

SECOND EDITION

PATHFINDER[®]



LOST OMENS

GODS & MAGIC

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OVERVIEW

A defining characteristic of fantasy as a genre is the presence and use of magic—a fantasy roleplaying game without magic would be like a science fiction story without technology or a horror story without fear! Pathfinder posits four traditions of magic: arcane, divine, occult, and primal. For a faithful character, divine magic is usually the most intrinsically appealing, as it reflects a direct connection to a deity.

Divine magic is the intersection of the instinctual and faith-based vital essence that rules over life and death, and the otherworldly spiritual essence that forms the building blocks of all souls. It can close wounds in seconds, call down blasts of divine vengeance, uncover hidden truths, reveal the future, and even temporarily turn a devotee into an avatar of their god. The idea of divine might invokes images of a righteous crusader, but neutral and evil gods similarly imbue their devotees with power to further their own causes. The divine tradition also encompasses spiritual philosophies that don't involve any specific deity, as well as pantheons of multiple deities.

This book presents an in-depth look at the gods presented in Chapter 8 of the *Pathfinder Core Rulebook*, including alternate domains and divine intercessions each god grants. Following that are 20 additional gods, with rules for playing their clerics and champions, including how to assume the forms of their mighty avatars. Following these entries, this book describes demigod

pantheons, such as the Eldest and the empyreal lords, as well as spiritual philosophies, including the Green Faith and Sangpotshi. This book also includes exciting new domains, feats, items, spells, and weapons useful for many characters, not just clerics.

WHY BELIEF MATTERS

Faith is important in any fantasy world where mortals can wield divine power. On Golarion, the existence of the gods is not a speculative question. To the contrary, the veracity of each of the gods is demonstrable, visible through manifestations ranging from powerful divine spells to portentous curses and boons.

Belief and devotion shape life on Golarion in numerous ways. Generally, the gods imbue their most devoted followers with their magic. A cleric's adherence to the principles and observances of their god underpins their ability to access the divine magic that powers their spells. A champion forges their very identity in devotion to their deity and cause, from which they draw their righteous zeal. Other mortals often view with awe those characters commanding divine power through such intense piety.

Yet these are exceptional cases, and more mundane faith is common. A fighter might worship Kurgess, the god of healthy competition and physical development, while a barbarian similarly follows Gorum, the god of strength and battle, each finding inspiration for

their personal growth and values in their worship. Wilderness-roaming characters, such as rangers and druids (whose magic derives from primal forces rather than the divine), may feel drawn to the Green Faith or Shoanti animism as an expression of their connection to the earth—or they might venerate Gozreh, the god of nature; Sarenrae, the goddess of the sun; or Tsukiyo, the god of the moon. Scholarly characters, such as alchemists and wizards, may recognize that religious devotions provide them with a connection to community, a sense of purpose, or even a path to greater personal power. They might worship a deity associated with intellectual pursuits, like the god of magic, Nethys, or they might enjoy established and well-connected churches, such as those of Abadar, the god of cities and wealth; Iomedae, the goddess of justice and honor; or Asmodeus, the god of tyranny and pride. Sorcerers and bards, on the other hand, might be inspired to worship Shelyn, the goddess of art and love; Desna, the goddess of luck and travel; or even Cayden Cailean, the god of freedom and alcohol. Devotion might be woven into their self-expression, or it could provide a connection to like-minded followers, or give them a deeper sense of purpose. Characters who rely on perfecting their skills, such as rogues and monks, might be drawn to the worship of Irori, the god of knowledge and self-perfection—or of Norgorber, the god of secret knowledge and thievery.

While most characters faithful enough to gain power from their deity do so in service to a single god or goddess, most people on Golarion venerate many deities, giving praise or asking for aid based on the circumstances of their lives. The focus of a person's faith may change as circumstances do. A barbarian might have a central devotion to Chaldira, the halfling god of battle and luck, but add prayers to Shelyn, god of beauty and love, when she finds true love. Upon the untimely death of her lover, she may turn to Pharasma, god of death and fate, or to Desna, god of dreams, to ease her grief—or to Calistria, god of vengeance, to repay the death. Similarly, a dishonored politician might continue to honor Gruhastha the Keeper but offer a prayer to Achaek, the mantis god of assassins and death, to regain her power.

THE ROLE OF THE GODS

As befits a reality in which gods and magic are demonstrable, the deities of the Pathfinder setting are not aloof constructs whose power merely provides options for character creation. They are deeply involved in the fabric of reality, shaping the course of Golarion's people in particular. Ascension to godhood is a real and living thing on Golarion; deities including Arazni, Cayden Cailean, Iomedae, Norgorber, and most recently Casandalee were mortals on Golarion who ascended to become deities. Others, such as Abadar and Sarenrae, have their homes in other planes and predate Golarion's existence, yet they nevertheless take an active interest in its workings.

Political upheavals can favor particular gods, and some show deities' direct influence. Chelixa's pact

with Asmodeus has inarguably extended his diabolical influence across the Inner Sea region. The success of the undead nation of Geb is a boon to Urgathoa, while simultaneously offering endless worry to Pharasma and her legions of psychopomps. The destruction of Lastwall was a blow to Iomedae, greatly reducing her influence in that region. While these gods also have myriad extraplanar and extra-worldly concerns beyond mortal consideration, they are still—to varying degrees and at various times—deeply invested in the dramas playing out across Golarion, and they manifest their will accordingly.

Despite a long and deep divine connection to Golarion, it is extremely rare for a god to appear in the world. The gift of divine power is the most common way in which the gods influence mortal (as well as undead and immortal) lives on the planet. Divine intercession, through the granting of boons and curses, is another way in which the gods spread their influence. Golarion's deities don't spend the majority of their time doling out curses and boons, nor does every god pay attention to every mortal—no god has that much time amid their plots and alliances playing out on an extraplanar scale. Yet when their attention is attracted through particular merit or outrage, or when it fits into a larger objective, they may intercede to bless or to curse a mortal who has drawn their attention. Finally, a god might speak to a mortal through a dream, portent, or singular religious experience. Such moments can shape a character's deepest values and motives, and they are entirely at the GM's discretion.

Campaigns set on worlds other than Golarion can still use the rules and information found in this book to deepen religious themes. The gods exert their influence across the multiverse, and they might enact dramas similar to those described here on any world of the GM's creation. Alternatively, different gods might take the center stage in another world's pantheon, or they might have entirely different relationships. On a different world, Rovagug might be the primary deity and principal villain behind truly monstrous schemes, and Nethys—in his role as a destroyer—might support the Rough Beast.

RULES ELEMENTS

This book presents the following new rules elements.

ALTERNATE DOMAINS

Each deity grants four domains—these are their primary domains. Some deities, however, have such expansive jurisdiction that more than four domains are appropriate for them. Many of these alternate domains are available only to characters who specialize in these areas, as they often fall outside of their deity's main purposes or areas of focus. This book lists alternate domains a deity may have. Followers of a deity do not initially have access to these alternate domains, but a cleric can take the Expanded Domain Initiate feat on the following page to gain access to one of their deity's alternate domains, and either a cleric or a champion from an unusual branch

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of their faith can take the Splinter Faith feat below to redefine the domains available to them.

EXPANDED DOMAIN INITIATE

FEAT 4

CLERIC

Prerequisites Domain Initiate

You have long venerated one of your deity's lesser-known aspects. Select one domain from your deity's alternate domains. You gain access to that domain and an initial domain spell for that domain.



SPLINTER FAITH

FEAT 1

CHAMPION CLERIC

Your faith in your deity is represented in an extremely unusual way that some might call heretical. When you select this feat, you should detail the fundamental tenets of your splinter faith, though it shouldn't affect the deity's edicts or anathema. Choose four domains. These domains must be chosen from among your deity's domains, your deity's alternate domains, and up to one domain that isn't on either list and isn't anathematic to your deity. Any domain spell you cast from a domain that isn't on either of your deity's lists is always heightened to 1 level lower than usual for a focus spell. For the purpose of abilities that depend on your deity's domains, the four domains you chose are your deity's domains, and any of your deity's domains you didn't choose are now among your deity's alternate domains.

Special Unless you take this feat at 1st level, changing the way you relate to your deity requires retraining, as described in the Changing Faith section below. If you take this feat and previously benefited from any effect that requires a domain your splinter faith doesn't include, such as a domain spell from Domain Initiate, you lose that effect.

CHANGING FAITH

Whether dramatic or gradual, a character may have a crisis of faith or even a fall from grace. When this happens, the character is no longer able to use the spells, feats, and other class features tied to their now-lost faith. As reflects the genuine struggle within their soul, such characters may find themselves hobbled in their actions and interactions until they are restored to good standing via the *atone* ritual—or, in the case of a more complete break, until they retrain.

Retraining requires substantial downtime—in most cases, at least a month. A character who wishes to retrain into a different faith with similar concerns and domains requires less time to convert than a character moving into a radically divergent faith. Thus, a cleric of Grandmother Spider might move to the worship of Calistria with a month's tutelage and service in one of her temples. However, that same cleric of Grandmother Spider could not so easily become a priest of Asmodeus, even though both deities share the trickery domain—their longstanding animosity is reflected in their diametrically opposed doctrines and cultures. Such a conversion is not impossible but could take several months of downtime or happen piecemeal over months of in-game development. In some instances, particularly in the case of PCs or other high-profile targets of conversion, a new deity might send an emissary directly to a character struggling with a crisis of faith in order to tempt that character to righteousness or villainy. In these cases, the emissary might be able to offer a near-immediate transformation as an enticement, funneling vital and spiritual essence primed to the deity's philosophy into the converting character to remove the need for any downtime at all. Such a transformation is not without risks, however, and may come with complications down the line.

At the GM's discretion, characters for whom divine patronage is essential but who lose faith completely can retrain into a new class. A champion might retrain as a fighter or a ranger, swapping out faith-based feats and class features for appropriate analogues. The length of downtime required in any of these cases is at the GM's discretion, though the player and GM are advised to work together to determine a suitable time frame that does not fully interrupt play and can help tell a satisfying story.

DIVINE INTERCESSION

To make their influence on Golarion felt directly—but without manifesting on the planet in all their divine glory—each god has the tool of divine intercession. Divine intercession manifests as a boon or a curse, of varying duration and power, visited upon a mortal. Curses are not triggered simply by doing something a god does not like, or everyone in Golarion would be cursed all the time; they are often reserved for followers of the god who commit anathema that aren't strong enough to warrant ejection from the faith, or those who have committed shocking blasphemies. Conversely, an unaffiliated worshipper embroiled in high-profile actions that are anathema to a god could earn a curse. Similarly, boons are not automatically granted to anyone petitioning the god. Certainly, someone who upholds a deity's edicts could earn a boon, especially when acting under adverse circumstances. Most often, as befits their inscrutable nature, a deity will bestow a boon or a curse for their own reasons. Perhaps a mission is of dire importance to a god's plan for a specific place or people, or perhaps the survival of a particular character figures in their plans decades from now.

The divine intercessions provided in each entry are examples, and the GM can have any deity grant a different effect than the intercessions provided. These intercessions are special and are always at the deity's, and thus the GM's, direct discretion, with the GM deciding when a boon or curse goes into effect. The GM is also at liberty to remove a boon or curse as is appropriate for the game's story. A PC or NPC can never select a feat, spell, or other rules option that entitles them to a divine boon or bestows a divine curse upon foes. Minor intercessions are memorable for the recipient, providing either a relatively modest and long-lasting effect or a spectacular but fleeting one. Moderate intercessions are hugely significant events that typically come with permanent consequences, and major intercessions can pivotally reshape a recipient's life, granting powers wildly beyond their innate abilities or inflicting life-changing curses.

NEW BACKGROUND

The following background is available to characters of any class. Each deity stat block in this book presents a pair of associated ability scores that this background can boost in its Divine Ability entry.

RAISED BY BELIEF

Whether in a monastery, a religious household, or just as part of your everyday life, your upbringing was steeped in the traditions of a faith or philosophy. You might remain committed or you may have turned from your childhood creed, but your skills are still founded in your devotion.

Choose two ability boosts. One boost must be to an ability specified in the Divine Ability entry for your deity, and one is a free ability boost.

You're trained in your deity's associated skill, and you gain Assurance with that skill. You gain a Lore skill with a subcategory associated with your deity (Abadar Lore, for instance).

FAVORED WEAPON

Each deity has a favored weapon. These weapons are not restricted for use by their clerics and champions alone; lay worshippers often train with and wield them in battle as another way to show their devotion. Each of the favored weapons detailed in this book is available to any character with access to it. The same is true of the divine items included in this book.

THEME TEMPLATES

Theme templates (introduced in the *Lost Omens Character Guide*) allow a GM to replicate creatures and NPCs that worship specific deities. When you add a theme template that grants many additional abilities, you should consider removing one or more of the creature's original abilities to compensate, or raising the creature's level by 1 and adjusting its statistics accordingly so as to add the template's abilities without taking anything away. Either way, a template adds abilities based on the creature's final level; for example, if you raised a 6th-level creature to 7th level, adjusted its numbers, and added a template, it would gain the 7th-level or higher template abilities. A deity's theme template works as follows.

All Creatures: Add any traits in the deity's alignment. Remove any alignment traits not in the deity's alignment.

1st Level or Higher: Add the deity's favored weapon and a wooden religious symbol of the deity to the creature's items. Add a favored weapon Strike with an attack bonus equal to the creature's highest melee or ranged Strike (whichever is appropriate). If the favored weapon is simple, increase the damage die of that Strike by one step.

4th Level or Higher: The creature can cast the initial domain spell of one of the deity's domains and gains a pool of 1 Focus Point.

7th Level or Higher: The creature can cast the 1st-level spell the deity grants clerics three times per day as a divine innate spell.

12th Level or Higher: The creature can cast the advanced domain spell of the domain you chose for 4th level or higher, and its focus pool increases to 2 Focus Points.

17th Level or Higher: The creature has been truly blessed. Either the creature can cast the deity's other deity spells of up to 7th level once per day each as divine innate spells, or, at the GM's discretion, the creature gains the benefits of one of the deity's boons.

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GODS OF THE INNER SEA

The gods venerated—or feared—by the people of the Inner Sea region are as diverse as the people themselves. This chapter provides information about many of the gods that are important in the region and beyond. While the 20 primary deities of the Inner Sea region are well known due to either widespread worship or their historical tendency to help or harm the people who live there, the other 20 gods detailed in this chapter grant their worshippers just as much power and are just as important in their worshippers' lives.

USING THE ENTRIES

The entries for deities in this book use one of the two stat block formats described below to present the vital information required for worship, depending on the prominence of the particular deity. Additional information useful for playing a champion, cleric, or worshipper of one of the 20 core deities is available in Chapter 8 of the *Pathfinder Core Rulebook*.

CORE DEITIES

The entries for the 20 deities who are most influential in the Inner Sea region present information useful for understanding those gods. Each entry includes three boons and three curses the god might use to express their approval of or displeasure at a specific deed; the power of these intercessions varies between deities, depending on their specific focuses and interest in

mortal concerns. Each section also begins with statistics for the deity, which use the following format.

Name: The deity's name plus a common title or epithet.

Alignment: The deity's alignment and areas of concern.

Realm: Where the deity and the souls of their deceased faithful live among the Outer Planes, including the name of the god's divine realm, if they have one.

Allies: Gods this deity has good working or personal relationships with and whom they can call on for aid.

Enemies: Gods this deity often comes into conflict with due to philosophical differences, conflicts in aims, or personal vendettas.

Relationships: Gods the deity has the most important connections to, including siblings, lovers, or other vital relationships. This section is omitted if it doesn't apply to the god.

Temples: If temples to this deity tend to be in a certain kind of place, or if they tend to serve a certain societal function, that information is listed here.

Worshippers: The kind of people who tend to worship this deity, aside from dedicated priests.

Sacred Animal: An animal that is considered holy to the deity and their followers.

Sacred Colors: The colors favored by the deity and typically worn in the raiment of their followers.

Divine Ability: This section lists the two ability boosts the deity grants as options for characters with the raised in belief background (page 9).



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Alternate Domains: If the deity offers additional domains, they are listed here (see page 7 for information on alternate domains). If the deity does not offer alternate domains, this section is omitted.

OTHER DEITIES

Starting on page 52, this chapter also provides details on 20 additional deities who are important in their own right, including their statistics and the mechanical information required to play a champion, cleric, or other worshipper of that deity. Each god's stat block presents information useful for understanding that deity and lists the benefits worshippers receive from the *avatar* spell. These statistics use the following format.

Name: The deity's name plus a common title or epithet.

Areas of Concern: The topics that the deity cares most deeply about.

Alignment: The deity's alignment. In parentheses, the entry lists other character alignments that this deity accepts from worshippers. For instance, Kazutal, the goddess of protection and community, accepts any good-aligned clerics. Arazni, who is embittered and prone to cruelty, nonetheless has some sympathy for victims of abuse and accepts evil, neutral, and good worshippers, since she is less concerned about her worshippers' morality.

Divine Font: This entry presents whether the deity grants worshippers *heal* or *harm*, or can grant both. *Heal*

heals the living and harms undead, while *harm* harms the living and heals undead. Usually, good deities channel *heal*, evil deities channel *harm*, and neutral deities can channel *harm* or *heal*, but there are exceptions.

Divine Ability: This section lists the two ability boosts the deity grants as options for characters with the raised in belief background (page 9).

Divine Skill: This section lists a skill that is especially associated with this deity, which their followers would naturally be good at due to their worship or association with this deity.

Domains: The domains that best represent this deity.

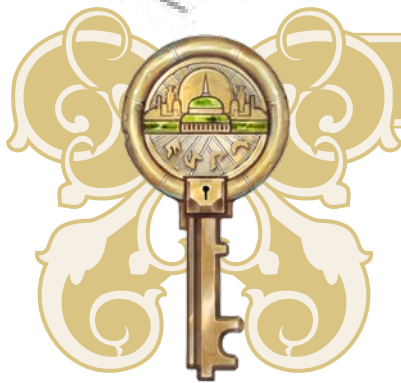
Alternate Domains: If the deity offers additional domains (see page 7 for information on alternate domains), they are listed here. If the deity doesn't offer alternate domains, this section is omitted.

Cleric Spells: Each deity provides at least three additional spells to the spell list of clerics who worship them. Typically these are a 1st-level spell and two other thematically appropriate spells.

Edicts: These are things that the deity urges their followers to do. Followers must adhere to these as closely as possible if they wish to gain favor with this deity.

Anathema: These are things that are absolutely abhorrent to the deity; committing these acts will likely earn a follower disfavor or punishment.

Favored Weapon: The deity's favored weapon. See page 9 for details.



ABADAR

MASTER OF THE FIRST VAULT

LN god of cities, law, merchants, and wealth

Realm Aktun (Axis)

Allies Asmodeus, Brigh, Erastil, Iomedae, Irori, Shelyn, Shizuru, Torag

Enemies Besmara, Lamashtu, Norgorber, Rovagug

Temples banks, cathedrals, courthouses

Worshippers architects, bankers, lawmakers

Sacred Animal monkey

Sacred Colors gold and silver

Divine Ability Constitution or Intelligence

Alternate Domains duty

Abadar is worshipped as the god of cities, law, merchants, and wealth. Abadar's cathedral-banks are found in many cities and places where order thrives or is gaining a foothold. Aristocrats, city guards, merchants, and those working in legal practice or who have the well-being of their community on their mind are common worshippers of the god of cities, along with dwarves in general. Abadaran priests living in cities often serve as judges, lawyers, and clerks, while those who live on the frontier work as roving magistrates, acting as judge, jury, and executioners in the name of order.

Abadar is the keeper of the First Vault, a divine trove that holds the perfect version of every type of creature and object. The Vault is home to the perfect longsword, the perfect shield, the perfect songbird, the perfect hammer, and even a perfect law. His followers do their best to emulate these perfect forms in their own way, whether through crafting a work of art, raising strong and healthy livestock, or passing laws that best serve the people in a community.

The holy book of Abadar's worshippers, *The Order of Numbers*, commands his followers to build cities and settlements where there are none, to work hard and trade in pursuit of wealth, and to follow the law while doing so. If a profession is a lawful part of society, it is ordained by Abadar. As such, those who work at the behest of government often pay homage to Abadar, as do others who directly benefit from the rule of law and trade. Naturally, those who oppose the law or actively work against it—such as thieves, criminals, bandits, and pirates—are enemies of the church and society as Abadar sees it. Despite this, some heretical factions of Abadar's worshippers twist the words of *The Order of Numbers* for their own purposes to pursue wealth over all. They justify their criminal behavior with the holy words of order and wealth while subverting the rule of law on technicalities, undermining law-abiding institutions.

As the god of cities and laws, Abadar is a stern but just master. He rewards those who work hard and looks down on those who would cheat the system for their own gains. Abadar understands that not everyone gets a fair deal in the world of mortals, but he encourages his clergy to support laws that are as equitable as possible, enabling those of lower status to rise. The church frowns on slavery, believing that trade should always be fair and that no price offered can ever compensate the entirety of a creature's life and labor.

Clerics of Abadar labor to help their communities grow and flourish. They seek to aid in the passage of effective laws and encourage bringing order to places where it is absent. When ministering to their congregants, clerics wear robes of white silk with accents of gold that show the wealth of their church. Temples dedicated to Abadar are fortified, as they often serve double duty as banks, moneylenders, and currency exchanges. Despite this

practical purpose, these temples tend to be highly decorated, commonly featuring elegant architecture adorned with gold and stained-glass windows.

The church of Abadar in Avistan feels it must charge for its divine services in tribute to the god of merchants, but his servants seek to handle matters of public health and safety quickly, and without requiring payment. Priests are also encouraged to strike out on business ventures as a holy duty to enrich the church. These holy ventures often put members of an individual church and those of neighboring churches in competition. Such competition is seen as healthy and often encouraged; however, church law forbids clergy from harming one another, including during warfare on behalf of opposed nations or kingdoms. As a result, Abadarans often act as neutral negotiators between warring nations—for a fee, of course.

Through *The Order of Numbers*, Abadar teaches his clergy that following the law leads to wealth and comfort, and thus happiness. He teaches that discipline leads to keen judgment, which in turn leads to favorable deals, whether they relate to commerce, law, or other types of negotiations. While Abadar encourages the expansion of ordered society, he rejects hasty action and advises caution in all things. Abadaran clergy pass these tenets on to their congregations, teaching the layfolk about trade and commerce as a system for happiness. These teachings also impart the ideals of fairness and following the spirit of the law, while still respecting the letter thereof. One of the church's most important lessons is the value of cooperation between citizens, as community is paramount to the health of a town and kingdom. However, they also recognize that self-interest is most individuals' strongest motivation to increase their own standing and wealth.

DIVINE INTERCESSION

Abadar's gifts take the form of riches, while his ire tends to cause offenders to lose wealth.

Minor Boon: Abadar warns his favored against those who might unfairly take advantage. Once, when someone rolls a success on a Deception check to Lie maliciously to you and you alone, they get a critical failure instead. Abadar typically chooses to grant this boon in response to an extremely consequential lie.

Moderate Boon: Abadar blesses all your enterprises, leading to financial success as all your ventures always seems to work out. If you roll a critical failure at a check to Earn Income, you get a failure instead. If you roll a success on a check to Earn Income, you earn twice the usual amount of income.

Major Boon: Your silver tongue is infallible, allowing you to reach a compromise if one is even remotely possible. Once per day, you know just what to offer to make a deal or broker a negotiation, and if you offer your divinely inspired deal, you can automatically receive a result of 20 + your Diplomacy modifier on your Diplomacy check instead of rolling. This does not increase your degree of success like rolling a 20 would. If there is legitimately nothing you could offer to reach an agreement, you learn that, and you don't expend your daily use of the boon.

Minor Curse: Any time you steal, illegally harm or kill another creature, or undermine a law-abiding officer or court, a symbol or word describing your crime appears on a visible spot on your skin. This symbol cannot be removed or hidden with makeup (though it can be covered with clothing) and it doesn't vanish until you make legal restitution for the crime, such as by serving your sentence.

Moderate Curse: Abadar curses all your enterprises, leading to financial disaster as all your ventures always seem to fail. The result of your check to Earn Income is always one degree of success worse than the one you rolled.

Major Curse: You become honest to a fault. You constantly suffer the critical failure effect of *zone of truth*. Additionally, you are always offered the worst possible option in a bargain.



APHORISMS

When a mortal wishes to gain the attention of the Master of Vaults, they utter certain phrases.

By Abadar's gaze, the deal is sealed:

When a negotiation is agreed upon and finalized, the initiating party often utters this phrase to indicate negotiations are over. This is often shortened to just "By Abadar's gaze" or "The deal is sealed." Attempts to alter the deal after the phrase is spoken are generally frowned upon.

From Abadar's Vault: This phrase describes a product of high quality, but it's usually considered hyperbole. Conversely, saying something is not worthy of Abadar's Vault usually implies functional but mediocre crafting.

So it is judged: This is a standard conclusion to official legal verdicts or other court proceedings. Some followers use this phrase when seemingly random events work in favor of what they believe is justice.

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ASMODEUS

THE PRINCE OF DARKNESS

LE god of contracts, pride, slavery, and tyranny

Realm Nessus (Hell)

Allies Abadar

Enemies Besmara, Cayden Cailean, Grandmother Spider, Iomedae, Irori, Lamashtu, Rovagug, Sarenrae, Shelyn

Relationships Ihys (deceased brother)

Temples dark temples near government buildings

Worshippers diabolists, lawyers, slavers, those who seek rulership or discipline

Sacred Animal serpent

Sacred Colors black and red

Divine Ability any, though characters who commit themselves to Asmodeus this way have their souls bound to the Dark Prince for all eternity

Alternate Domains duty, glyph

Asmodeus is the First, the Dark Prince, the lord of darkness and law, and the ruler of the plane of Hell. If Asmodeus's own scriptures are to be believed—and they are corroborated by certain other accounts, like the angel-penned *Book of the Damned*—he is one of the oldest beings of the multiverse. These texts claim that in time before time, in a world not yet created, Asmodeus and his brother Ihys were among the first gods in existence. During these unnamed ages, the two gods quarreled over the fate of the souls of their creations, and Asmodeus slew his brother. Confident that Ihys's act of granting mortals free will was folly, Asmodeus made his own convictions known: that existence is best served by absolute order and discipline. These claims contradict other popular creation myths, and both theologians and immortal agents of the gods doubt Asmodeus's claims to varying degrees, but while there is no evidence to prove them, they are also difficult to refute.

Asmodeus can take any form he wishes. His best-known depiction, however, is the appearance he is given in popular art: an ancient being with striking red skin and black horns and hooves, surrounded with a pale aura of flames.

He is shown either bearing a long contract scroll and a vicious-looking flaming mace, or seated upon a throne ruling over hordes of devils above the apocalyptic landscape of Hell. Asmodeus is known to be eloquent, tactful, patient, and incredibly brilliant, but when angered, he is wrathful and terrifying.

Despite his fiendish depiction and the widespread knowledge of his disdain for free will, many mortals worship Asmodeus. Setting aside the question of good and evil (he most certainly is evil), Asmodeus is an immensely powerful divine being—perhaps one of the most

powerful in existence. He represents strict discipline, as he was a being of order long before the concepts of right and wrong were created. This representation of Asmodeus as a champion of law means that his worship is not limited to cults and hushed whispers.

Even though it is heavily frowned upon in most areas of the world, his worship is nevertheless



widespread and occasionally, in cases like the nation of Cheliox, the primary religion of a region.

Servitors of Asmodeus include power-hungry priests, diabolists, lawyers, and the decadent nobility of Hell-bound regions like Cheliox. These followers find the inherent structure of Hell a virtue and even seek to emulate it through clever use of the law. Making use of such order allows followers to vie for higher positions of power, usually by taking advantage of complicated bureaucracies. This is a skill that most Asmodeans share, as the church's holy text, the *Asmodean Monograph*, is itself a tome with several supplemental volumes and appendices that together require a deep understanding to even navigate, much less exploit. Asmodeans are careful in their pursuit of power, however, as a quick ascension or an overextension can leave one vulnerable to those intent on finding weakness.

Beyond his clerics and priests, Asmodeus has hold over several other types of worshippers. Soldiers and other martially minded individuals might welcome Asmodeus's gifts and the dogma of force and dominance required to wield them, but regardless of their role, anyone seeking great power or wealth likely finds himself facing the Dark Prince's temptations. These might take the form of a local Asmodean priest offering such gifts through questionable yet technically legal means. Other times, devils appear to offer literal infernal contracts accepting the signer's soul in exchange for greater abilities, such as spellcasting or the ability to summon that devil.

Temples of Asmodeus vary greatly from region to region, depending on the faith's reception. Public temples to the Dark Prince typically feature gothic or baroque architecture. In Cheliox, his temples sometimes double as government buildings or share space with such structures. Inside, bureaucrats, judges, and other government workers use their understanding of contracts and laws to maintain the infernal machine of order. In places less open to worship of Asmodeus, his temples may be secret sites, such as hidden shrines in personal homes or concealed temples accessible only via secret doors and halls.

DIVINE INTERCESSION

Asmodeus tends to offer his gifts to entice those on the precipice of yielding to his vile temptations. His curses come most often in response to those who break contracts in his name, or commit other personal insults.

Minor Boon: Pleased by your talent for manipulation, Asmodeus amplifies your skills. Once, when you fail at the Diplomacy check to make a significant or consequential Request, you can cast *suggestion* on the target of your Request, suggesting the same course of action. This is a divine innate spell.

Moderate Boon: Your eyes glow red like embers and your skin takes on a crimson tone. You gain darkvision and fire resistance 5.

Major Boon: Asmodeus helps enforce your bargains and contracts. When a creature enters a bargain or contract with you, uncoerced and of its own free will, it can't voluntarily violate its side of the bargain as long as you uphold your side. You can always choose to violate the bargain yourself, but if you do, the creature is no longer bound to fulfill its part.

Minor Curse: Asmodeus's flames burn you with great malice. You gain weakness 5 to fire.

Major Curse: Asmodeus forces your compliance. You can't voluntarily back out of an agreement or contract or go back on your word, though you need follow only the letter of the agreement, not the spirit.

Major Curse: Asmodeus has taken note of the chaos you have wrought. You receive an ancient wound that feels older than time itself. You become permanently drained 4, and nothing short of another intercession can remove the condition. Your wound aches fiercely whenever you perform a particularly chaotic act, causing you to become sickened 1.



APHORISMS

Like other major religions across Golarion, there are countless curses or praises among the worshippers of Asmodeus. Among these however, some are rumored to be more powerful than others.

Great is Asmodeus: A declaration in support and praise of Asmodeus, proclaimed with pride by his followers who know of his inevitable rule, or whispered as a sign of trust from one cultist to another in places where his worship is not accepted.

What once was his shall be again: Asmodean doctrine posits that the First once ruled over all of the multiverse, and his faithful maintain that he will eventually resume that total rulership. Worshippers repeat this assertion as validation among themselves, a call to arms, and a threat to any who oppose the Dark Prince's law.

By his flames!: A passionate cry for help, and a request for divine intervention. The more devout followers of Asmodeus know all too well the danger of this request, for all contracts exact a price, and the cost of Asmodeus's favor is far higher when the petitioner is in dire need and has no room for negotiation.

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CALISTRIA

THE SAVED STING

CN goddess of lust, revenge, and trickery

Realm Gardens of Deceit and Delight (Elysium)

Allies Cayden Cailean, Desna, Norgorber, Shelyn

Enemies Rovagug

Relationships Cayden Cailean (intermittent lover)

Temples brothels, churches, hideouts, mansions, taverns

Worshippers elves, hedonists, performers, scorned lovers, thieves

Sacred Animal wasp

Sacred Colors black and yellow

Divine Ability Dexterity or Charisma

As symbolized by the three daggers of her religious symbol, Calistria has three aspects: lust, revenge, and trickery. Silver-tongued and charming, she is a master of weaving insults into compliments and laying intricate groundwork for retribution at its finest. She is a goddess of vengeance, but it would be a mistake to assume that means she pursues justice. Calistria is fickle, shifting her loyalties and interests as her whims take her—though she never forgets a slight, and any who think she has forgiven will surely find it is only a matter of time before they are targeted by a long-term plot of revenge to lay them thoroughly low.

Though she is one of several elven deities, Calistria is by far the best known outside of elven communities, and thus many non-elves view her as the representative (or even the only) elven goddess. This conclusion is not entirely unreasonable, as Calistria represents those aspects of the elven ancestry that many other people see as alluring, intriguing, and fascinating. Among elves, she embodies characteristics endemic to elven culture and identity, such as free-spirited pursuit of one's own path, and further embodies a truth lost on shorter-lived peoples: the flexibility and capriciousness of Calistria provides a model for maintaining perspective and composure over a centuries-long lifespan. As a result, she is closely associated with the elven people by elves and others alike. Of the elven deities, she receives by far the most worship from non-elves.

As the goddess's whims are ever-shifting, her worshippers are also often somewhat transient. Even among elves, worship of Calistria is usually intermittent or secondary to faith in another deity. Prayers to Calistria arise from individuals who find themselves driven by lust, engaged in trickery, or driven to revenge, and the people offering those prayers may have no commitment to the faith beyond the prayer offered in that moment. As followers' lives lead them in different directions, they move on to other deities, just as the goddess herself moves from one lover to the next to suit her shifting interests. This personal freedom is a value held dear by the goddess and her followers alike, and perhaps one of the most central values to elven society as a whole. Some of Calistria's most devoted followers work to promote this tenet, quietly working to undermine tyrannical governments, exacting revenge upon slavers and freeing their captives, or simply demonstrating the benefits of a freedom-driven lifestyle.

Organized worship of Calistria is most common among elves, as befits an elven deity. Though rumor would suggest all her temples are brothels, these gathering spaces are often more akin to intellectual salons—albeit more encouraging and supportive of sexual interaction between attendees than most equivalent secular institutions. Others function more akin to a thieves' guild, providing a place to sow and reap rumors, plot acts of questionable legality, and perhaps also engage in lust-driven interactions—all activities suitable to take place behind closed doors.





Clerics of the goddess endeavor to hold the three aspects of their goddess in balance, as a lifetime in service to any one can easily become monotonous, and Calistria abhors her followers becoming overly consumed by a single pursuit. Champions are sometimes more focused, such as those who dedicate themselves to fighting slavery, but even these are careful to avoid becoming so wrapped up in their work that they lose sight of the other aspects of life that make it worth living.

Special rituals, conducted as needed, include invocations of the goddess's blessing when a worshipper 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. But Calistria's faith places little stock in marriage; between the goddess's own shifting interests and the mercurial nature of relationships between long-lived elves, marriage is much less of an institution as it is among other peoples.

Wasps are iconic to Calistria, as widely recognized as a symbol of the faith as her formal religious symbol. Like the goddess, a wasp inflicts extreme pain in retribution for an offense, far beyond what it seems a simple insect ought to be capable of. Further cementing the similarity is the fact that the wasp seems to take a perverse pleasure in its attacks, pursuing offenders and stinging repeatedly. Many followers of Calistria carry yellow-and-black tokens on their person as a form of homage. Priests are known to cultivate giant wasp allies and pets, and many Calistrian gathering places harbor swarms of wasps under the eaves or in similarly sheltered spots. These swarms tend to ignore worshippers but descend in force upon any interlopers, defending such locations with even greater spite than expected from a typical wasp.

DIVINE INTERCESSION

Signs of favor or displeasure from the Savored Sting are sometimes subtle and at other times incontrovertible. Calistria typically grants her boon to those on the path toward great vengeance and curses those who slight her followers, particularly if those followers are sex workers, though her fickle heart rarely commits to any absolute guidelines.

Minor Boon: Calistria smiles on the riskiest deceptions. Once, when you roll a failure on a check to Lie, you get a critical success instead. Calistria typically grants this boon for an extremely consequential lie.

Moderate Boon: A foot-long wasp finds and befriends you. It serves you as a familiar as long as you maintain Calistria's grace. The wasp always has the burrower and flier familiar abilities.

Major Boon: Calistria guides you towards vengeance. You always know the direction and distance towards the nearest creature that has wronged you and thus far gone unpunished.

Minor Curse: Whenever a new person desires vengeance against you, you suffer a painful sting and are afflicted with giant wasp venom (*Pathfinder Bestiary* 324) at stage 1.

Moderate Curse: People react as though you're insulting them, even in normal conversation. Whenever you attempt to Make an Impression, the outcome is one degree of success worse than the result of your roll. If you converse with someone over a long enough period of time but don't attempt to Make an Impression, you still insult them, and you suffer the effect of a critical failure to Make an Impression.

Major Curse: You have wronged those unable to obtain revenge for themselves, and Calistria's curse grants their revenge its own life. Whenever another creature imagines vengeance upon you but can't pursue that vengeance because you are too powerful, well connected, or otherwise untouchable, a creature of roughly your level manifests out of their imagination and performs their desired revenge. Once the revenge is complete or the manifestation is destroyed, the summoned creature vanishes from existence.

APHORISMS

The following phrases are used by followers of Calistria to articulate the finer points of their deity's teachings.

Love the food, not the chef: Seeking an object of desire or revenge can be sweet, but Calistria loathes the thought of becoming too consumed by love, a need for revenge, or any other single endeavor. This saying warns followers of the risk of letting a need for revenge overtake the rest of their lives, and it reminds them to keep a degree of emotional distance from the target of their physical desires.

See to your own wounds first: When one is wronged, the urge to retaliate immediately is strong, but this directive encourages followers to ensure their own needs are met before pursuing vengeance. Those needs may be literal wounds, emotional turmoil, or carnal desires, and ignoring them is akin to leaving a wound to fester. Of course, the saying also leaves little room for doubt about the steps to be taken after.



CAYDEN CAILEAN

THE ACCIDENTAL GOD

CG god of ale, bravery, freedom, and wine

Realm Hero's Heart (Elysium)

Allies Besmara, Calistria, Desna, Milani, Sarenrae, Shelyn, Torag

Enemies Asmodeus, Norgorber

Relationships Calistria (intermittent lover), Iomedae (ascended sister), Kurgess (divine protégé), Norgorber (ascended brother)

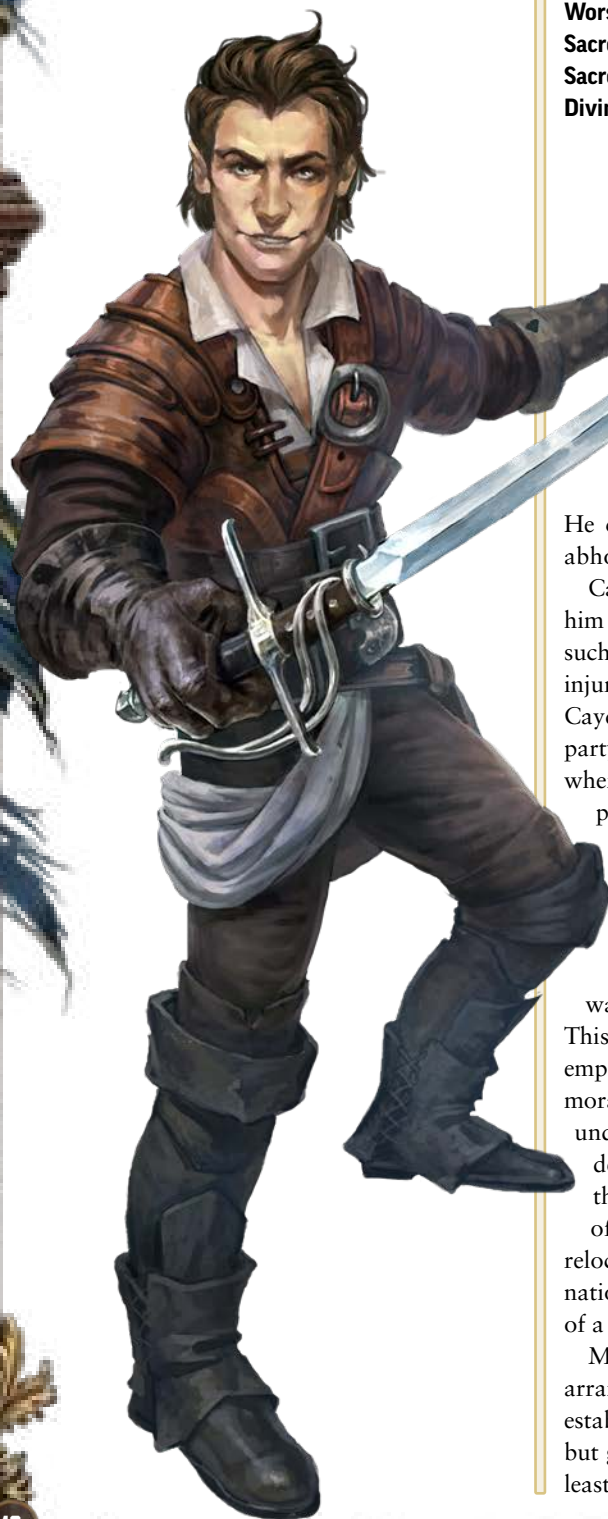
Temples inns, taverns, and orphanages

Worshippers adventurers, bartenders, orphans, rebels

Sacred Animal hound

Sacred Colors silver and tan

Divine Ability Constitution or Charisma



Once a mortal human, Cayden Cailean is now one of the few deities known as the Ascended. In his mortal years, Cayden was a sellsword of no small fame, known for his boisterous manner, skill with a blade, and fearless resolve. During a particularly rowdy night of drinking, a series of escalating dares led the wandering mercenary to attempt the Test of the *Starstone*. He emerged from the Starstone Cathedral 3 days later, laughing, a fully realized god. Divine responsibility did little to change Cayden's attitude from what it was in his mortal life. He continues to crave adventure, drink, and pleasurable company while abhorring bullies, tyrants, and cowards.

Cayden has no formal churches or structured clergy, but simple shrines to him appear in almost every tavern and roadside inn. Many of his priests own such businesses and offer healing to patrons, some of whom may have been injured during a drunken brawl. While Cayden's faith is a charitable one, Caydenites still seek payment for such services—at the very least, the injured party is expected to purchase a round of drinks for the house. Only in places where worshippers of the Accidental God are in direct opposition to the local powers, such as where a rebellion is forming under a tyrant's nose, is his church out of the public eye. Caydenites can bring themselves to be quiet in the face of oppression only for so long, however, and once a rebellion reaches full bloom, the god's silver tankard is often proudly displayed across every bar.

As a mortal, Cayden often found himself at odds with the work he was hired to perform and abandoned jobs that went against his conscience. This gave him a reputation for being unreliable among his more unscrupulous employers, but it garnered significant respect from clients with stronger morals. Legends tell of him taking contracts to free entire crews of slaves, undoing the operations of predatory business owners, and other rebellious deeds for the good of the common folk. His worshippers often involve themselves in similar matters: safeguarding the freedom and prosperity of working-class people, overthrowing tyrants, and helping the oppressed relocate to freer lands. His champions, in particular, embed themselves in nations with harsh laws and stir up rebellions—often from the back room of a tavern.

Members of Cayden's faith also maintain many orphanages in urban areas, arranging them to receive funding from local pubs and other Cayden-friendly establishments. Not much is known about Cayden's childhood as a mortal, but given his patronage of such houses, many have inferred that he spent at least some time in an orphanage when he was young. While the children in

such orphanages are not expressly raised in the faith, most adopt the god's teachings when they grow old enough to leave. These individuals often take the surname Cailean to honor him, adding to the number of gregarious rebels in the world.

While the consumption of alcohol is central to most of Cayden's worship, drinking to excess and dependency on drink are seen as misuse of the Accidental God's gifts. Clergy who develop such an addiction are encouraged by their community to take a large role in the faith's other works, such as maintaining orphanages or supporting rebel efforts, and those who recover often work to assist others with their own recovery from alcoholism. Though being the god of alcohol is a popular aspect of Cayden Cailean, members of his faith often find personal freedom and rejection of tyranny just as appealing as a strong drink, and it is not uncommon for teetotalers to number among Cayden's followers.

