
Nightmare Scars	Worshiper of Lamashtu	+2 bonus on Intimidate checks and to affect attitudes of magical beasts, monstrous humanoids, and worshipers of Lamashtu
Nimble Natural Summons	Augment Summoning, Spell Focus (conjuration), ability to cast *summon nature's ally*, caster level 6th, worshiper of Erastil	Summoned creatures may move freely through nonmagical undergrowth
Oath of the Unbound	Worshiper of Rovagug	+2 bonus on combat maneuver checks, Strength checks, and saving throws to break free of bonds and restraints
Ordered Mind	Caster level 7th, any lawful alignment	Counterspell with spells of the same school
Persuasive Performer	Versatile performance class feature, worshiper of Shelyn	Use any Perform skill in place of Diplomacy
Poisoner's Channel	Channel energy 3d6, worshiper of Norgorber	Channel negative energy to deal damage and impose a –4 penalty on saving throws to resist poison
Potion Glutton	Worshiper of Urgathoa	Drink potables as a swift action instead of a move action
Protective Channel	Channel energy 7d6, worshiper of Iomedae	Affect those healed by your channeled energy with *protection from evil*
Protector's Strike	Base attack bonus +5, smite evil class feature	Grant your deflection bonus to another creature when you smite evil
Reject Poison	Con 13, poison use class feature, worshiper of Norgorber	You have a 20% chance of not being affected by poisons
Riptide Attack	Improved Drag[APG], Improved Trip, worshiper of Gozreh	Drag tripped foes as a swift action
Savior's Arrow	Ability to cast cure spells, proficient with longbow, worshiper of Erastil	Once per day, shoot an arrow that heals the target
Seductive Channel	Channel positive energy class feature, worshiper of Calistria	Creatures healed by your channeled energy may accept extra healing in exchange for susceptibility to your charms
Shadow Dodge	Dex 13, worshiper of Norgorber	+3 dodge bonus to AC when you move through normal or dim light
Shatter Resolve	Channel energy class feature, worshiper of Urgathoa	Creatures damaged by your channeled negative energy become shaken
Siphon Channel	Channel energy 3d6, worshiper of Ghlaunder	Gain temporary hit points when you deal damage with channeled negative energy
Spear Dancer†	Weapon Focus (any two-handed reach weapon), Perform (dance) 4 ranks	When you hit a creature with a two-handed reach weapon they are dazzled for 1 round
Spiked Destroyer†	Proficient with armor spikes	Use your armor spikes against foes you bull rush or overrun
Steady Engagement†	Combat Reflexes, Stand Still, worshiper of Irori	When you use Stand Still, you can attempt to disarm or trip as an immediate action

FEAT	PREREQUISITES	BENEFITS
Steelskin Channel	Channel energy 7d6, worshiper of Torag	Grant DR to creatures healed by your channeled positive energy
Stone Read	Knowledge (dungeoneering) 4 ranks	+3 bonus on Perception checks in mountainous or underground terrain
Stone Strider	Stonecunning racial trait, worshiper of Torag	Move freely through nonmagical rocky terrain
Sun Striker†	Critical Focus, Weapon Focus (scimitar), character level 7th, worshiper of Sarenrae	Critical hits against undead bypass DR and gain additional properties
Thicket Channel	Channel energy 7d6, worshiper of Erastil	Make plants in the area grow when you channel positive energy
To the Last†	Diehard, Endurance, worshiper of Gorum	You are no longer staggered when disabled
Torch Bearer†	—	Treat torch as a light weapon that deals damage as a mace
Trailblazing Channel	Channel energy 3d6, worshiper of Desna	Creatures healed by your channeled energy are not impeded by difficult terrain
Undermining Exploit	Knowledge (dungeoneering) 4 ranks	+4 bonus on combat maneuvers against foes on rocky difficult terrain
Wave Master	Worshiper of Gozreh	When you succeed at a Swim check you can move your full speed as a full-round action, or half your speed as a move action

† This is a combat feat and can be selected as a fighter bonus feat

Arcane Insight

Magical insight helps you evade attacks.

Prerequisites: Arcane Shield[APG], arcane spellcaster, caster level 10th, worshiper of Nethys.

Benefit: Whenever you use Arcane Shield, you also gain a +1 insight bonus to AC for 1 round.

Aura of Succumbing

Your foul patron's influence hastens death's approach.

Prerequisites: Channel energy class feature, worshiper of one of the Four Horsemen.

Benefit: As a swift action, you can expend one of your uses of channel energy to emanate a 30-foot-radius aura of succumbing for a number of rounds equal to your effective cleric level. Dying creatures in the area take 1 point of damage per die of your normal channel negative energy damage at the start of your turn each round. A successful Will save (DC equal to the DC of your channel energy ability) halves this damage. Whenever a living creature dies while within your aura of succumbing, you gain a number of temporary hit points equal to that creature's Hit Dice. These temporary hit points last for 1 hour.

Beacon of Hope

Your hope inspires allies in their struggles.

Prerequisites: Channel energy 3d6, worshiper of Milani.

Benefit: When you channel positive energy to heal living creatures, those you heal gain a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks for a number of rounds equal to your Charisma bonus (minimum 1 round).

Believable Veils

The teachings of your deity help you keep your secrets safe.

Prerequisites: Caster level 3rd, ability to cast at least one glamer or figment, worshiper of Sivanah.

Benefit: Once per day when you create a glamer or figment effect, you can empower the effect so that the DC to disbelieve it is 2 higher than normal.

Bestow Hope

You instill hope in the creatures you heal.

Prerequisites: Improved Channel, channel energy class feature, worshiper of Sarenrae.

Benefit: When you heal a creature by channeling positive energy, you also relieve its fear. If a creature you heal is shaken, that condition ends. If the creature is frightened, it becomes shaken instead. If the creature is panicked, it becomes frightened instead.

Blessed Hammer

Your god's power radiates from your warhammer.

Prerequisites: Ability to cast 3rd-level divine spells, proficient with warhammer, worshiper of Torag.

Benefit: You can use any warhammer you wield as a holy symbol when casting spells that require a divine focus or when you channel energy.

Furthermore, as a swift action when you cast a divine touch spell, you can choose to have the warhammer carry the charge of the spell instead of your hand. When you deliver a touch spell with your warhammer you can do so as part of melee attack made with the warhammer. If you drop the warhammer or the warhammer is disarmed while carrying a charge, the charge is lost.

Bloodletting (Combat)

When you attack with a piercing or slashing weapon, the wounds you cause bleed profusely.

Prerequisite: Worshiper of Zon-Kuthon.

Benefit: Whenever you threaten a critical hit with a piercing or slashing weapon (regardless of whether you confirm the critical hit or not), you deal 1 point of bleed damage to the targeted creature.

Bloody Sabres (Combat)

Imitating the forms of your god, you strike deep and inflict a bloody wound.

Prerequisites: Dex 15, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, worshiper of Achaekek.

Benefit: If you hit an opponent with both your primary weapon and your off-hand weapon as part of the same attack action, and both of those weapons are sawtooth sabres, you deal 1 point of bleed damage in addition to the normal damage dealt by these attacks.

Bloody Vengeance (Combat)

Your retaliatory strikes have long-lasting effects.



Prerequisites: Base attack bonus +1, worshiper of Calistria.

Benefit: If an opponent within line of sight has damaged you within the last minute, you may study that opponent as a standard action. Thereafter, if you hit that opponent with a melee attack, you deal 1 point of bleed damage to that creature in addition to the normal damage dealt by your attack.

Bolster Undead

You can fortify undead against positive energy.

Prerequisites: Channel energy 6d6, worshiper of Urgathoa.

Benefit: Whenever you channel negative energy to heal undead creatures, you grant all undead you heal +1 channel resistance (or a +1 bonus to their existing channel resistance) for a number of rounds equal to your Charisma modifier (minimum 1 round).

Breaker of Barriers (Combat)

You see it as your sacred duty to destroy all obstacles.

Prerequisites: Str 17, worshiper of Rovagug.

Benefit: You gain a +2 bonus on Strength checks to break down doors, walls, dams, and other barriers and on combat maneuver checks to bull rush and overrun opponents. You ignore the first 5 points of hardness when you deal damage to doors, walls, dams, and other barriers.

Bullseye Shot (Combat)

You slow your breath, calm yourself, and hit the bullseye, just as you were trained to do.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +5.

Benefit: You can spend a move action to steady your shot. When you do, you gain a +4 bonus on your next ranged attack roll before the end of your turn.

Butterfly's Sting (Combat)

You can forgo a critical hit in order to pass it on to an ally.

Prerequisites: Combat Expertise, worshiper of Desna.

Benefit: When you confirm a critical hit against a creature, you can choose to forgo the effect of the critical hit and grant a critical hit to the next ally who hits that creature with a melee attack before the start of your next turn. Your attack only deals normal damage, and the next ally to hit the target automatically confirms the attack as a critical hit.

Channel Discord

You can focus the Abyss's power to sow discord among those who take damage from your channeled energy.

Prerequisites: Channel energy 8d6, worshiper of a demon lord.

Benefit: Once per day when you channel negative energy to harm living creatures, in addition to dealing damage you can choose to affect those who fail their Will save against your channel with a *song of discord* (caster level equal to your effective cleric level).

Channel Endurance

Calling upon the winds and the waves, you prepare your allies for the dangers of the natural world.

Prerequisites: Channel positive energy 3d6, worshiper of Gozreh.

Benefit: Once per day when you channel positive energy to heal living creatures, you can choose to grant each healed creature the benefit of *endure elements* (caster level equal to your effective cleric level). This effect lasts 24 hours.

Channel Hate

You masterfully inspire in others violence toward those you hate.

Prerequisites: Channel energy 6d6, worshiper of Gyronna.

Benefit: As a standard action, you can expend one use of your channel energy ability to affect a single creature within 30 feet as if you had cast *vengeful outrage*[UM] (caster level equal to your effective cleric level). Upon obtaining channel energy 9d6, you can affect a number of creatures within 30 feet equal to your Charisma bonus (minimum 2 creatures) with this feat instead. If you expend an extra use of channel energy when using this feat, the target does not gain a second saving throw against this effect if you designate the target's friend or loved one as its hated enemy.

Channel Viciousness

You can channel brutality into the weapons of your allies.

Prerequisites: Channel negative energy 4d6, worshiper of Gorum.

Benefit: As a standard action, you can expend one of your uses of channel energy to charge the melee weapons of all allies within 30 feet of you with negative energy. Affected melee weapons gain the *vicious* magic weapon special ability for 1 minute × your Charisma bonus (minimum 1 minute).

Charge of the Righteous (Combat)

You charge toward undead and fiends with confidence in your righteous cause.

Prerequisites: Base attack bonus +1, any good alignment.

Benefit: You do not take a penalty to AC while charging undead creatures and evil outsiders.

Normal: When you charge, you take a –2 penalty to AC until the start of your next turn.

Clarifying Channel

Your channeled energy heals the body and opens the mind to the possibility of true love.

Prerequisites: Channel energy class feature, worshiper of Shelyn.

Benefit: Once per day when you channel positive energy to heal living creatures, if any of the creatures you healed are currently affected by one or more charms or compulsions that allowed a saving throw, you grant each of those creatures an immediate save to prematurely end one of those effects. Creatures healed gain a sacred bonus on this save equal to your Charisma bonus (minimum +1).

Conversion Channel

When you channel negative energy, you can heal others in return for their obedience.

Prerequisites: Channel energy 7d6, worshiper of Asmodeus.

Benefit: Once per day when you channel negative energy to deal damage to living creatures, you can grant the effects of channeling positive energy to the faithful of Asmodeus. Worshipers of Asmodeus within the area of your channel recover a number of hit points equal to the amount of negative energy channeled. Non-Asmodeus worshipers within the channeled energy can convert to the worship of Asmodeus as an immediate action in order to gain this healing effect. As long as their conversion is sincere, willing converts gain the healing instead of the damage from the channeled negative energy. Such a conversion can only be undone by an *atonement* or similar effect.

Courage in a Bottle

You show little fear while inebriated.

Prerequisites: Bravery class feature, worshiper of Cayden Cailean.

Benefit: While you are intoxicated, the bonus you gain from your bravery class feature increases by 2. If this increase grants you a total bonus of +6 or higher against fear effects, you become immune to fear instead.

Cruelty

The suffering of others compels you to greater cruelties.

Prerequisite: Worshiper of Zon-Kuthon.

Benefit: Whenever you deal bleed damage to an opponent, cause an opponent to suffer a fear or pain effect, or reduce an opponent's hit points to 0 or fewer, you gain a +2 morale bonus on attack rolls and weapon damage rolls for 1 round.

Curse of Vengeance

Your deity lays curses upon those who wrong you.

Prerequisites: Ability to cast at least one spell or spell-like ability with the curse descriptor, worshiper of Calistria.

Benefit: Whenever you are rendered helpless or a creature kills you, you can cast a single spell or spell-like ability with the curse descriptor as an immediate action before you become helpless or are killed. The curse must have a casting time of 1 standard action or less and must target the creature who rendered you helpless or who killed you. If the curse has a range of touch and the attacker is not within your reach, you can deliver it as a ranged touch attack with a range of 30 feet.

Deific Obedience

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.

Prerequisites: Knowledge (religion) 3 ranks, must worship a deity.

Benefit: Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes (see page 198) gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the exalted boons and gain access to the new boons appropriate to your class.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

Destroy Identity (Combat, Critical)

You can use your weapons to mar your opponents' most distinctive characteristics.

Prerequisites: Critical Focus, base attack bonus +11, worshiper of Lamashtu.

Benefit: Whenever you confirm a critical hit against an opponent, in addition to dealing critical damage as normal, you maim your target so much that it takes 2 points of Charisma damage and becomes staggered for 1 round.

Devilish Pride

Your pride allows no master but Asmodeus.

Prerequisites: Iron Will, worshiper of Asmodeus.

Benefit: Whenever you attempt a Will save against a charm or compulsion spell cast by anyone who is not a worshiper of Asmodeus, you may roll twice and take the better result.

Diabolical Negotiator

You treat the art of negotiation as devilish science.

Prerequisites: Skill Focus (Diplomacy), worshiper of Asmodeus.

Benefit: You can add your Intelligence or Wisdom modifier (whichever is higher) on Diplomacy checks in place of your Charisma modifier. You can shift a creature's attitude more than two steps with Diplomacy, and a creature's attitude is only decreased by one step if you roll a natural 1 and fail the check by 5 or more.

Disciple of the Sword

Your dedication to mastering Iomedae's favored weapon puts other to shame.

Prerequisites: Weapon Focus (longsword), cleric or inquisitor level 4th, worshiper of Iomedae.

Benefit: You gain the benefits of Weapon Specialization (longsword), and you can use your cleric or inquisitor level in place of your fighter level for the purpose of qualifying for Greater Weapon Focus (longsword) and Greater Weapon Specialization (longsword). You can use this feat instead of Weapon Specialization (longsword) to qualify for Greater Weapon Specialization (longsword).

Divination Guide

You deity grants you greater guidance and divine insight.

Prerequisites: Caster level 3rd, ability to cast *augury* or *divination*, must worship a deity.

Benefit: Whenever you cast *augury* or *divination*, you receive further guidance from your deity's agents. You gain a +1 sacred bonus if your worship a good deity or a +1 profane bonus if you worship an evil deity (if you worship a neutral deity the type of bonus is either determined by the type of energy you channel with the channel energy class feature or, if you don't have that class ability, your choice upon taking this feat) on all saving throws for 1 minute per caster level of the *augury* or *divination* spell you cast.

Divine Barrier

You have trained in the art of blocking breath weapons.

Prerequisites: Channel energy class feature, worshiper of Apsu.

Benefit: When you are within an area effect that deals acid, cold, electricity, or fire damage, you can expend one use of your channel energy ability as an immediate action to shield yourself and all allies within 30 feet. You and allies within your shield only take half damage if they fail their save against the effect, and those who make a successful save take no damage from the effect.

Divine Dignity

Secrets of the First Vault help you perfect your spellcasting.

Prerequisites: Combat Casting, ability to cast divine spells, worshiper of Abadar.

Benefit: Three times per day, as a free action when you cast a harmless divine spell or a domain spell, you can choose for the casting to not provoke attacks of opportunity.

Special: You can take this feat multiple times. When you do, you can use this feat three more times per day.

Divine Expression

You mix faith with art to empower your performances.

Prerequisites: Bard level 1st, cleric or oracle level 1st, worshiper of Shelyn.

Benefit: When you take this feat, choose either the cleric or oracle class. Levels in the selected class stack with your bard level when determining the number of rounds per day you can use your bardic performance and the type of action it takes to start a bardic performance.

Dreamed Secrets

When you sleep you gain secrets from beyond the stars, but such power comes with a price.

Prerequisites: Ability to cast divine spells, caster level 7th, worshiper of a Great Old One or Outer God.

Benefit: With each night's rest, you can choose two spells from the wizard spell list, both of which must be at least 1 wizard spell level lower than the highest level divine spell you can cast. If you are a spontaneous caster, these spells are added to your spells known for 24 hours. If you prepare spells, you can prepare these spells any time you do so in the next 24 hours. Each time you attempt to cast one of the wizard spells you have chosen, you must succeed at a DC 20 Will save or take 1d2 points of Wisdom damage and fail to cast the spell, though you do not lose the spell.

Drunken Brawler (Combat)

You have learned how to fight effectively while drunk.

Prerequisites: Endurance, worshiper of Cayden Cailean.

Benefit: When you drink a tankard of ale or strong alcohol, you take a –2 penalty on Reflex saving throws, but gain a number of temporary hit points equal to your character level, and gain a +2 alchemical bonus on Fortitude and Will saving throws. These bonuses last 1 hour or until the temporary hit points gained by this effect are lost, whichever occurs first. Regardless, the penalty lasts for a full hour.

Eerie Sense

You have a knack for sniffing out undead.

Prerequisites: Ability to cast *detect undead* or *detect evil* as a spell or spell-like ability, worshiper of Pharasma.

Benefit: At the beginning of your turn each round, if you are within 60 feet of an undead creature or a haunt, you get a chill down your spine and instinctively sense that something eerie is very near. This sense does not alert you to the direction of the undead or haunt. Anything that can block *detect undead* can likewise block this sense.

Elemental Vigor

You have learned transformative secrets from communing with elemental beings.

Prerequisite: Worshiper of an elemental lord.

Benefit: Whenever you use a polymorph effect to assume the form of an elemental you gain a rush of vital energy. You gain a number of temporary hit points equal to the caster level of the polymorph effect and you gain a +10 foot bonus to your base speed.



Fateful Channel

Your faith not only heals the body, it tugs the strands of fate.

Prerequisites: Channel positive energy 3d6, worshiper of Pharasma.

Benefit: When you channel positive energy to heal living creatures, you grant each creature you heal the ability to roll twice and take the better result on a single attack roll, skill check, or saving throw of their choice within a number of rounds equal to your Charisma bonus (minimum 1). Multiple uses of this ability do not stack, but they do reset the effect's duration. A creature can only benefit from one instance of this channel effect at a time.

Fearsome Finish (Combat)

When you slay enemies, you frighten other opponents.

Prerequisites: Intimidating Prowess, worshiper of Lamashtu.

Benefit: Upon reducing an enemy to 0 or fewer hit points, for the remaining duration of the combat encounter, you gain a +4 bonus on any Intimidate checks made to demoralize opponents who can see both you and the opponent you dropped.

Fey Friend

Your reverence for the Eldest helps make fey your allies.

Prerequisite: Worshiper of one of the Eldest.

Benefit: Fey regard you as akin to them, and the spells and other abilities of fey treat you as fey or your actual type, whichever is more advantageous to you. You gain a +2 bonus on Bluff, Diplomacy, and Sense Motive checks against fey.

Flagellant

You have learned to ignore the effects of pain through long years of exposure to it.

Prerequisites: Endurance, character level 7th, worshiper of Zon-Kuthon.

Benefit: You gain a +4 bonus on saving throws against pain effects. Also, you suffer no adverse effect when your nonlethal damage equals your current hit points, and you become staggered when your nonlethal damage exceeds your current hit points. You never fall unconscious due to nonlethal damage.

Normal: When your nonlethal damage equals your current hit points, you become staggered. When your nonlethal damage exceeds your current hit points, you fall unconscious.

Forceful Channel

Calling on the destructive aspect of Nethys, you channel pure force.

Prerequisites: Channel negative energy 7d6, worshiper of Nethys.

Benefit: Once per day when you channel negative energy to deal damage to living creatures, you can cause affected creatures to make Fortitude saves instead of Will saves. Affected creatures take the amount of damage channeled in force damage (a successful save halves). Creatures that fail their saves are also knocked prone.

Glorious Heat

When you cast divine fire spells, their heat empowers nearby allies.

Prerequisites: Ability to cast divine spells, caster level 5th, worshiper of Sarenrae.

Benefit: Whenever you cast a divine spell with the fire descriptor, choose a single ally within 30 feet that you can see. That ally heals a number of hit points equal to half your level and gains a +1 morale bonus on attack rolls until the end of its next turn.

Hands of Valor

Your touch staunches wounds and inspires great deeds.

Prerequisites: Lay on hands class feature, worshiper of Iomedae.

Benefit: Once per day when you use lay on hands, you can also imbue that ally with valor. In addition to the normal effects of your lay on hands, the targeted ally gains a sacred bonus on attack rolls and on saves against fear effects equal to your Charisma bonus (minimum +1) for 1 minute.

Hellish Shackles

You can channel the shackles of Hell onto your foes.

Prerequisites: Channel energy 5d6; worshiper of an archdevil, infernal duke, malbranche, or whore queen.

Benefit: Once per day when you channel negative energy to damage living creatures, you can attempt to affect damaged creatures with a *dimensional anchor*. Those damaged must make a successful Will save (DC equal to the DC of the channel effect) in addition to the normal Will save to halve damage from the channeled energy. Those that fail their save against the channeled energy take a –4 penalty on their saving throw against the *dimensional anchor* effect. Those that fail their second Will save are affected by *dimensional anchor* for a number of minutes equal to your Charisma modifier (minimum 1 minute).

Heroic Interposition (Combat)

You arrive just when you are most needed to vanquish evil.

Prerequisites: Dex 13, Dodge, Improved Initiative, Mobility, worshiper of an empyreal lord.

Benefit: Once per day, you can move up to your speed as an immediate action, but you must end this movement adjacent to an opponent who is about to make an attack against an ally. As long as you are visible to

the opponent you moved next to, that opponent takes a –2 penalty on the attack roll to which you moved in response.

Hunter of Dahak

You viciously hunt and sacrifice metallic dragons.

Prerequisites: Favored enemy (dragon), worshiper of Dahak.

Benefit: Your favored enemy bonuses increase by 2 against metallic dragons.

Intrepid Rescuer (Combat)

You instinctively react to interfere with foes that attack your allies or innocents.

Prerequisites: Combat Reflexes, worshiper of Kurgess.

Benefit: Whenever an opponent you threaten makes an attack against a helpless, prone, or stunned ally or any attack against a noncombatant, that opponent provokes an attack of opportunity from you. If your attack of opportunity hits your foe, she takes a –4 penalty on the attack roll that provoked this attack of opportunity.

Ironbound Master

You wear your heavy armor like a second skin.

Prerequisites: Cleric level 7th, worshiper of Gorum.

Benefit: You gain the armor training fighter class feature with an effective fighter level equal to your cleric level –4.

Ki Channel

When you channel positive energy, you can also channel ki.

Prerequisites: Channel positive energy class feature, worshiper of Irori.

Benefit: When you channel positive energy to heal living creatures, any creature that could be healed by the channeled energy can choose to regain ki from it instead. Affected creatures regain a number of ki points equal to the number of dice healed by the channel. A creature regaining ki in such a way must either regain ki or be healed by the channel (it cannot gain both).

Liberation Channel

Your channeled energy is truly liberating.

Prerequisites: Channel energy 7d6, worshiper of Cayden Cailean.

Benefit: When you channel positive energy, any creature healed by the channel also gains the effect of *freedom of movement* for a number of rounds equal to your Charisma modifier (minimum 1 round). This effect has a caster level equal to your effective cleric level.

Magical Epiphany

Your faith allows you to prepare a spell when you need it.

Prerequisites: Ability to prepare spells, worshiper of Nethys.

Benefit: Once per day, you can prepare a spell in an open spell slot as a standard action.

Master of Knowledge

In times of need, you have the answers.

Prerequisites: Int 17, Skill Focus (Knowledge [any]), worshiper of Irori.

Benefit: Choose a single Knowledge skill with which you have Skill Focus. Once per day, when you wish to make a check with that Knowledge skill, you need not roll, and may treat the result as if you had rolled a natural 20 instead.

Measured Response (Combat)

You believe that a conservative but consistent response guarantees success.

Prerequisites: Base attack bonus +1, worshiper of Abadar.

Benefit: When you hit an opponent with a melee or ranged weapon attack, you may choose to deal average



damage (rounded down), as if you had rolled exactly the average amount on the damage die or dice. You add your damage bonuses and penalties as normal.

Merciless Rush (Combat)

Though hordes stand against you, they rarely stand long.

Prerequisites: Improved Bull Rush, worshiper of Rovagug.

Benefit: When you bull rush a creature and your check exceeds the target's CMD by 5 or more, you deal damage equal to your Strength modifier to that target.

Messenger of Fate

The Lady of Graves has blessed you with the power of true prophecy.



Prerequisites: Ability to cast *augury*, worshiper of Pharasma.

Benefit: When casting divination spells, you do so at +1 caster level. If your divination spell has a base percentage chance of providing correct or useful information, your maximum chance of gleaning correct or useful information is 100%, instead of the standard 90%.

Nightmare Scars

You bear scars in honor of Lamashtu, whether because you injured yourself in her name or because she saw fit to bless you with them.

Prerequisite: Worshiper of Lamashtu.

Benefit: You gain a +2 bonus on Diplomacy and Handle Animal checks to affect the attitudes of magical beasts, monstrous humanoids, and worshipers of Lamashtu. You take a –2 penalty on Diplomacy and Handle Animal checks to affect the attitudes of all other types of creatures. You also gain a +2 bonus on Intimidate checks, and take no penalty on Intimidate checks based on your size.

Nimble Natural Summons

Your summoned natural allies may walk the wild parts of the world unimpeded.

Prerequisites: Augmented Summoning, Spell Focus (conjuration), ability to cast *summon nature's ally*, caster level 6th, worshiper of Erastil.

Benefit: Creatures you summon with *summon nature's ally* can move through any sort of undergrowth (such as natural thorns, briars, and similar terrain) at their normal speeds without taking damage or suffering other impairment. Thorns, briars, and undergrowth areas that have been magically manipulated to impede motion, however, still affect summoned creatures.

Oath of the Unbound

You have sworn never to be shackled.

Prerequisite: Worshiper of Rovagug.

Benefit: You gain a +2 bonus on combat maneuver checks to break free of a grapple or pin, on Strength checks to burst bonds or to break through doors or walls, and on saving throws to resist spells and effects that would entangle or slow you.

Ordered Mind

You can modify a variety of your spells to use as counterspells.

Prerequisites: Caster level 7th, any lawful alignment.

Benefit: The DC of your Spellcraft check to identify an opponent's spell is equal to 20 + the spell level of the opponent's spell, but for your counterspell you can cast any

spell from the same school of your foe's spell. The level of the spell used to counterspell must be equal to or higher than the level of your foe's spell.

Normal: The Spellcraft DC to identify an opponent's spell is equal to 15 + the spell's level. Generally, a spell can only counter itself.

Perfect Casting

You unlock greater secrets of divine spellcasting from the First Vault.

Prerequisites: Combat Casting, Divine Dignity, ability to cast divine spells, worshiper of Abadar.

Benefit: When you use Divine Dignity, it can affect the casting of any of your divine spells, not just harmless and domain spells.

Persuasive Performer

For you, performance is the heart of negotiation.

Prerequisites: Versatile performance class feature, worshiper of Shelyn.

Benefit: You can use any of your Perform skills in place of Diplomacy, not just Perform (keyboard instruments, oratory, string, or wind). If you do use Perform (keyboard instruments, oratory, string, or wind), you gain a +2 bonus on your check.

Poisoner's Channel

You cause anyone damaged by your negative energy to become susceptible to poison.

Prerequisites: Channel energy 3d6, worshiper of Norgorber.

Benefit: Once per day when you channel negative energy to damage living creatures, you can cause any creatures that failed their save against your channel to take a –4 penalty on saving throws against poison effects. This penalty lasts for 1 minute.

Potion Glutton

You gulp down potions with unsettling speed.

Prerequisite: Worshiper of Urgathoa.

Benefit: You can drink potions, elixirs, or other potables as a swift action without provoking attacks of opportunity.

Normal: Drinking potions is a move action that provokes attacks of opportunity.

Protective Channel

When you channel energy, Iomedae grants protection against dark forces.

Prerequisites: Channel energy 7d6, worshiper of Iomedae.

Benefit: When you channel positive energy to heal living creatures, you can choose to affect healed creatures with a *protection from evil* spell (caster level equal to your effective cleric level).

Protector's Strike

You can use your smiting power to protect an ally from known evil.

Prerequisites: Base attack bonus +5, smite evil class feature.

Benefit: When you choose the target of your smite evil ability, you also choose one creature other than you within line of sight. While your smite is in effect, the additional creature you chose gains a deflection bonus to AC equal to your Charisma modifier against attacks made by the target of the smite. This bonus ends when the smite ends. You do not gain the deflection bonus to AC normally granted by smite evil.

Normal: While smite evil is in effect, the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of her smite attack.

Reject Poison

You are a careful poisoner, and know how to protect yourself against exposure to the ill effects of most substances.

Prerequisites: Con 13, poison use class feature, worshiper of Norgorber.

Benefit: Whenever you fail the initial saving throw against poison, you have a 20% chance of naturally rejecting the toxin, negating its effects and wasting its use.

Riptide Attack (Combat)

You can immediately drag opponents you successfully trip.

Prerequisites: Improved Drag[APG], Improved Trip, worshiper of Gozreh.

Benefit: Whenever you succeed at a trip combat maneuver, you can automatically attempt a drag combat maneuver against your tripped target as a swift action.

Savior's Arrow

Calling on the power of Erastil, you can fire an arrow that heals instead of harms.

Prerequisites: Ability to cast cure spells, proficient with longbow, worshiper of Erastil.

Benefit: Once per day when you cast a cure spell, you can replace the normal somatic component with drawing a longbow to create a shaft of green glowing light. When you fire the bow as a part of casting the spell and hit your target with a ranged touch attack, the green shaft of light cures the target as if it were touched by the cure spell.

Seductive Channel

Even your healing is seductive.

Prerequisites: Channel positive energy class feature, worshiper of Calistria.

Benefit: When you channel positive energy, those you heal can choose to take additional healing equal to

your Charisma bonus (minimum 1), but in return they take a –2 penalty on Will saves against your charms, compulsions, and emotion effects and on Sense Motive checks against your Bluff checks. This penalty lasts for 24 hours. A creature cannot benefit from this feat again for the duration of this penalty.

Shadow Dodge

You use shadows to confound your enemies' senses.

Prerequisites: Dex 13, worshiper of Norgorber.

Benefit: You can use the light around you to move back and forth from shadow to light again, and your sudden shifting confuses your enemies' eyes. Each time you move a distance equal to or greater than your speed in areas of normal light or dim light, you gain a +3 dodge bonus to AC until the start of your next turn. Enemies who do not use sight in order to perceive you or are using *true seeing* or a similar effect ignore this AC bonus. This feat is ineffective in areas of darkness or bright light, where one cannot readily shift between light and shadow.

Shatter Resolve

Your negative energy causes despair in those you harm.

Prerequisites: Channel energy class feature, worshiper of Urgathoa.

Benefit: When you damage a creature by channeling negative energy, you fill your foe with fear. A creature that fails its Will save against your channeled energy also becomes shaken for a number of rounds equal to the number of dice you roll for your channel energy ability.

Siphon Channel

You can channel negative energy to feed off the suffering of others.

Prerequisites: Channel energy 3d6, worshiper of Ghlaunder.

Benefit: Once per day when you channel negative energy to damage living creatures, you gain a number of temporary hit points equal to half the die result of your channeled energy + 1 per creature affected by the channeled energy. For each affected creature that did not succeed at its saving throw against the channeled energy, you gain an additional temporary hit point. These temporary hit points disappear after 1 hour.

Spear Dancer (Combat)

You incorporate your two-handed reach weapon into a dizzying martial dance.

Prerequisites: Weapon Focus (any two-handed reach weapon), Perform (dance) 4 ranks.

Benefit: Each time you hit a creature with a two-handed reach weapon that you have Weapon Focus in, the creature is dazzled for 1 round.

Spiked Destroyer (Combat)

You can attack with your armor spikes while using bull rush or overrun.

Prerequisite: Proficient with armor spikes.

Benefit: When you succeed at a bull rush or overrun combat maneuver, you may automatically make an attack roll with your armor spikes against the target of the maneuver as a swift action, using your highest attack bonus.

Squash Flat (Combat)

You can bull rush an opponent straight to the ground.

Prerequisites: Improved Bull Rush, Merciless Rush, worshiper of Rovagug.

Benefit: Whenever you make a bull rush attack and your combat maneuver check exceeds the target's CMD by 5 or more, you can attempt to trip the target as part of your bull rush as a free action. This does not provoke an attack of opportunity.

Steady Engagement (Combat)

You can draw on your excellent balance to trip or disarm opponents when they try to disengage.

Prerequisites: Combat Reflexes, Stand Still, worshiper of Irori.

Benefits: If you use Stand Still to prevent an opponent from moving, you may make a disarm or trip combat maneuver against your target as an immediate action.

Steelskin Channel

Torag's blessing heals the body and hardens the skin.

Prerequisites: Channel energy 7d6, worshiper of Torag.

Benefit: Once per day when you channel positive energy to heal living creatures, you can grant healed creatures damage resistance. Affected creatures gain DR 2/— (or increase their DR/— by 2, if they already have DR/—) for a number of minutes equal to your Charisma bonus (minimum 1 minute).

Stone Read

Faint vibrations in stone can alert you to trouble.

Prerequisite: Knowledge (dungeoneering) 4 ranks.

Benefit: You gain a +3 bonus on Perception checks in underground or mountainous environments. If you have 10 or more ranks in Knowledge (dungeoneering), this bonus increases to +6.

Stone Strider

You discern the best path through rocky terrain.

Prerequisites: Stonecunning racial trait, worshiper of Torag.

Benefit: You can move through any sort of nonmagical rocky terrain without taking damage, becoming slowed due

to difficult terrain, or suffering any other impairments the terrain would otherwise cause.

Sun Striker (Combat, Critical)

Called by the Dawnflower to strike down the undead, your scimitar becomes an agent of her burning will.

Prerequisites: Critical Focus, Weapon Focus (scimitar), character level 7th, worshiper of Sarenrae.

Benefit: Whenever you confirm a critical hit against an undead creature, your attack bypasses all DR, deals full damage to incorporeal creatures, and acts as though it has the *flaming burst* weapon special ability.

Thicket Channel

Your deity infuses your channeled energy with bounty.

Prerequisites: Channel energy 7d6, worshiper of Erastil.

Benefit: When you channel positive energy, you can cause plants in the affected area to grow as though targeted by the overgrowth version of *plant growth* (caster level equal to your effective cleric level).

To the Last (Combat)

Your devotion to battle inspires you to fight competently until death claims you.

Prerequisites: Diehard, Endurance, worshiper of Gorum.

Benefit: When you are disabled, you are not staggered, though performing standard actions still deals 1 point of damage to you. Taking a full-round action deals 2 points of damage to you.

Torch Bearer (Combat)

You can make use of a torch as a deadly, macelike weapon.

Benefit: You treat a torch as a light weapon that deals bludgeoning damage equal to that of a light mace of its size plus 1 point of fire damage, and you do not incur penalties as you would for using it as an improvised weapon.

Normal: A torch used in combat is treated as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size plus 1 point of fire damage.

Trailblazing Channel

Your positive energy makes trailblazers of those you heal.

Prerequisites: Channel energy 3d6, worshiper of Desna.

Benefit: Once per day when you channel positive energy, you can cause healed creatures to be unimpeded by difficult terrain for a number of minutes equal to your Charisma modifier (minimum 1 minute).

Undermining Exploit

Your familiarity with earth and stone gives you a distinct advantage on rocky battlefields.

Prerequisite: Knowledge (dungeoneering) 4 ranks.

Benefit: You gain a +4 insight bonus on combat maneuver checks against opponents occupying a square of rocky difficult terrain such as rubble, broken ground, or steep stairs.

Wave Master

Gozreh has seen fit to bless you as an uncommonly skilled swimmer.

Prerequisite: Worshiper of Gozreh.

Benefit: When you succeed at a Swim check, you can move your full speed as a full-round action or half your speed as a move action. This does not grant you the benefit of having a swim speed.

Normal: A successful Swim check allows you to move up to half your speed as a full-round action or up to a quarter your speed as a move action.



Religion Traits

The following traits religion traits can be taken only by worshipers of the specified deity. An overview of the traits system can be found on page 326 of the *Pathfinder RPG Advanced Player's Guide*.

Accident Resistant (Zyphus): Your understanding of pointless and unexpected death grants you a special awareness. You gain a +2 trait bonus on Reflex saves when denied your Dexterity bonus or during a surprise round.

Adventurous Imbiber (Cayden Cailean): You've never been afraid of good, strong drink, and that has prepared you for the perils of more dangerous substances. You gain a +1 trait bonus on saving throws against poison.

Affinity for the Elements (any elemental lord): Add 1 to the DC of saving throws made to resist the effects of spells cast by you that have either the air, earth, fire, or water descriptor, depending on which elemental lord you worship. You must choose a single elemental lord when you take this trait; once chosen, it cannot be changed.

Agent of Chance (Nivi Rhombodazzle): You can change the fortunes of others, typically for the better. Once per day, you can allow an adjacent ally to reroll a skill check as an immediate action before the result is revealed. The ally must take the second roll, even if it is worse.

Always Threatening (Thamir Gixx): You are fast on the draw. As a move action, you can draw a light, concealed weapon for which you have Weapon Focus. If you have the Quick Draw feat, drawing this weapon is a free action.

Arcane Depth (Nethys): You have studied the great masters of spellcraft, and your knowledge is exceptional. You gain a bonus of either +1 on Spellcraft checks or +2 on Knowledge (arcana) checks. You must choose which bonus you receive when you take the trait; once chosen, it cannot be changed.

Battlefield Surgeon (Zon-Kuthon): You're skilled at both dealing and repairing wounds. Heal is a class skill for you, and you can use the treat deadly wounds aspect of Heal 1 additional time per creature per day.

Besmara's Name (Besmara): Besmara sometimes answers your call. Once per day when casting a divine spell, you can speak or whisper her name in place of using a divine focus.

Bestial Wrath (Rovagug): When you strike hard, you strike deep. You gain a +2 trait bonus on critical confirmation rolls.

Blessed Orphan (Folgrit): As an orphan, you have always looked to Folgrit for protection. Once per day, you gain a +1 trait bonus on any saving throw. You must use this ability after the roll is made but before the result is revealed.

Broken Mind (Groetus): You're used to living with your own madness, and gain a +2 trait bonus on saving throws against madness and confusion effects.

Centered (Irori): Having anchored yourself in your faith and your knowledge of yourself, you've made it difficult for others to dominate you. You gain a +1 trait bonus on saving throws against charm and compulsion effects, and the DC of any attempts to use the Intimidate skill on you increases by 1.

Child of Nature (Gozreh): The wild places are your home, and provide everything you need to be happy. You gain a +2 trait bonus on Survival checks, and Survival is a class skill for you.

Cleansing Light (Sarenrae): Your faith is pure and strong, and your positive energy purges undead. When dealing



damage to undead with your channel energy ability, you can reroll any damage die roll that results in a natural 1.

Contract Master (Asmodeus): Your facility with contracts makes you good at understanding dense text and obfuscating your intent. You gain a +1 trait bonus on Linguistics checks, and Linguistics is a class skill for you.

Corpse Hunter (Pharasma): You have dedicated yourself to the destruction of undead, and gain a +1 trait bonus on attacks made against undead.

Covenant of Abaddon (any of the Four Horsemen): Because your soul is pledged to one of the Horsemen, you gain a +2 trait bonus on Fortitude saving throws against level-draining effects.

Deadeye Bowman (Erastil): When you are using a longbow, if only a single creature is providing soft cover to your target, your target does not receive the +4 bonus to AC.

Deathspeaker (Urgathoa): Your experience with undead creatures gives you a +2 trait bonus on Diplomacy checks when dealing with undead, as well as a +2 trait bonus on Charisma checks to influence undead (such as with the *command undead* spell).

Deck Fighter (Besmara): Your long experience in compensating for the pitch and yaw of ocean-going ships grants you a +1 trait bonus on attacks of opportunity when fighting aboard a ship.

Deep Wounding (Achaekek): You have learned the bloody secret of striking true and deep. When you deal bleed damage with a melee weapon, a successful DC 20 Heal check is required to stop the bleed damage. Magical healing stops the damage as normal.

Defensive Strategist (Torag): Your study of dwarven history has trained you in defensive strategy. You aren't flat-footed during a surprise round that you don't get to act in or before you get to act at the start of a battle.

Deformed (Lamashtu): Your monstrous deformities grant you a +1 trait bonus on Intimidate checks, and Intimidate is a class skill for you.

Demonic Persuasion (any demon lord): Your lord's favor aids you in your interactions with demonic creatures. You gain a +2 trait bonus on Diplomacy and Intimidate checks when dealing with creatures of the demon subtype.

Demoralizing Presence (Zon-Kuthon): Your very existence is unsettling to your foes. You gain a +2 trait bonus on Intimidate checks made to demoralize opponents.

Denial of Fate (Urgathoa): The Pallid Princess has blessed you with the ability to avoid the final fate. Once per day while you are below 0 hit points, at the start of your turn you can choose to stabilize without needing to succeed at a Constitution check.

Destructive Blows (Rovagug): Your faith strengthens your powers of destruction. You gain a +2 trait bonus on Strength checks to break objects, as well as on combat maneuver checks to sunder.

Diseased Heart (Ghlaunder): Your work with infections has infused your spirit with disease. Any creature that performs a blood drain or swallow whole attack on you must succeed at a Fortitude saving throw (DC = 10 + your character level + your Constitution modifier) or become infected with filth fever. This is a poison effect.

Dragon Tracker (Dahak): You have been taught to identify the subtle and not-so-subtle signs of a dragon's passage. You gain a +2 trait bonus on Survival checks to track dragons, and you can track a dragon with Survival untrained if the check's DC is 15 or lower.

Dragonslayer (Dahak): You're greatly skilled in hunting and slaying those who resemble your lord's favored prey. You gain a +1 trait bonus on attack rolls against creatures of the dragon type.

Elemental Resilience (any elemental lord): Choose one of the following energy types: acid, cold, electricity, or fire. You gain a +1 trait bonus on saving throws against spells with that descriptor. Once the energy type is chosen, it cannot be changed.

Elven Polytheist (any elven deity): Your knowledge of the diverse elven gods has given you a broad perspective. You gain a +1 trait bonus on Knowledge (religion) skill checks, and Knowledge (religion) is a class skill for you.

Empty Heart, Full Heart (Naderi): Because of the aching strength of your forbidden love, you gain a +1 trait bonus on saving throws against charm effects, and targets of your charm spells take a –1 penalty on their saving throws.

Empyreal Focus (any empyreal lord): The empyreal lord you worship rewards your devotion by granting you an occasional boon. Once per day, before you attempt a skill check, you can use this boon to gain a +2 trait bonus on that skill check.

Enchanting Conniver (Calistria): You gain a +2 trait bonus on Bluff and Diplomacy checks against creatures affected by one of your charm or compulsion effects.

Erastil's Speaker (Erastil): You understand the importance of keeping the peace in your community, and you have learned how to speak to the faithful in ways that they understand. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you.

Eternal Understanding (Irori): Though you haven't been traditionally educated, you're blessed with potent observation and discernment. You can attempt Knowledge checks with a DC of 15 or lower untrained.

Extended Toil (Droskar): Your faith teaches you to push magical servants to the limit. When you cast a spell that creates a loyal servant to fulfill a specific or mindless task (such as *unseen servant*, *mount*, or *spiritual weapon*, but not *summon monster* spells), you may choose to increase its duration by 50%. This does not stack with the Extend Spell feat. The effect weakens the spell, however; dispel checks against spells you cast in this manner gain a +4 bonus.

Eye for Quality (Abadar): Your deity has granted you an uncanny ability to find the true worth of items. You gain a +1 trait bonus on Appraise checks, you don't suffer the effects of failing such checks by 5 or more, and Appraise is a class skill for you.

Eye of the Father (Torag): You have an innate sense of what is right and wrong in the works you craft, based on your years studying with the church elders at their forges. Choose one Craft skill; you gain a +1 trait bonus on Craft checks of the selected type.

Eyes of the Wild (Green Faith): Having spent much time immersed in the wilderness, you're now attuned to its ways. You gain a +2 trait bonus on Perception checks in natural settings.

Faithful Artist (Desna): With Desna's blessing, you have pursued an artistic path. Choose one Perform skill; you gain a +1 trait bonus on Perform checks of the selected type, and Perform is a class skill for you.

Fatal Trapper (Zyphus): Your patron grants you expertise at creating or disabling traps. You gain a +1 trait bonus on Craft (traps) checks, as well as a +1 trait bonus on Disable Device checks to disable traps.

Favored Prey (Ketephys): Those you track feel the sting of your arrows. You gain a +1 trait bonus on damage rolls when making bow attacks against a creature whose tracks you have successfully followed in the last hour.

Fiendish Confidence (Asmodeus): You expect to be obeyed, and are rarely proven wrong. You gain a +1 trait bonus on Intimidate checks, and Intimidate is a class skill for you.

Flames of Hell (any archdevil): Your bond with the archdevil you worship strengthens your ability to channel powers of the divine. Add 1 to the DC of saving throws made to resist the effects of your channel energy ability.

The Flexing Arm (Kurgess): You are practiced at using physical might to escape your bonds. You can use Strength instead of Dexterity as your base ability for Escape Artist skill checks to free yourself from bondage. Additionally, you gain a +1 trait bonus on such Escape Artist checks.

Frightening Speed (Achaekek): Your careful study of Achaekek's kills has unlocked a divine speed in you. Once per day during a combat encounter, you can move an additional 5 feet as a part of a move action without penalty.

Furious Vengeance (Dranngvit): Once wronged, your vengeance can be swift and brutal. Once per day as an immediate action, you gain a +1 trait bonus on a single attack roll. In addition, if the target has damaged you within the last round, you deal 1 additional point of damage on a successful hit. You must choose to use this ability before making the attack roll.

Gifted Medium (Magrim): Your understanding of Magrim's teachings makes you a perfect conduit for mystical forces. You gain a +1 trait bonus on your caster level when using divinations to reach out to other entities, such as *commune* or *speak with dead*.

Good-Natured (Cayden Cailean): You have an unusually sunny spirit, and it takes something truly intimidating to dampen your mood. You gain a +2 trait bonus on saving throws against fear effects.

Hatred of the Gods (Rovagug): Your god's own hatred of other deities is reflected in your ability to withstand the attacks of their followers. You gain a +1 trait bonus on saving throws made against divine spells.

Holy Schemer (Calistria): You are well versed in the arts of misdirection, plotting, and intrigue, and you know how to recognize these tactics when they're used against you. You receive a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you.

Honey-Tongued (Abadar): Your deep understanding of human nature and social philosophy grants you a +1 trait bonus on Diplomacy or Bluff checks when dealing with agents of the law, such as judges, guards, and paladins.

Illuminator (Sarenrae): When you are filled with the light of Sarenrae, your speech takes on a fiery eloquence. You gain a +2 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you.

Inner Beauty (Shelyn): Once per day when you manifest your faith in your goddess, you gain a +4 trait bonus on a single Bluff, Craft, Diplomacy, or Perform skill check. You must choose to use this trait immediately after rolling the skill check but before the result is revealed by the GM.

Inoculated (Urgathoa): Your regular exposure to plagues grants you a +2 trait bonus on saving throws against disease effects.

Inspiring Leader (Apsu): Imitating the leadership of your deity, you spur others on to great deeds. When you cast a spell that grants allies a morale bonus, you cast that spell at +1 caster level.

Intense Artist (Shelyn): Your devotion to Shelyn has caused you to delve more deeply into your art. Choose two Perform skills; you gain a +1 trait bonus on Perform checks of the selected types, and Perform is a class skill for you.

Iron Grip (Gorum): You and your weapon are practically one. You receive a +2 trait bonus to your CMD against disarm attempts.

Know the Land (Green Faith): Your familiarity with the plants and animals of a variety of environments gives you a +1 trait bonus on Knowledge (nature) and Survival checks, and one of these skills is a class skill for you.

Kuthite Caster (Zon-Kuthon): You gain a +4 trait bonus on concentration checks when casting spells with the darkness, pain, or shadow descriptor.

Lessons of Chaldira (Chaldira Zuzaristan): Your studies of Chaldira Zuzaristan's exploits have given you a knack

for avoiding trouble. Once per day before the result of a saving throw is known, you can reroll that saving throw. You must take the second result even if it is worse.

Liar's Tongue (Asmodeus): Thanks to your friendly mien and sly tongue, your lies are often believed. You gain a +1 trait bonus on Bluff checks, and Bluff is a class skill for you.

Light-Bringer (Sarenrae): You were born with a blessing of the Dawnflower. Once per day, you can use *light* as a spell-like ability. Your caster level is equal to your character level.

Light Sleeper (Hanspur): Because of a blessing from your god, or worries inspired by the way he died as a mortal, you are a light sleeper. Your modifier to Perception DCs when sleeping is +5 instead of +10.

Lover of the Law (Abadar): You have a strong belief in the righteousness of law and justice. You receive a +1 trait bonus on saving throws against charm and compulsion effects, and may attempt a new saving throw with an additional +1 bonus (for a total of +2) if you are directed to break the law.

Loyal Bond (Grudinnar): You are at your best when you serve others. When you cast spells that offer protection to an ally at your expense (such as *shield other*) or spells whose duration is divided when shared among many (such as *water breathing* or any of the *communal* spells), you do so at +1 caster level.

Magic's Might (Yuelral): Your natural affinity for magic allows you to affect even those who resist it. You gain a +1 trait bonus on caster level checks to overcome spell resistance.

Natural Philosopher (Gozreh): You study the outdoors, and leave books for dusty libraries. You can attempt Knowledge (geography) and Knowledge (nature) checks as if you were trained.

Nimble Fingers, Keen Mind (Brigh): Your study of clockwork mechanisms and other mechanical wonders grants you a +1 trait bonus on Disable Device checks, and Disable Device is a class skill for you.

Opener of Doors (Alseta): Because of your devotion to Alseta, you are blessed with the ability to find hidden portals. You gain a +2 trait bonus on Perception checks to find secret doors.

Opportune Slayer (Lamashtu): Those who open themselves to your attacks feel your wrath. You gain a +2 trait bonus on damage rolls against those you hit with attacks of opportunity.

Opportunistic (Calistria): You have learned to recognize openings that your foes leave, and you know how to take advantage of them. You gain a +1 trait bonus on attacks of opportunity when using a dagger, sword, or whip.

Poisonous Slayer (Norgorber): You know the secret of plunging a poisoned weapon in just the right spot. You gain a +1 trait bonus on attack rolls when you are wielding a weapon treated with poison.

Potent Concoctions (Ghlaunder): You have dedicated your life to honoring famine and disease. Choose any two poisons from the table on page 559 of the *Pathfinder RPG Core Rulebook*; when you attempt to inflict either of these poisons on an enemy, the DC to resist it increases by 1.

Practiced Deception (Norgorber): You gain a +1 trait bonus on Disguise checks, and you can apply and remove a disguise in half the normal time.

Propitiation (any dwarven deity): Your knowledge of the dwarven pantheon tells you precisely which gods have jurisdiction over which aspects of your life, and you can



call upon the appropriate deity for help even if that deity is not your patron. At the start of each day, pick one of the following skills: Appraise, Bluff, Craft (pick one craft skill), Diplomacy, Intimidate, or Knowledge (local). You gain a +2 trait bonus on that skill until the start of the next day.

Protective Faith (Torag): Your faith in the Father of Creation strengthens your ability to shield others. When you use the aid another action to grant your ally a bonus to AC, you grant a +3 bonus to AC instead of the normal +2.

Purity of Faith (Iomedae): Your soul is free from impurity, and you are deeply committed to fulfilling your duties to the church. You gain a +1 trait bonus on Will saving throws and a +1 trait bonus on saving throws against spells and effects originating from an outsider with the evil subtype.

Reckless Luck (Chaldira Zuzaristan): Like your deity, you charge in when others fall back. When you make a charge attack in the surprise round or first round of combat, you gain a +2 trait bonus to your AC for 1 round.

Regal Presence (Iomedae): You've always had a presence that people respect. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you.

River Freedom (Hanspur): The freedom of water inspires you. While touching flowing water, you gain a +2 trait bonus on saving throws against effects that would hamper your movement.

Scaly Ally (Apsu): Because of your devotion to Apsu, you gain a +2 trait bonus on Diplomacy checks involving reptiles or those of draconic blood, whether they are good-aligned or not.

Secret Knowledge (Norgorber): At any point after taking this trait, you may choose one Knowledge skill. You gain a permanent +2 trait bonus on checks with that skill, and it is a class skill for you. Once this skill is chosen, it cannot be changed.

Seer of Reality (Irori): You have a deep understanding of the world around you, and thus you are more perceptive about what belongs and what does not. You gain a +2 trait bonus on saving throws against illusion magic.

Serpentine Squeeze (Ydersius): You gain a +1 trait bonus on combat maneuver checks to grapple a foe, as well as a +1 trait bonus to your CMD whenever an opponent tries to grapple you.

Shaper of Reality (any of the Eldest): You can mimic the Eldest's ability to reshape the world. Once per day, you can cast either a conjuration spell or a transmutation spell at +1 caster level.

Shield-Trained (Gorum): You were trained to use shields as weapons. Heavy and light shields are considered simple weapons rather than martial weapons for you. Heavy shields are considered light weapons for you.

A Shining Beacon (Iomedae): You carry a burning hatred in your heart for all things demonic, and have studied their weaknesses carefully. You deal an amount of additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon against a demon. This damage is added only after the damage is totaled, and is not multiplied by the critical hit multiplier.

Spirit Guide (Pharasma): As someone who has performed or observed funeral rites for a wide variety of people, you have a basic understanding of many different religions. You gain a +2 trait bonus on Knowledge (religion) checks, and Knowledge (religion) is a class skill for you.

Split-Second Defense (Milani): When you are the target of an attack by an opponent that is flanking you, as an immediate action once per day you can foil that opponent's attack. For that attack, the opponent does not gain any of the bonuses or effects that are associated with flanking.

Stabilizing Touch (Pharasma): You were born with the ability to stop the passage to death's door. Once per day, you can use *stabilize* as a spell-like ability, but with a range of touch.

Steady Strength (Trudd): Your strength training conditioned you to wearing heavy armor. When you wear medium or heavy armor, your armor check penalty on Strength-based skills is reduced by 2.

Stoic Optimism (Desna): You realize that accepting the pain in life accentuates its joys by contrast, and so your hope sustains you where others despair. You receive a +2 trait bonus on saving throws against fear effects.

Strength's Fanfare (Kurgess): Songs of your glory and prowess bolster your strength. When you are the subject of any sonic effect that grants a morale bonus on attack or damage rolls, you also gain a +1 trait bonus on Strength-based skill checks; on combat maneuver checks to bull rush, grapple, and reposition; and to your CMD against those combat maneuvers.

Strict Judgment (Kols): Your respect for the letter of the law bleeds into your spellcasting. Any spells you cast that prescribe certain behaviors with a consequence for breaking these directives (such as *mark of justice* or *geas*) have their save DC increased by 1.

Strip the Veils (Sivanah): You are unusually perceptive when dealing with others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is a class skill for you.

Strong Heart (Gorum): You can stand firm against even the most terrifying foes. You gain a +1 trait bonus on saves against fear effects, and the DC of Intimidate checks against you increases by 2.

Strong Swimmer (Gozreh): Your faith in Gozreh's grace gives you the confidence to swim without fear. You gain a +2 trait bonus on Swim checks, and can hold your breath for an extra 2 rounds when underwater.

Strong-Willed (Cayden Cailean): Your fervent desire to choose your own path gives you strong willpower. You receive a +2 trait bonus on saving throws against charm and compulsion effects.

Structural Knowledge (Findeladlara): You are blessed with an insight into architecture and artifice. You gain a +1 trait bonus on Knowledge (engineering) checks, and Knowledge (engineering) is a class skill for you.