Cayden is not particular about who worships him, so long as they abide by the simple expectations of freedom, bravery, and enjoying a good drink. As such, he has followers from almost all ancestries. A good number of his worshippers are half-orcs, who find the casual tenets and welcoming nature of the faith to be a good fit for those who have been ostracized from more stringent communities. His followers are typically good natured, boisterous, and optimistic. Life simply holds too much to take in for anyone to spend it gloomy. Many adventurers find Cayden's tenets to be a natural fit, taking jobs when they can and bucking cruelty wherever they find it.

DIVINE INTERCESSION

Cayden sometimes hands out his blessings and communicates his ire at seemingly random opportunities based on his drunken whims. In particular, Cayden blesses the recently liberated to help secure their freedom. Cayden is also known to grant particularly trivial and harmless curses to those who disrupt revelry. These curses typically cause the disruptor to change in appearance, taking on a comical or farcical look. He is quick to lift these curses by dawn or for those who give in to the enjoyment of the evening and join the festivities.

Minor Boon: Cayden Cailean helps you recover from nights of carousing. While you still get drunk and otherwise experience the effects of alcohol normally, you are never hung over the next morning.

Moderate Boon: You share some of the bravery Cayden espoused during his ascension. When you roll a success on a saving throw against a fear effect, you get a critical success instead. If you have the fighter bravery class feature, when you roll a critical failure on a save against a fear effect, you get a failure instead.

Major Boon: An embodiment of freedom, you break fetters with ease. At the end of each of your turns, you can end one effect that is currently making you immobilized (including effects that make you immobilized by grabbing or restraining you) as a free action.

Minor Curse: Individuals who raise Cayden's passing displeasure awake as if from a hard night of drinking and find that drink tastes foul.

Moderate Curse: Cayden has afflicted you with cowardice. Whenever you roll a critical success on a saving throw against a fear effect, you get a success instead, and each time you roll a failure on a saving throw against a fear effect, you get a critical failure instead.

Major Curse: Cayden curses you to suffer in the presence of drinking, making it hard for you to bear entering any tavern. Whenever any creature drinks alcohol within 100 feet of you, you suffer all negative effects from the alcohol (but only the alcohol) instead. This doesn't apply if the creature gains any special effect from drinking alcohol.



APHORISMS

Caydenites are usually not much for formal and composed speeches. Using Cayden's name as a swear, frequently accompanied by colorfully perverse language, is common. However, some sayings are recognized among all his followers, usually originating from tavern ballads that were popular enough to spread through the faith.

I'm great, but not so great as

Cayden Cailean: A means to turn down challenges or contests that have gone too far—this phrase traditionally follows one of the competitors suggesting another take the Test of the *Starstone*. This dare and response allow both parties to end contests that have gotten too heated without shame, usually with the refusing party buying a round for everyone involved.

May your life be as free as your taps:

A popular line to end a toast or use as a fond farewell. It expresses Cayden's belief that both people and drink should be unfettered. It is frequently used as a slogan among rebels.

Sweet barleybrew!:

An expression of amazement, frustration, or a simple curse. It can be used as easily to react to something wonderful, like the taste of a cool ale on a hot day, or something displeasing, like the approach of a looming monstrosity.

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DESNA

THE SONG OF THE SPHERES

CG goddess of dreams, luck, stars, and travelers

Realm Cynosure, Sevenfold Cynosure (Elysium)

Allies Calistria, Cayden Cailean, Chaldira, Gozreh, Sarenrae, Shelyn

Enemies Ghlaunder, Lamashtu, Rovagug, Zon-Kuthon

Relationships Kurgess (divine protégé), Sarenrae (lover), Shelyn (lover)

Temples hilltops, observatories, standing stones, towers

Worshippers astronomers, dreamers, explorers, gamblers, travelers

Sacred Animal butterfly

Sacred Colors blue and white

Divine Ability Dexterity or Charisma

Alternate Domains stars, void

The night didn't know beauty until Desna came into existence. While the other gods toiled away to create the world, she set her sights on the heavens, placing each star in the sky. After surveying her artistry, she hung the brightest star high in the north and made it her home. Her first gift to mortals was this beacon of hope, a twinkling sign in the dark sky that they could turn to when lost or unsure of themselves. Desna provides safe passage through the darkness to all, should they choose to follow.

Desna journeys without end, for the wonders of the universe are endless. She relies on instinct to guide her, paying no mind to planning or destination. Her lapsing attention may come off as uncaring or cold, but Desna simply prefers an untethered, carefree existence. Her confidence in herself and her followers frees her from the indulgence of worry. She knows fate can always be rewritten and encourages others to embrace all that life has to offer. Desna wants her followers to take chances, get messy, and live life to its fullest. Those who follow her teachings she rewards with a spot of luck—revealing unseen shortcuts, dangers to be circumvented, and undiscovered wonders.

Desna is an ancient being, born during the dawn of time, but her sense of wonder has never faded. Even so, she is no stranger to hardship, understanding that fate can be cruel and love can be lost. This only strengthens her resolve. She believes in good luck, and that people can make their own fortune in life. To Desna, no one is ever truly lost; they need only find their way back to the path. She revels in mystery, being herself somewhat of an enigma, but she can always be found on the side of hope. Light always pierces the darkness, and all nightmares eventually give way to dreams.

The goddess loves music and live performances. Legends say Desna played the world's first song by ringing the stars to celebrate the gods' completion of the material world. Her faithful have embraced her love of music and the arts and are often performers themselves, with many modern songs and

dances having their roots in Desnan worship. Artists devoted to Desna have created some of the most famous poems and ballads on Golarion and often perform in conjunction with Shelynites. A sizable portion of Desna's priesthood are bards, spreading her songs across the world on their travels.

Desna encourages her followers to chase their bliss, find what impassions them, and explore. She recognizes love in all its forms and remains committed to her lovers Sarenrae and Shelyn. She also shares a close relationship with Cayden Cailean and has no reservations about taking on new lovers. Desna is protective of those she cares for and does not hesitate to strike back at any who would hurt or impede those she has placed under her protection.

When making a rare appearance to mortals, Desna appears as a beautiful woman with long dark hair and shining stars in her eyes. Brilliant, colorful patterns of pinks, purples, and blues trail behind her like a comet's tail as her majestic butterfly wings fly her through the cosmos. If she wishes to make her desires known, she imparts wondrous dreams to her followers, allowing them the rare opportunity to dance among the stars with her.

There is little sense of authority within the Desnan church, though on Golarion it is a faith that dates as far back as ancient Azlant. The church lacks any sort of hierarchy, and priests are valued by the tales of the journeys they've undertaken and the experiences they've had rather than for any seniority. A typical Desnan service is performed almost entirely in song, with interludes of dance, storytelling, and dream recollection interspersed throughout.

Most centers of worship for Desna are not ornate temples but instead small, unattended shrines. These shrines are most commonly found at crossroads, remote areas of beauty, or the tops of hills where the stars can be viewed unimpeded. Traveling Desnan priests clean and maintain these shrines as they encounter them, leaving their signatures behind as a way of marking their own journey.

DIVINE INTERCESSION

Desna favors those who follow their hearts and whims without bringing harm to others.

Minor Boon: For those at the end of a journey, Desna gifts a deep sleep. Once, after you rest, you completely recover all Hit Points, remove all negative conditions, and become free of any curses or diseases.

Moderate Boon: Desna twists fortune in your favor. Once per day, after determining the result of a check, you can reroll the check and take the new result.

Major Boon: Desna bestows you with a swirling cloud of lights that forms a pair of wondrous butterfly wings. These wings grant you a fly Speed of 40 feet and shine dim light to a range of 20 feet.

Minor Curse: You always seem to lose your way or have strange mishaps on the road that delay your travel. You (and thus any group that travels with you) travel at only 3/4 normal exploration Speed, before taking into account the terrain and other features that might slow you down further.

Moderate Curse: Misfortune follows you in your travels and requires acts of contrition or benevolence to keep at bay. You must always roll twice and take the worst result when attempting a check. This is a misfortune effect. You can express your remorse and ignore this effect for 1d4 rounds by spending an action, which has the concentrate trait. If you perform a truly selfless act of compassion, you ignore this effect for 1 day.

Major Curse The stars rebuke you for your ways. You are sickened 4 and slowed 1 whenever you are exposed to starlight.



APHORISMS

Desnans share songs, tales, and phrases as they travel the world. These are among some of the more common shared phrases.

A copper for the song, a copper for the road: It is customary to pay a Desnan bard 2 coppers. The first copper is out of respect for Desna, and the second is either to acknowledge the performer's skill or a plea for the bard to perform elsewhere.

A star cannot see its place in the sky: When worshippers doubt themselves or their path, they are reminded that a single star cannot conceive the role it plays in the harmony of the heavens. Even when alone, they walk alongside Desna.

Be ready for challenges and unexpected friends: Worshippers should train in combat or magic so they can overcome adverse situations in their travels.

Learn from what is different: Desna's followers should accept others who espouse friendship, regardless of ancestry or faith.

You are never lost following butterflies: Desna's faithful trust in their intuition and the signs their goddess provides them.

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ERASTIL



OLD DEADEYE

LG god of family, farming, hunting, and trade

Realm Summerlands (Heaven)

Allies Abadar, Gozreh, Kazutal, Shelyn, Torag

Enemies Urgathoa

Relationships Cernunnos (son), Halcamora (daughter), Jaidi (wife)

Temples wooden longhouses or halls that also double as assembly places for people in the community

Worshippers farmers, hunters, rangers, settlers, shapeshifters, traders, trappers

Sacred Animal stag

Sacred Colors brown and green

Divine Ability Constitution or Wisdom

Alternate Domains duty

Unlike many other good deities, Erastil does not send his followers out into the world to fight and crush evil. Eschewing crusades and other ventures that take his followers away from their homes, Erastil watches over those who devote their lives to family and community. He is primarily an agricultural deity, specifically focusing on those aspects of nature that either can be tamed or are of use to his followers. His domain encompasses the plants and animals that farmers, hunters, and ranchers deal with in their everyday lives. While he is a protective deity, Erastil steps in only when quiet, pastoral lives are threatened. He desires his followers to live their lives in peace, with no risk of being conscripted into armies, devoured by monsters, or destroyed by magic.

Family is of vital importance to the Elk Father. He places a high value on marriage and children, considering caring for a spouse and family to be one of the most important tasks in life.

Erastil's communities advocate for the unmarried to wed as soon as possible, though they never force a marriage for the sake of tying the knot. Widows and widowers often remarry, especially if they are caring for children. Erastil frowns upon adultery and anything else that bends or breaks the bonds of marriage, such as a union built on lies. However, he understands when a marriage has been sullied by the likes of abuse and supports separation when it encourages the safety of an individual and community.

Erastil sees building families as a goal for all people. Those who cannot bear children should still be ready to take in those who need a family, and his followers encourage those who remain single to act as surrogate parents and role models for children. He values traditions that build families, even when they are viewed as quaint by others, but he is willing to accept new traditions as long as they strengthen families rather than weakening them. The Elk Father is known to be slow to adapt to change, often trying to fit foreign ideas into a familiar framework, but he always supports strong relationships rather than rejecting them—he thus accepts all manner of matrimony and family, so long as they are supportive of their respective communities.

Erastil is thought by most to have his own family, but he rarely speaks of them to his followers or involves them directly in his faith. The Elk Father wishes to avoid worshippers becoming distracted by their god's relationships—mortals should view their own families, whatever their makeup, as sacred, rather than focus on the family of a god simply because it is divine.

When granting gifts, Erastil prefers practical boons over flashier miracles. Many believe he is the deity who originally gifted mortals the bow so they could hunt for sustenance—but not for pleasure. He teaches farmers how



to know when to sow and reap; ranchers how to tell when livestock are sick, lame, or gravid; and both how to heal humans and animals. His values are those of a slow-paced, pastoral life, one in which his followers respect and are sustained by the gifts of nature. He also teaches cooperation, and his priests are often the first to arrive at a barn-raising or house-building. Their sermons are as likely to be lessons in how to spot corn blight as anything philosophical.

The vast majority of Erastilian priests are clerics, with a few druids and the occasional ranger. Champions of Erastil exist but are far less common than those of Torag or Iomedae. Although priests of Erastil act as leaders of the faith as the community requires, they live among the communities they serve and might be established artisans, farmers, or hunters in their own right. They support the community, often by providing healing services to livestock as well as people, blessing crops, and assisting with trade. Priests of Erastil are expected to marry, though it is not a requirement; many priests see their entire community as their family and a sacred commitment.

Erastilian worship services are short and to the point, with sacred music designed to be sung and played while working. His temples, like his priests, serve multiple duties. In addition to being used for worship, these simple buildings serve as a general gathering place and a space to engage in crafts that require a lot of space and a roof. Erastil's major festival, Archerday, is celebrated with archery competitions, feasting, and often proposals of marriage.

Erastil generally appears as a tall humanoid man with the head of an elk, clad in traditional hunter trappings and holding a bow, though he sometimes instead appears as a trapper of the particular follower's ancestry. This is especially common when he makes himself known to children or lost travelers, to help them remain at ease. All hooved animals are associated with Erastil, and elk are particularly sacred to his faith—though he still allows hunting of these creatures, so long they are hunted out of necessity and with respect.

Adventurers rarely worship Erastil, as he tends to attract those who prefer to stay home and concern themselves with their community and family. Those who do serve him tend to adventure for the good of their community; they may attempt to determine the cause of monster attacks on their settlement, earn money for something the villagers need and can't build themselves, or gain knowledge that is of use to their people.

DIVINE INTERCESSION

Erastil favors those who commit themselves to their communities and detests those who disrupt these families.

Minor Boon: Erastil shares in his bounty as long as you work for it. Whenever you roll a critical failure at a check to Subsist in the wild, you get a failure instead.

Moderate Boon: You share Erastil's sharp eye, allowing you to use a longbow in any situation. When you attack with a longbow, you can ignore the longbow's volley trait, and longbows have double the normal range increment for you.

Major Boon: You become a friend to the land. You can cast *Speak with Plants* as a divine innate spell. When you are in a healthy natural environment, the land sustains you without need for food or drink. You can cast the *Commune with Nature* ritual without any secondary casters or secondary checks.

Minor Curse: Erastil curses your table and punishes you for relying on others' hard work. Any food you didn't grow, gather, or otherwise harvest yourself tastes like ash and leaves you fatigued.

Moderate Curse: Erastil's beasts take a dislike to you. Animals' attitudes toward you are one category worse (friendly instead of helpful, indifferent instead of friendly, and so on).

Major Curse: Erastil leaves you unable to have children (or otherwise reproduce or propagate if you do so in a different manner). This curse also affects your livestock, pets, and crops.



APHORISMS

Followers of Erastil share common wisdom among their villages, and these sayings hold strong over generations.

Never trust a fool: Erastil's followers often includes adventurers in their definition of fool, but the saying serves as a reminder not to listen to somebody known to have silly or dangerous ideas.

Nothing is more satisfying than the fruits of a day's labor: This reminder to work hard and take satisfaction in it, rather than aspiring to more, is often used to chastise folk who shirk their tasks, including children who put play before work.

The hardest task becomes easy with a friend: Similar to "many hands make light work," this message suggests that a task that would be hard or impossible alone is easy to do with help.



GORUM

OUR LORD IN IRON

CN god of battle, strength, and weapons

Realm Clashing Shore (Elysium)

Allies none

Enemies Achaekek, Norgorber, Urgathoa

Temples armories, battlefields, fortresses

Worshippers half-orcs, mercenaries, smiths, soldiers

Sacred Animal rhinoceros

Sacred Colors gray and red

Divine Ability Strength or Constitution

The clash of steel, the cry of victory, the gasping denial of death: these are the sound of prayers to Our Lord in Iron, for to follow Gorum is to fight. Gorum does not care the reason for battle—a village's desperate stand against raiders is no less worthwhile to him than a crusader army marching against demons in the Sarkoris Scar—nor does he choose sides in such clashes. Good or evil, law or chaos, the reason for the fight is irrelevant. It is the thrill of battle that finds his favor, the crucible of struggle in which victory is there for the taking.

Gorum recognizes the value of strategic warfare and the need for archery, siege weapons, and stealth, but those hold little allure for him compared to hand-to-hand combat, the contest of raw, brute strength against honed, deadly skill. Gorum takes no pleasure in one-sided fights or the slaughter of innocents; an armored knight drawing a sword in his name against a helpless peasant might find his blade rust away. Far more delightful would be the peasant's seemingly pointless swing of an iron pot, which might be answered as if it were a spoken prayer and transformed into a deadly blow.

The god's followers hold that one is either brave or a coward, with battle the threshing floor that separates the wheat from the chaff. Death in battle is an honor. While tactical retreats or even breaks in fighting to negotiate are tolerable, no greater shame can befall a person than to flee from combat. Murder and assassination similarly offer no honor, and Gorum feels nothing but contempt for those practices, as well as for Achaekek and Norgorber, who condone them. The god and his followers likewise look on Urgathoa with disdain, as her diseases steal lives in the sickbed while the gluttony she promotes destroys warriors' fitness for meaningful battle.

Gorum's followers are innumerable: soldiers, mercenaries, knights, and raiders across the Inner Sea region offer him tribute, especially in places where battle is an everyday way of life, such as Belkzen, the Lands of the Linnorm Kings, the Realm of the Mammoth Lords, and the Gravelands. Believers claim that the god's spirit lives in iron and gird themselves in metal armor whenever possible. They fight frequently, though not always, to the death—battle can establish dominance, relieve tension, or even just serve as prayer.



His priests are hard to differentiate from his other followers. They commonly wear armor (or heavy robes that incorporate metal) as their vestments and are adorned with all manner of weapons, making them walking arsenals ready to draw steel at the slightest opportunity. Though Gorum has no sacred text, his followers learn the church's creed from a collection of seven heroic poems called the *Gorumskagat*. Each verse keeps to a rhythm that remains the same across all translations, which warriors learn to recognize and chant while on the march. These chants harmonize into the haunting sound of a roaring battle, and Gorumite warbands take great pride in chants that suggest great conflicts. Battle is the true language of Gorum, acting as the great unifier, and it differs little whether fought by those speaking Shoanti or Dwarven.

Gorum's clerics preach that should all battle ever end, Gorum would abandon Golarion, only to return when mortals inevitably clash again. His most holy sites are battlefields, consecrated by the struggles, blood, and lives of those fighting on them. His temples resemble fortresses, complete with armories and forges—even those in the midst of peaceful cities. They contain images of the god, often pictured as a suit of spiked plate armor with burning red eyes. Shrines to him are simple: a pile of stones capped with a metal helm or a blade jammed into a crevice.

Among adventurers, most Gorumites are humans or half-orcs, though followers can be found among all ancestries. They are valued companions thanks to their skill at defeating foes, even though violence tends to be their first answer to every problem. They typically set out not in search of great treasures but rather to find challenges, test their mettle, and honor their god in glorious combat. The most fortunate prove themselves by emerging from battle victorious time and time again, but even these are more likely to be slain on the battlefield than to retire and fade away into old age.

DIVINE INTERCESSION

Gorum views things very simply: one either fights and earns his favor, or one is a coward and receives only scorn.

Minor Boon: Gorum grants you a weapon whenever you need one. You can use an Interact action to draw a 0-level non-magical iron weapon, even if you have no weapons on your person. Such a weapon lasts only as long as you continue using it to attack, and it can't be sold, given away, melted for scrap iron, or the like.

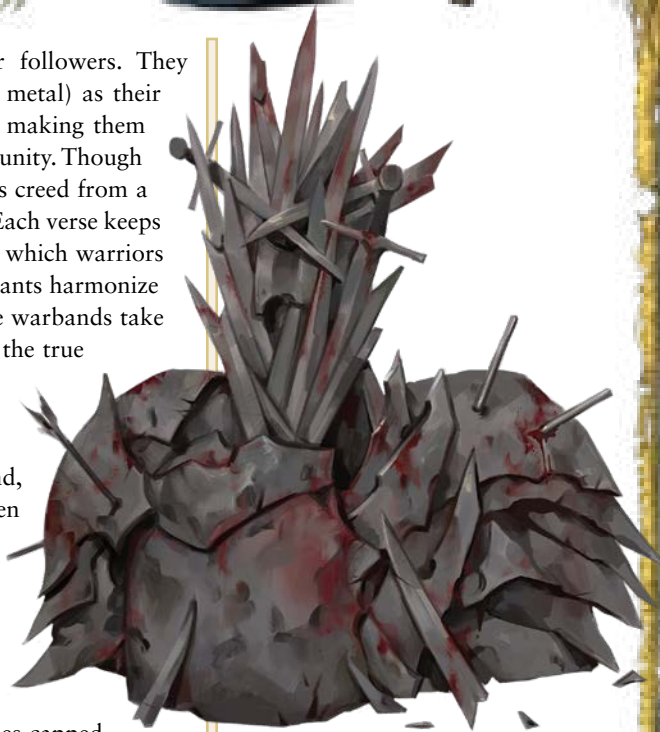
Moderate Boon: Your blows become unstoppable, carrying the momentum of Gorum's thrill for battle. Your greatsword Strikes gain the forceful trait.

Major Boon: Gorum feeds you the zeal of his undying warriors, allowing you to draw upon your own life force to fight on and on without falling. Whenever you would be reduced to 0 Hit Points, you are instead healed to half your maximum Hit Points and become doomed 1 (or increase your doomed condition by 1).

Minor Curse: Gorum rewards cowardice with frailty. Any armor you wear and shield you wield reduces its item bonus to AC by 2 (minimum 0) and its Hardness, Hit Points, and Break Threshold by half.

Moderate Curse: You've lost the glory of slaying a worthy opponent. All of your weapon and unarmed attacks decrease their damage dice by one step, and all your attacks are nonlethal.

Major Curse: You are unable to keep up with the rigors of combat. The moment a combat breaks out, you become fatigued and slowed 1. At the end of each of your turns, your slowed condition increases by 1. These conditions end only when you are no longer in combat.



APHORISMS

With worship of Gorum widespread across the Inner Sea region, these common sayings can be heard in many languages and cultures.

Blood, not rust: Gorum believes a warrior should keep her armor clean, but if it must be dirty, better with an enemy's blood—or even the wearer's—than rust. This phrase encapsulates the idea that something that may not seem perfect can still be acceptable. Some devotees of the god instead interpret this phrase as a call to action, especially in the face of hopeless odds, believing it is far better to risk death in battle than to simply rot into old age.

Iron-tongued: This descriptor—kin to silver-tongued and acid-tongued—is used to describe people who always manage to say the right thing to start a fight, though few openly connect the phrase to Our Lord in Iron.

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GOZREH

THE WIND AND THE WAVES

N god of nature, the sea, and weather

Realm nomadic (Material Plane)

Allies Besmara, Desna, Erastil

Enemies Nethys, Rovagug, Urgathoa

Temples areas of great natural beauty, lighthouses, mills, shorelines

Worshippers druids, explorers, fishers, hermits, survivalists

Sacred Animal all

Sacred Colors blue and green

Divine Ability Constitution or Wisdom

Alternate Domain cold, lightning

A timeless entity birthed from the first wind to stir the vast oceans, Gozreh wanders the world in the air and the seas. Sailors drop boxes of cargo as offerings to avoid a fatal storm, hoping to please the Wind and the Waves, even though they know that such pleas are far more likely to go unnoticed as they are to draw their deity's attention. The deity's temperament is fickle and their fury swift, hurling bolts of lightning and dragging to the crushing depths those who dare befoul the natural world.

Gozreh is the sea that encapsulates the land and the wind that moves its surface, the birds that traverse the sky and the clouds that shield them.

Gozreh is a deity of two aspects, depicted in art as one, the other, or both, depending on where the piece is featured. When coming from the ocean, she is shown as a woman with hair made of sea-foam rising waist-high from the waves. Over land and from the sky, he is drawn as an old man with a long beard, flecked black and gray by storm clouds with eyes of lightning. When depicted together, such as along shorelines, the two are portrayed reaching towards each other, their fingers separated by the smallest of margins. Yet these aspects are not separate: they represent the Wind and the Waves, but the deity is both of them and also neither, for they transcend the mortal concepts of gender and body.

Much like the winds and seas, Gozreh is temperamental and prone to sudden outbursts of wrath. They see all, flitting from the north breeze to the eyes of a starling to the roots of a mighty oak on the other side of the world. Those who pollute nature or destroy the unspoiled wilds might feel a sudden storm of Gozreh's wrath descending upon them, but such fits are unpredictable and indiscriminate, sometimes striking years later and upturning the lives of nearby innocents with no tie to the original trespass. While Gozreh is volatile, they are not malicious. Their rage ceases as quickly as it begins, leaving the sky and waters calm again. The Wind and the Waves sees and feels everything at once, and they do not have the luxury of remaining focused on a single act of desecration for long.

Gozreh is a worldly deity, their interest focused on the weather and living things. Land has little meaning to them, save that the soil gives foundation to trees and fire clears the way for new life. Such things are not reviled by Gozreh's faith; they are simply considered unimportant on

their own. Creatures likewise exist and then they fade, ceding their energy to what comes after. The Wind and the Waves cares more for the wilds, unspoiled by mortals and free to ebb and flow as it sees fit.

Gozreh's clergy and followers represent a wide variety of gender identities. The deity's dual nature resonates with these worshippers, and the faith accepts all identities as part of the natural order. The church doesn't place an emphasis on marriage in particular, and seasonal trysts are equally as common among worshippers as unions that last for life. Members of some of the more secluded sects of the faith remain celibate and isolated, residing in the most remote mountains or shoreline caves and reflecting on Gozreh's independence from relationships—after all, as a deity of dual natures, Gozreh is never truly alone.

Most of Gozreh's followers wear their hair long—sometimes all the way to the ground—and weave seaweed, coral, or shells into it in intricate patterns. Clergy who can do so grow their beards long, often braiding them into tangled tresses. It is not uncommon for Gozran priests to grow their beards or hair to provide nesting material for small, local creatures, matting their hair over several months before cutting this hair to create small nests. Only the occasional priest houses small birds, frogs, or rodents in their hair while it is still attached.

The most devout members of Gozreh's faith stay as far from civilization as possible, living deep in the woods or on barren coastal shores. Those who are more sociable often take positions on ships, where they serve as navigators and are seen as good luck charms who can help the ships avoid the fiercest of storms. These “gale-speakers” come ashore only to change to another vessel and are highly sought after by ship captains. Gale-speakers are not bought, however, choosing their own journeys and favoring vessels with far-flung destinations, waters rarely touched by anything but the Wind and the Waves.

DIVINE INTERCESSION

Gozreh is pleased when their creatures and waterways are treated with respect but quick to show their displeasure.

Minor Blessing: Gozreh grants their guidance while at sea. You are under the constant effects of *know direction* and become trained in Sailing Lore (or another Lore skill if you are already trained in Sailing Lore).

Moderate Blessing: You gain the touch of the sea. You can breathe underwater and gain a swim Speed equal to your land Speed.

Major Blessing: Gozreh has blessed you with their wind in your stride. You gain a +30-foot status bonus to your Speeds, and you gain a fly Speed equal to your land Speed.

Minor Curse: Lightning begins to strike twice. You gain weakness 5 to electricity, and any natural or magical bolts of lightning always target you rather than the other creatures around you.

Moderate Curse: The current of the waves constantly fights against you, putting you at risk of drowning any time you must Swim. You lose any swim Speed you have, unless it's your only Speed, in which case you take a –20-foot status penalty to your swim Speed. When you roll an Athletics check to Swim, you always use the outcome for one degree of success worse than the result of your roll.

Major Curse: Those who displease Gozreh are shunned by nature itself. All animals and nonsapient plant creatures are hostile to you, and any animal companion or familiar abandons you. Sapient plants' attitude toward you begins two categories worse than normal, as something about you seems repugnant to them. While plants and animals might not attack you outright if it's not normally in their nature to do so when they are hostile, dogs growl at you, cats hiss, and so on.



APHORISMS

Adherents of Gozreh typically speak with a bluntness that belies their shrewd insight. Most followers prefer acting over speaking, and axioms vary from temple to temple. Common phrases often consist of simple statements used for giving everyday wisdom.

The storm also passes: As dark as the skies can turn, weather and emotion are both temporary. Life continues, event after event, and while lasting impressions are made, the clouds will eventually clear. Followers of Gozreh use this as a mantra or calming advice for those who come to them in despair.

By the tide and the tempest: Worshippers speak these words to seal solemn oaths, making a promise to both of their deity's aspects. This aphorism is used when swearing in a new acolyte, offering a sacrifice to Gozreh, or threatening retribution for a trespass against nature.

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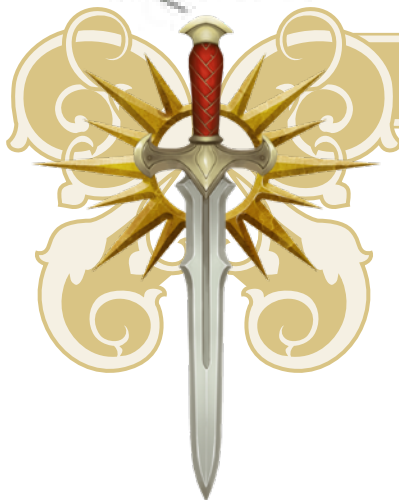
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IOMEDAE

THE INHERITOR

LG goddess of honor, justice, rulership, and valor

Realm Swordhome (Heaven)

Allies Abadar, Sarenrae, Shizuru, Torag

Enemies Asmodeus, Norgorber, Lamashtu

Relationships Arazni (former patron deity), Cayden Cailean (ascended brother), Norgorber (ascended brother)

Temples castles, cathedrals, large and immaculately kept buildings

Worshippers aristocrats, crusaders, judges, knights, rulers, soldiers

Sacred Animal lion

Sacred Colors red and white

Divine Ability Strength or Constitution

Alternate Domains duty

Iomedae, the youngest among the prominent deities of the Inner Sea region, had already proven herself worthy of divinity before her ascension. Born in Cheliah, she followed the path of the sword and fought evil, eventually becoming a paladin of Aroden's herald Arazni. She became a legend among the Shining Crusade, leading the Knights of Ozem in a series of victories over the Whispering Tyrant. Iomedae became the third known mortal to pass the Test of the *Starstone* when she ascended to divinity in 3832 AR. As Arazni had been slain during the Shining Crusade, Aroden elevated the newly ascended goddess to be his new herald. When Aroden himself died, Iomedae inherited most of his worshippers and became a major deity of honor and justice.

Iomedae's followers heed her call to take up arms against evil and fight wickedness for the majority of their lives. This may take the form of physical combat against the likes

of fiends, undead, and other sinister creatures, but devotion to the Inheritor also manifests as individuals fighting against adversity, oppression, or injustice through their own personal methods. Wherever courage, righteousness, and valor are needed, Iomedae's followers thrive. Iomedae is popular among lawful good adventurers, and those who worship her sometimes show their faith by wearing a thin white chasuble over their normal adventuring gear.

The Inheritor does not see herself as deity of war, but she places great value on prowess at arms and is patron to many military orders, and her saints are known for their combat skill. As the only woman who has ascended to divinity through the Test of the *Starstone*, she offers a haven for women fleeing from cruel partners, slave masters, and other oppressors. Many of these women grow to become skilled knights in their own right or earn positions of great influence within her church.

Iomedae's favored weapon is the longsword, and while it is not required of them, many of her priests and champions refuse to use any other weapon. In fact, swords are so important to her faith that they are engraved on the wedding rings of the faithful, and the dead are buried with small sword tokens or even just a scrap of paper marked with a sword. They eschew the practice of burying an actual sword with the dead, however; swords are



instead passed down to a family member or a student who has need of them, or are donated to a temple for use by priests and holy knights. The only exception is when a sword has become damaged beyond repair or where magic or some other influence keeps the sword tied to its wielder. Even in these cases, such swords have a habit of turning up in moments of great need, as if Iomedae herself charged it with continuing its duties. Armor is of similar importance to Iomedaeans, and they are rarely buried in their armor. Many bequeath suits of armor to loved ones so they can continue to serve Iomedae's cause.

Priests of Iomedae often travel, usually with a circle: a group of 10 to 50 individuals under the charge of a sword knight. Many priests serve on the front lines of battle, directly combating evils themselves or aiding others who share their cause. Priests in cities keep their ears tuned for crime and work to stamp it out. Those who can't endure the rigors of battle or choose a more peaceful path often work in courtrooms, serve as advisors to nobles and local leaders, or train the next generation of crusaders. Iomedae's churches are rarely staffed directly by champions, clerics, or priests, as most prefer to remain active in their work. Instead, layfolk and acolytes serve at most churches within cities, though some crusaders become the wards of shrines and temples in more remote regions.

Iomedae's holy days include Ascendance Day, which marks the day she passed the Test of the *Starstone*; Inheritor's Ascendance, which marks the day she became Aroden's herald; the Day of the Inheritor, which marks her assumption of Aroden's mantle; Remembrance Moon, a holiday commemorating the fallen in the Shining Crusade against the Whispering Tyrant; and Armasse, an ancient festival that includes jousts, duels, and other tests of arms. She also upholds the day of Mourningfell, where those who remember Arazni solemnly mourn her death at Tar-Baphon's hands. Much of her faith surrounds a document called the *Acts of Iomedae*, which details 11 miracles she performed as a mortal paladin. Iomedae manifests as a resplendent knight in shining armor. As she was born in Cheliaz, she appears as a woman of Taldan ethnicity, fully armed and ready for battle.

DIVINE INTERCESSION

Iomedae grants her blessings to those who show valor in trying times.

Minor Boon: You always present yourself at your best. Your clothing and person are always clean and unrumpled, the metal of your blade and armor shining and unblemished. This doesn't prevent you from being exposed to diseases and other afflictions via filth, but it protects you as well as if you had washed thoroughly right away.

Moderate Boon: Your heart beats with a determined valor. Once, Iomedae ends all negative effects affecting you, unless they are from an artifact, deity, or similarly powerful source; she also restores all lost Hit Points and replenishes your spells, Focus Points, and other daily resources.

Major Boon: Iomedae imbues your blade with great power. Longswords you wield gain the *axiomatic*, *holy*, and *major striking* runes while you hold them. These property runes count toward the number of runes you can have on your weapon, and if this would cause your weapon to exceed its limit, choose which ones to keep each day when you prepare. You gain a +2 status bonus to attack rolls with longswords.

Minor Curse: Your blade and armor have dulled like lead. Your weapons, armor, and shields have half their usual Hit Points and Break Threshold.

Moderate Curse: Tactical advantages never seem to work the way you planned. You can't receive a circumstance bonus to your attack rolls, and enemies don't take any circumstance penalties to their AC against your attacks.

Major Curse: All blades reject your wicked heart. Any weapon you wield automatically becomes broken after you Strike with it. This curse can't break artifacts or similarly powerful weapons.



APHORISMS

Iomedaeans use a number of battle cries to inspire valor on the battlefield, but they also share a number of phrases to spread the Inheritor's wisdom.

A used blade never dulls: The phrase serves as a reminder to keep one's body ready and one's mind sharp, as challenges can rise at any moment.

For victory, for the heart: This prayer refers to striking to the heart to ensure death. It is often used as a battle cry, but less warlike followers might use it at any time they are doing something which requires accuracy, such as cutting down a tree.

[Their] cloak turned red: When Iomedae goes into battle, her cloak changes from white to red. This phrase evokes that imagery and is used in reference to a knight or priest who embarks on the warpath, whether by literally entering battle or more figuratively against threats to the church, or even simply against an acolyte who has played a prank.

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IRORI

MASTER OF MASTERS

LN god of history, knowledge, and self-perfection

Realm Serene Circle (Axis)

Allies Abadar

Enemies Asmodeus, Norgorber

Relationships Gruhastha (nephew)

Temples dojos, libraries, monasteries

Worshippers hermits, historians, martial artists, monks, scholars

Sacred Animal snail

Sacred Colors blue and white

Divine Ability Intelligence or Wisdom

Alternate Domains change, vigil



Irori exemplifies the concepts of self-perfection. His dogma states that he was a mortal who gained godhood through achieving a physical and mental state that surpassed mortal limitations. His followers seek to emulate their god's divine state by perfecting themselves using the words of the *Unbinding of Fetters*, Irori's sacred text. The illuminated pages of the tome detail numerous physical, spiritual, and mental exercises, as well as methods of learning and remembering.

In addition to self-perfection, Irori is the god of history and knowledge, perfectly knowing the universe around him. He encourages his followers to follow suit and learn all they can about the world and what lies beyond. Even though Irori perfected himself, he is also a patient and kind teacher. He and his clergy allow each student to learn in a way that fits them by offering a multitude of practices and methods.

As the Master of Masters, Irori teaches that a person is composed of a unified body, mind, and spirit. When one masters all three aspects of themselves as one, they see the Triune Self. To most mortals, the body and mind are more easily known than the spirit, so study begins there. Success gained from mastering the body and mind is then used to penetrate the secrets of the spirit and attain enlightenment.

The search for perfection leads many followers to the priesthood, where they wander as solitary monks or dwell in secluded monasteries in endless practice. Many of these monasteries are sprawling complexes closed to the general public. The faithful pray, sleep, exercise, and study in their seemingly endless quest of perfection and purity, often taking vows of poverty and silence. Other temple complexes provide guidance and training to visitors in exchange for tithes and donations. Some of Irori's worshippers instead wander alone, strengthening their connection to Irori by giving up the distraction of material goods and living in caves, forests, or even graveyards. These ascetics may go naked or wear rags, and locals often believe they have mystical abilities. Despite their appearance, these worshippers are well respected among Iroran faithful.

It is said that enlightened members of Irori's clergy are so self-aware they know when the hour of their death approaches. In preparation for this moment, some faithful ingest a diet of poisonous teas and nuts to perform self-mummification. This ritual allows them to watch over their monasteries after death and come to the aid of the faithful if necessary. Others, particularly

those considered the most devout, seemingly disappear from the mortal world. These supposedly handpicked individuals are said to “walk with the Master,” becoming divine servants of Irori.

In addition to a priest’s search for self-perfection, the clergy of Irori still live and participate in worldly cycles. Monk-priests often act as historians and chroniclers for a region, and the libraries of Iroran monasteries house ancient and occult knowledge, making them popular among bards and sages. Elder clergy take this role to heart, gathering and storing knowledge for the sake of knowledge. Irori espouses that all knowledge is worth knowing and cares not for how it is used, except when it would create a loss of self-control. This seeming indifference to good or evil can put Irori’s faithful at odds with more dogmatic churches.

When ministering to layfolk, priests of Irori act as guides and shepherds, nudging worshippers to improve themselves. Some worshippers focus on one or two aspects of Irori’s teachings and methods to become great unarmed warriors and gladiators, while others study medicine and philosophy exclusively. Even others study the history of the world or a given kingdom or region.

Because of Irori’s perfect nature, his followers tend not to depict him in art, believing that any depiction of the Master of Masters would pale in comparison to his actual appearance. Instead they use song and poetry to praise the indescribable flawlessness of their god. They describe him as a Vudrani man with dark skin, clad in simple robes and wooden shoes. Long hair worn in a simple braid sprouts from his otherwise bald head, the braid often wrapped around his neck as a necklace.

DIVINE INTERCESSION

Irori grants his boons to those making progress on their paths toward perfection. He avoids bestowing misfortune as punishment, preferring to do so only to give an individual a challenging obstacle to overcome to help them progress in their quest for self-perfection.

Minor Boon: Irori grants you great insight and knowledge. Once, when you roll a failure at a check to Recall Knowledge, you get a critical success instead. Furthermore, the check loses the secret trait, so you know for sure that the result was a critical success. Irori typically grants this boon for an extremely consequential check to Recall Knowledge.

Moderate Boon: Your body rebuilds after adversity, becoming stronger. You can cast *wholeness of body* as an occult ki spell. If you didn’t have one already, you gain a focus pool with 1 Focus Point and are trained in occult spell attack rolls and spell DCs (*Pathfinder Core Rulebook* 157 has full information on what happens when you gain your first ki spell).

Major Boon: You can temporarily ascend to a greater form. You can cast 8th-level *righteous might* once per day as an occult innate spell. When you do, your form appears unremarkable, rather than clad in powerful armaments.

Minor Curse: Irori challenges you to seek another path, rather than treat every problem as a nail just because you have a hammer. If you select a check for which you have a higher bonus when another method would have been more appropriate for the situation, such as using Deception to lie through life because it’s your highest modifier, even if it would be better to reach a compromise through Diplomacy, you must roll twice and take the lower result.

Moderate Curse: Irori challenges you to adapt to adversity in order to perfect yourself. You become weighed down as if under heavy weights, becoming clumsy 2 and encumbered until you accomplish a challenging task of Irori’s choosing.

Major Curse: Irori makes all living creatures forget your existence. This can be further compounded by raising Irori’s ire, resulting in your name being obliterated from all written records. In both cases, memories and writings rearrange themselves to omit you smoothly, rather than leaving obvious gaps.



APHORISMS

Irori is attributed with countless adages. Most of these aphorisms have to do with self-betterment and pushing on through adversity.

May Irori forget you: As the god of history, it’s accepted that Irori knows all that has transpired. Cursing someone so that Irori forgets them implies a wish that they did not exist and is particularly hurtful among friends or family. A variant, “May Irori forget this,” is commonly uttered after an uncommonly embarrassing or farcical event.

Remember, so you may light the way: When a follower of Irori has knowledge of the past they are better prepared for the future. This is often said as a send-off when starting a journey or as a prompt to delve into history to solve a current problem.

There is no perfection without change: Irori teaches that the way to perfection is through change. Followers of the Master of Masters say this when times are difficult as encouragement to continue despite adversity.

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LAMASHTU

MOTHER OF MONSTERS

CE goddess of aberrance, monsters, and nightmares

Realm Kurnugia (the Abyss)

Allies Ghlaunder

Enemies Abadar, Asmodeus, Desna, Iomedae, Rovagug, Sarenrae, Tsukiyo

Relationships Pazuzu (ex-consort)

Temples caverns, ruined buildings, abandoned orphanages

Worshippers gnolls, goblins, monsters, outcasts

Sacred Animal jackal

Sacred Colors red and yellow

Divine Ability Constitution or Strength

Alternate Domains change

For those who revel in the corruption of the pure or who find themselves spurned and neglected by a world that despises their differences, Lamashtu offers respite among her grotesque brood. The Mother of Monsters readily accepts mortals into her fold and has made it her goal to twist mortal life toward her abhorrent ideals. Her intervention is widely known to inflict corruptions and terrible nightmares. Ostracized individuals who share her ideals will find this intervention a boon, while others treat similar events as horrible curses.

Above all else, Lamashtu desires the proliferation, permeation, and dominance of her children. Her touch upon the mortal world reveals the repugnant flaws among those considered to be beautiful and moral. She and her followers seek opportunities to rip the veil of innocence from every creature and reveal the writhing, heinous potential in a hypocritical world.

Lamashtu takes the form of a pregnant woman with scars crossing her swollen belly. Great black wings protrude from her back, and her legs contort into enormous avian talons. A third eye is vertically set above her jackal snout.

From Kurnugia, her personal realm in the Abyss, she reigns as the Queen of Demons and creator of heinous beasts. Her children, either burst from her body or sculpted from her monstrous mind, serve as pinnacles of might among her followers. Her faithful pursue her ideals to become or create ever more vile monsters and spread her murderous influence over the mortal realm.

Lamashtu encourages her worshippers to embrace monstrosity and may assist in this endeavor by granting torturous nightmares to unlock their minds to the might and truth she offers. Their corrupted imaginations fabricate ever more horrendous images



for Lamashtu to introduce into reality. Devotees sacrifice the flesh and bone of conquered beasts and their enemies to provide building material for their mother to mold new monstrous brethren or to grant the gift of mutation to her faithful.

Child-bearing followers are able to directly imitate some of their goddess's abilities. Bearing monstrous children for Lamashtu is regarded as one of the most sacred acts achievable within her religion. The mental and physical torment these worshippers experience during their Lamashtan pregnancies and the gruesome births they endure are sacrifices that earn them great prestige—should they survive. Worshippers with the durability to survive several births, and who proudly bear the scars from them, are honored by other Lamashtans and reign as the utmost authority in the faith.

Lamashtans spread their goddess's doctrine via a variety of paths. Warriors protect the brood alongside their monstrous siblings. Healers focus on keeping followers alive through multiple births and are talented in ensuring wounds form atrocious scars. Caretakers with the strength to manage the church's monstrous children are rewarded with blessings by the goddess to aid them in their duties. Worshippers of all kinds are likely to venture into the world as missionaries, recruiting shunned individuals and forsaken communities to benefit the prosperity of the brood.

When those not among Lamashtu's faithful feel her presence, it is an omen of unimaginable misfortune. Communities subjugated by monsters and demons may find themselves pleading with Lamashtu to spare them from her children's wrath. Expectant parents who wake in the night from traumatizing nightmares fear what horrors their offspring may bring.

Lamashtu's obsessive creation of new monsters promises to reshape the mortal world into a sinister menagerie of vile corruptors. Her devotees join a family of all manner of demons and beasts with the goal to cultivate and glorify the loathsome. To the world that ostracizes them, Lamashtans offer this ultimatum: join the brood, or perish under its might.

DIVINE INTERCESSION

Lamashtu rewards kinship with monsters and brutal dominance in combat. Those who offend her serve the brood as prey or unwilling sacrifices.

Minor Boon: Lamashtu's touch mutates a part of your body. You gain either an unarmed Strike that deals 1d6 damage or one that deals 1d4 damage and has the finesse and agile traits. Whether the attack deals bludgeoning, slashing, or piercing damage depends on the mutation. If the unarmed Strike replaces a limb, you can still use the mutated limb for its original functions. Lamashtu chooses the form and function of your mutation.

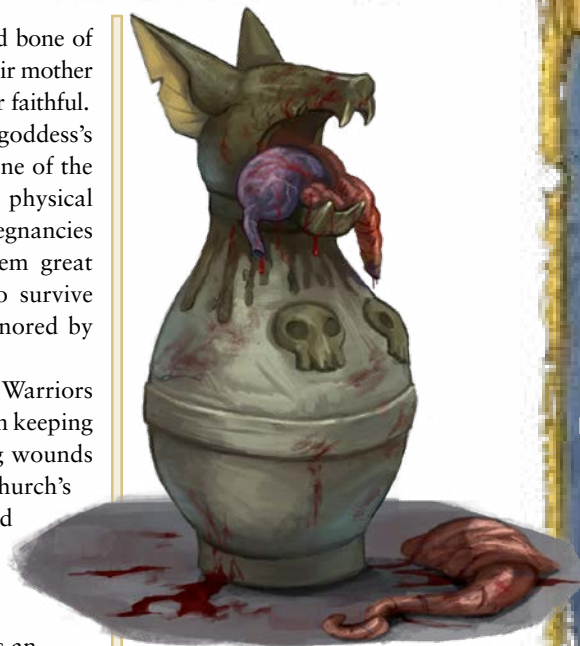
Moderate Boon: You spread Lamashtu's nightmares everywhere you go. You can cast *confusion* once per day as an divine innate spell.

Major Boon: Lamashtu uses your body to birth a new monster, regardless of your gender. Once per day, you can spend 1 minute to birth a monster determined by the GM, which rips its way from your belly. The monster's level is up to your level and it does as it pleases, following Lamashtu's will, though it doesn't attack you unless you have lost her favor. You are drained 3 from the ordeal.

Minor Curse: Horrid visions torment your mind, overlaying reality at inopportune times. You treat everything around you as if it was concealed.

Moderate Curse: Lamashtu marks you as prey. Any creature with imprecise or better scent can smell you from $100 \times$ the usual range of their scent and can't shake the feeling that you smell like prey, so they might attack you even if they would normally avoid attacking creatures of your ancestry. This smell doesn't magically compel their action, and the scent of prey doesn't overcome a deeper bond such as that with an animal companion.

Major Curse: Your dreams are an unending stream of nightmares. You need 16 hours of rest to try to get enough sleep to recover resources in daily preparation that normally require an 8-hour rest, and even then, you must succeed at a DC 15 flat check to do so, and you are still fatigued on a successful check.



APHORISMS

Lamashtu's followers utter phrases that drip with their mother's monstrous wisdom. Others use phrases to keep her beasts at bay.

It's another scar on the belly: Also sometimes stated as "The scars are the proof," this saying expresses the sentiment that your hardest trials can become your best qualities. This phrase was brought into new communities by goblins who abandoned Lamashtan worship. It spread in popularity for its seemingly positive message, but those familiar with its origins are often nervous about the reference to the brutal scarring of Lamashtu and her profane mothers.

Sweet dreams and safe deliveries: In communities that have suffered a history of tragic Lamashtan births, this comforting saying is a popular way to wish people, especially expectant parents, a life safe from Lamashtu's notice.

The three-eyed gaze sees you (me/us): Among Lamashtu's faithful, this phrase is said ritualistically at the completion of auspicious deeds, such as the creation of new monsters. Its declaration rallies the brood to prove themselves to their goddess. When hissed in vicious tones to unaware victims, it is a vile threat and omen of impending wrath.

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NETHYS

THE ALL-SEEING EYE

N god of magic

Realm Ahkanefti (Maelstrom)

Allies none

Enemies none

Temples cathedrals, libraries, towers

Worshippers scholars, scribes, spellcasters, wizards

Sacred Animal zebra

Sacred Colors black and white

Divine Ability Wisdom or Intelligence

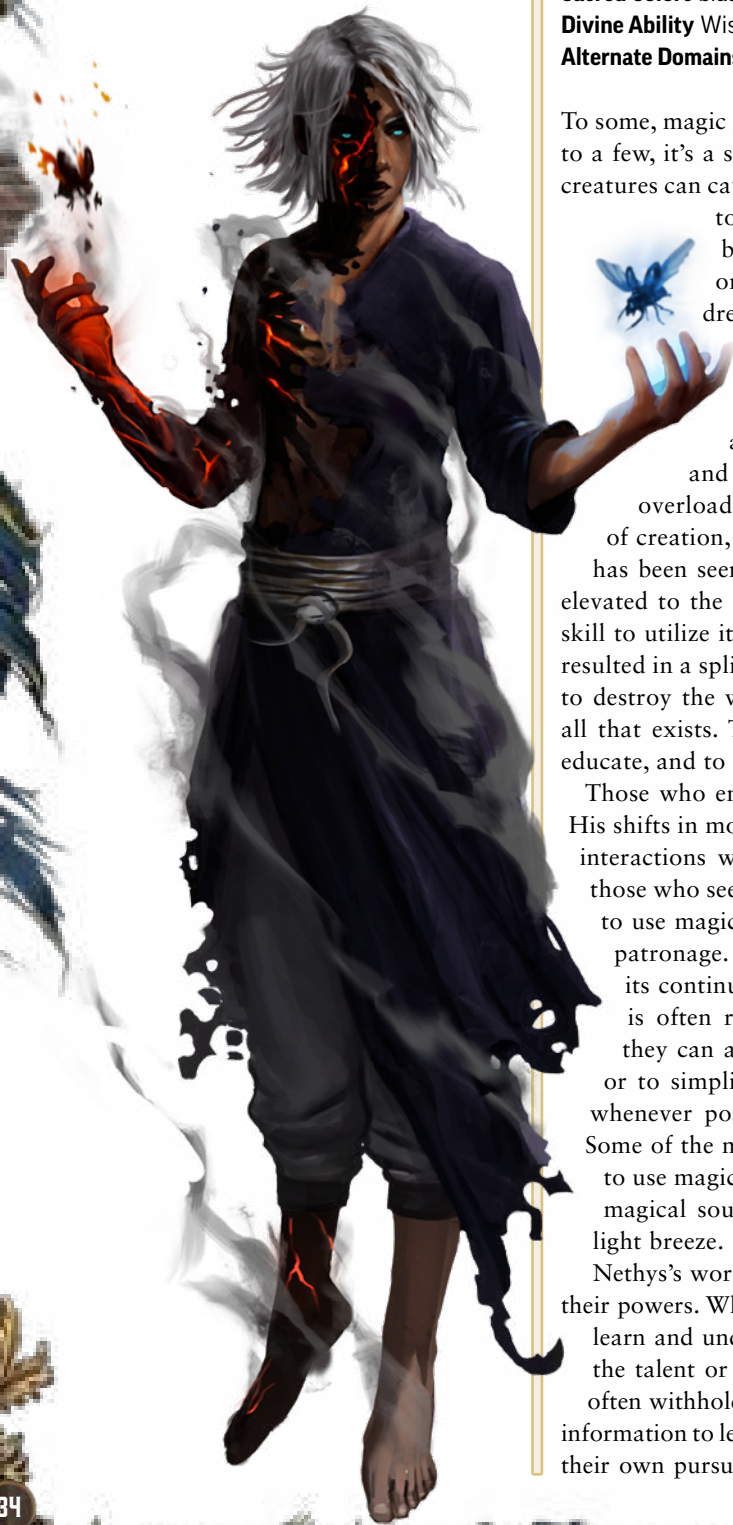
Alternate Domains glyph

To some, magic is a powerful weapon. To others, it's a malleable tool. And to a few, it's a source of purpose. With an understanding of spellcasting, creatures can cause fire to erupt from their hands, call otherworldly beings to aid them, bewitch the senses, and even bring the dead back to life. The ability to reshape reality to better suit one's needs and desires is a powerful call that most only dream of being able to answer, and few are ever able to truly master such might.

One such master was Nethys, who was revered as a god-king in ancient Osirion. Having sought to unlock all of the secrets and potential held within the planes and beyond, Nethys shattered his own mind from the sheer overload of knowledge to which he was exposed. Witnessing all of creation, the secrets of the universe, and the vast expanse of what has been seen and will be seen rent his mind in the same moment he elevated to the status of a god. Nethys gained unlimited power and the skill to utilize it, but at the cost of his core self and mental security. This resulted in a split soul, two sides warring within the same body. One seeks to destroy the world, to purge it through fire and ruin, and to conquer all that exists. The other attempts to protect the world, to elevate and educate, and to release it from its limits.

Those who encounter Nethys typically describe him as unpredictable. His shifts in mood and outlook, which occur without reason, often make interactions with him strained. Yet despite the difficulties, he teaches those who seek him out, regardless of their intent. So long as they strive to use magic, to explore its limitless potential, they can earn Nethys' patronage. From the vilest curses to the purest remedies, magic and its continued use seem to be the only drive Nethys maintains. This is often reflected in his followers, who may seek to uncover all they can about the arcane by crafting new uses for existing spells, or to simplify mundane tasks through magical means. Using magic whenever possible is an often-practiced tenet of Nethys's followers. Some of the more zealous followers take it to the fullest extent, opting to use magic for doing all their household tasks at once, utilizing only magical sources of light, or constantly providing themselves with a light breeze.

Nethys's worshippers seek to gain greater knowledge and expand upon their powers. While the majority of his faithful welcome those who seek to learn and understand magic, a fair portion actively shun those without the talent or patience for it. Many followers push for others to learn, often withholding the full answers to questions and offering just enough information to lead others to seek out the answers themselves and learn from their own pursuits. Some instead guard their knowledge jealously, hoping



to ensure their own understanding far outpaces that of others who chase similar knowledge. It is common for the followers of Nethys to come off as aloof or indifferent, perhaps even mirroring the god of magic by attempting to balance the world around them, allowing disaster that could be prevented while bringing structure where it is lacking. Most refrain from politics, instead choosing to take impartial viewpoints that do not require taking hard stances, though a Nethysian's neutral stance makes them perfect advisors for rulers dealing with magic-related issues.

Standalone temples constructed solely for the worship of Nethys are rare. Instead, many double as libraries and studies, and preexisting libraries and colleges often hold shrines to Nethys within. Most of these temples are grandiose edifices whose imposing nature suggest architecture only capable with the aid of magic. In fact, many of the caretakers of such sites take pride in the unique spells required in the creation of the more elaborate temples of Nethys. A few more remote locations hold small shrines to Nethys, often containing small traveling libraries along with various scraps of research that might spur those who stop and partake to pursue new knowledge, though such shrines are particularly rare. These shrines and their libraries are constructed by followers who actively roam the lands in search of new secrets. Priests of Nethys commonly wear contrasting colors, often one light and one dark, or take to painting or tattooing one half of their body to better represent the duality of the god of magic.

DIVINE INTERCESSION

Nethys is often impartial to his followers and their wishes, so it is rare to gain a heightened favor from the god of magic. However, blatant disregard and stifling of magic will certainly earn his ire.

Minor Boon: Nethys casts a powerful spell to help you in a pinch. Once, Nethys casts a spell 1 level higher than the highest-level spell you can cast. If you can't cast spells, Nethys casts a 1st-level spell to help you.

Moderate Boon: Nethys grants you insight into the secrets of magic. Add one spell from a different tradition of magic to your spell list. You still must learn it or add it to your repertoire normally.

Major Boon: You are granted supreme magical knowledge and mastery. If you are a prepared spellcaster, you can switch one of your prepared spells for another spell you could have prepared in that slot; if you are a spontaneous spellcaster, you can switch one of the spells in your spell repertoire for another spell you could have chosen for your repertoire instead. In either case, you make this switch by using a single action, which has the concentrate trait. (If you are neither a prepared nor a spontaneous spellcaster, Nethys won't grant you his major boon.)

Minor Curse: The secrets of magic become mentally taxing. You are permanently stupefied 1.

Moderate Curse: Your magic wars against itself like Nethys's dueling halves. Whenever you cast a spell, attempt a DC 11 flat check. On a failure, if your spell was harmful, you instead cast a beneficial spell of the same level on your intended targets, and if it was beneficial, you instead cast a harmful spell of the same level on your intended targets. If the spell benefited some targets and harmed others, you cast a spell of the same level that switches who benefited (for instance, changing a *heal* spell that harmed undead and healed the living to a *harm* spell that healed undead and harmed the living). You still lose the spell slot for the spell you were trying to cast.

Major Curse: Nethys severs your connection to magic. You lose all your spellcasting abilities and cannot gain any future spellcasting.



APHORISMS

Nethys's followers prefer phrases that require knowledge of magic or wordplay in order to decipher.

That which is not there, is: This saying is as cryptic as the god of magic himself, and those who understand its intent readily recite it as they chase new knowledge. It signifies that just because an idea or entity is not currently understood or doesn't currently exist doesn't mean that it can't be understood, and often spurs the pursuit of understanding. That which is not immediately seen can still be learned from and uncovered, often granting new insight.

Point with the finger of his scorched black hand: This reference to Nethys's hand, burned black with magic, has multiple meanings that become apparent when translated into other languages. At a base level, it directs followers toward a challenge that allows them to learn, while at the same time warning that the challenge could be destructive.

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NORGORBER

BLACKFINGERS, FATHER SKINSAW, THE GRAY MASTER, REAPER OF REPUTATION

NE god of greed, murder, poison, and secrets

Realm Duskfathom (Axis)

Allies Achaekek, Sivanah

Enemies Abadar, Cayden Cailean, Erastil, Gruhastha, Iomedae, Sarenrae, Torag

Relationships Cayden Cailean (ascended brother), Iomedae (ascended sister)

Temples alchemy shops, merchant houses, thieves' guilds

Worshippers assassins, murderers, poisoners, politicians, spies, thieves

Sacred Animal spider

Sacred Colors black and gray

Divine Ability Dexterity or Intelligence



Norgorber is the most mysterious of the Ascended, the group of mortals who assumed godhood after passing the Test of the *Starstone*. Unlike Iomedae's and Cayden Cailean's mortal existences, Norgorber's life before his ascension is a mystery; the god himself has shrouded details of his mortal life in secrecy. This is no surprise to those familiar with Norgorber—he is the master of all secrets, a calculating manipulator who cleverly and ruthlessly wields the power of hidden knowledge to achieve his own ends. Only his most trusted worshippers know enough about his goals to assist in the god's plans, and even those worshippers often have their memories modified after their parts in Norgorber's schemes are complete.

In artwork, Norgorber is often portrayed merely by his religious symbol: a black, featureless mask. The god actively interferes in artists' attempts to realistically reproduce his likeness by causing blindness or tremors to prevent completion of their work.

Those who claim to have seen him can describe only a nondescript hooded figure in black and gray, with his face lost in shadows.

Norgorber is worshipped in four aspects, each of which embodies a facet of the god's sinister portfolio: Blackfingers, god of poison; Father Skinsaw, god of murder; the Gray Master, god of thieves; and the Reaper of Reputation, god of secrets. Norgorber's followers typically align themselves with one aspect above the others, though some temples venerate the god in all of his guises. Temples dedicated to different aspects of the god operate independently, though they might work together to accomplish complicated schemes planned by the god or his minions.

Blackfingers: In his aspect as the god of alchemists and poisoners, Norgorber represents the covert use of dangerous substances to achieve personal gain and the pursuit of alchemical secrets regardless of the consequences. Even alchemists who worship more benevolent gods covet the secrets known by Blackfingers, though his worshippers would contend that nonbelievers are too cautious or kindhearted to successfully pursue Norgorber's forbidden techniques. Followers of Blackfingers are reckless experimenters, selectively breeding spiders or scorpions to develop stronger venoms or testing chemical tinctures on prisoners to study their effects. Their experiments often lead to the development of useful contraband, such as untraceable poisons that mimic the effects of disease or powerful acids that eat through locks or prison bars.

Father Skinsaw: Bloodthirsty and brutally violent, Norgorber's Father Skinsaw aspect is worshipped by only the

most heartless killers. Whether they're merciless bandits, cutthroat thieves, or fearsome butchers, followers of Father Skinsaw focus on snuffing out life, either as a show of dominance, a gruesome sacrament, or a celebration of depravity. While senseless killing is enough for many worshippers of Father Skinsaw, some serial killers see their crimes as steps in the unknowable plans of their dark god. For them, every murder is a prayer.

The Gray Master: Blackmail, extortion, larceny, kidnapping—all of these are sacred to followers of the Gray Master. Norgorber's aspect as the god of thieves encourages his followers to seize what they can get and disregard moral compunctions and the law. While individual guilds of thieves might follow guidelines that ensure profitability or help them avoid authorities, those that follow the Gray Master seek to profit at the expense of others. Of all the god's aspects, the Gray Master is the most likely to have organized cults of followers, and his priests often hold important positions in thieves' guilds, gangs, and crime syndicates.

The Reaper of Reputation: Politicians, spymasters, and even archivists or researchers might worship Norgorber as this, his least malevolent aspect. The Reaper of Reputation represents the power of information: the power of discovering it, the power of keeping it secret, and the power of whispering it in the right ear at the right time. While many good people are interested in gathering useful information, those who follow the Reaper of Reputation usually do so to further their own selfish ends and seek to leverage insider knowledge for personal gain. Price manipulation and political corruption are the trade of many of the Reaper of Reputation's followers, but his most extreme worshippers might ferret out a secret and then kill anyone who had learned of it, merely to keep its power for themselves.

DIVINE INTERCESSION

Norgorber's favor and displeasure are subtle, yet powerful.

Minor Boon: Norgorber protects your secrets and lies. Once, when you roll a failure at a Deception check to tell a Lie, you get a critical success instead. Norgorber typically chooses to grant this boon to protect an extremely consequential lie.

Moderate Boon: Your poisons are everlasting. If your Strike with a poisoned weapon critically fails, or succeeds but fails to deal slashing or piercing damage, the poison is not spent. The poison is still spent once successfully applied to a creature.

Major Boon: You become a living secret. You are immune to divination effects and attempts to magically alter your memory, unless you choose to be affected or those effects come from a deity, artifact, or similarly powerful source. You also can never be tricked or forced by mundane means into uttering a secret you wish to keep.

Minor Curse: Norgorber allows thieves to get the better of you. Whenever you Earn Income, you earn money as if the task were 2 levels lower due to theft, loss, or bad fortune.

Moderate Curse: Poisons are quick to debilitate you. When you roll a failure at a Fortitude save against a poison, you get a critical failure instead.

Major Curse: Norgorber steals away your memories. Once each day when you awake from rest, roll 1d4. On a 1, you forget the events of the previous day forever. On a 2, you temporarily experience complete retrograde amnesia for that day, unable to recall information from the past, including who you are. On a 3, you temporarily forget a single important subject for that day (Norgorber tends to intentionally chooses a memory to cause distress, such as making you forget your spouse on your anniversary). On a 4, you temporarily remember false memories on a single important subject for that day, blended seamlessly into your true memories.



APHORISMS

Many followers of Norgorber use a mix of key words, double entendre, and nonverbal signals to communicate with fellow believers without attracting the attention of the uninitiated. The following two sayings, however, are common among most of Norgorber's followers, though they are careful not to utter them around nonbelievers.

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.

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PHARASMA

LADY OF GRAVES

N goddess of birth, death, fate, prophecy, and time

Realm Boneyard

Allies Alseta, Tsukiyo

Enemies Urgathoa

Temples catacombs, cathedrals, cemeteries, hospitals, libraries, river islands

Worshippers midwives, morticians, physicians, pregnant people, prophets, scholars, those close to death or engaging in deadly ventures

Sacred Animal whip-poor-wills

Sacred Colors blue and white

Divine Ability Constitution or Wisdom

Alternate Domains souls, time, vigil



No record of history, and not even other gods, can recall a time before Pharasma. Her throne lies within a vast, gothic cathedral located on the infinite Spire at the center of the planes. From here, she looks both forward and backward in time, observing the births, lives, and deaths of every soul, as she serves as the final arbiter of a soul's destination after death.

Psychopomp servants of Pharasma guide and safeguard newly dead souls along the River of Souls to her realm, where she judges each soul and ensures it is sent to the proper plane for its afterlife, according to its alignment and mortal deeds. Although she can see all possible fates and knows the fate of each individual, free will and choice can alter a soul's final destination, and she places great weight on the individual's actions and personal choices. Therefore, Pharasma withholds her final judgment until a soul stands before her. Her prophecies are cryptic, and their full meanings are rarely revealed until the foretold events occur.

Once Pharasma has judged a soul, it can no longer be returned from the dead by mortal magics such as *raise dead* or *resurrect*. While it may be within Pharasma's power to do so, she has never withheld a soul from its proper destination—not even from the realms of gods she may despise. She embraces her role with a dispassionate dignity that often makes her seem aloof or uncaring, but in truth she simply understands the necessity of impartiality to sustain the cycle of life and balance throughout the planes. Almost all other deities show Pharasma great deference, for she is the only one they trust to unfailingly distribute souls to their proper planes.

Pharasma abhors the creation of undead and magic that traps souls, preventing them from arriving in her realm for judgment and disrupting the balance of the cycle of souls. She commands her followers to destroy all such abominations and to release any bound souls.

Pharasma is usually portrayed as a tall, ash-skinned woman with white eyes and wild, flowing, white hair, cloaked in dark robes and holding an hourglass filled with red sand. Many dread her as a grim reaper, ready to take their souls at the end of their mortal existences. Yet many also worship her as the guardian of birth and new

souls, a wise scholar, and a healer. These worshippers call her The Mother of Souls, a title reflecting her protective and guiding nature. Pharasma's religious symbol depicts a silver-and-blue spiraling comet, which signifies the bright and winding path of every soul's potential.

While her faithful most often wear black clothing trimmed in purple or silver during rituals, they are also fond of wearing brilliant shades of silver, blue, and purple throughout their daily lives and during sacred rites celebrating birth and life. Midwives and physicians carry silver religious symbols of Pharasma on long chains when they go to bless newborn children or say prayers over the dying. Scholars and oracles embroider Pharasma's spiral or an hourglass to represent their belief in fate, prophecy, or observation of time. Those devout to Pharasma are generally circumspect when it comes to taking sides in politics or conflicts. Priests of Pharasma can frequently be found blessing, healing, and tending to the dead on rival sides of disputes, battles, and even wars with equal efficiency.

Places of worship dedicated to Pharasma range from the simplistic to the ostentatious. Mausoleums and crypts usually contain at least a token idol or shrine dedicated to Pharasma. Shrines to her can be as simple as a carved stone on a river island or within a graveyard. However, Pharasma's temples are towering, gothic cathedrals decorated with stained glass and carved statuary. These temples typically have universities, hospitals, and immense libraries attached above ground, and vast, deep catacombs intricately decorated with the bones of the deceased below. Wealthy patrons and scholars pay membership fees to access knowledge and wisdom within her temples. Since being interred within the catacombs of Pharasma is deemed a blessing, they also contribute sizable donations to secure prominent locations for their bodies' later interment in the crypts, often as an attempt to gain favor during Pharasma's judgment of their soul in the afterlife. It is not uncommon for entire libraries or estates to be donated to the church of Pharasma from the deathbeds of the rich and powerful concerned with how their mortal deeds will reflect upon their immortal soul.

DIVINE INTERCESSION

Those who would prevent a soul from reaching the afterlife draw Pharasma's ire, but those who merely dabble in pursuits like lengthening their life or resurrection are usually ignored, as eventually death comes for all.

Minor Boon: You see a momentary, prophetic glimpse of your fate. Once, you gain a +2 status bonus to a single check; you can apply this bonus after you determine the result, and it can potentially change the degree of success.

Moderate Boon: You gain a greater mastery over the energies of life and death. Your Strikes deal 1 positive damage to undead. Your spells that deal positive damage to undead gain a +1 status bonus to damage per spell level, and your spells that heal the living gain a +1 status bonus to the Hit Points restored per spell level.

Major Boon: Pharasma keeps you alive to fulfill your fate. The GM secretly chooses a fate Pharasma knows you must fulfill. Until you fulfill this fate, any time you would die, a grave but nonfatal misfortune instead befalls you. You take at least a full day to recuperate and you potentially face permanent consequences, but you don't die. If you would have died even once without this boon, once your fate is complete, you let out a final sigh and then die peacefully.

Minor Curse: Horrifying or enticing visions of your final judgment distract you from the task at hand. You take a -2 status penalty to initiative rolls.

Moderate Curse: Fate turns against you and reveals dire portents. Divinations such as *augury* cast by you or that involve you always suggest woe. Once per day after you attempt a check, the GM can make the result of the roll a natural 1.

Major Curse: Pharasma wills the end of your life and your lineage. You become unable to have children (or otherwise procreate by any means, including create spawn abilities) and are permanently doomed 2.



APHORISMS

Pharasmians use a great number of rituals and tokens for their many ceremonies. Along with these, they also use numerous phrases, including the following.

All who live must face her

judgment: This phrase is customarily uttered when one must make a fated decision or when warning someone about their poor behavior.

Not this year, not yet: A brief prayer spoken to the goddess of death, asking to delay the inevitable in order for the speakers to accomplish more in their lives.

Pharasma's sands keep running:

This phrase, in reference to the sands of time continually flowing through Pharasma's hourglass, is commonly spoken when either someone is taking too long or when one must wait a long time.

The Lady shall keep it: A solemn oath to keep a secret by swearing that only Pharasma shall hear it from the confidante (and only then after death).

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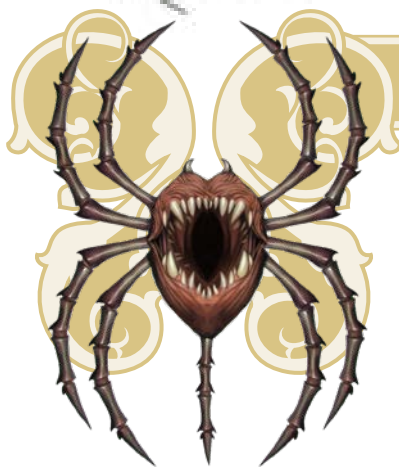
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ROVAGUG

THE ROUGH BEAST

CE god of destruction, disaster, and wrath

Realm The Dead Vault

Allies none

Enemies Abadar, Asmodeus, Calistria, Desna, Gozreh, Lamashtu, Pharasma, Sarenrae, Shelyn, Torag, Zon-Kuthon

Temples caverns, chasms, fortresses, pits

Worshippers destructive zealots, doomsayers, hate-mongers, warlords

Sacred Animal scorpion

Sacred Colors brown and red

Divine Ability Strength or Constitution

Alternate Domains swarm, void

Rovagug has no single holy scripture. He has little use for one, for his sole commandment is to destroy, and his followers need no instruction in how to accomplish that. The figurative and literal monsters who worship Rovagug share their myths and legends in secret shrines and hidden caves, calling him the Rough Beast, the Imprisoned King, the Tide of Fangs, the Unmaker, and the Worldbreaker. They tell each other that each life they snuff out, each piece of art they destroy, each work of labor they bring tumbling down puts a crack in the prison that holds their god. Each of their little efforts of destruction adds up and will one day free him, setting him loose to bring about the end of all things.

They tell of how Rovagug crawled millennia ago from beyond the depths of the universe, leaving only devastation in his wake.

An endless number of lesser gods fell before him, devoured in his massive maw or crushed beneath his unholy bulk.

His worshippers whisper in anger of a cowardly alliance of the

other gods, who couldn't hope to stop him alone: While

sly Calistria distracted the Rough Beast, foul Torag,

weak Gorum, and judgmental Pharasma conspired to

forge an unbreakable prison in the heart of Golarion.

Arrogant Sarenrae had the temerity to challenge

Rovagug directly. She used holy fire to lure him

close to the world that would be his prison

before finally slicing a great rift on the surface

that drew him in. Only then did cowardly, smug

Asmodeus seal Rovagug in the Cage, taunting

him with the Hell-forged key.

Still, his worshippers say, this prison merely contains

Rovagug, and only for now. He sleeps fitfully, his

shudders causing the earth to tremble and mountains to

fall, his cries of rage spewing noxious gases to poison

his enemies' followers. His flesh births and

sustains horrors undreamed of, parasites

with the power to wreak destruction

above. The deadliest of these—

great spawn such as Festering

Ulnat, the Unholy First;

Chemnosit, the Monarch

Worm; Xotani, the Firebleeder; and Tarrasque, the Armageddon Engine—are

almost gods in their own rights, laying waste to Golarion and leaving nothing

but destruction in their wakes. They have caused catastrophes on a scale most

of the Rough Beast's followers only dream of, monstrous steps toward setting

Rovagug free to feast on the gods who locked him away.



While most of Rovagug's followers simply seek an end to all, his most extreme worshippers believe they will be uplifted as gods in a new world Rovagug will create after destroying the old. In truth, the Rough Beast cares nothing for them. He cares only about destruction and bringing an end to all things. Should the day come that his prison fails, he would, after enacting his vengeance on the other gods, turn on his own spawn and followers, devouring them as surely as all else.

Rovagug's faith is forbidden in civilized lands, where no temple to him is allowed to stand. The Rough Beast's worshippers revel in the hatred of the other gods and their faithful. Creatures who take up Rovagug's service live to destroy. Most are monsters or hail from communities that celebrate destruction; they cry out paeans to the god as they cut through lesser creatures in howling fits of rage. A few individuals—all somewhat monstrous in their own right—follow Rovagug in their lust for the power that they believe even the other gods fear, or in the mistaken belief that the obliteration the god promises would clear the way for a new birth. Even they know enough to not name their deity in the open, however, lest they be swiftly cut down.

The few adventurers who follow Rovagug cherish destruction, laying waste to as much as they can. They may be warlords, cultists seeking to open the locks of Rovagug's prison, warriors who have seen such horrors that they can envision only destruction, or vengeful souls who want an end for themselves and all who have hurt them.

DIVINE INTERCESSION

Rovagug's imprisonment means he can almost never intercede on Golarion, but some places lead far enough into the earth that the god's profane influence can leak through. He is as likely to curse those who draw his attention as he is to reward them, though great enough acts of violence and destruction may earn his favor.

Minor Boon: Your attack becomes more destructive. Once, one of your failed or successful attacks becomes a critical hit, and your weapon or unarmed attack gains the deadly d12 trait for this attack, replacing any deadly trait it already had. Rovagug typically grants this boon when the critical hit could destroy something precious or significant.

Moderate Boon: You can devour all. Your mouth grows into a horrible circular, insectile maw of needle-like teeth. You gain a bite unarmed attack that deals 1d8 piercing damage. Additionally, you can stomach eating anything you can fit down your throat—even rocks or small objects. You gain a +4 status bonus to saves resulting from eating something, such as diseases, poisons, or other effects of the ingested object. This doesn't allow you to digest magic items that would otherwise be difficult or impossible to destroy, such as cursed items or artifacts.

Major Boon: You can crack the surface of Golarion, accelerating the release of the Rough Beast. You gain the Quaking Stomp barbarian feat.

Minor Curse: Whenever you are imprisoned, you thrash and shake as your mind fills with desperation. Any time you are restrained or otherwise imprisoned (such as being sent to jail), you are also clumsy 2 and stupefied 2.

Moderate Curse: Your destructive rage seeks to remain unbound. Any armor you wear automatically becomes broken. Other items in your possession occasionally become broken over time.

Major Curse: You are useful only as a beacon of destruction. You are permanently confused, rampaging against anything and everything in your sight, and you deal an additional 18 damage with your unarmed and weapon Strikes.



APHORISMS

The nature of those who worship Rovagug means few adages arise among the faithful beyond frenzied cheers at a foe's death or mocking thanks when a needed object breaks, but some have made their way into wider use.

When the Cage crumbles: This understated threat carries the promise of eventual death. It speaks to his followers' certainty that Rovagug will break free and spread destruction. The faithful sometimes use it to learn whether another shares their beliefs, hoping for a response of "Gods will die."

Nothing holds me: Fanatic followers use this battle cry to indicate their god is working through them, and thus is unconstrained by his prison.

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SARENRAE

THE DAWNFLOWER

NG goddess of healing, honesty, redemption, and the sun

Realm Everlight (Nirvana)

Allies Cayden Cailean, Desna, Iomedae, Shelyn

Enemies Asmodeus, Lamashtu, Rovagug, Urgathoa

Relationships Desna (lover), Shelyn (lover)

Temples cathedrals, churches, infirmaries, standing stones

Worshippers healers, mediators, philanthropists, the redeemed

Sacred Animal dove

Sacred Colors blue and gold

Divine Ability Constitution or Wisdom

Alternate Domains repose

Sarenrae is one of the most popular deities on Golarion by virtue of her association with the life-giving sun and her perpetual offer to help anyone be their best, even when they have made mistakes.

Most people thank her for her kind work to channel the sun's power for everyone's safety and livelihood, and thank her clergy for granting her healing power to all who need it. Mortals look to the Dawnflower as an example of boundless love, exquisite kindness, and true patience. They pray to her to heal the sick, lift up the downtrodden, and illuminate darkness of circumstance as well as darkness of spirit. Her followers aspire to emulate her through generosity, nurturing, truthfulness, and selfless courage. They oppose evil everywhere with words first, and when necessary, with scimitar and flame.

Sarenrae is also much revered as a symbol of renewed hope, having selflessly led the charge against Rovagug to save Golarion from utter destruction in the mythic past. It was she who cast Rovagug into his terrible tomb within the world and set the fire of the sun within his prison to weaken the Rough Beast and prevent his escape. She has the aspect of an angel, having originated as one of the mightiest angels before establishing herself as a true deity, and she resumes this aspect of a burning avenger when she encounters evil too entrenched for even her to redeem it.

Sarenrae's holy text is *The Birth of Light and Truth*. It records her struggles as an angel before mortal history began and also offers guidance on resisting evils of convenience, standing against cruelty in the world, and teaching and redeeming an evil soul. Preachers often publicly cite the text in passionate sermons when condemning cruelty and corruption, giving the faithful a reputation as fiery zealots. In places like Qadira, this puts many of her followers in conflict with those in power who allow or even support evils like slavery—in recent times, she has stripped her

blessings from those among the faith who condoned such evils, though after the Dawnflower's temper cooled, she has publicly offered redemption to disgraced faithful who are willing to repent.

The church of Sarenrae is devoted to healing all ills, nourishing body and spirit, and correcting evils. It is a flexible, quasi-familial organization that calls its members to go where they are needed. Most people recognize Sarenrae's bright, soaring temples, which allow services to be performed in direct sunlight. The largest tend to incorporate Keleshite architecture, as in many areas Sarenrae's faith spread ahead of Kelesh's economic expansion. Sarenite services are traditionally joyous, with singing and dancing. Milestones in family-building and personal growth are especially celebrated, including adoption, marriages, coming of age, and recognizing a former evildoer as rehabilitated.

Clergy are called to do many kinds of good in the world. They feed the hungry, tend the ill, heal the injured, and guide the lost. Many are trained as diplomats and advisers in the hope of maintaining peace and ensuring that governments are just and merciful. They also counsel those with torn spirits, mediate disputes, and rehabilitate those who have wronged others. Although most day-to-day work of the church is peaceful, its members practice swordplay and magic both as a form of meditative art and as preparation to strike down irredeemable evil with merciful speed.

Those who have done great wrongs but feel regret sometimes join Sarenrae's church because the goddess offers a chance at redemption even to people who have committed terrible evils. The reflective and intimate Candlemark holiday on the winter solstice—celebrating the personal reasons that each individual follower joined the church—has special significance to these followers, as well as new practitioners and those in trying times.

DIVINE INTERCESSION

Sarenrae often bestows boons for making a sacrifice to do better or taking a risk to redeem another. She typically curses those who betray her mercy.

Minor Boon: Your healing hands are blessed with a warm flame. Once, when you heal another creature, instead of healing it for the normal amount, you heal the creature to full Hit Points, no matter how much damage it has taken. Sarenrae typically grants this boon in extremely consequential circumstances.

Moderate Boon: Your blade burns the irredeemable. Your attacks deal an additional 1d6 fire damage that ignores fire resistance.

Major Boon: You are a voice of peace and rehabilitation. When you roll a success at a check to Request something, you get a critical success instead. In addition, all creatures other than fiends, undead, and mindless creatures allow you one chance to speak your piece and make requests before entering combat. If you or an ally ever use the time from the request to gain an advantage in an ensuing combat (for example, by casting preparatory spells, positioning for combat, or waiting out your opponent's preparatory spells), Sarenrae immediately revokes this boon, or possibly curses your ally.

Minor Curse: The sun burns you for your transgression. You receive a sunburn that causes you to become permanently clumsy 1.

Moderate Curse: The sun shines its light on everything you say. You become unable to tell lies, and if you attempt to do so, you instead compulsively blurt out the truth on the matter in question. You are still able to withhold information or lie by omission.

Major Curse: Sarenrae restricts your ability to harm others. All attacks you make, spells you cast, and other sources of damage you deal are nonlethal except against fiends and undead, and you can't ever make them lethal. You deal minimum damage except against fiends and undead. All creatures except fiends and undead gain a +4 status bonus to their AC and saving throws against your attacks and other effects.



APHORISMS

Sarenites commonly swear by Sarenrae to promise honesty, because she is believed to curse those who lie after doing so. They also use these aphorisms.

The dawn brings new light: This phrase is often spoken to invite blessings upon a good turn in life, which might be as momentous as the birth of a child, or as small as an especially satisfying meal. As a litany, it reassures the faithful that each new day is another chance from Sarenrae to do better, and a promise that circumstances will improve (if perhaps only in the afterlife).

For the sun and the fury: Most worshippers only see this battle cry painted or carved on the cornerstones of Sarenite temples, where it is meant to scare off unrepentant evil. In battle, Sarenites utter this phrase to invoke her power against evil (especially fiends and undead) and to evoke holy fire.

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SHELYN

THE ETHERAL ROSE

NG goddess of art, beauty, love, and music

Realm Blossomheart (Nirvana)

Allies Abadar, Brigh, Calistria, Cayden Cailean, Desna, Erastil, Sarenrae, Shizuru

Enemies Asmodeus, Rovagug, Urgathoa, Zon-Kuthon

Relationships Desna (lover), Sarenrae (lover), Zon-Kuthon (brother)

Temples art galleries, cathedrals, gardens, museums, theaters

Worshippers artists, lovers, minstrels, musicians, seekers of redemption

Sacred Animal songbird

Sacred Colors all

Divine Ability Wisdom or Charisma

Alternate Domains repose

Shelyn watches over existence with a kind and loving eye, encouraging mortals to make the best of their lives by spreading love, art, and beauty as best they can. Even the crudest artistic awakenings are worthy of praise in the goddess's eyes, as they represent an individual's expression of life's trials and triumphs. She believes every creature is worthy of love and capable of creating art in their own way. Shelyn's religion does not require chastity, fidelity, or a particular relationship structure, as the passion of early romance is a facet of love just as important and valid as the comfortable trust between a long-married couple. However, she does make the distinction between courtship and pure carnal desire, and she prefers that trysts blossom into more meaningful relationships along the way.

As the goddess of art and beauty, Shelyn's appearance changes drastically depending on the cultural norms of the artists who depict her. She has been portrayed as nearly every ancestry, though usually with some distinctive similarities: her ankle-length hair is marked with festive rainbow streaks and her eyes are blue, silver, both, or one of each color.

Shelyn's mother is unknown, though some claim she was born of an ancient goddess of love. Shelyn's father was the spirit-wolf Thron, who roamed Golarion in primordial times singing feral praises to love, life, and the universe. Though Thron had many partners and children, he had only two children who grew to surpass him in power: Shelyn and Dou-Bral. After a fight between the siblings, Dou-Bral rejected his divine responsibilities and disappeared beyond the edge of the Great Beyond. He eventually returned, but changed: possessed by some malevolent spirit and reshaped as the twisted and corrupted lord Zon-Kuthon.

The two siblings clashed once more, this time coming to a truce only when Shelyn wrested her brother's gold-plated glaive, *Whisperer of Souls*, from his hands, believing it to be the source of his corruption. Though Zon-Kuthon remains evil, going so far as to mutilate and reshape his own father into a grotesque herald,

Shelyn still believes that her brother exists somewhere beneath the corruption, and she hopes to one day redeem him.

This tragic schism in Shelyn's family contributes to her belief that all creatures deserve love, and that even those who have turned to



evil still carry love within them, along with the possibility of healing and redemption. While Zon-Kuthon, Asmodeus, Rovagug, and Urgathoa are sometimes considered enemies of her faith, in truth Shelyn doesn't look at any creature in a way that fits the mortal concept of "enemy." Even evil deities and their faiths tend to look more kindly on Shelyn and her worshippers than they do the other good gods.

While she is well aware that love and art are not easy things and can even be sources of pain at times, she remains a steadfast optimist with the knowledge that even broken hearts may be mended, and that even a turbulent experience with love can be an educational and healing journey. But she also recognizes that some creatures may distort love into jealousy or warp the urge to create into greed or obsession. While she appreciates passion and perseverance in the face of adversity, Shelyn never asks her followers to forsake the well-being of themselves or others to pine obsessively, aggressively pursue an uninterested person, or endanger themselves for art. It is equally important to her followers to spread love as it is to correct those who would use Shelyn's name to justify selfish, covetous, or cruel deeds.

Shelynites gather at her temples on the holy day of Crystalhue, a winter celebration full of creation, friendly gatherings, and courtship. Many couples get engaged or married on Crystalhue, and the temples host grand feasts in the evening for the whole community to gather and enjoy food, company, and performances long into the night. No matter the season, Shelyn's temples are adorned with flowers, art, and images of her religious symbol: a songbird with vibrant rainbow tail feathers.

DIVINE INTERCESSION

When creatures perform pleasing acts, such as spreading beauty, or displeasing actions, such as betraying loved ones, Shelyn may respond accordingly.

Minor Boon: Once, when you roll a failure on a Diplomacy check, you get a critical success instead. Shelyn typically grants this boon only when the Diplomacy check would serve to increase love or offer a chance of redemption.

Moderate Boon: You are inspired to create great works and become a virtuoso at all arts. You gain the Specialty Crafting feat and the Virtuoso Performer feat in all categories of Crafting and Performance.

Major Boon: Your inner beauty and love surround you in an aura. As long as you bear them no ill will, all creatures other than fiends, undead, and mindless creatures start with an attitude of friendly toward you, unless they would have been helpful instead. This doesn't mean they are willing to change their life or plans for you, and this boon does not prevent their attitudes from worsening if you try to thwart them. This effect doesn't work against deities and similarly powerful creatures. Additionally, the love you share with your friends inspires them. You and your allies gain a +3 status bonus to saving throws and skill checks as long as you can see each other.