Talented Organizer (Milani): You are both skilled and knowledgeable when at putting together strong resistance organizations, thanks to your keen sense of how to motivate people. You gain a +1 trait bonus on Sense Motive skill checks, and Sense Motive is a class skill for you.

Thirst for Knowledge (Nethys): You have a need to bring old knowledge into the light, no matter what language it's written in. You gain a +1 trait bonus on Linguistics checks, and Linguistics is a class skill for you.

Thrill-Seeker (Desna): Desna has blessed you not just with a love of taking chances, but also the fortune to come out of such risky situations unscathed. Once per day, when you attempt an Acrobatics check, you can roll twice and take the better result. You must choose to use this ability before making the check.

Underlying Principles (Nethys): You've spent a large amount of time around magical items, and understand the similarities between many of them. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is a class skill for you.

Unhinged Mentality (Lamashtu): Your goddess-granted madness gives you a +2 trait bonus on saving throws against confusion, insanity, and fear effects.

Unspeakable Bond (any Elder God): You are an ally of the unclean creatures of the world, and gain a +2 trait bonus on Diplomacy checks when dealing with creatures of the aberration type.

Unswaying Love (Shelyn): Your resolute devotion to the unadulterated purity of your goddess protects you from those who would manipulate you. You gain a +2 trait bonus on saving throws against charm or compulsion effects.

Veils upon Veils (Sivanah): You have learned a holy secret that makes your illusions more powerful. Once per day when casting an illusion spell, you can do so at +1 caster level.

Wedded Bliss (Bolka): Your commitment to your own marriage or your burning desire to be wed grants you a +2 trait bonus on saving throws against charm and compulsion effects.

Well-Prepared (Angradd): Angradd teaches that a good offense can be the best defense. You gain a +1 trait bonus on attack rolls made as part of a readied action, and a +1 trait bonus on caster level checks when casting a spell as a readied action.

Wise Teacher (Erastil): You are skilled in passing along knowledge of rural matters. If you have 4 or more ranks in Knowledge (Nature) or Survival, when you aid another with these skills, you grant a +4 bonus on the check you are aiding instead of the normal +2.

Worthless Pawn (any Great Old One): Your existence is so meaningless to your chosen patron that it cares nothing for how you wield its power. You may prepare and cast spells whose alignment is in opposition to your patron's, but doing so causes you to take 1 point of Wisdom damage per spell level when the spell is cast. This does not permit you to use spell trigger or completion items of opposing alignments.

Wronged (Gyronna): Somewhere in your past, you were taken advantage of because of your gender. You gain a +2 trait bonus on Sense Motive checks against male creatures of your race, and the DC for men to intimidate you increases by 2.



Subdomains

The following are a number of new subdomains. The rules for subdomains can be found on page 86 of the *Pathfinder RPG Advanced Player's Guide*. The Scalykind and Void domains can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*. For a list of subdomains granted by specific deities, please refer to the appendix on page 316.

Arson Subdomain

You express your devotion by setting the world ablaze.

Associated Domain: Fire.

Replacement Power: The following granted power replaces the fire bolt power of the Fire domain.

Call Fire (Su): As a standard action, you can stretch out your hand toward any visible fire source within 60 feet and beckon it toward you. This causes a ribbon-thin streak of fire to approach you in a straight line through the air. Any creature directly in the fire ribbon's path takes 1d4 points of fire damage; a successful Reflex save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) negates this damage. When the ribbon of fire reaches your hand, it either extinguishes or lights a flammable object of your choice that you're holding. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*flaming sphere*, 5th—*flame strike*, 7th—*delayed blast fireball*.

Cooperation Subdomain

You know that you and your allies are strongest when you work together toward a common goal.

Associated Domain: Community.

Replacement Power: The following granted power replaces the calming touch ability of the Community domain.

Synergistic Touch (Sp): You can touch a creature as a standard action to confer upon it the benefits of any one Teamwork feat that you possess. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*borrow skill*[APG], 2nd—*share language*[APG], 3rd—*coordinated effort*[APG].

Dark Tapestry Subdomain

You worship not only the vast emptiness of space, but the sinister and alien powers that reside therein.

Associated Domain: Void.

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability works only on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

Dragon Subdomain

You have innate connection to dragons and their kin.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the serpent companion ability of the Scalykind domain.

Dragonbreath (Su): At 4th level, you may use a breath weapon once per day as a standard action. When you gain this ability, choose acid, cold, fire, or electricity—this determines what kind of damage your breath weapon deals. Once you make this choice, you cannot change it later. Your breath weapon fills a 15-foot cone, and deals 3d6 points of damage—this damage increases by 1d6 points at every even-numbered level you gain beyond 4th level. A creature hit by your dragonbreath attack can attempt a Reflex save (DC 10 + 1/2 your cleric level + your Wisdom modifier) to take half damage. At 9th level, you can use this ability two times per day, and at 14th level you can use it three times per day.

Replacement Domain Spells: 3rd—*draconic reservoir*[APG], 4th—*dragon's breath*[APG], 6th—*form of the dragon I*.

Entropy Subdomain

You seek to bring about the end of all things.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade power of the Chaos domain.

Hasten the End (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you reduce the remaining duration of all beneficial

magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

Fear Subdomain

You relish the feeling of power that rises in you when your enemies quake before you in fear.

Associated Domain: Evil.

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain.

Feed on Fear (Su): At 8th level, as an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, you deal 2d6 extra points of damage and gain that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*cause fear*, 3rd—*scare*, 4th—*fear*.

Flotsam Subdomain

You know that the sea's bounty takes many forms, including hidden treasures among refuse.

Associated Domain: Water.

Replacement Power: The following granted power replaces the cold resistance power of the Water domain.

Sift (Su): At 6th level, once per day you can reach into water as a standard action and pull out an object with a maximum gp value of up to 50 gp × your cleric level. This object always has the broken condition upon being withdrawn from the water. The water you reach into must be at least deep enough to fully immerse yourself in it. At 12th level, objects you retrieve are not broken. At 20th level, you can retrieve objects worth up to 5,000 gp. If retrieving an object that would not normally float, assume it rests on top of or is entwined with debris that does float. Objects retrieved in this manner disappear after 24 hours, if not already used up or otherwise destroyed before then.

Replacement Domain Spells: 2nd—*make whole*, 5th—*major creation*, 6th—*animate object*.

Friendship Subdomain

Your faith in your friends bolsters the strength of your faith in your god.

Associated Domain: Good.

Replacement Power: The following granted power replaces the touch of good power of the Good domain.

Powerful Bond (Su): As a free action, you can open a link to communicate telepathically with a single ally within 60 feet. The telepathic link is two-way and lasts for 1 minute. Unlike normal telepathy, this ability requires a shared language. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*shield other*, 5th—*telepathic bond*.

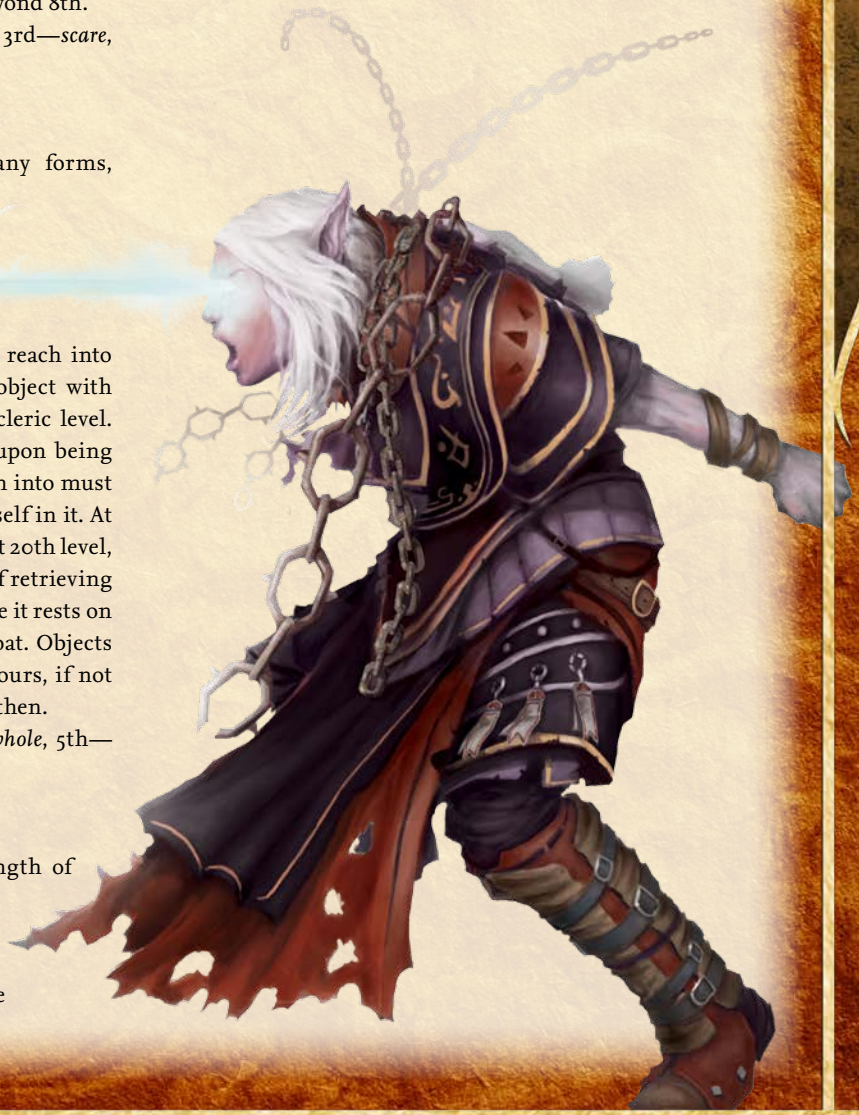
Isolation Subdomain

You find strength in the solitude found in the remote corners of the universe.

Associated Domain: Void.

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

Aura of Isolation (Su): As a standard action, you can create a 20-foot aura that causes enemies within to be overcome with feelings of isolation and loss. Your enemies treat the aura as difficult terrain, as they become sluggish within its area of effect. Furthermore, while within the aura,



your enemies cannot provide flanking, nor cat they use or benefit from the aid another action. The aura lasts for a number of rounds equal to 3 + your Wisdom modifier, but the rounds need not be consecutive. This is a mind-affecting emotion effect.

Replacement Domain Spells: 4th—*crushing despair*, 6th—*wall of force*, 8th—*prismatic wall*.

Judgment Subdomain

The balance of law is paramount to you, and you ensure that transgressions are punished appropriately.

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law ability of the Law domain.

Chastisement (Su): As a standard action, you can cast a strengthened spell against a creature that damaged you since your last turn. This spell must target the creature that damaged you, and is cast at +1 caster level. Area of effect spells cannot be used in conjunction with this ability, but other spells that target multiple creatures may be. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*castigate*[APG], 4th—*rebuke*[APG], 5th—*mark of justice*.

Loyalty Subdomain

Nothing can dissuade you and your allies from fulfilling your sworn duty.

Associated Domain: Law.

Replacement Power: The following granted power replaces the touch of law power of the Law domain.

Touch of Loyalty (Su): As a standard action, you can touch a willing creature, granting it a +4 sacred bonus on saving throws to resist charm, compulsion, and fear effects for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*remove fear*, 5th—*greater command*.

Moon Subdomain

Even amid the darkness of night, the power of the illuminating moon has always fascinated you.

Associated Domain: Darkness.

Replacement Power: The following granted power replaces the eyes of darkness power of the Darkness domain.

Moonfire (Su): At 8th level, as a standard action you can shoot a blast of divine moonlight from your eyes, as a ranged touch attack against a single target within 30 feet. Moonfire deals 1d8 points of damage per 2 cleric levels, and the target is dazzled for 1 round per cleric level. Moonfire deals 1d10 points of damage per cleric level against lycanthropes. You can use this ability once per day at 8th level, and one additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*faerie fire*, 4th—*moonstruck*[APG], 6th—*dream*.

Revelry Subdomain

You know how to best celebrate the good times in life.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade ability of the Chaos domain.

Intense Celebration (Su): At 8th level, any spells you cast that confer a morale effect upon you or your allies are automatically affected as if by the Extend Spell metamagic feat, with no increase in spell level.

Replacement Domain Spells: 2nd—*hideous laughter*, 3rd—*good hope*, 6th—*heroes' feast*, 8th—*irresistible dance*.

Rivers Subdomain

Freshwater rivers and streams are the lifeblood of both the land and your life.

Associated Domain: Water.

Replacement Power: The following granted power replaces the icicle power of the Water domain.

Current Flow (Su): As a free action, you can increase either your land or swim speed by 10 feet. While swimming, you gain a bonus on Swim checks equal to your 1/2 your cleric level (minimum 1). These effects last for a number of rounds equal to your Wisdom modifier (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*hydraulic push*[APG], 2nd—*slipstream*[APG], 5th—*elemental body II*, 6th—*fluid form*[APG].

Saurian Subdomain

Few creatures demand your respect and awe like the mighty dinosaur.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the serpent companion ability of the Scalykind domain.

Dinosaur Companion (Ex): At 4th level, you gain the service of a loyal animal companion. Your effective druid level for this animal companion is equal to your cleric level – 2. You may only choose a dinosaur as your companion.

Replacement Domain Spells: 4th—*summon nature's ally IV* (deinonychus or pteranodon only), 5th—*beast shape III*, 7th—*summon nature's ally VII* (brachiosaurus or tyrannosaurus only).

Slavery Subdomain

You believe the natural order of the world is for the strong to subjugate the weak, so you work to spread slavery.

Associated Domain: Law.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Master's Yoke (Su): At 8th level, you can attempt to assert your dominance over any visible creature within 30 feet by declaring the target your property. The target can resist this effect with a successful Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). If the target fails the save, it is affected as if by *dominate monster* for a number of rounds equal to 1/2 your cleric level, save that the target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th. This is a language-based mind-affecting effect.

Replacement Domain Spells: 1st—*charm person*, 5th—*dominate person*, 8th—*binding*.

Stars Subdomain

The firmament provides you inspiration, and you draw power from the stars' distant light.

Associated Domain: Void.

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

The Stars Are Right (Su): If you prepare your cleric spells while the stars are visible to you, you may spontaneously cast any of your Stars subdomain spells by swapping out a spell of an equal spell level. Any Stars subdomain spell that you cast while the stars are visible to you heals you of an amount of hit point damage equal to the spell's level; this effect happens as you cast the spell.

Replacement Domain Spells: 2nd—*hypnotic pattern*, 7th—*sunbeam*, 9th—*meteor swarm*.

Torture Subdomain

You revel in the pleasure of causing pain in others, whether to extract information or simply for the sake of causing suffering.

Associated Domain: Destruction.

Replacement Power: The following granted power replaces the destructive smite power of the Destruction domain.

Painful Smite (Su): Prior to making a melee attack roll, you can choose to convert all damage from that strike into nonlethal damage, adding your Wisdom modifier to the damage. If you succeed in your attack, as a free action you can make an Intimidate check against your target to demoralize the target. You gain a bonus on your Intimidate check equal to the amount of nonlethal damage dealt by the painful smite. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pain strike*[APG], 5th—*symbol of pain*, 8th—*demand*.

Tyranny Subdomain

Nothing—not even the suffering of others—will stand between you and the power you seek.

Associated Domain: Law.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Tyrannical Strike (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature you hit as a *greater command* spell, with a caster level equal to your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.

Venom Subdomain

Poison may not course through your veins, but it's ever on your mind and plays a vital part in your faith and your daily worship.

Associated Domain: Scalykind.

Replacement Power: The following granted power replace the venomous stare power of the Scalykind domain.

Venomous Saliva (Su): As a swift action, you can spit a gout of life-stealing venom onto a weapon you are wielding. The poison lasts for 1 minute or until you make an attack that injures a foe with that weapon.

Life-Stealing Venom: Injury; *save* Fort DC 10 + 1/2 your cleric level + your Wisdom modifier; *frequency* 1/round for 3 rounds; *effect* 1 Con damage; *cure* 1 save.

You can use the venomous saliva ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pernicious poison*[UM], 6th—*cloudkill*.

Whimsy Subdomain

You find the humor in all things, and enjoy spreading laughter through pranks and trickery, even in the direst of situations.

Associated Domain: Chaos.

Replacement Power: The following granted power replaces the chaos blade of the Chaos domain.

Unexpected Whimsy (Su): As a standard action, you dance, act like a buffoon, or commit some other act of whimsy. When you do, enemies within 30 feet of you that can see and hear you must succeed a Will saving throw (DC = 10 + 1/2 your cleric level + half your Wisdom modifier) or they collapse into gales of manic laughter, falling prone. Those who fail their saving throws can take no actions other than laughing for 1 round, but are not considered helpless. You can use this ability once per day at 8th level and one additional time for every 4 levels you possess beyond 8th.

Replacement Domain Spells: 1st—*hideous laughter*, 4th—*confusion*, 6th—*cloak of dreams*[APG].

SPELLS

The deities of Golarion grant a diverse range of spells to their followers, and many of those spells also have arcane forms. The following chapter details new spells that are known in Golarion, both ones specific to individual deities and those with more general use.

Many of the spells in this chapter originated with the faithful of a particular deity and are more common among the worshipers of that god. Such spells are denoted with the god's name in parentheses after the spell's name. Worshipers of a spell's associated deity always treat the spell as common, and need not research it in order to prepare or learn it. Despite this, all the spells in this chapter are available to members of other faiths, though some temples or religious organizations may proscribe the use of specific spells. Additionally, arcane spellcasters have unlocked the secrets of casting particular spells.

The other spells presented in this section are not preferred by a specific deity and fit thematically with the churches of several gods.



ABADAR'S TRUTHTELLING (ABADAR)

School enchantment (compulsion) [mind-affecting]; **Level** cleric 1, inquisitor 1, paladin 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched

This spell functions identically to the spell *zone of truth*, except as noted above. The target momentarily takes on the semblance of a being of perfect order, like an archon or inevitable, so that all who can see the target know it is affected by the spell. This divine guise flickers over the target for only an instant and does not allow it to pass as a member of a different race.

ABSTEMIOUSNESS (IRORI)

School transmutation; **Level** bard 1, cleric 1, druid 1, witch 1
Casting Time 1 standard action
Components V
Range touch
Target a handful of berries, grains, nuts, or rice
Duration 1 hour
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Sometimes Irori smiles on his worshipers, granting them a reprieve from physical hunger. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods.

ASPECT OF THE NIGHTINGALE (SHELYN)

School transmutation (polymorph); **Level** bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

You take on an aspect of a nightingale. Your voice becomes clear and pleasant. You gain a +2 competence



bonus on Perform (sing) checks and a +2 competence bonus on Diplomacy checks. Once per minute, if you are subject to a charm effect that allows a saving throw, you may roll twice and take the more favorable result.

Baphomet's Blessing

School transmutation (polymorph); **Level** cleric 4, druid 4, sorcerer/wizard 4, summoner 4, witch 4
Casting Time 1 standard action
Components V, M/DF (powdered bull's horn)
Range touch
Target one living creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You change the target's head into that of a bull. The creature's Intelligence becomes 2, and it gains a gore melee attack that it can use as a primary or secondary attack. The gore attack uses the creature's base attack bonus, and the creature gains a +2 bonus on attack and damage rolls with the gore attack. The gore attack deals a number of points of damage equal to 1d6 + Strength modifier if the target is Small, 1d8 + Strength modifier if the target is Medium, and 2d6 + Strength modifier if the target is Large or larger.

The affected creature still retains its type, class, levels, and Hit Dice. The creature's base attack bonus, base save bonuses, and hit points remain unmodified. It retains all of its class features and may still cast spells, though it must do so using its newly modified Intelligence score. Any items equipped in the creature's head slot meld into its body. Affected items that grant passive bonuses continue to do so, though items that require activation become nonfunctional for the duration of the spell.

If the target fails to resist *Baphomet's blessing*, it also becomes immune to polymorph spells (except for this one) for the duration of the spell's effect. Undead, incorporeal, or gaseous creatures are immune to *Baphomet's blessing*.

Beacon of Luck (Desna)

School divination; **Level** bard 3, cleric 3, inquisitor 4, paladin 4
Casting Time 1 standard action
Components V, S, M/DF (a tuft of rabbit fur)
Range personal; see text
Target you
Duration 1 minute/level (D)

You send out a burst of luck with a 30-foot radius centered around you. While the *beacon of luck* is in effect, you gain a +2 sacred bonus on all saving throws. As an immediate action before a saving throw is made, allies within the area can choose to benefit from this luck, rolling twice for a saving throw and taking the better result. Once a creature benefits from the *beacon of luck* in this way, it cannot gain the benefit of this spell for 24 hours.

BLADE SNARE

School abjuration; **Level** druid 3, magus 3, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This spell creates an invisible magic field that does not stop weapons (whether manufactured or natural) from moving toward you, but impedes their motion when they are retracted. When you are hit with a melee attack, attempt a caster level check against your opponent's CMD. If your check succeeds, your opponent's attacking weapon or body part becomes caught in the field, as if magically affixed to your body. If your check fails, your opponent may retract its weapon.

If your opponent's melee weapon becomes trapped in the field, the opponent may release the weapon and move away from you. If your opponent attacked with a part of its body (such as a fist, a horn, a tail, etc.) or it attacked with a weapon but refuses to release it, your opponent gains the grappled condition. Because you are not using any part of your body to maintain control over your opponent, you do not gain the grappled condition.

Once an opponent's weapon is snared, you may attempt a new caster level check against that opponent's CMD on each of your subsequent turns to maintain the grapple. This is a standard action, during which you may make any of the usual grappling actions, but if you choose to pin the opponent, you gain the grappled condition as well. On your opponent's turn, it may try to retract its weapon or limb by attempting a combat maneuver check or Escape Artist check, the DC of which is equal to the spell's saving throw.

While *blade snare* is active, you may make melee attacks and cast spells as normal, though you may not make ranged weapon attacks; the magic field thwarts such attacks. You may not snare more than one limb or weapon in the field at a time. If you already have an opponent's weapon or limb stuck in the field and you are hit by a second melee attack, you must choose which weapon or limb to snare. The other limb or weapon is unaffected by the spell.

BLESSING OF THE WATCH (ABADAR)

School enchantment (compulsion) [mind-affecting]; **Level** cleric 1, inquisitor 1, paladin 1
Duration: 1 hour/level

This spell functions like *bless*, except as noted. It works only in the caster's home city, and in areas under the jurisdiction of the city watch. For example, if the watch patrols a shantytown outside the city walls but not the ruined subterranean tunnels that lie beneath the city, the spell works in the former area but not the latter.

BRITTLE PORTAL (ROVAGUG)

School transmutation; **Level** antipaladin 2, cleric 2, druid 2, inquisitor 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius spread
Duration 1 round/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell weakens the bonds of existence, and reduces the hardness of any nonmagical surface within its area of effect by 2 per caster level. The spell is centered on a flat surface chosen by the caster, and the hardness reduction effect persists for the duration of the spell.

BURST OF GLORY (IOMEDAE)

School enchantment (compulsion) [mind-affecting]; **Level** cleric 5, inquisitor 4, paladin 4
Casting Time 1 standard action
Components V, S, DF
Area 10-ft.-radius burst, centered on you
Duration 1 round/level (D; see text)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Allies in the area of this spell at the time of casting gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary hit point per caster level (maximum 20). You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action.

CAUSTIC BLOOD

School transmutation [acid]; **Level** alchemist 4, cleric 5, druid 4, magus 4, sorcerer/wizard 5, summoner 4
Casting Time 1 standard action
Components V, S, M (vial of black adder venom)
Range personal
Target you
Duration 1 round/level
Saving Throw Reflex half or negates; see text; **Spell Resistance** no

You imbue your blood with corrosive acid. Any time you take piercing or slashing damage, a spray of acidic blood spurts from your body in the direction of the opponent who inflicted the wound, dealing 1d6 points of acid damage per caster level (maximum 15d6, Reflex half). This spurt travels in a 10-foot line, damaging the first creature or object it touches, with no splash damage. After it contacts a creature or object, your acidic blood continues to burn that creature for 1 round, dealing 1d6 points of acid damage per 2 caster levels (maximum 7d6). A second successful Reflex save negates this additional damage.

CHANNEL THE GIFT (NETHYS)

School evocation; **Level** bard 3, cleric 3, druid 3, ranger 3, sorcerer/wizard 3, witch 3



Casting Time 1 standard action
Components V, S, DF
Range touch
Target ally spellcaster touched
Duration 1 round or see text
Saving Throw Will negates (harmless) or none; **Spell Resistance** yes (harmless) or no

You channel your magical power to fuel the target's spellcasting. The next spell the target casts of 3rd level or lower does not expend a spell slot; in effect, you are using your spell slot to power the target's spell. The target must start casting this spell before your next turn, and the spell cannot have a casting time longer than 1 full round. Your alignment, prohibited wizard school, and other restrictions on your own spellcasting do not affect the target, nor do you suffer any backlash from the target's choice of spell.

If you target yourself with this spell, you may spontaneously cast any prepared spell of 3rd level or lower without expending its spell slot on your next turn (this aspect of the spell has no effect if you are a spontaneous caster). The spell that's cast after *channel the gift* cannot have a casting time longer than 1 full round.

CHANNEL VIGOR (IRORI)

School transmutation; **Level** alchemist 3, cleric 3, inquisitor 3, magus 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level

You focus the energy of your mind, body, and spirit into a specific part of your being, granting yourself an exceptional ability to perform certain tasks. When you cast the spell, choose one of the following portions of your self as your focus target. Thereafter, you may change the focus target as a move action. You can gain the benefit of only one *channel vigor* spell at a time.

Limbs: You gain the benefits of a *haste* spell.

Mind: You gain a +4 competence bonus on Knowledge and Perception skill checks and on ranged attack rolls.

Spirit: You gain a +6 competence bonus on Will saving throws and Bluff and Intimidate checks.

Torso: You gain a +6 competence bonus on Fortitude saving throws and concentration checks.

Deadeye's Arrow (Erastil)

School evocation [electricity]; **Level** cleric 2, inquisitor 1, druid 1, magus 1, paladin 1, ranger 1
Casting Time 1 standard action
Components V, S, M (one arrow)
Range Medium (100 ft. + 10 ft./level) or see text
Effect arrow of electricity
Duration instantaneous or 1 round (see text)
Saving Throw none; **Spell Resistance** yes

You create an arrow made of crackling electricity, which you may use for one of two effects.

Attack: You may throw the arrow up to Medium range or fire it from a bow up to the bow's maximum range. Either use is a ranged touch attack. The arrow deals 1d6 points of electricity damage + 1 point per level (maximum +5).

Beacon: You throw or fire the arrow straight up. When it reaches maximum range or a solid surface (such as the roof of a cave) it explodes in a peal of thunder and forms a forked bolt of electricity resembling Erastil's holy symbol, which lingers for 1 round. The thunder and lightning are as loud and bright as natural thunder and lightning, but they do not harm any nearby creatures.

Defending Bone (Pharasma)

School necromancy; **Level** cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, F (a Medium creature's skull or femur), DF
Range personal
Target you
Duration 1 hour/level or until discharged

You animate a bone with necromantic energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/bludgeoning. Once the bone has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged. This spell has no effect if you have damage reduction from another source.

Dream Feast (Desna)

School conjuration (creation); **Level** cleric 1, druid 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The next time the target sleeps (within the next 8 hours), she dreams of a rich feast with her favorite foods and drinks. When she awakens, she is sated as if she had eaten a nutritious meal, regardless of what she dreamed she ate. The target must sleep for at least 1 hour to gain the benefits of



this spell. Being awakened during this period interrupts the spell and cancels its effects.

If you sleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit. This expenditure does not count as spellcasting for the purpose of determining available spell slots (you could go to sleep at midnight, expend this spell during an 8-hour period of sleep, and still prepare your full allotment of spells in the morning).

EARLY JUDGMENT (PHARASMA)

School divination; **Level** cleric 2, inquisitor 2, witch 1
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1d4 rounds
Saving Throw Will negates; **Spell Resistance** yes

You show one creature the effect of its life so far and what it might expect when it passes under Pharasma's impartial gaze at the end of its life. Depending on the creature's alignment and its adherence to its ethos, you can provide it a brief glimpse of the reward or punishment that waits for it when it dies by showing it a mental image of its destined plane in the Great Beyond. If the target is good-aligned, it is fascinated for 1d4 rounds on a failed save. If the target is neutral-aligned, it is confused for 1d4 rounds on a failed save. If the target is evil-aligned, it is shaken for 1d4 rounds on a failed save.

ENHANCE WATER (CAYDEN CAILEAN)

School transmutation; **Level** bard 1, cleric 1, paladin 1
Casting Time 1 round
Components V, S
Range touch
Target 1 pint of water/level
Duration instantaneous
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but perfectly drinkable. The spell also serves to remove poisons, diseases, minerals, and other toxins from the water as it transforms. The more contaminants that exist in the water, the darker the ale or the more full-bodied the wine becomes. The beverage's alcohol content is not affected by the presence or absence of contaminants.

This spell does not work on unholy water, potions, or other liquids with magical power.

FACE OF THE DEVOURER (ROVAGUG)

School transmutation (polymorph); **Level** adept 1, antipaladin 1, cleric 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform the target's face into a hideous shape, such as a half-melted visage with insect legs instead of teeth, seeping pits instead of eyes, and suckered tongues dangling from its misshapen mouth. You do not choose what shape the target's face takes, and the shape is different every time you cast the spell. This transformation does not interfere with the target's senses or its ability to breathe, though it might prevent it from speaking. The target gains a +4 circumstance bonus on Intimidate checks.

If the target does not normally have a bite attack, it gains a bite attack as a natural weapon for the duration of the spell. This bite attack deals 1d6 points of damage if the target is Medium, 1d4 points of damage if the target is Small, or 1d8 points of damage if the creature is Large. The target may use this bite as a primary attack or a secondary attack.

FAIRNESS (ABADAR)

School enchantment (compulsion) [mind-affecting]; **Level** cleric 1, inquisitor 2, paladin 2
Casting Time 1 round
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature per level
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value (or even an estimated fair value) of a good or service, they cannot participate in a trade if it would benefit one side unfairly, and must attempt to stop such trades from occurring, preventing them from cheating another while under the influence of this spell. The symbol of Abadar appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent.

FALLBACK STRATEGY (TORAG)

School abjuration; **Level** cleric 1, inquisitor 1, paladin 1, magus 1
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level or until discharged; see text

While this spell is active, you may reroll one attack roll, combat maneuver check, or skill check before the result of the roll or check is known. You must take the result of the reroll, even if it's worse than the original roll. Once the reroll is used, the spell ends. You can have no more than one *fallback strategy* active on you at the same time.

False Alibi (Norgorber)

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 3, inquisitor 3
Casting Time 1 round
Components V, S, M (emerald dust worth 100 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration permanent; see text
Saving Throw Will negates; **Spell Resistance** yes

This spell functions similarly to *modify memory*, except you can modify the target's memory only in a specific way. In response to a triggering condition you determine, up to the last 5 minutes of the target's memory are eliminated and replaced with a memory of your choosing (or no memory at all). For example, you could cast this on an assassin, set it to trigger when he completes his kill, and replace his memory of the murder with the memory of him discovering the body and picking up the murder weapon. You can cast this spell multiple times on the same target, even with the same trigger, affecting different memories. A single casting of *false alibi* affects a creature only until the specified condition has been triggered; once a condition has been triggered and the target's memory altered, that condition no longer triggers this spell unless the victim is subject to another casting of *false alibi* that specifies the same trigger.

Firebelly (Torag)

School abjuration; **Level** alchemist 1, cleric 1, druid 1, paladin 1
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level
Saving Throw Reflex half; see text; **Spell Resistance** yes; see text

A magical fire warms your belly, granting fire resistance 5 and making your gut hot to the touch (but not enough to damage you or anything else). As a standard action, you can breathe a 15-foot cone of flame that deals 1d4 points of fire damage (Reflex half, SR applies). Each time you use this breath weapon, reduce the remaining duration of the spell by 1 minute.

Fractions of Heal and Harm (Nethys)

School transmutation; **Level** bard 3, cleric 3, sorcerer/wizard 3
Casting Time 1 swift action
Components V, S
Range personal
Target you
Duration instantaneous

This spell channels a portion of the next spell you cast into magic that heals you. The next instantaneous area damage spell of 3rd level or lower that you cast deals only 75% of its damage, but heals you of a number of hit points equal to the remaining 25% of the spell's damage. For example, if you cast this spell and followed it with a *fireball* that would normally deal 40 hit points of damage, the fireball instead deals 30 hit points of damage and heals you of 10 hit points of damage. The spell affected by this spell must be cast before the end of your next turn. This spell has no effect on spells that do not deal damage or spells higher than 3rd level. This healing is treated as if you had been affected by a cure or inflict spell (whichever would heal you), and is treated as the same spell level as the area-affecting spell for the purpose of effects that relate to the spell level of cure or inflict spells.

Freedom's Toast (Cayden Cailean)

School conjuration (teleportation); **Level** bard 5, cleric 5, inquisitor 5, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (a small amount of ale in a flagon)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When the caster hoists a flagon and delivers a toast to freedom, the target is transported up to 15 feet from its position to a space of your choice, though that space must be within your line of sight. If the target was prone at the time of casting, you can choose for the target to be standing upon reaching the destination. Furthermore, if the target was bound with nonmagical ropes, manacles, or other restraints, those restraints are not transported with the target, effectively freeing the target from those restraints. If the target is bound by magical restraints, you can bar those restraints from being transported with the target with a successful caster level check against a DC based on the restraints' caster level (DC = 11 + the restraining magic item's or spell's caster level).

Ghoul Hunger (Urgathoa)

School necromancy [evil, mind-affecting]; **Level** antipaladin 2, cleric 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 round/level; see text
Saving Throw Will negates; see text; **Spell Resistance** yes

You awaken an unnatural hunger in the target, compelling it to fall upon a nearby helpless or dead humanoid creature and begin eating its flesh. The target defends itself normally but takes no other actions while eating. The target does not take extraordinary risks to satisfy this urge (it wouldn't jump over a pit or swim through lava to reach a suitable victim). If the target can't fulfill this urge on its next turn, the spell fails. Each round on its turn, the target can attempt a new saving throw to end the effect.

Gozreh's Trident (Gozreh)

School evocation [electricity]; **Level** cleric 2, druid 2, witch 2
Casting Time 1 standard action
Components V, S, DF
Range 0 ft.
Effect trident-like bolt of electricity
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes

A 4-foot-long, blazing, forked bolt of electricity springs forth from your hand. You wield this spear-like bolt as if it were a trident (you are considered proficient with the bolt). Attacks with *Gozreh's trident* are melee touch attacks. The bolt deals 1d8 points of electricity damage + 1 point per 2 caster levels (maximum +10). Since the bolt is immaterial, your Strength modifier does not apply to the damage. The bolt can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Hairline Fractures (Torag)

School transmutation [earth]; **Level** cleric 1, druid 1, witch 1
Casting Time 1 standard action
Components V, S, M (a broken twig)
Range touch
Target 5-foot-square section of stone or a creature with the earth subtype
Duration 1 round/level
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

With a single touch, you create temporary hairline fractures in a piece of stone or a creature with the earth subtype. If you cast this spell on a section of stone, you reduce its hardness to 5 and its hit points to 10/inch of thickness. If you cast this spell on a creature with the earth subtype, that creature takes a –2 penalty to AC for the spell's duration. *Make whole* reverses this spell's effect.

Hammer of Mending (Torag)

School transmutation; **Level** cleric 6, sorcerer/wizard 5, summoner 5
Casting Time 1 standard action
Components V, S, F (a small mithral hammer worth 300 gp), DF
Area 30-ft.-radius burst centered on you
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Upon striking a piece of solid ground with the spell's focus or a holy symbol, you let out a wave of energy that repairs items within its burst. All objects or constructs within the burst are repaired of 1d6 points of damage per level. When this spell affects constructs, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Hammer of mending can fix destroyed magic items (items with 0 hit points or fewer), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way.

Haze of Dreams (Desna)

School enchantment (charm) [emotion, mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, paladin 1, witch 1
Casting Time 1 standard action
Components V, M (pinch of sand)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *haze of dreams* effects do not stack, nor does this spell's effect stack with *slow*.

Hunter's Blessing (Erastil)

School transmutation; **Level** cleric 5, druid 5, inquisitor 5
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)



Target one creature/level, no two of which can be more than 30 ft. apart
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
When casting this spell, you designate a type or type and subtype of creature (using the ranger's favored enemy categories; *Pathfinder RPG Core Rulebook* 64) and a type of terrain (using the list of ranger's favored terrain categories, *Core Rulebook* 65). Targets of the spell gain a +2 sacred bonus on Bluff, Perception, Sense Motive, and Survival checks attempted against creatures of the selected type, and a +2 sacred bonus on attack rolls and damage rolls made against creatures of that type. Furthermore, they gain a +2 sacred bonus on initiative checks, Perception, Stealth, and Survival checks while they are in the type of terrain you designate. Lastly, when tracking the designated creature type in the chosen terrain, the targets can follow the tracks of such creatures untrained, even if the DC for the task is 11 or higher.

ICE ARMOR (GOZREH)

School transmutation [cold, water]; **Level** cleric 1, druid 1
Casting Time 1 minute
Components V, S, F (5 gallons of water)
Range 0 ft.; see text
Effect a suit of armor made of ice
Duration 1 hour/level or until destroyed
Saving Throw none; **Spell Resistance** no
You create a suit of armor made of ice. While cold to the touch, it does not harm the wearer, especially if worn over normal clothing (though it can hasten the effects of exposure in cold environments). It offers the same protection as a breastplate, except it has hardness 0 and 30 hit points. If the intended wearer is immersed in water when you cast this spell, you may form the armor around the wearer (who may be you); otherwise the wearer must don the armor normally. Attacks against the wearer that create heat or fire degrade the armor, reducing its armor bonus by 1 for every 5 points of fire damage the wearer takes; when the armor's bonus to AC reaches 0, the armor is destroyed and the spell ends. Because the ice is slightly buoyant, the wearer gains a +2 circumstance bonus on Swim checks, except when swimming downward. Druids can wear *ice armor* without penalty.

INHERITOR'S SMITE (IOMEDAE)

School transmutation; **Level** cleric 2, inquisitor 2, paladin 2
Casting Time 1 swift action
Components V, S, DF
Range personal
Target you
Duration see text
You channel the power of righteousness into your weapon arm, allowing you to strike with great force. Your next melee attack (if made before the end of your next turn) gains a +5 sacred bonus on the attack roll. If the attack hits, you may immediately attempt a bull rush combat maneuver (with a +5 sacred bonus on your combat maneuver check) against the target without provoking an attack of opportunity; if your combat maneuver check exceeds the defender's CMD by more than 5, you do not need to move with the target to push it back more than 5 feet.

LIGHT PRISON (IOMEDAE)

School evocation [light]; **Level** bard 2, cleric 2, inquisitor 2, magus 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/2 levels
Duration 1 round/level (D)
Saving Throw Reflex negates; **Spell Resistance** yes
Rays of light burst forth from your outstretched hand, encircling each target's space with a cage of light. If a target fails its Reflex save, it becomes enclosed in the *light prison*. A creature enclosed in a *light prison* can attack, cast spells, and otherwise act normally as long as it stays within the *light prison*. However, if a creature passes through the walls of a *light prison* enclosing it, it takes 1d6 points of damage and is blinded for 1 round. Creatures do not receive saves to negate these effects. Once a creature passes through the walls of a *light prison* surrounding it, the effect ends for that creature.

LIGHTEN OBJECT (GORUM)

School transmutation; **Level** bard 1, cleric 1, magus 1, sorcerer/wizard 1, summoner 1
Casting Time 1 standard action
Components V, M (goose down)
Range close (25 ft. + 5 ft./2 levels)
Target 1 object of up to 1 cubic ft./level
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)
The target's weight decreases by half. If this spell is cast on armor, the armor's armor check penalty decreases by 1, though its categorization as light, medium, or heavy does not change.

LIGHTEN OBJECT, MASS (GORUM)

School transmutation; **Level** cleric 5, magus 5, sorcerer/wizard 5, summoner 5
Targets multiple objects totaling up to 1 cubic ft./level, no two of which can be more than 30 ft. apart
Duration 10 minutes/level
This spell functions like *lighten object*, except that it affects a number of objects equal to half your caster level.

LOSE THE TRAIL (NORGORBER)

School illusion (glamer); **Level** antipaladin 2, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target or targets of this spell can obscure their tracks when fleeing from a pursuer. This increases the DC of any Survival checks made to track the spell's targets by 2 per level of the caster.

MADDENING OUBLIETTE (ZON-KUTHON)

School conjuration (teleportation); **Level** cleric 7, sorcerer/wizard 7, witch 7
Casting Time 1 round
Components V, S, M (the powdered bones of a creature that died in prison)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration special; see text
Saving Throw Will negates; see text; **Spell Resistance** yes

The target is transported to a dark and dank prison in some unspecified horrific demiplane, where tentacles writhe around, clawed fingers grab at the creature (though they deal no damage), and harsh, whispering voices speak blasphemies and maddening secrets. At the end of each round within this terrifying oubliette, the target can attempt a Will saving throw in order to escape the prison. The saving throw has a penalty equal to the number of rounds the target has spent in the oubliette (minimum –1 and maximum –5). If the target succeeds at its saving throw, it returns to its former space. If that space is occupied or otherwise unavailable, the target is shunted to the nearest available space. When the target returns from the oubliette, it is confused for a number of rounds equal to the number of rounds of imprisonment (minimum 1), unless it was confined in the oubliette for 10 or more rounds, in which case the target is affected as if it were subject to an *insanity* spell instead.

MONSTROUS EXTREMITIES (LAMASHTU)

School transmutation (polymorph); **Level** cleric 3, sorcerer/wizard 3, witch 4
Casting Time 1 minute
Components V, S
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

You change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose a tentacle, a hoof, or a wing. The subject must take approximately 10 minutes to familiarize itself with the function and movement of the new extremity to use it properly. These new forms do not allow the subject to fly, run faster, or swim better; however, they do act as natural weapons of the appropriate type, and the subject can use them to make secondary attacks while making attacks with weapons as a full-attack action. The secondary attacks are made using the creature's base attack bonus –5 and adding only 1/2 the creature's Strength bonus on damage rolls. The subject cannot hold a weapon or use any item that would ordinarily fit into the slot of the changed extremity. The subject can receive the benefits of this spell multiple times.

NIGHT OF BLADES (NORGORBER)

School evocation; **Level** antipaladin 4, inquisitor 3, ranger 4, sorcerer/wizard 3, summoner 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect wall of blades up to 10 ft. long/level and 10 ft. tall
Duration 1 minute/level (D)



Saving Throw Reflex half; **Spell Resistance** yes
Useful primarily to those who skulk in the darkness, this spell is a temporary trap for the unwary. You create an immobile wall of tiny black blades that whirl and tear into creatures like a cyclone. Anyone who enters this space takes 1d4 points of damage per caster level (maximum 10d4), though a successful Reflex save halves the damage. The spell cannot be cast so that it appears in a space already occupied by Small or larger creatures.

PICK YOUR POISON (CAYDEN CAILEAN)

School conjuration (healing) [mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, witch 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)
This spell temporarily converts even the deadliest poison affecting a creature into an intoxicating alcohol. If the subject is affected by a poison effect while under the effects of this spell, instead of the poison's normal effect, she feels intoxicated as if she'd just had a very strong drink and takes a –2 penalty on attacks, saves, and checks for the duration of the spell. When the spell's duration expires, the penalty ends and the poison's normal effects apply. *Pick your poison* does not affect any poison effects that occurred before the spell was cast.

PLAGUE BEARER (URGATHOA)

School necromancy [disease, evil]; **Level** alchemist 6, antipaladin 6, cleric 6, druid 6, inquisitor 6, sorcerer/wizard 7, witch 6
Casting Time 1 standard action
Components V, S
Range touch
Target one living creature
Duration 1 round/level; see text
Saving Throw Fortitude negates; see text; **Spell Resistance** yes
You make the target an asymptomatic carrier for a host of virulent diseases. Creatures that end their turn adjacent to the target must succeed at a Fortitude save or be affected as if by the spell *contagion*. The target itself does not become diseased, and suffers no ill effects from this spell. Once *plague bearer* ends, the target is no longer contagious, though any creature it infected remains diseased.

POISONED EGG (NORGORBER)

School transmutation [poison]; **Level** bard 1, cleric 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one egg
Duration 1 minute/level
Saving Throw none (object); **Spell Resistance** no (object)
You transform the contents of a normal egg into a single dose of small centipede poison (injury; *save* DC 11; *frequency* 1/round for 4 rounds; *effect* 1 Dex; *cure* 1 save). The poison reverts to a normal egg at the end of the spell's duration (the reverted egg substance is harmless unless the poisoned creature is vulnerable to eggs). The egg may be raw or cooked but must be whole and not empty when you cast the spell. When applying the poisoned egg's contents to a weapon, the wielder has no chance of poisoning herself, as though she had the poison use class feature.

READ WEATHER (GOZREH)

School divination; **Level** bard 1, cleric 1, druid 1, ranger 1, witch 1
Casting Time 1 minute
Components V, S, F (a set of marked sticks or bones worth at least 25 gp)
Range personal
Target you
Duration instantaneous
This spell allows you to forecast the weather at your location for the next 48 hours, providing you with advance warning of storms, tornadoes, and so on. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

REPLENISH KI (IRORI)

School conjuration (healing); **Level** cleric 4
Casting Time 1 minute
Components V, S, DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)





You attune the target's internal store of supernatural energy to the cosmos, replenishing its ki pool. If you are the target, you regain 2 ki points. If another creature is the target, it regains 1 ki point. This does not allow the target to exceed its ki pool's maximum. This spell has no effect if the target does not have a ki pool.

Rovagug's Fury (Rovagug)

School transmutation; **Level** adept 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action **Components** V, S
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
You create a minor earthquake that can trip creatures. Attempt a single combat maneuver check and apply the result against the CMD of every creature in the area. If your roll equals or exceeds a creature's CMD, that creature is knocked prone. This trip attack does not provoke an attack of opportunity (though you do provoke one for casting the spell), nor are you knocked prone if you fail the check by 10 or more. Unlike with a regular trip attack, you can trip any creature touching the ground, regardless of size. Improved Trip does not affect this spell in any way. Though the earthquake is small and focused on the ground, if the area is particularly unstable, the spell might cause items to topple, stones to shake loose from the walls or ceiling, and so on at the GM's discretion.

Sadomasochism (Zon-Kuthon)

School necromancy [pain]; **Level** antipaladin 3, cleric 3, inquisitor 3, magus 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
Saving Throw Will negates; see text; **Spell Resistance** yes
While subject to this spell, any time you are dealt damage, your attacker must roll damage for the attack twice and take the higher roll, but the attacker must also succeed at a Will saving throw or become demoralized (*Core Rulebook* 99) for 1 round. Each time you deal damage to a creature demoralized by this spell, you roll damage twice and take the higher result.

Secret Speech (Calistria)

School divination; **Level** bard 1, cleric 2, inquisitor 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** no (harmless)

This spell grants the target the ability to send secret messages embedded within normal speech. This is similar to the secret messages ability of the Bluff skill, but no check is needed; the speaker's intended recipient always understands the hidden message perfectly, but other listeners cannot perceive the message at all. The target can send only one message at a time, though it can send that message to multiple listeners. The secret message is considered to be in the same language the target is speaking, and intended recipients hear and understand both the actual speech and the secret message. The target can make itself understood as far as its voice carries.

For example, at a fancy noble's wedding, a jealous former suitor casts this spell on himself before making a speech. Everyone hears his glowing words of praise, but only his allies hear his secret message instructing them to attack the groom.

Seducer's Eyes (Calistria)

School enchantment (charm) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 10 minutes/level (D)

You gain a bonus on Charisma-based skill checks equal to 1 + 1 for every 4 caster levels you possess (to a maximum of +5), but only when interacting with those who might conceivably find you sexually attractive. You do not gain this bonus against those you or your allies are attacking or threatening.

Shared Sacrifice (Asmodeus)

School necromancy [evil]; **Level** antipaladin 3, cleric 2, summoner 3, witch 2
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You create a link to a target and can direct pain and damage through this link. You take only half damage from effects and attacks that deal hit point damage. The target of this spell takes the remainder of the damage. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level drain, and death effects cannot be shared through this link. If you suffer a reduction in hit points because of a lowered Constitution score, the reduction is not split with the target of this spell because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned back to you.

If you and the target of the spell move out of range of each other, the spell immediately ends.

Shield of the Dawnflower, Greater (Sarenrae)

School evocation [fire, good, light]; **Level** bard 6, cleric 6, magus 6
Casting Time 1 standard action





Components V, S, DF
Range personal
Target you
Duration 1 round/level
You create a disk of sunlight on one arm. Any creature that strikes you with a melee attack deals normal damage, but also takes 1d6 points of damage + 1 point per caster level. Half of this damage is fire damage and half is holy damage (as the spell *flame strike*). An undead creature or a creature particularly vulnerable to light that hits you instead takes 2d6 points of damage +1 point per caster level. Creatures with reach weapons are not subject to this damage if they attack you. The shield provides illumination equivalent to a *daylight* spell. You can have only one instance of this spell in effect at a time. It does not stack with similar damaging aura spells such as *fire shield* or *shield of the Dawnflower* (*The Inner Sea World Guide* 296).

SKY SWIM (GOZREH)

School transmutation [air]; **Level** cleric 3, druid 3, witch 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target Large or smaller creature touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)
This spell grants the target the ability to swim through the air. If the target has a swim speed, it can move through the air at that speed. Otherwise, it must succeed at Swim checks to move as normal. Still air is treated as calm water, light or moderate wind is treated as rough water, strong or severe wind is treated as stormy water, and the target cannot swim through stronger winds (*Core Rulebook* 439). This spell does not grant the ability to breathe air to creatures that normally can't.

SMITE ABOMINATION (PHARASMA)

School evocation; **Level** cleric 5, inquisitor 4
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 round/level
Drawing upon positive energy, you emulate some of a paladin's power to smite undead. Choose one undead creature as your target. Your melee attacks against that target gain a bonus equal to your Charisma or Wisdom modifier, whichever is higher, on your attack rolls, and a bonus equal to your caster level on damage rolls. Your melee attacks also bypass the target's damage reduction. These bonuses do not stack with the bonuses from a paladin's smite.

SPAWN CALLING (ROVAGUG)

School conjuration (calling) [chaotic, evil]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 1 week
Components V, S, M/DF (bull's blood, tallow, one or more humanoid victims totaling at least 15 Hit Dice)
Range medium (100 ft. + 10 ft./level)
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Having attained the highest and most profane form of magical achievement in the Great Destroyer's service, you are able to call forth his most dreaded creations: the Spawn of Rovagug. Casting this spell requires a week-long ritual involving the sacrifice of one or more sentient humanoid creatures that between them possess a total of at least 15 Hit Dice. You may not eat, sleep, or cast any other spells for the duration of this ritual. After the third day of the ritual, you must succeed at a Constitution check on each remaining day of the ritual (DC 10 + 1 for each previous check) or take 1d6 points of nonlethal damage from hunger. At the end of the ritual, you gain the exhausted condition from lack of sleep.

Upon completion of the ritual, the ground rumbles in a 100-foot radius centered on you. This effect lasts for 1 round. Any creature on the ground in this area that attempts to cast a spell during this round must succeed at a concentration check (DC 20 + spell level) or lose the spell. Any creature on the ground in the area that attempts to attack or move during this round must succeed at a DC 15 Reflex save at the beginning of its turn or fall prone.

At the beginning of your next turn, a massive fissure full of dark fire and shrieking cries appears at a point you designate within the spell's range, and a Spawn of Rovagug emerges. This creature takes the form of a thunder behemoth (*Pathfinder RPG Bestiary 3* 39) with the advanced and entropic simple templates. Unlike with *summon monster* or similar spells, the caster has no control whatsoever over the called creature. The spawn immediately heads in a random direction or toward an obvious target such as a population center, destroying anything in its path, yourself and your allies included.

Any creature may attempt to control the called Spawn of Rovagug via spells like *dominate monster* or *binding*. However, if such an attempt fails, it draws the spawn's attention, and the monster immediately tries to destroy the creature that attempted to control it. Because the Spawn of Rovagug are all magical beasts native to the Material Plane, spells such as *banishment* or *dismissal* have no effect on the called spawn.

Mythic: When casting this spell, you can specify a particular Spawn of Rovagug—including the Tarrasque, the Armageddon Engine (*Pathfinder RPG Bestiary* 262); Chemnosit, the Monarch Worm (*Pathfinder Campaign Setting: Inner Sea Bestiary* 47); or Volnagur, the End-Singer (*Inner Sea Bestiary* 48)—to call in place of the nameless behemoth spawned by the non-mythic version of this spell. In order to do so, you must expend one use of mythic power plus three additional uses of mythic power per point of Challenge Rating the specified spawn represents above CR 20. These must be expended on the final day of the week-long ritual to cast the spell.



SPELL GAUGE (NETHYS)

School divination [mind-affecting]; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, F (a silver piece)
Range close (25 ft. + 5 ft./2 levels)
Target one creature

Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes
You immediately discover some of the spells that the target knows or has prepared. The number of spells revealed to you is equal to your caster level. The target's lowest-level spells are revealed first—ignoring 0-level spells—in a random order. Once all of the target's 1st-level spells are revealed, the spell begins revealing 2nd-level spells, then 3rd-level spells. This spell does not reveal spells of 4th level or higher, nor does it reveal spell-like abilities or other special abilities. If cast on a creature that is not a spellcaster, that has only 0-level spells or spells of 4th level or higher prepared, that has expended all of its spells, or that has not prepared any spells that day, the spell has no effect.

SPELL SCOURGE (NETHYS)

School abjuration; **Level** cleric 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous or 1d4 rounds; see text
Saving Throw Will negates; **Spell Resistance** yes
A whip of cracking magical might appears in your hand, allowing you lash spells from the mind of enemy spellcasters. With a lash of bluish-purple energy, you strip many protective spells and effects from a single creature. If the target of this spell is currently under the effects of any harmless spells or effects, it must succeed at a Will save or all of those spells and effects end, stripping the target of the benefit of those spells. If the target is not currently under the effect of least one harmless spell, the target is instead confused for 1d4 rounds.

SYMBOL OF DEBAUCHERY

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 6, cleric 8, sorcerer/wizard 8, witch 8
Casting Time 10 minutes
Components V, S, M (a set of bull genitals and powdered ruby worth 5,000 gp)
Range 0 ft.; see text
Effect one symbol
Duration see text
Saving Throw Will negates; **Spell Resistance** yes
You conjure a sizable symbol into being, a rune suggestive of bloated bodies, flung food, and flowing wine. This spell functions as *symbol of death*, except that all creatures within 60 feet of the *symbol of debauchery* are instead filled with lust for the nearest conscious creature. This effect lasts for 1 round per caster level, even after creatures leave the symbol's area of effect. Affected creatures are compelled to rush to the nearest creature in order to caress and kiss it, and may take no other actions. Each creature receives a single Will save when the *symbol of debauchery* is triggered to negate the effect. If no other creatures are visible, an affected creature may act normally.

SYMBOL OF DISPELLING

School abjuration; **Level** cleric 8, sorcerer/wizard 8, witch 8
Casting Time 10 minutes
Components V, S, M (pure grain alcohol and powdered diamond worth 5,000 gp)
Range 0 ft.; see text
Effect one symbol
Duration instantaneous
Saving Throw none; **Spell Resistance** no
This spell functions as *symbol of death*, except that all creatures within 40 feet of the *symbol of dispelling* are instead affected as if by the area dispel function of *greater dispel magic*. Attempt a dispel check when casting *symbol of dispelling*. Once the symbol is triggered, apply the result of that check to each creature in the area, as well as each object that is the target of one or more spells. Unlike *symbol of death*, *symbol of dispelling* grants no saving throws, and it is not subject to spell resistance.

TAP INNER BEAUTY (SHELYN)

School divination; **Level** bard 1, cleric 1, witch 1
Casting Time 1 standard action
Components V, M (a tiny mirror)
Range personal
Target you
Duration 1 minute/level
This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

TOUCH OF BLOODLETTING (ZON-KUTHON)

School necromancy; **Level** antipaladin 2, cleric 1, druid 1, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell.