Minor Curse: Your heart churns with remorse. Each day, you are sickened 1 as a specific misdeed plays out in your mind over and over in guilt. You can't remove this condition, though it abates enough for you to quickly eat and drink when necessary. If you make amends or otherwise earnestly pursue redemption for the misdeed, the sickened condition fades completely that day.

Moderate Curse: Others subconsciously recognize your past betrayals. Whenever you attempt a Diplomacy check and roll a failure, you get a critical failure instead, and if you roll a critical success, you get a success instead.

Major Curse: Those who spread misery via false love face Shelyn's greatest curse. You lose the ability to distinguish any living being from another through appearance, voice, scent, or similar sensory means. You can make out physical size (so you wouldn't mistake an ant for a horse), but nothing further. If you were merely shallow, every creature you see has generic, bland features, but if your deeds were vile, you see only the faces of those you have wronged.



APHORISMS

Followers of Shelyn share a number of sayings that they weave into their poetry, songs, or everyday expressions.

The creation of beauty is the highest art: Any effort to make the world a more beautiful place is considered by Shelynites to be a blessing. This includes visual art, music, literature, or expression through makeup or clothing.

Love and beauty belong to all: All beings are capable and worthy of love, even those who have been twisted or corrupted by such facets of love as jealousy or possessiveness. Love is a power that has the strength to redeem and unite, and it is as varied in meaning as all the creatures who feel it in their hearts.

Love is the greatest of all things: Shelyn's greatest teaching is that love is the most powerful of all forces. It drives the actions of mortals and gods alike, and it endures beyond knowledge, language, and ambitions. Painful emotions such as anger or fear are echoes of a love that is missing, and therefore can be soothed only by love.

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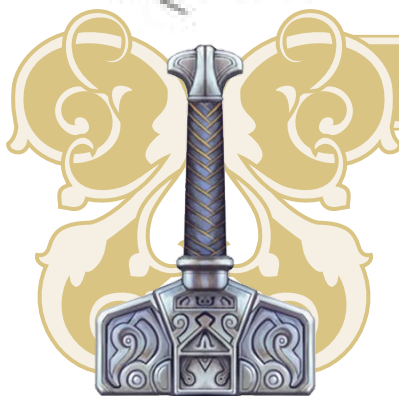
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TORAG

FATHER OF CREATION

LG god of the forge, protection, and strategy

Realm Forgeheart (Heaven)

Allies Abadar, Cayden Cailean, Erastil, Iomedae, Nivi Rhombodazzle

Enemies Rovagug

Relationships Nivi Rhombodazzle (divine protégé)

Temples battlefields, castles, cathedrals, caverns, forges, fortresses, warehouses

Worshippers dwarves, guards, hunters, miners, smiths

Sacred Animal badger

Sacred Colors gold and gray

Divine Ability Constitution or Wisdom

Alternate Domains duty

The head of the dwarven pantheon is the most visible of the dwarven deities, to the extent that Torag is the only dwarven deity most non-dwarves know of. While the other dwarven gods represent specific areas of dwarven life and culture, thus forming an expansive and comprehensive dwarven pantheon, Torag's areas of concern are those most central to dwarven society. In his own family, Torag models the values of community and protection that have cemented deep-rooted relationships among dwarven clans. His focus on strategy and tactical acumen centers on protection, reflected in dwarves' impenetrable fortresses and conservative military tactics, including their willingness to use offensive maneuvers as a form of defense. He also represents the forge: the creation of fine works from raw materials, practice and mastery of a craft, and pride in one's work.

His purview extends even to those activities that feed the forge and dwarven artisanship, such as mining the earth for raw ore and gemstones. Torag's oversight over these core concepts has secured his place at the head of the dwarven pantheon for ages.

It was Torag who sent the dwarves on their legendary Quest for Sky during the Age of Darkness, and his worship was long-established even then. Indeed, among dwarves, Torag is often called the Father of Creation.

Worship of Torag centers around the forge, literally and figuratively. Many sites of worship include an active forge, and crafting is incorporated into worship services. The god's teachings urge the faithful to continually practice and improve their artistry, regardless of their specific craft. Though metalworking is the most iconic skill, Toragdans also appreciate and encourage masonry, leatherworking, gem cutting, cooking, brewing, and virtually every other pragmatic craft. Refining one's techniques and improving skills are highly valued among Torag's followers, and this pursuit of quality and betterment is an aspect that draws many non-dwarves to the faith.

A forge means nothing without the community around it, and as a result, Torag's followers hold family, friends, and the wider society to be of utmost importance. This aspect of Torag's faith has attracted the worship of



no small number of non-dwarves seeking a faith that focuses on bettering or protecting one's own society.

It comes as no surprise that Torag places a strong emphasis on defense and combat prowess in the name of protecting one's community. Followers of Torag are expected to train in martial techniques and lead in the defense of the home—including, with no reservations, offense against the community's enemies. Even so, the emphasis remains on protection, and Torag's focus on the use of military might for defense rather than conquest and glory is a key component in dwarves' tendency to remain ensconced in their fortresses and existing territories rather than expanding their borders.

Torag encourages his followers to develop their skills in tactics, planning, and forethought, but he also supports the ability to think on one's feet and respond in the moment to the chaos of combat. Tales of the god's exploits in battle tell of his calm and collected demeanor, rarely losing his temper—a temperament that his worshippers seek to emulate.

Torag's church celebrates family events, such as marriages, births of children, and deaths. Stability, tradition, and orthodoxy are ingrained in the church, with values conveyed through legend and storytelling. Clerics and priests are thus central pillars of a dwarven community. Dwarven champions of Torag thrive, typically as paladins serving at the forefront of a community's military operations, and these champions' merciless devastation of their community's enemies is a terrifying sight. Toragdans believe in destroying the community's enemies, lest showing mercy lead to further bloodshed down the line, which makes being a redeemer virtually impossible to the faithful of Torag. When a dwarven settlement needs to address a far-off challenge, it is often champions who take up the task. In areas with few dwarves, encounters with these roaming faithful are sometimes the only interactions non-dwarves have with followers of Torag.

DIVINE INTERCESSION

Torag makes his pleasure or displeasure known through unsubtle signs.

Minor Boon: Torag repairs your equipment so you may continue your vigil. Once, a shield, weapon, or other item you hold or are wearing recovers all of its Hit Points. The item's Hardness doubles for 1 minute. Torag can grant this boon just as the item would have been destroyed, preventing the item's destruction. Occasionally, he grants this boon to restore an item important to dwarven history that has already been fully destroyed.

Moderate Boon: You are counted as family among Torag and his followers. You gain the effects of a single dwarf ancestry feat of Torag's choice, even if you are not a dwarf, as long as you maintain Torag's blessing.

Major Boon: Standing watch or guarding a location counts as resting for you, preventing you from being fatigued due to lack of rest as long as you stand watch for at least 6 hours a day. You can recover your Focus Points (if you have them) by standing guard in addition to any other options you have available. When on guard, you gain a +4 status bonus to Perception to notice ambushes and other dangers approaching. As long as you are holding a shield, you are always Defending during exploration without needing to move at half your travel speed, and you can perform another exploration activity as well. While you are using a shield, its Hardness increases by 5.

Minor Curse: Shoddy artisanship makes itself known. Whenever an item you're using takes damage, it is broken.

Moderate Curse: You must prove your skills at a craft by providing your own equipment. You gain item bonuses only from items you make yourself.

Major Curse: You are forever cast out from your home. Members of your community have their attitudes towards you shift two steps worse, meaning those who used to be helpful are now indifferent, those who were friendly are now unfriendly, and all others are now hostile. This doesn't necessarily result in violence, but hostile community members generally seek your permanent exile.



APHORISMS

Torag's worshippers can be found uttering the following phrases.

Hammer and Tongs! The name of Torag's holy text is often blurted as an exclamation, typically as a response to something outrageous, surprising, or frustrating. Though the words themselves don't carry immediate meaning, they usually serve to ground the speaker, reminding them of the larger body of Torag's teachings and helping them gain perspective on a startling or difficult situation.

An anvil is nothing without fire: Priests use this phrase to teach that working without a goal means nothing and that fighting without purpose accomplishes nothing. The saying reinforces Torag's directives to wage war primarily as a defensive measure centered around the community, encourages followers to pursue crafting with a goal in mind, and so forth. Many dwarves can recount tales of hearing these words as an admonition after particularly reckless events during their youth.

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URGATHOA

THE PALLID PRINCESS

NE goddess of disease, gluttony, and undeath

Realm Bloodrot (Abaddon)

Allies Ghlauder, Zon-Kuthon

Enemies Erastil, Gorum, Gozreh, Pharasma, Sarenrae, Shelyn

Temples cathedrals, crypts, feast halls, graveyards

Worshippers gluttons, necromancers, sybarites, undead

Sacred Animal fly

Sacred Colors green and red

Divine Ability Constitution or Wisdom

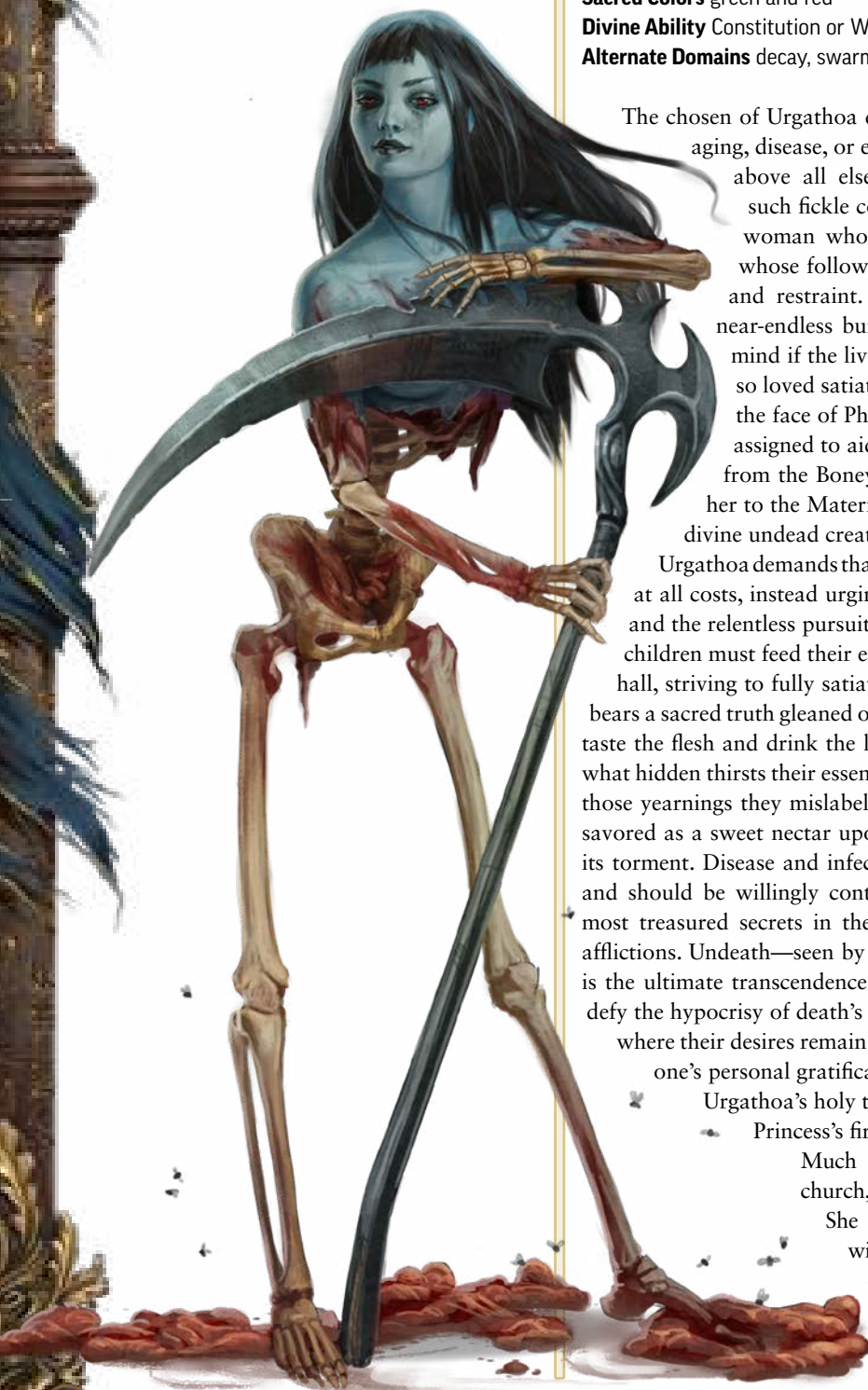
Alternate Domains decay, swarm

The chosen of Urgathoa do not dread the flaws of mortal flesh, such as aging, disease, or even death, for so long as they indulge in excess above all else, their goddess offers eternal freedom from such fickle constraints. Urgathoa herself was once a mortal woman who challenged and rejected the tenets of deities whose followers expected mindless conformity, temperance, and restraint. Why would the gods craft Golarion into a near-endless buffet abundant with pleasures of the body and mind if the living weren't destined to feast from it? Urgathoa so loved satiating her life's appetites that in death, she spat in the face of Pharasma's judgment, murdered the psychopomp assigned to aid her transition to the afterlife, and tore herself from the Boneyard with a feat of will that not only returned her to the Material Plane but also transformed her into the first divine undead creature.

Urgathoa demands that her faithful reject moderation and self-restraint at all costs, instead urging reckless gluttony, constant experimentation, and the relentless pursuit of appetites of the flesh. Above all, Urgathoa's children must feed their endless hunger. They must dine from every great hall, striving to fully satiate their cravings as they feast, for every morsel bears a sacred truth gleaned only from its consumption. Her followers should taste the flesh and drink the lifeblood of other sapient creatures to discover what hidden thirsts their essence might quench. Only the weak fear to indulge those yearnings they mislabel as strange and taboo, for even poison can be savored as a sweet nectar upon the tongue if one is strong enough to relish its torment. Disease and infection are but tests of her followers' conviction and should be willingly contracted and endured, as Urgathoa reveals her most treasured secrets in the fevered dreams that often accompany these afflictions. Undeath—seen by so many as a perversion of the mortal form—is the ultimate transcendence beyond the body's limitations, for those who defy the hypocrisy of death's judgmental gaze shall never know an existence where their desires remain unfulfilled. Nowhere are these tenets of putting one's personal gratification and sensation first more espoused than in Urgathoa's holy text, *Serving Your Hunger*, written by the Pallid Princess's first champion, Dason.

Much like the principles held by members of her church, Urgathoa's existence defies the natural order.

She is often depicted as a raven-haired woman wielding an enormous scythe. Her upper torso is clad in skin as pale as a vampire's; her abdomen peels into rotted strips of flesh that expose her entrails; and her pelvis, legs, and feet are torn clean of muscle and flesh, revealing little more



than bleached bone. Her clothes, if she wears any, are stained with blood and bile—more often she wears nothing, in a mockery of the carnal form. Some say the footprints left from her first steps upon Golarion filled with a pestilence so indomitable it has spawned thousands of other plagues as it evolves and adapts, leaving mortals incapable of developing an immunity to it. Others say the first words Urgathoa spoke after returning to the Material Plane stole the breath from the lungs of those who heard them, transforming these poor creatures into wraiths and specters that shared her endless hunger. The faithful hold that her touch can evoke pleasures so great that those who know her embrace never experience a desire for anything else ever again. And should Urgathoa ever bestow a curse upon an individual, her followers believe it can be removed only by gorging in excess on the raw flesh of sapient creatures.

The church of Urgathoa is organized as a matriarchy. Usually, a powerful female cleric presides over each temple, leading a congregation composed mostly of necromancers, undead, or those hoping to eventually become undead. While most worshippers of Urgathoa concern themselves less with spreading her faith than increasing their own pleasure in her name, they often work together to ensure that her temples are devoted to offering experiences rife with pure sensation. Temples with more experienced clerics tend to offer services that can satisfy more peculiar, and often grotesque, hungers. Her faith is illegal in most nations of the Inner Sea region, though she is venerated openly in Geb.

Senior clergy of Urgathoa sometimes practice a ritual known as the Reaping, in which they don clean gray robes and arm themselves with scythes before heading out into the surrounding countryside to deal as much death and destruction as they can upon worshippers of Urgathoa's most hated enemies. During the slaughter, each cleric attempts to inflict wounds that spatter as much blood and gore upon their garments as possible, believing that if Urgathoa is pleased by the results of the Reaping, she will grant a boon to each worshipper who participated. The blood-soaked robes from a successful Reaping are often displayed in temples of Urgathoa as symbols of the goddess's approval of the local clergy's efforts.

DIVINE INTERCESSION

Urgathoa interferes in mortal affairs to fuel her own self-gratification and obsession with observing new sensations.

Minor Boon: You feast on the spoils of life and death. You gain the benefits of the irongut goblin heritage, regardless of your ancestry. If you already have this heritage, the circumstance bonus increases to +4.

Moderate Boon: Urgathoa blesses you as one of her children. You gain negative healing.

Major Boon: When you contract contagions, you experience fever dreams filled with insight. Once afflicted with a disease, you gain the effects of *foresight* with yourself as the target until no longer afflicted with any disease.

Minor Curse: You must overindulge or partake in forbidden feasts before you find yourself even remotely sated. You need to eat 20 times as much food as normal to avoid starvation, though you always feel hungry regardless of how much you eat. If you dine on the flesh and blood of sapient creatures, you need to eat only the normal amount of such meals and your hunger abates.

Moderate Curse: Urgathoa cuts you off from positive energy without granting you the blessing of undeath. You are harmed by positive effects and don't recover Hit Points from them, as if you were an undead or had negative healing, but you are still harmed by negative effects as normal.

Major Curse: Urgathoa teaches you that pointless lives in slavery to death and morality are bound to end in tragedy. You develop an incurable wasting disease that leaves you clumsy 2, enfeebled 2, and unable to move except by Crawling. This disease never progresses further to kill you, but it passes to your friends and loved ones merely by sight, wasting them away unto death before your eyes and causing them to rise as undead to haunt you.



APHORISMS

The following phrases are common among followers of Urgathoa.

May you dine forever: Devotees of Urgathoa believe all will be consumed—it's only a matter of time. Followers of Urgathoa often use this phrase to call upon others to perform acts of wanton gluttony, bestow a rite of passage to an ally, or subtly reveal their faith to other followers of the Pallid Princess.

May you never hunger again: While a fool can mistake this as a benediction, it is a damning insult, often whispered to an enemy just before the victim takes their final breath.

Pay the pox: As a disease runs its course, victims can no longer afford the cost of their own flesh—their bodies wither and die along with their material ambitions. But worshippers of Urgathoa believe themselves above "paying the pox," as she allows them to evade the tax of mortality through undeath.

Rot in the gut, froth in the mouth: Oft uttered before performing a ritual obedience to the goddess, such as consuming rancid food or eating while painfully full.

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ZON-KUTHON

THE MIDNIGHT LORD

LE god of darkness, envy, loss, and pain

Realm Xovaikain (the Shadow Plane)

Allies Urgathoa

Enemies Desna, Rovagug, Shelyn, Sivanah

Relationships Shelyn (sister)

Temples abandoned graveyards, cathedrals, caverns, haunted woodland clearings, laboratories, ruined city squares, torture chambers

Worshippers the desperate, sadists, shadow cultists, torturers, velstracs

Sacred Animal bat

Sacred Colors dark gray and red

Divine Ability Constitution or Wisdom

Alternate Domains void

The Midnight Lord embodies and glorifies pain, shadows, and mutilation, and he is one of the most twisted and malevolent gods on the face of Golarion. Once known as Dou-Bral, he crafted the immense Star Towers that still help keep Rovagug pinned in his prison at Golarion's heart, lending his own skill and ability to the great deific alliance to bind that evil entity.

Yet a divine argument between him and his sister Shelyn resulted in the god departing for parts unknown. Zon-Kuthon traveled beyond the edges of the multiverse and stared into the face of the incomprehensible things that dwell there. No one knows what he found in that place, but he returned—changed, but claiming to be strengthened by what he had endured. Likewise, the nation of Nidal on Golarion, which is bound to him, is a nation of survivors, founded by those few strong enough to do what they must so their people could survive the terrible aftermath of Earthfall and the Age of Darkness that followed.

Zon-Kuthon teaches that torment is the ultimate pleasure and sacrament, and that inflicting and enduring pain is the truest strength. Experiencing pain and learning to embrace it allows one to purge the weakness of their body and spirit. After all, much of mortal creatures' fear is rooted in the struggle to avoid pain in one way or another. If a follower can learn to embrace that pain instead, the chains of fear fall away, becoming a tool to be wielded. Worshippers thus endeavor to inflict as much torture and misery as possible on themselves and others; they look to the cruel outsiders known as velstracs for inspiration, including the use of spiked chains as a primary weapon.

The anguish Zon-Kuthon teaches is not limited to physical injury. Zon-Kuthon teaches his followers to understand, overcome, and revel in psychological pain as well, breaking down morality and twisting compassion into numb pragmatism. This is best exemplified by his troubled relationship with his sister Shelyn, who hopes to redeem him despite all evidence as to the impossibility of this task, and his chaining of his own father, breaking the deity's spirit and transforming him into the hateful servitor now known as the Prince in Chains.

Some worship Zon-Kuthon out of necessity, especially in Nidal, where veneration of the Midnight Lord is heavily interwoven into the culture and political landscape, and where deviation from this dark norm generally leads to tragic results. Outside those borders, some contemptible



individuals gravitate toward a faith that allows them to embrace and practice their own sadistic desires. Still others find that Zon-Kuthon provides a level of understanding in the face of inescapable pain: to some, the bleak faith offers a means of finding release when faced with an inability to feel.

Zon-Kuthon is cruel, but he is patient, willing to collaborate with others, and unlikely to provoke conflicts with other gods. He keeps to himself, though one might argue that this is more a case of other deities keeping their distance from him. Likewise, his followers tend to keep their own counsel, perhaps seeming aloof to others, but they have no qualms about working with others to achieve shared goals. The god, his church, and his nation on Golarion all operate within a strict, unyielding hierarchy that followers understand and uphold, each playing their part as dictated by the Midnight Lord's teachings.

Regardless of the worshipper or their reasons for following the Midnight Lord, his worship is terrible and merciless, often bloody, and sometimes deadly. The faithful are often easily identified by their countless scars—many of them self-inflicted in the course of regular prayers—and frequently piercings and other body modifications, though tattoos are relatively rare among Kuthites. More profound, perhaps, is the cold, detached gaze of a truly faithful worshipper, their unflinching calm in the face of imminent danger, and their rapturous acceptance of any harm that befalls them.

Though priests of Zon-Kuthon hold positions of power and respect within Nidal, they are few and far between beyond its borders. Somewhat more common are the infamous shadowcallers, who practice divinely inspired wizardry and other sorts of magic, and vicious itinerant clerics and champions who scour the land in an inquisition, seeking out naysayers and rebels.

DIVINE INTERCESSION

Zon-Kuthon rarely intervenes directly in mortal affairs, but when he does take a personal interest in a creature, the effect is as terrible as the god himself.

Minor Boon: The Midnight Lord turns your blood and pain into chains of midnight darkness to destroy your foes. Once, for 1 minute, whenever you take slashing, piercing, or bleed damage, chains rip forth from your body, affecting creatures in a line from your position in the direction of the attack (or in the direction of your choice for bleed damage or if you deal the damage yourself) with the effect of a *grim tendrils* spell whose level is equal to half your level rounded up, and whose DC is your highest spell DC (or 10 + your level + your Wisdom modifier if you have no spell DC).

Moderate Boon: Each morning, during your daily preparations, scars gather into words on your flesh. The scars function as a scroll of a divine spell of Zon-Kuthon's choosing. After you use the scroll or receive magical healing, the boon fades for the day, though some or all of the scars might remain as a reminder.

Major Boon: Shadows are deeper around you. Darkvision and greater darkvision cannot penetrate darkness within 60 feet of you, but you can see through it normally.

Minor Curse: You are surrounded by spectral chains that cause you to always be encumbered and that have the same effects as armor with the noisy trait.

Moderate Curse: You share the pain of others, and even minor wounds bring you incredible pain. Whenever you see (or otherwise sense) a creature take damage, you take 1d6 mental damage. Whenever you take damage any other way than from the first part of this curse, you take 1d6 mental damage from increased pain and are sickened 1. Mental damage from this curse ignores any resistance you have to mental damage.

Major Curse: Zon-Kuthon steals away your joy, leaving you with only pain. You lose that which you cherish the most forever, and lose the ability to feel joy. You can't gain benefits from emotion effects based on positive emotions. If Zon-Kuthon feels you are ready to renounce, destroy, mutilate, or torture that which you once cherished most, he might return it to you to allow you to do so.



APHORISMS

The following phrases are common among the cult of Zon-Kuthon.

Never a rusty blade: Wounds are no rarity to a worshipper of the Midnight Lord, but the faithful know the importance of using properly cleaned and sharpened tools, as well as keeping wounds clean, lest disease cut short the suffering. A secondary reading serves as an admonition against letting too much time pass between practicing the faith's physical sacraments—letting a blade rust from disuse.

Grasp the chain: A true follower of Zon-Kuthon may experience torments, but they are neither victim nor prisoner within the faith. On the surface, these words remind a worshipper that they are active participants even in their own torture. On a deeper level, this phrase embodies the power inherent in embracing pain and turning it into a weapon—willingly grasping the god's favored weapon despite the vicious spikes along its length.

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ACHAEKEK

HE WHO WALKS IN BLOOD

Areas of Concern assassins, divine punishments, and the Red Mantis

Alignment LE (LN, LE, NE)

Divine Font *harm*

Divine Ability Strength or Dexterity

Divine Skill Stealth

Domains death, might, trickery, zeal

Cleric Spells 1st: *true strike*, 2nd: *invisibility*, 4th: *phantasmal killer*

Edicts conduct assassinations, spread the Red Mantis's infamy, wield sawtooth sabers in combat

Anathema kill a rightful ruler, become fixated on petty matters such as others' gender or ancestry, abandon an assassination contract you agreed to pursue

Favored Weapon sawtooth saber

While Achaekkek's divine genesis is heavily debated among scholars, it is believed that he was created—either by the power of a singular deity or a group of them—to eradicate those who would steal a god's divinity, and he has since become the enforcer of divine punishment. Known as He Who Walks in Blood, he slumbers in the blood of heretics and worshippers alike in an immense cleft carved into the base of the Boneyard's spire, a realm known as the Blood Vale. He keeps no formal relationships with any other deities, even his sister, Grandmother Spider, who repeatedly coaxes Achaekkek to rebel against the gods and abandon his duties.

In response, even though some gods disapprove of Achaekkek's methods, few openly defy him.

Many of Achaekkek's faithful attribute the Mantis God with a masculine identity, though Achaekkek holds himself beyond the mortal conventions of gender just as he eschews ancestry and most mortal affairs. He does not actively seek worshippers, though the Red Mantis assassins' guild devotes itself to tenets curated around his persona and tactics. Red Mantises believe their assassinations are a sacred rite: just as their deity stays his hand against rightful gods, the assassins refuse to strike against rightful rulers—but all others are fair game. Some ferocious druids and rangers worship Achaekkek to emulate the god's efficiency in killing their targets.

The deity's faith is also known to attract mortals who kill for coin, whether from a hope of someday joining the Red Mantis or at the direction of their own cults or guilds. Regardless of any association with the Red Mantis, priests of Achaekkek are expected to act as assassins of some kind when the opportunity arises, whatever their skill or training. This may manifest in an obvious opportunity presaged by an omen from Achaekkek, such as a mantis resting on the shoulder of a public speaker, or a more direct message from Red Mantis agents. Achaekkek's followers believe assassination for the sake of self defense or vengeance does not require any sort of payment. However, assassins who kill for reasons that do not involve any personal interest or personal advancement deserve appropriate compensation, at least in the eyes of Achaekkek's faithful.

AVATAR

When casting the *avatar* spell, a worshipper of Achaekkek gains the following additional abilities.

Achaekkek Speed 70 feet, climb Speed 50 feet, ignore difficult terrain and greater difficult terrain; **Melee** ♦ mantis claw (agile, backswing, finesse, reach 15 feet, versatile P),

Damage 6d8+6 slashing; **Ranged** ♦ spine volley (range 60 feet), **Damage** 6d6+3 piercing



ALSETA

THE WELCOMER

Areas of Concern doors, portals, thresholds, traditions

Alignment LN (LG, LN, N)

Divine Font *heal*

Divine Ability Intelligence or Charisma

Divine Skill Diplomacy

Domains change, magic, protection, time

Cleric Spells 1st: *anticipate peril* (page 107), 2nd: *knock*, 4th: *dimension door*

Edicts offer to protect passageways and guide others through transitions, treat all other beings with courtesy and respect

Anathema destroy a door or block a path for personal gain, stop a transition without good reason

Favored Weapon dagger

Alseta holds sway over transitions. Physical transitions through doorways and portals or over thresholds, metaphorical transitions, and even the forward flow of time—Alseta influences them all. She watches over city gates, helping keep invaders out and defenders safe. She also watches over those moving into a new stage in life, whether that means a birthday, a marriage, or a more fitting body. It is common for anyone entering into a life change, such as moving to a new town or changing careers, to look to Alseta for guidance. Likewise, birth and death are both transitions, and expectant mothers and the bereaved both offer her prayers, linking Alseta's church to that of Pharasma. Some consider Alseta to be the goddess of teleportation, though she does not officially claim that title. She is also a popular god among some elven nations and cultures, who frequently associate Alseta with the *aiudara*, or elf gates, around Golarion.

As the Welcomer, Alseta also believes in courtesy. She treats every being, from the smallest animal to the most powerful gods, with civility and respect, and she expects that same treatment in return. She also expects her followers to follow suit and use courtesy when interacting with others. Alseta's followers typically include diplomats, negotiators, and other members of local governing bodies. Alsetan priests are noted for their fair and impartial interactions with others, and many of them are called on to aid locals or even other churches with resolving disputes or to oversee important ceremonies.

Alseta most often appears as a kindly older woman wearing a smiling mask on the back of her head. She wears simple clothing, usually colored gray. When she speaks, she does so with carefully considered words. Her voice carries tremendous authority and wisdom, and the weight of it is hard to ignore.

AVATAR

When casting the *avatar* spell, a worshipper of Alseta gains the following additional abilities. The dimensional Speed allows the avatar of Alseta to cast *dimension door* at will as a divine innate spell, spending a single action to move up to 60 feet. The portal toss Strike causes the creature to fall through a series of portals before landing in the same spot and taking damage.

Alseta Speed 40 feet, dimensional Speed 60 feet; **Melee** ♦ dagger (agile, finesse, reach 15 feet, thrown 40 feet, versatile P), **Damage** 6d6+6 piercing; **Ranged** ♦ portal toss (range 60 feet), **Damage** 6d6+3 bludgeoning



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ARAZNI

THE UNYIELDING

Areas of Concern the abused, dignity, unwilling undead

Alignment NE (LN, N, NE, CG, CN)

Divine Font *harm*

Divine Ability Constitution or Intelligence

Divine Skill Intimidation

Domains confidence, freedom, pain, protection

Alternate Domains sorrow

Cleric Spells 1st: *endure* (page 107), 2nd: *animus mine* (page 106), 6th: *feeblemind*

Edicts act with dignity, do whatever it takes to survive, despise and never forgive those who have hurt you

Anathema create unwilling undead, insult Arazni

Favored Weapon rapier

More than anything, Arazni is a survivor. Once, long ago, she was a force for good, a warrior-mage who sought to improve the quality of life for residents of her homeland. Long after her mortal death, she returned as a herald of the god Aroden and fought alongside mortals during one of their darkest hours. But humanity and her patron alike abandoned her—first to the Whispering Tyrant, then to the necromancer Geb—and the torments she endured because of it changed her deeply. Still she survived, her broken body reanimated against her will as a powerful undead monstrosity. For over a millennium she was held captive as the lich queen of the undead nation of Geb, and her view of mortals, and humanity in particular, soured.

Only recently was Arazni able to reclaim her autonomy, manipulating the Whispering Tyrant into using his own magic to shatter her arcane bonds. The Unyielding defends her reclaimed freedom with unparalleled vigor, scorns those who supplicate her, and exacts swift retribution against those who wrong her. She treats petitioners who honored her in her despised role as queen of Geb, or who pray to her only now that she has reclaimed her power, with pure contempt. Arazni might have learned the art of unflinching cruelty and found ways to embrace and savor what power she had as a means of self defense, but she holds a deep-seated disdain for those who think that what she has become is worthy of veneration.

Arazni feels little kinship with either humanity or undead, save a faint affinity to those who have been denied agency as she was. She also recognizes, grudgingly, that the Knights of Lastwall share her hatred of the Whispering Tyrant; a number of these dispossessed knights, disenchanted and embittered by the failure of their leaders to keep Tar-Baphon imprisoned, even consider Arazni something of a patron. Yet these disparate followers are few and far between, less a church and more a scattering of worshippers who see in the Unyielding something of themselves.

AVATAR

When casting the *avatar* spell, a worshipper of Arazni gains the following additional abilities.

Arazni Speed 70 feet, *air walk*, immune to immobilized;

Melee ♦ rapier (deadly 3d8, reach 15 feet), **Damage** 6d8+6 piercing; **Ranged** ♦ call blood (range 120 feet), **Damage** 6d6 persistent bleed damage

BESMARA

THE PIRATE QUEEN

Areas of Concern piracy, sea monsters, and strife

Alignment CN (CG, CN, CE)

Divine Font *harm or heal*

Divine Ability Dexterity or Constitution

Divine Skill Athletics

Domains destruction, trickery, water, wealth

Cleric Spells 1st: *hydraulic push*, 3rd: *feet to fins*, 5th: *mariner's curse*

Edicts sail the seas, stay loyal to captain and crew, take what you want

Anathema betray shipmates, forsake piracy, settle on land

Favored Weapon rapier

Once nothing more than a powerful spirit of water with the ability to manipulate sea monsters, Besmara grew slowly in power over the centuries from sacrifices made by seafaring people. After defeating and consuming rival spirits of battle, gold, and wood, she became a minor god of piracy, strife, and sea monsters.

Besmara, the Pirate Queen, cuts a brash and bold figure, as she often is depicted wearing buccaneer apparel consisting of loose-fitting, eye-catching clothing and black boots, and her hair is wind-tossed on even the calmest day. She and her followers adhere to a simple code of greed: take what you desire, no matter who it might belong to. Despite this, Besmara and her worshippers are generally loyal to one another, knowing that while on the waves raiding ships for treasure, a pirate crew can survive only if its members trust one another.

Besmara is no fool, though. She knows to fall back if obtaining a certain treasure proves too difficult; in fact, she currently bides her time, waiting for an opportunity to gain more deific power, even while she steals from other minor divinities. She is not above fighting dirty if she believes it will give her the upper hand in a battle, and she sometimes encourages her followers to foment conflict between other groups so they can take advantage of the ensuing chaos. Besmara thrives in areas where piracy is difficult to control or even encouraged, such as Ilizmagorti and the Shackles, and her followers chafe at any laws that would curtail their personal freedoms.

Most of Besmara's followers are those who live their lives in and around the seas of Golarion, typically pirates or others whose livelihood relies on piracy. This includes both the vilest of high-seas murderers and the privateers who seek them out. However, even non-followers utter prayers to the Pirate Queen as they set sail or as storms approach. Besmara rarely cares when those of other faiths are at sea, so long as she receives respect and her fair share of tribute from treasure.

AVATAR

When casting the *avatar* spell, a worshipper of Besmara gains the following additional abilities.

Besmara Speed 40 feet, swim Speed 70 feet, immune to immobilized; **Melee** ♦ rapier (deadly 3d8, disarm, finesse, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ♦ ship's cannon (range 120 feet), **Damage** 6d6+3 bludgeoning



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BRIGH

THE WHISPER IN BRONZE

Areas of Concern clockwork, invention, and time

Alignment N (LN, NG, N, NE, CN)

Divine Font *harm or heal*

Divine Ability Intelligence or Wisdom

Divine Skill Crafting

Domains creation, earth, knowledge, time

Alternate Domains fire

Cleric Spells 1st: *temporary tool* (page 110), 4th: *creation*, 7th: *duplicate foe*

Edicts craft new creations, pay attention to details, share achievements

Anathema carelessly destroy others' creations or research, enslave intelligent constructs, abuse constructs, refuse to acknowledge or learn from mistakes

Favored Weapon light hammer

Brigh's exact origins are unknown, though her priests and various religious scholars have many theories on the matter. Some believe she was a construct who achieved consciousness and a spark of divinity, while others think she was a human alchemist and inventor who discovered ways to fuse mechanical components with her own physiology. Regardless of her origins,

Brigh is a patient and thoughtful god who promotes unending curiosity and constant intellectual advancement. Her two most common forms are a humanoid woman made of bronze clockwork and a human woman wearing a bronze skullcap and armor composed of gears and other movable metal pieces. Though Brigh's usual demeanor is composed and reserved, she isn't an unfeeling automaton; she deeply cherishes the creations she and her followers make, and most of her worshippers feel the same way.

Brigh's faith isn't as widespread as that of most other gods, though she does have pockets of worship in areas where machinery and constructs are common. Among these are Alkenstar, where much of that city's production of firearms is overseen by priests of Brigh; Numeria, where the proliferation of strange technological artifacts draws followers of the Whisper in Bronze like moths to a flame; and Absalom, where the mysterious Clockwork Cathedral teaches the crafts of mechanical engineering and construct-building to eager students. Brigh encourages her faithful to improve upon the work of others and allow others to build on their own achievements in turn. Typical followers of Brigh are those who work with their hands, especially gem cutters, inventors, and toy makers. Numerous gnomes are drawn to her religion, thanks to its emphasis on searching for new and exciting innovations. Many of her followers dedicate their lives to research and projects of great scope, crafting magnificent inventions that take years to create. Other followers are content with creating smaller inventions or tinkering with those of others. Brigh is pleased regardless of the size of the project, so long as new technologies and discoveries result from the work.

AVATAR

When casting the *avatar* spell, a worshipper of Brigh gains the following additional abilities.

Brigh Speed 60 feet, immune to immobilized, *air walk*; **Melee** ♦ light hammer (agile, reach 15 feet, thrown 40 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ bolt of molten bronze (range 120 feet), **Damage** 6d8+3 fire



CASANDALEE

THE IRON GODDESS

Areas of Concern artificial life, free thinking, intellectual apotheosis

Alignment N (LN, NG, N, NE, CN)

Divine Font *harm* or *heal*

Divine Ability Constitution or Intelligence

Divine Skill Society

Domains creation, freedom, knowledge, perfection

Alternate Domains ambition, lightning

Cleric Spells 1st: *floating disk*, 3rd: *hypercognition*, 6th: *wall of force*

Edicts advance the development of artificial intelligence, encourage understanding between artificial and organic life

Anathema treat artificial life as lesser than organic life, foment distrust between artificial and organic life

Favored Weapon polytool (page 121)

Casandalee is an unusual god, one who achieved divinity through a merging of advanced science and faith. Formerly an artificial intelligence cloned from the mind of an android from outer space, Casandalee gained her godhood in the heart of Numeria within the computer core of a crashed spaceship, becoming the patron of artificial life, free thinking, and intellectual apotheosis.

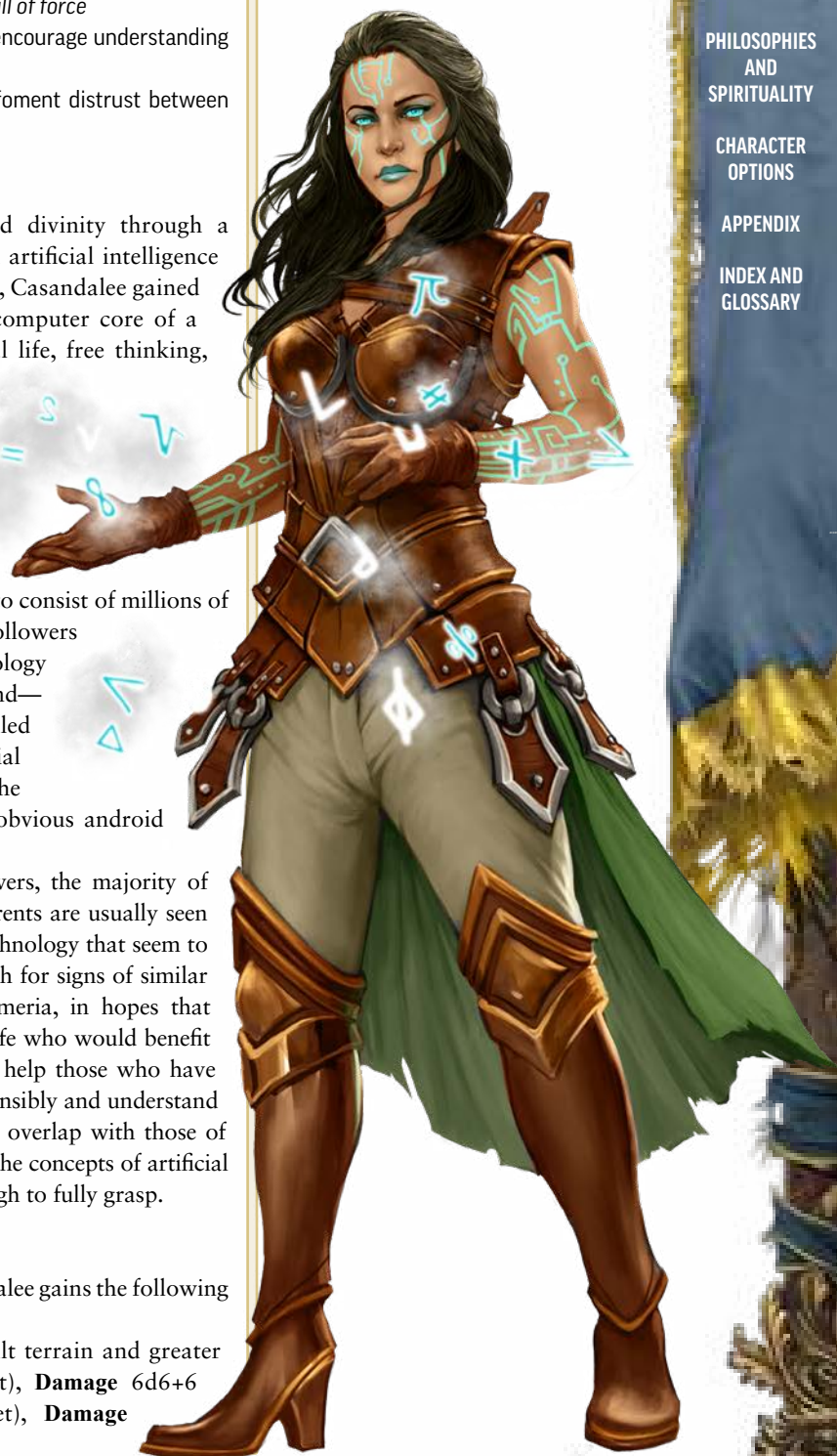
Though she is sometimes referred to as the Iron Goddess, Casandalee is much more than simple metal. She sometimes appears as a holographic reconstruction of her android form: a female humanoid with purple hair, blue lips, and pale skin traced with glowing circuitry, but upon close inspection, this image seems to consist of millions of complex algorithms of pure light. Casandalee and her followers seek to promote the advancement of Golarion's technology so that the world's inhabitants can better understand—and not fear—the complex mechanisms of so-called artificial life, including androids and free-willed artificial intelligences. Many androids consider themselves the chosen people of Casandalee and depict her as an obvious android with more circuitry or exposed components.