TRACKING MARK (ERASTIL)

School evocation; **Level** druid 1, cleric 1, paladin 1, ranger 1
Casting Time 1 standard action
Components S, DF
Range long (400 ft. + 40 ft./level)



Target one creature
Duration 10 minutes/level (D)
Saving Throw Will negates; **Spell Resistance** yes
You gain a supernatural ability to detect tracks and other clues left behind by the target. You treat the DCs of all Survival checks made to track the target as if they were 5 lower than normal, and you gain a +5 bonus on Perception checks made to notice the target if it is using Stealth or recognize it if it is using Disguise.

TRANSPLANT VISAGE

School transmutation [evil]; **Level** alchemist 5, antipaladin 4, cleric 4, inquisitor 4, magus 5, sorcerer/wizard 5, witch 5
Casting Time 1 round
Components V, S, M (one corpse)
Range personal
Target you
Duration permanent
This spell allows you to add a creature's stolen face to or remove such a face that you've already applied from your own. Before casting this spell, you must remove the face and eyes of a creature that has been dead no longer than 1 minute per caster level and place it over your own. Once you cast *transplant visage*, the creature's stolen skin magically melds with your own, making the expressions and eye color on your new face seem perfectly natural. Your new appearance grants you a +10 bonus on Disguise checks. Because the alteration made by *transplant visage* is permanent, there is no residual magical aura, and your new appearance is not recognized by *detect* spells. *Transplant visage* may be cast innumerable times, allowing a single caster to wear layers upon layers of stolen faces. However, only the topmost face is visible at any one time.

Transplant visage may also be used to remove a previously stolen face. This is the only way to remove a face short of using *greater polymorph*, *miracle*, or *wish*. When used in this way, *transplant visage* causes the topmost face to flake off and crumble into dust. A face so removed may not be reused. If the caster is wearing several stolen faces when the topmost face is removed, the next face down is revealed, and may be used as normal.

UNWELCOME HALO (SARENRAE)

School evocation [light]; **Level** cleric 1, paladin 1, sorcerer/wizard 1
Casting Time 1 standard action

Components V, S
Range medium (100 ft. + 10 ft./level)
Target one nongood creature
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes
This spell causes the target to glow as if surrounded by a halo of light. This halo sheds normal light in a 20-foot radius from the creature, and increases the light level by one step for an additional 20 feet. This halo makes it impossible for the creature to gain concealment in nonmagical darkness, and in dim or darker conditions, the creature's glow can be seen even if it is not within direct line of sight.

If *unwelcome halo* is brought into an area of magical darkness (or vice versa), the effects of both spells are temporarily negated, so that the otherwise prevailing light conditions exist within the overlapping fields of effect.

VENGEFUL STINGER (CALISTRIA)

School transmutation (polymorph) [poison]; **Level** cleric 6, sorcerer/wizard 5, summoner 5, witch 5
Casting Time 1 standard action
Components V, S, M (a living wasp), DF
Range personal
Target you
Duration 1 round/level
Saving Throw Fortitude negates; see text; **Spell Resistance** no
You grow a long, wasp-like tail complete with stinger that can strike those who dare attack you. While you are under the effects of this spell, when a creature adjacent to you hits you with a melee attack, you can make an attack of opportunity with your stinging tail, even if your opponent's attack would not otherwise provoke an attack of opportunity. You must otherwise be eligible to make an attack of opportunity to use this ability. The attack is made with your full attack bonus, and with a +2 sacred bonus on the attack roll. The stinging tail is considered a light weapon with a critical range of 19–20/×2. On a successful hit, the target takes 1d8 points of damage plus an amount of damage equal your Strength modifier and must succeed at a Fortitude save or it takes 1d4 points of Dexterity damage. This poison damage is also modified on a confirmed critical hit.

VEXING MISCALCULATION

School enchantment (compulsion) [mind-affecting]; **Level** cleric 2, inquisitor 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level or until discharged
Saving Throw Will negates; **Spell Resistance** yes
You frustrate an opponent with ill fortune that leads even its most accurate attacks astray. The target is unable to score critical threats for the duration of this spell, even if the result of its roll would normally be a critical threat. If the creature rolls a natural 20, the attack still hits regardless of its opponent's AC, but the hit is not eligible for a critical confirmation roll. Once a critical threat has been foiled by *vexing miscalculation,* the spell is discharged.

WEAPONS AGAINST EVIL (IOMEDAE)

School transmutation; **Level** cleric 1, inquisitor 1, paladin 1
Casting Time 1 standard action
Components V, DF
Range close (25 ft. + 5 ft./2 levels)
Targets one weapon/level, no two of which can be more than 20 ft. apart
Duration 1 round/level
Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)
Each weapon this spell affects each shines with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower, as long as the damage reduction is not DR/epic.



Altars

An altar is a stationary magic item used to focus the power of a particular deity into the world at a fixed point such as a temple, a monastery, a shrine, or the site of a miracle. An altar is normally about 10 feet by 5 feet by 5 feet at its widest points and is very heavy, usually weighing at least 150 pounds. It is often the central focus of an entire chamber, small sanctum, underground grotto, or forest grove. An altar is always fixed in place; it cannot be moved without losing its magical abilities. Most altars are secured to the floor, and a successful DC 25 Strength check is required to uproot or move them (or a higher DC, depending on their size and weight).

An altar has an alignment aura identical to that of its associated deity, and is the center of a *magic circle* effect or effects appropriate to that alignment (*magic circle against evil* for a good altar, both *magic circle against evil* and *magic circle against law* for a chaotic good altar, and so on). As a permanent religious fixture, it is a suitable target for effects such as *consecrate* or *desecrate*.

A worshiper of an altar's deity may stand, sit, kneel, or lie prostrate within 10 feet of the altar and speak a prayer to gain a temporary blessing from the altar (treat this as speaking a command word to activate a magic item). The effect of this blessing is described in the individual altar entries. Unless otherwise specified, this blessing ends after 24 hours (or earlier, if dispelled or ended by the actions of the worshiper). The altar can provide its blessing only once per creature per day. Usually, this blessing is something suitable for making life easier for members of the altar's associated faith (such as a skill bonus) and isn't always something an adventurer would consider useful, though martially oriented faiths and temples in dangerous lands may have altars that provide protective blessings for their worshipers. Because an altar can affect many dozens of worshipers in a day, it is possible or even likely that all worshipers in a community may have that blessing each day; likewise, all members of a secret cult or evil monster lair may have a useful blessing.

Depending on the motivations of the deity and the altar's creators, some altars may grant their blessings to non-worshipers who pray to the altar's deity so long as the creature's alignment is compatible with the deity's alignment. Conversely, an altar of an evil deity might allow anyone to gain its blessing, as drawing power from evil can corrupt good and neutral folk. Accepting the blessing of an evil altar is an evil act, and likewise for blessings from altars with other alignment auras.

An altar is otherwise like any other permanent magic item and can be crafted with additional abilities, be intelligent, and so on.

The following are descriptions of magical altars for each of the 20 main deities of Golarion. Individual temples of these deities may have altars that sport different appearances or grant unusual blessings more suited to the temple's role in the particular community.



Altar of Abadar

Price 10,000 GP

Slot none | **CL** 10th | **Weight** 1,000 lbs.

Aura moderate abjuration [lawful]

This altar is a stone vault with an intricate, stylized lock decorated with golden keys, coins, and examples of flawless craftsmanship. Praying at the altar grants a +2 competence bonus on Diplomacy, Perception, Profession, and Sense Motive checks, as well as a *sanctuary* effect (DC 13).

Construction Requirements | **Cost** 5,000 GP

Craft Wondrous Item, *guidance*, *magic circle against chaos*, *sanctuary*, creator must worship Abadar



Altar of Asmodeus

Price 16,000 GP

Slot none | **CL** 10th | **Weight** 750 lbs.

Aura moderate abjuration and enchantment [evil, lawful]

This altar is an elaborate nine-tiered iron frame built over a shallow nine-tiered pit and features many trappings of prisons and slavery. Praying at the altar grants the ability to cast *hold person* (DC 13) as a spell-like ability once in the next 24 hours.

Construction Requirements | **Cost** 8,000 GP

Craft Wondrous Item, *hold person*, *magic circle against chaos*, *magic circle against good*, creator must worship Asmodeus



Altar of Calistria

Price 16,000 GP

Slot none | **CL** 10th | **Weight** 500 lbs.

Aura moderate abjuration and evocation [chaotic]

This altar is a silver or brass platform built around a mirror and decorated with elegant filigree. Praying at the altar grants a +3 luck bonus on attack rolls, weapon damage rolls, saving throws, and skill checks against one creature the worshiper names. The named creature must have harmed the worshiper in the past 24 hours.

Construction Requirements | **Cost** 8,000 GP

Craft Wondrous Item, *divine favor*, *magic circle against law*, creator must worship Calistria



Altar of Cayden Cailean

Price 8,000 GP

Slot none | **CL** 10th | **Weight** 150 lbs.

Aura moderate abjuration [chaotic, good]

This altar is usually a heavy wooden box, often incorporated into the bar of a tavern or another social resting place for adventurers or revelers, and contains large stores of alcohol and the god's holy text. Praying at the altar grants a +2 resistance bonus on saving throws against fear and poison.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *magic circle against evil*, *magic circle against law*, *neutralize poison*, *remove fear*, creator must worship Cayden Cailean



ALTAR OF DESNA

PRICE 10,000 GP

SLOT none	CL 10th	WEIGHT 1,000 lbs.
AURA moderate abjuration and transmutation [chaotic, good]		

This altar is carved of stone, and holds maps and mementos from distant places visited by Desna's worshipers. It is generally found in small roadside shrines or other travelers' resting places that provide a clear view of the sky. Praying at the altar grants a +4 resistance bonus against effects that restrict movement and grants the worshiper a +10-foot enhancement bonus to his land speed.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *freedom of movement*, *longstrider*, *magic circle against evil*, *magic circle against law*, creator must worship Desna



ALTAR OF ERASTIL

PRICE 10,000 GP

SLOT none	CL 10th	WEIGHT 1,000 lbs.
AURA moderate abjuration, conjuration, and divination [good, lawful]		

This altar is a large stone hearth that is normally kept blazing and features a prominent image of Erastil wielding his sacred bow, using the holy weapon either in defense of a home or to hunt game for food. Praying at the altar grants a +2 circumstance bonus on Handle Animal and Heal checks, or one of the following magic weapon special abilities (worshiper's choice) to one magic weapon carried or wielded by the worshiper: *animal-bane*, *conserving*[UE], *huntsman*[UE], or *merciful*. This effect is suppressed if the weapon leaves the worshiper's grasp, but resumes if the weapon is returned to the worshiper.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP

Craft Wondrous Item, *abundant ammunition*[UC], *cure light wounds*, *detect animals or plants*, *magic circle against chaos*, *magic circle against evil*, *summon monster I*, creator must worship Erastil



ALTAR OF GORUM

PRICE 8,000 GP

SLOT none	CL 10th	WEIGHT 750 lbs.
AURA moderate abjuration and transmutation [chaotic]		

This altar is an iron platform and frame designed to support a heavy suit of spiked armor and weapons, typically mounted in the shape of a massively imposing, 8-foot-tall warrior. Praying at the altar grants a +4 morale bonus on saves against fear effects, and any non-masterwork iron or steel weapon the worshiper wields is treated as if it were masterwork.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *magic circle against law*, *masterwork transformation*[UM], *remove fear*, creator must worship Gorum



ALTAR OF GOZREH

PRICE 8,000 GP

SLOT none	CL 10th	WEIGHT 1,000 lbs.
AURA moderate abjuration and transmutation		

This altar is made of rough-hewn stone, weathered whale bone, or ancient wood, usually standing over or next to a body of natural water and featuring carvings of Gozreh in one or both aspects. Unlike with most altars, its *magic circle* effect is aligned against one alignment component appropriate to the interests of the temple. Praying at the altar grants a +4 resistance bonus on saving throws against weather effects and a +2 circumstance bonus on Fly, Profession (sailor), and Swim checks.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP

Craft Wondrous Item, *control water*, *control winds*, *guidance*, *magic circle against chaos/evil/good/law* (as appropriate), creator must worship Gozreh



ALTAR OF IOMEDAE

PRICE 8,000 GP

SLOT none | **CL** 10th | **WEIGHT** 1,000 lbs.

AURA moderate abjuration and transmutation [lawful, good]

This altar is a marble slab engraved with images of the Acts of Iomedae (see page 81), with a longsword bearing a *continual flame* spell mounted atop it. Praying at the altar grants a +1 morale bonus on attack rolls and saves against fear effects.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *bless*, *magic circle against chaos*, *magic circle against evil*, creator must worship Iomedae



ALTAR OF IRORI

PRICE 8,000 GP

SLOT none | **CL** 10th | **WEIGHT** 150 lbs.

AURA moderate abjuration and transmutation [lawful]

This altar is a wooden scroll rack whose top is engraved with Irori's holy symbol. Praying at the altar grants a +3 bonus on any skill check for which the worshiper takes 10 instead of rolling the check.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, *guidance*, *magic circle against chaos*, creator must worship Irori

ALTAR OF LAMASHTU

PRICE 10,000 GP

SLOT none | **CL** 10th | **WEIGHT** 500 lbs.

AURA moderate abjuration and transmutation [chaotic, evil]

This altar is a flat rock covered in images of ferocious monsters such as gnolls and adorned with a venerable beast's skull, especially that of a jackal or hyena. Praying at the altar grants the creature the effects of *magic fang* on one of its natural weapons (a worshiper with a familiar, animal companion, eidolon, or similar companion creature may instead pass this blessing on to that creature).

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *magic circle against good*, *magic circle against law*, *magic fang*, creator must worship Lamashtu

ALTAR OF NETHYS

PRICE 8,000 GP

SLOT none | **CL** 10th | **WEIGHT** 500 lbs.

AURA moderate abjuration and transmutation

This altar is a deceptively complex, many-chambered scroll rack or bookshelf capable of securing dozens of documents. Unlike most altars, its *magic circle* effects are aligned against one or two alignment components (such as only good or both evil and law) appropriate to the interests of the temple. Praying at the altar grants a +2 circumstance bonus on Knowledge (arcana), Perception, Spellcraft, and Use Magic Device checks; in addition, the worshiper selects one spell or spell-like ability it can cast and treats its caster level as 1 higher than normal when casting that spell.

CONSTRUCTION REQUIREMENTS | **COST** 4,000 GP

Craft Wondrous Item, Heighten Spell, *guidance*, *magic circle against chaos/evil/good/law* (as appropriate), creator must worship Nethys

ALTAR OF NORGORBER

PRICE 10,000 GP

SLOT none | **CL** 10th | **WEIGHT** 250 lbs.

AURA moderate abjuration and enchantment [evil]

This altar is a lead-lined chest covered in dark fabric and a false cover, usually built into the floor or wall so that it can be easily concealed when not in use. Praying at the altar grants a

+2 circumstance bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks. The creature can choose to expend this blessing before the duration expires to cast *false alibi** (DC 14), but the spell's DC decreases by 1 for every 4 hours that have passed since praying at the altar.

CONSTRUCTION REQUIREMENTS	**COST** 5,000 GP

Craft Wondrous Item, *false alibi**, *magic circle against good*, creator must worship Norgorber



Altar of Pharasma

PRICE 5,380 GP

SLOT none	**CL** 7th	**WEIGHT** 1,000 lbs.
AURA moderate abjuration and conjuration		

This altar is an ornate marble memorial to the dead and unborn, featuring abstract sculptures of the Lady of Graves in each of her aspects as midwife, prophet, and judge of souls. Instead of a *magic circle*, it is warded by a *hallow* effect. Praying at the altar grants a +2 circumstance bonus on Heal and Knowledge (religion) checks, as well as the *undead-bane* magic weapon special ability to one weapon carried or wielded by the worshiper; this effect is suppressed if the weapon leaves the worshiper's grasp but resumes if the weapon is returned to the worshiper.

CONSTRUCTION REQUIREMENTS	**COST** 5,000 GP

Craft Wondrous Item, *hallow*, *summon monster I*, creator must worship Pharasma



Altar of Rovagug

PRICE 10,000 GP

SLOT none	**CL** 10th	**WEIGHT** 150 lbs.
AURA moderate abjuration and transmutation [chaotic, evil]		

This altar is usually built around the lip of a pit that resembles a linked ring of claws and fangs made from copper. Praying at the altar grants a +1 bonus on damage rolls and a +2 bonus on attack rolls to confirm critical threats.

CONSTRUCTION REQUIREMENTS	**COST** 5,000 GP

Craft Wondrous Item, *keen edge*, *magic circle against good*, *magic circle against law*, creator must worship Rovagug



Altar of Sarenrae

PRICE 8,000 GP

SLOT none	**CL** 10th	**WEIGHT** 750 lbs.
AURA moderate abjuration and conjuration [good, healing]		

This altar consists of a large, 6-foot-tall golden statue of Sarenrae as she is represented in her holy symbol. The altar is typically illuminated by a sacred brazier lit beneath the towering statue, causing it to cast a looming, solemn shadow on the ceiling overhead. Praying at the altar grants a +1 bonus on Fortitude saves and increases the benefits of any healing effects that target the worshiper by +1 caster level.

CONSTRUCTION REQUIREMENTS	**COST** 4,000 GP

Craft Wondrous Item, *cure light wounds*, *magic circle against evil*, *resistance*, creator must worship Sarenrae



Altar of Shelyn

PRICE 8,000 GP

SLOT none	**CL** 10th	**WEIGHT** 150 lbs.
AURA moderate abjuration and transmutation [good]		

This altar is a wooden frame or display case for showing art or musical instruments. Praying at the altar grants a +2 circumstance bonus on Craft, Diplomacy, and Perform checks, and a +1 morale bonus on Will saving throws.

CONSTRUCTION REQUIREMENTS	**COST** 4,000 GP

Craft Wondrous Item, *guidance*, *magic circle against evil*, *resistance*, creator must worship Shelyn



Altar of Torag

PRICE 10,000 GP

SLOT none	**CL** 10th	**WEIGHT** 500 lbs.
AURA moderate abjuration and transmutation [good, lawful]		

This altar is a large anvil covered in intricate carvings of Torag's works. Praying at the altar grants a +1 enhancement bonus to a suit of armor, shield, or piece of clothing (as *magic vestment*) and a +2 circumstance bonus on Craft checks.

CONSTRUCTION REQUIREMENTS	**COST** 5,000 GP

Craft Wondrous Item, *guidance*, *magic circle against chaos*, *magic circle against evil*, *magic vestment*, creator must worship Torag



Altar of Urgathoa

PRICE 8,000 GP

SLOT none	**CL** 10th	**WEIGHT** 500 lbs.
AURA moderate abjuration and necromancy [evil]		

This altar is a large sculpted table or slab for ceremonial feasts. Praying at the altar grants a +2 circumstance bonus on saving throws against death effects, disease, energy drain, and negative energy effects; an undead worshiper instead gains 5 temporary hit points.

CONSTRUCTION REQUIREMENTS	**COST** 4,000 GP

Craft Wondrous Item, *death ward*, *false life*, *magic circle against good*, creator must worship Urgathoa



Altar of Zon-Kuthon

PRICE 8,000 GP

SLOT none	**CL** 10th	**WEIGHT** 150 lbs.
AURA moderate abjuration and enchantment [evil, lawful]		

This altar is a veiled box of thick steel designed to house ritual implements of torture and self-mutilation in perfect darkness. Praying at the altar grants the worshiper a +2 competence bonus on attack rolls, weapon damage rolls, and saving throws for 1 minute whenever the worshiper takes damage or is the target of a pain effect during the next 24 hours after praying at the altar. Multiple sources of damage or pain reset this duration rather than stack.

CONSTRUCTION REQUIREMENTS	**COST** 4,000 GP

Craft Wondrous Item, *magic circle against chaos*, *magic circle against good*, *rage*, creator must worship Zon-Kuthon

Magic Armor and Shields

Many worshipers of Golarion's deities have crafted specific magic armors for their faithful warriors, battle priests, and any other worshipers who may meet the wrong end of a blade. Over the centuries, pious blacksmiths have refined and honed their most successful designs, and now many specific types of magic armors and shields are well known among various churches.

The following specific armors and shields are popular among mortal devotees of the deities of the Inner Sea region, as designated in the item entries. This section focuses on relatively inexpensive magic armors and shields that low-level characters can afford. For higher-level characters, remember that these armors can be upgraded like any other magic item by adding "plus equivalent" or "gp value" abilities, then paying the difference between the original item's price and the price of the item when upgraded with the additional special abilities. Likewise, variants of these armors may exist using different types of armor, such as *Deadeye leather*, which is made from leather armor instead of studded leather. The full rules for customizing magic armor and shields can be found in Chapter 15 of the *Pathfinder RPG Core Rulebook*.



All-Seeing Armor (Nethys)

Price 5,570 GP

Slot armor | **CL** 3rd | **Weight** 25 lbs.

Aura faint divination

This *+1 chain shirt* is made of shiny, bright rings on the left side and dull, dark rings on the right. The church of Nethys uses suits of *all-seeing armor* to help Nethysians explore and catalog ancient libraries. At will, the wearer can use *detect magic* and *read magic*. Once per day, the wearer can use *comprehend languages*.

Construction Requirements | **Cost** 2,910 GP

Craft Magic Arms and Armor, *comprehend languages*, *detect magic*, *read magic*



Armor of the Unquenchable Fire (Calistria)

Price 4,840 GP

Slot armor | **CL** 8th | **Weight** 40 lbs.

Aura moderate conjuration and enchantment

This blue-black *+1 defiant*[UE] *chainmail* has a metal badge depicting Calistria's three-dagger symbol fused to it. Each of these suits of armor is crafted with a particular type of foe in mind for the *defiant* property, as appropriate for the vengeance the original crafter sought. Once per day, the wearer can use *charm person* (lasting 1 hour).

Construction Requirements | **Cost** 2,570 GP

Craft Magic Arms and Armor, *charm person*, *summon monster I*

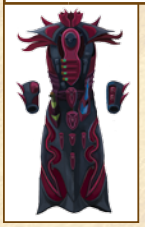


Blackfingers Apron (Norgorber)

Price 5,240 GP

Slot armor | **CL** 5th | **Weight** 15 lbs.

Aura faint conjuration and transmutation



This *+1 bitter*[UE] *leather armor* looks much like a blacksmith's apron or an alchemist's smock, and has many small pockets suitable for holding extracts, potions, or poisons. Once per day, the wearer can use *negate aroma*[APG] (lasting 1 hour). This effect suspends the armor's *bitter* special ability if used on the wearer. Once per day, the wearer can pull a tanglefoot bag from one of the apron's pockets, although the bag crumbles into dust if it is not used within 1 minute.

Construction Requirements | **Cost** 2,700 GP

Craft Magic Arms and Armor, *negate aroma*[APG], *stinking cloud*, *web*



Bronze Whisperer's Shield (Brigh)

Price 4,279 GP

Slot shield | **CL** 3rd | **Weight** 6 lbs.

Aura faint evocation and transmutation

This *+1 light steel shield* is decorated with bronze gears and vaguely resembles a feminine metal mask with a rune on its forehead. As a standard action, the wearer can command it to noisily transform into a buckler or back into its light shield form. Once per day, the wearer can use it to deliver a *shocking grasp*.

Construction Requirements | **Cost** 2,219 GP

Craft Magic Arms and Armor, *minor creation*, *shocking grasp*



Calamitous Mail (Chaldira Zuzaristan)

Price 3,750 GP

Slot armor | **CL** 3rd | **Weight** 25 lbs.

Aura faint evocation

This style of *+1 chain shirt* is decorated with small agates, and was first created by followers of the halfling goddess of mischief and battle. The wearer gains a +1 luck bonus on all saving throws.

Construction Requirements | **Cost** 2,000 GP

Craft Magic Arms and Armor, *divine favor*



Dawnflower Chain Vest (Sarenrae)

Price 6,950 GP

Slot armor | **CL** 12th | **Weight** 25 lbs.

Aura strong conjuration and evocation



This red-and-gold *+1 spell storing chain shirt* is designed to be worn over or between multiple layers of clothing such as garments suited for desert-traveling. At will, the wearer can use *light* and *stabilize*. Members of Sarenrae's church often store a cure spell in the armor, allowing the wearer to strike an undead creature with positive energy or heal an ally.

Construction Requirements | **Cost** 3,600 GP

Craft Magic Arms and Armor, *light*, *stabilize*, creator must be a caster of at least 12th level

Deadeye Leather (Erastil)

Price 5,425 GP

Slot armor | **CL** 5th | **Weight** 20 lbs.

Aura faint divination and illusion

This mottled green-and-brown *+1 shadow studded leather* has the symbol of Erastil burned into the shoulder. Once per day as a standard action, the wearer can prepare a perfectly aimed shot; as long as the wearer's next attack roll is made before the end of the next round, this attack ignores the target's miss chance and AC bonus from cover and concealment (but not total concealment).

Construction Requirements | **Cost** 2,800 GP

Craft Magic Arms and Armor, *invisibility*, *silence*, *true strike*

Driftwood Shield (Gozreh)

Price 2,527 GP

Slot shield | **CL** 3rd | **Weight** 10 lbs.

Aura faint divination and transmutation

This *+1 heavy wooden shield* looks like it is made from pieces of driftwood lashed together with seaweed. The bearer may use *know direction* at will. Once per day when struck by a melee attack, the bearer of a *driftwood shield* can use *warp wood* as an immediate action, affecting one Small or smaller wooden object wielded, held, or carried by the opponent who attacked her.

Construction Requirements | **Cost** 1,342 GP

Craft Magic Arms and Armor, *know direction*, *warp wood*

Eternal Iron Breastplate (Gorum)

Price 4,890 GP

Slot armor | **CL** 7th | **Weight** 30 lbs.

Aura moderate enchantment and conjuration

This *+1 stanching*[UE] *breastplate* is battle-scarred but polished with great care, and has a small sword-and-mountain symbol of Gorum hammered just below the gorget. Once per day, the wearer can use *compel hostility*[UC]; if an adjacent ally is reduced to negative hit points or killed, the wearer may activate this as an immediate action instead of a standard action.

Construction Requirements | **Cost** 2,620 GP

Craft Magic Arms and Armor, *compel hostility*[UC], *stabilize*, either *cure critical wounds* or *lesser restoration*

Fangtide Scale Mail (Rovagug)

Price 4,890 GP

Slot armor | **CL** 10th | **Weight** 30 lbs.

Aura moderate enchantment, evocation, and illusion



This *+1 glamered scale mail* is decorated with fangs and is usually made from the hide of a reptilian beast such as a basilisk. The wearer can use *burst bonds*[APG] and *wrath*[APG] each once per day; as a full-round action, the wearer can activate both of these abilities at the same time.

Construction Requirements | **Cost** 2,590 GP

Craft Magic Arms and Armor, *burst bonds*[APG], *disguise self*, *wrath*[APG]

Forgefather's Half-Plate (Torag)

Price 4,180 GP

Slot armor | **CL** 3rd | **Weight** 50 lbs.

Aura faint abjuration, divination, evocation, and transmutation

This *+1 half-plate* is usually sized for a dwarf and decorated with one or more sacred hammer symbols of Torag. Once per day, the wearer may use *mending*, *protection from evil*, and *spark*[APG]. Once per day as a full-round action, the wearer can attempt a Knowledge check (with a +10 bonus) to identify a creature he is currently in combat with, even if he possesses no ranks in the appropriate Knowledge skill.

Construction Requirements | **Cost** 2,465 GP

Craft Magic Arms and Armor, *know the enemy*[UM], *mending*, *protection from evil*, *spark*[APG]

Golden Judge's Breastplate (Abadar)

Price 5,110 GP

Slot armor | **CL** 3rd | **Weight** 30 lbs.

Aura faint abjuration, enchantment, and transmutation



This gold-colored *+1 breastplate* has a large, ornate symbol of a vault key on one side of the chest. The wearer gains a +4 competence bonus on Sense Motive checks. The wearer can use *command* and *peacebond*[UC] each once per day.

Construction Requirements | **Cost** 2,730 GP

Craft Magic Arms and Armor, *command*, *owl's wisdom*, *peacebond*[UC]

Gravewatcher Chainmail (Pharasma)

Price 5,380 GP

Slot armor | **CL** 7th | **Weight** 40 lbs.

Aura moderate divination, evocation, and necromancy



This blue-white *+1 deathless*[UE] *chainmail* is made of an intricate pattern of light and dark links that form the shape of Pharasma's spiral on the armor's chest. The wearer can use *detect undead*, *disrupt undead*, and *light* each once per day.

Construction Requirements | **Cost** 2,840 GP

Craft Magic Arms and Armor, *death ward*, *detect undead*, *disrupt undead*, *light*

Gray Master's Leathers (Norgorber)

Price 5,720 GP

Slot armor | **CL** 5th | **Weight** 15 lbs.

Aura faint conjuration, evocation, illusion, and transmutation

This *+1 shadow leather* armor is usually a neutral brown or gray color and is tight-fitting so it can be worn under bulky clothing or a disguise. The wearer can use *acid splash*, *dancing lights*, and *mage hand* each once per day.

Construction Requirements | **Cost** 2,940 GP

Craft Magic Arms and Armor, *acid splash*, *dancing lights*, *invisibility*, *mage hand*, *silence*

GRIM GLOOM MAIL (ZYPHUS)

PRICE 2,380 GP

SLOT armor | **CL** 3rd | **WEIGHT** 40 lbs.

AURA faint abjuration and necromancy

This ugly *+1 chainmail* resists polishing and easily acquires bent links and other cosmetic damage from everyday use, though such blemishes never impair its function as armor. Once per day as a standard action, the wearer can afflict one target within 30 feet with bad luck, giving it a –2 penalty to Armor Class, on attack rolls, or on saving throws (wearer's choice) for 1 minute. In addition, once per day, the wearer can use *protection from good*.

CONSTRUCTION REQUIREMENTS | **COST** 1,340 GP

Craft Magic Arms and Armor, *bestow curse*, *protection from good*, Curse subdomain or evil eye hex

HALF-PLATE OF THE DARK PRINCE (ASMODEUS)

PRICE 3,910 GP

SLOT armor | **CL** 3rd | **WEIGHT** 50 lbs.

AURA faint conjuration and enchantment



This regal-looking *+1 half-plate* is a status symbol in the church of Asmodeus, and is decorated with red infernal symbols and an inverted pentagram. The wearer can use *charm person* and *infernal healing*[ISWG] each once per day.

CONSTRUCTION REQUIREMENTS | **COST** 2,330 GP

Craft Magic Arms and Armor, *charm person*, *infernal healing*[ISWG]

INHERITOR'S BREASTPLATE (IOMEDAE)

PRICE 2,430 GP

SLOT armor | **CL** 3rd | **WEIGHT** 30 lbs.

AURA faint abjuration and transmutation

This reflective *+1 breastplate* is decorated with a sword-and-starburst symbol. The armor is normally a golden color, but in battle it becomes silver-gray. The wearer can use *bless weapon* and *remove fear* each once per day.

CONSTRUCTION REQUIREMENTS | **COST** 1,390 GP

Craft Magic Arms and Armor, *bless weapon*, *remove fear*

KIMLÉ COAT (GOZREH)

PRICE 2,300 GP

SLOT armor | **CL** 3rd | **WEIGHT** 15 lbs.

AURA faint transmutation

This *+1 leather* armor is made of kimlé (see page 73) and resembles a snug light coat with a tattered lower fringe in the shape of trailing seaweed. The wearer of a *kimlé coat* gains a +5 bonus on Swim checks. Once per day, the wearer can breathe water for 1 minute.

CONSTRUCTION REQUIREMENTS | **COST** 1,230 GP

Craft Magic Arms and Armor, *water breathing*, creator must have 5 ranks in the Swim skill

LUCKY DRUNK'S MAIL (CAYDEN CAILEAN)

PRICE 4,840 GP

SLOT armor | **CL** 3rd | **WEIGHT** 40 lbs.

AURA faint enchantment and evocation

This *+1 chainmail* is decorated with a row of small metal disks, each stamped with a tankard symbol. The wearer gains a +1 luck bonus on all saving throws and can use *moment of greatness*[UC] once per day.

CONSTRUCTION REQUIREMENTS | **COST** 2,570 GP

Craft Magic Arms and Armor, *divine favor*, *moment of greatness*[UC]

MILANITE ARMOR (MILANI)

PRICE 2,780 GP

SLOT armor | **CL** 3rd | **WEIGHT** 15 lbs.

AURA faint conjuration

This *+1 leather* armor usually looks like heavy protective work clothing, such as the garb of a professional blacksmith, butcher, or woodcutter. Once per day when an adjacent ally falls unconscious, the wearer can use *cure light wounds* on that ally as a swift action; if the wearer falls unconscious and this ability has not already been expended for the day, it automatically triggers on the wearer.

CONSTRUCTION REQUIREMENTS | **COST** 1,470 GP

Craft Magic Arms and Armor, *cure light wounds*

PAINSPIKE ARMOR (ZON-KUTHON)

PRICE 4,145 GP

SLOT armor | **CL** 5th | **WEIGHT** 20 lbs.

AURA faint necromancy [evil]



This black *+1 spiked studded leather armor* is outfitted with dozens of intimidating barbs, wicked chains, and leather straps that look to have been soaked in blood. Often worn by Kuthite torturers, *painspike armor* allows the wearer to use *bleed* at will and *interrogation*[UM] once per day.

CONSTRUCTION REQUIREMENTS | **COST** 2,160 GP

Craft Magic Arms and Armor, *bleed*, *interrogation*[UM]

PALLID CHAIN (URGATHOA)

PRICE 3,300 GP

SLOT armor | **CL** 3rd | **WEIGHT** 40 lbs.

AURA faint necromancy

The links of this *+1 chainmail* are a dull, sickly white color that resembles old bone, and the suit's gauntlets are tipped with silver-black finger spikes. Once per day as a standard action, the wearer can ask one question of an undead creature or a destroyed undead creature's corpse, as if using *speak with dead*, except the target can only answer questions that pertain to events that occurred after it became undead.

CONSTRUCTION REQUIREMENTS | **COST** 1,800 GP

Craft Magic Arms and Armor, *speak with dead*

Pelt of the Demon Mother (Lamashtu)

Price 3,325 GP

Slot armor | **CL** 3rd | **Weight** 25 lbs.

Aura faint necromancy

This *+1 hide armor* appears to be made from a horrific amalgam of rotted animal pelts and animal bones, and is usually decorated with the skulls of tiny rodents or vermin and trimmed with the fur of a black wolf. The wearer can use *disguise self* and *unnatural lust*[UM] each once per day.

Construction Requirements | **Cost** 1,745 GP

Craft Magic Arms and Armor, *disguise self*, *unnatural lust*[UM]

Perfection Leather (Irori)

Price 3,860 GP

Slot armor | **CL** 3rd | **Weight** 15 lbs.

Aura faint divination, necromancy, and transmutation

This *+1 leather armor* is usually inscribed with Irori's open-hand symbol at the neck, and with meditative mantras along the sleeves. The wearer can use *guidance*, *stone fist*[APG], and *touch of fatigue* each once per day.

Construction Requirements | **Cost** 2,010 GP

Craft Magic Arms and Armor, *guidance*, *stone fist*[APG], *touch of fatigue*

Red Stalker Armor (Achaekek)

Price 3,035 GP

Slot armor | **CL** 3rd | **Weight** 15 lbs.

Aura faint enchantment

This dark red *+1 leather armor* is modeled after the armor worn by the Blood Watch guards in the home city of the Red Mantis assassins. Vented and airy, the armor is suitable for wearing in dense jungles, humid rainforests, and other formidable environments. The wearer gains a +5 competence bonus on Bluff checks to feint.

Construction Requirements | **Cost** 1,598 GP

Craft Magic Arms and Armor, creator must have 5 ranks in the Bluff skill

Rosy Hauberk (Shelyn)

Price 3,035 GP

Slot armor | **CL** 3rd | **Weight** 25 lbs.

Aura faint conjuration and transmutation



This metallic *+1 chain shirt* is woven with the petals, buds, and stalks of numerous kinds of beautiful flowers, and the garment is so finely cut that it makes even unsightly wearers appear to have flattering proportions. The wearer can use *aspect of the nightingale*[*] and *summon instrument* each once per day.

Construction Requirements | **Cost** 1,965 GP

Craft Magic Arms and Armor, *aspect of the nightingale*[*], *summon instrument*

Sea Banshee Coat (Besmara)

Price 3,605 GP

Slot armor | **CL** 3rd | **Weight** 20 lbs.

Aura faint conjuration and transmutation

This *+1 studded leather* is styled like a captain's jacket with long, sturdy leather tails that cover the wearer's thighs, and it is festooned with steel studs crafted to look like gold coins. The wearer can use *abundant ammunition*[UC] and *purify food and drink* each once per day.

Construction Requirements | **Cost** 1,890 GP

Craft Magic Arms and Armor, *abundant ammunition*[UC], *purify food and drink*

Starsong Mail (Desna)

Price 3,460 GP

Slot armor | **CL** 3rd | **Weight** 40 lbs.

Aura faint conjuration and transmutation

This *+1 chainmail* is usually a metallic midnight blue and may sport a badge in the shape of a butterfly, moth, or starknife. Once per day, the wearer can use *expeditious retreat*. If the armor's wearer sleeps in or next to the armor, the armor automatically casts *dream feast*[*] once per night on the wearer or the last creature who wore it.

Construction Requirements | **Cost** 1,880 GP

Craft Magic Arms and Armor, *dream feast*[*], *expeditious retreat*

Toiler's Armor (Droskar)

Price 3,920 GP

Slot armor | **CL** 3rd | **Weight** 40 lbs.

Aura faint transmutation

This *+1 chainmail* looks like something a talentless dwarven apprentice would make—ugly, asymmetrical, and finished quickly rather than with care. The wearer gains a luck bonus or penalty equal to 1d6–3 on Craft checks to make armor or weapons while wearing it. This bonus or penalty is determined the first time the wearer attempts such a Craft check to determine a day's progress. If the wearer removes the armor, this bonus or penalty persists for an additional 24 hours. Once per day, the wearer can use *magic weapon*.

Construction Requirements | **Cost** 2,110 GP

Craft Magic Arms and Armor, *crafter's curse*[APG], *crafter's fortune*[APG], *magic weapon*

Veiled Chain (Sivanah)

Price 4,490 GP

Slot armor | **CL** 3rd | **Weight** 25 lbs.

Aura faint illusion

Narrow strips of brilliant silk cloth are woven through the rings of this *+1 chain shirt* that cause the armor's colors to shift and shimmer as its wearer moves. The wearer can use *disguise self* and *vanish*[APG] each once per day.

Construction Requirements | **Cost** 2,370 GP

Craft Magic Arms and Armor, *disguise self*, *vanish*[APG]

Magic Weapons

The many religions of Golarion are frequently at war, and as a consequence, followers often bear magic weapons associated with their faith. Some of these weapons are said to have once been wielded by religious heroes or martyrs, while others are directly and intimately tied to the legends of a particular god.

The following are only some of the specific magic weapons popular among devout mortals. This section focuses on relatively inexpensive weapons that low-level characters can afford. For higher-level characters, remember that these weapons can be upgraded like any other magic item by adding plus-equivalent or gp-value abilities, then paying the difference between the original item's price and its price with the additional abilities. The full rules for customizing magic weapons can be found in Chapter 15 of the *Pathfinder RPG Core Rulebook*.



BLACK ALIBI (NORGORBER) — **PRICE** 4,410 GP

SLOT none | **CL** 5th | **WEIGHT** 1 lb.

AURA faint illusion

The blade of this *+1 short sword* appears to be nothing more than a shadow, but is quite solid and as sharp as steel. Five times per day, the wielder can as a move action create a featureless black "mask" of illusory cloth on the face of a willing target he touches. This mask obscures the wearer's identity and lasts for 10 minutes. Once per day, the wielder can activate the sword as a swift action; 1 minute afterward, the sword completely erases the wielder's memory of the previous minute (as if using *modify memory*).

CONSTRUCTION REQUIREMENTS | **COST** 2,360 GP

Craft Magic Arms and Armor, *disguise self*, either *false alibi** or *modify memory*



BLADE OF THREE FANCIES (SHELYN) — **PRICE** 5,248 GP

SLOT none | **CL** 3rd | **WEIGHT** 10 lbs.

AURA faint illusion

Three colorful silk ribbons tied at the base of this elegant, ornately chased *+1 glaive* flutter gracefully with every movement and never seem to get dirty. The glaive grants a +4 sacred bonus on one Perform skill (chosen when the weapon is created). The wielder retains this bonus so long as the weapon remains within 10 feet, which allows two-handed instruments to be played. Additionally, once per day the wielder may use *color spray*.

CONSTRUCTION REQUIREMENTS | **COST** 2,778 GP

Craft Magic Arms and Armor, *color spray*, *eagle's splendor*



BLOODLIGHT (GORUM) — **PRICE** 3,970 GP

SLOT none | **CL** 3rd | **WEIGHT** 8 lbs.

AURA faint enchantment

This wicked-looking *+1 greatsword* is engraved with glowing Ulfen runes that spell out a Gorumite battle song. When wielded, the blade sheds light as a candle. Once per day, the wielder can use *rage* (self only). The runes shine with a murderous red light, equivalent to a torch, whenever the *rage* ability is active and for 1 round whenever the weapon is used to deal damage to a living creature.

CONSTRUCTION REQUIREMENTS | **COST** 2,160 GP

Craft Magic Arms and Armor, *rage*



CAROUSER'S RETORT (CAYDEN CAILEAN) — **PRICE** 3,060 GP

SLOT none | **CL** 3rd | **WEIGHT** 2 lbs.

AURA faint abjuration and transmutation

This simple but finely crafted *+1 rapier* has a hilt in the shape of a tankard, open on one end for the wielder's hand. Once per day, the wielder can use *remove fear*; if the wielder ever becomes frightened or panicked and this ability has not already been expended for the day, the weapon automatically activates this ability on the wielder's next turn. Once per day, the wielder can turn up to 8 gallons of water (fresh, salt, or contaminated) into weak beer that is safe to drink.

CONSTRUCTION REQUIREMENTS | **COST** 1,690 GP

Craft Magic Arms and Armor, *purify food and drink*, *remove fear*



DAWNFIRE (SARENRAE) — **PRICE** 5,315 GP

SLOT none | **CL** 3rd | **WEIGHT** 4 lbs.

AURA faint evocation

This *+1 scimitar* has a twisted hilt that evokes a stylized version of Sarenrae's holy symbol. The blade is etched with a prayer to the goddess to redeem the repentant and consume the unremorseful. Once per day, the wielder can use spell combat (as a magus) to make a full attack with the scimitar in one hand (with a –2 penalty on all attacks) and project a 15-foot cone of flame from the other hand that deals 3d4 points of fire damage to creatures in the area. This cone of fire does not provoke attacks of opportunity, and is otherwise identical to *burning hands*, except the flames are yellow-white and undead creatures in the area take 3 additional points of damage from the fire. The hand projecting the fire must be free—not wielding a weapon or holding an object—for the wielder to use this ability.

CONSTRUCTION REQUIREMENTS | **COST** 2,815 GP

Craft Magic Arms and Armor, *burning hands*, *searing light*

Enduring Bloom (Milani)

Price 3,848 GP

Slot none | **CL** 3rd | **Weight** 6 lbs.

Aura faint conjuration and enchantment



This *+1 morningstar* has a rose design on the handle and the spikes on its head resemble thorns. Once per day, the wielder can use *bless*. Additionally, once per day when the wielder is reduced to 0 hit points or fewer, the weapon automatically casts *cure light wounds* on the wielder at the start of her next turn, so long as it remains in the same square as the wielder.

Construction Requirements | **Cost** 2,078 GP

Craft Magic Arms and Armor, Quicken Spell, *bless*, *cure light wounds*

Fate Blade (Pharasma)

Price 3,072 GP

Slot none | **CL** 3rd | **Weight** 1 lb.

Aura faint necromancy



This *+1 dagger* is etched with spiderweb designs and its hilt is shaped like a skeleton that has been laid to rest. Pharasmin priests sometimes use these daggers during ceremonies sacred to the Lady of Graves, such as to cut umbilical cords of newborns or to lay beside the corpses of honored Pharasmins as their spirits travel to their resting place in the Great Beyond. A *fate blade* counts as a silver weapon for the purpose of overcoming damage reduction. At will, the wielder can use *disrupt undead*.

Construction Requirements | **Cost** 1,697 GP

Craft Magic Arms and Armor, *disrupt undead*

Forgefather's Sledge (Torag)

Price 4,312 GP

Slot none | **CL** 3rd | **Weight** 5 lbs.

Aura faint abjuration and transmutation



This hefty *+1 warhammer* is crafted to resemble a dwarven face and is decorated with lavish gems. By speaking a command word, the wielder can transform the *Forgefather's sledge* into a blacksmithing hammer of any size suitable for the wielder's size and strength or back into its weapon form. The weapon grants the wielder fire resistance 1. If the wielder places the *Forgefather's sledge* in a Small or larger fire (such as a campfire, forge, or wood-burning stove) for at least 1 minute, the hammer's head glows bright red from the heat for 1d4 minutes, though the handle remains cool to the touch. If used in combat during this time, the hammer deals 1 point of fire damage to creatures struck in addition to the regular damage dealt.

Construction Requirements | **Cost** 2,312 GP

Craft Magic Arms and Armor, *resist energy (fire)*, *shrink item*

Fugitive Finder (Abadar)

Price 12,655 GP

Slot none | **CL** 8th | **Weight** 4 lbs.

Aura moderate conjuration and transmutation



This *+1 human-bane light crossbow* has a gold-colored metal lath and a keyhole-shaped slot for the bolt to rest in. The wielder gains a +10-foot enhancement bonus to his base speed. The church of Abadar typically commissions *fugitive finders* to aid officials in chasing down and capturing escaped criminals, but Abadarans also craft variants that have the *merciful* special ability instead of *human-bane*, giving the wielder a better opportunity to capture a fleeing target alive.

Construction Requirements | **Cost** 6,495 GP

Craft Magic Arms and Armor, *longstrider*, *summon monster I*

Fuming Blood Sabre (Achaekek)

Price 11,035 GP

Slot none | **CL** 12th | **Weight** 2 lbs.

Aura strong evocation and illusion



This vicious-looking *+1 corrosive*[UE] *sawtooth sabre*[UE] has a crimson blade and a hilt that appears to be beautifully carved from dark red stone. On command, a corrosive acid with a deep blood-red hue drips from the sabre. Once per day, the wielder of a *fuming blood sabre* can use *vanish*[APG]—typically to approach an unaware victim or flee undetected from the scene of an assassination.

Construction Requirements | **Cost** 5,685 GP

Craft Magic Arms and Armor, *acid arrow*, *vanish*[APG]

Hell's Eye (Asmodeus)

Price 10,305 GP

Slot none | **CL** 10th | **Weight** 4 lbs.

Aura moderate evocation [evil]



This *+1 flaming light mace* has an iron shaft and a polished ruby-red stone head, similar to a gemstone. Sometimes a diabolical eye or face is visible for a moment within the stone. The stone is suitable for use as a scrying device for spells such as *scrying*. Once per day as a swift action, the wielder can transform the mace's flames to hellfire for 1 minute. This hellfire deals half fire damage and half damage from unholy energy. Evil creatures and creatures with the evil subtype take no damage from this unholy energy; good creatures and those with the good subtype take double the usual damage from it. *Protection from evil* and similar effects protect against the damage from unholy energy.

Construction Requirements | **Cost** 5,305 GP

Craft Magic Arms and Armor, *flame blade*, *flame strike*

INHERITOR'S LIGHT (IOMEDAE)

PRICE 6,555 GP

SLOT none | **CL** 3rd | **WEIGHT** 4 lbs.

AURA faint conjuration and transmutation



This *+1 longsword* sheds light as a torch and when drawn emits a shining starburst around the hilt, similar to Iomedae's holy symbol. Any cure spells or lay on hands effects used to heal the wielder of this blade heal an additional 1 point of damage per die, up to the effect's normal maximum healing amount. Once per day, the wielder can use *inheritor's smite**.

CONSTRUCTION REQUIREMENTS | **COST** 3,435 GP

Craft Magic Arms and Armor, *cure light wounds*, *inheritor's smite**

KINBONDED BOW (ERASTIL)

PRICE 3,875 GP

SLOT none | **CL** 3rd | **WEIGHT** 3 lbs.

AURA faint divination



This stout *+1 longbow* is engraved with images of leaping deer. Designed to prevent inaccuracy while hunting in a group, the bow is imbued with magic that allows the wielder to accurately shoot past an ally. At will, the wielder can spend 1 minute attuning the bow to a touched ally. Thereafter, that ally no longer provides soft cover against ranged attacks with the *kinbonded bow* (*Core Rulebook* 196). Only one ally can be attuned to the bow at a time.

CONSTRUCTION REQUIREMENTS | **COST** 2,125 GP

Craft Magic Arms and Armor, *true strike*

NAIL OF THE PRINCESS (URGATHOA)

PRICE 5,318 GP

SLOT none | **CL** 9th | **WEIGHT** 10 lbs.

AURA moderate necromancy



This *+1 scythe* has five onyx gems set into its blade. A creature with the ability to channel negative energy can expend one use of that ability to charge the weapon with power, causing one onyx gem per 1d6 points of channeled energy to glow (multiple channels do not stack; the wielder must be able to channel 5d6 points of negative energy to activate all five gems). Anytime the wielder deals damage to a creature with the scythe, he can activate one charged gem as a swift action, releasing its energy and dealing 1d6 points of channeled negative energy damage to the target. Alternatively, as a standard action the wielder can touch the scythe to a willing creature healed by negative energy (such as undead) and release any number of stored charges, each of which heals the target for 1d6 points of damage.

CONSTRUCTION REQUIREMENTS | **COST** 2,818 GP

Craft Magic Arms and Armor, creator must be able to channel negative energy

OBLIVIATING FLAIL (GROETUS)

PRICE 4,815 GP

SLOT none | **CL** 3rd | **WEIGHT** 10 lbs.

AURA faint enchantment and evocation



The head of this *+1 heavy flail* looks like a human skull with wicked spikes growing out of it. At will, the wielder can affect a creature struck by the *obliviating flail* with *lesser confusion* as a free action (a successful DC 11 Will saving throw negates this effect). If the struck opponent fails its save against the *lesser confusion* effect, the wielder of the *obliviating flail* is automatically affected by this effect as well (no saving throw). If the wielder uses the flail to perform a coup de grace and successfully kills her target, she gains 1d4 temporary hit points, which last for 1 minute per HD of the target slain.

CONSTRUCTION REQUIREMENTS | **COST** 2,565 GP

Craft Magic Arms and Armor, *death knell*, *lesser confusion*

PERFECTIONIST SHAVTOOSH (IRORI)

PRICE 4,461 GP

SLOT none | **CL** 3rd | **WEIGHT** 2 lbs.

AURA faint conjuration and divination



This long piece of cloth is so fine that it can pass through a finger ring. Delicately woven with multiple colors to spell out Iroran prayers, it is usually worn as a shawl or belt, or wrapped around the chest and shoulders—it does not use a magic item body slot. If wrapped around at least one limb, it grants the wearer the Improved Unarmed Strike feat. It may also be wielded as a *+1 whip*. The wearer can meditate on the shawl's sacred mantras to use *cure light wounds* and *know the enemy*[UM] each once per day.

CONSTRUCTION REQUIREMENTS | **COST** 2,381 GP

Craft Magic Arms and Armor, *cure light wounds*, *know the enemy*[UM]

QUARTERSTAFF OF ENTWINED SERPENTS (NETHYS)

PRICE 5,050 GP

SLOT none | **CL** 3rd | **WEIGHT** 4 lbs.

AURA faint evocation



This *+1 quarterstaff* is made of wood carved and dyed to look like two entwined asps, one black and one white. At will, the wielder can use the staff to cast *magic missile*, creating two such missiles. One of the created missiles always takes the form of a glowing white snake, while the other missile always takes the form of a shadowy black snake. When held in hand, the wielder of the *quarterstaff of entwined serpents* can cast spells as if he had the Eschew Materials feat.

CONSTRUCTION REQUIREMENTS | **COST** 2,825 GP

Craft Magic Arms and Armor, Eschew Materials, *magic missile*

Redlust's Daughter (Lamashtu)

Price 9,875 GP

Slot none | **CL** 10th | **Weight** 8 lbs.

Aura moderate evocation, necromancy, and transmutation



This *+1 flaming falchion* is engraved with leering, long-tongued demonic faces. As a standard action, the bearer can will the weapon to transform into a *+1 flaming kukri* or back to its larger form. The weapon has an affinity for humanoid blood and remains slick and wet with it long after it would normally dry. If the wielder kills a humanoid with *Redlust's Daughter*, she can lick clean this blood as a move action to heal 1d4 hit points. Lamashtu's church also creates a similar weapon called *Chillheart's Daughter*, which is a *+1 frost falchion* that otherwise has the same properties as this weapon.

Construction Requirements | **Cost** 5,125 GP

Craft Magic Arms and Armor, *death knell, flame strike, shrink item*

Rusting Teeth of the Rough Beast (Rovagug)

Price 8,320 GP

Slot none | **CL** 3rd | **Weight** 12 lbs.

Aura faint necromancy



This *+1 greataxe* has a corroded edge that constantly sheds metal shards and rusty powder, though the blade never gets any smaller and this doesn't weaken the weapon in any way. Whenever the axe damages a creature, the target must succeed at a DC 14 Reflex save or a shard from the weapon lodges in the creature's flesh; the target is sickened until the shard is removed. Removing a shard deals 1d4+1 points of damage to the target, unless whoever is removing the shard succeeds at a DC 15 Heal check as a full-round action. For every 5 by which the check exceeds the DC, an additional shard is removed. A *rusting grasp* spell immediately destroys all shards embedded in the target.

Construction Requirements | **Cost** 4,320 GP

Craft Magic Arms and Armor, *bleed*, *ray of sickening*[UM]

Shooting Starknife (Desna)

Price 7,724 GP

Slot none | **CL** 5th | **Weight** 3 lbs.

Aura faint illusion and transmutation



This bright *+1 starknife* is engraved with a beautiful moth icon. When wielded, it leaves a trail of harmless starry motes that shed light as a candle in any squares the wielder occupies or moves through. These motes last for 1 round before fading away. Once per day, the wielder can speak a command word to use *jump* (with a +20 bonus), but this effect immediately ends if the wielder loses its grasp on the weapon. Additionally, once per day the wielder can use it to fire a blast of motes, with the same effect as *color spray*.

Construction Requirements | **Cost** 4,024 GP

Craft Magic Arms and Armor, *color spray, jump*

Stormstrike (Gozreh)

Price 9,315 GP

Slot none | **CL** 8th | **Weight** 4 lbs.

Aura moderate evocation



This *+1 trident* has a green-blue metal head, a pole made of driftwood, and a sheaf of white human hair tied at the joint. The wielder of *stormstrike* can speak one command word to use it as a *frost* weapon (which turns its tines blue-white), or a second command word to use it as a *shock* weapon (which turns its tines sea-green). Activating one of these abilities deactivates the other.

Construction Requirements | **Cost** 4,815 GP

Craft Magic Arms and Armor, *chill metal* or *ice storm*, *call lightning* or *lightning bolt*

Umbral Chain (Zon-Kuthon)

Price 8,825 GP

Slot none | **CL** 13th | **Weight** 10 lbs.

Aura strong evocation



This bloodstained spiked chain has a large handle-ring that glows a pale violet color when wielded in normal light. An *umbral chain* grows more potent in darkness. It acts as a *+1 spiked chain* when in dim light. In darkness, it acts as a *+2 spiked chain*. When surrounded by supernatural darkness (such as in an area of *deeper darkness*), it acts as a *+2 spiked chain* and grants the wielder the Blind-Fight feat. In daylight or bright illumination, the weapon temporarily loses all its magical enhancement bonuses and is effectively a masterwork weapon, though it resumes its magical functions once it's no longer in bright light. The violet glow from the weapon dims in response to ambient light, vanishing completely in darkness or supernatural darkness.

Construction Requirements | **Cost** 4,575 GP

Craft Magic Arms and Armor, *deeper darkness*

Vengeful Kiss (Calistria)

Price 11,501 GP

Slot none | **CL** 5th | **Weight** 2 lbs.

Aura faint illusion, necromancy, and transmutation



This *+1 deadly*[UM] *whip* is made of braided black and yellow leather cords, and is as strong as a silk rope. The bearer of a *vengeful kiss* can activate the weapon as a standard action to make it stretch up to 50 feet long or retract to normal whip length (although it cannot be used to attack when greater than its normal length). Once per day, a creature wielding the whip can use *invigorate*[APG].