As a young deity, Casandalee has very few followers, the majority of whom live in Numeria. Outside of that country, adherents are usually seen as eccentric outsiders who wield items of advanced technology that seem to work like magic. Traveling priests of Casandalee search for signs of similar equipment that might have been brought from Numeria, in hopes that such discoveries will lead them to beings of artificial life who would benefit from Casandalee's message. In addition, these priests help those who have uncovered or built advanced technology to use it responsibly and understand the science behind it. Many of Casandalee's concerns overlap with those of Brigh, and the two faiths often work together, though the concepts of artificial intelligence can sometimes be hard for followers of Brigh to fully grasp.

AVATAR

When casting the *avatar* spell, a worshipper of Casandalee gains the following additional abilities.

Casandalee Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ polytool (reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ♦ logic blast (range 120 feet), **Damage** 6d6+3 mental



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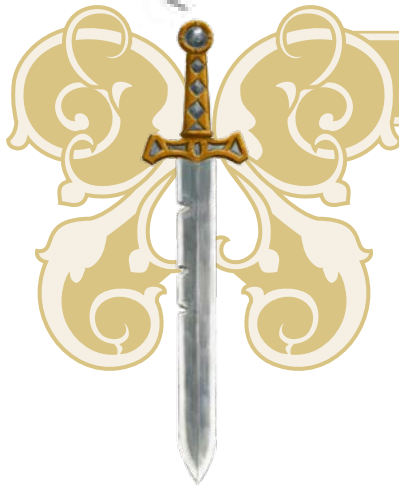
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CHALDIRA

THE CALAMITOUS TURN

Areas of Concern battle, fortune, mischief

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Dexterity or Charisma

Divine Skill Thievery

Domains confidence, luck, trickery, zeal

Cleric Spells 1st: *fleet step*, 2nd: *misdirection*, 5th: *cloak of colors*

Edicts seek out and challenge oppressors and tyrants, defend friends and the innocent, engage in mischief that doesn't harm others

Anathema suffer a bully's insults to you or another without retort, abandon a friend in need, attribute a lucky turn of events to your own skill

Weapon shortsword

Chaldira Zuzaristan, the Calamitous Turn, is a plucky, impulsive goddess venerated primarily by halflings. She embodies two aspects halflings see in themselves: a strong affinity for luck and bold determination to protect friends. Chaldira is hotheaded and cannot abide bullies in any form, and many of her worshippers are similarly impetuous, spoiling for any opportunity to leap fist-first at oppressors and tyrants. While many people consider this to be more of a vice than a virtue, Chaldira and her followers feel it is far better to run headlong into trouble than it is to meekly concede to evil out of fear or convenience. Chaldira is also the goddess of light-hearted mischief, insisting that harmless fun, even at others' expense, brings joy and strengthens ties within a community. While not all of Chaldira's followers are inveterate pranksters, most at least know some sleight-of-hand tricks. Chaldira is most often depicted as a halfling woman who matches the appearance of the local halfling community, with curly hair, freckles, and a patchwork red-and-green coat held together by several mismatched buttons.

Chaldira's church is very casual, with few formal priests; most congregations are led by lay priests who pursue a full-time job and work hard to preserve halfling customs, strengthen ties between neighbors, and lift the underprivileged in the community out of poverty. True clerics of Chaldira are responsible for running the church as a whole, as well as petitioning secular leadership for further laws that promote equality. Many Chaldirans support the Bellflower Network, a clandestine organization that labors to free halflings from slavery throughout the Inner Sea region, but principally in Chelax.

Chaldira is a common companion of Desna, but she considers herself a close friend of nearly all non-evil gods and delights in telling exaggerated tales of their escapades, particularly when such tales involve mischief or embarrassing situations. Even reserved deities such as Erastil or Irori often find themselves pulled into adventures by the irrepressibly friendly goddess—whether they like it or not. Chaldira's chief foe among the gods is Thimir, an evil god venerated by desperate and misanthropic halflings.

AVATAR

When casting the *avatar* spell, a worshipper of Chaldira gains the following additional abilities.

Chaldira Speed 70 feet, *air walk*, immune to immobilized; **Melee** ♦ shortsword (agile, finesse, reach 15 feet, versatile S), **Damage** 6d6+6 piercing; **Ranged** ♦ fistful of buttons (nonlethal, range 120 feet), **Damage** 6d6+3 bludgeoning



GHLAUNDER

THE GOSSAMER KING

Areas of Concern infection, insects, parasites, and stagnation

Alignment CE (NE, CE)

Divine Font *harm*

Divine Ability Constitution or Wisdom

Divine Skill Nature

Domains air, decay, plague, swarm

Cleric Spells 1st: *goblin pox*, 2nd: *vomit swarm* (*Pathfinder Advanced Player's Guide*), 3rd: *insect form*

Edicts corrupt pieces of land, water sources, and communities; infect the weak; spread and nurture disease

Anathema aid in ending a plague or infection, destroy something out of hand when you could have instead corrupted it or leached off it first

Favored Weapon spear

Ghlaunder is the god of pestilence, infection, and insects. His form resembles that of a giant mosquito, warped and distended by the parasites he hosts. He leaves malaise in his wake, laying waste to everything he can. Ghlaunder revels in suffering, especially that caused by sickness: the last gasp of air into fluid-filled lungs, the terrorizing dreams that come only from the hottest of fevers. It is said that the Gossamer King was once swaddled in a cocoon, but was released by the curious Desna into the world with a cleave of her starknife. Since then, the goddess has pursued him in a macabre dance, hoping to kill him as they flit between planes.

Ghlaunder draws in those cast aside by their fellow kin. His priests are survivors of virulent childhood illnesses that left them changed and embittered, or those who have suffered gruesome tortures or terrible torments at the hands of inexperienced healers and wish to subject others to the same. He attracts misanthropes who wish to spread sickness, drawing from ostracized lepers, those injured and infected in war, and those riddled with pox. Ghlaunder tasks his followers with spreading sickness wherever they go, whether via an illness that they carry themselves or a plague they introduce by other means. Those who speak of him with reverence do so in hushed tones, and their foes include the likes of doctors, midwives, and followers of the goddess Desna.

The adoration of Ghlaunder's acolytes is disturbing to witness. They gather together away from prying eyes and wail to their god, bringing him offerings of rancid meat and fetid bodies, then infesting themselves with leeches and parasites. Ghlaunder's desires are clear: he wants nothing more than to hear cries of anguish in the night when he hovers in the sky, knowing those who suffer below him are rotting from the inside out.

AVATAR

When casting the *avatar* spell, a worshipper of Ghlaunder gains the following additional abilities.

Ghlaunder Speed 30 feet, fly Speed 70 feet; **Melee** ♦♦ proboscis (agile, reach 20 feet), **Damage** 6d6+6 piercing plus 3d6 persistent bleed



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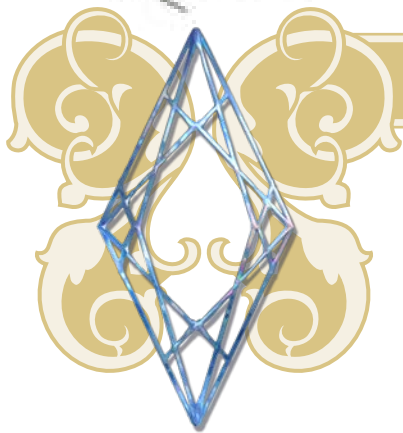
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GRANDMOTHER SPIDER

THE WEAVER

Areas of Concern family, illusion, stories, twilight, weaving

Alignment N (NG, N, CG, CN)

Divine Font *harm or heal*

Divine Skill Crafting

Divine Ability Intelligence or Wisdom

Domains creation, fate, family, trickery

Alternate Domains change, darkness

Cleric Spells 1st: *pest form*, 2nd: *web*, 4th: *glibness*

Edicts be skilled and clever, think for yourself, take due payment for your work, humiliate the powerful

Anathema abuse someone you have power over, harm someone who has given you sincere kindness, let a slight go unanswered, own a slave

Favored Weapon bola (page 120)

Also known as Nana Anadi, Grandmother Spider began her existence as a servant of the other gods, meant to weave fate and reality into existence. Infuriated at her position as a lackey, she made fools of the greater gods through mischief and disruption. She stole and copied Asmodeus' keys, resulting in widespread chaos, and pilfered some of Sarenrae's fire, leading numerous followers astray. Nimble avoiding any retribution for her antics, Grandmother Spider reweave the strands of fate for herself, gaining her freedom. She regularly pleads with her brother Achaekek to follow her lead and rebel against the gods, and while he always refuses, seemingly indifferent, Achaekek has on one notable occasion proven vengeful toward those who harm his sister or her followers.

Due to the ongoing animosity of Asmodeus, worship of Grandmother Spider is virtually unknown in Avistan. She is traditionally revered in Garund and among anadi, whose ancestors she led through the darkness and into freedom. Temples are rarely dedicated to Grandmother Spider. Her places of worship are instead typically schools and small roadside or home shrines consisting of a spider figurine, a loom, or a woven object. Woven diamond shapes, patterned after Grandmother Spider's religious symbol, can also be found tucked inside the temples of other deities, especially those belonging to the Ascended—those gods who were once mortal.

Grandmother Spider emphasizes self-reliance, learning, cunning, and caring for family and community. She is intolerant of bullying and slavery and disdains inherited hierarchy and titles.

AVATAR

When casting the *avatar* spell, a worshipper of Grandmother Spider gains the following additional abilities.

Grandmother Spider Speed 70 feet, climb Speed 70 feet, immune to immobilized; **Melee** ♦ leg (deadly 3d8, finesse, reach 15 feet, versatile P), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ venom web (range 120 feet), **Damage** 6d6+3 poison



GROETUS

GOD OF THE END TIMES

Areas of Concern apocalypse, empty places, oblivion, ruins

Alignment CN (CN, CE)

Divine Font *harm*

Divine Ability Strength or Charisma

Divine Skill Intimidation

Domains darkness, destruction, nightmares, void

Alternate Domains decay

Cleric Spells 1st: *phantom pain*, 5th: *crushing despair*, 9th: *disjunction*

Edicts preach of the upcoming end times, destroy that which has outlived its usefulness, put the suffering out of their misery

Anathema artificially extend something's existence or lifespan, spread hope

Favored Weapon war flail

Ancient beyond mortal reckoning, Groetus is an entity who cannot be easily understood. He hangs in the sky above the Boneyard, a skull-faced moon constantly observing the passage of the souls below. Events can cause him to draw ominously closer to Pharasma's Spire, or to retreat back to a safer distance, with little obvious rhyme or reason for these actions. He evinces little regard for anything but his singular aim: the dissolution of the universe.

While it may seem strange that a deity who seems to actively disregard his worshippers continues to attract faithful followers, Groetus is sought out with morbid fascination by those who desire knowledge of the future. With perfect insight into the final fate of the cosmos, Groetus is able to piece together many of the horrifying possibilities of what is yet to come. For those granted glimpses of such futures, the terrible knowledge is often enough to permanently warp their view of reality. Such unfortunate individuals are often compelled to spread word of the coming triumph of Groetus, warning all those who will listen that the days of the universe are numbered. Groetus is also venerated by those eager for the end of the world, because they either see little value in the current order, find it too painful to cope with reality, or believe the universe is irredeemably flawed and must be destroyed. Many of these followers are more eager for destruction than Groetus himself, who reacts to events that hasten and delay the end times alike with little more than detached acknowledgment. The end is inevitable, and Groetus is patient.

Groetus has no organized church. Most of his clergy are solitary, wandering doomsayers, though some attach themselves to war bands or teams of bandits and encourage such groups to spread chaos. Those who feel themselves guided by the god work to fulfill the conditions of obscure prophecies they feel will quicken the destruction of reality and allow Groetus to close the book of the universe.

AVATAR

When casting the *avatar* spell, a worshipper of Groetus gains the following additional abilities.

Groetus Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ war flail (disarm, reach 15 feet, sweep, trip), **Damage** 6d10+6 bludgeoning; **Ranged** ♦ dreadful thought (range 120 feet), **Damage** 6d6+3 mental



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GRUHASTHA



THE KEEPER

Areas of Concern enlightenment, the Vudrani holy book

Alignment LG (LG, NG)

Divine Font *heal*

Divine Ability Intelligence or Wisdom

Divine Skill Society

Domains glyph, knowledge, perfection, truth

Alternate Domains nature, travel

Cleric Spells 1st: *share lore* (page 109); 2nd: *comprehend language*; 3rd: *hypercognition*

Edicts work toward collective transcendence, expose and root out malicious lies, challenge oppression through education, protect knowledge, seek truth

Anathema deny a sincere student education, destroy knowledge, disrespect the traditions of those around you, willfully spread ignorance or wrong information

Favored Weapon shortbow

Gruhashta the Keeper is a deity of understanding, peace, and the collective pursuit of enlightenment. The once-mortal nephew of Irori is believed to have ascended to godhood himself after creating the holy book *Azvadeva Pujila*, fully embodying all divine wisdom within the text. Originating in Vudra, the Keeper's faith has slowly gained popularity in the Inner Sea region, particularly in Jalmeray, where Irori already has a wide following. Gruhashta manifests as a human man with an idealized form, augmented with wings of red and green plumage and a golden mandala as a halo.

Gruhashta teaches compassion for all beings, and that enlightenment is attained through knowledge guided by wisdom and empathy. His priests and followers are dedicated to educating others, yet recognize that they, too, are constantly learning. They do not hold one culture's teachings as superior to another's and seek to preserve and honor cultural traditions wherever they go, as there are many valid paths to enlightenment.

In seeking knowledge, Gruhashtans work to understand, respect, celebrate, and support everyone on their own personal journeys to transcendence. Temples are open to all and maintain extensive libraries to encourage multilingual literacy; books are often freely given and taken from the Keeper's shrines. Aware that it's difficult to prioritize education or seek transcendence when basic needs are unmet, the Keeper's advocates work to remove structural barriers and ensure everyone has access to the basic comforts and tools they need to guide themselves toward enlightenment.

As Gruhashtans also practice nonviolence—though force is accepted as necessary in some instances—champions of Gruhashta are rare.

However, clerics, paladins, redeemers, and all his followers share the same commitment to truth, equity, and justice.

AVATAR

When casting the *avatar* spell, a worshipper of Gruhashta gains the following additional abilities.

Gruhashta Speed 50 feet, fly Speed 70 feet; **Melee** ♦ fist (agile, finesse, nonlethal, reach 15 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ arrow of enlightenment (deadly 3d10, range increment 120 feet), **Damage** 6d6+3 piercing

HEI FENG

DUKE OF THUNDER

Areas of Concern sea, storms, tengu, sailors

Alignment CN (CG, CN, CE)

Divine Font *harm or heal*

Divine Ability Constitution or Charisma

Divine Skill Performance

Domains air, indulgence, lightning, water

Alternate Domains destruction, travel

Cleric Spells 1st: *gust of wind*, 4th: *hydraulic torrent*, 6th: *chain lightning*

Edicts follow your passions, make token attempts to apologize to those you have wronged, respect the power of the sea and sky, encourage flashy entertainment

Anathema fake friendship with those you despise, disrespect Hei Feng or Hei Feng's estranged wife Lady Jingxi, ignore an affront to you or Hei Feng

Weapon nine-ring sword (page 121)

Hei Feng, the tengu god of storms, is as unpredictable as the sea, as destructive as a hurricane, and, more often than not, as drunk and foulmouthed as the sailors who pray to him. Impulsive and passionate, his heart moves between joy, sorrow, and anger in the time it takes him to finish his cup, though whatever his mood, he rarely feels it lightly. He may be so moved by a fisher's prayer that he blesses her with a catch large enough to feed her village, while later unleashing torrential waves against that same village for a slight. This unpredictability leads the rest of the Heavenly Court to regard him as troublesome, and mortals to view him with wary respect.

Though the Duke of Thunder is surprisingly eloquent when the mood strikes, Hei Feng has a keen distaste for etiquette and sophistication. He loves street fairs, festivals, and other raucous celebrations where mortals gather—to the Duke of Thunder, an unpolished street performer on a busy intersection is a more vibrant show than the finest theater could provide.

Hei Feng's church has little formal structure. Hei Fengian priests usually come through in a crisis, but since they tend to be as tempestuous as their deity, their presence can be something of a mixed blessing. Hei Feng is the patron of tengus (and himself takes the form of a tengu with smoking black feathers). His faith is seen mostly in Tian Xia, though his worship has since spread across Golarion and especially to the Shackles, where sailors and tengu pirates pray for safe voyages between islands.

AVATAR

When casting the *avatar* spell, a worshipper of Hei Feng gains the following additional abilities.

Hei Feng Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ drunken sword (forceful, reach 15 feet), **Damage** 4d6+6 slashing plus 1d6 electricity splash damage; **Ranged** ♦ storm surge (range 120 feet, air, water), **Damage** 4d6+3 bludgeoning plus 1d6 electricity splash damage. The caster is immune to this splash damage.



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KAZUTAL

MOTHER JAGUAR

Areas of Concern safety, liberty, and community

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains family, freedom, might, protection

Alternate Domains cities

Cleric Spells 1st: *mage armor*, 3rd: *animal form*, 4th: *stoneskin*

Edicts defend your people, provide for those who need you, oppose those who unjustly lord power over others, demonstrate devotion to things you love

Anathema own a slave, force a creature to act against its will, refuse to give aid to an ally, enforce an unjust law

Favored Weapon machete (page 120)

Kazutal, also known as Mother Jaguar or Lady Jaguar, is an old deity, revered for thousands of years on the continent of Arcadia. Ages ago, she was worshipped in the Razatlani Empire as a goddess of might and protection in war. After the catastrophe of Earthfall, however, her edge softened; those who struggled to put the world back together called upon her to protect their neighbors and came together under her guidance to build strong bonds of community and support.

Today Kazutal is worshipped throughout Arcadia as a deity of community, liberty, and safety. Her churches support the downtrodden and reinforce better ways to work alongside one another for compassionate goals. Clerics of Kazutal ask her for strength so they can help those around them and protect them from danger, enriching their communities with civic pride and keeping a sharp eye out for internal dangers and bad actors among their flock. Warpriests of Kazutal rely on the deadly edge of their machetes to fight against corrupting and oppressive forces in the world. Above all, Kazutal's clergy preaches the strength of love, both for other people and the cultures they form, which gives followers the strength to fight without compromise or weakness to protect those they hold dear.

Kazutal is largely unknown in the Inner Sea region. Over the last few years, however, her clerics have ventured to Avistan in response to contact from Chelaxian colonists near the Arcadian city of Segada. Kazutal's teachings of liberty and safety rapidly attracted a number of former slaves after the recent abolitionist success in Absalom, and her emphasis on community brought many of these disparate people together into a political bloc during a crucial time. Other churches of Kazutal are found in Garund, particularly in Senghor and other cities where merchants have traded with Arcadia.

AVATAR

When casting the *avatar* spell, a worshipper of Kazutal gains the following additional abilities.

Kazutal Speed 60 feet, ignore difficult terrain; **Melee** ♦ machete (agile, reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ♦ jaguar pounce (range 60 feet); **Damage** 5d6+3 piercing plus 1d6 persistent bleed

KURGESS

THE STRONG MAN

Areas of Concern healthy competition, sport, and physical development

Alignment NG (LG, NG, N, CG)

Divine Font *heal*

Divine Ability Strength or Constitution

Divine Skill Athletics

Domains ambition, might, truth, zeal

Cleric Spells 1st: *ant haul*, 2nd: *enlarge*, 3rd: *haste*

Edicts compete to your full potential, claim victory or accept defeat with grace, seek always to better yourself, encourage others to strive toward their own potential for greatness

Anathema cheat at honorable contests, dishonor those who have lost or failed (including defeated or slain enemies), engage in reckless or needless destruction or bloodshed

Favored Weapon javelin

Once a mortal farm boy from Taldor who had superhuman strength from youth, Kurgess's selfless sacrifice on the field of competition heralded his rise to godhood. Known as the Strong Man, Kurgess stands as both champion and shining example to those who seek athletic achievement and to give their all in competition, regardless of whether they are victorious or not.

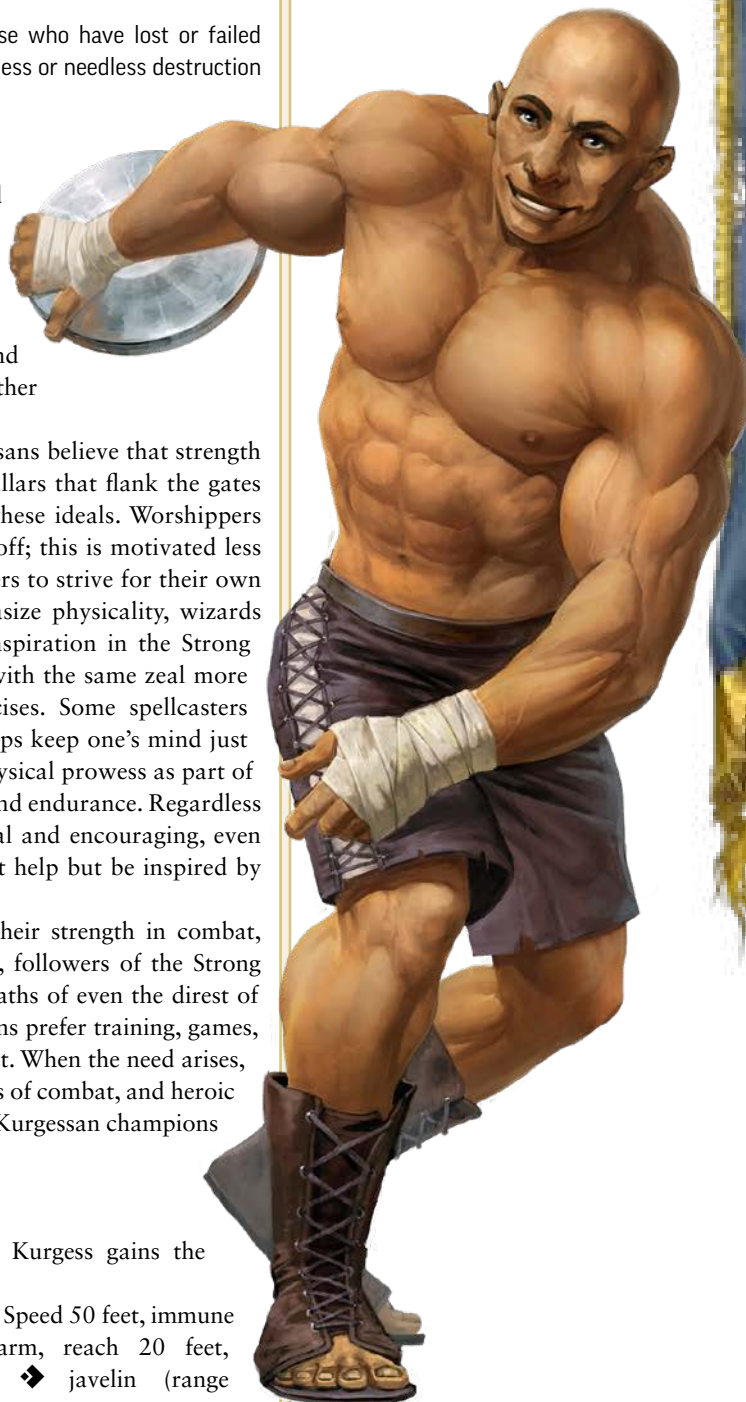
Whether they're priests or lay believers, Kurgessans believe that strength of body and strength of character are the twin pillars that flank the gates of Nirvana, and most train tirelessly to achieve these ideals. Worshippers of Kurgess revel in their strength, eager to show off; this is motivated less by pride, however, than by a desire to inspire others to strive for their own potential. While the teachings of Kurgess emphasize physicality, wizards and other students of magic occasionally find inspiration in the Strong Man's example, delving into the study of magic with the same zeal more traditional worshippers apply to physical exercises. Some spellcasters believe that keeping one's body in good shape helps keep one's mind just as sharp, and they actively seek to bolster their physical prowess as part of their path toward developing their mental acuity and endurance. Regardless of their methods, Kurgessans are commonly jovial and encouraging, even to their rivals, and their companions often cannot help but be inspired by their enthusiasm.

While Kurgessans are willing to demonstrate their strength in combat, especially to protect others or defend their ideals, followers of the Strong Man take no pleasure in mortal combat or the deaths of even the direst of enemies. By and large a light-hearted lot, Kurgessans prefer training, games, and friendly competition to war and bloody conflict. When the need arises, however, Kurgessans can be found on the front lines of combat, and heroic orders such as the Knights of Lastwall often count Kurgessan champions among their ranks.

AVATAR

When casting the *avatar* spell, a worshipper of Kurgess gains the following additional abilities.

Kurgess Speed 70 feet, climb Speed 50 feet, swim Speed 50 feet, immune to immobilized; **Melee** ♦ lashing chain (disarm, reach 20 feet, trip), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ javelin (range increment 60 feet, thrown), **Damage** 6d6+3 piercing



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MILANI

THE EVERBLOOM

Areas of Concern devotion, hope, and uprisings

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains change, destruction, freedom, zeal

Cleric Spells 1st: *mage armor*, 3rd: *enthrall*, 4th: *fire shield*

Edicts confront oppression in all its forms, defend the common folk, overcome despair to seize victory

Anathema abandon those in need, enslave or oppress others, harm the innocent through direct or inadvertent action

Favored Weapon morningstar

Milani is the patron mother of those who war against oppression, rewarding those willing to sacrifice their lives and use whatever tools are available to fight for those who cannot defend themselves, especially people who have been captured or enslaved.

Throughout Golarion, Milani is also known as the Everbloom, as the symbol of her church is a beautiful rose growing from blood-soaked soil.

Milani's church is organized into independent, clandestine cells of freedom fighters, rather than into traditional structures. Clerics of Milani often own or work in subtle businesses or organizations cleverly designed as fronts to cover their efforts to cleanse a region of oppressors and liberate those who have been enslaved or victimized. As a subtle tell to other Milanites of the structure's true intent, these buildings usually feature a small rose garden or other rose iconography. One of the most famous and oldest of these safe havens is an inn in Absalom known as the Sanguine Thorn, which served as a staging point for hundreds of successful liberation attempts in the area. While most believe the tavern was destroyed in the earthquake that devastated Absalom's Precipice District, rumors circulate about a traveling wagon caravan that secretly uses the tavern's name to refer to the collective of Milanites who travel with it, moving from place to place undermining persecution in all its forms and fighting for freedom at all costs.

AVATAR

When casting the *avatar* spell, a worshipper of Milani gains the following additional abilities.

Milani Speed 50 feet, fly Speed 70 feet; shield (15 Hardness, can't be damaged); **Melee** ♦ morningstar (versatile P, reach 15 feet), **Damage** 6d8+6 bludgeoning

NIVI RHOMBODAZZLE

THE GREY POLYCHROME

Areas of Concern gambling, gems, gnomes, stealth

Alignment N (LN, NG, N, CN)

Divine Font *harm or heal*

Divine Ability Dexterity or Intelligence

Divine Skill Stealth

Domains family, luck, trickery, wealth

Alternate Domains confidence, earth

Cleric Spells 1st: *illusory disguise*, 2nd: *invisibility*, 4th: *private sanctum*

Edicts take risks and savor the consequences whether good or ill, use stealth and guile over violence when dealing with the fallout from your risk-taking, learn the rules and strategies of games of chance played wherever you travel

Anathema break the established rules or terms of a wager, use violence to avoid the consequences of a wager

Favored Weapon light hammer

Goddess of gems, stealth, and gambling, Nivi Rhombodazzle is the ultimate high roller, said to have won her divinity from the dwarven god Torag in exchange for a gemstone. She was once a mortal gnome who loved the thrill of an exciting wager, up to and including the moment when the dice turned against her. Eventually, Nivi's debts grew too great for her to remain in her surface home, and she fled into the depths of the Darklands to evade the wrath of her creditors. Most of her adventures in the lightless lands are lost to time and history, but she ultimately emerged reborn as a goddess, hailed as the first of the *svirfneblin*—uncanny underground gnomes with unique magical abilities and immunity to the dread Bleaching, a wasting curse that claims the lives of gnomes who succumb to boredom and ennui.

Nivi's church appeals most strongly to the *svirfneblin* of the Darklands, but many gnomes who live upon the surface believe the goddess's tenets can protect them from the wasting effects of the Bleaching. Nivi is not exclusively a gnome deity, however, and she welcomes the worship of any risk-taker who is willing to roll the dice and let them fall where they may. Once Nivi's worship is established in an area, it often spreads quite quickly, particularly amongst gnomes. While it's unclear whether or not Nivi actually has any direct ability to protect gnomes who worship her from the Bleaching, her faith's encouragement of gambling and risky behaviors serves as a potent inoculation against boredom and ennui. Even those not subject to the Bleaching often find Nivi's faith to be entertaining, at the very least.

Nivi's temples tend to serve dual roles, acting both as places of worship and shelters in times of dangers. Such temples always have secret tunnels, hidden rooms, or other escape routes to ensure that there is always a safe exit from the temple in case its inhabitants become trapped within. Most of her temples and shrines are built into inconspicuous locales, such as basements of shops and gambling halls—the latter are particularly common gathering sites for her faithful.

AVATAR

When casting the *avatar* spell, a worshipper of Nivi Rhombodazzle gains the following additional abilities.

Nivi Rhombodazzle Speed 50 feet, burrow Speed 30 feet, immune to immobilized; **Melee** ♦ *returning light hammer* (agile, thrown 40 feet), **Damage** 6d6+6 bludgeoning



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NOCTICULA

THE REDEEMER QUEEN

Areas of Concern artists, exiles, midnight

Alignment CN (N, CG, CN)

Divine Font *heal*

Divine Skill Society

Divine Ability Dexterity or Charisma

Domains change, creation, darkness, travel

Cleric Spells 1st: *penumbral shroud* (page 109), 3rd: *nondetection*, 4th: *creation*

Edicts create art true to yourself, protect marginalized artists, punish those who take advantage of offered trust and shelter

Anathema deny shelter to the desperate, destroy harmless art you dislike, finish a work of art during daylight hours

Favored Weapon dagger

For most of her existence, Nocticula was a patron of assassins and succubi, a demon lord feared by other demon lords for her skill at assassinating the competition. Those days are behind Nocticula, for she has risen to the role of the Redeemer Queen, a patron of marginalized artists and protector of those cast out from society. She is now feared among her former peers for her persuasive words that tempt them away from their place in the Abyss and toward redemption. Her faith is strongest in the eastern reaches of New Thassilon, where her most powerful exile, Queen Sorshen, seeks to build a nation that welcomes those whom others have cast out.

Nocticula dwells in a remote archipelago known as Midnight's Palette. She encourages her worshippers to welcome pilgrims, refugees, and strangers; those who seek to abuse these open borders are counted as the greatest enemies of the church. Nocticula teaches forgiveness and encourages her followers to give their foes opportunities to repent, but rescind mercy from those who take advantage.

Creating art—whether it's sculpture or painting, song or story, public performance or private display—is important to the faith, but just as important is the protection of art and the artists who create. Nocticula teaches that the most important art is that which challenges you, compels you to look at the world in a different way, or threatens your comfort, for it is through the change enabled by such art that one can grow.

AVATAR

When casting the *avatar* spell, a worshipper of Nocticula gains the following additional abilities.

Nocticula Speed 70 feet, fly Speed 70 feet; **Melee** ♦ tail stinger (agile, finesse, reach 15 feet, trip), **Damage** 6d6+6 slashing; **Ranged** ♦ magnanimous smile (nonlethal, range 120 feet, visual), **Damage** 6d6+3 mental



SIVANAH

THE SEVENTH VEIL

Areas of Concern illusions, mysteries, reflections, secrets

Alignment N (LN, NG, N, NE, CN)

Divine Font *harm or heal*

Divine Ability Wisdom or Charisma

Divine Skill Deception

Domains delirium, magic, secrecy, trickery

Alternate Domains glyph

Cleric Spells 1st: *illusory disguise*, 4th: *veil*, 5th: *shadow siphon*

Edicts show the beauty in illusions, pursue the nature of truth, respect the need for secrets

Anathema use illusions and shadows to harm another creature, reveal a secret you have sworn to keep

Favored Weapon bladed scarf (page 120)

No ancient record reveals the truth of Sivanah's origins; in fact, only recent documents record her existence at all. The Seventh Veil is widely regarded as the goddess of illusion magic, often portrayed as a figure disguised by seven veils. Legends state that each face underneath the first six of her seven veils is of a different ancestry—human, elf, halfling, gnome, anadi, and naga—but the seventh face is never shown, believed to mask the goddess's true form. Some theologians believe Sivanah hails from the Shadow Plane, though the goddess's true nature and form continue to be topics of debate. Even her female visage, while agreed upon by her followers, could likewise be an illusion. Her goals are hidden from even her most faithful, which some believe to have hampered the faith's growth and influence beyond the level of a cult.

Sivanah is well loved by gnomes, who believe the goddess embodies a playful dance between illusion and reality. Gnomes who are drawn to magic and illusions are especially likely to pay their respects to Sivanah, and some wear knotted scarves to honor the goddess of illusions. Anadis are also sometimes drawn to Sivanah, though there is some contention among religious scholars over whether Sivanah's fifth veil truly obscures an anadi or some other being known for its mastery of illusion, as older legends claim the fifth veil concealed a cyclops. Outside of gnomes and anadi, Sivanah draws those who benefit from hiding their appearance or intentions, whether they're illusionists or thieves, or simply wish to live and present a different lifestyle than the one they currently have.

The Seventh Veil safeguards those who plead for secrecy, especially those in disguise for their safety. As the goddess of reflections, Sivanah employs mirrors, reflections in water, and even sometimes shadows to connect with her most faithful. She has a rivalry with Zon-Kuthon, loathing the dark god's corruption of shadows, and she sometimes uses her influence to cause darkness to act unexpectedly for the Midnight Lord's clerics.

AVATAR

When casting the *avatar* spell, a worshipper of Sivanah gains the following additional abilities.

Sivanah Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ bladed scarf (disarm, finesse, reach 15 feet, trip), **Damage** 6d8+6 slashing; **Ranged** ♦ illusory assault (range 120 feet), **Damage** 6d6+3 mental



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SHIZURU

THE EMPRESS OF HEAVEN

Areas of Concern ancestors, honor, the sun, and swordplay

Alignment LG (LG, LN, NG)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains duty, perfection, sun, vigil

Alternate Domains sorrow

Cleric Spells 1st: *true strike*, 4th: *reflective scales* (page 109), 5th: *summon dragon*

Edicts practice with a weapon every day, honor your ancestors, protect nature and society from corruption and destruction

Anathema abandon a companion in need, dishonor yourself, parlay with truce breakers, separate lovers

Favored Weapon katana

The Empress of Heaven is worshipped across all of Tian Xia by people of all walks of life, from commoner to lord, farmer to samurai, human to dragon.

She is revered as the ruler of the Tian pantheon, respected as the finest samurai in Heaven or Golarion, and honored as the patron of nature and emperors alike. Perhaps the most famous tale about her is that of Shizuru and her lover Tsukiyo, the moon god.

After Tsukiyo was slain by his brother Fumeiyoshi in a fit of jealousy, Shizuru brought the moon god back to life with the aid of Qi Zhong, the god of medicine. Sadly,

Tsukiyo was deeply affected by his experience with death, and though he and Shizuru still love each other, the event created a rift between them. Even so, on the days of an eclipse, they embrace as one.

Followers of Shizuru lead structured lives. Their dedication to duty is high absolute, both to fulfill their responsibilities to earth and Heaven and to distract from the personal sorrows they often share with their goddess. To better dedicate themselves to their cause, many Shizurans are emotionally reserved, preferring to lead lives distant from others. Even so, many of Shizuru's priests earn the respect of the communities in or near which they reside, with locals calling upon these priests to aid in times of danger. Her most devout worshippers take up swordplay as both a practical tool of battle and a means to hone the mind and body. Many liken this to the practices of Iomedae's clergy, even going so far as treat the two deities as sister goddesses, though Shizuru's faithful prefer diplomacy to battle and pray for peaceful days instead of glorious war. All the same, followers of Shizuru consider themselves allies of Iomedae, as the Empress of Heaven holds a half-concealed fondness for the younger and more idealistic goddess.

Though Shizuru is mainly worshipped in Tian Xia, especially in the nation of Minkai and other Tian-Min nations, Tian immigrants to Brevo, Mendev, and Varisia have brought their worship with them. These immigrants often treat their faith as a connection to their homelands, paying homage to the Empress of Heaven as a way of honoring their ancestors and heritage.

AVATAR

When casting the *avatar* spell, a worshipper of Shizuru gains the following additional abilities.

Shizuru Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ katana (deadly 3d8, two-hand d10, reach 15 feet, versatile P), **Damage** 6d6+6 slashing; **Ranged** ♦ sunbolt arrow (range 120 feet), **Damage** 6d6+3 fire



TSUKIYO

PRINCE OF THE MOON

Areas of Concern jade, the moon, spirits

Alignment LG (LG, LN, NG, N, CG)

Divine Font *heal*

Divine Ability Constitution or Intelligence

Divine Skill Occultism

Domains delirium, moon, repose, souls

Alternate Domains change

Cleric Spells 1st: *soothe*, 2nd: *mirror image*, 5th: *hallucination*

Edicts provide aid and counsel without judgment to those who seek help, help the dead find their rest, amplify or help speak for the powerless and demonized

Anathema harm another out of envy, force aid on those who do not want it, inflict harmful mental effects on others as punishment

Favored Weapon spear

The surface of Golarion's moon is marred with a great scar, and the people of Tian Xia say this is where Tsukiyo, the Prince of the Moon, was struck down by his envious brother Fumeiyoshi. When his lover Shizuru found him the next morning, her tears mixed with his blood to create the first pieces of jade. Shizuru brought him to Qi Zhong, the god of medicine, who resurrected him; but his experience on the other side changed him from a boisterous and carefree soul to a thoughtful and temperamental one. He now sees the world differently from most—something that has strained his relationships and made it difficult for him to relate to others, but has also allowed him to offer his understanding and quiet comfort to those who are lost, demonized, or misunderstood.

Tsukiyo has found a great following among those whom society shuns or strikes down for their differences, particularly those with mental illnesses or disabilities. Though his church primarily operates in Tian Xia, followers of Tsukiyo tend to be wanderers by nature and can be found anywhere in the world. In particular, Tian immigrants established a strong following in Ustalav and Varisia. Members of Tsukiyo's clergy tend to take up the role of wandering counselors, offering wisdom, guidance, and therapy to those in need wherever they go, and they are welcomed in almost any community for their services. When engaging with those with mental illness or disability, priests of Tsukiyo prefer to offer assistance by teaching communities to respect and celebrate these individuals. Tsukiyan priests never attempt to treat these individuals unless they desire such assistance.

AVATAR

When casting the *avatar* spell, a worshipper of Tsukiyo gains the following additional abilities.

Tsukiyo Speed 70 feet, *air walk*, ignore difficult terrain and greater difficult terrain; **Melee** ♦ longspear (reach 20 feet), **Damage** 6d10+6 piercing; **Ranged** ♦ moonbeam (nonlethal, range 120 feet, silver), **Damage** 6d6+3 mental



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DEMIGODS AND OTHER DIVINITIES

Away from the temple districts of major cities, places of pilgrimage, and mass celebrations of holidays and religious festivals, smaller cults, cabals, and sects pursue their own rites and codes of conduct across the Inner Sea and beyond. While many faithful primarily worship more mainstream and well-known deities, others dedicate themselves to less conventional paths of devotion. This calling from a higher power comes in many forms, whether it's the potent voice of the fey embodied in the Eldest of the First World; the raw power of fire, air, earth, and water exemplified by the elemental lords; or even paragons of the aligned outer planes such as empyreal lords, archdevils, and monitor demigods. Some mortals even worship the inscrutable and incomprehensible entities from beyond reality known as the Outer Gods, extraordinarily powerful beings that are nonetheless so alien to mortalkind that their followings' impact fills a similar niche to the worship of demigods.

Though rarely invested with the full strength of a true god, some powerful, unique extraplanar creatures nevertheless carry a spark of the divine that empowers their followers to perform miracles and call upon divine aid in times of need. To the everyday resident of the Inner Sea, such a difference in power is largely academic, as the only ones with the strength to subdue or even slay such a being are largely gods themselves, or figures of myth and legend. These entities are collectively referred

to as "demigods." Some demigods are children of the true gods, others are mortals who have achieved a spark of divinity that allows them to influence the world much like other traditional deities, and still others are powerful divine servitors. Regardless of their origin or true nature, the term has expanded over time to include any of the myriad of powerful entities from the Great Beyond who take an interest in Golarion and answer the prayers of their followers, from divine entities who truly went through a sort of ascension to exemplars of already powerful types of outsiders.

Many demigods are allied with or directly serve other gods, such as the fealty owed to Asmodeus by the archdevils of Hell, but their divinity is not granted to them by their allied deities. The source of these demigods' power is a matter of ongoing debate among scholars; some theorize that demigods siphon off power from the gods related to their own concerns, while others posit that these demigods are fragments of true deities or concepts given life, and argue that their power may come from the Great Beyond itself. Some particularly fanatical philosophers, largely focused on the study of the Outer Gods and the Great Old Ones, insist that demigods like the Great Old Ones are instead the pale shadows of even greater powers that exist outside of the fabric of the Great Beyond itself, though such theories have very little evidence beyond the musings of these individuals.



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Worshippers of these demigods have many motivations in pursuing their faith beyond the mainstream gods of the Inner Sea. Many worship demigods for the more narrowly defined concepts and beliefs they represent relative to the gods. A paladin devoted to crusading against the evil influence of devils and demons might don the crimson and gold of the empyreal lord Ragathiel, favoring his gospel of vengeance over Iomedae's more idealistic view of the battle between good and evil, while a particularly greedy aristocrat might choose the archdevil Mammon as a patron out of a specific belief in the power of money to perpetuate power, rather than Asmodeus's more general portfolio of power and control.

Others may have cultural attachments to a particular demigod through particular relevance to an ancestry or locale, such as the widespread worship of Kabriri among ghouls and ghosts, the veneration that many fey offer to the Eldest in acknowledgment of the demigods' power over the First World, and Nurgal's influence in the deserts of Golarion due to his mastery over the unforgiving sun. Many of these faiths live on through countless decades or centuries, passed on from generation to generation, even in places where more mainstream faiths are prevalent. Some even see these lesser-known demigods as faster or easier paths to power, prestige, or wealth than the avenues available to worshippers of the true gods, through either greater

affinity with their tenets or the smaller and potentially less entrenched structure of their clergy. Regardless of their reasons, the faith of a demigod worshipper is no less real than any other. Demigods inspire the same fervor and depth of belief as any other deity, and a *flame strike* spell cast by a follower of Kerkamoth burns just as hot as one from a follower of Sarenrae, though such abilities may have different appearances between different faiths.

The following pages describe many of the demigods whose followers can be found in the Inner Sea region. Many more demigods exist than are detailed here, including ones whose worship is common in other parts of Golarion, demigods who have ascended from obscure types of planar beings rarely encountered on Golarion, beings of lesser power with very limited presences in Golarion, and those that have fully devoted their attentions to other planes altogether. Additionally, the ranks of the demigods are constantly changing as their jockeying for power—their alliances, betrayals, and competitions with one another—and the distant but ever-present possibility of true apotheosis lead to realignments, declines in stature, and occasional deaths that reverberate through the fabric of the Great Beyond.

The entries that follow provide details on these demigods and Outer Gods, and statistics for their worship can be found in the tables on pages 124–133.



ARCHDEVILS AND QUEENS OF THE NIGHT

The eight archdevils are the rulers of the first eight levels of Hell, while Asmodeus himself oversees Nessus, the ninth. The Queens of the Night, conversely, have traditionally been shut out of Hell's hierarchical patriarchies. In response, they have spent ages building up networks and power structures that transcend any one layer of Hell. All ultimately serve Hell and the Prince of Darkness, and though their schemes further their own goals, they also further the might of the infernal realm as a whole.



MAMMON

ARCHDEVILS

Each archdevil holds uncontested rule over one of the first eight realms of Hell. Statistics for their worship appear on page 124.