Construction Requirements | **Cost** 5,901 GP

Craft Magic Arms and Armor, *animate rope*, *inflict light wounds*, *invigorate*[APG]

Rings

Rings are easily concealed, have ornamental value, and—unlike weapons and armor—aren't contraband in secure areas, making them particularly useful for diplomats, entertainers, infiltrators, and, proselytizers. The following are examples of many relatively inexpensive rings associated with Golarion's various deities.

Deadeye's Spotter Ring (Erastil)

Price 1,500 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint transmutation



This ring is carved from a single, thick antler and fashioned into the shape of a regal elk's head. The wearer gains a +2 competence bonus on Perception and Survival checks. Once per day, the wearer can use *animal messenger*.

Construction Requirements | **Cost** 750 GP

Forge Ring, *animal messenger*, creator must have 2 ranks in Perception and Survival

Droskar's Guiding Ring (Droskar)

Price 2,600 GP

Slot ring | **CL** 3rd | **Weight** —

Aura faint enchantment



This gold ring is misshapen and uncomfortable to wear for long periods of time; inscribed on it is a crude symbol of a fire burning under an arch. Once per day, the wearer may use *charm person*. If Droskar is the wearer's patron deity, any time the wearer crafts a magic item, she may choose to pay half of the item's construction cost instead of the full cost. The wearer spends time working on the item normally, but at the time of completion there is a 50% chance that the item turns out nonmagical and worthless. For example, if creating a magic bracer that normally costs 1,000 gp to craft, the wearer may craft it for only 500 gp, but there is a 50% chance the wearer's shortcuts and cheap materials result in a valueless, nonfunctional item.

Construction Requirements | **Cost** 1,300 GP

Craft Wondrous Item, *charm person*, *fabricate*

Ghost Battling Ring (Pharasma)

Price 13,000 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint illusion, necromancy, and transmutation



This silver ring is engraved with a skull flanked by twin hourglasses. It functions as a *ring of the grasping grave*[UE]. In addition, the wearer can use *ghostly disguise*[UM] and *haste* each once per day.

Construction Requirements | **Cost** 6,500 GP

Forge Ring, *ghostly disguise*[UM], *haste*, *sculpt corpse*[APG]

Glorious Flame Ring (Sarenrae)

Price 5,400 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint evocation

This richly colored, burnished brass ring appears to be crimson red, sunset orange, or golden yellow depending on how it is held. Clerics of Sarenrae prize *glorious flame rings* as facets through which they may channel their deity's divine will. Once per day, the wearer may speak the ring's command word to create a 5-foot-radius burst of flame centered on herself. This burst of flame deals 1d6 points of damage to any adjacent creatures (Reflex DC 14 halves), though the wearer is safe from this effect.

If the wearer is capable of channeling positive energy, she may as a standard action expend one use of channeled energy to activate the ring's burst of flame, even if she has already spoken the ring's command word for the day. If the wearer also has the Selective Channeling feat, she may select a number of allies equal to her Charisma modifier to exclude from the burst of flame; these allies are not affected by the flame. This effect is otherwise identical to creating the ring's burst of flame by speaking the command word.

Construction Requirements | **Cost** 2,700 GP

Forge Ring, Selective Channeling, *elemental aura (fire)*, creator must be able to channel positive energy

Gluttonous Feasting Ring (Urgathoa)

Price 5,000 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint necromancy and transmutation

This ring is carved from the flat part of a human skull and inscribed along the edge with images of skeletons at a banquet. Any food the wearer eats or drinks is automatically cleansed as if by *purify food and drink*. Once per day after eating an extravagant meal (typically one worth at least 10 gp), the wearer gains the benefit of *false life*.

Construction Requirements | **Cost** 2,500 GP

Forge Ring, *false life*, *purify food and drink*

Knight-Inheritor's Ring (Iomedae)

Price 3,000 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint enchantment and transmutation



This simple gold band is engraved with the holy symbol of Iomedae. It functions as a *ring of protection +1*. In addition, the wearer can use *bless weapon* and *wartrain mount*[UM] each once per day. At will, the wearer can make himself presentable as if using *prestidigitation* to clean up his clothing, skin, hair, and armor.

Construction Requirements | **Cost** 1,500 GP

Forge Ring, *bless weapon*, *prestidigitation*, *shield of faith*, *wartrain mount*[UM], creator must be at least 3rd level

Nethysian Ring of Minor Spell Storing (Nethys)

Price 20,000 GP

Slot ring | **CL** 5th | **Weight** —

Aura moderate abjuration and transmutation [chaotic, evil, good, lawful]

This ring is made of several metals hammered together into a mottled pattern, with Nethys's holy symbol stamped on one end. It functions as a *ring of minor spell storing*, except domain spells from Nethys's domains (see page 100) count as 1 spell level lower (minimum 1st level) for the purpose of storing them in the ring.

Construction Requirements | **Cost** 10,000 GP

Forge Ring, *imbue with spell ability*

Profane Seal Signet (Asmodeus)

Price 3,000 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint abjuration, enchantment, and universal

This ring is made of red gold with a single ruby cut into a pentagon shape. It functions as a *ring of protection +1*. In addition, the wearer may use *arcane mark* at will, but only on objects and willing creatures. Once per day, the wearer may use *wrath*[APG].

Construction Requirements | **Cost** 1,500 GP

Forge Ring, *arcane mark*, *shield of faith*, *wrath*[APG], creator must be at least 3rd level

Red Hound Ring (Cayden Cailean)

Price 4,700 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint abjuration, conjuration, and transmutation



This white gold ring is engraved with the images of a mastiff and a thundercloud. It functions as a *ring of protection +1*. In addition, once per day, the wearer may use *summon monster I* to summon a red mastiff (use statistics for a celestial dog). Additionally, once per day the wearer may use *beast shape I* to transform into a Small red mastiff.

Construction Requirements | **Cost** 2,350 GP

Forge Ring, *beast shape I*, *shield of faith*, *summon monster I*, creator must be at least 3rd level

Ring of Serene Contortions (Irori)

Price 1,200 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint abjuration



This simple copper ring bears the image of a blue enamel hand. It grants the wearer a +2 bonus on Escape Artist checks. At will, the wearer may create the sound of a peaceful chime, small gong, or temple bell. Once per day, the wearer may also use *true strike*.

Construction Requirements | **Cost** 600 GP

Forge Ring, *ghost sound*, *true strike*, creator must have 5 ranks in Escape Artist

Ring of Seven Lovely Colors (Shelyn)

Price 4,000 GP

Slot ring | **CL** 7th | **Weight** —

Aura faint abjuration and illusion



This golden ring, set with seven brightly colored gems, functions as a *ring of protection +1*. In addition, seven times per day, the wearer can use *beast shape IV* to transform into a songbird for 10 minutes (use statistics for a raven).

Construction Requirements | **Cost** 2,000 GP

Forge Ring, *beast shape IV*, *shield of faith*, creator must be at least 3rd level

Ring of Stairs and Stars (Desna)

Price 3,820 GP

Slot ring | **CL** 3rd | **Weight** —

Aura faint evocation, illusion, and transmutation



A stair-step pattern of stars wraps around the outside of this dark blue ring. In addition to the powers of a *ring of feather falling*, a *ring of stairs and stars* allows the wearer to use *magic missile* once per day, with the missiles taking the shape of shooting stars. As a standard action, the wearer may create an illusory butterfly that flits about within the wearer's square for 1 minute before fading away.

Construction Requirements | **Cost** 1,910 GP

Forge Ring, *feather fall*, *magic missile*, *silent image*

Ring of Sundering Metals (Gorum)

Price 6,000 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint abjuration and transmutation



This iron ring's head is shaped like a gilded anvil. In addition to the usual powers of a *ring of ferocious action*[UE], the wearer can expend 1 charge from a *ring of sundering metals* to magically imbue a single wielded metal melee weapon with cold iron or silver. For 1 minute, the imbued weapon can bypass either DR/cold iron or DR/silver.

Construction Requirements | **Cost** 3,000 GP

Forge Ring, *haste*, *magic weapon*, *stabilize*

Ring of Unquenchable Passions (Calistria)

Price 6,500 GP

Slot ring | **CL** 5th | **Weight** —

Aura faint abjuration and transmutation

This gold ring bears three dagger-shaped marks. It functions as a *ring of protection +1*. In addition, it grants a +5 competence bonus on Acrobatics checks and a +2 resistance bonus on saving throws against disease.

Construction Requirements | **Cost** 3,250 GP

Forge Ring, *resistance*, *shield of faith*, creator must have 5 ranks in Acrobatics, creator must be at least 3rd level

Wondrous Items

Golarion's faithful have created many wondrous items to aid the efforts of their churches. The following items represent some of the most common magical items associated with the various religions of the Inner Sea region and beyond.

Barbed Pentacle of Asmodeus (Asmodeus)

Price 3,000 GP

Slot neck | **CL** 1st | **Weight** 1 lb.

Aura faint abjuration



This iron disk hangs from an iron chain, and is inscribed with an inverted pentagram and decorated around its outer edge with tiny metal barbs. When worn, it provides a +1 deflection bonus to AC.

If Asmodeus is the wearer's patron, the pentacle counts as an unholy symbol. By holding it and speaking a command word, the wearer can use *charm person* once per day. If the wearer squeezes the pentacle so its barbs draw her blood (dealing 1 point of damage), the wearer can use that blood as ink, writing with a quill or even a finger for up to 1 hour. The blood-ink dries instantly on writing surfaces so it never smudges, and if it's used as part of a magical spell the wearer casts that requires or is augmented by writing (such as *magic circle against evil* or *sepia snake sigil*), the DC of that spell increases by 1.

Construction Requirements | **Cost** 1,500 GP

Craft Wondrous Item, *bleed*, *charm person*, *shield of faith*

Beautiful War Paint (Shelyn)

Price 6,300 GP

Slot head | **CL** 5th | **Weight** 1 lb.

Aura faint enchantment and transmutation

This pot of multicolored makeup was created by warpriests of Shelyn who wanted to be beautiful as well as deadly in battle. It can be used as conventional makeup, stage makeup, or war paint. It can be applied quickly for a lesser effect, but its true power is revealed when it's applied with great care. If the wearer applies the makeup as a full-round action, she gains the effects of *bless* and *expeditious retreat*. If the wearer applies the makeup over the course of 10 minutes, she gains the effects of *good hope* and *haste*. Applying the makeup provokes attacks of opportunity. The finished makeup has no effect until the wearer activates it as a swift action, at which time its magic lasts either 5 minutes or 5 rounds, depending on the duration of the activated spells (thereafter, the makeup lasts as long as high-quality nonmagical makeup). The magic of the makeup fades after 24 hours if not activated.

The makeup uses only the head magic item slot when applied (the pot does not use a magic item slot). The pot contains enough makeup for three uses.

Construction Requirements | **Cost** 3,150 GP

Craft Wondrous Item, *good hope*, *haste*

Bear Pelt of the Bonebreaker (Urazra)

Price 3,300 GP

Slot shoulders | **CL** 7th | **Weight** 10 lbs.

Aura moderate transmutation



This large bearskin cloak is almost too big for a human to wear comfortably. The wearer gains a +2 competence bonus on Intimidate checks. Once per day, the wearer can use *bless*; using this ability causes the hair on the cloak to bristle menacingly.

If the stone giant deity Urazra is the wearer's patron, the wearer can use *beast shape II* once per day to transform into a black or brown bear for up to 7 minutes. Some champions of Urazra claim to have more powerful pelts that allow them to take the form of polar bears or even dire bears.

Construction Requirements | **Cost** 1,650 GP

Craft Wondrous Item, *beast shape II*, *bless*, creator must have 5 ranks in Intimidate

Belt of the Snake King (Ydersius)

Price 2,600 GP

Slot belt | **CL** 5th | **Weight** 1 lb.

Aura faint transmutation



This belt writhes like a living snake, and even hisses and blinks its red eyes. It clasps by holding its tail in its mouth. The wearer gains a +1 enhancement bonus to natural armor.

If the serpentfolk god Ydersius is the wearer's patron, once per day, the wearer can use *magic fang* on one of his own natural weapons.

Construction Requirements | **Cost** 1,300 GP

Craft Wondrous Item, *barkskin*, *magic fang*, *summon monster I*

Besmara's Bicorne (Besmara)

Price 1,700 GP

Slot head | **CL** 3rd | **Weight** 1 lb.

Aura faint transmutation



This large pirate hat bears a skull-and-crossbones on the front. The wearer gains a +2 competence bonus on Acrobatics and Climb checks.

If Besmara is the wearer's patron, the wearer automatically floats to the surface of any body of water (at a speed of 30 feet) unless she desires otherwise; this does not prevent the wearer from falling safely into water or interacting with water in any other way.

Construction Requirements | **Cost** 850 GP

Craft Wondrous Item, *levitate*, creator must have 5 ranks in Acrobatics and Climb

Besmara's Tricorne (Besmara)

Price 2,600 GP

Slot head | **CL** 5th | **Weight** 1 lb.

Aura faint transmutation

This black leather tricorne hat is weather-beaten and salt-stained. It grants its wearer a +2 competence bonus on Profession (sailor) and Swim checks.

If Besmara is the wearer's patron, once per day the wearer can speak a command word to transform the hat into a small ship's boat such as a cutter, jolly boat, or longboat (*Skull & Shackles Player's Guide* 25). The boat is 20 feet long, has two pairs of oars and a single mast with a square sail, and can carry up to 12 passengers and crew. Upon command, or after 8 hours, the boat returns to its hat form, dumping out any occupants.

Construction Requirements | **Cost** 1,300 GP

Craft Wondrous Item, *guidance*, *shrink item*, creator must have 5 ranks in Profession (sailor)

Blessed Keepsake (Any Deity)

Price 8,000 GP

Slot neck | **CL** 1st | **Weight** —

Aura faint abjuration and divination

The fine chain bears a glass-fronted locket. If a piece of an outsider with an alignment subtype—such as a tooth from a demon or an angel's wing feather—is held in the locket for 24 hours, the *blessed keepsake*'s magic activates. If the creature has more than one alignment subtype, one must be chosen when the piece is added to the locket.

The wearer can detect creatures of the chosen alignment at will, as the corresponding *detect chaos/evil/good/law* spell. Three times per day, the wearer can use the *blessed keepsake* to gain protection from creatures of that alignment, as the corresponding *protection from chaos/evil/good/law* spell. Lastly, if the wearer has the channel energy ability, she can channel energy to affect outsiders with that subtype as if she possessed the Alignment Channel feat.

If the piece of outsider is removed, the *blessed keepsake* is inactive until a new piece is attuned.

Construction Requirements | **Cost** 4,000 GP

Craft Wondrous Item, Alignment Channel, *detect chaos*, *evil*, *good*, and *law*, *protection from chaos*, *evil*, *good*, and *law*

Boots of the Earth (Torag)

Price 5,000 GP

Slot feet | **CL** 3rd | **Weight** 5 lbs.

Aura faint conjuration and transmutation



These sturdy leather dwarven boots have soles made of thick gray marble. As a move action, the wearer can plant her feet and draw strength from the earth, gaining fast healing 1 and a +4 bonus to CMD to resist bull rush, reposition[APG], and trip combat maneuver attempts. These effects end if the wearer moves or is moved, knocked prone, or rendered unconscious.

Construction Requirements | **Cost** 2,500 GP

Craft Wondrous Item, *bull's strength*, *cure light wounds*

Boots of the Eternal Rose (Shelyn)

Price 4,000 GP

Slot feet | **CL** 3rd | **Weight** 1 lb.

Aura faint transmutation



These leather boots are found in a variety of styles but always have a prominent engraving of a rose. The wearer gains a +2 competence bonus on Perform (dance) and Stealth checks. The wearer may move through areas of flowers (whether wild-growing or a garden) at normal speed and without suffering any impairment or taking damage from thorns, brambles, or similar hazards; areas of flowers that have been magically manipulated to impede motion still affect the wearer.

If Shelyn is the wearer's patron, the wearer may use *daze monster* once per day; if the wearer is dancing, singing, or using some other Perform skill as part of a performance lasting at least 1 minute, he may activate *daze monster* as a free action during his performance. As a free action once per round, the wearer may conjure a beautiful, nonmagical, common flower (such as a daisy, pansy, rose, sunflower, or the like) that lasts for 1 day before crumbling into perfume and dust.

Construction Requirements | **Cost** 2,000 GP

Craft Wondrous Item, *daze monster*, *pass without trace*, creator must have 5 ranks in Perform (dance) and Stealth

Broken Chain of the Beast (Rovagug)

Price 4,500 GP

Slot belt | **CL** 5th | **Weight** 5 lbs.

Aura faint conjuration



This 8-foot length of corroded, broken chain is threaded with a leather strap to hold it together; it is worn like a belt and must be tied in place, as it lacks a buckle. Once per day, the wearer can call upon its power to summon an evil creature from the *summon monster I* list; the creature attacks the wearer's enemies if any are present, but it is not under the wearer's control and attacks the wearer or the wearer's allies if there are no more enemies to kill.

If Rovagug is the wearer's patron, the wearer can gain the benefits of a *rage* spell once per day by speaking the god's name. If the wearer is ever bound, shackled, or otherwise rendered helpless while still conscious, this *rage* ability automatically activates if the wearer hasn't already used it that day.

Construction Requirements | **Cost** 2,250 GP

Craft Wondrous Item, *rage*, *summon monster I*

Bronze Skinning Knife (Erastil)

Price 3,300 GP

Slot none | **CL** 5th | **Weight** 1 lb.

Aura faint divination



This bronze skinning knife bears the symbol of Old Deadeye on its blade. Designed as a hunting tool, it cannot be used as an effective weapon. As long as the bearer carries the knife, he can find enough food and water in the wilderness to satisfy one creature's hunger and thirst (either the bearer himself or someone traveling with him). In addition, the bearer gains a +1 resistance bonus on Fortitude saving throws.

If Erastil is the bearer's patron, once per day the bearer can speak a command word to use *true strike*. Once per day the bearer can speak a command word to give a touched thrown weapon, arrow, or bolt the *returning* weapon special ability for 1 minute. A magic arrow or bolt that returns does not keep its magical properties but is still usable as masterwork ammunition.

Construction Requirements | **Cost** 1,650 GP

Craft Wondrous Item, *create food and water*, *delay poison*, *mage hand*, *true strike*

Cloak of the Crusader (Iomedae)

Price 2,700 GP

Slot shoulders | **CL** 1st | **Weight** 1 lb.

Aura faint enchantment

This brilliant red cloak bears a golden symbol of an upright winged sword. The wearer can use *bless* once per day.

If Iomedae is the wearer's patron, the wearer gains a +1 enhancement bonus to natural armor. As a standard action, the wearer can create an illusory image of Iomedae's banner, which floats 2 to 5 feet above the wearer's head and remains in place as long as the wearer is conscious. If the wearer has the banner class feature, she can use this battle standard as her banner.

Construction Requirements | **Cost** 1,350 GP

Craft Wondrous Item, *barkskin*, *bless*, *silent image*

Cloak of the Night Sky (Desna)

Price 2,500 GP

Slot shoulders | **CL** 5th | **Weight** 1 lb.

Aura faint abjuration



This dark hooded cloak is decorated with embroidered comets, moons, and stars along its edge. If the wearer sleeps while wearing the cloak, it protects him from hot and cold environments, as *endure elements*, and the wearer can sleep in medium armor without becoming fatigued. The wearer can use *know direction* once per day.

If Desna is the wearer's patron, as a standard action the wearer can cause additional celestial bodies to appear on the cloak so that they match the current configuration in the sky above the wearer. The wearer can use *longstrider* once per day. Once per day, the wearer can throw a tiny, white-burning meteor that acts as a *flare* effect. Some priests of Desna claim to have cloaks of this type that also allow them to travel from shadow to shadow when under a starry night sky.

Construction Requirements | **Cost** 1,250 GP

Craft Wondrous Item, *disguise self*, *endure elements*, *flare*, *know direction*, *lesser restoration*, *longstrider*

Dawnflower Lantern (Sarenrae)

Price 6,400 GP

Slot none | **CL** 5th | **Weight** 2 lbs.

Aura faint evocation and enchantment



On command, this ornate Qadiran hooded lantern lights itself with a *continual flame* or extinguishes itself. Once per day when holding the lantern, the user can speak a command word to use *bless*. If placed on a sturdy surface and another command word is spoken, it activates a *consecrate* effect, though this effect immediately ends if the lantern is moved or its light is extinguished.

Construction Requirements | **Cost** 3,200 GP

Craft Wondrous Item, *bless*, *consecrate*, *continual flame*

Dawnflower Sash (Sarenrae)

Price 2,500 GP

Slot belt or head | **CL** 5th | **Weight** —

Aura faint abjuration



This long strip of red Qadiran fabric is wrapped around the wearer's waist or head several times and held in place by an ankh-shaped clasp of red gold. The wearer is protected as if by *endure elements*, but only in warm environments. If the wearer unwraps the sash to its full length and holds the clasp in her hand, she can use *feather fall* once per day, briefly leaving behind a trail of pleasant red-gold light as bright as a torch that lasts for 1 round.

If Sarenrae is the wearer's patron, the wearer can use the sash to cast *cure light wounds* once per day on command. The wearer can trigger this ability as an immediate action if reduced to –1 hit points or fewer, though thereafter the sash must be recharged by placing it in strong sunlight for 8 continuous hours. As a swift action, the wearer can cause the clasp to shine as brightly as a torch or cease this illumination; the light is warm, feels like sunlight, and is bright enough to make sun-fearing creatures slightly uncomfortable but not so bright as to cause them harm.

Construction Requirements | **Cost** 1,250 GP

Craft Wondrous Item, *cure light wounds*, *endure elements*, *feather fall*, *light*

Deathlurker's Cloak (Groetus)

Price 2,700 GP

Slot shoulders | **CL** 3rd | **Weight** 1 lb.

Aura faint necromancy



This drab gray cloak billows about as if blown by an invisible wind. Once per day, the wearer can use *doom*, which causes a deathlike shadow to fleetingly cross the wearer's face.

If Groetus is the wearer's patron, once per day the wearer can use *false life*. If the wearer successfully delivers a coup de grace against a dying foe while *false life* is active, the wearer's temporary hit points from the *false life* effect increase by 1 (to a maximum of 20 temporary hit points). The dying creature must have at least as many Hit Dice as the wearer for this effect to occur.

Construction Requirements | **Cost** 1,350 GP

Craft Wondrous Item, *death knell*, *doom*, *false life*

Demon Mother's Mask (Lamashtu)

Price 3,600 GP

Slot head | **CL** 3rd | **Weight** 1 lb.

Aura faint transmutation



This primitive hyena mask is usually made of leather, but may be made of soft metal like copper or carved from an animal's skull. The wearer gains a +2 competence bonus on Handle Animal and Heal checks. The wearer can smell when nearby creatures are in heat or otherwise especially fertile (creatures such as humans that can breed at any time of the year always smell fertile unless they are barren).

If Lamashtu is the wearer's patron, the mask counts as an unholy symbol and a hole for a third eye appears in its forehead. The wearer can use *summon monster II* once per day to summon a fiendish hyena, which obeys the wearer as if they shared a common language. The wearer may interbreed with animals within one size category of the wearer's size. The offspring of such unions are members of the mother's race with the fiendish simple template and bear monstrous aesthetic features of the father's race.

Construction Requirements | **Cost** 1,800 GP

Craft Wondrous Item, *detect animals or plants*, *polymorph*, *summon monster II*, creator must have 5 ranks in Handle Animal and Heal

Diabolical Masquerade Mask (Asmodeus)

Price 2,900 GP

Slot head | **CL** 1st | **Weight** 1 lb.

Aura faint conjuration, enchantment, and illusion



This masquerade mask resembles a handsome horned devil with red lenses in place of eyes. It functions as a *hat of disguise*. The wearer can use *charm person* and *infernal healing*[ISWG] each once per day. When *infernal healing* is active, the mask becomes visible whether or not the wearer is using its disguise abilities (although all other elements of the disguise remain).

Construction Requirements | **Cost** 1,450 GP

Craft Wondrous Item, *charm person*, *disguise self*, *infernal healing*

Dream Candle (Desna)

Price 2,300 GP

Slot none | **CL** 9th | **Weight** 1 lb.

Aura moderate illusion



This heavy pastel candle is carved and painted to look like its outer surface is covered with butterflies. A creature can use the candle to create a *dream* effect conveying a message of no longer than 10 minutes. Alternatively, the candle can be used to send up to 10 shorter messages, so long as the total time is no longer than 10 minutes. The user must light the candle, identify the intended recipient, speak the message, then snuff the candle; the next time the recipient sleeps, she receives the message.

Construction Requirements | **Cost** 1,150 GP

Craft Wondrous Item, *dream*

Dreamwing Cape (Desna)

Price 17,500 GP

Slot shoulders | **CL** 7th | **Weight** 1 lb.

Aura moderate conjuration

This knee-length cape is decorated with images of butterflies, moths, and stars. Once per day, the wearer can speak a command word to cause the cape to transform into a cloud of butterflies or moths. This functions as *cape of wasps*[UM], except the swarm doesn't deal poison damage and deals full damage to incorporeal creatures. In addition, the wearer can use *glitterdust* once per day.

Construction Requirements | **Cost** 8,750 GP

Craft Wondrous Item, *cape of wasps*, *glitterdust*

Fate's Shears (Pharasma)

Price 3,600 GP

Slot none | **CL** 6th | **Weight** 1 lb.

Aura moderate conjuration and necromancy

The blades of these antique scissors are engraved with images of an infant, a child, an adult, and an elder (female images on one blade, male images on the other). The blades are permanently coated with *salve of slipperiness* and therefore adhesives do not stick to them, making them especially suitable for cutting through sticky things (such as spiderwebs, cave fisher filaments, and so on). If used in combat, the shears function as a masterwork dagger. Once per day as an immediate action, the bearer can point the shears at a creature within 30 feet and force that creature to reroll its most recent attack, check, or save, and use the result of the second roll; the bearer is staggered on her next turn after using this ability. In addition, the bearer can use *deathwatch* once per day.

Construction Requirements | **Cost** 1,800 GP

Craft Wondrous Item, *bane*, *bless*, *deathwatch*, *grease*

Father's Forgehammer (Torag)

Price 4,800 GP

Slot none | **CL** 3rd | **Weight** 2 lbs.

Aura faint transmutation

This iron blacksmith's hammer bears designs of Torag's holy symbol; it is not designed for combat, but the bearer can use it as a Medium light hammer. Once per day, the bearer can strike the hammer hard against a weapon to target that weapon with *magic weapon*. The owner gains a +2 competence bonus on all smithing (armorsmithing, blacksmithing, weaponsmithing, and so on) skill checks made when crafting with the *forgehammer*.

If Torag is the owner's patron, once per day the owner can strike the hammer against another character's armor or shield to cast *shield other* on that character. If the owner can craft magic weapons or armor and uses the *forgehammer* during the crafting, the total time to craft the item is decreased by 25% (minimum 1 day). This does not reduce the cost to create the item. A particular *forgehammer* can aid in only one item's crafting at a time.

Construction Requirements | **Cost** 2,400 GP

Craft Wondrous Item, *magic weapon*, *shield other*, creator must have 5 ranks in Craft (armor) or Craft (weapons)

Featherscale Cloak (Gozreh)

Price 4,000 GP

Slot shoulders | **CL** 5th | **Weight** 1 lb.

Aura faint abjuration and transmutation



This heavy linen cloak has a fish-scale pattern that darkens toward the bottom and white feathers on the shoulders. Once per day, the wearer can use *beast shape I*, but only to transform into a bird or fish. In addition, the wearer can use *hide from animals* (affecting only the wearer) once per day. The wearer gains a +5 competence bonus on Swim checks. Once per day, the wearer can use *feather fall*.

Construction Requirements | **Cost** 2,000 GP

Craft Wondrous Item, *beast shape I*, *feather fall*, *hide from animals*

Flask of the Reaper (Norgorber)

Price 3,800 GP

Slot none | **CL** 3rd | **Weight** —

Aura faint transmutation



This metal container looks like a hip flask for carrying alcoholic drinks except it is barely larger than a potion vial. The side of the flask may be blank or have a personalized decoration, but the screw-on stopper usually bears a mark like a shield or perhaps a featureless mask. Once per day, the bearer can drink from the flask to gain a +5 alchemical bonus on Fortitude saving throws against poison and a +5 competence bonus on Stealth checks for 1 hour.

If Norgorber is the bearer's patron, once per day the bearer can drink from the flask to gain a +5 competence bonus on Perception, Sleight of Hand, or Stealth checks (drinker's choice) for 1 hour. In addition, the bearer can pour acid from the flask (equivalent in volume to a standard acid flask) once per day.

Construction Requirements | **Cost** 1,900 GP

Craft Wondrous Item, *acid splash*, *resistance*, creator must have 5 ranks in Perception, Sleight of Hand, and Stealth

Gloves of Bony Power (Urgathoa)

Price 5,400 GP

Slot hands | **CL** 3rd | **Weight** —

Aura faint conjuration and necromancy



These black gloves are decorated with images of white bones, as if revealing the bones within the wearer's hands. The left glove can be used once per day to create a *spectral hand*, which makes the bony hand image on that glove slide off and manifest as a ghostly skeletal hand for the duration of the effect. The right glove can be used once per day to deliver an *inflict moderate wounds* spell, which gives that hand's bones a pale, sickly glow until the touch is delivered or discharged. If the wearer is a living creature, he can also use the right glove on himself to cast *cure moderate wounds* instead of *inflict moderate wounds*.

Construction Requirements | **Cost** 2,700 GP

Craft Wondrous Item, *cure moderate wounds*, *inflict moderate wounds*, *spectral hand*

Gossamer Amberstone (Ghlaunder)

Price 2,700 GP

Slot neck | **CL** 3rd | **Weight** —

Aura faint conjuration



This coin-sized piece of cracked amber is glued to a leather strap and contains a large, perfectly preserved bloodsucking insect. Once per day, the wearer can use *cure light wounds*.

If Ghlaunder is the wearer's patron, the wearer can use *summon swarm* once per day. The swarm can be an advanced spider swarm or a young mosquito swarm[B2].

Construction Requirements | **Cost** 1,350 GP

Craft Wondrous Item, *cure light wounds*, *summon swarm*

Gray Gambler's Hat (Droskar)

Price 2,400 GP

Slot head | **CL** 1st | **Weight** —

Aura faint illusion and transmutation

This crumpled leather hat has roughly hammered metal studs around its brim, and is often worn by worshipers of Droskar who venerate the dwarf god for his cheating aspect. The wearer can use it as a *hat of disguise*, but only to disguise herself as a dwarf. Three times per day as a free action, the wearer can manipulate a rolled die within 10 feet (such as in a game of chance), altering

the roll by a value of 1 in either direction. The wearer adds 1 to the DC of any enchantment (compulsion) spells she casts.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP

Craft Wondrous Item, Heighten Spell, *disguise self*, *mage hand*

GREAT BARGHEST HERO CLOAK (GOBLIN BARGHEST HERO GODS)

PRICE 2,800 GP

SLOT shoulders | **CL** 7th | **WEIGHT** 1 lb.

AURA faint transmutation



This cloak looks like the skin of a goblin dog, including legs and tail; the clasp is a goblin dog's tooth. The wearer gains a +2 competence bonus on Intimidate checks.

If the wearer's patron is one of the goblin barghest hero gods (Hadregash, Venkelvore, Zarongel, or Zogmugot), once per day the wearer can use *polymorph* to transform into a goblin dog for up to 7 minutes.

CONSTRUCTION REQUIREMENTS	COST 1,400 GP

Craft Wondrous Item, *polymorph*, creator must have 5 ranks in Intimidate

GUTBITE BELT (LAMASHTU)

PRICE 4,500 GP

SLOT belt | **CL** 8th | **WEIGHT** 1 lb.

AURA moderate transmutation



This heavy leather belt is reinforced with metal and detailed to resemble a gut wound that has sprouted teeth. In addition to functioning as a *belt of mighty constitution +2*, the mouth on the belt animates whenever the wearer gains the grappled condition, damaging the wearer's opponent as if it were armor spikes (1d6 points of damage for a Medium wearer, 1d4 for Small). Similar to armor spikes, the mouth can be made into a magic weapon in its own right; it can also be temporarily enhanced with magic such as *magic weapon*. The wearer can use the mouth to eat meat, gaining nutrition from it as if he had eaten with his own mouth (the mouth refuses any food other than meat).

CONSTRUCTION REQUIREMENTS	COST 2,250 GP

Craft Wondrous Item, *animate objects*, *bear's endurance*

HAG'S SHABBLE (GYRONNA)

PRICE 3,400 GP

SLOT body | **CL** 3rd | **WEIGHT** 3 lbs.

AURA faint transmutation



This unkempt black smock is loose-fitting and stained from travel. In the River Kingdoms, the wearer is assumed to be a follower of Gyronna because of the garment's association with her faith. The wearer gains a +2 competence bonus on Diplomacy and Intimidate checks.

If Gyronna is the wearer's patron, once per day the wearer can use *detect thoughts*.

CONSTRUCTION REQUIREMENTS	COST 1,700 GP

Craft Wondrous Item, *detect thoughts*, creator must have 5 ranks in Diplomacy and Intimidate

HERO'S RELEASE PENDANT (NADERI)

PRICE 2,800 GP

SLOT neck | **CL** 5th | **WEIGHT** 1 lb.

AURA faint necromancy

This small jeweled pendant looks like a tiny dagger set with handsome blue gems, but it is too small to be used as a weapon in combat. While wearing the pendant, the wearer does not provoke attacks of opportunity when delivering a coup de grace. In addition, the pendant grants its wearer a +2 resistance bonus on Will saves.

CONSTRUCTION REQUIREMENTS	COST 1,400 GP

Craft Wondrous Item, *death knell*, *resistance*

ICON OF THE MIDWIFE (PHARASMA)

PRICE 3,500 GP

SLOT none | **CL** 3rd | **WEIGHT** 2 lbs.

AURA faint divination



This gray stone carving of a gaunt older woman is usually painted with black hair and black clothing with red trim. Once per day, the bearer can use it to cast *stabilize*, *resistance*, and *virtue*—this is usually enough to ensure that a mother and newborn both live through a difficult birth.

If Pharasma is the bearer's patron, the bearer can use the icon to cast *augury* once per day. As a standard action, the bearer can touch a pregnant woman and know whether she is carrying a boy or girl and whether it will be a single birth or multiple. Once per day, the bearer can consecrate a corpse so if it is buried within 24 hours it cannot be reanimated as an undead.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP

Craft Wondrous Item, *augury*, *consecrate*, *stabilize*, *resistance*, *virtue*

INHERITOR'S GAUNTLET (IOMEDAE)

PRICE 2,700 GP

SLOT hands | **CL** 5th | **WEIGHT** 1 lb.

AURA faint evocation



This metal gauntlet is the sort appropriate for wearing with chainmail, though versions suited for leather or full plate exist. Affixed to the wrist is a white cloth with a longsword embroidered in gold thread. Once per day, the wearer can speak a command word to give a weapon the wearer holds in that hand (or the gauntlet itself) a +1 enhancement bonus on attack and damage rolls for 1 minute. An *Inheritor's gauntlet* uses up the wearer's entire

hands slot; the wearer can not use another item (even another *Inheritor's gauntlet*) that also uses the hands slot, though a matching nonmagical gauntlet is often worn on the other hand.

If Iomedae is the wearer's patron, the gauntlet lets the wearer use any sword he holds in that hand as a holy symbol. Once per day, the wearer can speak a command word and give any sword he holds the powers of an *evil outsider-bane* weapon for 1 minute; this effect ends if the wearer drops the sword or removes the gauntlet. If the wearer uses a finger to draw Iomedae's symbol on any solid surface, the symbol glows as brightly as a candle for 1 hour or until the wearer draws the symbol elsewhere (whichever comes first).

CONSTRUCTION REQUIREMENTS	**COST** 1,350 GP

Craft Wondrous Item, *light*, *magic weapon*, *summon monster I*

IRON LORD'S TRANSFORMING SLIVERS (GORUM)

PRICE 1,000 GP

SLOT none	**CL** 9th	**WEIGHT** 2 lbs.
AURA moderate transmutation		

The metal filings within this pouch are a mixture of adamantine, cold iron, mithral, and steel. The filings are faintly magnetic and stick to ferrous metal but are easily wiped away. If a metal or partly metal weapon is covered in the entire contents of the pouch and placed in a hot forge overnight, it slowly grows or shrinks by one size category toward the size of the creature who applied the powder. For example, a Small *+1 longsword* coated with the filings by a Medium creature transforms into a Medium *+1 longsword*. This transformation is permanent. The pouch contains enough material to transform one weapon, regardless of size.

CONSTRUCTION REQUIREMENTS	**COST** 500 GP

Craft Wondrous Item, *fabricate*

KEY OF THE SECOND VAULT (ABADAR)

PRICE 3,000 GP

SLOT none or neck	**CL** 5th	**WEIGHT** —
AURA faint transmutation and conjuration [lawful]		



This elaborate key on a fine gold chain always glints, even in the dimmest light. The bearer can use it to lock (but not unlock) any nonmagical lock as if it were the proper key. Once per day, the bearer can turn the key clockwise once to activate a *shield of faith* upon herself (though if the wearer is chaotic it provides only a +1 deflection bonus).

If Abadar is the bearer's patron, the key counts as a holy symbol. Once per day, the bearer can speak a command word and summon a two-headed eagle as if using *summon monster II* (the eagle's extra head does not grant it an extra attack). This eagle obeys the bearer's commands as if they shared a common language. While the key is worn as a pendant or held in hand, the bearer gains a +2 bonus on Appraise checks to assess an object's value.

CONSTRUCTION REQUIREMENTS	**COST** 1,500 GP

Craft Wondrous Item, *fox's cunning*, *shield of faith*, *summon monster II*, creator must have 5 ranks in Appraise

MASK OF CONFLICTING ENERGIES (NETHYS)

PRICE 4,000 GP

SLOT head	**CL** 7th	**WEIGHT** 1 lb.
AURA moderate transmutation		



This mask is white on one side and black on the other, with glittering gem lenses covering the eyes. Up to three times per day, the wearer can change the energy damage of a fire spell she casts to cold, a cold spell to fire, an acid spell to electricity, or an electricity spell to acid. All other effects of the spell are unchanged (for example, an *ice storm* changed to fire damage still deals bludgeoning damage and bestows a penalty on Perception checks). The mask affects only spells up to 3rd level.

CONSTRUCTION REQUIREMENTS	**COST** 2,000 GP

Craft Wondrous Item, Elemental Spell[APG]

MASK OF CUTTING FLESH (ZON-KUTHON)

PRICE 3,000 GP

SLOT head	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint abjuration		



This black leather mask is studded with bits of bone and metal, with smooth-sewn holes for the wearer's eyes, mouth, and nostrils. It laces in the back with long straps and covers the entire face, leaving only the ears and back of the head exposed. The wearer gains a +2 resistance bonus on Fortitude saving throws.

If Zon-Kuthon is the wearer's patron, once per day the wearer can whisper a command word to lash out at a target within 100 feet, unerringly slashing the target with an invisible blade of force that deals 2d4+2 points of force damage (spell resistance applies). As a free action, the wearer can will the mask to unlace and reshape itself into a leather cap on top of the wearer's head, or hide itself within the wearer's shirt or helm.

CONSTRUCTION REQUIREMENTS	**COST** 1,500 GP

Craft Wondrous Item, *animate rope*, *magic missile*, *resistance*

MEDAL OF THE HERO'S HEART (IOMEDAE)

PRICE 3,400 GP

SLOT neck	**CL** 7th	**WEIGHT** —
AURA moderate conjuration		

The *medal of the hero's heart* is an honorary pendant frequently bestowed upon noble crusaders and warriors of goodly churches. The church of Iomedae frequently award these medals to heroes on the front lines of the Worldwound. Though it may take a variety of appearances depending on its crafter and the champion it is awarded to, a *medal of the hero's heart* nearly always features some depiction of a human heart. The wearer of a *medal of the hero's heart* gains a +4 sacred bonus on saving throws to remove temporary negative levels.

Alternatively, the wearer of the *medal of the hero's heart* can expend the medal's magic as an immediate action to avoid

gaining 1 permanent negative level. Doing so causes the medal to shatter, destroying it.

CONSTRUCTION REQUIREMENTS	COST 1,700 GP
Craft Wondrous Item, *restoration*	

Nightstone of Sorrow (Dahak)

PRICE 3,300 GP

SLOT neck | **CL** 3rd | **WEIGHT** 2 lbs.

AURA faint abjuration [evil]



This black rock, usually worn on a heavy chain, looks pitted and partially charred and melted. It gives the impression of reckless evil—more a dangerous scent than any other kind of feeling. The wearer gains fire resistance 1 and a +1 resistance bonus on Will saves against fear. If the wearer takes 10 or more points of fire damage in a single round, a claw-shaped pattern glows faintly on the surface of the stone, similar to an *arcane mark*.

If the dragon god Dahak is the wearer's patron, the wearer can use *shatter* once per day. At will, the wearer can cause the claw-symbol on the rock to glow; true dragons immediately recognize the symbol as an icon of Dahak.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
Craft Wondrous Item, *arcane mark*, *remove fear*, *resist energy*, *shatter*	

Orb of the Waybringer (Apsu)

PRICE 3,900 GP

SLOT neck | **CL** 3rd | **WEIGHT** 1 lb.

AURA faint evocation



This giant pearl is carved with entwined flying dragons and strung on a fine silver chain; the pearl changes size according to the size of the wearer so that its diameter is no greater than the wearer's thumb. Once per day, the wearer can breathe a cone of searing flame that functions as *burning hands*, except it deals electricity damage instead of fire.

If the dragon god Apsu is the wearer's patron, once per day the wearer can use *eagle's splendor*. On command, the orb glows with a *light* spell or darkens again.

CONSTRUCTION REQUIREMENTS	COST 1,950 GP
Craft Wondrous Item, *eagle's splendor*, *light*, *shocking grasp*	

Pallid Crystal (Urgathoa)

PRICE 3,300 GP

SLOT neck | **CL** 3rd | **WEIGHT** —

AURA faint necromancy



This finger-length crystal is a pale, opaque pink color when worn by a living creature, but slowly changes to a deep, translucent violet when carried by an undead. The wearer can consume spoiled food or drink as if it were fresh and wholesome, tasting as good as it did before it spoiled. Any person with the Profession (cook) skill can use the crystal to season a meal with the flavor of salt, sugar, cinnamon, ginger, or pepper (or the equivalent spices for the undead palate—fear's breath, nightfog, bloodroot, thileu bark, or hatefinger).

If Urgathoa is the wearer's patron, the wearer can use *death knell* once per day. Both cure and inflict spells heal the wearer, whether the wearer is living or undead; the crystal flares with black or white energy when it converts these spells into a form that does not harm the wearer. The crystal does not affect any other uses of positive or negative energy, just cure and inflict spells (and effects that duplicate those spells).

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
Craft Wondrous Item, *cure light wounds*, *death knell*, *inflict light wounds*, *purify food and drink*	

Perfect Tuning Fork (Shelyn)

PRICE 600 GP

SLOT none | **CL** 3rd | **WEIGHT** —

AURA faint transmutation

Shelyn's association with harmony and music inspires many composers to pen glorious songs in the Eternal Rose's honor, and numerous tools have been devised by her church to improve the performances of such melodies. The *perfect tuning fork* provides the ideal pitch to quickly begin an inspirational tune. When holding a *perfect tuning fork* in the hand, the wielder can strike the fork as part of the action of beginning a bardic performance. If the wielder can start a bardic performance as a standard action, she can do so as a move action instead. If the wielder can start a bardic performance as a move action, she can do so as a swift action instead. A *perfect tuning fork* loses its magic after one use, but it can be used as an ordinary tuning fork thereafter.

CONSTRUCTION REQUIREMENTS	COST 300 GP
Craft Wondrous Item, *haste*	

Poison Gum (Norgorber)

PRICE 1,250 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint necromancy

Poison gum is often used by agents of Norgorber, particularly those alchemists and poisoners who venerate the insidious god as Blackfingers. Chewing a piece of *poison gum*—which resembles nothing so much as a lump of congealed sap—is a move action that provokes attacks of opportunity, though the user can continue to chew the gum as a free action on consecutive rounds. Doing so fills the user's mouth with three doses of Medium spider venom (*Pathfinder RPG Core Rulebook* 560). This poison lasts for up to 5 minutes before losing its potency. As a swift action while chewing *poison gum*, the user can apply the poison to a wielded weapon. If the user lacks the poison use class feature, there is a 5% chance that he exposes herself to the poison while chewing the gum or applying the poison to a weapon, and if he rolls a natural 1 on an attack roll with a poisoned weapon, he also exposes himself to the poison.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP

Craft Wondrous Item, *poison*, creator must have the poison use class feature

Preklikin's Book of Cults (Old Cults)

PRICE 1,500 GP

SLOT none | **CL** 5th | **WEIGHT** 5 lbs.

AURA faint conjuration [evil]

This strange leather-bound book contains erratic handwriting; the words within it appear to have been translated from Gnome into Common (and perhaps some other language before Gnome). It contains notations of strange cult practices, disturbing rants about ancient godlike beings, and confusing diagrams resembling summoning circles, with many parts crossed out or obliterated with ink or fire. The bearer of *Preklikin's Book of Cults* gains a +1 resistance bonus on Will saving throws while carrying the book.

If the bearer's patron is one of the Great Old Ones, the bearer can hold the book in one hand to use it as a *lesser extend metamagic rod,* but only for conjuration spells that summon or call an evil outsider.

CONSTRUCTION REQUIREMENTS	COST 750 GP

Craft Wondrous Item, Extend Spell, *resistance*



Purification Talisman (Irori)

PRICE 1,800 GP

SLOT neck | **CL** 5th | **WEIGHT** —

AURA faint abjuration

A hand-sized clay rebus of the Master of Masters (see the sidebar on page 86 for more information on Irori's rebus), sometimes inlaid with copper or tiny gemstones, hangs from this braided hair necklace. It is normally worn under clothing against the skin, and grants the wearer a +2 resistance bonus on saving throws against disease and poison. Once per day, the wearer can use *purify food and drink*, cleansing 1 cubic foot of food and water.

CONSTRUCTION REQUIREMENTS	COST 900 GP

Craft Wondrous Item, *purify food and drink*, *resistance*



Rhombocrystal (Nivi Rhombodazzle)

PRICE 2,250 GP

SLOT none | **CL** 1st | **WEIGHT** —

AURA faint evocation

This jewel-like lens slowly changes colors over time, with no discernible pattern. It may appear as a ruby one morning and a sapphire that night, only to become opaline for the entire next day. Most owners set their *rhombocrystal* in a metal festoon on a chain and carry it as a pendant, monocle, or loupe. A *rhombocrystal* can be used as a magnifying glass, and grants its bearer a +5 competence bonus on Appraise checks involving gems and crystals.

If Nivi Rhombodazzle is the bearer's patron, the bearer gains a +1 luck bonus on Reflex saving throws.

CONSTRUCTION REQUIREMENTS	COST 1,125 GP

Craft Wondrous Item, *divine favor*, creator must have 5 ranks in Appraise



Robe of the Master of Masters (Irori)

PRICE 2,300 GP

SLOT body | **CL** 7th | **WEIGHT** 3 lbs.

AURA moderate conjuration and transmutation



This brightly colored robe is made of fine silk and cut in the Vudrani style. As a full-round action, the wearer can shift the original hue of the garment slightly (from red to pink or crimson, from blue to cyan or sapphire, and so on) or return it to its original color; the robe instantly reverts to its original color if the wearer removes the robe. The wearer gains a +2 competence bonus on Perform (dance) checks.

If Irori is the wearer's patron, once per day as a free action the wearer can touch a tiny button on the wrist of the robe, granting her the effects of *haste* for 1 round. Once per day, the wearer can also perform a healing dance that lasts 5 minutes. When she does so, up to 7 allies within 30 feet heal 1 hit point.

CONSTRUCTION REQUIREMENTS	COST 1,150 GP

Craft Wondrous Item, *cure light wounds*, *disguise self*, *haste*, creator must have 5 ranks in Perform (dance)



Sacrificial Dagger of the Blood Mother (Fandarra)

PRICE 2,700 GP

SLOT none | **CL** 3rd | **WEIGHT** 1 lb.

AURA faint necromancy [evil]



This dagger is usually made of chiseled stone, though some varieties are made of sharpened mammoth bone. Its hilt is especially long, as if created for a Large creature, and the blade is carved with a symbol of a woman holding meat in one hand and a stone tablet in the other. The dagger is symbolic, and cannot be used as an actual weapon. Once per day, the wielder can use *detect animals or plants*.

If the giant goddess Fandarra is the wielder's patron, once per day the wielder can use *death knell* if he offers the target's blood to the goddess.

CONSTRUCTION REQUIREMENTS	COST 1,350 GP

Craft Wondrous Item, *death knell*, *detect animals or plants*



Safecamp Wagon (Abadar)

PRICE 3,000 GP

SLOT none | **CL** 6th | **WEIGHT** 2 lbs.

AURA moderate transmutation



Abadar's church created the first *safecamp wagons* to protect valuable cargo as it traveled between cities. When inactive, a *safecamp wagon* looks like an elaborately carved wooden toy wagon, 12 inches long, 6 inches wide, and 6 inches tall. On command, the toy transforms in a single round into an open-topped wagon (*Core Rulebook* 163). A second command word

creates a canvas top supported with a sturdy wooden frame over the wagon.

A third command word causes wooden panels to extend down and outward from the wagon, forming a stable wooden platform extending 5 feet in all directions from the wagon's base, suitable for walking, sitting, standing, or sleeping upon. A sliding wooden door in the back panel allows access to the space under the wagon. Speaking the command word again causes these panels to retract into the wagon. A fourth command word returns the wagon to its toy shape; any items on or in the wagon are carefully placed on the ground around the toy.

A *safecamp wagon* cannot transform if there isn't enough open space for it to occupy at full size. In any form, the wooden parts of this item have hardness 8, the canvas parts have hardness 2, and the entire object has fire resistance 5.

CONSTRUCTION REQUIREMENTS	**COST** 1,500 GP

Craft Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (carpentry) skill



SCABBARD OF PAIN (ZON-KUTHON)

PRICE 2,500 GP

SLOT none	**CL** 5th	**WEIGHT** 1 lb.
AURA faint necromancy		

This rugged black leather scabbard is wrapped in jet black chains that allow it to easily be hung from one's belt. A *scabbard of pain* grants it bearer knowledge of advanced torturing techniques used by depraved cultists of the Midnight Lord. It grows or shrinks to fit any bladed weapon sized for a Medium or Small creature. Three times per day, the bearer can declare that he is attempting to deliver a painful strike with a melee attack. If the attack hits, the opponent must succeed at a DC 11 Fortitude save or be affected by *ray of sickening*[UM]. The bearer can expend one use of the scabbard's painful strike as an immediate action to affect himself with the *ray of sickening* effect and voluntarily fail the saving throw. Doing so allows the bearer to reroll a failed saving throw against a mind-affecting effect.

CONSTRUCTION REQUIREMENTS	**COST** 1,250 GP

Craft Wondrous Item, *ray of sickening*



SHAD'GORUM NUGGET (GORUM)

PRICE 4,200 GP

SLOT neck	**CL** 3rd	**WEIGHT** 5 lbs.
AURA faint abjuration		



This impossibly hard, lumpy piece of unforged iron originates from metal that remained cool after smelting—ore that resisted all attempts to forge it into another shape. Worshipers of Gorum believe this metal is a reflection of their god's unrelenting determination, and often fashion this "stubborn iron" into a pendant, though it is sometimes used as a mace head or as a counterweight to a greatsword or another large weapon instead. While wearing a *Shad'Gorum nugget* around the neck, the wearer gains fire resistance 1 and a +1 resistance bonus on Will saving throws.

If Gorum is the wearer's patron, the wearer can use *chill metal* once per day. At will, the wearer can mend small metallic items as if using a *mending* spell.

CONSTRUCTION REQUIREMENTS	**COST** 2,100 GP

Craft Wondrous Item, *chill metal*, *mending*, *resist energy*, *resistance*



SILENT BLADE VEST (THAMIR GIXX)

PRICE 4,300 GP

SLOT chest	**CL** 3rd	**WEIGHT** —
AURA faint illusion		

This dapper, halfling-sized gray vest has dull black buttons and several hidden pockets. Concealed under the vest's lapel is a symbol of a black dagger with a white circle on the blade near the hilt. Followers of Thamir Gixx use this kind of vest or similar garments to discreetly indicate their allegiance to other members of the Silent Blade's church. The wearer gains a +5 competence bonus on Sleight of Hand checks. When adjacent to an ally using Stealth, the wearer gains a +5 competence bonus on Stealth checks.

CONSTRUCTION REQUIREMENTS	**COST** 2,150 GP

Craft Wondrous Item, *invisibility*, creator must have 5 ranks in Sleight of Hand



SPELLSIGHT BRACER (NETHYS)

PRICE 2,100 GP

SLOT wrists	**CL** 5th	**WEIGHT** 1 lb.
AURA faint abjuration		



Dozens of variants of this bracer exist, but they are usually leather, always ornately patterned, and bear a single spherical polished stone or gem (typically a carbuncle, olivine, or sard) mounted near the wrist. Medium to high-ranking Nethysian priests and priestesses often wear *spellsight bracers*, which also serve as a quick means of identifying fellow followers of the All-Seeing Eye. The wearer can use *detect magic* once per day. When she does, the spherical stone or gem in the bracer appears to open like a human eye. The bracer also provides a +1 resistance bonus on Will saving throws. A *spellsight bracer* uses up the wearer's entire wrists slot; the wearer may not use another item (even another *spellsight bracer*) that also uses the wrists slot, though a matching nonmagical bracer is often worn on the other wrist.

If Nethys is the wearer's patron, the wearer can use the bracer as if it were a *lesser silent metamagic rod* once per day. The wearer can spontaneously convert prepared spells or use available spell slots to cast *mage hand*, even if this spell is not on the wearer's class spell list or the wearer does not know the spell. Using either of these abilities also causes the eye in the bracer to open.

CONSTRUCTION REQUIREMENTS	**COST** 1,050 GP

Craft Wondrous Item, Silent Spell, *detect magic*, *mage hand*, *resistance*

Stagger-Proof Boots (Cayden Cailean)

Price 2,000 GP

Slot feet | **CL** 5th | **Weight** 1 lb.

Aura faint abjuration and transmutation



These calf-high leather boots are inscribed with Cayden Cailean's holy symbol. The wearer can stand up from prone without provoking attacks of opportunity and gains a +4 bonus to CMD against bull rush and trip combat maneuvers. Once per day as an immediate action, the wearer can move up to 30 feet; this movement provokes attacks of opportunity as normal.

Construction Requirements | **Cost** 1,000 GP

Craft Wondrous Item, *cat's grace*, *haste*

Starfaring Robe (Desna)

Price 82,000 GP

Slot body | **CL** 17th | **Weight** 1 lb.

Aura strong transmutation

This simple blue robe appears plain during the day but sparkles in starlight or moonlight. The wearer is constantly protected as if wearing a *necklace of adaptation*. On command, the robe sprouts pale moth wings, allowing the wearer to fly as if using *wings of flying*. In the vacuum of space, the wearer can fly at an incredible speed. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond should take 3d20 years (or more, at the GM's discretion), provided the wearer knows the way to its destination. While flying in this fashion, the wearer can enter a state of hibernation (similar to *temporal stasis*), waking instantly if attacked, upon reaching his destination, or after a set time period (such as a month or year).

Construction Requirements | **Cost** 41,000 GP

Craft Wondrous Item, *alter self*, *fly*, *interplanetary teleport*[UM], *temporal stasis*

Steward's Iron Key (Alseta)

Price 3,000 GP

Slot none | **CL** 3rd | **Weight** —

Aura faint abjuration and transmutation

This simple iron key looks like something a castellan or majordomo would carry on her key ring. When held in hand, the bearer can use *open/close* at will. Once per day the bearer can speak a command word to use either *arcane lock* or *knock*. Though Alseta's church may use more elaborate keys for important ceremonies, the goddess's humble nature means most magical keys crafted by her followers are nondescript items such as this one.

Construction Requirements | **Cost** 1,500 GP

Craft Wondrous Item, *arcane lock*, *knock*, *open/close*

Stinging Stiletto (Calistria)

Price 4,500 GP

Slot neck, ring, or none | **CL** 3rd | **Weight** —

Aura faint transmutation



This tiny dagger has a black leather hilt and a gold-inlaid pattern of stripes and sharp angles on its steel blade. It can transform into a delicate necklace or ornate finger-ring at the wearer's command. The wearer gains a +3 competence bonus on Perception checks while the item is carried or worn. The wearer can also use it to cast *ghost sound* once per day.

If Calistria is the wearer's patron, once per day the wearer may speak a command word to use *fox's cunning*. As a standard action, the wearer can prick her finger with the dagger and swear an oath on her own blood to avenge herself against a particular named creature; the wearer gains a +1 competence bonus on her next attack roll within 1 minute against that creature. Speaking a new vengeance-oath removes the old one, whether or not the wearer has achieved her vengeance.

Construction Requirements | **Cost** 2,250 GP

Craft Wondrous Item, *fox's cunning*, *ghost sound*, *guidance*, creator must have 5 ranks in Perception

Tankard of the Drunken Hero (Cayden Cailean)

Price 5,300 GP

Slot none | **CL** 3rd | **Weight** 1 lb.

Aura faint transmutation



This simple battered tankard is usually made of copper or tin. Its handle is not attached at the bottom so the bearer can hook it on his belt for easy carrying. The bearer gains a +1 resistance bonus on Fortitude and Will saves. Once per day, the bearer can fill the tankard with wine, ale, or other alcohol and drink from it to gain the benefits of a *remove fear* spell.

If Cayden Cailean is the bearer's patron, the tankard counts as a holy symbol. Once per day, the bearer can drink an alcoholic beverage from the tankard to gain the benefits of *heroism*. Once per day, the tankard automatically unties ropes that bind the bearer or unlocks locks that hinder him. This occurs about 5 minutes after the tying or unlocking and affects only bindings directly on the bearer's person (for example, it won't unlock a door to the bearer's prison cell, but will unlock the bearer's manacles). This power is subtle enough that it is unnoticeable unless someone checks the bindings to make sure they are secure—ropes loosen but still appear to be tightly bound, manacles unlock and loosen but do not automatically fall off. The tankard can untie or unlock only bindings with an Escape Artist or Disable Device DC of 25 or lower, though more powerful tankards may exist.

Construction Requirements | **Cost** 2,650 GP

Craft Wondrous Item, *animate rope*, *heroism*, *knock*, *remove fear*, *resistance*

Veil of Veils (Sivanah)

Price 3,300 GP

Slot head | **CL** 3rd | **Weight** —

Aura faint illusion

This fine silken veil can change color or alter its appearance to a highwayman's mask or similar cloth face covering. Once per day, the wearer can use *disguise self*, though the veil remains visible as some kind of garment on the wearer's head or face.

If Sivanah is the wearer's patron, once per day the wearer can use *blur*. In addition, the wearer gains a +2 competence bonus on Bluff checks.

Construction Requirements | **Cost** 1,650 GP

Craft Wondrous Item, *blur*, *disguise self*, creator must have 5 ranks in Bluff

Vurra of the Maker (Minderhal)

Price 3,300 GP

Slot neck | **CL** 3rd | **Weight** 5 lbs.

Aura faint transmutation



A vurra is a carving of a giant's head, usually a god but sometimes a hero, loved one, or historical figure. This hand-sized gray stone is carved to resemble a bearded, wise-looking man with a squarish skull. It has a leather strap threaded through a hole in the top, and is strangely heavy for its size. The wearer gains a +2 bonus on Craft (sculpting) checks. Once per day, the wearer can use *magic stone*, and this ability can affect even the small boulders favored by giants. The carved face grows stern and angry when worn by a creature with a chaotic alignment, only returning to its normal expression when removed or in the hands of a nonchaotic creature.

If the giant god Minderhal is the wearer's patron, once per day the wearer may use *owl's wisdom*.

Construction Requirements | **Cost** 1,650 GP

Craft Wondrous Item, *magic stone*, *owl's wisdom*, creator must have 5 ranks in Craft (sculpting)

Wayfinder of Zephyrs (Gozreh)

Price 15,000 GP

Slot none | **CL** 9th | **Weight** 1 lb.

Aura moderate transmutation

Swirling green and blue patterns bedeck the surface of this fine oak *wayfinder*, whose compass and needle are made of light polished steel engraved with themes of Gozreh's oceanic aspect. The needle does not point north as one would expect, but instead indicates the direction the wind is traveling in the area around the *wayfinder*. A *wayfinder of zephyrs* grants its bearer a +5 circumstance bonus on Profession (sailor) checks. Once per day, the bearer of a *wayfinder of zephyrs* can move the needle to change the direction the wind is traveling toward any direction on the compass. Optionally, the wielder may also increase or decrease the wind's intensity by one step (*Core Rulebook* 439) while changing its direction. A *wayfinder of zephyrs* has no effect on magical wind effects other than indicating the direction they are traveling.

Construction Requirements | **Cost** 7,500 GP

Craft Wondrous Item, *alter winds*[APG], *control winds*

Windwave Kilt (Gozreh)

Price 7,000 GP

Slot belt | **CL** 5th | **Weight** 5 lbs.

Aura faint transmutation



This kilt is made of thick woven strips of sea-green and sky-blue cloth decorated with tiny pearls and bits of coral along the beltline. The wearer gains a +3 competence bonus on Swim checks. When not worn, a *windwave kilt* floats on water like a dry log, automatically buoying upward any creature that weighs 100 pounds or less and aiding in flotation for heavier creatures.

If Gozreh is the wearer's patron, once per day the wearer can use *gaseous form*. In this form, the wearer does not need to breathe and can enter water or other liquid, appearing as a mass of fine bubbles and gaining the ability to swim at a speed of 10 feet. The wearer can also drink salt water as if it were fresh water.

Construction Requirements | **Cost** 3,500 GP

Craft Wondrous Item, *create water*, *gaseous form*, *levitate* or *water walk*, creator must have 5 ranks in Swim

Zonzon Doll of Forgiveness (Shelyn)

Price 5,000 GP

Slot none | **CL** 9th | **Weight** 1 lb.

Aura moderate abjuration

This rag doll, created in the likeness of a specific creature chosen at the time of crafting, must be loved to activate its powers. This love takes the form of time spent caring for the doll, keeping it on one's person, and preventing any harm from coming to it.

In order to use the accumulated power within a *Zonzon doll of forgiveness*, the owner must give the doll to the creature that it resembles. Depending on how long the doll's owner took care of it, the doll may bestow up to three cumulative effects. Each benefit lasts 24 hours unless otherwise noted.

If the doll is gifted after 1 day of care, it grants the owner a +5 sacred bonus on Diplomacy checks against the creature that the doll resembles (hereafter referred to as the target creature). If the doll is gifted after 1 week of care, the owner can use the Diplomacy skill to shift the target creature's attitude closer to helpful by up to three steps (exceeding the normal two-step limitation) and takes no penalty for failing a Diplomacy check by 5 or more. Finally, if the doll is gifted after 1 month of care, the recipient of the *Zonzon doll* may activate the doll within 24 hours to gain the benefit of an *atonement* spell. After the doll has been gifted and the duration of the effect expires, a *Zonzon doll* reverts to a normal rag doll with no magical powers.

Construction Requirements | **Cost** 3,750 GP

Craft Wondrous Item, *atonement*, *eagle's splendor*



Chapter Four



Servitors

Messengers of the Gods

While varied beings across the planes call themselves servants of the gods, there is a distinction between those who align their philosophies and lives with a deity and those who were created or exist solely to enact a deity's will. The 40 creatures that comprise this chapter represent some of the multiverse's most devout servitors of the divine. Each has the potential to serve as a stalwart ally or vicious enemy depending on how fate has aligned characters in the endless struggle between the gods. Throughout this section several monster features are marked with an asterisk (*), denoting new rules detailed in Chapter 3.

Servants of the Gods

Although mortal worshipers number among the most numerous minions of the gods, there are whole hosts of beings that serve the whims of specific deities. Among these are three classes of immortal beings: divine servitors, heralds of the gods, and unique servants.

Divine Servitors

Deities often play favorites and have little tolerance for half measures. As such, their servants are beings perfectly suited to fighting the wars, extolling the philosophies, and furthering the goals of their divine masters. Some are soldiers bolstering divine armies, some are envoys to the mortal realm, some are explorers that might be encountered even in the most unexpected corner of the multiverse, but each is a perfect manifestation of a deity's will. While many of these servitors are unique species in their own right, some might be special breeds of races associated with particular deities. Whatever place they might occupy in a greater hierarchy, all divine servitors are CR 4 and have 6 or fewer Hit Dice, making them useful candidates to be summoned with *lesser planar ally*.

Heralds of the Gods

Heralds are a special class of unique, godly servants. With few exceptions, each of Golarion's deities has its own herald, a favored minion that serves as a messenger and emissary throughout the planes. Creatures of myth, the heralds' interventions on the Material Plane mark lives and are events of legend.

Heralds are unique outsiders of approximately CR 15 with 18 or fewer Hit Dice, making them available for summons via *greater planar ally*. Only a deity's worshipers can summon its herald; thus, even the most powerful worshiper of Sarenrae can never summon the herald of Iomedae. In addition, only divine spellcasters can summon heralds, preventing arcane casters and spells like *planar binding* from effectively calling upon such beings. Even if a character proves powerful enough to call out to a herald, a deity has the final say in whether or not its emissary answers a worshiper's summons, granting its herald's service only to followers in the most extreme need or whose acts directly further its will.



Servants of the Gods

Deity	Herald	Servitors	Other Minions
Abadar	Lawgiver	Orshevals	Archons, axiomites, inevitables
Asmodeus	Basileus	Hesperians	Cerberi, devils, shapechangers
Calistria	The Menotherian	Vendenopterixes	Azatas, fey, giant wasps
Cayden Cailean	Thais	Ataxians	Azatas, cayhounds†, fey
Desna	Night Monarch	Thyrliens	Aliens, azatas, star monarchs†
Erastil	The Grim White Stag	Stag archons	Archons, plant creatures, wild animals
Gorum	The First Blade	Zentragts	Giants, proteans, valkyries
Gozreh	Personification of Fury	Xocothians	Animals, elementals, plant creatures
Iomedae	Hand of the Inheritor	Iophanites	Angels, archons, lammasus
Irori	The Old Man	Pavbaghas	Aeons, guardian nagas, inevitables
Lamashtu	Yethazmari	Swaithes	Barghests, demons, yeth hounds
Nethys	Arcanotheign	Burleevs	Aeons, elementals, sphinxes
Norgorber	The Stabbing Beast	Karumzeks	Daemons, soul eaters, xills
Pharasma	Steward of the Skein	Ahmuuths	Einherjar, norns, psychopomps
Rovagug	Tarrasque	Thognoroks	Demons, fiendish vermin, qlippoth
Sarenrae	Sunlord Thalachos	Yhohms	Angels, peris, phoenixes
Shelyn	The Spirit of Adoration	Dapsaras	Agathions, azatas, fey
Torag	The Grand Defender	Chalkosts	Archons, azers, constructs
Urgathoa	Mother's Maw	Sarcovalts	Daemons, plague carriers, undead
Zon-Kuthon	The Prince in Chains	Lampadariuses	Kytons, shadow creatures, undead

Unique Servants

Several remarkable servants of Golarion's deities are detailed in Chapter 1. Clerics who wish to call upon these renowned agents can do so by making use of various *planar ally* spells, at the GM's discretion. Most are designed to employ existing stat blocks from various Pathfinder bestiaries, though their physical descriptions might be significantly different or abilities might require swapping. In general, GMs should feel free to adjust these characters' base statistics as they see fit to help convey the power and wonder of the divine.

Creature Subtypes

Many divine servants have one of the following subtypes.

Herald Subtype: Heralds are unique representatives of their respective gods and sometimes have a specific outsider subtype such as "devil" or "psychopomp" that grants it additional abilities. A herald has the following traits.

- *Always Armed (Su)* Heralds can summon their signature weapon as a standard action. If its herald doesn't have a signature weapon, it can summon any nonmagical weapon as a standard action (including adamantine, etc.); the weapon disappears if it leaves the herald's grasp.
- *Emissary (Ex)* Heralds can always be summoned by the faithful using *greater planar ally* or *gate*, regardless of limitations of that spell, even if it's not an outsider.

Spawn of Rovagug Subtype: All Spawn of Rovagug (*Pathfinder Campaign Setting: Inner Sea Bestiary* 46) are Colossal magical beasts that possess the following traits.

- *Hibernation (Ex)* Spawn of Rovagug can sleep for years, decades, or even centuries and do not need to eat or breathe during these periods of dormancy. If a spawn of Rovagug is forced into an environment where it cannot breathe and would suffocate, it goes into hibernation until conditions are right for it to reawaken. While in hibernation, a spawn of Rovagug's damage reduction improves to 50/epic and it gains immunity to any spell or spell-like ability that allows spell resistance as well as all divination effects.
- *Regeneration (Ex)* All spawn of Rovagug possess regeneration, and no form of attack can suppress this regeneration; they regenerate even if disintegrated or slain by a death effect. If a spawn of Rovagug fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is dealt to its remains. It can be banished or otherwise transported as a means to save a region, but a method to kill Spawn of Rovagug has yet to be discovered.
- *Unstoppable Force (Ex)* A spawn of Rovagug can always charge, even if its movement is impeded or its path is blocked by another creature. It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, the natural weapons of a spawn of Rovagug ignore all forms of damage reduction and hardness.

Lawgiver

This titanic golden statue of a great knight moves of its own accord and hefts a mighty warhammer.

LAWGIVER **CR 15**

XP 51,200

LN Gargantuan construct (extraplanar, herald, lawful)

Init +1; **Senses** all-around vision, darkvision 60 ft., low-light vision, see in darkness; Perception +29

DEFENSE

AC 34, touch 7, flat-footed 33 (+1 Dex, +27 natural, –4 size)

hp 177 (18d10+78)

Fort +8, **Ref** +7, **Will** +13

DR 15/chaotic; **Immune** acid, construct traits, critical hits, electricity, rust; **Resist** cold 10, fire 10; **SR** 26

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee *+1 axiomatic warhammer* +24/+19/+14/+9 (4d6+10/×3) or 2 slams +23 (2d6+9)

Space 20 ft.; **Reach** 20 ft.

Spell-Like Abilities (CL 18th; concentration +25)

3/day—*cure serious wounds*, *neutralize poison*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove paralysis*

STATISTICS

Str 28, **Dex** 12, **Con** —, **Int** 14, **Wis** 24, **Cha** 20

Base Atk +18; **CMB** +31 (+33 bull rush or overrun); **CMD** 42 (44 vs. bull rush or overrun)

Feats Alertness, Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Great Fortitude, Improved Overrun, Power Attack, Toughness

Skills Appraise +11, Fly +3, Knowledge (engineering, local, religion) +11, Perception +29, Sense Motive +29

Languages Celestial, Common, Draconic, Infernal

SQ change shape (giant eagle [*Pathfinder RPG Bestiary* 118] or two-headed golden eagle [same stats as an eagle, but with two bite attacks]; *beast shape IV*), freeze (metal statue)

ECOLOGY

Environment any land (Axis)

Organization solitary

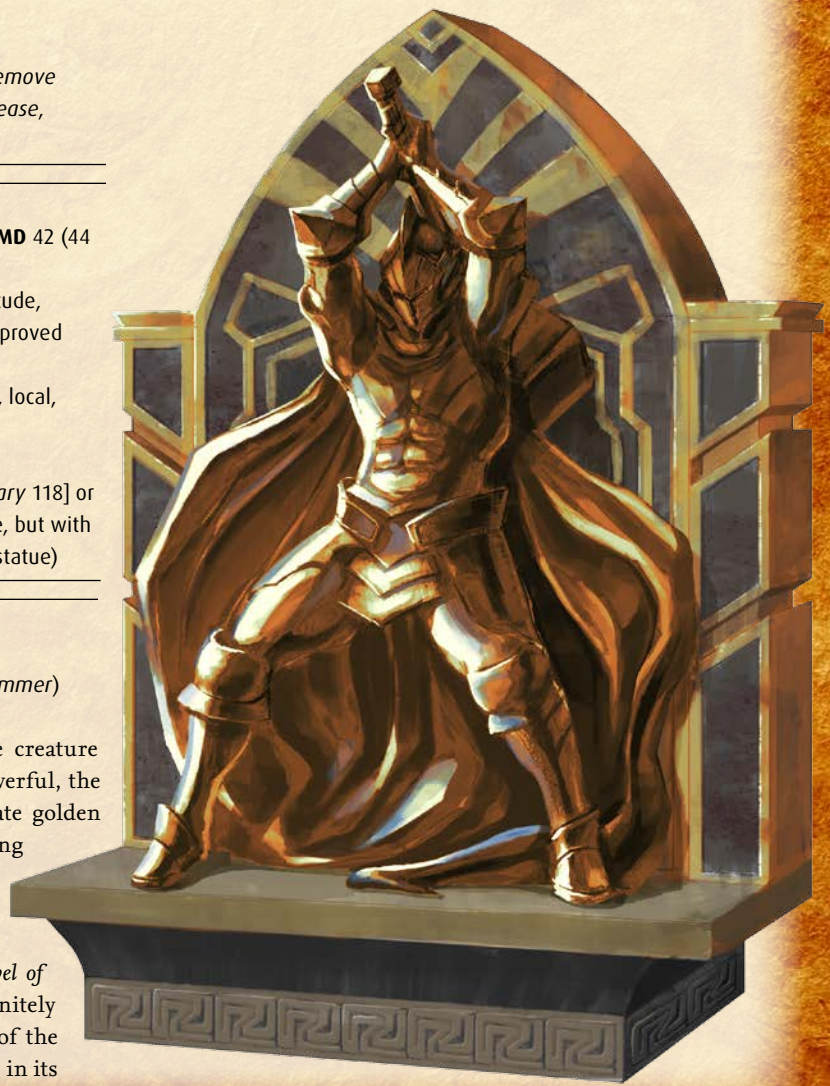
Treasure standard (Gargantuan *+1 axiomatic warhammer*)

Abadar's herald is the Lawgiver, a golem-like creature of gold and consecrated steel. Massive and powerful, the divine emissary appears as a giant in elaborate golden armor bearing a titanic warhammer. Standing still, the Lawgiver seems to be a fantastic statue crafted in honor of the god of law. When it's active, its steps shake the earth and the blows of its legendary hammer—the god-forged *Gavel of Abadar*—can shatter castle walls. Stoic, infinitely patient, and entirely dedicated to the Keeper of the First Vault, the Lawgiver is righteous, relentless in its cause, and capable of exacting incredible destruction. This sentinel of civilization appears where the forces of chaos threaten to undo the works of lawful communities and hinder the inexorable march of progress.

Although it knows several languages, the herald of Abadar restricts its communication to an unusual degree. It has only ever been heard speaking in numbers, measurements, and—most frequently—direct quotes from Abadar's holy writings, the *Order of Numbers* and the *Manual of City Building*.

Over the past century, followers of Abadar have reported seeing the Lawgiver wandering in remote places, from ancient caves to underwater trenches, seemingly searching for something. These travels have lead to widespread conjecture and debate among the faithful.

The Herald of Abadar stands exactly 25 feet tall and weighs 30 tons.



Orsheval

This short, iron-skinned horse is surrounded by a flickering light. A preternatural intelligence glitters in its metallic golden eyes.

ORSHEVAL **CR 4**

XP 1,200

LN Medium outsider (extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +2, **Will** +5

DR 5/magic; **Immune** electricity; **Resist** cold 10, fire 5; **SR** 15

OFFENSE

Speed 50 ft.

Melee bite +8 (1d6+3), 2 hooves +3 (1d4+1 plus 1d4 electricity)

Space 10 ft.; **Reach** 5 ft.

Special Attacks glittering radiance

Spell-Like Abilities (CL 6th; concentration +6)

At will—*light*, *mage hand*

3/day—*ant haul*[APG], *bless*, *expeditious retreat*

1/day—*dimension door* (self and rider only), *lesser restoration*, *zone of truth*

STATISTICS

Str 17, **Dex** 12, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +8 (+10 overrun); **CMD** 19 (21 vs. overrun, 23 vs. trip)

Feats Alertness, Endurance, Improved Overrun[B], Run

Skills Acrobatics +4, Appraise +6, Knowledge (local) +3, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +11, Sense Motive +11, Swim +5

Languages Celestial, Infernal; truespeech

ECOLOGY

Environment any (Axis)

Organization solitary, pair, or team (3–8)

Treasure standard

SPECIAL ABILITIES

Glittering Radiance (Su) An orsheval usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet of it with shining motes. These motes cling to all creatures in the affected area, outlining them as *glitterdust* for 6 rounds. Opponents in the area must succeed at a DC 14 Will save or be blinded; a blinded creature may attempt a new saving throw each round at the end of its turn to end the blindness. The motes persist for 1 round after the orsheval moves from a square, leaving a trailing cloud that can affect creatures that move into the affected area. The orsheval can suppress or reactivate the glow or motes as a free action. The save DC is Constitution-based.

An orsheval is a patient, hard-working servitor of Abadar. Accustomed to bearing heavy loads and vulnerable riders, an orsheval fulfills its duties without complaint, glad to contribute to the long-term goals of its master. Its iron body shines with light, and it uses this natural glow to lead allies or continue work long into the night. Although only the size of ponies, orshevals can look like miniature, sculpted versions of full-grown horses of any kind, but most prefer the shape of a sturdy draft horse or warhorse.

An orsheval is as intelligent as a typical human and quite familiar with the nature of trade, bargaining, and spotting liars and cheats. Many arrogant mortals have ignored or insulted orshevals, thinking them dumb beasts, only to have the servitors chastise them using truespeech. When dealing with such people, an orsheval might become as stubborn as a true horse, relenting only if the offender apologizes and makes appropriate financial restitution to the church of Abadar.

Most orshevals stand about 4 feet tall and weigh about 700 pounds.



Basileus

This comely man is clad in fine silken robes. His eyes smolder with infernal flames.

BASILEUS **CR 15**

XP 51,200

LE Medium outsider (devil, evil, extraplanar, herald, lawful)

Init +10; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +23

DEFENSE

AC 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

hp 200 (16d10+112)

Fort +12, **Ref** +18, **Will** +16

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 26

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee touch +19 (1d8+8) or 5 slams +24 (1d8+8 plus grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with slam)

Special Attacks terror, terror shape

Spell-Like Abilities (CL 16th; concentration +23)

At will—*cloudkill* (DC 22), *false vision*, *greater teleport* (self plus 50 lbs. of objects only), *mirage arcana* (DC 22), *persistent image* (DC 22), *scorching ray*

3/day—*crushing despair* (DC 21), *dimensional anchor* (DC 21), *ethereal jaunt*, *greater dispel magic*, *greater invisibility*, *legend lore*, *nightmare* (DC 22), *phantasmal killer* (DC 21), *true seeing*

1/day—*geas/quest*, grant 1 *wish* (to mortals only), *summon* (level 5, 2 bone devils 75%)

STATISTICS

Str 26, **Dex** 22, **Con** 25, **Int** 26, **Wis** 19, **Cha** 25

Base Atk +16; **CMB** +24 (+28 grapple); **CMD** 40

Feats Blind-Fight, Combat Reflexes, Deceitful, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Persuasive

Skills Acrobatics +22, Bluff +30, Diplomacy +38, Disguise +30, Fly +14, Intimidate +38, Knowledge (arcana) +24, Knowledge (history, nobility) +16, Knowledge (planes) +27, Perception +23, Perform (oratory) +23, Sense Motive +23, Sleight of Hand +22, Spellcraft +27, Stealth +25; **Racial Modifiers** +8 Diplomacy, +8 Intimidate

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Elven, Giant, Infernal, Undercommon; *tongues*, telepathy 100 ft.

SQ veil of forms

ECOLOGY

Environment any (Hell)

Organization solitary

Treasure double

SPECIAL ABILITIES

Gaze (Su) Death (if 6 HD or less) or 6d6 damage and panicked for 2d4 rounds (7 HD or more), range 30 feet, Will DC 25 negates the death or panicked effect. This gaze is a mind-affecting fear effect that causes its targets to perceive Basileus as the most terrifying thing that it can imagine. The save DC is Charisma-based.

Terror Shape (Su) While using his gaze ability, Basileus manifests one to five monstrous limbs that can make slam attacks.

Veil of Forms (Su) All creatures see Basileus as a powerful and attractive member of their own race. While using this ability, Basileus's gaze ability is suppressed. He can activate or suppress this ability as a free action.

An infernal paradox at once wondrous and terrifying, tempting and blasphemous, Basileus serves as the herald of Asmodeus and the harbinger of Hell's will. Few who have met him survive the experience unchanged, for he is the very word of Hell.



Devil, Accomplice

This robed figure appears human except for snakelike eyes, a pair of devilish horns, and the occasional dart of a forked tongue.

ACCOMPLICE DEVIL (HESPERIAN) CR 4

XP 1,200

LE Medium outsider (devil, evil, extraplanar, lawful, shapechanger)

Init +4; **Senses** darkvision 60 ft., *detect good*, see in darkness; Perception +10

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 33 (6d10)

Fort +5, **Ref** +2, **Will** +8

Defensive Abilities all-around vision; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 15

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee 2 bites +7 (1d6+1 plus poison) (amphisbaena form only) or
heavy mace +7/+2 (1d8+1) (natural form only)

Spell-Like Abilities (CL 6th; concentration +8)
Constant—*detect good*
At will—*guidance*, *hypnotism* (DC 13), *light*, *message*, *prestidigitation*, *read magic*
3/day—*beguiling gift*[APG] (DC 13), *burning hands* (DC 13), *darkness*, *daylight*, *greater teleport* (self plus 50 lbs. of objects only)
1/day—*charm person* (DC 13), *eagle's splendor*, *suggestion* (DC 15)

STATISTICS

Str 13, **Dex** 10, **Con** 11, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 17

Feats Combat Casting, Improved Initiative, Iron Will

Skills Bluff +15, Climb +9, Diplomacy +15, Intimidate +11, Knowledge (local) +11, Knowledge (planes) +11, Knowledge (religion) +11, Perception +10, Sense Motive +10, Swim +9; **Racial Modifiers** +4 Bluff, +4 Diplomacy

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ change shape (any Medium humanoid or Medium amphisbaena; *alter self* or *beast shape III*)

ECOLOGY

Environment any (Hell)

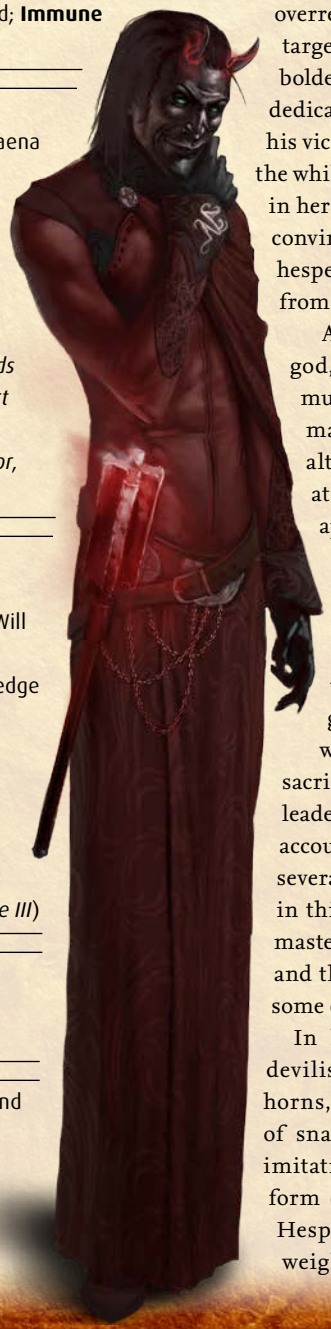
Organization solitary, pair, or cabal (3–5)

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) A hesperian has all-around vision only in amphisbaena form.

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is Constitution-based.



Servitors of Asmodeus, hesperians—also known as accomplice devils—come to the Material Plane to help guide influential individuals and their followers into Hell's grasp. Once a hesperian finds a suitable target for his clever wiles, he tells his victims that the greatest of Hell's devils sent him, and that his diabolical masters have recognized the individual's talents and potential. The hesperian goes on to claim that he has come to the mortal world in order to guide the creature as a chosen prodigy of Hell, and promises to carry the individual past the threshold of greatness. It's all a tangled lie, of course, but the best lies are the ones that at some point can be made into truths. A hesperian encourages envy, overreaching, pride, and ultimately hubris in his targets, urging his victims to strive toward ever bolder and more grandiose destinies. A hesperian dedicates himself to a mortal's service, assisting his victim in amassing power, wealth, prestige—all the while inflating her ego and cultivating her belief in her own worthiness and infallibility. Once fully convinced of her own incontrovertible position, a hesperian's victim is usually only a gentle push from Hell's threshold.

Always serving themselves and their dark god, hesperians are careful to not show too much of their hand, preferring to beguile and manipulate from the shadows. They cunningly alter their inhuman features to resemble attractive humanoids to mingle with mortals, appear more convincing in negotiations, and to not draw too much attention to their devilish natures.

A hesperian often establishes Asmodean cults, then elevates one chosen mortal to a position of leadership within the group. He advises this leader, all the while manipulating other cultists—even sacrificing them if necessary—to help this mortal leader's ascendance without her having any direct accountability. A single hesperian typically has several mortals whom he calls master and advises in this way. Rotating his attention between these masters, the hesperian enjoys appearing for a while and then unexpectedly vanishing for periods like some dark muse.

In his true form, a hesperian looks like a devilishly handsome human male with devilish horns, a forked tongue, and eyes reminiscent of snake's, but he can make himself a perfect imitation of any humanoid or even take the form of a long snake with a head on each end. Hesperians stand just under 7 feet tall and weigh approximately 180 pounds.

The Menotherian

This gangly black wasp has delicate wings, articulate hands on its front legs, and a pair of jagged stingers the length of a human arm.



THE MENOTHERIAN **CR 15**

XP 51,200

CN Large outsider (chaotic, extraplanar, herald, shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

Aura alluring scent (30 ft., DC 25, 1 hour)

DEFENSE

AC 31, touch 14, flat-footed 26 (+5 Dex, +17 natural, –1 size)

hp 202 (15d10+120)

Fort +17, **Ref** +16, **Will** +9

DR 15/lawful; **Immune** disease, poison; **Resist** electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft., climb 20 ft., fly 50 ft. (poor)

Melee bite +24 (1d8+9), 2 claws +23 (1d6+9), sting +24 (2d8+9 plus poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks implant, mind control, poison

Spell-Like Abilities (CL 14th; concentration +19)

At will—*dimension door*, *dispel magic*, *lover's vengeance*[ISWG], *message*, *neutralize poison*, *rage*, *secret speech*[*]

5/day—*crushing despair* (DC 19), *cat's grace*, *cure moderate wounds*, *remove disease*, *suggestion* (DC 18), *summon swarm*, *telekinesis*, *teleport*, *wall of thorns*

1/day—*heal*, *insect plague*, *scrying* (DC 19)

STATISTICS

Str 28, **Dex** 20, **Con** 26, **Int** 18, **Wis** 18, **Cha** 20

Base Atk +15; **CMB** +25; **CMD** 40 (48 vs. trip)

Feats Combat Reflexes, Hover, Improved Initiative, Lightning Reflexes, Power Attack, Step Up, Weapon Focus (bite), Weapon Focus (sting)

Skills Acrobatics +20, Bluff +23, Climb +17, Diplomacy +23, Fly –1, Heal +11, Intimidate +23, Knowledge (history, planes) +15, Knowledge (nature) +12, Perception +22, Perform (dance) +12, Sense Motive +22, Spellcraft +14, Stealth +19

Languages Abyssal, Common, Elven; telepathy 100 ft.

SQ change shape (elf, wasp, or giant wasp; *alter self* or *vermin shape II*)

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure none

SPECIAL ABILITIES

Alluring Scent (Ex) The Menotherian's subtle aroma causes creatures in her vicinity to become placid and react favorably toward her. Any creature that fails a DC 25 Fortitude save against the aura improves its attitude toward the Menotherian one step closer to friendly. Creatures with the scent ability take a –4 penalty on this saving throw. Creatures in the aura must attempt a saving throw each minute. This is a mind-affecting poison effect. The DC is Constitution-based.

Implant (Ex) Once per day, the Menotherian can implant eggs in a creature using its sting. The creature must succeed at a DC 25 Fortitude save to resist implantation. The target is nauseated for the next 2d4 rounds while the eggs gestate. When the eggs hatch, they form a chaotic neutral hellwasp swarm (*Pathfinder RPG Bestiary 3* 146), kill the host in 1 round, and inhabit the corpse. The eggs can be surgically removed with a successful DC 30 Heal check (this check deals 2d6 points of damage to the host regardless of success) or by *remove disease* or similar spells. The save DC is Constitution-based.

Mind Control (Ex) The menotherian can inject its scent into the brain of a helpless or willing target, controlling it for the next 24 hours (as the spell *dominate person*, Fortitude DC 25 negates), although the Menotherian must verbally give the target instructions. The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 2 consecutive saves.

The Menotherian is a personification of lust and vengeance. Bereft of morals, she seduces, tricks, or murders any creature necessary to complete whatever mission Calistria sends her to upon. The herald stands 14 feet tall, has a wingspan nearing 30 feet, and weighs 1,400 pounds.

Vendenopterix

This elven woman's allure is obfuscated by her ragged insectile wings and long, clawlike nails.

VENDENOPTERIX **CR 4**

XP 1,200

CN Medium outsider (chaotic, extraplanar, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)

hp 39 (6d10+6)

Fort +3, **Ref** +8, **Will** +7; +2 vs. enchantments

DR 5/cold iron; **Immune** sleep; **Resist** electricity 10, fire 5; **SR** 15

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +9 (1d6+1 plus poison)

Special Attacks ability drain, poison

Spell-Like Abilities (CL 6th; concentration +8)

3/day—*charm person* (DC 13), *darkness*, *locate creature*

1/day—*dimension door*, *ethereal jaunt* (self plus 50 lbs. of objects only), heightened *charm person* (DC 16), *suggestion* (DC 15)

STATISTICS

Str 13, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 21

Feats Dodge, Iron Will, Weapon Finesse

Skills Bluff +11 (+19 when passing hidden messages), Diplomacy +11, Disguise +11, Knowledge (planes) +6, Perception +9, Perform (dance) +8, Survival +9 (+13 when tracking); **Racial Modifiers** +8 Bluff when passing hidden messages, +4 Survival when following tracks

Languages Abyssal, Celestial, Common, Draconic, Elven; telepathy 10 ft.

SQ change shape (any humanoid; *alter self*), swift tracker

ECOLOGY

Environment any (Elysium)

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Ability Drain (Su) A vendenopterix drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the vendenopterix can use this ability. The vendenopterix's kiss inflicts 1 point of Intelligence, Wisdom, or Charisma drain (her choice). The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the vendenopterix. The target must succeed at a DC 15 Will save to negate the *suggestion*. The save DC is Charisma-based.

Poison (Ex) Claw—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves. The save DC is Constitution-based, and includes a +2 racial bonus.

Swift Tracker (Ex) A vendenopterix can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20 penalty) when moving at up to twice her normal speed while tracking.

Beautiful, seductive, and ruthless, vendenopterixes are servitors of Calistria tasked with hunting down and punishing enemies of the faith. Though they typically take female form, vendenopterixes are comfortable taking the shape of any gendered humanoid (including polygendered creatures) but avoid genderless shapes. A vendenopterix's purpose is to punish, but not necessarily to kill. She may be tasked with exposing a creature's secrets or convincing a creature to do so itself in an embarrassing way, and she is just as likely to drain her victim's mental facilities until it acts like a buffoon or clod as she is to poison her target so it appears to be afflicted with (or even dying from) a venereal pox. Vendenopterixes stand about 6 feet tall and range in weight from a slender 140 pounds to a curvaceous 240.



Thais

This defiant, angelic woman has two black wings and three white wings, and bears a crystalline halberd.

THAIS **CR 15**

XP 51,200

CG Large outsider (chaotic, extraplanar, good, herald, shapechanger)

Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +24

Aura bravery (30 ft.)

DEFENSE

AC 32, touch 25, flat-footed 23 (+7 deflection, +8 Dex, +1 dodge, +7 natural, –1 size)

hp 195 (17d10+102)

Fort +17, **Ref** +21, **Will** +12

Defensive Abilities armor of valor, improved evasion, uncanny dodge; **DR** 15/lawful; **Immune** electricity, fear, petrification; **Resist** cold 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft., fly 80 ft. (good)

Melee *+2 anarchic keen halberd* +25/+20/+15/+10 (2d8+12/×3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks luck domain, penetrating gaze

Spell-Like Abilities (CL 15th; concentration +22)

At will—*freedom of movement*, *greater heroism*, *true strike*

3/day—*break enchantment*, *displacement*, *greater dispel magic*, *plane shift* (self and willing targets only), *shout* (DC 21)

1/day—*greater planar ally* (one bralani or ghaele azata only), *hallow*, *word of chaos* (DC 24)

STATISTICS

Str 24, **Dex** 26, **Con** 22, **Int** 21, **Wis** 18, **Cha** 24

Base Atk +17; **CMB** +25; **CMD** 51

Feats Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Acrobatics +28, Bluff +27, Diplomacy +24, Disguise +17, Fly +10, Heal +11, Intimidate +18, Knowledge (local, religion) +12, Knowledge (planes) +15, Perception +24, Perform (dance) +24, Profession (courtesan) +12, Sense Motive +24, Sleight of Hand +28, Stealth +24

Languages Auran, Celestial, Common, Draconic, Infernal; *tongues*

SQ change shape (female elf, half-elf, or human from Medium to Huge size; *alter self* or *giant form II*)

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure triple (*+2 anarchic keen halberd*)

SPECIAL ABILITIES

Armor of Valor (Su) Thais adds her Charisma modifier as a deflection bonus to her Armor Class and gains a +1 luck bonus on all saving throws.

Aura of Bravery (Su) Allies within Thais's aura are affected by *remove fear* and *remove paralysis*. Allies gain a +1 morale bonus on attack rolls, weapon damage rolls, saves, and skill checks; opponents take a –1 morale penalty on such rolls.

Luck Domain (Ex) Thais can use the bit of luck (30 ft. range) and good fortune Luck domain powers three times per day each.

Penetrating Gaze (Su) Lawful opponents within 30 feet take 5d6 points of damage and are dazed for 1 round. A successful DC 25 Will save halves the damage and negates the daze effect. The save DC is Charisma-based.

Cayden Cailean's herald Thais is a personification of freedom and courage. She typically appears as a 15-foot-tall, angelic woman, but can change her size to be anywhere from 4 feet to 32 feet tall. She is always portrayed carrying her signature weapon, a crystalline halberd called *Tyranny's Foil* borrowed from Milani's armory. Three times per day as a standard action, she can use the weapon to open all nonmagical doors and break all nonmagical chains within 30 feet.



ATAXIAN

This sprite-like creature resembles a humanoid the size of a cat, with amber skin, surrounded by an aura of tiny bubbles.

ATAXIAN **CR 4**

XP 1,200

CG Tiny outsider (chaotic, extraplanar, good)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 15 (+1 Dex, +3 natural, +2 size)

hp 30 (4d10+8)

Fort +6, **Ref** +2, **Will** +5

DR 5/evil or lawful; **Immune** poison, fear; **Resist** acid 5, cold 5, fire 5; **SR** 15

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee 2 slams +3 (1d2–3)

Ranged ray +7 (1d6 cold plus staggered)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks possession

Spell-Like Abilities (CL 4th; concentration +6)

At will—*remove fear*

3/day—*bear's endurance*, *create water* (ale or wine, up to 4 cups), *hideous laughter* (DC 13), *lesser confusion* (DC 13), *pick your poison**, *sleep* (DC 13)

1/day—*knock*, *magic jar* (willing target only, lasts 1 hour, see possession), *ray of sickening*UM (DC 13)

STATISTICS

Str 5, **Dex** 12, **Con** 15, **Int** 10, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 14

Feats Agile Maneuvers, Combat Casting

Skills Acrobatics +8, Fly +9, Handle Animal +9, Knowledge (local) +7, Knowledge (religion) +7, Perception +8, Stealth +16

Languages Celestial, Common, Dwarven, Elven, Halfling

SQ staggering drunk

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or brawl (3–5)

Treasure standard

SPECIAL ABILITIES

Possession (Su) An ataxian does not require a receptacle to use its *magic jar* spell-like ability. When using this ability on the Material Plane, its body becomes ethereal for the duration. When the ataxian leaves its host, the host must succeed at a DC 14 Will save or fall asleep for 1d3 minutes. The save DC is Charisma-based.

Staggered (Ex) Any creature struck by an ataxian's ray attack must succeed at a DC 14 Fortitude saving throw or be staggered for 1d4 rounds. This is a poison effect. The save DC is Charisma-based.

Staggering Drunk (Ex) For each alcoholic drink an ataxian has consumed in the past hour, it gains a +1 dodge bonus to AC and takes a –1 penalty on all attack rolls, saving throws, skill checks, and ability checks, to a maximum of +4 and –4, respectively. These effects wear off after 1 hour.

Ray (Su) An ataxian can fire a ray of cold up to 30 feet with no range increment.



An ataxian is a rowdy, boisterous, and good-natured servitor of Cayden Cailean. It has an instinct for finding taverns, whether in a crowded city or rural farmland. When it finds these drinking holes, it's always able to find people willing to buy it drinks. An ataxian embodies all the positive stereotypes of a happy, fun drunk.

Courageous despite its tiny, frail body, an ataxian is always ready to stand up for the underdog, and it isn't afraid to take the first swing against a bully. However, an ataxian much prefers to use its magic to make fools out of thugs—or, better yet, turn potential adversaries into drinking buddies.

Ataxians love to possess worshipers of the Drunken Hero and experience life in an "enormous" body, and they seize the chance whenever they can. Many tales of a drunken peasant single-handedly defeating a gang of ruffians can be attributed to the unexpected intervention of one of these servitors. Ataxians enjoy singing bawdy songs, carousing with light-hearted folk, and spreading good cheer.

Ataxians typically measure about 1-1/2 feet tall and weigh about 4 pounds.

Night Monarch

This mothlike creature has a long, three-pronged tail akin to peacock feathers. Sparkling dust drifts from its gigantic wings.

NIGHT MONARCH **CR 15**

XP 51,200

CG Huge outsider (chaotic, extraplanar, good, herald)

Init +10; **Senses** blindsense 60 ft., darkvision 120 ft.; Perception +29

DEFENSE

AC 31, touch 15, flat-footed 24 (+6 Dex, +1 dodge, +16 natural, –2 size)

hp 207 (18d10+108)

Fort +17, **Ref** +14, **Will** +15

Defensive Abilities poison flesh, **DR** 15/evil; **Immune** cold (itself and its riders), electricity, sleep; **SR** 26

OFFENSE

Speed 30 ft., fly 120 ft. (average)

Melee 2 claws +23 (2d6+7), 2 wings +21 (2d6+3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, web, Reflex DC 25 negates, usable every 1d4 rounds), dream dust, poison

Spell-Like Abilities (CL 15th; concentration +22)

At will—*cure serious wounds*, *dream*, *freedom of movement*, *hypnotic pattern* (DC 19)

3/day—*break enchantment*, *greater dispel magic*, *plane shift* (self and willing targets only), *remove curse*, *remove fear*, *remove paralysis*

1/day—*hallow*, *regenerate*

STATISTICS

Str 25, **Dex** 22, **Con** 23, **Int** 20, **Wis** 18, **Cha** 24

Base Atk +18; **CMB** +27; **CMD** 44 (52 vs. trip)

Feats Alertness, Dodge, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Multiattack, Snatch, Wind Stance

Skills Diplomacy +28, Fly +2, Handle Animal +25, Heal +22, Knowledge (geography, religion) +23, Knowledge (nature, planes) +26, Perception +29, Sense Motive +29, Stealth +19, Survival +25

Languages Auran, Celestial, Common (can't speak); telepathy touch

SQ no breath (itself and its riders)

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) The Night Monarch's breath weapon creates sticky webbing (as the web universal monster ability). It can use this ability in the air to entangle flying creatures without requiring the use of anchor points to hold the web in place.

Dream Dust (Su) As a full-round action, the Night Monarch can flutter its wings to create a 30-foot burst of dust centered on itself. This dust affects creatures as *deep slumber*, but with no Hit Die limit (Will DC 25 negates). This ability is usable once every 1d4 rounds. The save DC is Constitution-based.

Poison Flesh (Ex) Any creature that bites the Night Monarch is exposed to black lotus extract poison (*Pathfinder RPG Core Rulebook* 558). Eating the Night Monarch's flesh gives the attacker a –4 penalty on the poison's saving throw.



The Night Monarch serves the goddess Desna, and resembles a titanic moth or butterfly with brightly colored wings. The shifting patterns depicted upon its wings always reflect some aspect of the quest the goddess has willed it to take up. Depending on the herald's progress, these markings may resemble elaborate constellations and star shapes, swift blowing winds and clouds, or even harsh streaks of falling meteorites. Sighting the Night Monarch is thought to bring good luck and favorable dreams, which many hold to be visions from the goddess herself. The Herald of Desna's head rises 14 feet off the ground, and its body is about 30 feet long. It weighs approximately 2,000 pounds.

Azata, Thyrlien

This fey-looking humanoid is colored in shades of gray. Its wings are decorated with colored motes resembling a starry night sky.



THYRLIEN **CR 4**

XP 1,200

CG Small outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +6; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 39 (6d10+6); fast healing 1 (see below)

Fort +3, **Ref** +7, **Will** +7; +4 vs. poison

DR 5/evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 15

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +9 (1d3–1 plus poison), 2 wings +4 (1d4–1)

Special Attacks favored enemy (evil outsiders +2, vermin +2), poison, starlight blast

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect evil*, *detect magic*

3/day—*cure light wounds*, *locate creature*, *magic missile*, *message*

1/day—*blindness/deafness* (DC 15), *neutralize poison*, *true strike*

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 12, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +4; **CMD** 16

Feats Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Fly +8, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Perform (any one) +11, Stealth +15, Survival +11

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (giant moth [use giant wasp stats]; *vermin shape II*[UM])

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3–5)

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A thyrlien has fast healing 1 only when outside under a night sky (whether the sky is cloudy or clear).

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves.

Starlight Blast (Su) As a standard action once every 1d4 rounds, a thyrlien can tap into Desna's divine radiance and unleash a blast of holy twilight in a 5-foot burst. All creatures in this area take 2d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 2d4+1 points of damage, a neutral creature would take 2d4+2 points of damage, and a lawful evil creature would take 2d4+4 points of damage. A DC 14 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

A thyrlien is a unique type of azata created by Desna. Intended as rare warrior counterparts to lyrakien, thyrlien are tasked with watching over nighttime travelers. Specifically hunting the servants of Lamashtu and Ghlaunder, thyrlien wander lonely roads and dark alleys, hoping to confront or counter the dark things that so often hunt such ominous spots. Superficially humanoid, a thyrlien's attacks reveal its nonhuman origins. Venomous saliva coats mouth and its delicate-looking wings are actually as stiff as wood and have razor sharp edges. A thyrlien is skilled at tracking using conventional and magical methods and is savvy to the ways of its chosen prey. These servants of the goddess of luck stand about 2 feet tall and weigh around 15 pounds.

The Grim White Stag

This gigantic stag-like being blurs the line between plant and beast, its horns branching like the limbs of some ancient, leafless tree.

THE GRIM WHITE STAG CR 15

XP 51,200

LG Colossal outsider (extraplanar, good, lawful)

Init +2; **Senses** darkvision 60 ft., low-light vision, *detect evil*; Perception +22

Aura protective aura (20 ft.)

DEFENSE

AC 25, touch 5, flat-footed 22 (+2 Dex, +1 dodge, +20 natural, –8 size; +4 deflection vs. evil)

hp 225 (18d10+126); regeneration 5 (evil weapons and effects)

Fort +18, **Ref** +13, **Will** +7; +4 vs. poison, +4 resistance vs. evil

DR 10/evil and silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 26

OFFENSE

Speed 40 ft.

Melee gore +25 (4d6+14/19–20 plus push), 2 hooves +19 (2d8+7)

Space 30 ft.; **Reach** 20 ft.

Special Attacks lay on hands (10/day, 9d6), push (gore, 10 ft.), trample (2d8+21, DC 33)

Spell-Like Abilities (CL 18th; concentration +19)

Constant—*detect evil*

3/day—*neutralize poison*, *remove disease*

1/month—*heroes' feast* (see below)

STATISTICS

Str 39, **Dex** 14, **Con** 25, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +18; **CMB** +40 (+44 bull rush); **CMD** 53 (55 vs. bull rush, 57 vs. trip)

Feats Dodge, Endurance, Greater Bull Rush, Improved Bull Rush, Improved Critical (gore), Mobility, Power Attack, Run, Weapon Focus (gore)

Skills Acrobatics +11, Handle Animal +13, Intimidate +19, Knowledge (nature) +12, Perception +22, Sense Motive +13, Stealth +7 (+15 in forests), Survival +13, Swim +26; **Racial Modifiers** +8 Stealth in forests

Languages Celestial, Common, Druidic, Sylvan (can't speak any language); *speak with animals*

SQ bugle, cascade of spears

ECOLOGY

Environment any land (Heaven)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bugle (Ex) The Stag can make a distinctive call that can be heard for miles. All who worship Erastil immediately recognize the sound and know the direction and general distance to it.

Cascade of Spears (Su) Once per day, the Stag can shed fragments of its antlers, creating up to 18 *+1 shortspears*, *+1 spears*, or *+1 longspears* in any combination (or substitute five *+1 arrows* or *+1 crossbow bolts* for each spear). These weapons retain their magic for 18 minutes, after which they become common weapons made of antler.

Heroes' Feast (Sp) The Stag lies down and dies to begin the "casting" of this ability, its body becoming a magical feast feeding up to 18 creatures. At the next sunrise, it returns to life with full hit points.

Protective Aura (Su) This ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws, but only against attacks or effects from evil creatures.

Erastil's herald is rarely seen more than once in a given generation, and only when a settlement is in mortal danger. All good creatures of the forest recognize its near-divinity and come when they hear its bugling call. Other than its mighty summons, it does not speak to humanoids. It stands 60 feet tall and weighs approximately 140 tons.



Archon, Stag

This stag-headed humanoid has large, sweeping antlers and wields a finely-crafted longbow.

STAG ARCHON **CR 4**

XP 1,200

LG Medium outsider (archon, extraplanar, good, lawful, shapechanger)

Init +2; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +11

Aura menace (20 ft., DC 15, 10 rounds)

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 33 (6d10)

Fort +5, **Ref** +4, **Will** +7; +4 vs. poison

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee gore +7 (1d6+1 plus push)

Ranged mwk longbow +9/+4 (1d8/×3)

Special Attacks push (gore, 10 ft.)

Spell-Like Abilities (CL 6th; concentration +6)

Constant—*detect evil*

At will—*aid*, *animal messenger*, *dancing lights*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*charm animal*, *true strike*

STATISTICS

Str 12, **Dex** 15, **Con** 11, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 19

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Acrobatics +11, Knowledge (nature) +9, Knowledge (religion) +9, Perception +11, Stealth +11, Survival +11 (+14 when following tracks); **Racial Modifiers** +3 Survival when following tracks

Languages Celestial, Draconic, Infernal; truespeech

SQ favored terrain (forest +2), change shape (Large stag; *beast shape II*)

Other Gear mwk longbow with 20 arrows

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or band (3–5)

Treasure standard (mwk longbow, other treasure)

A stag archon looks like a well-muscled human with the head of a horned deer, typically an elk or stag. They prefer to use their bows in battle, though they are comfortable charging antlers-first into melee as well. Each was created from the spirit of a mortal hero of Erastil's faith, hand-picked by the god to aid his followers in the world and defend some of the Outer Sphere's least tamed wildernesses. Though none remember the specifics of their mortal lives, they retain the skills of trained woodland warriors. Most are more practical than hound archons, willing to kill evil mortals if doing so is necessary to protect the innocent.

Stag archons are experienced trackers and scouts. Occasionally Erastil sends one to look after a specific village or farmstead, particularly in a dangerous frontier area. They watch in animal form, luring lost children to safety and leading hungry hunters to easily-caught prey. They have a deep-seated hatred of cold riders and other evil fey, and they gather in great numbers to pursue and take down those defilers of the wilderness.

A stag archon typically stands about 6-1/2 feet tall (a foot or more taller than that with its horns) and weighs around 220 pounds.



The First Blade

Harsh flourishes decorate the armor of this ironclad giant, as though it were the war regalia of some merciless warlord.

THE FIRST BLADE **CR 15**

XP 51,200

CN Large outsider (chaotic, extraplanar, herald)

Init +5; **Senses** darkvision 60 ft., ironsense 60 ft., low-light vision; Perception +23

Aura rage (100 ft.)

DEFENSE

AC 30, touch 10, flat-footed 29 (+20 armor, +1 Dex, –1 size)

hp 261 (18d10+162); regeneration 5 (adamantine)

Fort +20, **Ref** +12, **Will** +8

Defensive Abilities fortification (75%)[B4]; **DR** 15/adamantine and law; **Immune** magic, poison; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft.

Melee 2 slams +29 (2d10+16/×19–20 plus bleed)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bladed slam, bleed (1d10), powerful blows

Spell-Like Abilities (CL 18th; concentration +19)

At will—*instant summons* (any nonmagical weapon)

3/day—*chill metal* (DC 13), *heat metal* (DC 13), *repel metal or stone*, *wall of iron*

1/day—*blade barrier* (DC 17)

STATISTICS

Str 32, **Dex** 13, **Con** 28, **Int** 10, **Wis** 15, **Cha** 13

Base Atk +18; **CMB** +30 (+32 bull rush or overrun); **CMD** 41 (43 vs. bull rush or overrun)

Feats Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (slam)

Skills Acrobatics +22, Climb +32, Intimidate +22, Knowledge (history) +21, Perception +23, Sense Motive +23

Languages Abyssal, Celestial, Common, Infernal, Protean

SQ change shape (swarm form; see below), lord of battle, no breath

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bladed Slam (Ex) The First Blade's slam attacks deal bludgeoning and slashing damage. Its slams count as natural weapons or manufactured weapons (whichever is most beneficial to it) for the purpose of spells that enhance attacks, and as adamantine, chaotic, and magic for the purpose of overcoming damage reduction and bypassing hardness.

Ironsense (Ex) The First Blade automatically detects iron objects within 60 feet, just as if it possessed the blindsight ability.

Immunity to Magic (Su) The First Blade has the same immunity to magic as an iron golem. It can lower this resistance for 1 round as a standard action.

Lord of Battle (Ex) The First Blade is proficient in all weapons, and counts as an 18th-level barbarian and fighter for the purposes of all prerequisites.

Rage Aura (Su) Willing creatures within 100 feet of the First Blade gain the effects of *rage* automatically, whether they are allies or enemies of the herald. Those who choose not to be affected are immune to the aura until they leave the area and return.

Swarm Form (Su) The herald can transform into a floating swarm of Tiny sharp metal fragments. In this form it has the swarm subtype, cannot make slam attacks, gains the distraction ability (DC 28), and can make a swarm attack that deals 4d6 points of slashing damage to its targets.



Said to have been formed from an unthinking sliver of steel dashed from Gorum's blade during one of his violent clashes with a god-beast felled long ago, the First Blade is a living tool of war. Inspired by Gorum's divine bloodlust, the First Blade continues to do battle in the service of its divine master. It has been reforged through the eons into a manifestation of Gorum's perfect warrior, and now serves as the war god's herald, traveling where its master desires. The herald answers only the calls of those who please Gorum in battle—weakling priests who beg for salvation from deadly foes never have their entreaties answered. Tales tell of the herald appearing amid lesser battles and, upon finding them to be mere skirmishes or clashes among weaklings, slaughtering all involved in disgust.

The appearance of the First Blade transforms to match a style of armor that's impressive to those it will be facing in battle. Regardless of its form, it typically stands about 15 feet tall and weighs nearly 5 tons.

Zentragt

This ferocious ursine brute has blade-like metallic teeth and appears to be covered in overlapping iron plates.

ZENTRAGT **CR 4**

XP 1,200

CN Large outsider (chaotic, extraplanar)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 39 (6d10+6)

Fort +6, **Ref** +3, **Will** +5

DR 5/lawful; **Immune** fear; **Resist** cold 5, electricity 5, fire 5; **SR** 15

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+3), 2 claws +9 (1d6+3 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks adamantine attacks

Spell-Like Abilities (CL 6th; concentration +6)

3/day—*bear's endurance*, *cure light wounds*, *true strike*

1/day—*rage*

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 8, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +10 (+14 grapple, +12 sunder); **CMD** 21 (23 vs. sunder, 25 vs. trip)

Feats Improved Initiative, Improved Sunder[B], Power Attack, Weapon Focus (claws)

Skills Climb +12, Intimidate +9, Knowledge (planes) +5, Knowledge (religion) +5, Perception +9, Swim +16; **Racial Modifiers** +4 Swim

Languages Abyssal, Celestial; *speak with animals* (bears only)

SQ eat metal

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or gang (3–5)

Treasure standard

SPECIAL ABILITIES

Adamantine Attacks (Ex) A zentragt's bite and claw attacks count as adamantine, chaotic, and magic for the purposes of overcoming damage reduction and bypassing hardness.