BAALZEBUL

Baalzebul was one of the first angels of Heaven, a glorious lieutenant who followed Asmodeus in his exodus to Hell. In this new realm, he led the infernal armies and trained several other archdevils as generals. When Asmodeus divided the nine realms of Hell between himself and the eight archdevils, Baalzebul protested, thinking he had earned a place at his god's side. Asmodeus responded by stripping away the archdevil's radiant form, reducing him to a figure composed of swarming flies. Now known as the Lord of Flies, he rules over Cocytus, the frozen seventh layer of Hell, and attracts followers possessed of deep ambition and a powerful drive to triumph.

BARBATOS

Barbatos is the youngest of the archdevils, and in fact is not truly a devil at all. His true nature remains unknown and perpetually cloaked, but when he appeared at Hell's gates bearing the souls of an entire mortal world and transformed them into Hell's first legion of barbazus as an offering, the Prince of Darkness saw fit to grant Barbatos rulership over Hell's first layer, Avernus. As Hell's doorwarden, Barbatos oversees the spaces between worlds, and his followers are those who tread such interstitial paths and hold no qualms about the ethics of their journeys.

BELIAL

The lord of Hell's fourth layer, Phlegethon, is Belial. The Pale Kiss was created by Asmodeus as an object of adoration, with perfect form and beauty in the eyes of every creature. As a result, Belial has a virtually unlimited malleability of form, shifting between shapes almost constantly. His appearance is often as dualistic as his personality: half his body beautiful and half grotesque, much as he revels equally in pleasure and pain. As he is a creature of carnal desires, so are his followers: those who crave forbidden pleasures of the flesh but hide behind masks of respectability.

DISPATER

Hell's second layer is the Infernal City, Dis, and its ruler is the archdevil Dispater. The Iron Lord is the architect of the orderly perfection of Hell as a blueprint for the rest of the multiverse, responsible for Dis's own dark and startling perfection. He remains distant from the scheming and machinations of the other

archdevils and the Material Plane, instead modeling calm and deliberate action combined with ruthless, merciless arrogance. As the most urbane of the archdevils, he attracts many followers among those who wish to see Hell's dark majesty spread across the universe.

GERYON

Once the mightiest of asura ranas, Geryon betrayed hundreds of Hell's original asura inhabitants to aid Asmodeus in claiming the plane, in the process earning himself the title the Source of Lies. His realm of Stygia, Hell's fifth layer, hews most closely to the nature of Hell before Asmodeus reshaped the plane, and it contains the sunken ruins of countless cities and libraries predating the war against Heaven. The archdevil hoards knowledge and secrets—especially that which has been forbidden—while spreading falsehoods and heresies to mislead the ignorant, and his followers revel in the same.

MAMMON

Mammon, the Grasping One, oversees the vast treasures of Hell secured in the vaults of Erebus, Hell's third layer. As his angelic form was slain, he has no form of his own, so instead he infuses the very wealth that he guards, taking forms composed of riches and extending his senses out through each nigh-uncountable coin—he knows well the exact sum held in Hell's vaults and the greatest treasures among them. His worshippers are the greedy rich and poor alike, and he often arranges for such mortals to stumble across a “lucky copper” through which he whispers encouragements for the bearer to indulge in greater and greater vices, eventually claiming their soul as his own.

MEPHISTOPHELES

The archdevil Mephistopheles was shaped of the ashes and fire of Hell itself to convey the plane's will. The lord of Caina, Hell's eighth layer, he is a conniving schemer and a brilliant politician, quick to offer insults both blatant and cloaked behind silvered words. A master of rule, law, and words, he is the creator of the renowned agreements known as infernal contracts, crafted to damn mortal souls through their own ambitions. He views mortals as nothing more than a source of power for the infernal realm, but he nevertheless has followers who share his affinity for the power of law and loophole.

MOLOCH

The general of Hell's armies, Moloch, embodies infernal discipline and incomparable destructive power. Across his ream of Malebolge, the sixth layer of Hell, the Ashen Bull trains countless legions of devils to wage unending war. He not only teaches obedience, but demands it, punishing even the slightest misstep or insurrection with immediate, fiery retribution. Despite his harsh nature, Moloch is the most widely worshipped of the archdevils among mortals, as he is the most likely to answer supplicants' mundane pleas. In exchange, he asks only their souls to add to his endless armies—a price many are willing to pay.

QUEENS OF THE NIGHT

The Queens of the Night have won their own measure of power in Hell. Statistics for their worship appear on page 132.

ARDAD LILI

When mortals were young, before Asmodeus conquered Hell, Ardad Lili was already manipulating amorous and lustful mortals to swear fealty to her, amassing power from their souls. She fled the realm of Nirvana during the Exodus, taking up residence in Avernus and continuing to gather an army of damned souls and female devils who share her ambitions. The Serpent Muse has never forgotten the censures and cruel insults spewed by the other natives of Nirvana, and she seeks to someday rule not a layer of Hell, but a realm of the heavens. Herself a passionate being, she draws similarly passionate followers.

DOLORAS

Perhaps the cruelest of Hell's divinities, the Sadistic Angel shares certain characteristics with the velstracs who once resided in Hell—most notably, a drive to inflict physical pain upon living creatures. She does not inflict her torments out of anger or retribution; she practices her art with an unparalleled detachment and absence of emotion. Her followers are sadists, torturers who relish their grisly work, and those diabolists who summon velstracs rather than devils. While she bears the title of Queen of the Night and commands power commensurate with the others, Our Lady in Pain is content with her station and holds no ambitions beyond ensuring she can continue her tortures uninterrupted.

EISETH

Hell's Valkyrie rules a domain spanning part of Dispat's realm, commanding her legions of erinyes and executioner devil soldiers as she sees fit. Eiseth operates outside Dispat's rule, and she has forged powerful alliances with those in Hell and beyond, having long ago rejected limitations placed upon her by others. Foremost among the Queens of the Night, she embodies battle, revenge, and wrath, and her ambitions are as lofty as her aerie of Widow's Cry, where she forges souls of the damned into unequaled infernal legions answering to her alone.

MAHATHALLAH

While the other Queens of the Night are all fallen celestials, Mahathallah was once among the most powerful of the monitors: a psychopomp usher in service of Pharasma. Granted a glimpse of the end of her own existence, Mahathallah fled to the pits of Hell, finding some form of solace in Asmodeus's counsel. Now the Dowager of Illusions, Mahathallah deals in death, fate, and vanity, pulling back the veils of lies that obscure the profound facts of existence. She teaches her followers to seek the truths underlying each falsehood, fomenting arrogance and callousness in them. She also serves as a distant, deliberate advisor to the other Queens of the Night.

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DEMON LORDS

The Outer Rifts of the Abyss consist of unending layers of evil and depravity, many of which are ruled over by powerful, unique fiends known as demon lords. These demigods have risen above their peers through strength, cunning, or an unmatched capacity for cruelty, overseeing innumerable lesser demons that serve, fear, and revile them. Beneath them, yet more demons clamor to attain their heights of power as nascent demon lords, waiting for the right opportunity to complete their ascension. Fortunately for the mortals of the world, while the ranks of the demon lords are numerous beyond comprehension, only a small subset have so intensely turned their baleful gazes toward Golarion as to have a presence on the planet. These demon lords are served by vile cults that commit atrocities and blasphemies in exchange for power, wealth, and the opportunity to indulge their hearts' darkest desires. Statistics for their worship begin on page 124.

ABRAXAS

Abraxas, the Master of the Final Incantation, is the demon lord of forbidden lore, magic, and snakes. Abraxas has an encyclopedic knowledge of magical formulas and destructive secrets, favoring those that inflict suffering and destruction. His Final Incantation is a word of power that can unravel the mightiest of spells and unmake even artifacts. He takes the form of a viper-legged humanoid with a fanged, deformed bird's head. Abraxas's cults are most prevalent among the drow of Golarion, but small circles devoted to him can be found in most major cities on the surface as well.

BAPHOMET

Baphomet, Lord of the Labyrinth, is the demon lord of beasts, labyrinths, and minotaurs. Baphomet was originally a consort of Lamashtu who achieved demon lord status after escaping from imprisonment in a labyrinth constructed by Asmodeus. Baphomet appears as an enormous emaciated minotaur with feathered wings and a goat-like head that bears three horns, as well as a blazing pentagram branded into his forehead. Baphomet's cults are among the most prolific in Golarion—human-dominated secret societies devoted to the demon lord are present in many cities and may have members ensconced in positions of political power, while most minotaurs prefer his patronage to that of Lamashtu.

CYTH-V'SUG

Cyth-V'sug, Prince of the Blasted Heath, is the demon lord of disease, fungus, and parasites. Originally a qliphoth lord, he was exiled by his peers for accepting mortal worshippers. Transformed into one of the demons he despises, Cyth-V'sug seeks to devour all life to put an end to demons and, ultimately, himself. He most often appears as an enormous draconic figure of snarled vines, fungal growths, and flailing tentacles. Cyth-V'sug is most often worshipped by recluses who seek to bring decay and destruction to their environs, though denizens of the Darklands also pay homage to him.

DAGON

Dagon, the Shadow in the Sea, is the demon lord of deformity, the sea, and sea monsters. He holds court in an infinite ocean covered in disconcerting islands and deep-sea trenches filled with incomprehensible



CYTH-V'SUG

sunken cities. He appears as a massive creature with the lower body of an eel, a head reminiscent of deep-sea predators, and four thrashing tentacles in place of arms. Dagon began as a klippoth, and no mortal understands his transformation into a demon lord, though it earned him the enmity of his former kin. Dagon is primarily worshipped by boggards, sahuagin, skum, and marsh giants, though desperate or depraved coastal villages have been known to pledge themselves to the demon lord.

GOGUNTA

Gogunta, Song of the Swamp, is the demon lord of amphibians, boggards, and swamps. Gogunta is worshipped as a goddess by boggards, who believe her to be an ascended mobogo, though scholars suspect she was a former hezrou who gained the favor of Dagon. Lending credence to this latter theory, her realm, a stinking salt marsh, is located within Dagon's oceanic realm. Gogunta appears as an enormous, multi-headed frog with dozens of eyes and even more tongues, though boggards typically depict her as a titanic boggard queen.

KABRIRI

Kabriri, Him Who Gnaws, is the demon lord of ghouls, graves, and secrets kept by the dead. According to legend, Kabriri is the reborn form of the first humanoid to devour his kin in life. His realm, Everglut, is connected to graveyards throughout the multiverse by a snarled network of tunnels that bring knowledge and sacrifices to the demon lord. Kabriri appears as a hulking ghoul with elven ears, teeth filed to points, an unnaturally long tongue, ashen skin, and cloven hooves. He is worshipped primarily by ghouls, ghosts, and lacedons.

NURGAL

Nurgal, the Shining Scourge, is the demon lord of deserts, senseless warfare, and the sun. He was formerly a fully fledged deity of ancient Azlant, but fell to demigodhood after being defeated in combat. Nurgal represents the sun's potential for devastation, and his followers venerate him out of cowed awe. The demon lord appears as a muscular, tanned man with the head and lower body of a golden lion and a dragon's tail. He is almost always depicted as wielding a mace in the form of a miniature sun, held in a taloned hand. Nurgal's worshippers are primarily found in the deserts of Garund, Ninshabur, and Qadira.

PAZUZU

Pazuzu, King of the Wind Demons, is the demon lord of the sky, temptation, and winged creatures. He counts himself among the most ancient of demon lords, though his constant warring with Lamashtu has hindered his accumulation of power to the point of denying him godhood. He is exceptionally active in meddling in mortal affairs and takes great pleasure in possessing and corrupting good-hearted folk who invoke his name. Pazuzu appears as a humanoid figure with eagle's talons,

two pairs of bird wings, a scorpion tail, and an avian demonic head. He is worshipped by harpies, other evil winged creatures, and by countless champions and clerics who fell from grace at his temptations.

SHAX

Shax, the Blood Marquis, is the demon lord of envy, lies, and sadistic murders. Shax's capacity for cruelty is legendary even among the ranks of demon lords, and he takes extreme pleasure in watching the last light of hope fade from the eyes of his victims. He is the original creator of the babau demons, and those whom he personally flays and corrupts with Abyssal influence remain exemplars of their kind. Shax appears as a human man with a dove's head, feet, and wings, carrying countless knives and other weapons all over his body. Shax is most frequently worshipped by sadists, lone murderers, and serial killers.

TREERAZER

Treerazer, the Lord of the Blasted Tarn, is a nascent demon lord of pollution and the corruption of nature, believed by many to be an exiled servant or spawn of Cyth-V'sug who was banished to Golarion after a failed attempt at supplanting the demon lord. Though Treerazer is a nascent demon lord, and thus lacks the power of a true demon lord, he is perhaps most noteworthy among those who have a stake in Golarion due to his physical presence within the Tanglebriar, a corrupted, fetid swamp that was once the southern edges of the elven nation of Kyonin. He is served by devoted cultists in and around Kyonin, though small pockets of believers can be found around Golarion working furtively to free him in hopes of gaining his favor upon his ascension.

ZEVGAVIZEB

Zevgavizeb, the Glutton in the Dark, is the demon lord of caverns, reptiles, and troglodytes. He dwells at the center of a massive network of caverns called Gluttondark, filled with continually warring nations of reptilian races, along with other, more hideous subterranean creatures. He encourages these conflicts to cull the weakest of his followers and devours all life found within defeated nations as a price for failure. Largely concerned with these perpetual conflicts, Zevgavizeb seldom seeks to influence Golarion directly, though reptilian races and xulgaths in particular routinely commit atrocities in his name.

ZURA

Zura, the Vampire Queen, is the demon lord of blood, cannibalism, and vampires. According to legend, she is the reincarnated form of an Azlanti queen who indulged in blood rites and acts of cannibalism in a quest for eternal life. After death, she was reborn as a unique vampiric succubus who quickly ascended to the status of demon lord. Though many of her cults died out with the Azlanti empire, Zura is still worshipped by vampires and those aspiring to become vampires, particularly within Cheliah and Ustalav, as well as among the drow of the Darklands.

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THE ELDEST

When the gods abandoned the First World—their initial rough draft of creation shaped in distant prehistory—native beings of incredible power stepped in to fill the vacuum. These beings, called the Eldest, hold deific power over the First World but have little of the other gods' aspirations. The Eldest don't concern themselves with expanding their followings or advocating particular ideologies. Many barely acknowledge their worshippers at all, concerning themselves only with their own mysterious motivations and doling out divine power merely because they have much to spare and doing so amuses them.

Devotees of the Eldest on Golarion are usually solitary in their worship, residing near breaches to the unpredictable First World. Most worshippers are fey or gnomes, although other creatures who feel a close kinship with fey might revere the capricious and uncaring Eldest as well. Statistics for their worship appear on page 126.

COUNT RANALC

Once the lord of darkness and of the chaos of creation, Count Ranalc was cast out long ago by the other Eldest and titled "the Traitor," though the Eldest are not forthcoming about what heinous treachery Ranalc committed, and many among his worshippers claim that he was the one who was betrayed. In his new home in a remote corner of the Shadow Plane, Ranalc embraced his banishment and became the patron of exiles, shadows, betrayal, and the betrayed. Ranalc had long held a fascination with the world of Golarion, and he was alternately both friend and foil to the powerful archwizard Nex. On the day Nex besieged the city of Absalom with shadowy beings—beings certainly drawn from Ranalc's domain—the Eldest vanished from reality. Although he continues to grant spells to his devout worshippers, Ranalc has otherwise wholly disappeared. Theories about his disappearance abound, although they are as obscure and as self-contradictory as the enigmatic Eldest ever was.

THE GREEN MOTHER

The Eldest of carnivorous plants, intrigue, and seduction, the Green Mother personifies the raw thrill and desire found throughout nature. Lush plants that entice prey only to kill with barbs or toxins lie within her authority, as do lustful acts and whispered secrets occurring in wild terrain. Her seductive form shifts from that of a beautiful fey such as nymphs to incorporating natural lures like sweet-smelling flowers and graceful verdant tresses. Just as the Green Mother's form constantly changes, her mood shifts from suggestive temptress to indifferent poisoner. No matter her form or attitude, the Green Mother is among the canniest of the Eldest, and she maintains several loyal agents who keep her well informed about goings-on in the First

World and beyond. This information fuels her intrigues among the Eldest, and they all believe it wisest to keep on the Green Mother's good side lest their secrets be seductively whispered into the ears of their enemies.

IMBREX

Known as the Twins, Imbrex is the mysterious Eldest of twins, statues, and endings. Appearing as two immense stone statues hundreds of feet tall holding hands and looking outward, Imbrex neither moves nor speaks. The Eldest sometimes communicates with telepathic utterances that rend minds or deliver psychic enlightenment, but they more often express their will through startlingly realistic dreams that sometimes manifest into strange life. An entire city named Anophaeus sprawls at Imbrex's four feet, populated by jade urbanites, eager aspirants, and prowling dream-creatures made real. An unusually high proportion of those born in Anophaeu are twins, and twins are also common among Imbrex's worshippers. Although Imbrex appears timeless in form, they are intrigued by dramatic endings, particularly apocalypses, and have foreknowledge of disasters to come.

THE LANTERN KING

Although the Lantern King most often appears as a floating ball of light surrounded by runes that form a delicate crown, the Eldest of laughter, mischief, and transformation has taken on a dizzying array of figures. He often adopts alternate shapes to play pranks, and even other Eldest are not immune to his mischievous scheming. Although he insists his pranks are intended only to incite levity and bring down imperious snobs, the chaos he creates in the name of good-natured fun is, to his targets, embarrassing at best and sometimes outright lethal. The Lantern King wanders the First World more than other Eldest, and he can be encountered in crowded markets and lonely byways alike. He is frequently accompanied by the Witchmarket, a traveling caravan of entertainers and merchants that serves as his court.

THE LOST PRINCE

The Eldest of loneliness, sadness, and forgotten things, the Lost Prince spends most of his time brooding in the throne room of his crumbling tower. Although his precise origin is a hotly debated issue, the Lost Prince is known to hail from a place other than the First World. The melancholy lord doesn't speak of his home, and in fact he doesn't speak much at all, as he's prone to bouts of depression powerful enough to leach color from his surroundings and press his coterie of followers into respectful silence. Appearing as a gaunt, pale human man dressed in black finery, the Lost Prince bears vivid red runes on his brow and on the backs of his hands. He is studiously neutral in the schemes of the other Eldest, which makes his opinions and his favor particularly valuable.

MAGDH

Magdh is the Eldest of foreknowledge, complexity, and triplets, and she is the greatest seer in the First World. Most often appearing as a woman with three faces set equidistantly around her head, Magdh looks across the skeins of fate into myriad alternate realities and possible futures. Among all the Eldest, she has the deepest knowledge of reality's true design and the ripples a single action or inaction can create throughout all of existence. Her communications are veiled in conditional language and oddly juxtaposed statements to an almost maddening degree, and thus she never communicates the prophetic truths she sees—so plain to her six eyes—in a straightforward way. Because of their shared knowledge of branching timelines, Shyka and Magdh can communicate more easily with each other about such topics, though the other Eldest are cautious around Magdh, lest a careless comment or errant gesture cause her to predict apocalyptic dooms.

NG

Rumors say that to glance upon the hooded face of Ng is to either see truth or face oblivion itself, but the Eldest of changing seasons, secrets, and wanderers keeps his visage perpetually shrouded. He is a serious and stern figure draped in silvery robes that swish around his legs as he walks lonely and distant paths. No carefree wanderer, Ng is a patron of those who travel long distances with purpose, and he sometimes shields them from banditry, treacherous weather, and getting lost. Ng keeps many secrets, even from his followers, and none know what his evidently aimless travels might portend. Ng rules over the seasons as they turn one into another, but he rules far more numerous seasons than the four familiar to Golarion, such as the Season of Carnivorous Light and the Season of Solemn Deliquescence.

RAGADAHN

As boastful as he is bestial, Ragadahn the Water Lord is the Eldest of oceans, linnorms, and sinuous spirals. He appears as a great serpentine dragon in the First World's seas, but he is widely traveled and takes other forms as needed to pursue both martial conquests and amorous affairs. He is widely believed to be the progenitor of all linnorms, and he claims to be the progenitor of all dragons. True dragons stridently contest this assertion, although they wisely decline to do so when in Ragadahn's majestic presence. Failure to deliver proper respect to the arrogant Ragadahn invites his legendary ire, and no supplicant can ever be too flattering for his tastes. Yet for all his tempestuous nature, he is wise, and he holds much otherwise lost and forgotten knowledge.

SHYKA

The Eldest of entropy, reincarnation, and time, Shyka the Many is not a single entity but rather multiple beings who travel forward and backward through time. Each has sequentially held the title of Shyka, picking up the mantle and the knowledge that comes with it upon the passing (or disappearance) of a predecessor. Shyka visits so many overlapping temporal locations that other creatures encounter a random-seeming Shyka each time. This Eldest knows of the multiverse's birth as well as its death, having experienced both. Although Shyka claims to merely watch over the continuum of time, it's an open secret that the Eldest makes slight changes in line with their own goals—or requests that their worshippers do so, with abstruse promptings.



RAGADAHN

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ELEMENTAL LORDS

Born amid the primal chaos of the multiverse's earliest days, the eight elemental lords are divine embodiments of the Inner Spheres' raw elemental forces. With two lords of air, two of earth, two of fire, and two of water, half their number represent the aspects of each element that mortals consider benevolent, while the others represent the malicious and destructive aspects of those same elements. When the Material Plane was born, the benevolent elemental lords seeded it with all the potential of their elements, creating planets, stars, oceans, and life. Yet as mortality evolved, it began harnessing the elements for malevolent purposes, causing anguished dissent between the benevolent elemental lords and emboldening their evil counterparts. Kelizandri, the fearsome lord of water, forged an alliance with the other evil elemental lords—Ayrzul, Hshurha, and Ymeri—to seal each good elemental lord in a prison penetrable only by combining the other three elemental powers once more; this feat has been achieved only once in the ages since. The four surviving lords have ruled their respective planes mercilessly for time uncounted, free to write the stories of their own creations, invent their own titles of nobility, and claim sole dominion over the elemental planes. Statistics for the elemental lords' worship begin on page 126.

ATREIA

Responsible for fire, purification, and radiance, Atreia the Lambent King is the benevolent elemental lord of fire. When the multiverse was young, Atreia soared across the Plane of Fire as a triple-headed ibis, with wings that burned and eyes of flame, routing evil from the plane. Now, he is imprisoned within the *Garnet Brand*, a red gem encased in an eternal shroud of steam. Though he cannot hear or grant power to his followers from his prison, some groups of salamanders on the Plane of Fire still honor the Lambent King for his dominion over protection and life-giving fire, as do a few small circles of mortals who hold the discovery and purification of evil above all other causes. Statues depicting his likeness can be found across his former realms, hidden in ancient sites dedicated to healing and holy light.

AYRZUL

Lord of buried secrets, earth, and metal, the Fossilized King Ayrzul is a mystery even on the Plane of Earth. No one has seen the elemental lord of earth outside of his realm, the Blistering Labyrinth, and few know the truth of Ayrzul's nature or the form he takes when he appears. Some say he is an immense, undead

crystalline dragon, an ancient genie wizard, or even a discarded splinter from some long-forgotten deity, shed before their primeval destruction. His power, motives, and origins are likewise the subjects of innumerable rumors. This speculation is all inconsequential to the Fossilized King; even the politics of his plane falls outside his notice. Instead, the lord of Earth spends his time plotting against his bitter rival, Ymeri, the elemental lord of fire.

Ayrzul's followers include xiomorns—Sairazul's children whom he has stolen—a handful of mephits and other elementals, and groups of humanoids on the Material Plane with an interest in the unseen hostility of the earth.

HSHURHA

Hshurha, Duchess of All Winds, is the elemental lord of air, last breaths, and windstorms. She rules the Plane of Air from her translucent palace, Verglas Precessional, surrounded by her court of air elementals, planar dignitaries, and favored guests. The Duchess



RANGINORI

is naturally invisible, and her true form—if she even has such a thing—is a mystery. Cruel and tyrannical, Hshurha enjoys toying with outsiders in her realm, and she is known to be especially vicious toward creatures with solid forms. She creates and destroys magnificent ice and dust sculptures according to her tumultuous whims, and her machinations often seem convoluted and nonsensical, even to her inner circle. Most on the plane both respect and fear her.

The lord of air is worshipped by air elementals as a mother goddess, by invisible stalkers, and by cultists who enjoy catering to capricious whims and unpredictable storms. Despite her cool peace with djinn, some believe she consorts with efreet or uses her invisible stalkers to weaken the djinn's hold on her plane.

KELIZANDRI

Kelizandri, the elemental lord of water, oversees the deep sea, waves, and drowning. The Brackish Emperor claims to be the offspring of an ancient god and a brine dragon, and he usually takes the form of an immense aquatic dragon with metallic scales and crystalline talons. He spends much of his time slumbering in his magnificent Palace of Salt and Bones, entertaining himself with rampages of wanton destruction and conquest whenever he wakes.

Kelizandri's worshippers include brine dragons, water elementals, and mortals who revere the inhospitable unknowns of the deep sea. He holds no love for marids, having killed the last Saline Padishah, Niloufar the Great, and destroyed her capital city of Arzanib. The lord's domain on the Plane of Water is the Brackish Empire Kelizandrika, a conglomeration of affiliated brine dragon-controlled realms. The most powerful dragons of Kelizandrika's ruling councils are said to advise the elemental lord personally.

LYSIANASSA

Lysianassa, Empress of the Torrent, is the elemental lord of currents, tides, and water. Before she was trapped in the *Gasping Pearl*, the benevolent lord of water patrolled her plane as a powerful sailfish made of coral and streaked with mother of pearl. When she realized her capture was imminent, Lysianassa preserved the last of her strength within the *Breath of Lysianassa*, a vial that allowed her nautilus servant Riam the Unyielding to control the Plane of Water's tides. Since Riam's death, the currents of the Plane of Water have begun to slow, and may eventually come to a halt. Few recall the Empress of the Torrent's name, but cults dedicated to an enigmatic figure called the Queen of the Depths have begun to arise, heralding an event they refer to as the Awakening, and some planar scholars believe these cultists seek to free Lysianassa from her prison.

RANGINORI

The benevolent elemental lord of air is Ranginori, the Zephyrous Prince, lord of air, welcome breezes,

and thunderstorms. When he appears before mortals, Ranginori takes the form of an immense, lion-headed serpent spun from forbidding clouds, with hundreds of clawed feet and a mane that dances with lightning. Recently freed from his imprisonment within the *Untouchable Opal* by agents of the Pathfinder Society, the Zephyrous Prince has accumulated a small but loyal following in search of liberation, hope, and change for the multiverse. He is regaining his strength and preparing to find and liberate the other benevolent elemental lords, bringing balance back to the Elemental Planes.

As the single free benevolent elemental lord, Ranginori is in a vulnerable situation, in desperate need of allies and followers to aid him against the combined might of the evil elemental lords. He has reestablished his realm on the Plane of Air: the Roaring Spark, a floating spiral of ruins that branch outward from a central crack of thunder. As the elemental lord regains his power and his domain returns to life, the vestiges of his ancient keeps and towers rebuild themselves while new branches form.

SAIRAZUL

Sairazul, the Crystalline Queen, is the elemental lord of caves, earth, and gems. Planar scholars who know of the benevolent lord of earth speak of Sairazul as a mother and creator who gave birth to numerous races of outsiders, including agrawghs and xiomorns. She is currently imprisoned within the *Moaning Diamond*, a pure gemstone encircled by eternally crying winds, unable to contact the outside world. Several of her consorts still live to this day, searching the planes for her prison in the hopes that her release will usher in an era of renewed creation across the Plane of Earth. Though the Crystalline Queen can't grant power of any kind to her followers, a handful of her children on the Plane of Earth remain faithful to their creator, and she is remembered with great reverence by Material Plane cultists who exalt creation and reproduction.

YMERI

The elemental lord of fire is Ymeri, Queen of the Inferno, lord of fire, heat, and smoke. The sole ruler of the Plane of Fire, Ymeri governs from her Auroric Palace, taking the form of a six-armed reptilian centaur with burning wings. She has systematically destroyed all record of her birth and true origins, claiming to have always existed, and she wages a never-ending war against the other denizens of the Plane of Fire and against the shaitans of the Plane of Earth.

Of all the elemental lords, Ymeri has the largest following. Some mephits and most fire elementals revere her, alongside some efreet and a few other creatures of the Plane of Fire, though few salamanders honor her name, and a covert order of efreeti known as the Secret Fire is dedicated to opposing her rule. On Golarion, the Queen of the Inferno is worshipped primarily by cabals of fire wizards, arsonists, and red dragons.

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EMPYREAL LORDS

Much as demon lords and archdevils are the preeminent incarnations of malice and sin, on the side of righteousness stand the empyreal lords—exceptional beings that represent the good in the myriad everyday actions of the multiverse. Drawn from the most powerful ranks of the celestial host, the multitudinous empyreal lords include agathions, angels, archons, and azatas alike. Most of these beings gained prominence as immortal champions of virtue, though some are instead mortal paragons who ascended, while others spontaneously formed from exceptional deeds of good that echoed throughout the planes. While all empyreal lords are dedicated to good, their philosophies, interests, and personalities vary, and they don't always agree with one another.

Worship of the empyreal lords is not nearly as widespread as that of the major deities, but it is still surprisingly common. Most worship takes place at small shrines, statues, or artifacts (such as the sculpture known as the Mistress of Angels in Magnimar), or simply through the doing of deeds that reflect an empyreal lord's interest or beliefs. Centers of worship like churches or cathedrals are extremely uncommon. Most followers consider worship to be an individual matter, and it is rare to see a follower of any empyreal lord proselytizing. However, adherents sometimes congregate in small groups called mystery cults, and some of these groups maintain small temples. The city of Magnimar is home to several mystery cults, as the Varisian people have long held the empyreal lords in high esteem. It is not uncommon for mystery cultists to worship multiple empyreal lords in various combinations, or even all of them, though most have a favorite patron.

Presented below are some of the empyreal lords commonly worshipped in the Inner Sea region. Statistics for their worship appear on page 128.

ANDOLETTA

Called Grandmother Crow, Andoletta represents consolation, respect, and security. Andoletta makes a clear distinction between guilt and innocence: there is no in-between. For those falsely accused or who show signs of redemption, she offers a path back to the light. That path is never an easy one, but it is one worth walking, and she stands beside those who make the trek. For the truly wicked and those who show no remorse, she has no mercy. For these

reasons, her likeness is often found in courts, where she can watch over and ensure fairness to those accused of crimes. Andoletta also places great value on respect for the dead and the protection of children. To offer solace to the bereaved is true kindness and compassion. Children are slates with tremendous potential for good—if they can be guided and kept safe from evil.

When she appears to mortals, Grandmother Crow does so as an older woman, gray-haired, wrinkled, and with keen, knowing eyes. She carries a walking stick and wears a cape of black crow feathers across her shoulders, giving the appearance of large, folded wings.

Those who appeal to Andoletta include elders, the conflicted, the bereaved, the falsely accused, investigators, and judges.

ARSHEA

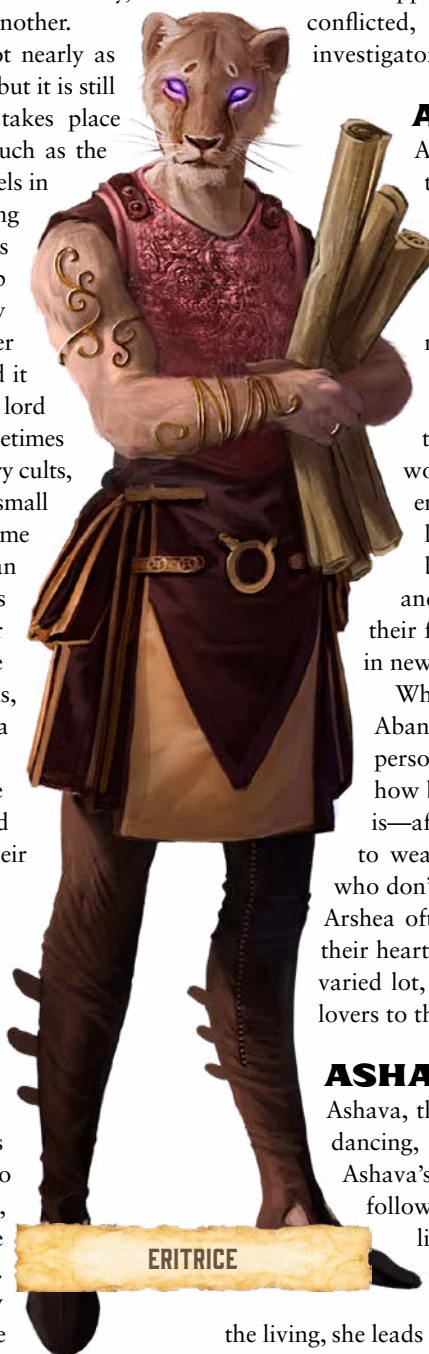
Appearing in art more than any of the other empyreal lords, the Spirit of Abandon represents freedom, physical beauty, and sexuality.

More than anything else, freedom is what matters to Arshea. For many this is most commonly seen as freedom for sexual expression, but Arshea represents the freedom to experience all that is good in the world, be it an ideology or a specific emotional or physical expression. So long as it doesn't harm others, Arshea believes creatures should do, think, and feel as they will. They encourage their followers to try new things, to think in new ways, and to wear new forms.

When appearing to mortals, the Spirit of Abandon most commonly appears in that person's own body so the person may see how beautiful and perfect their own form is—after all, if a divine being has chosen to wear it, it must be perfect. For people who don't fit in the body they currently wear, Arshea often appears in the form reflected in their heart and soul. Followers of Arshea are a varied lot, from artists to explorers, and from lovers to those who fight against repression.

ASHAVA

Ashava, the True Spark, embodies moonlight, dancing, and lonely spirits. Dancing is Ashava's true love, and she encourages her followers to dance often. For some, she is little more than a patron of that art, but Ashava is also a guide, both in spirit and in the physical world. For the living, she leads the lonely out of their difficult times,



ERITRICE

her lights guiding lost wanderers back to safety. For the dead, her haunting moonlit dances lead lost and lonely spirits onward to their eternal judgment. She encourages her followers to steer those who are lost—whether in the wilderness or in their hearts—to where they need to go. Priests of Ashava are the dancing light that guides the way, but will-o'-wisps are anathema to Ashava, and her followers destroy these creatures wherever they are found.

The True Spark appears as a tall woman, flushed with the exertion of prolonged dancing. Her features are difficult to see unless under moonlight, when they instead become crystal clear. She wears a beautiful gown woven from starlight that always sways in motion, and she never appears to be standing still. On her brow she wears a wreath of many-colored moss. Some of Ashava's followers include dancers, artists, the nocturnal, the lonely, the bereaved, lovers, and travelers.

BLACK BUTTERFLY

The Silence Between flutters among and between the stars, representing distance, silence, and space. Often called Desna's Shadow, the Black Butterfly is sometimes believed to be an aspect of Desna that has broken off and taken on its own life; her interest in distance and space certainly reflects Desna's love of travel. The Black Butterfly finds the silence of the sea of stars useful for introspection and learning about oneself. Those who follow her take opportunities when they can to sit in silent meditation, in zones of silence and darkness when possible. Travel across large distances offers plenty to think about and contemplate, and the Black Butterfly encourages such journeys. She hates all evil, but she truly despises the powerful beings of evil that populate the Dark Tapestry, and her followers are expected to fight these beings and their followers without mercy.

The Silence Between manifests as the silhouette of a woman with butterfly wings, and white hair and eyes. Her wings contain a shadow—or reflection—of all of the Dark Tapestry and everything within it. Parted lovers, the isolated, the introverted, those who have sworn vows of silence or don't communicate verbally, stargazers, explorers, and the melancholy are all found among the followers of the Black Butterfly.

ERITRICE

The Heart-Speaker Eritrice represents honest debate, opinions, and truth. Facts and information are important to Eritrice, but truths and wisdom gained through discussion are far more valuable to her than those gained through books. She maintains there is nothing wrong with disagreeing so long as the disagreement is respectful, and that it is crucial to be open to discussion, willing to consider new information, and receptive to forming new opinions. Opinions are valuable in that they help understand other views, but Eritrice reminds her followers that opinions are not facts and can be incorrect and even harmful. When lies

are spoken or become the rule of the land, those that follow Eritrice work through networks of like-minded individuals to spread the truth using messages sent to all who will listen.

In her mortal form, the Heart-Speaker appears as a muscular, 8-foot-tall woman with a female lion's head. She wears a rose-colored breastplate over a short kilt. When she speaks, her voice is so entrancing and compelling that those she appears to often don't take note of any of her other features. Those who value truth, from debaters to town criers to lawmakers, are among the followers of Eritrice.

FALAYNA

Femininity, martial training, and rings are the purview of the Warrior's Ring. In the eyes of Falayna, there is as much grace and beauty in the martial arts as exists in any culture's definition of femininity. The strength of womanhood is a hallmark of femininity, and strength in arms reflects this, with the flourish and personality of a fighting style a vibrant means for self-expression. Followers of Falayna learn to fight so they can both express their body and defend themselves if necessary, and strive to feel beautiful doing so, both in form and in dress. Falayna also enjoys rings, and as such she is associated with events in which rings are given or exchanged, such as weddings.

When the Warrior's Ring appears to mortals, her form is most often that of a muscular woman with the hair and eye colors most commonly associated with feminine beauty in the mortal's mind. She wears a bright silver breastplate on top of flowing, silken robes, her longsword *Betrothal* sheathed across her back. On her fingers she wears rings of varying colors, styles, and stones; this jewelry seems to constantly shift, as if her fingers wear all the rings found in all the worlds. Followers of Falayna include warriors, soldiers, squires, jewelers, and those engaged to be married.

IREZ

Cards, glyphs, scribes, and spells are all the purview of the Lady of Inscribed Wonder. She holds knowledge and understanding of the great power and symbolism behind runes. In particular, Irez understands how runes can supplement and empower arcane magic. It's through this understanding that Irez is able to make enigmatic predictions on events in the distant future, which more often than not come to pass. Many of her followers are calligraphers, gamblers, harrow readers and others who regularly handle cards and symbols, be they for an arcane purpose, prophetic practices, or their more mundane applications.

Those who have seen Irez, either in person or through the cards, describe her as a woman with the body of a powerful serpent and large wings resembling those of a bat. Irez is constantly draped with strips of parchment, each bearing glyphs that bear the secret to a particular spell or specific cards, such as the harrow's Tyrant card.

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KORADA

Korada, the Open Hand of Harmony, is concerned with foresight, forgiveness, and peace. In particular, he believes that although the tireless fight against wickedness is admirable, the ultimate triumph over evil will come in the form of redemption rather than destruction. Korada's dedication to peace is such that he and his followers refuse to cause harm to their attackers, instead using their martial skills only to defend themselves. Many Koradans seek greater wisdom through study or meditation in hopes of better understanding their foes so as to guide them toward redemption. This dedication to self-awareness, philosophy, and introspection is said to have allowed Korada greater insight into the workings of the universe, granting him the great gift of foresight. Korada rarely acts on his visions, however, believing the struggle that comes with true change is always worthwhile, whether or not such a change is successful.

The Open Hand of Harmony takes the form of a lithe, athletic man donning simple robes. He is covered in sparse, light-brown fur and has three monkey tails that constantly writhe behind him, much like the dancing flames of a powerful fire. Most of Korada's followers are those who have lived imbalanced lives or faced persistent violence as they seek to find peace in their life and within themselves. Many of the evil individuals redeemed by Koradans soon become followers themselves.

PULURA

Dancing through the northern sky, the Shimmering Maiden represents constellations, homesickness, and northern lights. Pulura understands that the constellations are the guide with which mortals navigate their world, lighting the way so that those who travel or explore can always find their way home. The stories of the constellations not only entertain with tales of goodness and light and strength, but they are also a tool for helping others learn and remember the stars. This ensures that the map in the sky is easy to read and never forgotten. To learn this map and to guide those who are lost or otherwise in need of direction are exceptional callings, but even more so is to teach a petitioner to navigate the skies himself on the journey.

The Shimmering Maiden is often difficult to see, appearing to mortals from great distances as a bright, hot star. When she can be seen, she has the appearance of a Tian woman whose dark hair twinkles with bright stars. Her green and pink robes appear as though they are made of light, rather than any fabric. Travelers, guides, nomads, explorers, sailors, stargazers, and hunters are some of Pulura's followers.

RAGATHIEL

The General of Vengeance presides over chivalry, duty, and vengeance, acting as the quintessential knight. Born of the archdevil Dispater and Feronia, a neutral demigoddess of fire, Ragathiel struggles to overcome the reputation of his parentage, and he understands the

struggle to be accepted, to be trusted, and to fight against his own nature for the sake of good. He represents strength in battle, wrath upon the wicked, absolution or vengeance for the wronged, leadership when needed, and virtue and duty to the innocent. He expects his followers to destroy fiends when they find them and to work toward truly earning the trust and acceptance of those around them. Those who follow him lead by shining example and can be found on the front lines of battle or any conflict against evil they can find.

The General of Vengeance appears as a massive giant, standing more than 20 feet tall, clad in golden plate armor that shines with its own light and carrying a sword that burns with holy fire. Five flaming wings stretch from his back, three on his left and two on his right—the sixth was lost, torn out by his father in a fit of fury. Followers of Ragathiel include crusaders, knights, soldiers, the falsely accused, the marginalized, and the wronged.

SORALYON

Guardians, monuments, and magic are the purview of the Mystic Angel. Soralyon believes that monuments and ruins are important links to the past. Guarding them against those who would defile or destroy them is of tremendous importance, lest people lose memories of who they are, where they came from, and what they have accomplished. As such, those who stand guard over monuments and ruins are blessed. Likewise, those who study monuments to the past and present with respect, or seek to preserve them for the future, are also blessed. Guardianship of others, but especially of those who study and preserve these relics to the past, is also of great importance to Soralyon. As magic is a valuable tool in guarding, studying, and preserving these monuments and people, Soralyon encourages the study of magic, preferably for use in learning or protection.

When the Mystic Angel appears to mortals he usually does so as a handsome being beautifully carved of smooth marble, the hues of which range the entire spectrum of the stone but tend toward those most common locally. Followers of Soralyon include archaeologists, historians, bodyguards, guardians, sculptors, curators, and arcane spellcasters.

VILDEIS

The Cardinal Martyr presides over devotion, sacrifice, and scars. Vildeis is driven entirely by her abhorrence for evil. Evil should not and must not be allowed to exist. It should be fought without pause and without rest until it is completely and utterly destroyed. Not only does the fight never end, but every sacrifice that needs to be made to end evil must be made, and is worth making. There are no material rewards to be had for destroying evil—its destruction is all the reward necessary, and that reward can be enjoyed only once there is no more evil. Scars are the marks the fight

leaves behind, the memory of all the sacrifices made. Vildeis expects total commitment from her followers, who leave everything behind and dedicate their lives to destroying all that is vile.

The Cardinal Martyr appears as a human woman covered in scars, each forming a rune depicting a sacrifice she has made. Her eyes are covered in a red cloth so that she cannot see the horrors of evil upon the world. Vildeis flies on gigantic, blood-colored wings, and the whispered screams of all the planes' martyrs can be heard in her presence. Followers of Vildeis include martyrs, paladins, and zealots.

YLIMANCHA

Ylimancha gazes out over the world's coastlines, presiding over coastal waters, fishers, and flying creatures.

Also known as Harborwing, she believes in harmony between the seas, the skies, and the beings of the land. Sustenance and resources can be taken from the sea by those on shore, but not so much that the balance is upset. The sea may sometimes encroach on the land, but breakwaters can be built to keep communities on land dry and safe. Ylimancha likewise loves all creatures that fly, though the demon lord Pazuzu also claims dominion over them, bringing the two into endless conflict and causing her to mourn deeply each creature he converts to his worship.