Eat Metal (Su) A zentragt can eat metal to heal itself. For every 5 pounds of iron or steel it consumes, it heals 5 hit points. Adamantine, cold iron, mithral, or metals with an enhancement bonus of +1 or higher heal it double this amount. It takes a zentragt 1 minute to eat 5 pounds of metal.

Zentragts are armored, bearlike servitors of Gorum. Terse, burly, and independent, they are disciplined warriors, and use canny tactics whether alone, grouped with their own kind, or part of a legion of mixed creatures. They relish opportunities to charge into battle and eagerly serve in the vanguard of armies sworn to Our Lord in Iron.

Zentragts quickly grow bored if there is nothing for them to fight, and challenge each other—or any creature present that looks like it can handle a rough fight—to maintain their high spirits. They work as needed to prepare for future battles, hauling materials to build defensive walls or siege engines for future conflicts or hunting creatures that consider themselves apex predators. They prefer using their magical abilities to enhance themselves and share their blessings with those they consider worthy allies. Some particularly brazen zentragts have even been known to use magic to enhance foes, bolstering their strength or healing their wounds to ensure a more worthy battle. Regardless of their foe, zentragts enjoy singing during combat (though they aren't particularly good at it), and keep rhythm by using their metallic natural weapons as percussive instruments against enemy armor.

Zentragts revere metal, seeing all iron and steel as a portion of their divine master. To them, the act of eating metal is a form of communion in which they replenish their bodies with Gorum's enduring substance. As such, they go out of their way to collect rare metals and treat such ritual meals with uncharacteristic respect.

On average, zentragts stand about 9 feet tall and weigh over 1,200 pounds.



Personification of Fury

Jagged bolts of lightning crackle within this massive and vaguely humanoid storm cloud.

PERSONIFICATION OF FURY CR 15

XP 51,200

N Huge outsider (air, elemental, extraplanar, herald, water)

Init +16; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 30, touch 21, flat-footed 17 (+12 Dex, +1 dodge, +9 natural, –2 size)

hp 195 (17d10+102); fast healing 10

Fort +16, **Ref** +22, **Will** +9

Defensive Abilities air mastery, **DR** 15/—; **Immune** cold, electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect), swim 90 ft.

Melee 2 slams +27 (2d10+9/19–20 plus 2d6 cold or electricity)

Ranged 2 energy rays +27/+22/+17/+12 touch (2d6 cold or electricity/18–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks drench, vortex (10–60 ft. high, DC 27), water mastery, whirlwind (10–60 ft. high, DC 27)

Spell-Like Abilities (CL 17th; concentration +21)

At will—*create water*, *invisibility* (self only), *summon monster II* (air or water elemental only)

5/day—*air breathing* (as *water breathing*, but allows water-breathing creatures to breathe air or water), *control water*, *control weather* (as a druid), *water breathing*

1/day—*beast shape IV*, *possess object*[UM], *summon monster IX* (air or water elementals only)

STATISTICS

Str 28, **Dex** 35, **Con** 22, **Int** 15, **Wis** 15, **Cha** 18

Base Atk +17; **CMB** +28 (+30 bull rush); **CMD** 51 (53 vs. bull rush)

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (slam), Improved Initiative[B], Iron Will, Mobility, Power Attack, Weapon Finesse[B]

Skills Acrobatics +29, Escape Artist +32, Fly +27, Knowledge (nature, religion) +22, Knowledge (planes) +13, Perception +22, Sense Motive +14, Stealth +24, Survival +11, Swim +17

Languages Aquan, Auran, Common, Druidic, Ignan, Sylvan, Terran

SQ change shape (air or water elemental; *elemental body IV*)

ECOLOGY

Environment any air or water (Plane of Air or Plane of Water)

Organization solitary

Treasure standard

SPECIAL ABILITIES

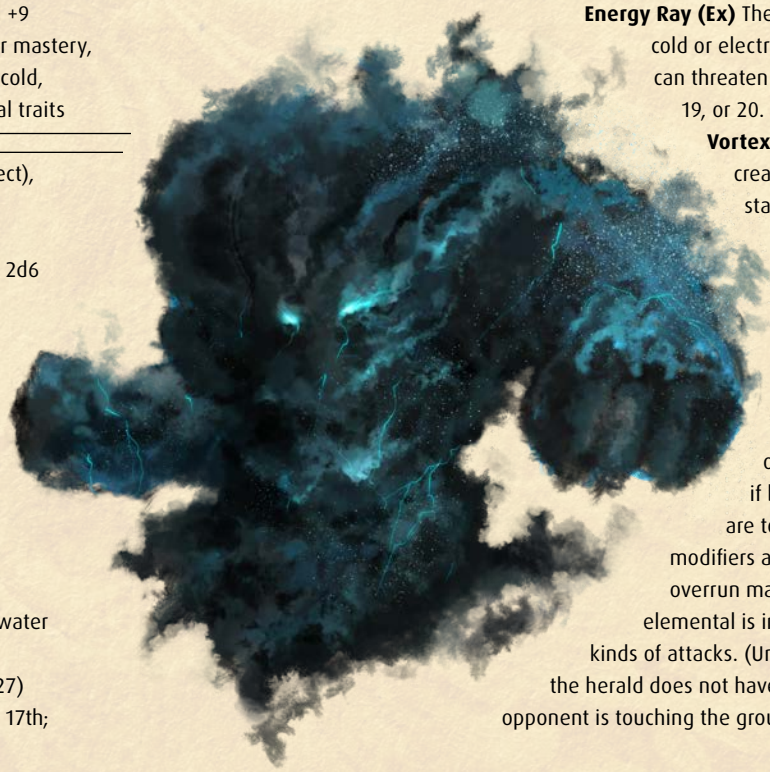
Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against the herald.

Drench (Ex) The herald's touch puts out Huge or smaller nonmagical flames. The herald can dispel magical fire it touches as *dispel magic* (caster level 19th).

Energy Ray (Ex) The herald can shoot rays of cold or electricity up to 100 feet. These can threaten a critical hit on a roll of 18, 19, or 20.

Vortex (Su) The herald can create a whirlpool at will as a standard action. This ability functions identically to its whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) The herald gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (Unlike a water elemental, the herald does not have a penalty if it or its opponent is touching the ground.)



Gozreh's herald, Personification of Fury, is a living elemental storm of air and water. It may once have been an actual storm given independent life and intelligence, but it does not remember anything before awakening in the service of Gozreh. Its powers allow it to shift itself fully into air or water or even to assume the form of a beast, though it is most comfortable in its dual-material elemental shape. As a living storm, the herald can provide life-sustaining water, whisk others to safety, save mortals from drowning, or rain down watery death upon the enemies of Gozreh. It is comfortable doing any of these things, and has no objection to taking lives—even innocent lives, if this serves the will of Gozreh. With Gozreh's permission, it sometimes acts as an intermediary between rival elemental forces.

The Herald of Gozreh rises to nearly 25 feet in height, and its changeable form usually weighs approximately 1 ton.

Xocothian

This serpentine mix of flying fish and great seabird rolls and twists like waves in an ocean storm.

XOCOTHIAN **CR 4**

XP 1,200

N Large outsider (air, extraplanar, water)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 33 (6d10)

Fort +5, **Ref** +5, **Will** +5

DR 5/cold iron; **SR** 15

OFFENSE

Speed 30 ft., fly 90 ft. (average), swim 90 ft., speed burst 200 ft.

Melee bite +7 (1d8+2), 2 wings +2 (1d6+1)

Space 10 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 6th; concentration +6)

At will—*alter winds*[APG], *know direction*, *shocking grasp*

3/day—*chill metal* (DC 13), *cure light wounds*, *faerie fire*, *obscuring mist*

1/day—*dimension door* (self plus 50 lbs. of objects only), *hydraulic torrent*[APG] (DC 13)

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 20 (can't be tripped)

Feats Combat Reflexes, Lightning Reflexes, Power Attack

Skills Fly +8, Handle Animal +9, Knowledge (nature) +9, Knowledge (religion) +9, Perception +9, Stealth +6, Swim +10

Languages Druidic, Sylvan; *speak with animals*

SQ form of sea and sky

ECOLOGY

Environment any (Plane of Air or Plane of Water)

Organization solitary, pair, or school (3–5)

Treasure standard

SPECIAL ABILITIES

Form of Sea and Sky (Su) Once per hour, a xocothian can transform itself into two Small elementals (one air and one water) for up to 7 minutes. These elementals appear in adjacent squares. Each have half of the xocothian's current hit points and share the same mind. They can reform into the xocothian as a standard action if they are adjacent to each other—the reformed xocothian's hit points are equal to the total of the two elementals' hit points. If either elemental is slain, the xocothian must use its standard action on its next turn to reform (treat a slain elemental's hit points as 0 when determining the reformed xocothian's total hit points).

Speed Burst (Ex) A xocothian can fly or swim up to 200 feet as a full-round action. When using this ability, it must move in a straight line. This does not provoke attacks of opportunity.

A xocothian is a physical manifestation of Gozreh's dual nature and destructive power. As a creature that has a form mingling both fish and fowl, it's as at home in the water as it is in the air. A xocothian amuses itself by manipulating clouds—it can fly in a way that whips off portions of clouds, allowing the creature to sculpt the cloud into fantastic creations. When on the sea, the creature dives in and out of the waves in a way that looks almost like a massive skipping stone dipping below the waves with each strike and then erupting into the air in a spray of sea water.

Blunt and impatient, xocothians aren't fond of nuanced manipulation or clever gambits when dealing with others. They prefer straightforward approaches to obstacles and problems, and always takes such a route unless impeded in some way.

When on the Material Plane and not called into service by mortal worshipers of Gozreh, xocothians enjoy exploring the natural wonders of the world. They splash through the seas, and soar through the skies, keeping away from civilization on these travels. Sometimes when encountering mortals, the creatures hide themselves in *obscuring mist*, hoping to be mistaken as a cloud. When at sea, they sometimes surge past ships underwater or in the air to create confusion and panic. When feeling sociable, they chat with local animals and discuss matters of weather and migrations with members of Gozreh's faith and respectful druids of other religions. They grow outraged with mortals who poison or pollute water and even those who befoul the air with bad smells (such as by burning garbage, casting *stinking cloud*, or running a tannery). Although they don't need to eat, they sometimes choose to do so for pleasure, enjoying the sort of food that a carnivorous fish or bird would consume.

As enigmatic as its creator, a xocothian may refer to itself as "I," "we," "she," "he," "it," or "they," whether in one body or two. Xocothians are about 8 feet long and weigh around 650 pounds.

Hand of the Inheritor

This tall angel has a halo of spinning blades, and is clad is radiant golden armor and equally radiant shield.

HAND OF THE INHERITOR CR 15

XP 51,200

LG Large outsider (angel, extraplanar, good, herald, lawful)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +28

Aura courage, protective aura (20 ft.)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +14 natural, +4 shield, –1 size; +4 deflection vs. evil)

hp 207 (18d10+108); regeneration 10 (evil effects or weapons)

Fort +17, **Ref** +16, **Will** +13; +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, fear, petrification; **Resist** electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft., fly 150 ft. (good)

Melee *+2 holy longsword* +23/+18/+13/+8 (2d6+9/19–20), *+2/+2 heavy steel shield* +27 (1d6+5 plus bull rush)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 18th; concentration +24)

At will—*aid*, *detect evil*, *dispel magic*, *lesser restoration*, *magic weapon*, *plane shift* (DC 23), *remove fear*

3/day—*bull's strength*, *burst of glory**, *cure moderate wounds*, *flame strike* (DC 21), *holy smite* (DC 20), *mark of justice* (DC 21), *order's wrath* (DC 20), *power word stun*, *prayer*, *raise dead*, *resist energy*, *see invisibility*

1/day—*blade barrier* (DC 22), *death ward*, *dispel evil* (DC 21), *greater magic weapon*, *greater restoration*, *heal*

STATISTICS

Str 25, **Dex** 21, **Con** 22, **Int** 22, **Wis** 24, **Cha** 23

Base Atk +18; **CMB** +26; **CMD** 41

Feats Cleave, Improved Initiative, Improved Shield Bash, Power Attack, Shield Master, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (heavy shield)

Skills Craft (weapons) +27, Diplomacy +15, Fly +6, Heal +16, Intimidate +27, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (nobility) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +28, Sense Motive +28, Spellcraft +27, Swim +24

Languages Celestial, Common, Draconic, Infernal; truespeech

SQ divine trigger, lay on hands (15/day, 9d6 hit points, as an 18th-level paladin)

ECOLOGY

Environment any (Heaven)

Organization solitary or squad (the Hand plus 2–5 astral devas)

Treasure double (*+2 holy longsword, +2 heavy steel shield*)

SPECIAL ABILITIES

Aura of Courage (Su) The Hand of the Inheritor radiates an aura of courage identical to that of an 18th-level paladin.

Divine Trigger (Su) The Hand of the Inheritor can activate any paladin spell from a spell trigger item as if he were an 18th-level paladin.

The Hand of the Inheritor is a warrior angel, always ready to answer Iomedae's call whenever she must directly intervene on Golarion. With his angelic speed and might, he leads the charge when the Inheritor's celestial armies must go to war. A veteran of countless sorties into the Abyss, the Hand fights with a song of battle on his lips and unbreakable courage in his heart. The Hand stands 9 feet tall and weighs 900 pounds.



Angel, Iophanite

This disc of flying metal is about the size of a wagon wheel and burns with yellow-white flame.

IOPHANITE **CR 4**

XP 1,200

LG Medium outsider (angel, extraplanar, fire, good, lawful)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural; +2 deflection vs. evil)

hp 37 (5d10+10)

Fort +6, **Ref** +7, **Will** +1; +4 vs. poison, +4 resistance vs. evil

DR 5/magic; **Immune** fire, petrification; **Resist** acid 5, cold 5, electricity 5; **SR** 15

Weaknesses vulnerable to cold

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 blades +8 (1d8+1 plus burn)

Special Attacks burn (1d6 fire, DC 14), radiance

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*protection from evil*

At will—*know direction*, *mage hand*

3/day—*burning hands* (DC 12), *expeditious retreat*

1/day—*scorching ray*

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +5; **CMB** +6; **CMD** 20

Feats Dodge, Mobility, Weapon Finesse

Skills Acrobatics +1, Fly +7, Intimidate +9, Knowledge (geography) +8, Knowledge (planes) +8, Knowledge (religion) +5, Perception +12; **Racial Modifiers** +4 Perception

Languages Celestial, Infernal; truespeech

SQ shield form

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or squad (3–8)

Treasure standard

ECOLOGY

Radiance (Sp) An iophanite usually glows with a golden light equivalent to that of a candle. In battle, its glow increases, filling the area within 5 feet. An iophanite can suppress or resume this glow as a free action. Additionally, as a standard action at will an iophanite can intensify its glow to reproduce the effects of the spell *flare*. A creature can resist this effect with a DC 14 Fortitude save, though evil creatures take a –4 penalty on their saves. The save DC is Charisma-based.

Shield Form (Su) Once per day, an iophanite can transform into a *+1 spiked light steel shield* sized for a Small or Medium creature. An iophanite cannot communicate or use any of its other abilities while in this form. Once it transforms, it cannot change back for 24 hours, though the spell *break enchantment* can end the transformation early. An iophanite regains its full hit points when it shifts back into its normal form. If the shield is destroyed, the iophanite is killed.

Iophanites comprise a unique classification of messenger angel in service to Iomedae. Energetic, enthusiastic, impulsive, and outgoing, it constantly looks for ways to aid the forces of righteousness in the wars against fiends and villainy. As a being of pure righteous spirit in a burning physical form, an iophanite is often confused for an exotic form of harbinger or lantern archon. Its form is slightly mutable, and it can deform itself into an oval curved like a shield, or manifest simple tendrils to manipulate objects or lash out at opponents. When interacting with mortals, an iophanite usually manifests ripples of flames or pulses of light that thrum in time with its speaking. Most creatures have a difficult time telling iophanites apart, but these angels can always recognize each other.

Iophanites are talkative and have excellent memories, making them naturally inclined to carry news, battle orders, and other critical information. Their bodies are hot to the touch, but do not ignite combustibles unless the iophanite wishes it, allowing it to carry scrolls or other flammable goods without risk of destroying them. Of the lawful angels, they tend to be the most creative in terms of working around rules and the most forgiving of others' failures. They are also inclined to serve as the guardians of mortals, being mindful of virtuous and self-sacrificing heroes who might be destined for greatness in much the same way Iomedae herself was.

Iophanites measure exactly 5 feet in diameter and weigh 200 pounds.

The Old Man

This bald old human man has long white eyebrows and an even longer white beard. He carries a staff adorned with metal rings.

THE OLD MAN **CR 15**

XP 51,200

LN Medium outsider (extraplanar, herald, lawful)

Init +10; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 37, touch 35, flat-footed 26 (+10 Dex, +1 dodge, +4 monk, +10 Wis, +2 natural)

hp 178 (17d10+85); regeneration 15 (chaotic)

Fort +10, **Ref** +20, **Will** +20

Defensive Abilities improved evasion; **DR** 10/chaotic; **Immune** disease, poison; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 26

OFFENSE

Speed 80 ft., climb 30 ft., swim 30 ft.

Melee unarmed strike +27/+22/+17/+12 (2d8+5) or flurry of blows +20/+20/+15/+15/+10/+10/+5 (2d8+5)

Ranged pebble +27/+22/+17/+12 (1d3+5)

Special Attacks stunning fist (16/day, DC 28)

Spell-Like Abilities (CL 17th; concentration +23)

7/day—*air walk*, *augury*, *cure light wounds*, *dimension door*, *invisibility*, *true strike*, *water walk*

3/day—*commune*, *haste*, *heal*, *legend lore*

STATISTICS

Str 20, **Dex** 31, **Con** 20, **Int** 21, **Wis** 31, **Cha** 22

Base Atk +17; **CMB** +27 (+29 disarm, +31 grapple, +29 trip); **CMD** 57 (59 vs. disarm, 59 vs. grapple, 59 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Dodge, Greater Grapple, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike[B], Mobility, Stunning Fist[B], Weapon Finesse[B], Wind Stance

Skills Acrobatics +30 (+66 when jumping), Climb +13, Diplomacy +23, Handle Animal +14, Heal +22, Knowledge (history) +22, Knowledge (religion) +13, Perception +30, Perform (string) +23, Ride +27, Sense Motive +30, Sleight of Hand +30, Stealth +30, Swim +25;

Languages Common, Tien, Vudrani; telepathy 100 ft.

SQ monk abilities

ECOLOGY

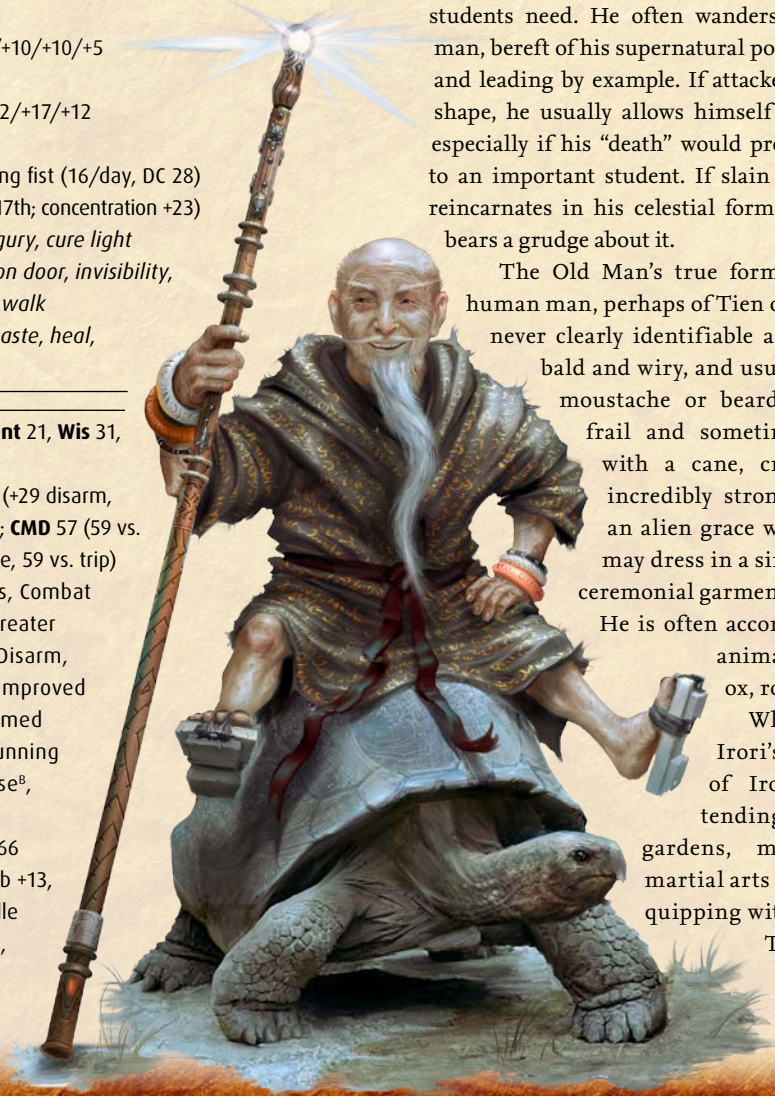
Environment any land (Axis)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Monk Abilities (Ex or Su) The Old Man has the following abilities of a 16th-level monk: AC bonus (+4), fast movement (50 ft.), flurry of blows, high jump, ki pool (18 points, adamantine, cold iron, lawful, magic, silver), quivering palm (DC 28), slow fall (80 ft.), stunning fist (blinded, deafened, fatigued, staggered, or stunned), unarmed strike



The Old Man is the herald of Irori, a teacher, mentor, guide, and trainer in the service of the god of knowledge, history, and self-perfection. He can be patient or irate, confusing or enlightening, lenient or strict, depending on what his students need. He often wanders Golarion as a mortal man, bereft of his supernatural powers, instructing others and leading by example. If attacked when in this limited shape, he usually allows himself to be beaten or killed, especially if his "death" would provide a powerful lesson to an important student. If slain as a mortal, he simply reincarnates in his celestial form, unharmed, and never bears a grudge about it.

The Old Man's true form is that of an elderly human man, perhaps of Tien or Vudrani ancestry but never clearly identifiable as such. He is typically bald and wiry, and usually wears a long white moustache or beard. Though he appears frail and sometimes supports himself with a cane, crutch, or staff, he is incredibly strong and can move with an alien grace when he so chooses. He may dress in a simple robe, an elaborate ceremonial garment, or a simple loincloth. He is often accompanied by one of five animals: a turtle, monkey, ox, rooster, or pig.

When not acting on Irori's behalf, the Herald of Irori keeps busy with tending to animals, planting gardens, meditating, practicing martial arts forms, swimming, and quipping with students.

The Herald of Irori stands just over 5 feet tall and weighs about 120 pounds.

Pavbagha

This majestic tiger has white fur with deep blue stripes. It glows with divine radiance and radiates an aura of calm.

PAVBAGHA **CR 4**

XP 1,200

LN Large outsider (extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Aura courage (10 ft.)

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +4, **Will** +7

DR 5/chaotic; **Immune** fear; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +6 (1d8+2 plus grab), 2 claws +7 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pounce, rake (2 claws +7, 1d6+2), stunning claw (4/day, DC 15)

Spell-Like Abilities (CL 6th; concentration +6)

At will—*feather fall* (self only), *guidance*, *light*

3/day—*channel vigor**, *cure light wounds*, *true strike*

1/day—*bull's strength*, *dimension door* (self plus 50 lbs. of objects only)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 17, **Cha** 10

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (claw)

Skills Acrobatics +13 (+17 when jumping), Knowledge (history, religion) +8, Perception +11, Stealth +9 (+13 in tall grass), Swim +10; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +4 Stealth (+8 in tall grass)

Languages Celestial, Common, Draconic

SQ fade

ECOLOGY

Environment any (Axis)

Organization solitary, pair, or pride (3–5)

Treasure standard

SPECIAL ABILITIES

Aura of Courage (Su) A pavbagha is immune to fear, magical or otherwise. Each ally within 10 feet of it gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the pavbagha is conscious, not if it's unconscious or dead.

Fade (Su) As a standard action, a pavbagha can fade from sight, as *invisibility*, for up to 10 rounds per day. These rounds need not be consecutive.

Stunning Claw (Ex) This ability functions like the Stunning Fist feat, except the pavbagha uses a claw attack instead of an unarmed strike. The servitor can use this ability five times per day. A successful DC 15 Fortitude saving throw negates this effect. The save DC is Wisdom-based.

A pavbagha is the reincarnated soul of an enlightened mortal worshiper of Irori transformed into the shape of a white tiger. Having lived one full mortal lifetime (if not more), it is patient, calm, and wise. It prefers to draw on its experience to guide and instruct mortals on ways to better themselves. Many enemies mistake a pavbagha's inner peace for weakness or pacifism, but the servitor was a warrior and a fierce predator in previous lives, and it quickly leaps into battle to defend its students or confront those who would dare destroy knowledge.

Pavbaghas patrol the borders of Irori's realm, alert for disturbances in the Serene Circle or forbidden natives of Axis who venture too close to the god's territory. Fulfilling the roles of guardians in the mortal world pleases pavbaghas, whether they're looking after a special person or watching over a sacred site. Although they don't need to eat, they enjoy the challenge and exercise of hunting and stalking prey. Rather than killing its catch, a pavbagha usually lays a single paw upon its target before allowing the creature to run away, secure in its triumph.

Some pavbaghas serve in temples and monasteries dedicated to Irori, where they help in training students in physical combat, particularly in how to deal with monsters and other dangerous beasts. Others guide students in meditation, helping them unravel those quandaries they might have on the path to perfection. Still other pavbaghas that make their homes in monasteries on the Material Plane focus their efforts on attending to those who visit Iroran shrines and temples looking for divine assistance.

A pavbagha measures about 10 to 12 feet long and weighs between 750 and 900 pounds.



Yethazmari

This starving, jackal-like monstrosity has a fanged snake where its tail should be, tattered wings, and smoking eye sockets.

YETHAZMARI **CR 15**

XP 51,200

CE Large outsider (chaotic, evil, extraplanar, herald)

Init +9; **Senses** darkvision 60 ft., scent; Perception +33

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)

hp 207 (18d10+108)

Fort +17, **Ref** +11, **Will** +17

Defensive Abilities soul scream, **DR** 15/good; **Immune** fire; **SR** 26

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee bite +25 (6d6+8/19–20), bite +25 (3d6+8/19–20 plus poison)

Ranged poison gout +22 touch (6d10 acid plus poison)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bay, breath weapon (30-ft. cone, 12d10 fire and see below, Reflex DC 25 half, usable every 1d4 rounds), poison

Spell-Like Abilities (CL 15th; concentration +21)

At will—*blindness/deafness* (DC 18), *locate creature*, *rage* (DC 19), *veil* (DC 22)

3/day—*baleful polymorph* (DC 21), *feeblemind* (DC 21), *greater dispel magic*, *plane shift* (self and willing targets only), summon (level 4, 1d3 yeth hounds 100%)

1/day—*control weather*, *unhallow*

STATISTICS

Str 26, **Dex** 20, **Con** 22, **Int** 17, **Wis** 23, **Cha** 22

Base Atk +18; **CMB** +27 (+29 bull rush or drag); **CMD** 42 (44 vs. bull rush or drag, 46 vs. trip)

Feats Cleave, Flyby Attack, Hover, Improved Bull Rush, Improved Critical (bite), Improved Drag[APG], Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Acrobatics +26, Bluff +27, Climb +17, Fly +7, Intimidate +27, Knowledge (planes) +24, Knowledge (religion) +15, Perception +33, Sense Motive +27, Stealth +22, Survival +27

Languages Abyssal, Common, Infernal

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure none

SPECIAL ABILITIES

Bay (Su) When the Yethazmari howls or barks, each creature within a 300-foot-radius spread must succeed at a DC 25 Will save or be panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Evil outsiders are immune to this ability. Whether or not it succeeds at its save, a creature in the area is immune to the Yethazmari's bay for 24 hours. The save DC is Charisma-based.

Breath Weapon (Su) The Yethazmari's breath weapon is a jet of smoke. Any nonchaotic creature that takes damage from this breath weapon must succeed at a DC 25 Will save or be confused for 1d6 rounds. The save DC is Constitution-based.

Soul Scream (Su) Anytime the Yethazmari takes piercing or slashing damage, its wounds create a terrifying cacophony equivalent to its bay ability. Creatures within 10 feet of it take a –4 penalty on their saves against this effect.

Poison (Ex) Contact or bite—injury; *save* Fort DC 25; *frequency* 1/round for 4 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Having witnessed the most profane atrocities committed by the Mother of Monsters, the eyes of Lamashtu's herald—the Yethazmari—burned to smoldering coals. Now this ancient monstrosity, often said to be Lamashtu's favored offspring, sees only worlds undone and endless ruinous visions of reality rent by Lamashtu's claws. The Yethazmari stands 14 feet tall and weighs over 1,600 pounds.



Demon, Swaithe

This creepy ash-gray goblin-like creature has empty eye sockets and scraggly, stained teeth.

SWAITHE **CR 4**

XP 1,200

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 37 (5d10+10)

Fort +3, **Ref** +9, **Will** +4

DR 5/cold iron; **Immune** electricity, gaze attacks, poison, visual effects and attacks relying on sight; **Resist** acid 10, cold 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee bite +6 (1d4), 2 claws +6 (1d3)

Special Attacks hexes (cackle, evil eye [–2, 4 rounds], misfortune [1 round]; DC 13)

Spell-Like Abilities (CL 5th; concentration +6)

Constant—*speak with animals*

At will—*cause fear* (DC 12), *detect magic*, *ray of enfeeblement* (DC 12), *read magic*

3/day—*charm animal* (DC 12), *invisibility* (self only)

1/day—*rage*, *waters of Lamashtu*[ISWG]

STATISTICS

Str 11, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 17

Feats Combat Casting, Improved Initiative, Lightning Reflexes

Skills Handle Animal +9, Intimidate +9, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +8, Ride +11, Stealth +15.

Languages Abyssal, Goblin, Gnoll, Orc; *speak with animals*, telepathy 100 ft.

SQ eyeless, witchcraft

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–5)

Treasure standard

SPECIAL ABILITIES

Eyeless (Ex) A swaithe has no eyes, but can sense its immediate surroundings (within 60 feet) as well as a human can see.

Hexes (Su) A swaithe has the cackle, evil eye, and misfortune hexes of a 5th-level witch.

Witchcraft (Su) A swaithe can use spell completion and spell trigger items as if it were a 5th-level witch.

Dedicated to Lamashtu, the eyeless swaithes are skulking agents of fear and unprovoked beast attacks, formed from sinful souls who, in life, used animals as tools of violence and murder. Swaithes often lure those who seek their aid and advice into falling victim to the darkest secrets of demonology and forbidden magic.



If left unsupervised, a swaithe charms animals and drives them toward villages, often under the influence of *rage*, further stoking the flames of fear and distrust between settlements and the wilderness.

Swaithes prefer stealth and subterfuge to direct confrontation, and these foul creatures delight in creating a sense of dread in their prey. Swaithes have been known to slip into a village under the cover of night, use their slumber hex on lone villagers, leave a grisly token (such as a bloody organ or strange twig doll) on its body for the victim to discover later when they wake clueless as to why they fell asleep in the first place. They delight in later repeating these attacks with strange cackling noises, invisibly "haunting" a victim's home at night, and driving the target to paranoia and outright panic.

Swaithes can join hag covens and contribute to the coven's cooperative magic. Because of its smaller size and weaker power, a swaithe is often treated as a little sister or daughter by the rest of the coven. Any coven that includes a swaithe can add *giant vermin*, *animal growth*, and *insect plague* to the spells the spells they can cast together.

Small and slight, most swaithes stand about 3-1/2 feet tall and weigh 50 pounds.

Arcanotheign

This cloud of swirling energy flickers like lightning, with raw magical power playing across its form.

ARCANOTHEIGN **CR 15**

XP 51,200

N Medium outsider (herald, incorporeal)

Init +12; **Senses** blindsense 60 ft., darkvision 60 ft., arcane sight 120 ft.; Perception +25

Aura energy channel (30 ft., DC 26)

DEFENSE

AC 27, touch 27, flat-footed 18 (+8 deflection, +8 Dex, +1 dodge)

hp 195 (17d10+102)

Fort +18, **Ref** +13, **Will** +17; +2 vs. chaos/evil/good/law

Defensive Abilities incorporeal; **Immune** poison; **Resist** acid 30, cold 30, divine power 30 (such as from *flame strike*), electricity 30, fire 30, sonic 30; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee 2 incorporeal touches +25 (4d6 plus energy channel)

Ranged 2 eldritch blasts +25 touch (4d6 plus special)

Spell-Like Abilities (CL 17th; concentration +25)

Constant—*arcane sight*, *protection from chaos/evil/good/law*

At will—*clairaudience/clairvoyance*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*cloudkill* (DC 23), *cure critical wounds*, *lightning bolt* (DC 21), *telekinesis* (DC 23)

1/day—*harm* (DC 24), *heal*, *limited wish* (DC 25), *plane shift* (DC 25)

STATISTICS

Str —, **Dex** 27, **Con** 22, **Int** 31, **Wis** 20, **Cha** 27

Base Atk +17; **CMB** +25; **CMD** 44

Feats Combat Casting, Combat Reflexes, Command Undead, Dodge, Great Fortitude, Greater Spell Penetration, Improved Initiative, Iron Will, Spell Penetration

Skills Craft (alchemy) +30, Diplomacy +25, Fly +36, Heal +22, Intimidate +25, Knowledge (arcana, planes, religion) +30, Knowledge (history) +27, Linguistics +27, Perception +25, Perform (sing) +25, Sense Motive +25, Spellcraft +30, Stealth +28, Use Magic Device +28

Languages Abyssal, Ancient Osiriani, Celestial, Common, Draconic, Infernal, Protean; telepathy 100 ft.

SQ change shape (corporeal form)

ECOLOGY

Environment any (Maelstrom)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Corporeal Form (Ex) As an immediate action, the herald can take physical form, losing its incorporeal special quality and subtype and its deflection bonus to AC, but gaining a Strength score of 20 and a natural armor bonus equal to its incorporeal deflection bonus.

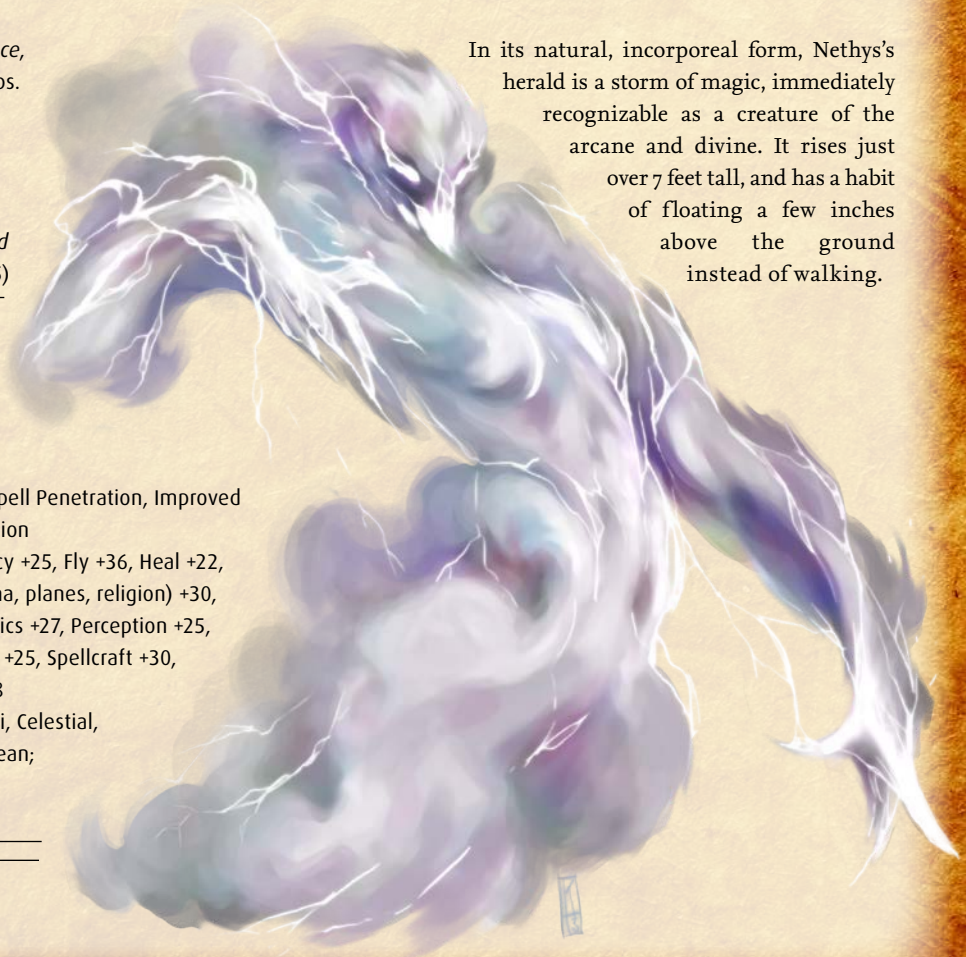
Eldritch Blast (Su) The herald chooses an additional effect for its eldritch blasts each round (DC 26 negates). A creature that fails its saves against both blasts in the same round suffers an increased effect. The save DC is Charisma-based.

Dement (Will): The creature is confused for 1 minute. Increased effect: The creature goes insane (as *insanity*).

Displace (Fortitude): The creature teleports (as *dimension door*) 5 feet in a random horizontal direction at the end of its turn each round for the next 10 rounds. Increased effect: The creature is affected by *maze*.

Ignite (Reflex): The creature takes 2d6 points of fire damage. Increased effect: The creature catches on fire.

Energy Channel Aura (Su) On its turn, the herald can channel energy (Will DC 26 half) to deal 2d6 points of acid, cold, electricity, or fire damage to each creature in its aura. A creature struck by its incorporeal touch attack also takes this damage (no saving throw). The save DC is Charisma-based.



In its natural, incorporeal form, Nethys's herald is a storm of magic, immediately recognizable as a creature of the arcane and divine. It rises just over 7 feet tall, and has a habit of floating a few inches above the ground instead of walking.

Burleev

This creature looks like a humanoid skeleton with a complete set of internal organs. A violet glow replaces its missing flesh.

BURLEEV **CR 4**

XP 1,200

N Medium outsider (cold or fire, extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 32 (5d10+5)

Fort +5, **Ref** +3, **Will** +5

Defensive Abilities frostfire spirit, **DR** 5/magic; **Immune** cold or fire; **SR** 15

Weaknesses vulnerable to cold or fire

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d6 plus 1d6 cold or fire)

Spell-Like Abilities (CL 5th; concentration +8)

At will—*detect magic*, *read magic*

3/day—*cure light wounds*

1/day—*invisibility*

Sorcerer Spells Known (CL 5th; concentration +8)

2nd (5)—*acid arrow*, *daze monster* (DC 15)

1st (7)—*chill touch* (DC 14), *color spray* (DC 14), *magic missile*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *disrupt undead*, *ghost sound* (DC 13), *mage hand*, *prestidigitation*

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 15

Feats Combat Casting, Improved Initiative, Lightning Reflexes

Skills Intimidate +11, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +9, Spellcraft +8, Stealth +4, Use Magic Device +11; **Racial Modifiers** +4 Stealth

Languages Abyssal, Celestial, Draconic, Protean; *read magic*

ECOLOGY

Environment any (Maelstrom)

Organization solitary, pair, or cabal (3–5)

Treasure standard

SPECIAL ABILITIES

Frostfire Spirit (Su) A burleev is surrounded by either cold or fire energy. The burleev can change the energy type as a swift action. When surrounded by fire, the burleev has the fire subtype, it adds fire damage to its attacks, and creatures striking it with melee weapons, natural attacks, or unarmed strikes take 1d6 points of fire damage; when surrounded by cold, it instead gains the cold subtype and deals cold damage rather than fire damage. It can also completely dampen its aura for 1d6 rounds, but cannot reactivate it until this time has passed.

Spells A burleev cast spells as a 5th-level sorcerer.



A burleev is a planar explorer created by the power of Nethys. Some are his mortal petitioners assigned to this role after their death by a deliberate act of the god, whereas others are hapless visitors who were transformed by proximity to Nethys or certain parts of his realm. They serve as his eyes and ears on many planes, using their power to adapt to hostile environments and report their discoveries to his greater servitors. Each has a unique allotment of spells suited for its current task, and a burleev that has completed its service in one inhospitable location might be destroyed and recreated with a different array of arcane talents that suit it better for its next duty. The spells shown above represent those of a typical burleev.

A burleev's supernatural nimbus burns brightly with cold or heat, making it painfully cold or hot to the touch. As a burleev discovers information useful to the god of magic, the color of its aura increases in intensity. The eldest of these creatures, or those that have travelled far from Nethys's realm in the Maelstrom for the longest, often burn like living pyres. These burleevs sometimes take sorcerer class levels as their magical power grows to match their ever-increasing knowledge. Should it later be crushed and reformed as part of its continuing duties, such a burleev retains much of its brightness and arcane might. A spellcaster whose research interests mirror those of a burleev can keep such an outsider's attention for days, weeks, or longer so long as the mortal continues to make new and exciting discoveries.

Burleevs stand around 6 feet tall and weigh roughly 80 pounds.

The Stabbing Beast

This towering, scorpion-tailed man stalks with a soundless grace and murderous intent.

THE STABBING BEAST CR 15

XP 51,200

NE Medium outsider (evil, extraplanar, herald, shapechanger)

Init +16; **Senses** darkvision 60 ft., low-light vision, see in darkness, *see invisibility*; Perception +26

DEFENSE

AC 31, touch 23, flat-footed 18 (+12 Dex, +1 dodge, +8 natural)

hp 212 (17d10+119)

Fort +17, **Ref** +17, **Will** +14; +4 vs. mind-affecting

Defensive Abilities all-around vision; **DR** 10/good and magic; **Immune** poison; **Resist** acid 30, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee *+1 keen short swords* +28/+28/+23/+18/+13 (1d6+4/17–20 plus bleed), sting +24 (1d6+4 plus bleed and poison)

Ranged poison stream +29 touch (blindness 1d4+1 rounds)

Special Attacks bleed (2d6), poison, sudden strike

Spell-Like Abilities (CL 17th; concentration +19)

Constant—*see invisibility*

At will—*absorbing touch*[APG], *alchemical allocation*[APG], *charm person* (DC 13), *keen edge*, *poison* (DC 16), *true strike*

3/day—*false alibi*[*] (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *modify memory* (DC 16), *suggestion* (DC 15), *summon* (level 6, 1 fiendish deadfall scorpion [*Bestiary 3* 237] 100%)

STATISTICS

Str 16, **Dex** 35, **Con** 24, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +17; **CMB** +20; **CMD** 43

Feats Combat Expertise, Combat Reflexes, Deflect Arrows[B], Dodge, Greater Feint[B], Improved Feint[B], Improved Initiative, Improved Iron Will, Iron Will, Mobility, Scorpion Style[B], Spring Attack, Two-Weapon Fighting, Weapon Finesse[B]

Skills Appraise +12, Bluff +22, Climb +11, Craft (alchemy) +13, Knowledge (arcana, nature) +10, Knowledge (local) +13, Knowledge (planes) +12, Knowledge (religion) +9, Perception +26, Sense Motive +13, Stealth +32; **Racial Modifiers** +8 Bluff, +4 Perception

Languages Abyssal, Celestial, Common, Infernal, Protean; telepathy 100 ft.

SQ change shape (Huge scorpion or scorpion-tailed human; *shapechange*), murderer's reward

ECOLOGY

Environment any land (Axis)

Organization solitary

Treasure standard (2 *+1 short swords*)

SPECIAL ABILITIES

Change Shape (Su) In its scorpion form, replace or add the following statistics: **Size** Huge; **Init** +14; **AC** 31, touch 21, flat-footed 20 (+10 Dex, +1 dodge, +10 natural); **Ref** +16; **Melee** claws +28 (2d6+13 plus bleed and grab), sting +26 (2d6+11 plus bleed and poison); **Space** 15 ft.; **Reach** 15 ft.; **Special Attacks** constrict (2d6+12); **Str** 32, **Dex** 31; **CMB** +30 (+34 grapple); **CMD** 53 (65 vs. trip); **Skills** Climb +20, Stealth +24.

Murderer's Reward (Su) If the Stabbing Beast's attack reduces a target to fewer than 0 hit points, the herald immediately gains 2d6 temporary hit points (or 3d8, if the attack kills the target), but no more than the target's maximum hit points. The temporary hit points last for 1 hour.

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Poison Stream (Ex) As a ranged attack (or in place of a melee sting attack), the Stabbing Beast can fire a stream of poison up to 180 feet at an opponent's eyes. The target must succeed at a save against the Stabbing Beast's poison or be blinded for 1d4+1 rounds.

Sudden Strike (Ex) During a surprise round, the herald may act as if it had a full round to act, rather than just one standard action.

The Stabbing Beast is the herald of Norgorber, the god of greed, murder, secrets, and poison. It is an incredibly dangerous predator that uses its keen intellect and deadly poison to stalk and kill its prey. Its natural form is that of a huge scorpion, but it can also assume an armored humanoid shape suitable for stealth or interacting with Norgorber's followers. Though its main purpose for coming to Golarion is to kill, it has also been called to aid great thefts and bury terrible secrets.



Karumzek

This human-sized spider has a red eyes, spindly legs, and cloaklike folds of black flesh that obscure its head.

KARUMZEK **CR 4**

XP 1,200

NE Medium outsider (evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, sense poison; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +6, **Will** +2

DR 5/good; **Immune** poison; **SR** 15

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +8 (1d8+3 plus poison)

Special Attacks poison, sneak attack +1d6, web (+7 ranged, DC 14, 5 hp)

Spell-Like Abilities (CL 6th; concentration +6)

Constant—*negate aroma*[APG]

At will—*bleed*, *prestidigitation*, *stabilize*

3/day—*alchemical allocation*[APG], *death knell* (DC 12), *invisibility* (self only), *obscuring mist*, *vomit swarm*[APG] (spiders only)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 19 (31 vs. trip)

Feats Improved Initiative, Point-Blank Shot, Weapon Focus (bite)

Skills Climb +10, Craft (alchemy) +7, Knowledge (nature) +7, Knowledge (religion) +7, Perception +9, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Abyssal, Infernal, Undercommon

SQ change shape (Diminutive spider; *vermin shape II*[UM]), deft limbs

ECOLOGY

Environment any (Axis)

Organization solitary, pair, or swarm (3–12)

Treasure standard (usually alchemical weapons)

SPECIAL ABILITIES

Deft Limbs (Ex) A karumzek's front pair of feet are as nimble and dexterous as human hands. It takes a karumzek half the normal amount of time to create alchemical items.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Str, Dex, or Con (karumzek's choice); *cure* 2 consecutive saves.

Sense Poison (Ex) As a free action, a karumzek can detect if a creature within 15 feet of it is poisoned. It can attempt to determine the exact type of poison, as if using *detect poison*.

A karumzek is a specialized servitor of Norgorber—one focused on Blackfingers, the god's aspect dealing with alchemy, experimentation, and poison. Despite this focus, a karumzek is as fond of murder as a devotee of Father Skinsaw, as covetous of material goods as a follower of the Gray Master, and as careful with secrets as one who worships the Reaper of Reputation. When left to its own devices, a karumzek spends its time crafting poisons, drugs, and other strange concoctions, and is usually armed with several common alchemical weapons—typically acid, alchemist's fire, smokesticks, and thunderstones.

Karumzeks enjoy working with mortal servants of Norgorber in order to meet their dark deity's goals. Though karumzeks aren't decidedly brilliant, their inhuman minds and outsider nature often allow them to devise strategies that a mortal humanoid wouldn't normally conceive of. They use their miniature spider form to watch their enemies or spy on their rivals' labs. They also keep to their inconspicuous spider forms to scout ahead when working with groups of cultists, though they quickly revert to their true forms if threatened. Karumzeks enjoy the opportunity to sample concoctions crafted by mortals, slurping and regurgitating drugs and poisons as if noisily sampling a flight of fine wines. Karumzeks have a crude and alien sense of humor, and enjoy making mortals feel uncomfortable or disgusted. They tell foul jokes while in the company of human cultists and put on unnerving performances, such as using *vomit swarm* and claiming the swarms of spiders are its own pre-sentient young.

A karumzek stands about 5 feet tall and weighs around 200 pounds.



Steward of the Skein

Skulls adorn the armor of this winged woman. Her helm reveals nothing of her features but a pair of glowing eyes.

STEWARD OF THE SKEIN CR 15

XP 51,200

N Medium outsider (extraplanar, herald, psychopomp, shapechanger)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft., *detect chaos/evil/good/law*, spiritsense[B4]; Perception +27

Aura fate (20 ft.)

DEFENSE

AC 31, touch 23, flat-footed 27 (+4 deflection, +3 Dex, +1 dodge, +5 insight, +8 natural)

hp 199 (19d10+95); fast healing 5

Fort +15, **Ref** +20, **Will** +22

DR 10/adamantine; **Immune** death effects, disease, electricity, mental control, poison, possession; **Resist** cold 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft., fly 150 ft. (average)

Melee 2 slams +26 (2d10+7 plus gaze)

Special Attacks gaze, tugging strands (Fate subdomain[APG], 3/day)

Spell-Like Abilities (CL 19th; concentration +25)

Constant—*detect chaos/evil/good/law*

At will—*augury*, *cure light wounds*, *dancing lights*, *death ward*, *detect thoughts* (DC 18), *disguise self*, *major image* (DC 19), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*breath of life*, *chain lightning* (DC 22), *globe of invulnerability*, *greater dispel magic*, *greater invisibility* (self only), *heal*, *hold monster* (DC 21), *limited wish* (DC 23), *plane shift*, *undeath to death* (DC 22), *wall of force*

STATISTICS

Str 25, **Dex** 16, **Con** 20, **Int** 18, **Wis** 21, **Cha** 23

Base Atk +19; **CMB** +26 (+28 disarm); **CMD** 49 (51 vs. disarm)

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Spell Penetration

Skills Bluff +19, Diplomacy +16, Fly +15, Handle Animal +16, Heal +27, Intimidate +28, Knowledge (history, planes, religion) +26, Knowledge (nature) +13, Perception +27, Sense Motive +27, Stealth +15

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ change shape (incorporeal form), spirit touch[B4]

ECOLOGY

Environment any (Boneyard)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fate Aura (Su) The herald's aura acts as *consecrate* and grants her a +4 deflection bonus to AC, a +5 insight bonus to AC, and a +4 resistance bonus on saving throws. Any creature striking the herald from within her aura either is blinded or takes 1d6 points of Strength damage (herald's choice, Will DC 25 negates). The save DC is Charisma-based.

Gaze (Su) Dazed 2d6 rounds (or stunned if 5 HD or fewer, or held for 2d6 rounds if undead), 60 feet; Will DC 25 negates. A creature that succeeds at its save is immune to the gaze for 24 hours. This is a mind-affecting effect (or a necromancy effect against undead). The save DC is Charisma-based.

Incorporeal Form (Su) When incorporeal, the herald can use her spell-like abilities and gaze attack but can't make slam attacks.

The Steward of the Skein is Pharasma's foremost agent, a mighty warrior sent to restore the balance of fate, announce auspicious births or deaths, or stem a rising tide of undeath. She often appears as an incorporeal shade, making a pronouncement and then fading away, though countless creatures over the eons have fallen under her armored fists. She stands about 7 feet tall but weighs a mere 200 pounds.



Psychopomp, Ahmuuth

This somberly dressed humanoid wears an ominous mask. Gravestones float near it like heavy shields.

AHMUUTH **CR 4**

XP 1,200

N Medium outsider (extraplanar, psychopomp)

Init +1; **Senses** darkvision 60 ft., low-light vision, spiritsense[B4]; Perception +10

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +3 natural, +4 shield)

hp 45 (6d10+12)

Fort +9, **Ref** +3, **Will** +8

Defensive Abilities animated shield, **DR** 5/adamantine; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee *+1 returning undead-bane dagger* +8/+3 (1d4+1/19–20)

Ranged *+1 returning undead-bane dagger* +9 (1d4+1/19–20)

Spell-Like Abilities (CL 6th; concentration +7)

At will—*bleed*, *deathwatch*, *detect undead*, *disrupt undead*, *ghost sound* (DC 11), *summon* (level 1, 1 great horned owl[B3] 100%)

3/day—*chill touch* (DC 12), *ghostbane dirge*[APG] (DC 13), *greater teleport* (self plus 50 lbs. of objects only), *silence* (DC 13), *spectral hand*

1/day—*ghostly disguise*[UM], *locate creature*, *speak with dead*

STATISTICS

Str 10, **Dex** 13, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +6; **CMD** 17

Feats Great Fortitude, Iron Will, Weapon Focus (dagger)

Skills Knowledge (religion) +9, Perception +10, Sense Motive +10, Stealth +10, Survival +10, Use Magic Device +10

Languages Abyssal, Celestial, Infernal

SQ death's dagger, ectoplasmic focus, spirit touch[B4]

ECOLOGY

Environment any (Boneyard)

Organization solitary, pair, or inquisition (3–8)

Treasure standard

SPECIAL ABILITIES

Animated Shield (Su) An ahmuuth's gravestones defend the it in a manner similar to an *animated shield* but without a limited duration (*Pathfinder RPG Core Rulebook* 462). If the stones leave the psychopomp's square or the ahmuuth is slain, they become inert stone.

Death's Dagger (Su) An ahmuuth's dagger is treated as a *+1 returning undead-bane dagger*. It loses this ability if it is held by anyone other than the ahmuuth, and regains it once returned.

Ectoplasmic Focus (Su) An ahmuuth's spells and spell-like abilities have their full effect against incorporeal or ethereal creatures.

An ahmuuth is a servitor of Pharasma who is responsible for helping mortals destroy undead and dispatch renegade souls evading the goddess's judgment. Unlike morrigna psychopomps (*Bestiary 4* 219), who hunt lost or corrupted souls on their own, ahmuuths work with mortal worshipers of Pharasma and try to usher creatures like ghosts to peaceable final ends—when they can. When they can't, they have no qualms about forcing wayward spirts to face their goddess's judgement. An ahmuuth looks like a humanoid wearing an owl mask, and is always accompanied by floating gravestone shards that act as a shield. Like owls, ahmuuths are silent stalkers, revealing themselves only at the moment of attack. Ahmuuths stand just over 6 feet tall and weigh approximately 150 pounds.



Tarrasque

This immense reptilian beast towers over its surroundings, all teeth and horns and claws and thrashing spiked tail.

TARRASQUE **CR 25**

XP 1,638,400

CE Colossal magical beast (spawn of Rovagug [see page 275])

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +43

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 40, touch 5, flat-footed 37 (+3 Dex, +35 natural, –8 size)

hp 525 (30d10+360); regeneration 40

Fort +31, **Ref** +22, **Will** +12

DR 15/epic; **Immune** ability damage, ability drain, acid, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 36

OFFENSE

Speed 40 ft.

Melee bite +37 (4d8+15/15–20/×3 plus grab), 2 claws +37 (1d12+15), 2 gores +37 (1d10+15), tail slap +32 (3d8+7)

Ranged 6 spines +25 (2d10+15/×3)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)

Special Attacks rush, spines, swallow whole (6d6+22 plus 6d6 acid, AC 27, hp 52)

STATISTICS

Str 41, **Dex** 16, **Con** 34, **Int** 3, **Wis** 15, **Cha** 14

Base Atk +30; **CMB** +53 (+57 grapple); **CMD** 66

Feats Awesome Blow, Blind-Fight, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Run, Staggering Critical

Skills Acrobatics +3 (+43 when jumping), Perception +43; **Racial Modifiers** +8 Perception

Languages Aklo (can't speak)

SQ carapace, hibernation, powerful leaper, unstoppable force

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Carapace (Su) The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Powerful Leaper (Ex) The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

Rush (Ex) Once per minute, for 1 round, the tarrasque's speed increases to 150 feet, and its Acrobatics bonus on checks made to jump increases to +87.