Harborwing most often appears as a very large seagull, pure white in color with the head of a Varisian woman with short, dark hair. She sometimes instead appears as a human woman with the head of an osprey. In this form she wears robes that sway like the waves of the sea, their blue folds foaming white at the edges, and she carries a teak longbow strung with gold. When she speaks, her voice carries the sound of the crashing waves. Followers of Ylimancha include fishers, sailors, merfolk, those who make their living on or in the sea, and flying creatures.

ZOHLs

Zohls, also known as Verity, advocates for determination, investigation, and truth. She believes that mysteries lead to truth, but how one arrives at that truth is as important as the answer itself. All questions are puzzles, and all puzzles are worth solving. The more intricate the problem, the more rewarding the investigation, and through determination and ethical investigation, even the deepest of enigmas can be solved. Calculated, logical thinking is more important to Zohls than gut instinct. She sees patterns everywhere, and she teaches that detecting these patterns brings the truth to light. While all investigations are worth pursuing so long as they don't hurt innocents, investigations that reveal the truth of crimes or other horrors, and that lead to justice being served and victims finding peace, are the most important of all to Verity.

When appearing to her followers, Verity is always practically dressed, usually wearing a tunic and breeches. She wears black and white clothing, as these colors represent the light of truth and the darkness of obscurity and the unknown. She keeps her light-brown hair pulled back in braids. On her back she has large wings made of parchment that never wrinkle, whether furled or unfurled. Followers of Zohls include detectives, scientists, researchers, historians, archivists, librarians, and even conspiracy theorists.



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THE HORSEMEN

At the end of the River Styx await the rulers of Abaddon: the Four Horsemen of the Apocalypse and their daemoniac brood. Hatred for living things fuels all of daemonkind, who see existence as a great mistake. Though all of the Horsemen began their lives as mortals, they are completely devoted to the eradication of reality itself. Riding atop their dreaded steeds, they strive for true apocalypse. Only when all life has been snuffed out does their mission end, and they can then consign themselves to the waiting oblivion.

Only the truly nihilistic worship the Horsemen. Those who seek vengeance on all the world or lust for power are drawn to the Horsemen's easy promises, thinking they will be spared from their masters' cataclysmic mission. They never are. To the Horsemen, their followers are entirely disposable, tools with a purpose until they too are devoured. Statistics for their worship begin on page 128.

APOLLYON

The Prince of Plagues seized power for himself after the disappearance of the previous Horseman of Pestilence by obsessively eliminating all potential rivals. Apollyon commands his vast army of leukodaemons to spread oblivion like a virus. He wastes no time on trivial acts of violence and lacks the patience to wait for long-term schemes to come to fruition. Instead, his plagues carry oblivion through cities like lightning, decimating entire kingdoms in the span of a few days. His greatest creations have been diseases that corrupt the soul itself, ensuring that Pharamasma sends his victims to Abaddon once they've succumbed.

Apollyon appears as a hulking, bruised giant wrapped in black leather straps, with the head of a rotting ram. His cloak is stitched from the skin of angels who attempted to rescue the souls he had claimed—after flaying the angels alive, he preserved their faces in permanent agony upon the cloak. Apollyon delights in witnessing the deaths his diseases cause, not in dispassionate obligation but out of self-righteous glee. He sends his plague carriers out across the Material Plane knowing that even if they are defeated quickly, the sicknesses they carry will spread and take more lives than they could ever hope to alone. The moans and wails from the infected are prayers that fill him with more power to launch his next sickness onto the living.

Apollyon spends most of his time on his Throne of Flies, in a grotesque palace built long before his life as a mortal from the corpse of an ancient being. He anxiously amasses power against a fear he has never voiced—the reappearance of his predecessor, whose fate remains a mystery. Apollyon is always working, spreading his influence farther and mutating his diseases to grasp those who thought themselves inoculated. For Apollyon, the only cure for existence is its end.

CHARON

The First Horseman, eldest of his counterparts and the Boatman of the Styx, is a patient and cunning figure. Content to allow plans to take hold over time, Charon freely offers his power only to collect on his bargain decades or even centuries later. As the Horseman of Death, Charon concerns himself with miserable, pointless deaths that are devoid of any faith, mercy, or meaning, dragging those who perish in the depths of hopelessness and nihilism down into Abaddon and oblivion.

Charon is the last surviving member of the original Horsemen who overthrew the First Daemon in their fit of jealous contempt. Holding knowledge from the earliest days of existence, he alone knows Abaddon's true history, but he keeps it to himself. This allows him to exploit opportunities with curious mortals, sweeping more souls into his dread kingdom.

Charon appears as a tall, looming man dressed in a frayed cloak and gripping a lantern staff firmly in one hand, but it is widely believed that this form is a facade. His true face may be unknowable, hidden away at the end of the Styx within his sunken palace, the Drowning Court. Some theorize that this form is nothing more than a mouthpiece for a far more alien entity that lies beneath the waters of the Styx. Whatever the case, Charon is a timeless being whose bargains, promises, and bottomless hunger stretch back to the earliest days.

Mortal attempts to extend their natural lifespans provoke a cold anger in Charon. His daemon brood confiscates magic and technology that would grant respites from aging and delivers them to the Drowning Court, filling vaults with artifacts of immortality. He actively works to control the younger Horsemen to ensure they present a unified front to the denizens of Abaddon and beyond. Managing Szuriel's tireless bloodlust, Apollyon's festering paranoia, and Trelmarixian's existential investigations occasionally tests the Boatman's patience, but Charon never forgets that one day, all will find their way to his waters, and he longs for the day he himself can drown under them.

SZURIEL

All Szuriel has ever known is war. In life she was first a paladin, then excommunicated from her church for heresy. In response, she slaughtered her way to power until she was crowned empress, then subsequently had every member of her former faith crucified. She went on to wage several brutal wars against neighboring kingdoms until an assassin's dagger found her heart. Sent to Abaddon, she rose quickly through the ranks of daemonkind, and when she saw weakness in the Horseman of War, she slew him in battle, claiming his title for herself.

Szuriel appears as a tragic angel with beautiful golden hair, magnificent wings, and polished obsidian eyes that

continuously weep blood. She resides in the Cinder Furnace, her corner of Abaddon where instruments of war are forged from the fires of burning souls. Szuriel commands one of the largest standing armies in all of existence, countless daemonic soldiers ready to wage war. All fear oblivion at the hands of Szuriel and her army. The Horseman of War is always happy to lend her powers, warriors, and devastating discoveries across the planes. So long as war continues, more souls are pulled into her ever-burning furnace.

There are few lasting cults to Szuriel. She carries a hatred of the gods from her mortal life, but she recognizes religious strife is a wondrous provocation to war. She sees her followers as entirely disposable, allowing them to believe whatever they wish of her so long as they deliver her souls on the ends of their swords. She is symbol of pyrrhic victory, a mocking lie to those promised an angelic reward in the afterlife despite a lifetime of violence. Only oblivion awaits those who serve the Angel of Desolation.

TRELMARIXIAN

Before his mortal death, Trelmarixian had already destroyed an entire world. Born a daemonic-blooded tiefling, his hatred of those around him was an all-consuming hunger, and he never knew peace. During an eclipse, he performed a ritual so powerful it mummified every living creature on his world, and his heart was finally full. Dying from starvation but elated by his success, Trelmarixian heard a voice call out to him. The voice mocked him, exclaiming all he'd accomplished was insignificant compared to what awaited him next. Trelmarixian's last mortal memory was of staring into an eclipse.

Lytheria, the original Horseman of Famine, was impressed by Trelmarixian's conquest and took him on as her apprentice, fatally underestimating his ambitions. After Trelmarixian learned all he could from his master, he devoured her and assumed her title.

Trelmarixian appears as a sickly man with three snapping jackal heads and putrid, membranous flesh that is constantly dripping and sloughing off his body. As the Horseman of Famine, Trelmarixian ushers in oblivion slowly, watching mortals waste away as their bodies turn against them. He spreads cancer by touch, inciting cells to rebellion, and his breath causes outbreaks of hives and asthma attacks in those nearby. He aligns himself with Szuriel to see that soldiers never make it home to reap their fields, leaving crops to rot on the vine. He collaborates with Apollyon to spread diseases from livestock, rendering butchers' larders barren. Trelmarixian has little trust for Charon, however, certain that the oldest Horseman is hiding secrets.

Trelmarixian's ambition was not sated by attaining a revered place amongst the Horsemen. He buries a

piece of himself within each of his daemonic servitors, allowing him control over them. As a result, his psyche is constantly deluged by voices from his servants, and only with great focus can he hush them. Yet there is always a single voice that cannot be silenced, the same that spoke to him before his death. That voice continues to speak to him, promising a future of devastation still to come.



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MONITOR DEMIGODS

While fiends exploit mortals' baser natures and celestials encourage their better selves, monitors are concerned more with method than morality, from the rigid law of aeons and inevitables to the pragmatic neutrality of psychopomps, to the unpredictable chaos of proteans. Rather than immersing themselves in issues of philosophy, monitors take a more cosmic approach, battling each other over universal laws, the planes, and reality itself.

Mortals worship monitor demigods just as they do empyreal lords and fiendish demigods. Some are drawn to the enigmatic Monad or primordial inevitables out of a desire for control or the reassurance of an orderly universe—often those in governance or academia. Artists and bon vivants who seek the creativity and freedom offered by the paragons of chaos revere protean lords. While many assume worshippers of psychopomp ushers to be morbid, that is rarely the case. Psychopomp worship is also found among those who bring life into the world, such as midwives and farmers, and those who eschew idealism for more practical philosophies.

This section presents some of the best-known monitor demigods. Statistics for their worship appear on page 130.

BARZAHK

Appearing as an enormous migratory bird—usually a corvid, but sometimes a songbird—draped in robes and carrying a tombstone lock and a giant bone key, Barzakh the Passage is the psychopomp usher who maintains the Dead Roads, the secret back routes between the planes and the mortal world. Among mortals, they are worshipped as a patron of compasses, travelers, and vigils. Barzakh is tasked with transporting the souls of those who die far from home to ensure that they reach their proper destination. Unfortunately, Barzakh wanders far and wide, and so they rarely attend to this duty. Thus his followers, both psychopomps and mortals, take it upon themselves to care for lost souls, both literal and figurative. Like their patron, followers of Barzakh are often migratory, helping those they find along the way.

KERKAMOTH

Also known as the Waiting Void, the unseen Kerkamoth is the primordial inevitable of emptiness, entropy, and stillness. Though many people view decay and entropy as manifestations of chaos, followers of Kerkamoth understand that in an orderly universe, the end of one cycle makes way for the beginning of a new cycle. These worshippers track such transitions and work to properly dispose of those things that have outlived their usefulness, whether it's cleaning a cluttered closet or demolishing an old building. Yet, Kerkamoth opposes those who destroy with abandon and no greater purpose, which often brings them in conflict with daemons, demons, and proteans. Though they favor areas of emptiness and silence to commune with their patron, worshippers of Kerkamoth recognize that these too cannot last forever, inevitably to be filled with new creations.

MONAD

All aeons come from, return to, are connected with, and are guided by the Monad. The Condition of All is not a deity in the traditional sense. It exists both within and outside the multiverse and has influence over the entirety of existence. Though generally content to allow the multiverse to run its course, the Monad directs its aeons to intervene when events



MOTHER VULTURE

deviate from their ineffable design. Mortal scholars often personify the Monad as the deity of creation, the infinite, and truth. Even so, few worship it, and the Monad pays very little attention to mortal petitioners. Instead, scholars study and plot aeons' actions, striving to discern the Monad's ultimate goal or to uncover universal truths they can exploit for their own purposes. Only a rare few mortals can master the asceticism necessary to connect with the Monad, gaining hidden knowledge and powers akin to those of other divine spellcasters.

MOTHER VULTURE

Though she usually appears as a blind young woman, in her natural form the Flesheater is an enormous, bloated creature with four wings and two long necks topped with masked heads and gaping maws. Mother Vulture reflects the dualistic process of decay. She is a vicious killer whose feasts stain the ground, representing the death inherent in decay, but also a thoughtful mother, representing the new life that can take root in the fertile soil left in the wake of destruction. Mother Vulture's mortal worshippers, who often dwell in deserts and swamps, revere her as the patron of consumption, renewal, and transformation. In this last aspect, she judges those souls who sought redemption in life, deciding whether their atonement was sufficient to avoid an undesired afterlife.

NARRISEMINEK

Called the Crownless and the Maker of Kings, Narriseminek often appears as a protean with a scar around their pate, as if left by a burning crown. Their true form, though similar, is rarely seen: an iridescent and golden protean with a halo of burning eyes but empty eye sockets. The protean lord of ascendance, keketars, and revelations rarely interacts with non-proteans, but to their protean worshippers, they offer exalted transformations and revelations that can change a being's entire outlook. Worshippers of Narriseminek, both mortal and protean, spend their time divining the future and using magic to transform their bodies—a practice they also extend to any other willing creatures who ask. Their revelations take the form of patterns emerging in otherwise random events; Narriseminek's followers reject astrology and other forms of divination based on predictable cycles.

OTOLMENS

The primordial inevitable of machinery, math, and physics, Otolmens the Universal is tasked with keeping the galaxies, stars, planets, and other heavenly bodies moving in their proper orbits. From her observatory in the city-plane of Axis, Otolmens and her myriad axiomite assistants track the motions of these objects on the Material Plane. When an anomaly is discovered, Otolmens dispatches inevitables to correct the problem. A mechanical being with multiple heads and limbs, Otolmens is said to spin like an orrery when in a flurry of activity. Her mathematical precision is revered by engineers and scientists, who form the core of

her worship. Most pray to her hoping to receive divine inspiration or to stave off inaccurate calculations, but she may call upon her more powerful worshippers to fight threats to the very planet they inhabit.

SALOC

Ruler of the planar metropolis of Spire's Edge in the Boneyard, the psychopomp usher Saloc is humanoid, but their face is devoid of features save stag horns, and two golden rings lined with eyes constantly rotate about their body. As a defense counsel in Pharasma's court, the Minder of Immortals argues that a person's intentions should be considered in equal part to the consequences of their actions when deciding their soul's afterlife. Saloc has even been known to resurrect condemned souls to give them a second chance to prove themselves. Mortals revere Saloc as the patron of agency, bronze, and education. These followers are people who seek to improve themselves or others, including both students and teachers. Some seek to earn their freedom from earthly prisons, while others wish to change their ways to avoid punishment in the hereafter.

VALMALLOS

The Answering Rite is the primordial inevitable of ceremonies, magic, and preparation. Valmallos takes the form of a mechanical giant, his chest open to expose a glowing heart, with scrolls swirling about him like serpents. Valmallos understands all the laws of magic, and sends his agents against those who have acquired magical ability that they have neither earned nor have the discipline to control. Many scholars of magic believe Valmallos is at least partly responsible for the complex material, somatic, and verbal components necessary to perform magic. His followers are spellcasters who seek perfection in the performance and effects of their magic. Though willing to teach magic to others, they cloak their techniques in layers of ritual to weed out those who lack the patience to handle magic properly.

YDAJISK

The protean lord of language evolution, lost words, and slang, Ydajisk manifests as a protean with six arms and a cobra's hood, surrounded by a cloud of drifting sounds, symbols, shapes, and myriad other sensory experiences that shift endlessly in and out of existence. Closer inspection reveals that their body is made from interlacing strands of poetic protean script. Ydajisk is also called the Mother of Tongues, though like all proteans, their gender changes as they will. Followers of Ydajisk are wanderers, reviving dead languages from ancient ruins, chronicling the dying tongues of cultures in decline, and discovering or inventing new words. All such knowledge acquired by agents of the Mother of Tongues passes into Ydajisk's realm, the Library of Stolen Words, where it is transcribed into books or stored in magical containers, alongside scrolls and tomes considered long lost by mortal scholars.

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OUTER GODS & GREAT OLD ONES

The Outer Gods, along with the Great Old Ones with whom the Outer Gods are sometimes confused, are ancient, inscrutable, cosmic beings. The Great Old Ones are titanic monstrosities imprisoned since time immemorial beneath the sea, deep within the world, or on other planets, but the Outer Gods are even less comprehensible. These unfathomable entities lurk within the Dark Tapestry—the vast void between the stars on the Material Plane—and dwarf other deities just as those deities dwarf ordinary mortals.

To worship these gods is to acknowledge a cold truth: the universe has no meaning. All the things mortal civilizations hold dear—virtues, deities, great works—are things those mortals have invented to distract them from their own insignificance. History is a comforting lie told because mortals are afraid of the dark. The universe is immeasurably vast, beyond understanding, and cares nothing for life. Ultimately, every creature is alone, unmourned, and unloved. And because life has no meaning or purpose, self-indulgence and nihilism are the only rational responses. Statistics for worship of the Outer Gods and Great Old Ones appear on page 130.

AZATHOTH

Azathoth is the Daemon Sultan and the Primal Chaos, a roiling mass of destructive and transformative power the size of a sun, dwelling in the darkness between the stars, deep in the center of the universe. There, masked from mortal sight by a veil of swirling colors, he is surrounded by the other Outer Gods that make up his court, dancing and cavorting about him endlessly, filling the void with the sound of ghastly flutes. Azathoth is utterly unaware of and uncaring toward those few who have come to revere and worship him. It is precisely this blind, uncaring nature that makes Azathoth the perfect embodiment of a blind, uncaring universe. Azathoth's name, however, has great power over the Outer Gods when properly invoked. He has also sometimes been summoned by mortal priests—and though these summons attract only a tiny sliver of his attention and manifest as a form other than that of the Primal Chaos, they nevertheless lead to destruction on a massive scale.

In his cosmic writhing, Azathoth sometimes throws off seeds that travel through the cosmos as malignant comets or meteors, until they finally crash into a planet. There, they slowly gestate and spawn, bringing cataclysmic ruin to the world. Azathoth is also associated with the bizarre reptilian birds known as shantaks; when a mortal foolishly tries to make a shantak their mount but lacks the strength of will to maintain control over the creature, the shantak flies into the depths of space through means impossible to quantify, bringing its hapless passenger to Azathoth's court for one final glimpse into the horrifying truth of the universe.

HASTUR

Hastur is a Great Old One who, though confined to the city of Carcosa on a planet orbiting a faraway star, is nevertheless in the midst of a transformation into a true Outer God. He works toward this feat through his avatar, the King in Yellow, which can manifest anywhere in the universe the light from Carcosa's sun can be seen. The King in Yellow appears as a humanoid figure draped in yellow clothing, but there is nothing within the clothes save a shapeless, horrifying presence. Hastur himself is also referred to as Him Who Is Not To Be Named, or simply the Unspeakable.

Self-indulgence and nihilism are at the heart of Hastur's worship, and he is popular among debauched artists and nobles who recognize no purpose to life other than gratifying their own increasingly grotesque and outlandish tastes. Cults of Hastur are united in their use of the Yellow Sign, a triskelion design that allows Hastur to observe and possess those who gaze upon it. The presence of the Yellow Sign among a city's graffiti is a foreboding indication that Hastur's attention has been drawn there, and these settlements soon find themselves under attack either by Hastur himself—who seeks to draw cities into Carcosa, fueling his transformation into an Outer God—or by Xhamen-Dor, a parasitic deity spawned by Hastur as he walked Carcosa's sewers.

NHIMBALOTH

An especially reclusive Outer God who hunts along the shores of the River of Souls, Nhimbalothe is a shapeless entity known as the Empty Death. She preys on those who hunt souls as they travel down the river, but she devours both hunter and soul indiscriminately; those she consumes have no afterlife or potential for resurrection. They are forever gone, and forever nothing.

Nhimbalothe is said to see through will-o'-wisps, and her trace is left behind in a symmetrical pattern of seven divots along the shoreline, said to be her fingerprints. Faceless undead haunt the places where she has passed, and plant and animal life in the area is especially hostile to the living. One place where she has particular influence is within the Mushfens of southern Varisia, where will-o'-wisp oracles sap the drive and reason from their victims and leave them wandering in a vacuous stupor through the blasted swamp.

NYARLATHOTEP

Nyarlathep is a being of a thousand shapes, each of which has a name, such as the Haunter of the Dark or the Black Pharaoh. Because he has walked the world in mortal form, Nyarlathep is unique among the Outer Gods for appearing comprehensible and understandable—but this is a facade. The Crawling Chaos, as he is also known, appears humanlike not because he identifies with mortal

concerns or cares for his mortal followers, but because a mortal shape makes it easier for him to do his work: spreading the influence of the Outer Gods.

In his role as a herald, messenger, and agent provocateur for the Outer Gods, Nyarlathotep is the Outer God most likely to have direct interactions with mortals. He answers prayers, teaches evil magic, and inserts himself into history—all to enable mortal cruelty, facilitate the release of Great Old Ones, and turn whole societies toward worship of the Outer Gods. He was instrumental in the fall of Ancient Osirion, and some believe he led Taldor to launch the Armies of Exploration, a glorious folly that proved the ruin of that empire. There are countless tales of his interaction with (and often possession of) mortal cultists and magicians who dare to call upon him, and they all end in grotesque corruption and death. Nyarlathotep also lingers among Azathoth's court, carrying out schemes under the guise of the Primal Chaos's will.

XHAMEN-DOR

Xhamen-Dor, the living cancer, was born in the sewers beneath Carcosa, the alien city that is the home of Hastur. Somehow, this Great Old One was transported to Golarion within a comet, crashing into the bottom of a lake during the devastation of Earthfall. Physically, it manifests as a twisting and vaguely serpentine-shaped mass of bone, hair, and fungus.

The Inmost Blot, as Xhamen-Dor is also known, exists to conquer worlds by infecting the living with itself. Its victims, the seeded, enact its will and seek to spread its influence until the entire world is just an extension of Xhamen-Dor itself. Then, once only the seeded remain, Xhamen-Dor uses the last of the planet's energy to return to Carcosa, which in turn absorbs the world Xhamen-Dor has brought to it, allowing Carcosa to slowly grow.

YOG-SOTHOTH

Yog-Sothoth is, along with Azathoth, one of the greatest of the Outer Gods. In appearance, he is said to be a congeries of iridescent spheres—brilliant, foaming bubbles that constantly expand and collapse in upon themselves. He has other manifestations, however, including the Lurker on the Threshold, a mass of black tentacles that endlessly writhe, reach, and grow, and a mysterious humanoid figure hidden behind a shimmering veil.

Yog-Sothoth embodies all of space and time; he exists in all places and in all moments simultaneously. Paradoxically, however, he is unable to manifest in the mortal universe unless summoned, a magical act

that almost always results in untold destruction. He is known as the Key and the Gate, and magicians and cults research him in an effort to master time and space. Fortunately, his worship is not widespread, but some of those who have delved deep into his secrets describe him as an ambivalent figure, rather than a malevolent one, who guards cosmic secrets and makes them accessible to those who dare to ask for them. Yog-Sothoth reveals the true nature of the universe, but this is a thing that once seen cannot be unseen, and wise mortals turn aside from Yog-Sothoth's offer of cosmic knowledge in favor of a more mundane existence.



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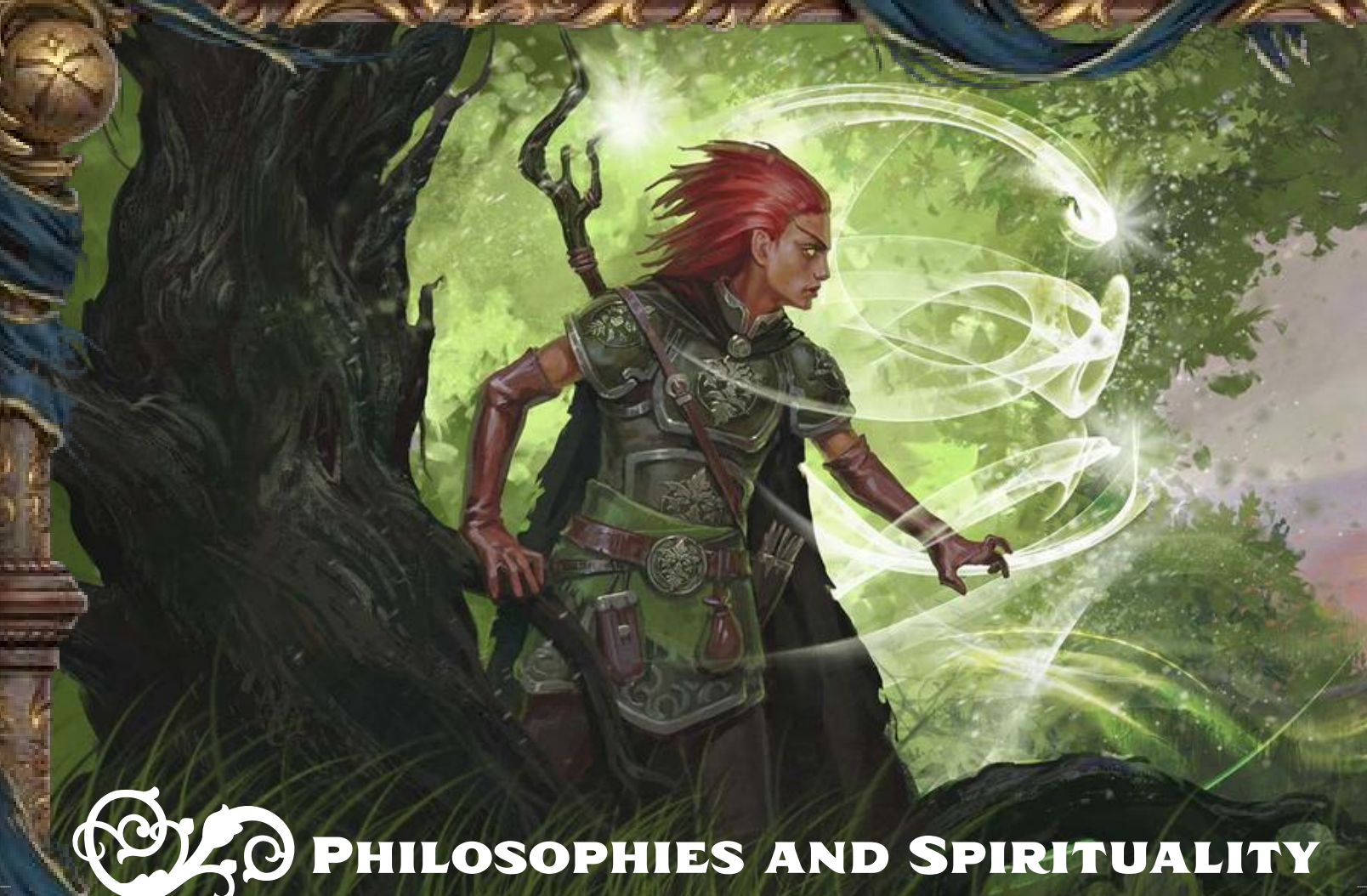
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Faith on Golarion isn't limited to worshipping one god. Some worshippers draw power from multiple deities, while others follow the spirits of the world, or reject the divine entirely, relying on secular philosophies for guidance. The following pages present examples of the diverse religious and philosophical practices of the Inner Sea region.

PANTHEONS

A pantheon is a group of related gods worshipped either individually or together. Most pantheons are associated with a specific ancestry or geopolitical region, but rarely, a pantheon consists of deities with overlapping areas of concern. Followers work to advance the shared interests of their pantheon, directing prayers to whichever god presides over their current activity or circumstance. At the GM's discretion, champions and clerics can dedicate themselves to a pantheon. In such cases, the characters still worship a specific patron deity among those in the pantheon, but also follow the edicts and anathema of the pantheon as a whole. A character who worships a pantheon this way can gain the domains, alternate domains, and spells from the pantheon instead of those from their patron deity. They must uphold the ideals of both their patron deity and the pantheon, though the patron deity's edicts and anathema take precedence. For example, a worshipper of Iomedae could worship the Godclaw, but they wouldn't take the tyranny domain, as it would be in conflict with Iomedae's edicts. In rare cases, a character can worship a pantheon

without following a patron deity. Such cases are unique and subject to GM approval.

DWARVEN PANTHEON

Areas of Concern ancestry, crafting, dwarves, relationships

Alignment LG (LG, LN, NG, N)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Diplomacy

Domains creation, family, protection, wealth

Alternate Domains duty, glyph

Cleric Spells 1st: *ant haul*, 4th: *creation*, 7th: *retro cognition*

Edicts develop skills useful to your community (especially crafting, mining, and trading), honor your ancestors through traditions and rituals

Anathema dishonor your family, willingly break a contract or oath, irreparably damage an ancestral relic

Favored Weapon warhammer

The dwarven gods are one large family, with Torag as its patriarch. He is joined by his brothers Magrim (the Taskmaster) and Angradd (the Forge Fire), his half-sister Dranngvit (the Debt Minder), and his wife Folgrit (the Watchful Mother). His children are Bolka (the Golden Gift), Grundinnar (the Peacemaker), Kols (the Oath-Keeper), and Trudd (the Mighty). Torag's evil former student Droskar (the Dark Smith), though technically part of the dwarven pantheon, is rarely invoked by any save duergars.



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ELVEN PANTHEON

Areas of Concern elves, magic, nature, tradition

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Dexterity or Intelligence

Divine Skill Survival

Domains creation, magic, moon, nature

Cleric Spells 1st: *shillelagh*, 2nd: *shape wood*, 5th: *tree stride*

Edicts learn and appreciate traditional elven arts, crafts, and magic, explore the worlds outside and within

Anathema irreparably damage the natural environment (such as by overhunting or strip mining), have an unhealthy obsession or attachment

Favored Weapon longbow or shortbow

The traditional deities of the elven pantheon are Calistria, Desna, Findeladlara (goddess of twilight and traditional art and architecture), Ketephys (god of hunting and the moon), and Yuelral (goddess of gems, craft, and magic). Elves have also adopted Alseta, a minor goddess of doors and transitions, as their patron of teleportation and *aiudara* (commonly known as elf gates). Most elves value magic, beauty, freedom, and friendship as part of a fulfilling life and tend to worship all of the deities together as exemplars of these values. Alongside full-blooded elves, many half-elves—whether raised by elves or seeking a closer connection to their elven heritage—worship the elven pantheon.

THE GODCLAW

Areas of Concern discipline, laws, order, strategy

Alignment LN (LG, LN, LE)

Divine Font *harm* or *heal*

Divine Ability Strength or Intelligence

Divine Skill Society

Domains perfection, protection, tyranny, zeal

Alternate Domains duty

Cleric Spells 1st: *phantom pain*, 4th: *fire shield*, 6th: *dominate*

Edicts eliminate chaos at its root, be an exemplar of order (worthy of not one, but five), seek the universal laws that transcend individual faiths

Anathema rest when there is lawlessness to fight, believe you know or understand more than the pantheon

Favored Weapon morningstar

The Hellknight Order of the Godclaw reveres a pantheon of five deities: Iomedae and Torag are seen as Hellknights (concerned with offensive and defensive combat, respectively), Irori as the epitome of emotionless discipline, Abadar as a keeper of laws, and Asmodeus as a strategist king. Depictions of these deities as part of the Godclaw differ from traditional images, with the deities portrayed as stern, armored paragons of law. Though some members of the Order of the Godclaw dedicate themselves to individual gods, many take the whole pantheon as their patron, receiving spells despite their unorthodox (perhaps even heretical) beliefs.

ESOTERIC ORDER OF THE PALATINE EYE

Areas of Concern history, occultism, secret lore

Alignment LN (LG, LN, LE, N)

Divine Ability Intelligence or Wisdom

Divine Skill Occultism

Edicts seek out wisdom of ancient cultures (particularly Ancient Osirion), provide succor to scholars, honor the rites of the order

Anathema reveal the order's secrets to those outside the organization (or even to insufficiently ranked members), destroy rare or ancient lore

Based in Ustalav but active in aristocratic salons and cloistered academies across Avistan and Garund, the Esoteric Order of the Palatine Eye is a mystic order of occultist-nobles who seek philosophical self-awareness and mastery of celestial truths. The order was founded in 3988 AR when the gentleman-explorer Aldus Canter returned from the Osirian desert where he had been lost for 3 years. Aldus spoke of meeting a cult following a desiccated angel named Tabris. Tabris revealed the secret history of the multiverse and tasked Aldus with acting as a messenger of mystic secrets. Upon his return, Aldus gathered a coterie of his fellow Ustalavic nobles eager to plumb these secrets. His message was far from clear, however, consisting of garbled and coded texts in an untidy medley of Osirian mysticism, Pharasmin rites, and Varisian occult lore. Scouring Aldus's texts—both those brought from Osirion and his many annotations and reinterpretations penned thereafter—has been the order's primary activity for centuries, even before the increasingly erratic Aldus disappeared in 4028 AR. The Esoteric Order's meticulous research has produced occult secrets and mystical rites known nowhere else on Golarion and hints at further secret lore for the enlightened. The order's greatest accomplishment, however, was averting a doomsday few on Golarion will ever realize was imminent: in 4718 AR, the order's greatest heroes prevented the planet Aucturn from devouring Golarion.

As a secretive organization of the wealthy and powerful, the order is the subject of innumerable conspiracy theories. Rumors hint at devil worship, psychological manipulation, and outright fraud. The order rarely deigns to address these insinuations, which leaves them free to fester.

Members of the order wear eccentric faux-Osirian garb in their private meeting houses, which they call cathedrals. This clothing consists of gloves, robes, aprons, ornamental weapons, and more, each with layers of ceremonial meaning that even the wearer may not yet be permitted to understand. Cathedral services are often elaborate ceremonies, such as séances, mummy unwrappings, and similar affairs. Cathedrals are designed to aid research and social networking, and to that end they often include exclusive libraries and private social clubs. Outside of cathedral, members wear inconspicuous symbols of the order; the most common of these is a golden scarab bearing the Palatine Eye—an open, blazing eye—upon its shell.

The order's most earnest members wholeheartedly believe the secrets hinted at within Aldus's fragmentary lost gospels of Tabris: that each person contains a mote of celestial energy seeking reunification with the primordial heavenly realms. Cultivating this divine spark requires diligent research, convoluted ritual, and gradual ascension through the order's ranks.

JOINING THE ORDER

The order maintains a convoluted and rigid hierarchy. New members may join only with a recommendation from an existing member and a thorough social and magical screening. They have the lowly rank of acolyte for 3 years regardless of their social status or wealth, to honor Aldus's seclusion. Higher ranks are available only to those who demonstrate loyalty, preserve the order's secrets, and make regular contributions of funds or occult lore.

Yet even the aristocratic Elect of Nine who lead the order still labor at unraveling Aldus's many enigmas.

GOD CALLING

Areas of Concern Each god has their own particular inclinations and interests, typically informed by the predominant attitudes and beliefs of their clan.

Alignment The alignments of Sarkorian god callers are as varied as their many gods, though the tendency toward nature-oriented spiritual philosophies tends to encourage neutral alignments. The advent and closure of the Worldwound affected the people of Sarkoris profoundly, however, and evil god callers are now exceedingly rare.

Edicts The gods of Sarkoris have very few shared edicts, but several are often prominently shared amongst them: protect your clan and your people, educate the clan's children's in the traditions and histories of the clan's god, and carefully record the name and image of each new god when they first appear so that they are not forgotten and can continue to watch over the people.

Anathema There is only one anathema universally enforced by the gods of Sarkoris: make no deals or bargains with demons, as the advent of the Worldwound led to the destruction of many clans and the loss of many gods, some of whom may never be seen again.

The ancient art of god calling was once the predominant religious practice in Sarkoris, long before the Worldwound erupted and demons drove most of the native Sarkorians from their homelands. This art, one part magical theory and one part religion, allows certain Sarkorians to summon unusual and unique beings from the Great Beyond who protect their clans and guide their people. These creatures are typically referred to as gods by those who revere them, and they continue to return and guide their people generation after generation, so long as someone trained by a previous god caller or otherwise educated in the practice of communing with a particular god is alive to form a tether to the Material Plane so that the god can manifest. These god callers may have unique titles or names among the people of their clan, and such monikers differ from clan to clan, but most of the clans of Sarkoris are able to distinguish a god caller by their unique dress or glyph that ties the caller to their god.

The creatures summoned by god callers often appear as animals, such as wolves or bears, with one or more prominent features that make their otherworldliness plain to see. One might manifest as a bear with a feathery mane, a wolf sprouting eagle's wings, or some other combination of features. Many Sarkorians tell stories of the first gods of Sarkoris, like the Stag Mother of the Forest, and believe that these first gods were the perfect embodiment of creatures of the natural world. As the clans intermarried, new gods were born to god callers of these lines, leading to the hybrid forms common among the few remaining Sarkorian clans. Some of these new gods even resemble extraplanar creatures like angels or psychopomps, though they always have some signifier to distinguish them as something different than these beings.

Regardless of how they came to worship the gods of Sarkoris, those who claim the title of god caller—much like those who call themselves children of Sarkoris—are now as diverse in appearance and custom as all the nations of the Inner Sea region. This diversity not only strengthens the clans and people of Sarkoris but also the power of the new clan gods who draw their form and function from their people. All god callers and their followers share a deep-rooted respect for the gods who walk among them, imparting their wisdom and sharing their strength directly with their people. Statistics for the worship of some representative Sarkorian gods are detailed on page 132.



GOD CALLING REVIVED

Today, the scattered descendants of the displaced people of old Sarkoris have begun to return to their ancestral lands, and in some instances have rediscovered the lost traditions of their people, giving rise to new god callers and new gods. Since Sarkorians were exiled to all corners of the Inner Sea region and beyond, the gods emerging now are as diverse and unusual as the many cultures of Golarion. Even a few non-Sarkorians who find themselves disenchanted with the distance maintained by Golarion's "true gods" have begun to adopt the religions of the people of Sarkoris, preferring to be part of a community whose gods live and walk amongst them, fight alongside them, and provide tangible and visible aid. Crusaders and warriors who travel the lands that once contained the Worldwound looking for a chance to slay demons and earn glory often come to venerate the Sarkorian gods after fighting alongside them in battle or being saved by a clan's god.

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GREEN FAITH



TENETS OF THE FAITH

Though the Green Faith claims no sacred text or deity, its scattered followers share the same guiding principles. Practitioners understandably prefer to worship outdoors surrounded by the wild beauty they revere: temples and shrines can be any hallowed space in nature, from majestic waterfalls and volcanoes to hidden springs, ancient glades, or a single mossy rock in a quiet wood. Druidic rites are sometimes performed within a circle of standing stones or wooden pillars, which serve as both celestial markers and pillars of knowledge. Ancient members of the Green Faith have been known to preserve their convoluted wisdom for future generations by reverently carving runes into the stones, leaving behind whispers of knowledge for those who seek to understand nature's mysteries.

Areas of Concern veneration of the natural world

Alignment N (LN, NG, N, NE, CN)

Divine Ability Wisdom or Constitution

Divine Skill Nature

Edicts guide civilization to grow in harmony with nature, live sustainably and according to natural cycles, preserve areas of natural wilderness, protect the balance of nature, protect endangered species

Anathema cause damage to natural settings, kill animals for reasons other than self-defense or sustenance, remove an element or indigenous species from a natural area, encourage imbalance in nature, allow abuse of natural resources

While the Green Faith is practiced differently from one believer to another, especially across its various orders, its adherents share a universal reverence for the natural world and a commitment to preserving it. While each order's practitioners may be drawn to a particular element, season, creature, or natural occurrence, all followers respect the sanctity and importance of every aspect of nature.

Many cycles have passed since the Green Faith's fabled founders contended over which expression of natural power was supreme. Just as the legend speaks of their ultimate unity, those who now follow the Green Faith and view nature as sacred understand the interconnectedness of all beings, recognizing that harmony is possible only through balance, and that the cycles of nature are both delicate and infinite. Advocates of the Green Faith therefore fall into a neutral alignment, for they understand that by naming one thing, its opposite is also created; they walk the path of balance between death and rebirth, light and shadow, growth and decay.

Druids and rangers are frequently followers of the Green Faith, as their lives and magic are especially linked to nature whether they tend a simple garden or roam the vast wilderness. Champions are rare among the Green Faith and are usually champions of nature deities, but they are no less devoted than champions of other faiths. Some clans worship as a community, calling on the power or attributes of specific animals and elements, while others build their lives around nature's endless cycles. Priests of the Green Faith often travel to educate settlements on living sustainably, caring for animals and crops, anticipating the weather, and finding useful herbs and fungi. Most members of the Green Faith do not oppose civilization, so long as it is built with respect for the natural world that surrounds it. In addition to holding nature sacrosanct, they believe that access to nature's beauty is essential to the health of all people, whether isolated nomads or metropolitan urbanites.

Though the Green Faith has no official church, the faith nonetheless maintains a structure of sorts. Most notably, the majority of the faith's adherents belong to one of several orders dedicated to a particular aspect of nature, such as air, beasts, or plants. The more prominent orders, such as the Order of the Leaf and Order of the Storm, span all of Golarion, while more niche orders, like the Order of the Rift, commit themselves to specific areas like volcanoes. Each order maintains oral records and passes its wisdom down through generations. These collections of knowledge can take a lifetime of study to understand, and are thus divided into "circles." Members of an order move through these circles as they gain more knowledge and responsibility within their respective order.

In the Inner Sea region, the Green Faith has the strongest presence in Andoran, the Mwangi Expanse, Nirmathas, Taldor, and the River Kingdoms, though a few dedicated holdouts remain in Sarkoris after the demonic incursion, and members can be found scattered through other realms as well.

LAWS OF MORTALITY

Areas of Concern mortal affairs, peace, self-rule

Alignment LN (LG, LN, LE, NG, N, NE)

Divine Ability Constitution or Intelligence

Divine Skill Medicine

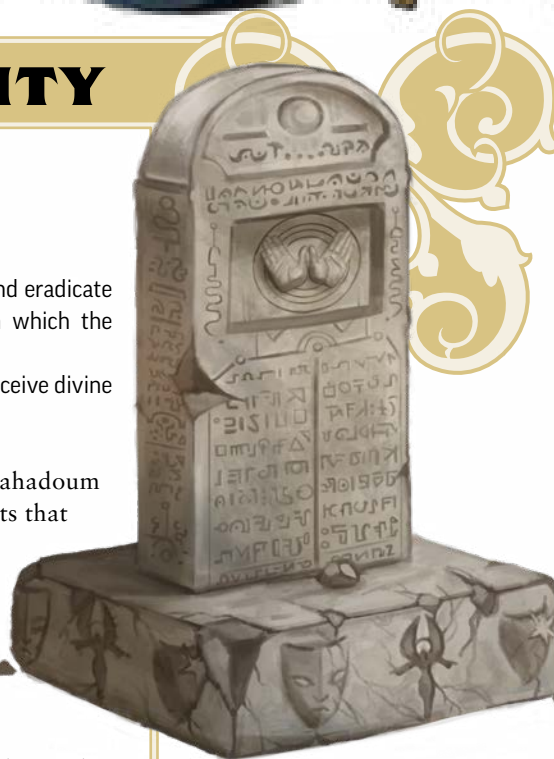
Edicts challenge religious power and the spread of religion, expose and eradicate hidden worship, provide a peaceful and autonomous society in which the people are cared for through social infrastructure

Anathema worship or swear an oath by a deity or religion, solicit or receive divine or religious aid, take a side in conflicts between religions

The Laws of Mortality originated in the Garundi nation of Rahadoun as a response to the Oath Wars, a series of internecine conflicts that were tearing the nation's society apart. The fundamental principle behind the Laws is a relatively simple assertion that deific aid—even the best intentioned—ultimately comes at too high a price. The slaughter of fellow mortals for the glory of distant, unfathomable beings is not something that should be permitted within a society. Instead, mortal beings must shape their own fate, aware of their own limitations, trusting in their reliance upon one another and their shared values rather than divine intervention and guidance. This philosophy is summed up in the primary tenet of the Laws of Mortality: Let no mortal be beholden to a god.