Spines (Ex) The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

The Tarrasque, referred to in ancient texts as the "Armageddon Engine," is the greatest of Rovagug's spawn. Its previously recorded devastation of Ninshabur and Avistan occurred in –632 AR, and culminated in the destruction of the flying Shory city of Kho. It was sealed away in a cavern somewhere in the Inner Sea region. Although the location of this cavern has been lost, rumors of possible locations include nearly every mountainous region, the Mwangi Expanse, and even under the Isle of Kortos itself.

The statistics presented here for the Tarrasque differ slightly from those in the *Bestiary*—this version more accurately represents the Tarrasque as the mightiest of Rovagug's spawn.



Qlippoth, Thognorok

This obscene mass looks like a melted blob crossed with a spider, ceaselessly lashing out with its hairy, wriggling legs.

THOGNOROK **CR 4**

XP 1,200

CE Medium outsider (aquatic, chaotic, evil, extraplanar, qlippoth)

Init –1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +0, **Will** +5

Defensive Abilities all-around vision; amorphous, **DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 15

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 3 bites +7 (1d6+1 plus poison)

Special Attacks acid web (+4 ranged, DC 16, 5 hp), horrific appearance, poison

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*acid arrow*, *protection from law*, *vomit swarm*[APG]

1/day—*excruciating deformation*[UM] (DC 14)

STATISTICS

Str 13, **Dex** 8, **Con** 15, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** 15 (can't be tripped)

Feats Ability Focus (acid web), Skill Focus (Stealth), Weapon Focus (bite)

Skills Climb +9, Intimidate +9, Knowledge (planes) +7, Perception +9, Stealth +10, Swim +9

Languages Abyssal; telepathy 100 ft.

SQ amphibious, compression

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or gang (3–5)

Treasure none

SPECIAL ABILITIES

Acid Web (Su) This ability functions like the web universal monster ability, except a creature entangled by a thognorok's web also takes 1 point of acid damage each round.

Horrific Appearance (Su) Any creature that witnesses a thognorok's horrific appearance could find itself overwhelmed with revulsion at the qlippoth's constantly sprouting and waving insectile legs, becoming sickened for 1d6 rounds (Will DC 13 negates). The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

Although thognoroks are considered servitor qlippoth of Rovagug, they are actually sentient symbiotes that once had the misfortune of dining on the Rough Beast's skin, blood, and other fluids. Equally at home on solid ground or swimming through toxic liquids, a thognorok hunts and consumes foreign materials and creatures that would impede its endless hunger to feed on more divine flesh—whether Rovagug's or another deity's.

Because of its tainted connection with the god of destruction, a thognorok obeys any telepathic or chemical command transmitted to it by the god—whether it be a direct command, or even the orders of a powerful priest of the foul god. Thognoroks are rarely directly controlled by Rovagug; instead, they're left to their own destructive rampages. The exception to this is when they accumulate in vast numbers near planar scars and rifts on the Material Plane where the god left some fleck of his terrible carapace or dripped vile and blasphemous liquid from his wounds. In such instances, the thognoroks try to fulfil whatever whim possessed the deity at the moment of his ages-old passing, typically the destruction of some site of celestial power or other random act of devastation.

A common thognorok measures about 5 feet tall and weighs over 200 pounds.



Sunlord Thalachos

This platinum-skinned, four-armed angelic being glows with the power of the sun. He bears two flaming scimitars and a bow.

SUNLORD THALACHOS CR 15

XP 51,200

NG Large outsider (angel, extraplanar, good, herald, shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +24

Aura protective aura (20 ft.)

DEFENSE

AC 29, touch 13, flat-footed 25 (+4 Dex, +16 natural, –1 size); +4 deflection vs. evil)

hp 187 (15d10+105); regeneration 10 (evil effects or weapons)

Fort +18, **Ref** +13, **Will** +13; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, fire, petrification; **Resist** electricity 10; **SR** 26

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee *+1 flaming holy scimitars* +19/+19/+14/+14/+9/+9 (1d8+8/18–20 plus 1d6 fire plus stun)

Ranged *+1 flaming holy composite longbow* +19/+14/+9 (2d6+8/×3 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks stun

Spell-Like Abilities (CL 15th; concentration +21)

At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 21), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *daylight*, *see invisibility*

1/day—*blade barrier* (DC 22), *fire shield*, *flame strike* (DC 21), *heal*, *sunburst* (DC 24)

STATISTICS

Str 24, **Dex** 19, **Con** 24, **Int** 19, **Wis** 23, **Cha** 22

Base Atk +15; **CMB** +23; **CMD** 37

Feats Double Slice, Great Fortitude, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +19, Diplomacy +24, Fly +6, Heal +21, Intimidate +24, Knowledge (history, planes, religion) +22, Perception +24, Sense Motive +24, Stealth +18

Languages Celestial, Common; truespeech

SQ divine trigger, change shape (Small or Medium humanoid or elemental, *alter self* or *elemental body II*)

ECOLOGY

Environment any (extraplanar)

Organization solitary

Treasure triple (2 *+1 flaming holy scimitars*, *+1 flaming holy composite longbow* with 40 arrows)

SPECIAL ABILITIES

Divine Trigger (Su) Thalachos can activate any divine spell from a spell trigger item as if he were a 15th-level caster.

Protective Aura (Su) In addition to the normal effects of an angel's protective aura, Thalachos's aura grants the benefits of the *endure elements* spell.

Stun (Su) If Thalachos strikes a creature twice in the same round with his scimitars (whether two strikes with one scimitar or one strike with each), that creature must succeed at a DC 24 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.



Sunlord Thalachos is Sarenrae's favorite angel, serving as her liaison to the mortal world, the hosts of astral devas, and the ranks of other celestial rulers. He is the champion of the Dawnflower and her favorite weapon against the spawn of Rovagug. The herald stands 8 feet tall and weighs 350 pounds.

Yhohm

This beautiful dove is as bright as the sun and the size of an eagle, surrounded by an aura of blazing white flames.



YHOHM **CR 4**

XP 1,200

NG Tiny outsider (extraplanar, fire, good)

Init +6; **Senses** darkvision 60 ft., low-light vision, *detect poison*; Perception +10

Aura shroud of flame (10 ft., DC 14, 10 rounds)

DEFENSE

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size)

hp 37 (5d10+10); regeneration 1 (cold or evil)

Fort +6, **Ref** +3, **Will** +6; +4 vs. poison

Defensive Abilities self-resurrection, **DR** 5/evil; **Immune** fire, petrification; **Resist** electricity 10; **SR** 15

Weaknesses vulnerable to cold

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +9 (1d2 plus 1d6 fire), bite +9 (1d3 plus 1d6 fire)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks holy fire

Spell-Like Abilities (CL 5th; concentration +7)

Constant—*detect poison*

At will—*light*, *purify food and drink*, *stabilize*, *virtue*

3/day—*cure light wounds*, *daylight*, *flaming sphere* (DC 14)

1/day—*dimension door* (self only), *lesser restoration*, *see invisibiliity*

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Fly +14, Heal +10, Knowledge (religion) +8, Perception +10, Perform (sing) +10, Stealth +18

Languages Celestial

ECOLOGY

Environment any (Nirvana)

Organization solitary, pair, or flight (3–5)

Treasure none

SPECIAL ABILITIES

Holy Fire (Su) Like a *flame strike*, half the fire damage from a yhohm's fire attacks is fire damage; the other half is divine power and is not subject to fire immunity or resistance.

Self-Resurrection (Su) A slain yhohm remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed yhohm emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The yhohm gains 1 permanent negative level when this occurs. A yhohm can self-resurrect only once per year. If a yhohm dies a second time before that year passes, its death is permanent. A yhohm that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which point the yhohm immediately resurrects. A yhohm brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A yhohm can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it deals an additional 1d6 points of fire damage with each natural attack, and any creature within 5 feet must attempt a DC 14 Reflex save each round or take 1d6 points of fire damage at the start of its turn. A creature that attacks the yhohm with a natural or non-reach melee weapon takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

A yhohm is a spirit of holy fire that serves the Dawnflower. According to the faithful, each time a phoenix is reborn, a portion of its soul incarnates in Nirvana as a yhohm. Eternally young and obsessed with life, a yhohm is a creature of healing, joyful song, and cleansing fire. While far less intimidating and wise than true phoenixes, yhohms prove far more carefree, as though a great weight has been lifted from their souls. Despite that, many yhohms also harbor a deep sadness, as though they have left some great work undone.

A yhohm looks like a white dove, but is as large as an eagle, with eyes like burning coals that shine with the light of the sun. The presence of evil fills it with righteous indignation. It does not need to eat, but enjoys the taste of roasted berries and nuts. A yhohm measures just under 2 feet long and weighs about 4 pounds.

The Spirit of Adoration

This heavenly warrior appears to be a work of art come to life. She grips a fearsome glaive that trails brilliant colors.

THE SPIRIT OF ADORATION CR 15

XP 51,200

NG Large outsider (extraplanar, good, herald, shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +31

Aura charming (30 ft., DC 24, 1 day)

DEFENSE

AC 30, touch 20, flat-footed 25 (+6 deflection, +4 Dex, +1 dodge, +10 natural, –1 size)

hp 184 (16d10+96); fast healing 5

Fort +17, **Ref** +20, **Will** +24

DR 10/evil; **Immune** fire, sonic; **Resist** acid 30, electricity 30; **SR** 26

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee *+2 dancing glaive* +22/+17/+12/+7 (2d8+8/×3)

Ranged stunning ray +19 (1d8 plus stun)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bardic magic, bardic performance 40 rounds/day (swift action; countersong, distraction, fascinate, inspire courage +4)

Spell-Like Abilities (CL 16th; concentration +22)

At will—*calm emotions* (DC 18), *good hope*, *cure moderate wounds*, *teleport* (self plus 50 lbs. only)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 19, **Wis** 22, **Cha** 23

Base Atk +16; **CMB** +21 (+23 sunder); **CMD** 42 (44 vs. sunder)

Feats Blind-Fight, Dodge, Improved Iron Will, Improved Sunder[B], Iron Will[B], Mobility, Skill Focus (Perception), Step Up, Weapon Focus (glaive), Wind Stance

Skills Acrobatics +12, Bluff +17, Diplomacy +17, Disguise +14, Fly +17, Handle Animal +14, Heal +14, Intimidate +17, Knowledge (religion) +12, Perception +31, Perform (dance) +22, Sense Motive +25, Spellcraft +20, Stealth +19, Use Magic Device +14

Languages Auran, Celestial, Common, Ignan, Shadowtongue

SQ inspiration, unearthly grace, change shape (Small or Medium humanoid; *alter self*)

ECOLOGY

Environment any (Nirvana)

Organization solitary

Treasure triple (*+2 dancing glaive*)

SPECIAL ABILITIES

Bardic Magic (Su) Each day, the Spirit can cast any three bard spells of any level and in any combination (caster level 16th).

Inspiration (Su) The Spirit of Adoration can inspire an intelligent creature by giving it a token of her favor. As long as the creature carries her token, it gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. An inspired bard adds the spirit's Charisma bonus (+6) to his number of bardic performance rounds per day. The spirit retains a link to her token and its carrier as if she had cast the spell *status* on the carrier. The spirit can end this effect at any time as a free action. The spirit may inspire a number of creatures at a time equal to her Charisma bonus.

Stunning Ray (Su) This ray of brilliant energy has a range of 180 feet. The target takes 1d8 points of damage and is stunned for 1d6 rounds (Will DC 24 reduces this to dazzled). The save DC is Charisma-based.

Unearthly Grace (Su) The spirit adds her Charisma modifier as a racial bonus on all her saving throws, as well as a deflection bonus to her Armor Class.



The Spirit of Adoration is a personification of resolute love, whose power lifts the heaviest heart and overcomes all obstacles. Her true form is that of a 10-foot-tall, angel-winged woman dressed in flowing clothes and bearing a shining steel glaive.

Dapsara

This otherworldly dancer moves with incredible grace. A second pair of ghostly arms complement the motions of her physical arms.

DAPSARA **CR 4**

XP 1,200

NG Medium outsider (angel, extraplanar, good)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 32 (5d10+5)

Fort +2, **Ref** +6, **Will** +8; +4 vs. poison

DR 5/evil; **Immune** petrification; **Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 15

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 4 slam +7 (1d4)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), ghostly arms

Spell-Like Abilities (CL 5th; concentration +7)

At will—*summon instrument*

3/day—*calm emotions*, *lesser confusion* (DC 13), *remove fear*, *saving finale*[APG]

1/day—*eagle's splendor*, *gallant inspiration*[APG], *ghostbane dirge*[APG] (DC 14), *invisibility* (self only)

STATISTICS

Str 11, **Dex** 14, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 17

Feats Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +7, Knowledge (history) +8, Knowledge (religion) +8, Perception +10, Perform (any one) +10, Sense Motive +10

Languages Celestial, Draconic, Infernal, *speak with animals*, truespeech

SQ change shape (any humanoid or a cloud of perfume; *alter self* or *gaseous form*), versatile performance, weapon proficiencies

ECOLOGY

Environment any (Nirvana)

Organization solitary, pair, or band (3–5)

Treasure standard

SPECIAL ABILITIES

Bardic Performance (Su) A dapsara has the bardic performance ability of a 5th-level bard.

Ghostly Arms (Su) A dapsara's two spectral arms may manipulate corporeal or incorporeal creatures and objects, as if they had the *ghost touch* weapon property. She may manifest or hide these arms at will in any shape, even in gaseous form.

Versatile Performance (Su) A dapsara has the bard's versatile performance ability, using one Perform bonus in place of the skill bonuses of that Perform skill's associated skills.

Weapon Proficiencies (Ex) A dapsara is proficient with all simple weapons, plus the glaive, longsword, rapier, sap, short sword, shortbow, and whip.



A dapsara is a physical representative of beauty and grace. Each studies one type of music, dance, poetry, or singing, and together they create elaborate performances for Shelyn and the other inhabitants of Nirvana. Some come to the Material Plane to be muses for mortals and still others protect sacred theaters and places of great natural beauty. They prefer to remain hidden, either in *gaseous form*, invisibly, or both, so they can advise and watch over the mortal world on behalf of the goddess.

A dapsara in her natural form looks like a beautiful humanoid woman (usually an elf or human), sometimes with an unusual skin color such as jade green or sky blue, but she can take the shape of any humanoid or any gender. She typically uses her second pair of arms to play musical instrument or assist some other type of performance, such as holding a sheet of lyrics for a song or manipulating a cloak or dress to look like wings or flowing wind. A dapsara is a mediocre flier and normally only uses her flight to augment a performance or to garner attention. A dapsara can use many kinds of weapons, but prefers to use magic to confound and defeat opponents; in a pinch, she can attack with all four arms.

Although these servitors of Shelyn respect and revere art is all of its forms, they especially delight in performance art, song, dance, and other arts of the moment. They delight in the intimacy of sharing beauty with a limited group and knowing that a single masterful performance will never be reproduced in exactly the same way. They will also go far to help servants of Shelyn recover lost works of art, so long as they get to attend the eventual exhibition.

Dapsaras stand about 5-1/2 feet tall and weigh about 120 pounds.

The Grand Defender

Made of polished iron, this mighty golem resembles a keen-eyed dwarf. It carries a warhammer and a shield bearing Torag's symbol.

THE GRAND DEFENDER CR 15

XP 51,200

LG Huge construct (extraplanar, herald)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 32, touch 7, flat-footed 32 (–1 Dex, +20 natural, +5 shield, –2 size)

hp 157 (18d10+58)

Fort +6, **Ref** +5, **Will** +8

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee warhammer +27/+22/+17/+12 (3d6+11/×3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon, hammer storm

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** 15, **Wis** 14, **Cha** 13

Base Atk +18; **CMB** +31 (+33 bull rush); **CMD** 40 (46 vs. bull rush, 44 vs. trip)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Stand Still, Throw Anything, Toughness

Skills Knowledge (dungeoneering, engineering, history, local, nature, religion) +11, Perception +20

Languages Celestial, Dwarven, Ignan, Terran

SQ ablative adaptation, defender's shield, dwarf traits (defensive training, hardy, hatred, stability, stonecunning, weapon familiarity)

Other Gear *+3 heavy steel shield*

ECOLOGY

Environment any land (Heaven)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Ablative Adaptation (Su) As a standard action, the Grand Defender can shed its outer layer of metal, revealing a slightly smaller version of itself underneath. This new form may be made of cold iron (changing its DR to 15/cold iron), mithral (DR 15/silver), or iron (DR 15/adamantine, as normal). Its attacks count as this metal type for overcoming damage reduction. If the herald is brought to 0 hit points, it becomes inert; 1d4 hours after it last took damage, it sheds its outer layer and reanimates at half its normal hit points. Once shed, the outer layer decays into worthless powder over 1d4 minutes.

Breath Weapon (Su) The herald's poisonous breath weapon functions like that of an iron golem (free action every 1d4 rounds, 10 ft. cube, Fort DC 19, 1d4 Con, 2 consecutive saves). The save DC is Constitution-based. The cloud persists for 1 round.

Defender's Shield (Ex) The herald's shield is a *+3 heavy steel shield*, though it becomes nonmagical if the herald is destroyed or is no longer holding or wearing it.

Hammer Storm (Ex) The herald can expel a volley of warhammers from its mouth, which functions like a breath weapon (30-foot cone, 15d6 bludgeoning damage plus Awesome Blow, Reflex 19 half, usable 1/day). If the herald is in its cold iron or mithral form, these hammers count as cold iron or silver, respectively. The herald can exclude any number of squares in the cone. The hammer storm creates 24 physical warhammers that persist after the instantaneous attack and may be used by creatures (though they're normal warhammers, not masterwork, cold iron, or mithral). The herald can spend 1 minute eating 24 warhammers (or an equivalent amount of metal such as that created by its ablative adaptation ability) to recharge this ability. The save DC is Constitution-based.

Immunity to Magic (Su) The herald has the same immunity to magic as an iron golem.

The Grand Defender is a powerful golem-like tomb that serves as the communal body and resting place of Torag's greatest dwarven heroes. It stands 18 feet tall and weighs approximately 10 tons.



Chalkost

This dwarf-like being of earth and metal has coppery hair and an open-faced helmet bearing two stylized boar tusks.

CHALKOST **CR 4**

XP 1,200

LG Medium outsider (extraplanar, good, lawful, shapechanger)

Init +0; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 42 (5d10+15)

Fort +7, **Ref** +1, **Will** +7; +2 vs. poison, spells, and spell-like abilities

DR 5/chaotic; **Resist** electricity 10, fire 10; **SR** 15

OFFENSE

Speed 20 ft.

Melee mwk cestus +9 (1d4+3/19–20 plus 1d6 electricity)

Special Attacks breath weapon (5-ft. cone, 2d6 electricity, Reflex DC 15 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 5th; concentration +4)

At will—*guidance*, *light*, *mending*, *resistance*

3/day—*cure light wounds*, *magic weapon*

1/day—*bear's endurance*, *crafter's fortune*[APG], *status*

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 18

Feats Cleave, Iron Will, Power Attack

Skills Craft (any one) +8, Disable Device +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (religion) +8, Perception +9

Languages Celestial, Dwarven, Goblin, Orc

SQ change shape (boar; *beast shape I*), copper boar form, dwarf blood, shock cestus

ECOLOGY

Environment any (Heaven)

Organization solitary, pair, or team (3–5)

Treasure standard (masterwork cestus[UE], other treasure)

SPECIAL ABILITIES

Copper Boar Form (Su) When a chalkost uses its change shape ability, it can turn into a boar with metallic flesh, coppery bristles, and glistening steel tusks. In this form, a chalkost retains its damage reduction and energy resistances. The copper boar has the same statistics as a normal boar, but its natural armor bonus is +6 and its gore attack deals an extra 1d6 points of electricity damage on a successful hit.

Dwarf Blood (Ex) A chalkost counts as a dwarf for any effect related to race, and has the hardy, slow and steady, and stability dwarven racial traits.

Shock Cestus (Su) As a free action, a chalkost can summon or dismiss a masterwork cestus on one of its hands. While wielded by the chalkost, the cestus deals an extra 1d6 points of electricity damage on a successful hit. If the cestus is given away or taken, the chalkost loses this ability until it reclaims its weapon.

A chalkost is a perfect dwarven soul that serves as a laborer and crafter in Torag's divine realm. Blessed with hardiness, fine weapons, and an incorrigible spirit, a chalkost is a tireless and loyal servant, capable of forging new arms for angels or defending the plane against fiendish invaders. Said to have been created from the souls of particularly skilled and heroic dwarves, each chalkost shares a mutual affinity for one mortal dwarven clan, observing and guiding its members like an honored ancestor. So close is this relationship that the name of a particular chalkost is often passed down from priest to priest and family to family, so that some of these divine beings have aided clans for generations. Chalkosts have a close relationship with dwarven paladins and other noble dwarven warriors, and it is considered a special honor for mortal dwarves to ride a boar-form chalkost into battle.

A chalkost looks like an attractive, copper-haired dwarf wearing an open-faced helm with stylized boar tusks and armed with a hammer-tipped cestus. Male chalkosts have long beards, while females have long braids. The gender of a chalkost associated with a given dwarven clan generally matches the gender of the clan's leaders.

Chalkosts stand just over 5 feet tall and weigh about 230 pounds.



Mother's Maw

This skull is as large as an ogre and surrounded by buzzing flies. Its bat wings carry it through the air as easily as those of a vulture.

MOTHER'S MAW **CR 15**

XP 51,200

NE Large undead (evil, extraplanar, herald)

Init +11; **Senses** darkvision 60 ft., scent, lifesense; Perception +26

Aura *desecrate* (20 ft.)

DEFENSE

AC 30, touch 16, flat-footed 23 (+7 Dex, +14 natural, –1 size)

hp 189 (18d8+108); fast healing 5 or 20 (see devour soul)

Fort +13, **Ref** +16, **Will** +19

Defensive Abilities channel resistance +4; spell deflection, **DR** 15/bludgeoning and good; **Immune** cold, electricity, undead traits; **Resist** fire 30; **SR** 26

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +24 (5d6+17/19–20 plus bleed, disease, drain, and grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (60-ft. cone, 15d6 negative energy, Reflex DC 25 for half, usable every 1d4 rounds), channel negative energy 9/day (DC 19, 6d6), devour soul, disease, swallow whole (special, AC 17, 20 hp)

Spell-Like Abilities (CL 15th; concentration +21)

Constant—*desecrate*

At will—*contagion* (DC 20), *dimension door*, *ghoul hunger*[*] (DC 18), *inflict critical wounds* (DC 20), quickened *vomit swarm*[APG] (maggots, use army ant swarm)

1/day—*animate dead*, *create undead*, *eyebite* (DC 22), *plane shift* (DC 22)

STATISTICS

Str 33, **Dex** 25, **Con** —, **Int** 21, **Wis** 20, **Cha** 22

Base Atk +13; **CMB** +25; **CMD** 42 (can't be tripped)

Feats Cleave, Command Undead[B], Critical Focus, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Stunning Critical[B]

Skills Acrobatics +25, Fly +26, Intimidate +27, Knowledge (planes) +23, Knowledge (religion) +26, Perception +26, Profession (cook) +23, Sense Motive +26, Stealth +24

Languages Abyssal, Common, Infernal, Necril

SQ deathless

ECOLOGY

Environment any (Abaddon)

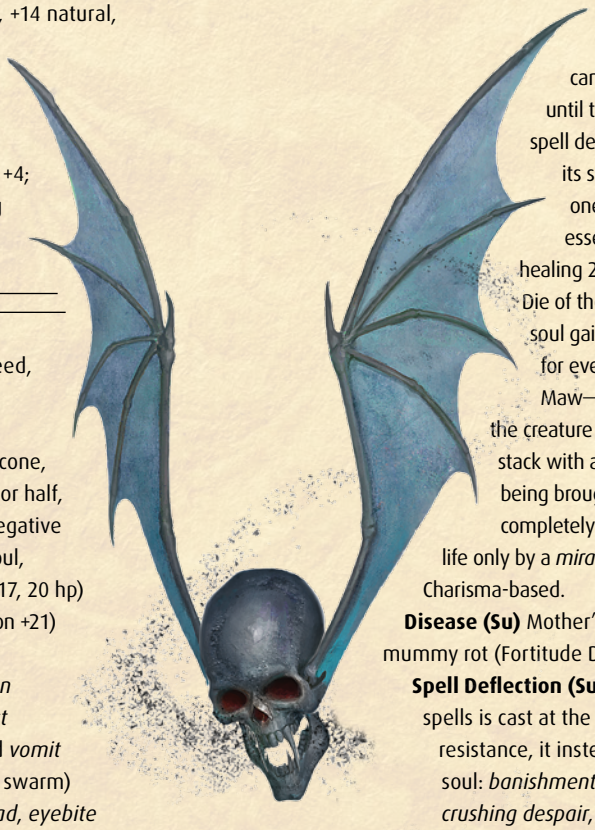
Organization solitary

Treasure none

SPECIAL ABILITIES

Deathless (Su) If destroyed, the herald it returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. It can be permanently destroyed by positive energy, being reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if 20 vials of holy water are sprinkled on its remains.

Devour Soul (Su) A creature swallowed by the herald must save every round against *slay living* (DC 25, caster level 15th). The soul of a creature slain by this attack becomes trapped within the herald's skull, and the mangled corpse is immediately regurgitated. The creature cannot be brought back to life until the herald's destruction (or a spell deflection—see below) releases its soul. The Maw can hold only one soul at a time. The trapped essence provides the Maw with fast healing 20, lasting 1 round for every Hit Die of the devoured soul. The trapped soul gains 1 permanent negative level for every round it spends within the Maw—these negative levels remain if the creature is brought back to life (but don't stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may be restored to life only by a *miracle* or *wish* spell. The save DC is Charisma-based.



Disease (Su) Mother's Maw bite attack carries mummy rot (Fortitude DC 25).

Spell Deflection (Su) If any of the following spells is cast at the Maw and overcomes its spell resistance, it instead affects the devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, geas/quest, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster must attempt a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal. Mother's Maw can only benefit from this ability while it has a soul devoured.

This terror comes to the mortal realm at the command of the Pallid Princess. It's an unsubtle thing of ravenous hunger, with little purpose but to kill, eat, and animate corpses. Created from the skull of a fallen titan, Mother's Maw is as brilliant as a lich, but its only interest is satisfying its cravings for life and sensation. Urgathoa's herald measures nearly 13 feet in height and weighs 3,000 pounds.

Sarcovalt

This horse-sized housefly has a vulture's neck growing out of its body, capped with a fleshless vulture skull.

SARCOVALT **CR 4**

XP 1,200

NE Tiny outsider (evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., low-light vision, *deathwatch*; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 34 (4d10+12)

Fort +6, **Ref** +7, **Will** +5

Defensive Abilities ferocity; **DR** 5/good or silver; **Immune** disease; **Resist** acid 10, cold 10; **SR** 15

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +9 (1d8+1 plus bleed, disease, and grab)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks bleed (1d6), blood drain (1d2 Constitution), detach head, disease

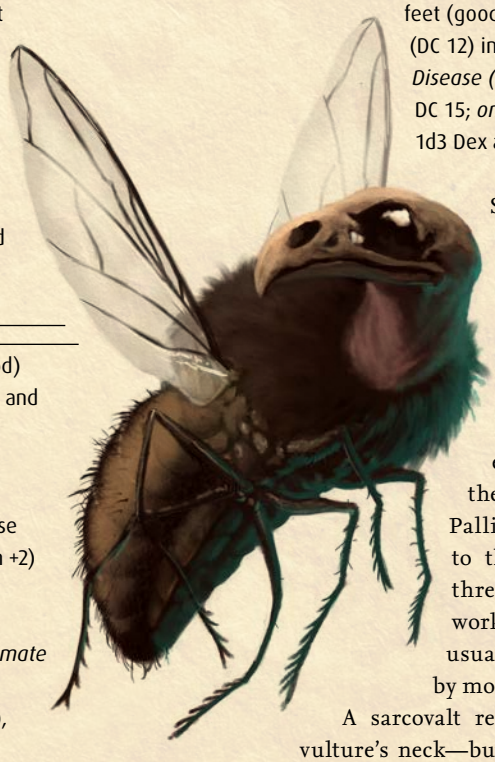
Spell-Like Abilities (CL 4th; concentration +2)

Constant—*deathwatch*

At will—*purify food and drink*

3/day—*death knell* (DC 10), *lesser animate dead*[UM], *vomit swarm* (see below)

1/day—*acid arrow*, *contagion* (DC 11), *stinking cloud* (DC 10)



STATISTICS

Str 12, **Dex** 17, **Con** 16, **Int** 10, **Wis** 13, **Cha** 7

Base Atk +4; **CMB** +5 (+9 grapple); **CMD** 18 (26 vs. trip)

Feats Great Fortitude, Weapon Finesse

Skills Climb +9, Fly +11, Intimidate +5, Knowledge (nature) +7, Knowledge (religion) +7, Perception +8, Stealth +18, Survival +8

Languages Abyssal, Infernal; telepathy 30 ft.

SQ disease swarm

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or swarm (3–5)

Treasure none

SPECIAL ABILITIES

Detach Head (Su) A sarcovalt can survive without its head. Attacks that sever its head (such as those of a *vorpal* weapon) do not kill it. If attacked by multiple creatures, it grapples one opponent, detaches its head (which continues to drain blood), and uses its body to continue attacking with spell-like abilities. Its head and body share a common pool of hit points but are otherwise treated as different creatures while separated. The head is AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size) and can fly at the creature's normal speed. The head cannot initiate attacks on its own, and if removed from a target, it flies back to the body on its next turn. The body cannot see, but it can perceive through the head's eye cavities if it has line of effect to the head.

Disease Swarm (Su) A sarcovalt's *vomit swarm* ability summons a cloud of flies instead of spiders, which has a fly speed of 40 feet (good) and infects its target with filth fever (DC 12) instead of poison.

Disease (Ex) Filth Fever: Bite—injury; *save* Fort DC 15; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Dex and 1d3 Con; *cure* 2 consecutive saves.

Sarcovalts are disgusting carrion-eating servants of Urgathoa that pick over the filth and the remnants of devoured souls in her planar realm. They have little personal identity and barely remember events more than a few hours old. While they are intelligent enough to converse and recognize their own kind, other servitors of the Pallid Princess, and daemons, they tend to think of other creatures as either threats or food. Sarcovalts sometimes work together to kill larger prey, but are usually content to eat scraps left behind by more powerful outsiders.

A sarcovalt resembles an enormous fly with a vulture's neck—but instead of a fleshy head, its head is the naked skull of a vulture with glistening black eyes. When its skull is detached, its bald neck ends in a stump of tattered flesh. It savors the opportunity to drink blood, but cannot swallow it, and therefore its skull is normally painted with the life-fluid of its victims. In their eagerness to shred bodies, especially living flesh, these eager scavengers often get small treasure like amulets, rings, and other equipment worn close to the body trapped within their skulls. After letting such items rattle around in their heads for a few days, they unceremoniously vomit them up coated in the vile remains of their last several meals. Sarcovalts use their skulls similarly to how psychopomps wear masks, and the first sarcovalts might have been created in mockery of Pharasma's servants.

Servants of Urgathoa frequently summon sarcovalts to serve either as scouts and sentinels, or as menaces to sow fear and disease in places they seek to terrorize. In the best cases, a single sarcovalt can spread disease resulting in the deaths of dozens, giving Urgathoa's priests ample bodies to raise as undead or use in more terrible plots when they reveal themselves.

Sarcovalts measure 2 feet long and weigh 5 pounds.

The Prince in Chains

Animate, rusting chains simultaneously bind and lash out from this gigantic, skinless, wolf-like monstrosity.

THE PRINCE IN CHAINS CR 15

XP 51,200

LE Large outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision, scent; Perception +21

Aura chainstorm (15 ft., DC 25)

DEFENSE

AC 33, touch 13, flat-footed 29 (+3 Dex, +1 Dodge, +20 natural, –1 size)

hp 202 (15d10+120); fast healing 10 (see exaction)

Fort +17, **Ref** +12, **Will** +8

Defensive Abilities exaction; **DR** 15/good; **Immune** cold, critical hits, sneak attacks

OFFENSE

Speed 40 ft., fly 50 ft. (good)

Melee bite +24 (6d6+9 plus trip and vicious critical), 2 tentacles +18 (3d6+4 plus vicious critical)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks howl of despair, unnerving gaze (30 ft., DC 22), vicious critical

Spell-Like Abilities (CL 18th)

Constant—*pass without trace*

At will—*death knell* (DC 17), *deeper darkness*, *desecrate*, *shadow walk*

3/day—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *crushing despair* (DC 19), *eyebite* (DC 21), *greater invisibility*, *greater shadow conjuration* (DC 22), *find the path*, *plane shift (DC 20)*, *symbol of pain* (DC 20)

1/day—*blasphemy* (DC 22), *slay living* (DC 20), *unhallow*

STATISTICS

Str 28, **Dex** 16, **Con** 26, **Int** 13, **Wis** 16, **Cha** 20

Base Atk +15; **CMB** +25 (+27 overrun, +27 sunder); **CMD** 39 (41 vs. overrun, 41 vs. sunder, 43 vs. trip)

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Run, Weapon Focus (bite)

Skills Acrobatics +21, Climb +17, Fly +5, Intimidate +23, Knowledge (planes) +19, Knowledge (religion) +11, Perception +21, Stealth +17, Survival +21 (+29 when following tracks); **Racial Modifiers** +8 Survival when following tracks

Languages Auran, Common, Infernal, Sylvan

SQ no breath

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary

Treasure none

SPECIAL ABILITIES

Chainstorm (Ex) Chains and flesh tendrils constantly lash at anything that approaches the herald. A creature that enters the area or begins its turn within it takes 1d12 points of bludgeoning and slashing damage. The chains entangle any creature so long as it's in the area (Reflex DC 25 negates). The save DC is Constitution-based.

Exaction (Ex) The herald is healed of 10 points of damage in any round it deals damage, as if it had fast healing 10.

Howl of Despair (Su) The Prince in Chains can loose a howl of immortal agony once every 1d4 rounds. All nonevil creatures within 60 feet must succeed at a DC 22 Will saving throw or take 6d6 points of sonic damage. Any within 10 feet who fail their saves are also affected as per the *insanity* spell. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Unnerving Gaze (Ex) A creature that fails its save against the herald's unnerving gaze is staggered for 1 round.

Vicious Critical (Ex) If the herald confirms a critical hit, the attack also deals 2 points of Constitution damage.

Zon-Kuthon has stripped the flesh from this spirit-wolf and replaced it with haphazard layers of metal, leather, and necrotic tissue to create a terrifying herald. The Prince in Chains stands 18 feet tall and weighs nearly 3 tons.



Kyton, Lampadarius

Ragged wounds on one side of this leather-clad humanoid's face and body mark the transition between flesh and shifting shadowstuff.

LAMPADARIUS **CR 4**

XP 1,200

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 37 (5d10+10); regeneration 2 (good weapons and spells, silver weapons)

Fort +6, **Ref** +3, **Will** +6

Defensive Abilities semi-incorporeal, **DR** 5/good or silver; **Immune** cold; **SR** 15

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6), incorporeal touch +5 (1d6 Strength damage)

Special Attacks unnerving gaze (30 ft., DC 13)

Spell-Like Abilities (CL 5th; concentration +6)

Constant—*blur*

At will—*bleed* (DC 11), *dancing lights*, *detect magic*

3/day—*darkness*, *invisibility* (self only), *levitate* (self only)

1/day—*deeper darkness*, *shadowstep*[UM]

STATISTICS

Str 11, **Dex** 15, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative, Iron Will

Skills Heal +8, Intimidate +9, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +8, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Infernal, Shadowtongue

ECOLOGY

Environment any (Shadow Plane)

Organization solitary, pair, or choir (3–5)

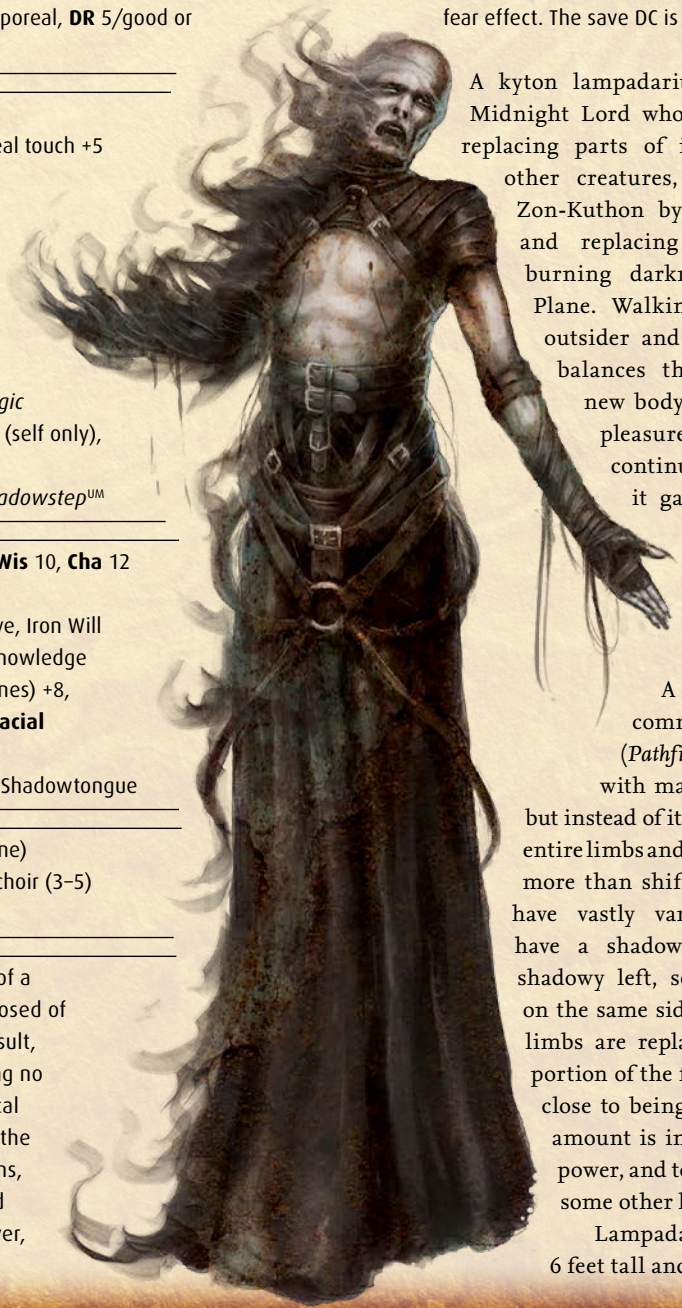
Treasure standard

SPECIAL ABILITIES

Semi-Incorporeal (Su) Some of a lampadarius's body is composed of incorporeal shadow. As a result, it has a 25% chance of taking no damage from any nonmagical attack. It takes only 75% of the damage from magic weapons, spells, spell-like effects, and supernatural effects. However, it takes full damage from incorporeal creatures and effects, force effects, and *ghost touch* weapons.

Strength Damage (Su) A lampadarius's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. If the kyton deals Strength damage that equals or exceeds the target's Strength score, the kyton gains the benefits of *death knell* for 1 hour.

Unnerving Gaze (Su) Shaken, range 30 ft., Will DC 13 negates. A lampadarius can make an opponent feel like its own shadow is attempting to claw its face. Those who fail their saves are shaken for 1d3 rounds. This ability has no effect if there is no light present to create shadows. In dim illumination, the DC increases by 2. This is a mind-affecting fear effect. The save DC is Charisma-based.



A kyton lampadarius is a servitor of the Midnight Lord who, instead of continually replacing parts of its body with those of other creatures, embraced the will of Zon-Kuthon by cutting away its flesh and replacing the lost parts with burning darkness from the Shadow Plane. Walking a fine line between outsider and undead, a lampadarius balances the freezing pain of its new body parts with the burning pleasures of its remaining flesh, continually indulging both as it gains power. It yearns to attain a perfect body of true shadows, yet pines for it missing flesh and the potential for sensation lost.

A lampadarius resembles a common evangelist kyton (*Pathfinder RPG Bestiary* 185) with many old and new wounds, but instead of it being wrapped in chains, entire limbs and half of its face are nothing more than shifting shadow. Individuals have vastly varied appearances—some have a shadowy right arm, others a shadowy left, some replace both limbs on the same side, others alternate which limbs are replaced—but all have some portion of the face removed. All are very close to being half-shadow, as a lesser amount is insufficient to grant them power, and too much converts them to some other kind of shadow-creature.

Lampadariuses stand just under 6 feet tall and weigh about 80 pounds.

Appendix

Core Deities

Deity	AL	Title	Areas of Concern	Domains
Abadar	LN	Master of the First Vault	Cities, law, merchants, wealth	Earth, Law, Nobility, Protection, Travel
Asmodeus	LE	Prince of Darkness	Contracts, pride, slavery, tyranny	Evil, Fire, Law, Magic, Trickery
Calistria	CN	The Savored Sting	Lust, revenge, trickery	Chaos, Charm, Knowledge, Luck, Trickery
Cayden Cailean	CG	The Drunken Hero	Ale, bravery, freedom, wine	Chaos, Charm, Good, Strength, Travel
Desna	CG	Song of the Spheres	Dreams, luck, stars, travelers	Chaos, Good, Liberation, Luck, Travel
Erastil	LG	Old Deadeye	Family, farming, hunting, trade	Animal, Community, Good, Law, Plant
Gorum	CN	Our Lord in Iron	Battle, strength, weapons	Chaos, Destruction, Glory, Strength, War
Gozreh	N	The Wind and the Waves	Nature, the sea, weather	Air, Animal, Plant, Water, Weather
Iomedae	LG	The Inheritor	Honor, justice, rulership, valor	Glory, Good, Law, Sun, War
Irori	LN	Master of Masters	History, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength
Lamashtu	CE	Mother of Monsters	Madness, monsters, nightmares	Chaos, Evil, Madness, Strength, Trickery
Nethys	N	The All-Seeing Eye	Magic	Destruction, Knowledge, Magic, Protection, Rune
Norgorber	NE	The Reaper of Reputation	Greed, murder, poison, secrets	Charm, Death, Evil, Knowledge, Trickery
Pharasma	N	Lady of Graves	Birth, death, fate, prophecy	Death, Healing, Knowledge, Repose, Water
Rovagug	CE	The Rough Beast	Destruction, disaster, wrath	Chaos, Destruction, Evil, War, Weather
Sarenrae	NG	The Dawnflower	Healing, honesty, redemption, the sun	Fire, Glory, Good, Healing, Sun
Shelyn	NG	The Eternal Rose	Art, beauty, love, music	Air, Charm, Good, Luck, Protection
Torag	LG	Father of Creation	Forges, protection, strategy	Artifice, Earth, Good, Law, Protection
Urgathoa	NE	The Pallid Princess	Disease, gluttony, undeath	Death, Evil, Magic, Strength, War
Zon-Kuthon	LE	The Midnight Lord	Darkness, envy, loss, pain	Darkness, Death, Destruction, Evil, Law

Other Deities

Deity	AL	Title	Areas of Concern	Domains
Achaekek	LE	He Who Walks in Blood	Assassinations, divine punishment, the red mantis	Death, Evil, Law, Trickery, War
Ahriman	NE	Lord of all Divs	Destruction, divs, nihilism	Darkness, Death, Destruction, Evil
Alazhra	NE	The Dream Eater	Dreams, night hags, planar travel	Darkness, Evil, Repose, Travel
Alseta	LN	The Welcomer	Doors, transitions, years	Community, Law, Magic, Protection
Apsu	LG	The Waybringer	Good dragons, leadership, peace	Artifice, Good, Law, Scalykind, Travel
Arazni	NE	The Harlot Queen	Command of undeath, lichdom	Evil, Nobility, Protection
Besmara	CN	The Pirate Queen	Piracy, sea monsters, strife	Chaos, Trickery, War, Water, Weather
Brigh	N	The Whisper in the Bronze	Clockwork, invention, time	Artifice, Earth, Fire, Knowledge
Camazotz	CE	Master of Black Wings	Bats, blood, caverns, nocturnal predators	Animal, Chaos, Darkness, Evil, Trickery
Dahak	CE	The Endless Destruction	Destruction, evil dragons, greed	Chaos, Destruction, Evil, Scalykind, Trickery
Easivra	LG	The Dawn Eagle	Avians, gold, the sun	Animal, Good, Law, Sun
Erecura	LN	Queen of Dis	Deduction, mind reading, subtlety	Knowledge, Law, Nobility, Trickery
Feronia	N	The Fertile Flame	Fertility, sacred fires, wildlife	Destruction, Fire, Liberation, Protection
Ghlaunder	CE	The Gossamer King	Infection, parasites, stagnation	Air, Animal, Chaos, Destruction, Evil
Groetus	CN	God of the End Times	Empty places, oblivion, ruins	Chaos, Darkness, Destruction, Madness, Void
Gyronna	CE	The Angry Hag	Extortion, hatred, spite	Chaos, Destruction, Evil, Madness
Hanspur	CN	The Water Rat	River travel, rivers, smugglers	Chaos, Death, Travel, Water
Kitumu	CE	Mother of Fireflies	Fireflies, hibernation, swarms	Animal, Chaos, Evil, War
Kurgess	NG	The Strong Man	Bravery, competition, sport	Community, Good, Luck, Strength, Travel
Lissala	LE	The Sihedron Scion	Obedience, reward of service, runes	Evil, Knowledge, Law, Nobility, Rune
Milani	CG	The Everbloom	Devotion, hope, uprisings	Chaos, Good, Healing, Liberation, Protection
Naderi	N	The Lost Maiden	Drowning, romantic tragedy, suicide	Charm, Nobility, Repose, Water

The following appendix contains tables listing most of the major deities and demigods worshiped in the Inner Sea region, along with their alignments, titles, areas of interests and concerns, favored weapons, symbols, sacred animals, and sacred colors. The chart also contains the domains and subdomains to which they grant access; gods grant access to five domains, while lesser gods and demigods grant access to four domains, and other beings capable of granting spells grant access to three domains.

	SUBDOMAINS	WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Defense, Inevitable, Leadership, Martyr, Metal, Trade	Light crossbow	Golden key	Monkey	Gold, silver
	Arcane, Ash, Deception, Devil, Divine, Smoke	Mace	Red pentagram	Serpent	Black, red
	Azata, Curse, Deception, Lust, Memory, Thievery	Whip	Three daggers	Wasp	Black, yellow
	Azata, Exploration, Ferocity, Love, Lust, Resolve	Rapier	Tankard	Hound	Silver, tan
	Azata, Curse, Exploration, Fate, Freedom, Revolution	Starknife	Butterfly	Butterfly	Blue, white
	Archon, Family, Feather, Fur, Growth, Home	Longbow	Bow and arrow	Stag	Brown, green
	Blood, Ferocity, Protean, Rage, Resolve, Tactics	Greatsword	Sword in mountain	Rhinoceros	Gray, red
	Cloud, Decay, Growth, Oceans, Seasons, Wind	Trident	Dripping leaf	All	Blue, green
	Archon, Day, Heroism, Honor, Light, Tactics	Longsword	Sword and sun	Lion	Red, white
	Inevitable, Language, Memory, Resolve, Restoration, Thought	Unarmed strike	Blue hand	Snail	Blue, white
	Deception, Demon, Ferocity, Insanity, Nightmare, Thievery	Falchion	Three-eyed jackal	Jackal	Red, yellow
	Arcane, Catastrophe, Divine, Defense, Thought, Wards	Quarterstaff	Two-toned mask	Zebra	Black, white
	Daemon, Deception, Memory, Murder, Thievery, Thought	Short sword	One-eyed mask	Spider	Black, gray
	Ancestors, Ice, Memory, Resurrection, Souls, Thought	Dagger	Spiraling comet	Whippoorwill	Blue, white
	Blood, Catastrophe, Demon, Protean, Rage, Storms	Greataxe	Fanged spider	Scorpion	Brown, red
	Agathion, Day, Heroism, Light, Restoration, Resurrection	Scimitar	Angelic ankh	Dove	Blue, gold
	Agathion, Cloud, Defense, Fate, Love, Purity	Glaive	Multicolored songbird	Songbird	All
	Archon, Caves, Construct, Defense, Metal, Toil	Warhammer	Iron hammer	Badger	Gold, gray
	Blood, Daemon, Divine, Ferocity, Murder, Undead	Scythe	Skull-decorated fly	Fly	Red, green
	Catastrophe, Devil, Loss, Murder, Night, Undead	Spiked chain	Chained skull	Bat	Dark gray, red

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Blood, Deception, Devil, Murder, Tactics, Thievery	Sawtooth sabre	Crossed mantis claws	Crimson mantis	Red
	Catastrophe, Fear, Loss, Rage	Whip	Black and silver eclipse	Snake	Black, silver
	Daemon, Loss, Night, Souls	Dagger	Jar containing a ghost	Black stallion	Black, blue
	Arcane, Defense, Home, Inevitable	Dagger	Two faces in profile	Tortoise	Brown, gray
	Archon, Construct, Dragon, Exploration, Toil, Trade	Bite or quarterstaff	Silver dragon above pool	None	Metallic colors
	Defense, Leadership	Rapier	Rapier and lotus	Scarab beetle	Gray, red
	Deception, Oceans, Protean, Tactics, Thievery, Storms	Rapier	Skull and crossbones	Parrot	Black, white
	Construct, Metal, Smoke, Thought	Light hammer	Mask with forehead rune	Termite	Bronze, silver
	Deception, Demon, Fear, Fur, Moon, Night	Javelin	Bat-shaped rune	Bat	Black, red
	Catastrophe, Deception, Demon, Dragon, Rage, Thievery	Bite or whip	Falling burning scale	None	Chromatic colors
	Archon, Day, Feather, Light	Morningstar	Eagle head in profile	Golden eagle	Blue, gold
	Deception, Leadership, Memory, Thought	Light mace	Halo of runes	Deer	Green, tan
	Ash, Catastrophe, Freedom, Smoke	Bastard sword	Bonfire under stars	Rabbit	Blue, yellow
	Catastrophe, Cloud, Demon, Fur, Rage, Wind	Spear	Mosquito in profile	Mosquito	Light gray, red
	Catastrophe, Entropy, Insanity, Loss, Night, Stars	Heavy flail	Skull-faced moon	None	None
	Demon, Insanity, Nightmare, Rage	Dagger	Bloodshot eye	Black cat	Pink, white
	Exploration, Murder, Rivers, Trade	Trident	Rat walking on water	Rat	Blue, gold
	Blood, Demon, Fear, Fur	Dagger	Four legged firefly	Firefly	Black, yellow
	Agathion, Family, Fate, Home, Resolve, Trade	Javelin	Flexing arm with chain	Horse	Gold, white
	Devil, Language, Leadership, Memory, Thought, Wards	Whip	Sihedron	Snake	Gold, green
	Azata, Defense, Freedom, Purity, Restoration, Revolution	Morningstar	Rose on bloody street	Mouse	Red, white
	Love, Lust, Martyr, Souls	Dagger	Ornate golden dagger	Swan	Blue, red

Nivi Rhombodazzle	N	The Gray Polychrome	Gems, stealth, gambling	Community, Earth, Luck, Trickery
Sivanah	N	The Seventh Veil	Illusions, mystery, reflections	Knowledge, Madness, Magic, Rune, Trickery
Ydersius	CE	The Headless King	Serpentfolk, immortality, poison	Chaos, Evil, Nobility, Scalykind, War
Zyphus	NE	The Grim Harvestman	Accidental death, graveyards, tragedy	Death, Destruction, Evil, Plant, War

Archdevils

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Baalzebul	LE	Lord of Flies	Arrogance, flies, lies	Air, Death, Evil, Law
Barbatos	LE	The Bearded Lord	Animals, corruption, gateways	Evil, Law, Magic, Travel
Belial	LE	The Pale Kiss	Adultery, deception, desire	Charm, Destruction, Evil, Law
Dispater	LE	Iron Lord	Cities, prisons, rulership	Evil, Law, Nobility, Trickery
Geryon	LE	The Serpent	Forbidden knowledge, heresy, snakes	Evil, Law, Strength, Water
Mammon	LE	The Argent Prince	Avarice, watchfulness, wealth	Artifice, Earth, Evil, Law
Mephistopheles	LE	The Crimson Son	Contracts, devils, secrets	Evil, Knowledge, Law, Rune
Moloch	LE	The Ashen Bull	Fire, obedience, war	Evil, Fire, Law, War

Daemon Harbingers

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Aesdurath	NE	The Pale Dowager	Immortality, liches, magical catastrophes	Death, Evil, Magic, Trickery
Ajids	NE	Father Flense	Mutilation, skinning, trophy taking	Death, Evil, Madness, War
Anogetz	NE	The Fated Fangs	Animal attacks, coups, revolution	Animal, Destruction, Evil, Liberation
Arlachramas	NE	The Silent Breath	Dehumanization, disposal, euthanasia	Community, Death, Evil, Strength
Braismois	NE	The Toxic Quill	Broken deals, fine print, unfair bargains	Evil, Knowledge, Rune, Trickery
Cixyron	NE	The Furious Thunder	Electricity, gunpowder, poisonous metals	Artifice, Earth, Evil, Knowledge
Corosbel	NE	The Silent Saint	Failed martyrdom, false worship, ritual death	Death, Evil, Repose, Trickery
Diceid	NE	The Empty Dawn	Invasive species, extinction, natural disasters	Animal, Evil, Plant, Weather
Ealdeez	NE	The Beast Behind the Dream	Regression, reversion, savage revenge	Animal, Destruction, Evil, Strength
Folca	NE	The Gaunt Stranger	Abduction, strangers, sweets	Charm, Evil, Travel, Trickery
Geon	NE	The Dancing Fiend	Nightmares, quartering, trampling	Air, Evil, Fire Travel
Hastrikhal	NE	The Fires Within	Explosions, immolation, pyromaniacs	Destruction, Fire, Evil, Madness
Jacarkas	NE	The Collector	Hobbling, lobotomizing, slavery	Death, Destruction, Evil, Nobility
Laivatiniel	NE	The Chains and the Cradle	Anxiety, coddling, unhealthy parental love	Charm, Evil, Madness, Trickery
Llamolaek	NE	The Ascended	Rebirth, rites of passage, transformation	Air, Evil, Liberation, Strength
Mneoc	NE	Grandfather Scab	Aging pains, organ failure, senility	Death, Evil, Liberation, Rune
Nalmungder	NE	He Who Waits Below the Stairs	Basements, closets, delusions of safety	Darkness, Earth, Evil, Trickery
Osolmyr	NE	The One True Dream	Flagellation, repression, self denial	Evil, Glory, Healing, Madness
Pavnuri	NE	Lord of Nothing	Cacodaemons, cannibalism, secret messages	Death, Evil, Knowledge, Travel
Roqorolos	NE	Prince of the Wracked	Castaways, fouled water, oceans	Evil, Travel, Water, Weather
Ruapceras	NE	The Scarlet Promise	Cyclical revenge, crusades, intolerance	Evil, Nobility, Strength, War
Slandrais	NE	The Watcher in the Walls	Lechery, love potions, obsession	Darkness, Evil, Knowledge, Magic
Stygidvod	NE	The Charnel Child	Fear of aging, radical routes to immortality, wills	Artifice, Evil, Knowledge, Rune
Tamede	NE	The Moldmother	Fungi, infected wounds, rot	Destruction, Evil, Plant, War
Tresmalvos	NE	The Cistern Queen	Cesspools, rat catchers, sewers	Animal, Darkness, Evil, Water
Uaransaph	NE	The Creeping Pit	Falling, nonmagical flight, projectiles	Air, Evil, Luck, Void
Vorasha	NE	The Ophidian	Incurable afflictions, poison, toxicity	Evil, Magic, Scalykind, Water
Xsistaid	NE	The Wriggling Wound	Maggots, myiasis, parasites	Animal, Charm, Destruction, Evil
Zaigasnar	NE	The Bladebride	Body modification, destructive vanity, pins	Charm, Destruction, Evil, Liberation
Zelishkar	NE	The Bitter Flame	Arson, burning alive, cremation	Animal, Evil, Fire, War

Demon Lords

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Abraxas	CE	Master of the Final Incantation	Forbidden lore, magic, snakes	Chaos, Evil, Knowledge, Magic
Aldinach	CE	She of the Six Venoms	Sand, scorpions, thirst	Animal, Chaos, Evil, Sun

	Caves, Deception, Fate, Thievery	Light hammer	Seven-pipped gem die	Mole	Gray, red
	Deception, Insanity, Memory, Protean, Thought, Wards	Bladed scarf	Veils tied in a circle	Coyote	Gray
	Demon, Leadership, Martyr, Saurian, Tactics	Dagger	Snake skull and ouroboros	Snake	Green, red
	Blood, Catastrophe, Daemon, Decay, Murder, Undead	Heavy pick	Pick axe made of bones	Vulture	Ivory, red

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Devil, Murder, Undead, Wind	Spear	Iron crown and diamond	Fly	Black, white
	Arcane, Devil, Divine, Trade	Quarterstaff	Three-eyed beard	Raven	Gray, red
	Catastrophe, Devil, Lust, Rage	Ranseur	Two-toned devil mask	Goat	Red, white
	Deception, Devil, Leadership, Tyranny	Heavy mace	Iron nail, crown, and ring	Hound	Iron gray, red
	Devil, Ferocity, Oceans, Resolve	Heavy flail	Serpent's head	Snake	Purple, red
	Construct, Devil, Metal, Toil	Shortspear	Devil-faced coin	Rat	Gold, silver
	Devil, Language, Memory, Thought	Trident	Trident and ring	Mockingbird	Red, yellow
	Ash, Devil, Smoke, Tactics	Whip	Bull's head with flame	Bull	Orange, yellow

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Arcane, Daemon, Divine, Undead	Dagger	Crystal skull	Crow	Crystal, white
	Blood, Daemon, Insanity, Murder	War razor	Detached human face	Ape	Brown, red
	Daemon, Fur, Rage, Revolution	Spiked gauntlet	Animal fangs on a crown	All	Gold, red
	Daemon, Murder, Resolve, Undead	Warhammer	Bloody empty cradle	None	Blue, pink
	Daemon, Deception, Language, Memory	Light mace	Poison-dripping quill	Weasel	Black, green
	Construct, Daemon, Metal, Toil	Musket	Explosion of electricity	Ant	Red, yellow
	Daemon, Deception, Murder, Souls	Dagger	Hand with broken fingers	Calf	Red, white
	Catastrophe, Daemon, Loss, Storms	Scythe	Sun-bleached horse skull	Cockroach	Brown, gray
	Daemon, Ferocity, Fur, Rage	Greatclub	Bloody claw	Ape	Black, red
	Daemon, Deception, Exploration, Lust	Net	Skeletal handful of sweets	Black stork	Black, blue
	Daemon, Fear, Nightmare, Wind	Lance	Rearing horse	Warhorse	Brown, red
	Ash, Catastrophe, Daemon, Smoke	Spear	Spiral of fire and smoke	None	Gray, orange
	Daemon, Fear, Leadership, Slavery	Bolas	Broken ankle in chains	Grub	Gray, red
	Daemon, Deception, Insanity, Love	Light crossbow	Rattle wrapped in chains	Bear	Black, brown
	Daemon, Ferocity, Freedom, Wind	Whip	Burning eye and tentacles	Moth	Blue, silver
	Daemon, Fear, Isolation, Undead	Dagger	Cracked mirror	Vulture	Gray, white
	Caves, Daemon, Deception, Loss	Sickle	Stairs down into darkness	Spider	Black, brown
	Daemon, Heroism, Insanity, Resurrection	Flail	Bloody scourge	Albino peacock	Pink, white
	Daemon, Murder, Language, Thought	Morningstar	Maw and fiery pyramid	Ape	Black
	Daemon, Isolation, Oceans, Storms	Net	Sinking ship	Shark	Blue, yellow
	Daemon, Leadership, Resolve, Tactics	Heavy flail	Red and yellow ouroboros	Cicada	Red, yellow
	Daemon, Loss, Lust, Thought	Shortbow	Smoking pink potion	Goat	Brown, pink
	Daemon, Language, Memory, Toil	Quarterstaff	Long bloody scroll	Raven	Black, red
	Blood, Daemon, Decay, Growth	Sickle	Mushrooms on skull	Beetle	Green, red
	Daemon, Flotsam, Fur, Loss	Halberd	Rat skull with crown	Rat	Black, red
	Daemon, Fate, Isolation, Wind	Repeating crossbow	Smoke rising from a pit	Trap-door spider	Black, brown
	Daemon, Decay, Fear, Venom	Spiked chain	Ouroboros and jackal head	Viper	Green, yellow
	Catastrophe, Daemon, Torture, Undead	Dart	Mouthful of maggots	Botfly	Brown, white
	Daemon, Freedom, Lust, Torture	Javelin	Stitched together fingers	None	Iron gray, red
	Arson, Ash, Daemon, Tactics	Ranseur	Crossed pikes over a pyre	Tiger	Orange, red

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Arcane, Demon, Memory, Thought	Whip	Demonic face and snakes	Snake	Green, orange
	Demon, Feather, Fur, Light	Kukri	Sandy gold scorpion	Scorpion	Gold, orange

Andirifkhu	CE	The Razor Princess	Knives, illusions, traps	Chaos, Evil, Luck, Trickery
Angazhan	CE	The Ravenous King	Apes, jungles, tyrants	Animal, Chaos, Evil, Plant
Areshkagal	CE	The Faceless Sphinx	Greed, portals, riddles	Air, Chaos, Evil, Trickery
Baphomet	CE	Lord of the Minotaurs	Beasts, labyrinths, minotaurs	Animal, Chaos, Evil, Strength
Cyth-V'sug	CE	Prince of the Blasted Heath	Disease, fungus, parasites	Chaos, Earth, Evil, Plant
Dagon	CE	The Shadow in the Sea	Deformity, sea monsters, the sea	Chaos, Destruction, Evil, Water
Deskari	CE	Lord of the Locust Host	Chasms, infestations, locusts	Chaos, Destruction, Evil, War
Flauros	CE	The Burning Maw	Fire, salamanders, volcanoes	Chaos, Evil, Fire, War
Gogunta	CE	Song of the Swamp	Amphibians, boggards, swamps	Chaos, Death, Evil, Water
Haagenti	CE	The Whispers Within	Alchemy, invention, transformation	Artifice, Chaos, Evil, Strength
Jezelda	CE	Mistress of the Hungry Moon	Desolation, the moon, werewolves	Animal, Chaos, Evil, Trickery
Jubilex	CE	The Faceless Lord	Ooze, poison, sloth	Chaos, Destruction, Evil, Water
Kabriri	CE	Him Who Gnaws	Ghouls, graves, secrets kept by the dead	Chaos, Death, Evil, Knowledge
Kostchtchie	CE	The Deathless Frost	Cold, giants, revenge	Chaos, Evil, Strength, War
Mazmezz	CE	The Creeping Queen	Bindings, driders, vermin	Animal, Chaos, Destruction, Evil
Mestama	CE	The Mother of Witches	Cruelty, deception, hags	Chaos, Charm, Evil, Trickery
Nocticula	CE	Our Lady in Shadow	Assassins, darkness, lust	Chaos, Charm, Darkness, Evil
Nurgal	CE	The Shining Scourge	Deserts, senseless warfare, the sun	Chaos, Evil, Fire, Sun
Orcus	CE	Prince of Undeath	Death, necromancy, wrath	Chaos, Death, Evil, Magic
Pazuzu	CE	King of the Wind Demons	The sky, temptation, winged creatures	Air, Chaos, Evil, Trickery
Shax	CE	The Blood Marquis	Envy, lies, murder	Chaos, Destruction, Evil, Nobility
Shivaska	CE	The Chained Maiden	Aberrations, clocks, prisons	Chaos, Darkness, Evil, Madness
Sifkesh	CE	The Sacred Whore	Despair, heresy, suicide	Chaos, Evil, Madness, Trickery
Socothbenoth	CE	The Silken Sin	Perversion, pride, taboos	Chaos, Charm, Evil, Travel
Urxehl	CE	Trollfather	Natural disasters, storms, trolls	Chaos, Evil, Fire, Weather
Xoveron	CE	The Horned Prince	Gargoyles, gluttony, ruins	Chaos, Earth, Evil, Strength
Yhidothrus	CE	The Ravager Worm	Age, time, worms	Chaos, Death, Evil, Repose
Zevgavizeb	CE	God of the Troglodytes	Caverns, reptiles, troglodytes	Animal, Chaos, Evil, Strength
Zura	CE	The Vampire Queen	Blood, cannibalism, vampires	Chaos, Death, Evil, Madness

Dwarven Deities

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Angradd	LG	The Forge-Fire	Fire, tradition, war	Fire, Good, Law, War
Bolka	NG	The Golden Gift	Beauty, desire, love	Charm, Community, Good, Healing
Dranngvit	LN	The Debt Minder	Debt, pursuit, vengeance	Knowledge, Law, Strength, Travel
Droskar	NE	The Dark Smith	Cheating, slavery, toil	Artifice, Charm, Darkness, Evil, Trickery
Folgrit	LG	The Watchful Mother	Children, hearths, mothers	Community, Law, Nobility, Good
Grundinnar	LG	The Peacemaker	Friendship, loyalty, peace	Community, Good, Law, Protection
Kols	LN	Oath-Keeper	Duty, honor, promises	Glory, Law, Nobility, Strength
Magrim	LN	The Taskmaster	Death, fate, underworld	Earth, Law, Repose, Rune
Trudd	NG	The Mighty	Bravery, defense, strength	Good, Nobility, Protection, Strength

Eldest

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Count Ranalc	CN	The Traitor	Betrayal, exiles, shadows	Chaos, Darkness, Nobility, Travel
The Green Mother	NE	The Feasting Flower	Carnivorous plants, intrigue, seduction	Charm, Earth, Evil, Plant
Imbrex	LN	The Twins	Endings, statues, twins	Community, Earth, Law, Strength
The Lantern King	CN	The Laughing Lie	Laughter, mischief, transformation	Charm, Chaos, Madness, Trickery
The Lost Prince	N	The Melancholy Lord	Forgotten things, sadness, solitude	Knowledge, Madness, Nobility, Repose
Magdh	LN	The Three	Complexity, fate, triplets	Knowledge, Law, Luck, Rune
Ng	N	The Hooded	Seasons, secrets, wanderers	Knowledge, Magic, Travel, Weather
Ragadahn	CE	The Water Lord	Linnorms, oceans, spirals	Chaos, Evil, Scalykind, Water
Shyka	N	The Many	Entropy, reincarnation, time	Death, Destruction, Madness, Magic

	Curse, Deception, Demon, Thievery	Kukri	Skull pierced by six blades	Spider	Green, red
	Decay, Demon, Fur, Growth	Spear	Demonic ape face	Ape	Black, red
	Deception, Demon, Thievery, Wind	Sickle	Faceless female pharaoh	Viper	Blue, gold
	Demon, Ferocity, Fur, Resolve	Glaive	Brass minotaur head	Aurochs	Gold, red
	Caves, Decay, Demon, Growth	Scimitar	Moldy spiraling tentacle	Centipede	Green, yellow
	Catastrophe, Demon, Oceans, Rage	Trident	Eye surrounded by runes	Fish	Blue, gold
	Blood, Catastrophe, Demon, Tactics	Scythe	Bloody locust wings	Locust	Green, red
	Ash, Blood, Demon, Smoke	Spear	Fanged mouth with lava	Salamander	Black, red
	Demon, Murder, Rivers, Undead	Whip	Twig fetish of a boggard	Frog	Blue, green
	Construct, Demon, Resolve, Toil	Battleaxe	Philosopher's stone	Bull	Gold, lead gray
	Deception, Demon, Fur, Moon	Scimitar	Full moon above moor	Wolf	Black, silver
	Catastrophe, Demon, Flotsam, Rage	Heavy mace	Melting red eye	None	Green, red
	Demon, Memory, Murder, Undead	Flail	Skull bowl of maggots	Grave worms	Blue, ivory
	Demon, Ferocity, Ice, Tactics	Warhammer	Icy rune-carved hammer	Polar bear	Blue, white
	Catastrophe, Demon, Rage, Venom	Net	Skull in spiderweb	Spider	Black, white
	Deception, Demon, Lust, Thievery	Punching dagger	Eye on three sharp stones	Black widow	Black, red
	Demon, Loss, Lust, Night	Hand crossbow	Thorny pointed crown	Bat	Black, pink
	Ash, Day, Demon, Smoke	Heavy mace	Lion jaws around the sun	Lion	Yellow, orange
	Demon, Divine, Murder, Undead	Heavy mace	Four-horned goat head	Goat	Ivory, red
	Cloud, Deception, Demon, Wind	Long sword	Himself, right hand raised	All flying animals	Brown, red
	Demon, Leadership, Martyr, Rage	Dagger	White bloody feather	Stork	Red, white
	Demon, Insanity, Loss, Nightmare	Heavy flail	Clock face with 13 hours	Tarantula	Brown, red
	Deception, Demon, Loss, Nightmare	War razor	Slashed feminine hands	Asp	Red, white
	Demon, Exploration, Love, Lust	Quarterstaff	Eyeless snake and staff	Snake	Pink, red
	Ash, Catastrophe, Demon, Storms	Greatclub	Storm cloud with lightning	Bear	Brown, green
	Caves, Demon, Entropy, Ferocity	Ranseur	5-horned gargoyle skull	Boar	Black, brown
	Ancestors, Demon, Entropy, Murder	Spiked chain	Worm-filled hourglass	Worm	Black, pale yellow
	Demon, Ferocity, Resolve, Saurian	Spiked gauntlet	Twisted, taloned tentacle	Dinosaur	Black, green
	Blood, Demon, Murder, Undead	Rapier	Crimson fanged skull rune	Vampire bat	Red

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Archon, Ash, Smoke, Tactics	Greataxe	Smoking forge	Boar	Gray, red
	Family, Love, Lust, Restoration	Mace	Golden bejeweled ring	Falcon	Gold, green
	Exploration, Inevitable, Memory, Resolve	Light pick	Crossed picks	Hound	Gold, red
	Construct, Daemon, Deception, Loss, Thievery, Toil	Light hammer	Fire under stone arch	Beetle	Gray, orange
	Archon, Family, Home, Martyr	Quarterstaff	Rune-carved hearth	Young animals	Gray, orange
	Archon, Defense, Friendship, Loyalty	Hammer	Glowing golden hammer	Horse	Gold, white
	Inevitable, Leadership, Loyalty, Resolve	Hammer	Lizard perched on scroll	Lizard	Brown, green
	Ancestors, Inevitable, Souls, Wards	Hammer	Rune-carved cave entrance	Mole	Black, white
	Agathion, Defense, Martyr, Resolve	Warhammer	Rune-carved stone throne	Bear	Brown, gray

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Exploration, Loss, Martyr, Night	Rapier	Eye with crescent moon pupil	Bat	Black, gray
	Caves, Decay, Growth, Lust	Sickle	Briar-wrapped lips	None (plants)	Green, red
	Family, Home, Metal, Resolve	Dire flail	Clasped hands	Hibernating animals	Gray, silver
	Deception, Love, Lust, Thievery	Dagger	Golden lantern	Firefly	Black, gold
	Ancestors, Insanity, Martyr, Memory	Quarterstaff	Crumbling black tower	Raven	Black, gray
	Curse, Fate, Thought, Wards	Scythe	Green three-pointed knot	Multi-headed animals	Blue, green
	Exploration, Seasons, Thought, Trade	Gauntlet	Silver hood containing stars	Migratory animals	Silver
	Ancestors, Dragon, Oceans, Venom	Whip	Blue ouroboros	Sea snake	Blue
	Arcane, Catastrophe, Divine, Insanity	Light mace	Broken hourglass	Hive animals	White

Elemental Lords

Deity	AL	Title	Areas of Concern	Domains
Ayrzul	NE	The Fossilized King	Buried secrets, earth, metal	Destruction, Earth, Evil, Strength
Hshurha	NE	Duchess of All Winds	Air, last breaths, windstorms	Air, Destruction, Evil, Weather
Kelizandri	NE	Brackish Emperor	Drowning, water, waves	Destruction, Evil, Travel, Water
Ymeri	NE	Queen of the Inferno	Deserts, fire, volcanoes	Destruction, Evil, Fire, War

Elven Deities

Deity	AL	Title	Areas of Concern	Domains
Findeladlara	CG	The Guiding Hand	Architecture, art, twilight	Air, Artifice, Chaos, Community, Good
Ketephys	CG	The Hunter	Forestry, hunting, the moon	Animal, Chaos, Good, Plant, Weather
Yuelral	NG	The Wise	Crystals, jewelers, magic	Artifice, Earth, Good, Knowledge, Magic

Empyreal Lords

Deity	AL	Title	Areas of Concern	Domains
Andoletta	LG	Grandmother Crow	Consolation, respect, security	Good, Knowledge, Law, Protection
Arqueros	LG	The Golden Bulwark	Bodyguards, protection, watchfulness	Good, Law, Protection, War
Arshea	NG	Spirit of Abandon	Freedom, physical beauty, sexuality	Charm, Good, Liberation, Strength
Ashava	CG	True Spark	Dancers, lonely spirits, moonlight	Chaos, Darkness, Good, Repose
Benorus	NG	Angel of Lightless Chambers	Hidden wonders, mines, subterranean creatures	Darkness, Earth, Good, Rune
Bharnarol	NG	The Tempered Inventor	Creativity, invention, persistence	Artifice, Community, Good, Knowledge
Black Butterfly	CG	The Silence Between	Distance, silence, space	Chaos, Good, Liberation, Void
Cernunnos	CG	The Stag Lord	Fertility, seasons, wild animals	Animal, Chaos, Good, Plant
Chadali	CG	The Serendipitous Path	Fate, safety, serendipity	Chaos, Good, Luck, Protection
Chucaro	CG	Maiden of Haze and Whimsy	Dreams, hallucinations, mists	Chaos, Good, Madness, Magic
Dalenydra	NG	The Blessed Attendant	Battlefield healing, caregiving, sanctuaries	Good, Healing, Protection, Repose
Dammerich	LG	The Weighted Swing	Executions, judiciousness, responsibility	Death, Glory, Good, Law
Eldas	LG	The Abiding Spire	Architecture, masonry, planning	Artifice, Earth, Good, Law
Eritrice	NG	Heart-Speaker	Debate, opinions, truth	Charm, Good, Knowledge, Nobility
Falayna	LG	Warrior's Ring	Femininity, martial training, rings	Good, Law, Liberation, Strength
Ghenshau	LG	Breezes-Still-and-Ripples-Cease	Ignorance, placidity, simplicity	Community, Good, Law, Repose
Halcamora	NG	Lady of Ripe Bounty	Gardens, orchards, wine	Good, Luck, Plant, Weather
Hembad	CG	Wise Grandfather	Connections, matchmaking, synergy	Chaos, Charm, Good, Luck
Immonhiel	CG	Balm-Bringer	Herbs, medicine, toads	Chaos, Good, Healing, Plant
Irez	NG	Lady of Inscribed Wonder	Cards, scribes, spells	Good, Luck, Magic, Rune
Jaidz	NG	Fearless Claw	Cowards, the untested, youths	Glory, Good, Protection, Travel
Jalaijatali	CG	Rillsong	Natural music, rapids, waterfalls	Chaos, Good, Scalykind, Water
Kelinahat	LG	She of Ebon Wings	Intelligence, spies, stealth	Darkness, Good, Knowledge, Law
Keltheald	CG	The Sunset Spires	Natural formations, sunsets, vistas	Chaos, Good, Sun, Travel
Korada	NG	The Open Hand of Harmony	Foresight, forgiveness, peace	Good, Healing, Magic, Protection
Kroina	LG	Lady All-Sight	Divination, eyes, instincts	Good, Knowledge, Law, Magic
Lalaci	CG	He of Motley Repose	Rainbows, relaxation, shade	Chaos, Good, Luck, Sun
Lorris	NG	The Savior Hound	Charity, the disadvantaged, volunteering	Community, Good, Liberation, Protection
Lymnieris	LG	The Auroral Tower	Prostitution, rites of passage, virginity	Community, Good, Law, Protection
Lythertida	NG	The Voiceless Tragedy	Idealism, potential, young death	Community, Death, Good, Healing
Marishi	CG	The Festival Queen	Athletics, contests, sports	Chaos, Good, Healing, Strength
Neshen	LG	Knight of the Steel Lash	Penitence, repentance, suffering	Good, Law, Liberation, Strength
Olheon	LG	The Just Arbiter	Deservedness, nobility, rulership	Good, Law, Nobility, Protection
Ondisso	NG	The Stalwart Stair	Elevation, incorruptibility, resisting temptation	Good, Liberation, Protection, Strength
Picoperi	CG	Merrygleam	Jokes, pranks, surprises	Chaos, Charm, Good, Trickery
Pulura	CG	The Shimmering Maiden	Constellations, homesickness, northern lights	Air, Chaos, Good, Weather
Ragathiel	LG	General of Vengeance	Chivalry, duty, vengeance	Destruction, Good, Law, Nobility
Reymenda	CG	Lady of the Martyred Womb	Childlessness, endings, responsibility	Chaos, Destruction, Good, Healing

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Caves, Fear, Ferocity, Metal	Morningstar	Fossilized dinosaur tooth	Tyrannosaurus rex	Brown, gray
	Clouds, Fear, Storms, Wind	Longbow	Lightning vortex around eye	Roc	White, yellow
	Catastrophe, Exploration, Fear, Oceans	Trident	Notched shark's fin	Great white shark	Blue, green
	Ash, Catastrophe, Fear, Tactics	Longsword	Four flaming swords	Megalania	Orange, yellow

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Azata, Cloud, Construct, Friendship, Home, Whimsy	Quarterstaff	Finger pointing at gold star	Stag	Blue, gold
	Azata, Feather, Fur, Growth, Moon, Seasons	Bow	Hawk with moon and sun	Hawk	Gold, silver
	Arcane, Azata, Caves, Construct, Divine, Memory	Dagger	Three overlapping crystals	Panther	Blue, green, red

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Archon, Defense, Memory, Purity	Quarterstaff	Hand with willow staff	Crow	Black, green
	Archon, Cooperation, Defense, Tactics	Longspear	Gauntlet and briars	Golden eagle	Gold, purple
	Agathion, Freedom, Love, Lust	Flail	Figure with colorful sashes	Swan	Purple, white
	Ancestors, Azata, Moon, Revelry	Bladed scarf	Dancing woman and moon	Wolf	Midnight blue, silver
	Agathion, Caves, Metal, Wards	Heavy mace	Gold spark in cave mouth	Gopher	Black, gold
	Agathion, Construct, Cooperation, Thought	Sickle	Two mixing potions	Elephant	Blue, red
	Azata, Freedom, Revolution, Stars	Starknife	Black butterfly with star	Butterfly	Black, silver
	Azata, Feather, Fur, Growth	Longbow	Stag with jeweled antlers	Stag	Brown, green
	Azata, Defense, Fate, Purity	Net	Symmetrical water lily	Gecko	Orange, yellow
	Azata, Insanity, Revelry, Whimsy	Morningstar	Eye with rainbow iris	Bird of paradise	White
	Agathion, Defense, Restoration, Resurrection	Light mace	Bandage-wrapped fist	Silkworm	Red, white
	Archon, Heroism, Honor, Judgment	Greataxe	Dove perched on axe	Dove	Gray, white
	Archon, Construct, Metal, Toil	Light pick	Rune-covered tower	Beaver	Brown, gray
	Agathion, Leadership, Memory, Thought	Dagger	Lion-shaped lectern	Lion	Gold, white
	Archon, Freedom, Resolve, Revolution	Longsword	Sword held aloft	Cat	Silver, white
	Ancestors, Archon, Home, Loyalty	Handaxe	Plant-covered rock in pond	Turtle	Blue, green
	Agathion, Growth, Revelry, Seasons	Club	Jug of grapes	Ladybug	Red, white
	Azata, Cooperation, Fate, Love	Spiked chain	Rings bound by ribbon	Lovebird	Gold, silver
	Azata, Growth, Restoration, Resurrection	Handaxe	Herb-covered wooden toad	Toad	Brown, green
	Agathion, Fate, Language, Wards	Dart	Fan of parchment strips	Roc	Red, white
	Agathion, Defense, Exploration, Purity	Short sword	Path between two trees	Black tiger	Brown, green
	Azata, Flotsam, Revelry, Rivers	Whip	Water from wood pipe	Water lizard	Blue, green
	Archon, Moon, Night, Thought	Short sword	Shortsword and moon	Bat	Black, light blue
	Azata, Day, Exploration, Light	Halberd	Coastal cliff at sunset	Kestrel	Orange, red
	Agathion, Defense, Divine, Restoration	Unarmed strike	Lotus above two figures	Monkey	Green, purple
	Archon, Divine, Memory, Thought	Longbow	Two heterochromatic eyes	Woodpecker	Green, violet
	Azata, Fate, Light, Whimsy	Sling	Rainbow with shadow	Lacewing	All
	Agathion, Defense, Family, Freedom	Shortspear	Howling dog on coin	Hound	Brown, gold
	Archon, Friendship, Lust, Purity	Longsword	White-hooded profile	Rabbit	Red, white
	Agathion, Family, Friendship, Restoration	Unarmed strike	Eye with a single tear	Hummingbird	Blue, green
	Azata, Resolve, Restoration, Revelry	Spiked gauntlet	Maypole with 7 streamers	Horse	Gold, silver
	Archon, Freedom, Judgment, Resolve	Ranseur	Coiled steel lash	Ram	Iron gray, red
	Archon, Defense, Leadership, Martyr	Halberd	Figure framed by branches	Wolf	Blue, gold
	Agathion, Defense, Purity, Resolve	Light crossbow	Stairs rising to the sun	Bee	Blue, yellow
	Azata, Deception, Revelry, Whimsy	Blowgun	Snake on a tree branch	Tree snake	Brown, green
	Azata, Cloud, Seasons, Stars	Sling	Face in northern lights	Firefly	Midnight blue
	Archon, Judgment, Martyr, Rage	Bastard sword	Sword crossed with wing	Mastiff	Crimson, gold
	Azata, Catastrophe, Loss, Restoration	Falchion	Black rose floating in water	None	Black, blue

Rowdrosh	NG	The Divine Herdsman	Herd animals, husbandry, shepherds	Animal, Good, Protection, Travel
Seramaydiel	NG	Lady of Inspired Notes	Communication, inspiration, music	Air, Charm, Good, Nobility
Shei	NG	The Ibis Matron	Age, life, self-actualization	Community, Good, Healing, Liberation
Sinashakti	CG	Immaculate Joy	Journeys, joy, messengers	Chaos, Good, Luck, Travel
Smiad	LG	The Pitiless Dragonslayer	Dragon-hunting, honor, renown	Good, Law, Nobility, War
Soralyon	NG	The Mystic Angel	Guardians, magic, monuments	Artifice, Earth, Good, Protection
Svarozic	LG	The Face of Flame	Ingenuity, parenthood, refinement	Community, Fire, Good, Law
Tanagaar	LG	The Aurulent Eye	Night, owls, watchfulness	Animal, Darkness, Good, Law
Thisamet	CG	The Blithe Spirit	Celebrations, feasts, holidays	Chaos, Community, Fire, Good
Tolc	CG	Snow-Strider	Cold, frozen wilds, survival	Chaos, Good, Travel, Water
Uskyeria	NG	The Saintly Slumberer	Hunting, prudence, slumber	Animal, Good, Repose, Strength
Valani	CG	Fireshaker	Change, growth, primal forces	Chaos, Earth, Good, Weather
Vildeis	LG	The Cardinal Martyr	Devotion, sacrifice, scars	Destruction, Good, Healing, Law
Winlas	LG	The Elder of Divinity	Ceremonies, religiousness, service	Good, Knowledge, Law, Protection
Ylimancha	NG	Harborwing	Coastal waters, fisherfolk, flying creatures	Air, Animal, Good, Water
Zohls	LG	Verity	Determination, investigation, truth	Good, Knowledge, Law, Travel

Giant Deities

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Aegirran	NG	The Sea Dreamer	Dreams, sailing, voyages	Good, Travel, Water, Weather
Bergelmir	CG	Mother of Memories	Elders, family, genealogy	Chaos, Community, Good, Knowledge
Fandarra	N	Blood Mother	Cycle of life, earth, knowledge	Community, Death, Earth, Knowledge, Plant
Haggakal	CE	Father Moon	Darkness, inbreeding, ogres	Chaos, Evil, Madness, Strength
Minderhal	LE	He Who Makes and Unmakes	Creation, justice, giants, strength	Artifice, Earth, Evil, Law, Strength
Skode	CG	The Horizon Huntress	Diurnal beasts, hunting evil, trophies	Chaos, Glory, Good, Sun
Skrymir	CG	The Seeker of Sunsets	Riddles, wanderlust, wit	Chaos, Good, Magic, Trickery
Thremyr	CE	First Jarl	Ice, salt, tribute	Chaos, Evil, War, Water
Tjasse	CN	Lord of Talons	Giant birds, mountain peaks, pride	Air, Animal, Chaos, Destruction
Urazra	CE	Breaker of Bones	Battle, brutality, strength	Animal, Chaos, Evil, Strength, War
Zursvaater	LE	Prince of Steel	Conquest, slavery, weapons	Evil, Fire, Law, Trickery, War

Goblin Hero-Gods

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Hadregash	LE	Greatest Supreme Chieftain Boss	Goblin supremacy, slavery, territory	Evil, Law, Strength, War
Venkelvore	NE	Most Glorious Neverfull	Famine, graves, torture	Death, Destruction, Earth, Evil
Zarongel	NE	Bark Breaker	Dog killing, fire, mounted combat	Animal, Evil, Fire, Travel
Zogmugot	CE	Lady Lastbreath	Drowning, flotsam, scavenging	Chaos, Evil, Trickery, Water

Great Old Ones

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Bokrug	CN	The Water Lizard	Revenge, storms, water	Chaos, Destruction, Water, Weather
Cthulhu	CE	The Dreamer in the Deep	Cataclysms, dreams, the stars	Chaos, Evil, Madness, Void
Hastur	CE	The King in Yellow	Decadence, disorder, nihilism	Chaos, Evil, Rune, Void
Mhar	CN	The World Thunder	Caverns, mountains, volcanoes	Chaos, Destruction, Earth, Fire
Orgesh	CE	The Faceless God	Alchemy, caverns, hunger	Chaos, Earth, Evil, Water
Xhamen-Dor	NE	The Star Seed	Decay, parasites, transformation	Death, Evil, Plant, Trickery

Halfling Deities

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Chaldira	NG	The Calamitous Turn	Battle, luck, mischief	Good, Luck, Trickery, War
Thamir Gixx	CE	The Silent Blade	Greed, opportunity, thievery	Chaos, Evil, Nobility, Trickery

	Agathion, Defense, Fur, Trade	Quarterstaff	Double-headed crook	Sheep	Green, ivory
	Agathion, Friendship, Leadership, Wind	Blowgun	Gold-and-silver harp	Katydid	Gold, silver
	Agathion, Family, Freedom, Resurrection	Sickle	Vine-wrapped sickle	Dragonfly	Green, silver
	Azata, Exploration, Fate, Friendship	Shortbow	Emerald trumpet and road	Horse	Green, yellow
	Archon, Honor, Martyr, Tactics	Greatsword	Slain dragon	Heron	Gold, red
	Caves, Construct, Defense, Purity	Heavy pick	Rune-covered spire	Guard dog	Gray, purple
	Archon, Cooperation, Family, Smoke	Scythe	Three gears	Hare	Black, white
	Archon, Feather, Moon, Night	Kukri	Shadowed golden eye	Owl	Black, gold
	Azata, Family, Revelry, Whimsy	Short sword	Cornucopia of food	Cow	Brown, green
	Azata, Exploration, Ice, Storms	Javelin	Antlers and ice javelin	Caribou	Icy blue, ivory
	Agathion, Feather, Ferocity, Fur	Scimitar	Crossed scimitars	Bear	Brown, red
	Azata, Growth, Seasons, Storms	Club	Volcano with gold lava	Dinosaur	Brown, gold
	Archon, Martyr, Rage, Resurrection	Dagger	Scarred gold breastplate	Eagle	Red, white
	Archon, Defense, Loyalty, Purity	Heavy mace	Censer and mace	Egret	Green, silver
	Agathion, Feather, Oceans, Wind	Longbow	Golden seagull	Seagull	Blue, gold
	Archon, Exploration, Judgment, Thought	Heavy crossbow	Book with checkered page	Wren	Black, white

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Exploration, Seasons, Storms, Oceans	Trident	Spouting whale	Whale	Blue, gray
	Ancestors, Family, Home, Memory	Quarterstaff	Three bolts of lightning	Sea turtle	Gray, white
	Caves, Family, Growth, Home, Memory, Thought	Stone dagger	Mountain and moon	Mammoth	Brown, ivory
	Demon, Ferocity, Moon, Nightmare	Greatclub	Leering ogre face	Boar	Tan, white
	Construct, Devil, Ferocity, Metal, Resolve, Toil	Hammer	Anvil in triangle	Cave bear	Brown, gray
	Azata, Day, Heroism, Light	Longbow	Sun rising over ocean	Osprey	Blue, yellow
	Azata, Deception, Divine, Whimsy	Rapier	Coastline pierced by blades	Octopus	Brown, silver
	Blood, Demon, Ice, Tactics	Greataxe	Frozen blue gemstone	Woolly rhinoceros	Ice blue, white
	Cloud, Feather, Rage, Wind	Spear	Mountain gripped by talon	Roc	Gray, red
	Blood, Demon, Ferocity, Fur, Resolve, Tactics	Spiked gauntlet	Bear totem	Grizzly bear	Brown, red
	Ash, Blood, Slavery, Tyranny	Greatsword	Helm with huge fangs	Saber-toothed tiger	Black, orange

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Blood, Devil, Ferocity, Slavery	Flail	Chain and manacle	Cougar	Green, red
	Daemon, Catastrophe, Torture, Undead	Spear	Half-eaten piece of food	Crow	Gray, green
	Arson, Daemon, Fur, Smoke	Dogslicer	Severed dog's paw	Goblin dog	Orange, yellow
	Demon, Flotsam, Oceans, Thievery	Sickle	Seaweed draped chest	Crab	Blue, brown

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Catastrophe, Oceans, Rage, Storms	Ranseur	Lizard with coiled tail	None	Blue, green
	Dark Tapestry, Insanity, Nightmare, Stars	Dagger	Complex rune around eye	None	Black, blue
	Dark Tapestry, Language, Stars, Wards	Rapier	The yellow sign	None	Yellow
	Ash, Catastrophe, Caves, Smoke	Heavy pick	Shattered triangular rune	None	Black, orange
	Caves, Entropy, Fear, Ice	Spear	Maw surrounding rune	None	Black, blue
	Decay, Deception, Murder, Undead	Spear	Sphere of tendrils	None	Black, dark green

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Agathion, Fate, Friendship, Tactics	Short sword	Shortsword with 3 notches	Lizard	Green, red
	Demon, Leadership, Thievery, Whimsy	Dagger	Black dagger and circle	Raccoon	Black, brown

Horsemen

Deity	AL	Title	Areas of Concern	Domains
Apollyon	NE	Prince of Locusts	Pestilence	Air, Darkness, Destruction, Evil
Charon	NE	The Boatman	Death	Death, Evil, Knowledge, Water
Szuriel	NE	Angel of Desolation	War	Evil, Fire, Strength, War
Trelmarixian	NE	The Black	Famine	Earth, Evil, Madness, Weather

Infernal Dukes

Deity	AL	Title	Areas of Concern	Domains
Alocer	LE	The Pack Lord	Beasts, hunters, tradition	Animal, Evil, Law, Strength
Bifrons	LE	The Second Fate	Fate, luck, patterns	Artifice, Evil, Law, Rune
Crocell	LE	The Soothing Sin	Hidden waters, illusion, language	Evil, Knowledge, Law, Water
Deumus	LE	The Glutton of Graves	Apprehension, promises, terror	Darkness, Death, Evil, Law
Eaqueo	LE	The Finishing Knot	Depression, nooses, sad stories	Evil, Law, Liberation, Madness
Eligos	LE	The Winged Rider	Flight, soldiers, watchfulness	Air, Evil, Law, Travel
Furcas	LE	Knight of the Laurels	Duty, flames, herbalism	Evil, Fire, Law, Plant
Gaap	LE	Rai of the Water Devils	Divination, illusion, water	Evil, Law, Rune, Water
Haborym	LE	The Burning Hearth	Immolation, renewal, shackles	Evil, Fire, Law, Protection
Iaozrael	LE	The Untarnished Angel	Authority, hubris, liars	Destruction, Evil, Law, Sun
Jiraviddain	LE	Duke of Fissures	Debility, dependence, frailty	Community, Evil, Healing, Law
Kalma	LE	The Rasping Count	Burial rites, death, insects	Animal, Death, Evil, Law
Lorcan	LE	The Red Reply	Blood, rebirth, undeath	Evil, Healing, Law, Repose
Lorthact	LE	The Unraveler	Exiles, scholars, theories	Evil, Law, Magic, Trickery
Losarkur	LE	Beastlord of Avernus	Dominance, hounds, punishment	Animal, Evil, Law, Nobility
Malthus	LE	The Five-Beaked	Architecture, expansion, waste	Artifice, Evil, Knowledge, Law
Nergal	LE	The Slow Death	Atrocity, pestilence, war	Death, Evil, Law, War
Ose	LE	Duke of Claws	Betrayal, doom, obsession	Artifice, Evil, Law, Madness
Pirias	LE	The Whispering Vial	Denial, drugs, wonder	Evil, Law, Madness, Plant
Quindiovatos	LE	The Vicious Guest	Exploration, gems, legends	Glory, Earth, Evil, Law
Rasvocel	LE	The Vulture King	Carrion, patience, storms	Animal, Evil, Law, Weather
Ruzel	LE	Sabletongue	Blasphemy, humor, undeath	Death, Evil, Law, Trickery
Sabnach	LE	Forgemaster of the Living	Construction, parasites, toil	Artifice, Evil, Law, Strength
Titivilus	LE	The Scrivening Count	Lies, propaganda, rhetoric	Evil, Knowledge, Law, Trickery
Uruskreil	LE	The Metal Wing	Armor, mercilessness, revelation	Evil, Glory, Law, Strength
Vapula	LE	Keeper of the Pyrite Vault	Discovery, hubris, scholarship	Evil, Knowledge, Law, Liberation
Vois	LE	The Croaking Count	Pollution, swamps, toads	Evil, Law, Scalykind, Weather
Wylgart	LE	The Unbroken Word	Condemnation, judges, revision	Earth, Evil, Law, Protection
Xhasnaphar	LE	The Faceless Truth	Masks, ugliness, volition	Evil, Law, Liberation, Protection
Yan-gant-y-tan	LE	The Wandering	Hellspawn, misdirection, night	Darkness, Evil, Law, Weather
Zaebos	LE	The Prince of Broken Glass	Arrogance, nobility, sexual perversion	Destruction, Evil, Law, Nobility
Zepar	LE	The Forever Sire	Abduction, rape, transformation	Charm, Evil, Law, Trickery

Malebranche

Deity	AL	Title	Areas of Concern	Domains
Alichino	LE	Jester Prince of the Cage	Deception, madness, royalty	Evil, Law, Madness, Trickery
Barbariccia	LE	The Fearsome Father	Fecundity, predators, slaughter	Animal, Evil, Law, Plant
Cagnazzo	LE	Hunter of Souls	Elusiveness, fear, murder	Death, Evil, Law, Travel
Calcabrina	LE	Mistress of Twilight	Dreams, insanity, mystery	Evil, Knowledge, Law, Madness
Circiatto	LE	The Glutton Slaver	Gluttony, greed, undead	Death, Evil, Law, Magic
Draghignazzo	LE	Devil-Dragon of Devastation	Devastation, monsters, patience	Destruction, Earth, Evil, Law
Farfarello	LE	Lord of the Forgotten	Antiquity, death, mists	Death, Evil, Knowledge, Law
Graffiacane	LE	The Swarm Lord	Corruption, elusiveness, vermin	Animal, Evil, Law, Luck

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Catastrophe, Daemon, Loss, Night	Scythe	Diseased yellow scythe	Horse, rat	White
	Daemon, Ice, Memory, Undead	Quarterstaff	Skull with coins on eyes	Horse, raven	Pale green
	Blood, Daemon, Ferocity, Tactics	Greatsword	Pale hand and black sword	Horse, vulture	Red
	Daemon, Decay, Insanity, Seasons	Spiked gauntlet	Jackal skull and eclipse	Horse, jackal	Black

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Devil, Ferocity, Fur, Resolve	Shortbow	Dragon-legged horse	Lion	Black, red
	Devil, Language, Toil, Wards	Dire flail	Two-faced devil head	Fox	Black, white
	Devil, Memory, Oceans, Rivers	Glaive	Dark whirlpool	Octopus	Dark blue, red
	Devil, Murder, Night, Undead	Halberd	Grave with 3 arms emerging	Maggot	Gray, yellow
	Devil, Freedom, Insanity, Nightmare	Net	Black silk rope noose	Snake	Black, blue
	Devil, Exploration, Tyranny, Wind	Lance	Skeletal winged horse	Horse	Black, white
	Ash, Devil, Growth, Slavery	Trident	Flaming pitchfork	Snake	Red, yellow
	Devil, Oceans, Rivers, Wards	Shortspear	Three circling sharks	Shark	Gray, white
	Arson, Ash, Defense, Devil	Longspear	Burning spider web	Spider	Black, orange
	Day, Devil, Light, Rage	Scythe	Burning wings	Chicken	Black, red
	Devil, Family, Home, Restoration	Sap	Crumbling fissure	Mule	Black, brown
	Devil, Murder, Slavery, Undead	Heavy pick	Cricket on tombstone	Cricket	Black, brown
	Devil, Resurrection, Souls, Undead	Short sword	Bloody bassinet	Pelican	Red, white
	Arcane, Deception, Devil, Thievery	Quarterstaff	Staff wrapped in scrolls	Chameleon	Blue, red
	Devil, Feather, Fur, Slavery	Club	Cudgel and leash	Hound	Brown, gray
	Construct, Devil, Memory, Toil	Light crossbow	Five crossed arrows	Parrot	Blue, red
	Blood, Devil, Murder, Venom	Spiked chain	Sun rising over battlefield	Jackal	Black, tan
	Devil, Insanity, Nightmare, Toil	Spiked gauntlet	Claws and tiger face	Tiger	Black, orange
	Devil, Growth, Insanity, Nightmare	Throwing axe	Vial with runes escaping	Yellow jacket	Black, yellow
	Devil, Exploration, Honor, Metal	Rapier	Handful of bloody gems	Cuckoo	Green, red
	Devil, Feather, Seasons, Storms	Sickle	Vulture in flight	Turkey vulture	Black, red
	Devil, Murder, Thievery, Undead	Kukri	Laughing skull	Hyena	Brown, ivory
	Construct, Devil, Ferocity, Toil	Heavy crossbow	Slave building a tower	Leech	Gray, red
	Deception, Devil, Language, Memory	Longsword	Devil hand writing	Viper	Black, white
	Devil, Honor, Resolve, Tyranny	Falchion	Metallic wings and flame	Stag beetle	Brown, iron gray
	Devil, Language, Memory, Thought	Quarterstaff	Rearing griffon	Lion	White, yellow
	Devil, Seasons, Storms, Venom	Greatclub	Smoking swamp pool	Toad	Brown, green
	Defense, Devil, Metal, Tyranny	Sling	Iron-plated gavel	Owl	Black, white
	Devil, Fear, Freedom, Revolution	Hard crossbow	Hideous leather mask	Sloth	Brown, red
	Devil, Moon, Night, Storms	Guisarme	Burning moon	Bat	Black, orange
	Devil, Leadership, Martyr, Torture	Flail	Glass shards cutting flesh	Crocodile	Black, green
	Devil, Fear, Lust, Torture	Bolas	Leering goat face	Goat	Pink, white

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Deception, Devil, Insanity, Thievery	Dagger	Skull with jester cap	Magpie	Black, white
	Fur, Devil, Fear, Growth	Spiked gauntlet	Predator jaws	Leopard	Black, orange
	Devil, Murder, Souls, Trade	Short sword	Tormented soul	Hound	Black, red
	Devil, Insanity, Memory, Nightmare	Kukri	Tower backlit by sunset	Moth	Dark blue, orange
	Devil, Fear, Slavery, Undead	Warhammer	Rotten food on gold platter	Boar	Gold, silver
	Caves, Catastrophe, Devil, Dragon	Greataxe	Coiled dragon	Monitor lizard	Blue, green
	Devil, Memory, Murder, Thought	Morningstar	Python around gravestone	Python	Black, white
	Curse, Devil, Fear, Fur	Shuriken	Red and black wasp	Wasp	Black, red

Libicocco	LE	Prideful Lady of the Winds	Rage, violence, wind	Air, Destruction, Evil, Law
Malacoda	LE	Despoiler of Horizons	Conquest, cruelty, martial skill	Evil, Law, Strength, War
Rubicante	LE	He Who Grows Red	Fire, honor, nobility	Evil, Fire, Glory, Law
Scarmiglione	LE	The Pale Promise	Deceit, poison, temptation	Charm, Evil, Law, Water

Nascent Demon Lords

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Daclau-Sar	CE	Lord of Carrion	Carrion, scavengers	Animal, Chaos, Destruction, Evil
Izyagna	CE	She of the Sevenfold Swarm	Angry mobs, ants	Chaos, Evil, Fire, War
Menxyr	CE	The Coffin Groom	Grave robbing, necrophilia	Chaos, Death, Evil, Trickery
Murnath	CE	The Horned Rat	Rats, sewers	Animal, Chaos, Earth, Evil
Nightripper	CE	The Promise of Pain	Botched executions, pits	Chaos, Darkness, Evil, Strength
Ovonovo	CE	Gluttontide	Sharks, shipwrecks	Animal, Chaos, Evil, Water
Shamira	CE	Princess of the Porphyry City	Lost dreams, seduction of the pure	Chaos, Charm, Evil, Nobility
Sithhud	CE	The Frozen Lord	Blizzards, the frozen dead	Chaos, Death, Evil, Weather
Treerazer	CE	Lord of the Blasted Tarn	Corruption of nature, pollution	Chaos, Destruction, Evil, Plant

Orc Deities

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Dretha	CE	The Dark Mother	Birth, fertility, tribes	Chaos, Community, Evil, Protection
Lanishra	CE	The Slavelord	Slavery, subjugation, tyranny	Chaos, Evil, Leadership, Strength
Nulgreth	CE	The Blood God	Anger, rage, strength	Chaos, Evil, Strength, War
Rull	CE	The Thunderer	Lightning, storms, thunder	Air, Chaos, Evil, Weather
Sezelrian	CE	The Fire God	Fire, magic, revenge	Chaos, Evil, Fire, Magic
Varg	CE	The Iron Warrior	Iron, siege engines, war	Chaos, Earth, Evil, War
Verex	CE	The Despoiler	Lust, pillage, plunder	Chaos, Charm, Evil, Trickery
Zagresh	CE	The Destroyer	Death, destruction, disaster	Chaos, Death, Destruction, Evil

Outer Gods

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Azathoth	CN	The Primal Chaos	Entropy, madness, mindless destruction	Chaos, Destruction, Madness, Sun, Void
Nyarlathotep	CE	Black Pharaoh	Conspiracies, dangerous secrets, forbidden magic	Chaos, Evil, Knowledge, Magic, Trickery
Nyarlathotep	CE	Haunter of the Dark	Conspiracies, dangerous secrets, forbidden magic	Chaos, Darkness, Evil, Knowledge, Magic
Shub-Niggurath	CE	Black Goat of the Woods	Fertility, forests, monsters	Animal, Chaos, Evil, Plant, Void
Yog-Sothoth	CN	Lurker at the Threshold	Gates, space, time	Darkness, Chaos, Knowledge, Travel, Void

Qlippoth Lords

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Chavazvug	CE	The Crawling Inferno	Fiery consumption, monstrous recursion	Chaos, Evil, Fire, Repose
Isph-Aun-Vuln	CE	The Feaster Within	Infestation of the flesh, poisonous wind	Air, Chaos, Evil, Trickery
Oaur-Ooung	CE	The Blistering Womb	Tainted oceans, vile fecundity	Chaos, Evil, Plant, Water
Shiggarreb	CE	The Marauding Maw	Forbidden magic, wartime atrocities	Chaos, Evil, Magic, War
Thuskchoon	CE	Everglutton	Blinding hunger, revealed secrets	Chaos, Destruction, Evil, Knowledge
Yamasoth	CE	The Polymorph Plague	Cursed kingdoms, vile experiments	Artifice, Chaos, Earth, Evil

Whore Queens

DEITY	AL	TITLE	AREAS OF CONCERN	DOMAINS
Ardad Lili	LE	The End of Innocence	Seduction, snakes, women	Charm, Evil, Law, Scalykind
Doloras	LE	Our Lady of Pain	Detachment, dispassion, pain	Destruction, Evil, Law, Repose
Eiseth	LE	The Erinyes Queen	Battle, revenge, wrath	Destruction, Evil, Law, War
Mahathallah	LE	Dowager of Illusions	Death, fate, vanity	Death, Evil, Law, Trickery

	Catastrophe, Devil, Rage, Wind	Scimitar	Windstorm and clouds	Falcon	Blue, white
	Devil, Ferocity, Tactics, Tyranny	Bastard sword	Scorpions on a sword	Scorpion	Green, silver
	Ash, Devil, Honor, Smoke	Starknife	Burning throne	Mandril	Gold, orange
	Deception, Devil, Lust, Venom	Hand crossbow	Poisoned hand crossbow	Cobra	White, yellow

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Demon, Feather, Fur, Rage	Spiked gauntlet	Hyena jaws eating bones	Hyena	Black, tan
	Ash, Blood, Demon, Tactics	Trident	Ouroboros of seven ants	Ant	Black, red
	Demon, Lust, Murder, Undead	Heavy pick	Skull with wedding veil	Maggot	Brown, green
	Caves, Demon, Fur, Metal	Short sword	Horned rat with long tail	Rat	Brown, gray
	Demon, Ferocity, Loss, Murder	Bastard sword	Knife-fingered bone hand	Trap-door spider	Black, red
	Blood, Catastrophe, Demon, Oceans	Punching dagger	Ship eaten by shark	Shark	Blue, red
	Demon, Leadership, Love, Lust	Longbow	Upside-down ankh	Cardinal	Red, orange
	Demon, Ice, Storms, Undead	Longsword	Icy 3-fingered bone hand	Wolf	Blue, white
	Catastrophe, Decay, Demon, Rage	Greataxe	Axe in bleeding tree stump	Deinonychus	Black, green

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Defense, Demon, Family, Home	Scimitar	Two gauntleted fists	Dire wolf	Brown, green
	Demon, Resolve, Slavery, Tyranny	Heavy flail	Sabre-tooth tiger skull	Sabre-toothed tiger	Green, purple
	Blood, Demon, Ferocity, Rage	Orc double axe	Bloody double-axe	Wolverine	Green, red
	Cloud, Demon, Storms, Wind	Falchion	Thunder cloud and lightning	Terror bird	Green, yellow
	Ash, Demon, Divine, Smoke	Heavy mace	Burning boar skull	Daeodon	Green, orange
	Demon, Fear, Metal, Tactics	Greataxe	Crumbling, smoking tower	Woolly rhinoceros	Green, iron gray
	Deception, Chaos, Lust, Thievery	Battleaxe	Rat with gold coin	Dire rat	Gold, green
	Catastrophe, Demon, Murder, Undead	Greatclub	Stack of severed heads	Cave bear	Black, green

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Catastrophe, Dark Tapestry, Entropy, Insanity, Nightmare, Stars	Warhammer	Eight pointed star	None	Black, white
	Arcane, Deception, Divine, Memory, Thievery, Thought	Quarterstaff	Inverted ankh	Panther	Black, red
	Arcane, Divine, Loss, Memory, Night, Thought	Dagger	Circle with winglike arms	Bat	Black, gold
	Dark Tapestry, Decay, Feather, Fur, Growth, Stars	Dagger	Radially arrayed goat heads	None	Green, white
	Dark Tapestry, Exploration, Memory, Night, Stars, Thought	Dagger	Black spiral	None	None

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Ash, Entropy, Smoke, Souls	Heavy flail	Burning tentacled rune	None	Orange
	Deception, Fear, Venom, Wind	Longbow	Cloudy tentacled rune	None	Gray
	Decay, Fear, Growth, Oceans	Trident	Jellyfish shaped rune	None	Blue
	Arcane, Blood, Fear, Tactics	Ranseur	Spider shaped rune	None	Yellow
	Catastrophe, Entropy, Rage, Thought	Greatclub	Triangular rune with teeth	None	Green
	Caves, Construct, Toil, Torture	Halberd	Circular rune with eyes	None	Red

	SUBDOMAINS	FAVORED WEAPON	SYMBOL	SACRED ANIMAL	SACRED COLORS
	Devil, Dragon, Love, Lust	Dagger	Wings made of snake tails	Snake	Black, green
	Catastrophe, Devil, Rage, Souls	Kukri	Halo of tears	Panther	Gray, red
	Blood, Catastrophe, Devil, Rage	Longbow	Horned longbow	Raven	Black, orange
	Deception, Devil, Thievery, Undead	Net	Bejeweled skeletal hand	Dragonfly	Gold, ivory

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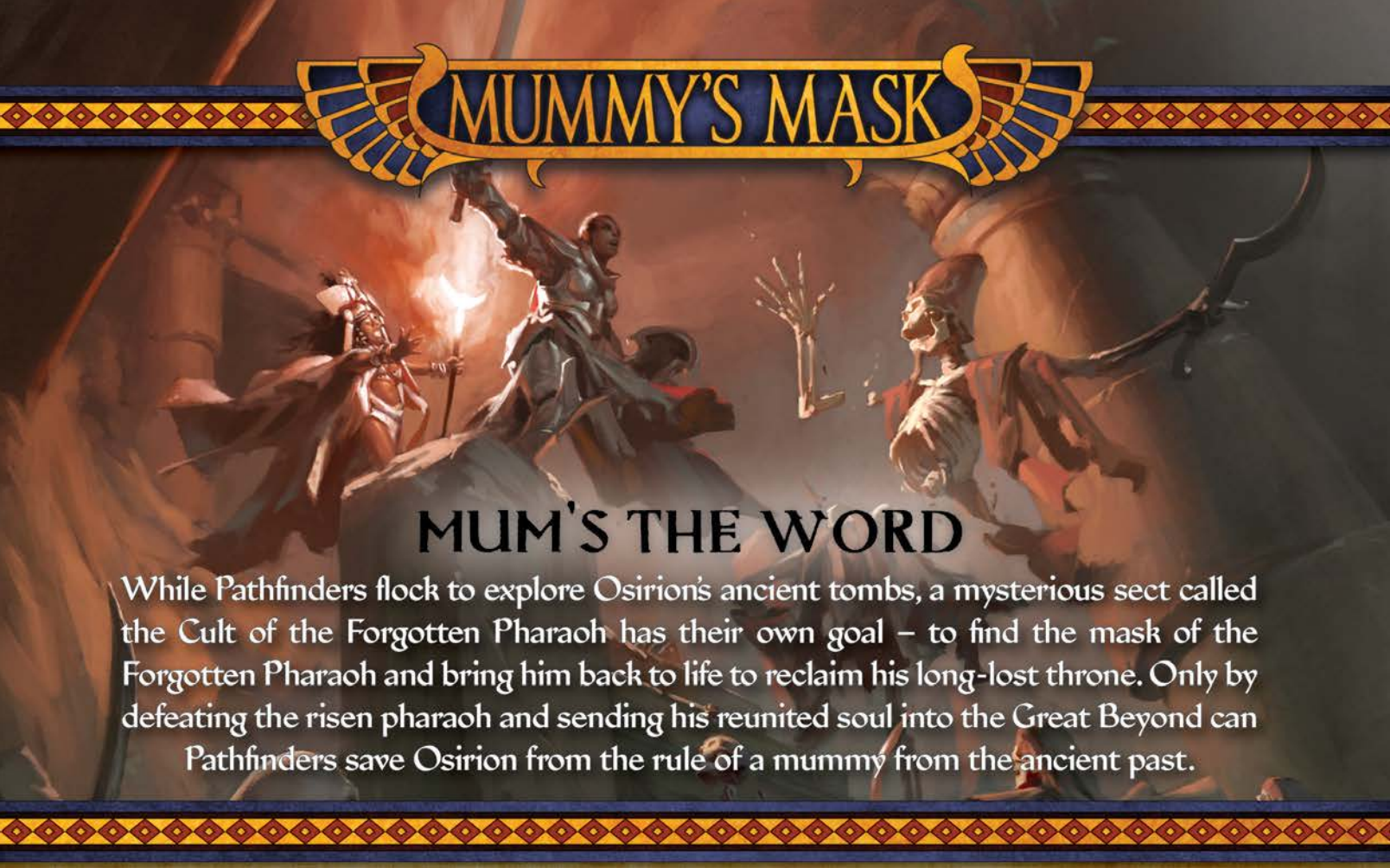
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