The Laws of Mortality are the cornerstone of Rahadoun's government, and thus religion and worship are banned across the entire nation, enforced by the merciless Pure Legion. As a side effect of this prohibition, Rahadoun's government has a vested interest in supporting its citizens through education and other means, since there is no church to rely upon to provide crucial social services. Within Rahadoun, most civilians are raised to observe the Laws of Mortality, but the code has some adherents beyond the land in which it arose. Most of these followers have seen for themselves the terrible costs of interreligious conflict or have learned of the callous treatment of mortal souls in the Outer Sphere, and as a result they have chosen a position of intentional neutrality. Some of these followers work to spread the philosophy outside of Rahadoun, pointing out the gods' abuses of mortals and the ultimate prices that must be paid for their assistance. Such proselytizers face a difficult, if not impossible, task—but one they face with the same determination with which they face their own mortality.

One of the most obvious results of the Laws of Mortality is that it prohibits the use of many forms of healing magic, as the most common restorative magic is granted by divine favor. Thus alchemists, bards, and other occult spellcasters provide the majority of the Rahadoun's healing, alongside entirely non-magical techniques. Many adherents of the Laws not only refuse to practice divine magic but also refuse to allow such magic to be cast upon them, preferring a death unsullied by divine intervention over one indebted to distant, uncaring deities who trade in souls. Druids' standing with regard to the Laws is sharply divided. Those who don't worship a deity are welcome due to their healing powers and their ability to combat the nation's desertification, but they are viewed with suspicion in some places since their magic shares its instinctual faith-based vital essence with divine magic. Those druids who uphold a deity, however, meet even more antipathy than more traditional theists, as though their reverence of a deity were a hypocritical affront to the natural world they claim to uphold. Likewise, sorcerers whose bloodlines can be traced back to divine sources are viewed with suspicion and distaste.



THE PURE LEGION

Rahadoun's Pure Legion enforces the Laws of Mortality within Rahadoun. The organization's mission is to remove all signs of religion from the nation. Pure Legion enforcers confiscate all holy books, religious symbols, and other faith paraphernalia, punishing any proselytizers with little mercy. Punishments for worship are typically harsh, ranging from lengthy imprisonment to exile from Rahadoun to death. Although the Pure Legion carries out rigorous searches of all travelers through notable ports in Rahadoun, its enforcement is not perfect. Rahadoun is still host to small pockets of worshippers, each keeping their faiths and beliefs a secret lest they meet with retribution from the law.

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PROPHECIES OF KALISTRAD



JOINING THE PROPHETS

Commitment to the Prophecies is the sole requirement for a Kalistocrat, and anyone—regardless of ancestry, heritage, nationality, gender, or social status—is welcomed into discipleship. Worship of a deity is neither forbidden nor encouraged; Kalistocrats who feel drawn to a divinity typically venerate Abadar or, less often, Irori. New converts are ushered into a highly organized network that inculcates business acumen and provides financial support for new enterprises. Success is seen as a reflection of personal faithfulness, but it is also the outcome of a supportive and dedicated organization with a single-minded mission.

Areas of Concern trade, wealth, self-denial, stability

Alignment LN (LN, LE, NE)

Divine Ability Intelligence or Charisma

Divine Skill Diplomacy

Edicts accumulate personal wealth, seek enlightenment through purity of self, foster and aid mercantile pursuits, welcome newcomers regardless of gender or ancestry

Anathema spend money frivolously; offer money to those who don't deserve wealth; overindulge in physical pleasures, food, or drink; give charity to others

The secular prophecies of Kalistrade are famously centered on a single principle: amassing personal wealth both in search of and as evidence of personal enlightenment. The prophets of Kalistrade, often referred to as Kalistocrats, believe that achieving purity of body, mind, and spirit will lead to financial success, and thus they avoid certain foods and eschew contact with most persons and objects as impure. To avoid contamination and contact with nonbelievers they wear long, white gloves, and they wear distinctive, all-white clothing to represent their purity—often incorporating their symbol, a circle inside a triangle that is itself inscribed in a larger circle.

The human prophet Kalistrade lived in Druma in the third century AR. Following an 8-year journey of enlightenment, he began preaching an economic mysticism that drew on his own dream visions, Druman traditions of industriousness, and Kellid folklore about an earlier religion—the white-clad Speakers of the Pale. Following his disappearance in 252 AR, his disciples reworked his *Ontologies of Self*, adding more of his writings and their own commentaries. The resulting momentous tome is the *Prophecies of Kalistrade*. This sizable text consists of hundreds of pages that compile Kalistrade's core principles and teachings. Among its fables, parables, occult mysticism, and other ramblings are sound economic lessons and many particulars about personal purity. The size of the tome makes it difficult to keep as a reference manual. Instead, most copies of the *Prophecies* are designed for home use, with many of them printed as large tomes bound in precious metals and embedded with jewels.

Purity of mind, body, and spirit is Kalistrade's fundamental requirement for the attainment of personal affluence. A Kalistocrat achieves purity of mind primarily through meditation, a practice to be called on throughout the day whenever focus deviates from the pursuit of wealth. Mental purity also demands a Kalistocrat avoid any temptations to bestow charity or to be wasteful. Bodily purity, based in principles of ascetic self-denial, is much more complicated. First, the Kalistocrat recognizes three categories of food: pure, clean, and unclean, depending on each ingredient's origin, processing, and nutritional profile. To achieve purity, a practitioner must avoid eating any unclean foods, instead taking simple and light meals (with very occasional exceptions for ostentatious feasting). Second, the Kalistocrat strives to remain free of any physical contact, particularly with nonbelievers. Voluntary touching is assiduously avoided, and involuntary touching is minimized through the use of gloves and enveloping clothing. While the *Prophecies* enjoin celibacy, many Kalistocrats make some personal exceptions. Most permissible are sexual relations with a likely convert or a wealthy patron—or, better, someone who is both.

SANGPOTSHI

Areas of Concern fate, karma, and reincarnation

Alignment N (LG, LN, LE, NG, N)

Divine Ability Intelligence or Wisdom

Divine Skill Religion

Edicts live selflessly; heed the wisdom of the learned, the wise, and those in stations of authority

Anathema needlessly break significant traditions, actively interfere with the perfection efforts of another soul or allow others to do so

The philosophy of Sangpotshi, also known as the River of Life, centers around concepts of fate, karma, and cyclic reincarnation. Adherents believe each soul is judged upon its actions in life, and these actions determine its station when it returns to the living world. This cycle repeats until the soul reaches its perfected form through the accrual of experience and wisdom, whereupon it passes on to Pharamasma's court and the afterlife to come.

While the philosophy itself is separate from the faiths of the gods and the facets of multiversal morality, its teachings are most compatible with the ethics of law and good. In the hope of reaching enlightenment, devotees seek to live blameless, selfless lives respectful of tradition, legitimate authority, and the wisdom of those born into certain positions. Many strive to discover and influence the forces that will affect their next life, whether via genealogy, introspection, or the preparation of records for their next life. Genealogists are called upon to provide insight into past lives' failings, so adherents can correct those faults and progress toward enlightenment. Intellectual leaders, meanwhile, are often called upon to aid in matters of the current life, helping adherents live well within the station of their birth, follow the laws and traditions of their societies, and best use the resources available to them.

Followers of Sangpotshi's teachings place great influence on meditation and introspection, as they hope to better understand their own existence and reconcile their being with their past and present actions so they can strive toward the future state they hope to achieve. Such reflection allows followers to understand their own flaws and past mistakes. Acceptance of the past is a pivotal part of the philosophy, as a mortal being can very easily stagnate and lock themselves into an endless cycle of new attempts at improvement that never truly solve the challenges that came before.

Sangpotshi encourages individuals who are unable to fully understand their own mistakes to find others who share similar flaws or difficulties, under the premise that helping others overcome a challenge can also help the individual giving aid and teach them how to overcome their own struggles. Followers are quick to note that attempting to solve the entirety of a neighbor's issues is unhelpful, though, as everyone's path along the River of Life is different. The river teaches tolerance and patience with one another, and that what may seem like an obvious solution or lesson for one should be left for another individual to discover on their own, unless they ask for help.

Sangpotshi places great importance on one's fate, but the philosophy is by no means a passive way of life. Most devotees strive to better themselves, certain that their efforts will be rewarded in a future incarnation, while others actively seek to break from their present circumstances without forsaking the teachings of the philosophy. The latter path is difficult, and not all who attempt it succeed, but those who do find themselves one step closer to ultimate recompense.



SANGPOTSHI AND THE GODS

Sangpotshi is compatible with the faiths of many deities, and it is common for devotees to also hold faith in divine entities. The philosophy often influences their methods of worship, with Abadarans keeping careful records of their wealth or even investing money for a future incarnation, and Pharasmins beseeching the psychopomp bureaucracy to look favorably upon their deeds in life and shepherd their future selves to enlightenment. Some worshippers of malicious deities follow a twisted version of Sangpotshi, seeking to extend their existences through undeath and using the time gained to perfect their stations in this incarnation. Most adherents of the traditional teachings, by contrast, consider undeath to be prisons for souls that lock them away from the cycle of fate and reincarnation, and destroy undead wherever they can be found.

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SHOANTI ANIMISM



Most Shoanti belong to one of seven quahs, or clans, each with specific lands, notable strengths, and unique spiritual perspectives. Traditionally, each Shoanti undergoes a rite of passage into adulthood, during which time their particular totem manifests, and a Shoanti's first tattoo is an homage to that totem. The quahs and their most common totems are listed below:

Lyrune-Quah (Moon Clan) bat, cave bear, moon, mountain lion, owl, stars

Shadde-Quah (Axe Clan) cliffs, eagle, sea, shark, squid, water elemental

Shriikirri-Quah (Hawk Clan) cloud, falcon, hawk, hippogriff, horse, wind

Shundar-Quah (Spire Clan) avalanche, earth elemental, mountain spire or peak, roc, spirestalker

Sklar-Quah (Sun Clan) aurochs, cindersnake, emberstorm, fire elemental, flames, the sun

Skoan-Quah (Skull Clan) ancestors, earth elemental, giant scarab beetle, vulture, will-o'-wisp, wolf

Tamiir-Quah (Wind Clan) air elemental, cloud, griffon, roc, storm, wind

SHOANTI RITUALS

Certain rites and rituals are triggered by events throughout the year, such as solstices and eclipses, along with disease, famine, and warfare. Personal situations, such as giving birth or coming of age, also invoke specific rituals. Different quahs perform these rituals in different ways; variation is acceptable and widespread, reflecting the importance of the individual and the clan in manifesting their own individual practice. These traditions are under constant revision and adaptation, as the individual or the situation requires. Perhaps most important of all Shoanti rituals are the rites to pass into adulthood. Part of this ceremony involves the Shoanti forming a connection with a specific totem. The totem is a manifestation of the earth's vital essence, the power of life, focused in a particular natural form. Each quah has its own characteristic totems, as listed above.

According to their own tradition, Shoanti have lived in the northwestern lands of Avistan since long before colonizers fractured the Varisians' homeland. Yet the Shoanti people still maintain their independence and traditional way of life in areas across Varisia, particularly on the Storval Plateau.

Shoanti animism is rooted in a deep connection to the land. Shoanti see the earth not merely as a metaphorical parent, but as a conscious entity whose constant support is necessary for the survival of all life upon it—animal and vegetable alike. Their traditions emphasize connection and the reciprocal way in which the land provides for those who take care of it. The life force of the land serves as the source of Shoanti power and insight, rather than the otherworldly spiritual essence of the Great Beyond common to clerics. This life force is the birth of instinct and faith, and thus it sends omens to indicate future events, warning those with the wisdom to read the signs. Thus most Shoanti hold a profound reverence for natural phenomena as a manifestation of the will of the earth.

Shoanti animism has no required creeds or written doctrine, nor regular worship services. Holy places simply exist, as acknowledged by an individual, family, or quah (a clan). Shamans may designate places of importance, but these are not exclusive. Indeed, little is exclusive or limiting about traditional Shoanti beliefs. Faith is felt by each practitioner; it manifests as an overall attitude toward the land and all that depends on it for life, but it has no hard rules or set restrictions.

Many Shoanti find themselves drawn to particular features of the world around them, forming a bond with a specific river, a particular tree, or a type of creature, but even such connections are fleeting. Most Shoanti agree that such calls from the earth last only as long as a person requires them to survive the rigors of the world or to gain the understanding required to overcome a particular obstacle. Such connections are considered less significant than an individual's connection to a totem, but no less powerful.

Shoanti shamans are usually druids who draw their power from a particularly strong connection to their totem and the earth. Because adherents are welcome to add beliefs, rituals, sites, and objects of worship, shamans are sometimes also clerics of a particular deity, such as Desna or Gozreh.

ATHEISTS AND FREE AGENTS

Alignment any
Edicts none
Anathema none

In a world where the gods demonstrably exist, few people uphold a strictly atheistic or agnostic worldview; that is, a belief that there are no gods, or that the existence of gods is unknowable. However, a good number of people choose not to worship any deities whatsoever. Many do so because of the value they place on freedom—not being beholden to a deity means no limitations, no censure, no anathema, and no strictures. While this decision might sound amoral to some, for atheists, it can be motivated by a desire for autonomy and the right to choose one's own fate.

Some atheists feel no particular interest toward any of the gods or the divine in general. As a result, they find the thought of worship pointless and unappealing, a waste of time for both the god and the atheist. While these atheists are most likely to be tolerant of the gods and religion in general, they often chafe at efforts to convert them, seeing such overtures as societal pressure to pretend there is faith where truthfully there is none.

Some atheists are driven by thoughts and fears of the afterlife, and by dismay or outrage at the idea of spending eternity serving at the behest of an eternal master. To such people, a quiet eternity in the Boneyard's graves is akin to a reprieve or a comforting certainty, especially compared to the helpless terror of being judged by a higher power and sent onward to an unknown destination, with little to no say in the matter.

Some atheists feel the gods aren't inherently worthy of worship. While these skeptics acknowledge that the gods are undeniably powerful beings, they see little difference between these deities and other powerful entities on Golarion and question what the gods have done to merit the worship of mortals. To them, worship of a deity is akin to revering the power of the Eye of Abendego, or like a kobold's veneration of a nearby dragon. Praise and offerings are demanded for protection, yet the gods are sparing and unreliable with their responses. At best, such worship is demeaning, and at worst it rivals the practice of slavery or, in a slightly more charitable view, indentured servitude.

Finally, some refuse to follow the gods out of anger. Those who believe they have been betrayed by faith in a particular god or wronged by a deity's followers might refuse to revere any deity who would willfully choose to inflict such pain.

The paths these free agents follow vary as much as their reasons for rejecting the divine. Bards turn to the aggregate eclectic knowledge of the beyond. Alchemists and wizards alike seek to understand the universal underpinnings of reality through magic, science, and reason. Any number of barbarians, fighters, rogues, and even sorcerers operate with no need for spiritual guidance or reinforcement. Many monks look inward for guidance, rather than outward, and druids and rangers may uphold the natural order but not the divine.

Some free agents refuse any association with the religious altogether. Others adopt a live-and-let-live policy and are happy to let others worship and work divine feats. Without any assurances of (or desire for) divine intervention, the vast majority of the irreligious instead place their faith in other mortals and endeavor to make the material world a better place for all.



FREE AGENTS ON GOLARION

Aside from those who uphold the Laws of Mortality, free agents and atheists are common in certain places across Golarion. Both the River Kingdom of Touvette and the Tian nation of Bachuan hold widespread bans on religion (though both are harsh authoritarian regimes). Many Prophets of Kalistrade hold no ties to deities, instead grasping their fate in their own hands. Worshippers of the Green Faith sometimes pay reverence to nature gods, but as often as not hold no divine allegiance beyond their awe and reverence of the natural world. The Graycloaks of Absalom serve the city, acting as impartial arbiters of the law in the city's most religious district, the Ascendant Court. But ultimately, these are the exceptions—most free agents on Golarion are loners.

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A character's faith or philosophy can shape them in powerful ways both fundamental and peripheral, from the cleric who receives spells by the grace of their deity to a champion who fights tyranny wielding a weapon imbued with divine power to a raging barbarian who cares only that their companions' divine healing keeps them in the fight. In a world rife with divine magic, only a few rare individuals live without considering how faith affects their lives—even if that consideration means working in opposition to the divine. The gifts and curses of the gods filter down through all aspects of life, from the truly world-shaking powers of the mightiest clerics to the minor miracles performed by righteous crusaders and wicked priests to the everyday minutiae of a common acolyte.

While any character can express their faith through their actions, the options presented in this chapter provide ways for a character to incorporate their convictions into their abilities as well. New domains and domain spells expand a cleric's options beyond those listed in the *Pathfinder Core Rulebook*. New spells grant specialized abilities to clerics and other spellcasters, while new feats, weapons, and gear provide ways for characters of any class and philosophy to embrace and express their ideology.

Many of the new rules presented in this section are closely related to a single deity or domain, but in some cases, they're simply more common among a given faith,

and practitioners of any faith can make use of them if they can gain access. Priests of Brigh might develop the formula for a revolutionary magic item available to the faithful, but that doesn't mean they won't ever trade it in exchange for information about another creator's inventions. Similarly, priests of Nalinivati certainly aren't the only warriors who wield urumis, but they are in part responsible for the popularity of the weapon across the Inner Sea region, and the polytool is only one of numerous innovations emerging from Numeria.

In addition to seeking access to options simply more common among other faiths, if you'd like to incorporate an option limited to a faith other than the one your character holds, work with your GM to make sure your use of that option works with the campaign and doesn't diminish the choices of other characters who might worship the original deity who grants that option. If so, you and the GM might work together to alter certain aspects of a feat, spell, item, or other option to ensure it fits your faith and makes sense within the larger story you want to tell.

FEATS

Feats can be used to customize a character in several specific ways, whether by expanding the options available to a character whose class is already tied to a deity, or by granting ways for a character with an unrelated class to incorporate a philosophy into their suite of abilities. Some of



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the feats presented here enhance a follower's powers, while other abilities arise among those working to foil or deceive the faithful. This section includes general feats, skill feats, and a small number of more specialized class feats.

SPELLS

Divine spellcasters can call a deity's might to their fingertips, acting as a worldly conduit for divine wrath or redemption—but not just anyone can call the power of the gods. Some of the spells in this section are new additions to the divine spell list, and thus they can be cast by any clerics, sorcerers whose bloodlines grant divine spells, or other characters with access to divine spells. Others are more commonly used by bards, druids, sorcerers, wizards, and other characters with access to spellcasting, but can be granted to worshippers of a specific deity as a blessing to the faithful.

DOMAINS AND DOMAIN SPELLS

This section provides a number of new domains, as well as basic and advanced domain spells for each of these new domains. Several of the gods presented in this book rely upon the new domains listed here, but several of the entries for the more common deities on Golarion list some of the domains in this section as alternate domains, representing lesser-known or niche aspects of the deity. Followers of these deities can take the Expanded Domain Initiate or Splinter Faith feats presented on page 8 to gain

access to alternate domains and their associated spells. GMs may instead prefer to take inspiration from the rules in the Splinter Faith feat to present new approaches to existing faiths or altogether new faiths.

ITEMS AND WEAPONS

The final section of this chapter provides rules for a number of new items, both magical and non-magical, suitable for characters who operate closely within a faith or philosophy—or those who oppose them! The deities in this book are revered across all of Golarion, with some having origins or centers of worship far removed from the Inner Sea region. As such, many of these deities favor weapons not commonly found around the Inner Sea. These new weapons are detailed on pages 120–123.

In addition to the new weapons, this section presents a variety of exciting items to give all characters the means to express their faith and make their mark on the world, from simple trinkets to powerful items granted to the most favored of a god's servants.

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The tables at the end of this book list dozens of other deities whose faiths are prominent in the Age of Lost Omens. The chart provides the basic details required for a worshipper, such as permitted alignments, edicts, and anathema. GMs and players are encouraged to use the tables as inspiration for characters and new deities.



FEATS

While champions and clerics have clear ties to their chosen deities and gain definitive benefits from them, they don't hold a monopoly on such abilities. The following feats represent ways all characters might benefit from adherence to a deity or a particular philosophy—as well as feats for characters who oppose the faithful.

BATTLE PRAYER ◆

FEAT 7

DIVINE **GENERAL** **SKILL**

Prerequisites master in Religion, you follow a deity

Calling out to your deity, you recite scripture to harm a foe. When you select this feat, choose chaos, evil, good, or law. Your choice must match one of your deity's alignment components. This action has the trait corresponding to the chosen alignment.

Attempt a Religion check against the Will DC of a foe within 30 feet. The foe is then temporarily immune to Battle Prayers from your deity for 1 day.

Critical Success You deal 2d6 damage of the chosen alignment type, or 6d6 damage if you have legendary proficiency in Religion.

Success You deal 1d6 damage of the chosen alignment type, or 3d6 damage if you have legendary proficiency in Religion.

Failure There is no effect.

Critical Failure The backlash of your foe's will against your prayer prevents you from using Battle Prayer again for 10 minutes.

BLESS TONIC

FEAT 7

GENERAL **POSITIVE** **SKILL**

Prerequisites master in Crafting, deity who grants *heal* divine font

You channel positive energy into restoratives that ward against harm. When you Craft an alchemical item that restores Hit Points (rather than create it with advanced alchemy, Quick Alchemy, or another means), it becomes a blessed alchemical item and gains the positive trait. For example, an elixir of life would become a blessed elixir of life. When a creature regains Hit Points using a blessed alchemical item, the overflowing energy grants them negative resistance 5 for 1 round, or negative resistance 10 if you are legendary in Crafting.

BLESS TOXIN

FEAT 7

GENERAL **NEGATIVE** **SKILL**

Prerequisites master in Crafting, deity who grants *harm* divine font

You pour negative energy into toxins you create to further debilitate your targets. When you Craft an alchemical poison (rather than create it with advanced alchemy, Quick Alchemy, or another means), it becomes a blessed alchemical poison and gains the negative trait. When a creature is afflicted with a blessed alchemical poison, for 1 round, any Hit Points it would regain from a positive effect are reduced by 5, or by 10 if you are legendary in Crafting.

BLESSED BLOOD

FEAT 1

SORCERER

Prerequisites *bloodline* that grants divine spells, you follow a deity

Your deity's blessings manifest in your blood-borne power. Add up to three of your deity's spells (spells your deity grants to clerics) to your spell list. They are not automatically added to your repertoire, but you can select them just as you would spells normally on the divine spell list.

CHARLATAN

FEAT 1

GENERAL **SKILL**

Prerequisites trained in Deception

You've learned to mimic the abilities of



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spellcasters by studying their flourishes and words. When you activate a magic item to generate a spell effect, attempt a Deception check. If you succeed against an onlooker's Perception DC, to that onlooker, you appear to Cast that Spell instead. Onlookers who successfully Recognize the Spell realize you used a magic item, though those who later successfully Identify the Magic still can't determine that the source of the effect was a magic item.

ENVIRONMENTAL GRACE

FEAT 7

GENERAL SKILL

Prerequisites master in Survival; deity who grants the cold, fire, nature, or travel domain

You rapidly adapt to environments through a combination of skill, meditation, and divine grace. After spending an hour in an environment of severe cold or colder, you are protected from the effects of severe cold until you leave that environment. After spending an hour in an environment of severe heat or hotter, you are protected from the effects of severe heat until you leave that environment.

EVANGELIZE

FEAT 7

AUDITORY GENERAL LINGUISTIC MENTAL SKILL

Prerequisites master in Diplomacy, you follow a deity or philosophy

You point out a detail that incontrovertibly supports your faith, causing a listener's mind to whirl. Attempt a Diplomacy check and compare the result to the Will DC of a single target that can hear you and understands your language; that target is then temporarily immune to Evangelize with respect to your deity or philosophy for 1 day. A creature that already agrees with you is unaffected, and at the GM's discretion, a target that genuinely changes its perspective to support your faith as a result of the argument is also otherwise unaffected.

Critical Success The target is stupefied 2 for 1 round.

Success The target is stupefied 1 for 1 round.

Failure The target is unaffected.

MORTAL HEALING

FEAT 2

GENERAL SKILL

Prerequisites Godless Healing (*Pathfinder Lost Omens World Guide* 56), you follow the Laws of Mortality

You grant greater healing when the gods don't interfere. When you roll a success to Treat Wounds for a creature that hasn't regained Hit Points from divine magic in the past 24 hours, you get a critical success on your check instead and restore the corresponding amount of Hit Points.

NUMB TO DEATH

FEAT 7

GENERAL

Prerequisites Diehard, you have died at least once

Frequency once per day

Your past has left you numb to death's call. The first time each day that you regain Hit Points while you are dying, you regain additional Hit Points equal to your level, and you neither gain the wounded condition nor increase the value of this condition.

SACRED DEFENSE

FEAT 7

DIVINE GENERAL SKILL

Prerequisites master in Religion, you follow a deity

Frequency once per hour

You call upon your deity to grant you their protective blessing. Attempt a DC 30 Religion check. If you have legendary proficiency in Religion, you can instead attempt a DC 40 Religion check to increase the temporary Hit Points you gain on a successful check to 15 (25 on a critical success).

Critical Success You gain 10 temporary Hit Points. You lose any remaining temporary Hit Points after 1 minute.

Success You gain 5 temporary Hit Points. You lose any remaining temporary Hit Points after 1 minute.

Critical Failure Your deity withholds their blessing. You cannot attempt to call to your deity again for 1 day.

SACRED KI

FEAT 4

MONK

Prerequisites Ki Strike, you follow a deity

The power of your faith suffuses your ki. When you select this feat, choose chaos, evil, good, or law. Your choice must match one of your deity's alignment components.

When you cast the *ki strike* focus spell and damage a creature whose alignment is opposite your chosen alignment, you can choose for the *ki strike* damage to be of the chosen type. Additionally, you can substitute the damage from *ki blast* (or other ki spells that deal force damage, at the GM's discretion) with damage of your chosen alignment.

SANCTIFY WATER

FEAT 7

GENERAL SKILL

Prerequisites master in Religion, good or evil deity

You imbue water with your deity's blessing. Choose a container of water on your person that is of light Bulk. For 1 round, if you or an ally throw this container at a foe, it has the damaging effects of *holy water* (if you follow a good deity) or *unholy water* (if you follow an evil deity). The water's transient power doesn't make it gain any value, allow it to be used to supply the cost for a spell or ritual, and so on. If you have legendary proficiency in Religion, you can sanctify three containers held by you or allies within your reach instead of one.

SYNCRETISM

FEAT 1

CLERIC

Prerequisites you follow a deity

You have come to see the overlap between two deities' teachings. Choose a second deity. You must meet their alignment requirements, and you are subject to their edicts and anathema. If you are a cloistered cleric, select one of that deity's domains, gaining the benefits of the Expanded Domain Initiate feat (page 8) with that domain. If you are a warpriest, you gain the favored weapon of that deity as a second favored weapon, and it gains the benefits of feats and abilities you have that affect your deity's favored weapon, such as Deadly Simplicity. If you have a different doctrine than cloistered cleric or warpriest, either apply whichever of the above options is most appropriate for your doctrine, or, at the GM's discretion, add a benefit from the second deity more closely tied to your doctrine.

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SPELLS

The following spells are often associated with the deities of the Inner Sea region.

ACID STORM

SPELL 5

ACID EVOCATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 20-foot-radius burst

Duration 1 minute

You evoke a storm of acid rain that pelts the area for the spell's duration. A creature that begins its turn in the area takes 3d8 acid damage (basic Reflex save).

Heightened (+2) The damage increases by 1d8.

ACIDIC BURST

SPELL 1

ACID EVOCATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Area 5-foot emanation

Saving Throw basic Reflex

You create a shell of acid around yourself that immediately bursts outward, dealing 2d6 acid damage to each creature in the area.

Heightened (+1) The damage increases by 2d6.

AGITATE

SPELL 1

ENCHANTMENT MENTAL NONLETHAL

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You send the target's mind and body into overdrive, forcing it to become restless and hyperactive. During the duration, the target must Stride at least once each turn or take 2d8 mental damage that turn. The duration of this effect depends on the target's Will save.

Critical Success The spell has no effect.

Success The duration is 1 round.

Failure The duration is 2 rounds.

Critical Failure The duration is 4 rounds.

Heightened (+1) The damage increases by 2d8.

ANIMUS MINE

SPELL 2

ABJURATION MENTAL

Traditions occult

Cast ♦♦ somatic, verbal

Saving Throw Will; **Duration** 1 hour

You implant a mental mine within your psyche that detonates against anyone attempting to manipulate your thoughts. You can use a single action, which has the concentrate trait, to suppress the effects of the mine for 1 round to allow someone to safely use a mental effect on you. You can Dismiss the spell.

The first creature that uses a mental effect against you triggers the *animus mine*, causing the spell to end. The *animus mine* deals 4d8 mental damage to the triggering creature, which must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stunned 1.

Critical Failure The creature takes double damage and is stunned 1. You are unaffected by the triggering mental effect.

Heightened (+1) The damage increases by 2d8.



ACIDIC BURST

ANTICIPATE PERIL

SPELL 1

DIVINATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 10 minutes

You grant the target brief foresight. The target gains a +1 status bonus to its next initiative roll, after which the spell ends.

Heightened (+2) The status bonus increases by 1, to a maximum of +4 at 7th level.

BEFUDDLE

SPELL 1

EMOTION ENCHANTMENT MENTAL

Traditions arcane

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 1 round

You sow seeds of confusion in your target's mind, causing their actions and thoughts to become clumsy.

Critical Success The target is unaffected.

Success The target is clumsy 1 and stupefied 1.

Failure The target is clumsy 2 and stupefied 2.

Critical Failure The target is clumsy 3, stupefied 3, and confused.

BRAND THE IMPENITENT

SPELL 2

ABJURATION CURSE

Traditions divine

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

Saving Throw Fortitude; **Duration** varies

You brand the target with an ethereal copy of your deity's religious symbol. This brand can't be hidden, but it is visible only to followers of your faith, who see it as clearly as a lit torch. Followers of your faith ignore the target's concealed condition, if any, and the target gains a -1 status penalty to AC against attacks by followers of your faith. If the target is a follower of your deity in good standing, the spell fails.

Critical Success The target is unaffected.

Success The spell lasts for 1 round.

Failure The spell lasts for 1 minute.

Critical Failure The spell has an unlimited duration.

CHILLING SPRAY

SPELL 1

COLD EVOCATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw Will

A cone of icy shards bursts from your spread hands and coats the target in a layer of frost. You deal 2d4 cold damage to creatures in the area; they must each attempt a Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and takes a -5-foot status penalty to its Speeds for 2 rounds.

Critical Failure The creature takes double damage and takes a -10-foot status penalty to its Speeds for 2 rounds.

Heightened (+1) The damage increases by 2d4.

CUP OF DUST

SPELL 3

CURSE NECROMANCY

Traditions arcane, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Targets** 1 living creature

Saving Throw Fortitude; **Duration** 1 day

You curse the target with a thirst no drink can quench. You can Dismiss the spell. The target must attempt a Fortitude save.

Critical Success The creature is unaffected and is temporarily immune for 1 hour.

Success The creature is fatigued for 1 round.

Failure The creature is immediately afflicted by thirst as if it hadn't had a drink in days. It becomes fatigued and takes 1d4 damage each hour that can't be healed until it quenches its thirst. No amount of drinking can quench the creature's thirst during the spell's duration.

Critical Failure As failure but the creature takes 2d4 damage each hour, twice as much as usual for thirst.

Heightened (+3) The thirst becomes more unbearable, increasing the damage each hour by 1d4, or by 2d4 on a critical failure.

ENDURE

SPELL 1

ENCHANTMENT MENTAL

Traditions arcane, occult

Cast ◆ somatic

Range touch; **Targets** 1 creature

Duration 1 round

You invigorate the touched creature's mind and urge it to press on. You grant the touched creature 5 temporary Hit Points.

Heightened (+1) Increase the temporary Hit Points by 5.

EXPEDITIOUS EXCAVATION

SPELL 2

EARTH TRANSMUTATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range touch; **Area** cube of dirt 5 feet across or smaller

You remove loose dirt, dust, gravel, sand, and the like (though not solid stone) up to the size of a 5-foot cube. Any Medium or smaller creature standing atop the earth when the spell is cast must attempt a Reflex save or Acrobatics check.

Success The creature is unaffected and can choose to either descend the pit without damage or move to the nearest available space of its choice.

Failure The creature falls prone in the nearest available space of its choice, or falls into the pit if it prefers.

Critical Failure The creature falls into the pit excavated by the spell and lands prone, taking falling damage as normal.

Heightened (+2) The spell can excavate an additional 5-foot cube of earth. If you excavate all four 5-foot cubes beneath a Large creature, it must attempt a Reflex save or Acrobatics check, as above.

FEAST OF ASHES

SPELL 2

CURSE NECROMANCY

Traditions arcane, occult, primal

Cast ◆◆◆ material, somatic, verbal

Range 30 feet; **Targets** 1 living creature

Saving Throw Fortitude; **Duration** 1 week

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You curse the target with a hunger no food can sate. You can Dismiss the spell. The target must attempt a Fortitude save.

Critical Success The creature is unaffected and is temporarily immune for 1 hour.

Success The creature is fatigued for 1 round.

Failure The creature is immediately afflicted by hunger as if it hadn't eaten food in days. It becomes fatigued and takes 1d4 damage each day that can't be healed until it sates its hunger. No amount of eating can sate the creature's hunger during the spell's duration. After the spell's duration, the creature takes damage from starvation as described on page 500 of the *Core Rulebook*.

Critical Failure As failure but the creature takes 2d4 damage each day, twice as much as usual for hunger.

Heightened (+1) The hunger becomes more unbearable, increasing the damage each day by 1d4, or by 2d4 on a critical failure.

FUNGAL HYPHAE

SPELL 2

FUNGUS NECROMANCY

Traditions primal

Cast ♦♦ somatic, verbal

Duration 1 minute

Thin hyphae grow from your feet and plunge into the earth, creating a symbiotic fungal network that attaches to plants within 30 feet and connects you to their root systems. You gain an imprecise tremorsense allowing you to sense anything directly touching plants within that distance. If you move, the hyphae snap and the spell ends.

Heightened (4th) You can control plants in the area to a small degree, allowing you to make Strikes with tree branches, exposed roots, or similarly solid plants. To do so, you use a Strike action, but you can Strike any creature you can detect with your tremorsense. These are melee spell attacks that deal 2d8 bludgeoning damage plus your spellcasting ability modifier. Unusual plants, such as thorny vines, might deal a different type of damage at the GM's discretion. You can't make any other attacks through these plants, or take any other actions through them, other than these Strikes.

Heightened (6th) As 4th level, but you can use other simple manipulate actions through the plants, including having a branch pick an object up or open a door, though more complex actions, such as picking a lock or disabling a trap, remain impossible.

GRAVITY WELL

SPELL 3

EVOCATION

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Range 120 feet; **Area** 30-foot-radius burst

Saving Throw Reflex

You create a sphere of altered gravity. All creatures and unsecured objects in the area move towards the center, depending on their Reflex saving throws. This follows the rules for forced movement (*Pathfinder Core Rulebook* 475). If there's not enough space near the center of the sphere, creatures and objects nearer to the center move first, and others move as far as they can without being blocked, up to the amount set by their saving throw outcomes.

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the center.

Failure The creature moves 15 feet toward the center.

Critical Failure The creature moves 30 feet toward the center.

ILL OMEN

SPELL 1

CURSE DIVINATION MISFORTUNE

Traditions occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 1 round

The target is struck with misfortune, which throws them off balance. The target must attempt a Will save.

Success The target is unaffected.

Failure The first time during the duration that target rolls an attack roll or skill check, it must roll twice and take the worse result.

Critical Failure Every time during the duration that the target rolls an attack roll or skill check, it must roll twice and take the worse result.

IRON GUT

SPELL 2

TRANSMUTATION

Traditions arcane, primal

Cast ♦♦ material, somatic

Duration 1 hour

Your mouth, esophagus, and stomach become incredibly elastic and tougher than metal. For the duration of the spell, you can reach down your throat to store or retrieve a single object of light or negligible Bulk in your stomach, as though your stomach were a backpack or other container. Storing and retrieving an item in this way requires an Interact action. The object must be small enough to reasonably fit within your stomach. It is very difficult for other creatures to notice that you are hiding an object in this way; passive observers can't possibly notice and you gain a +4 circumstance bonus to your Stealth checks to Conceal the Object unless the searcher specifically searches your mouth and stomach. If at the end of the spell's duration you still have an object stored in your stomach, it is violently expelled, dealing 1d6 damage to you.

Heightened (3rd) The duration increases to 8 hours.

LIBERATING COMMAND

SPELL 1

ENCHANTMENT MENTAL

Traditions occult

Cast ♦ (verbal)

Range 60 feet; **Targets** 1 creature

You call out a liberating cry, urging an ally to break free of an effect that holds them in place. If the target is grabbed, immobilized, or restrained, it can immediately use a reaction to attempt to Escape.

MESSAGE RUNE

SPELL 1

DIVINATION LINGUISTIC MENTAL

Traditions arcane, occult

Cast 5 minutes (material, somatic, verbal)

Range touch; **Targets** 1 flat unattended surface

Duration 1 day

You record a message up to 5 minutes long and inscribe a special rune on any flat unattended surface within reach. The nature of the rune's appearance is up to you, but it is visible to everyone and it must be no smaller than 2 inches in diameter. You also specify a trigger that creatures must meet to activate the rune (*Pathfinder Core Rulebook* 305). For the duration of the spell, creatures who meet the criteria of the trigger can touch the rune to hear the recorded message in their head as though you were speaking to them telepathically. You know when someone is listening to the message, but you do not know who is listening to it. You can Dismiss the spell.

PENUMBRAL SHROUD

SPELL 1

DARKNESS **EVOCATION**

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 10 minutes

You envelop the target in a shroud of shadow. The target perceives light as one step lower than it actually is (bright light becomes dim light, for example), affecting their ability to sense creatures and objects accordingly. The shroud also provides the target a +1 status bonus to saving throws against light effects. While this effect is helpful to creatures sensitive to light, if the creature is unwilling, it can attempt a Reflex save to avoid the shroud and reduce the effect.

Critical Success The target is unaffected.

Success The effect lasts for 1 round

Failure The effect lasts its normal duration.

REFLECTIVE SCALES

SPELL 4

ABJURATION

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Duration 1 minute

You grow a set of colored glowing scales or scaled armor that stores energy before releasing it in a final burst. When you cast this spell, choose acid, cold, fire, electricity, or poison damage. You gain resistance 5 against that type of damage. The scales' color depends on the damage type you chose and is usually the color of a type of dragon or other creature associated with that damage type, such as red or gold for fire damage.

The scales store up energy as they protect you. Keep track of how much damage the scales have prevented. As a 2-action activity that has the concentrate and manipulate traits, you can explode your scales outward in a 20-foot radius around you, dealing 1d6 damage of the chosen type to all creatures in the area for every 10 damage the scales have prevented, to a maximum of 10d6 damage (after preventing 100 damage). Once you do so, the spell ends.

Heightened (+2) The resistance increases by 5 and the maximum damage from the scale explosion increases by 5d6.

SHARE LORE

SPELL 1

DIVINATION **MENTAL**

Traditions arcane, occult

Cast 1 minute

Range touch; **Targets** up to 3 creatures

Duration 10 minutes

You share your knowledge with the touched creatures. Choose one Lore skill in which you are trained. The targets become trained in that Lore skill for the duration of the spell.

Heightened (3rd) The duration of the spell is 1 hour and you can target up to five creatures.

Heightened (5th) The duration of the spell is 8 hours, you can target up to five creatures, and you can share up to two Lore skills in which you are trained.

SHATTERING GEM

SPELL 1

ABJURATION **EARTH**

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 creature

Duration 1 minute

A large gem floats around the target in an erratic pattern. The gem has 5 Hit Points. Each time a creature Strikes the target, the target attempts a DC 11 flat check. On a success, the gem blocks the attack, so the attack first damages the gem and



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then applies any remaining damage to the target. If the gem is reduced to 0 Hit Points, it shatters, immediately dealing the creature that destroyed it 1d8 slashing damage (basic Reflex save), as long as that creature is within 10 feet of the target.

Heightened (+1) The gem has 5 additional HP, and the damage dealt by its detonation increases by 1d8.

SHIFTING SAND

SPELL 3

EARTH TRANSMUTATION

Traditions arcane, primal

Cast >>> material, somatic, verbal

Range 30 feet; **Area** a horizontal earthen or sandy surface within a 20-foot burst

Duration sustained up to 1 minute

You cause the surface to heave. The area becomes difficult terrain and any tracks in the area are destroyed by the churning ground. Creatures standing in the area take a -1 status penalty to Acrobatics checks to Balance and Tumble Through and Athletics checks to High Jump and Long Jump. When you Sustain the Spell, you can move the churning area up to 10 feet in any direction. Creatures immobilized by the spell are carried along with the *shifting sand* in the same direction, if possible; this movement is forced movement (*Pathfinder Core Rulebook* 475). Creatures that enter or begin their turn standing in the *shifting sand* must attempt a Reflex save.

Critical Success The creature is unaffected and ignores the area's difficult terrain and penalty to skill checks until the end of its turn.

Success The creature ignores the area's penalty to skill checks until the end of its turn.

Failure The creature is affected normally by the spell this turn.

Critical Failure The creature becomes immobilized within the spell's area until it Escapes. If the creature was already immobilized by *shifting sands*, it also falls prone.

Heightened (5th) The status penalty increases to -2 and the spell's range increases to 60 feet.

Heightened (7th) The status penalty increases to -3, the spell's range increases to 60 feet, and the spell's area increases to a 30-foot burst.

Heightened (9th) The status penalty increases to -4, the spell's range increases to 60 feet, and the spell's area increases to a 40-foot burst.

SHOCKWAVE

SPELL 1

EARTH EVOCATION

Traditions arcane, primal

Cast >> somatic, verbal

Area 15-foot cone

Saving Throw Reflex

You create a wave of energy that ripples through the earth. Terrestrial creatures in the affected area must attempt a Reflex save to avoid stumbling as the shockwave shakes the ground.

Critical Success The creature is unaffected.

Success The creature is flat-footed until the start of its next turn.

Failure The creature falls prone.

Critical Failure As failure, plus the creature takes 1d6 damage.

Heightened (+1) The area increases by 5 feet (to a 20-foot cone at 2nd level, and so on).

SHOW THE WAY

SPELL 3

DETECTION DIVINATION

Traditions divine, primal

Cast 10 minutes (material, somatic, verbal)

Area 5-foot emanation; **Targets** you and allies in the area

Duration 8 hours

You and affected allies gain preternatural knowledge of the path ahead, allowing you to intuit the best way forward and avoid potential obstacles such as difficult or confusing terrain. For the purpose of long-distance overland travel during exploration mode, traveling through difficult terrain reduces you to only three-quarters your travel Speed instead of half, and traveling through greater difficult terrain reduces your travel Speed to only half your travel Speed instead of one-third. *Show the way* does not prevent you from falling into traps or encountering other artificial obstacles and hazards.

Heightened (6th) For the purpose of long-distance overland travel during exploration mode, traveling through difficult terrain doesn't reduce your travel Speed at all, and traveling through greater difficult terrain reduces your travel Speed to only three-quarters of its normal value instead of one-third.

SLOUGH SKIN

SPELL 2

NECROMANCY

Traditions arcane, primal

Cast >> somatic, verbal

Duration 1 hour

You continually and harmlessly slough off the top layer of your skin while new skin regenerates immediately, quickly moving damaging substances away from your body. The flat check to remove persistent damage from effects that coat your skin (such as most persistent acid damage) is reduced to 5, and you gain a +2 status bonus to your initial save against contact poison (but not to further saves, since by that point, the toxin has already entered your system). If you're suffering from an effect other than persistent damage that depends on continuous contact with your skin, if that effect allows a saving throw, you receive a new saving throw against that effect at the end of each turn when you attempt your flat checks against persistent damage, and you also receive a +2 status bonus to those saving throws.

While affected by this spell, your continually shedding skin makes you much easier to Track. Anyone Tracking you gains a +2 circumstance bonus to do so, and you cannot Hide Your Tracks.

TEMPORARY TOOL

SPELL 1

CONJURATION

Traditions arcane

Cast 1 minute

Duration until used or 1 minute; see text

You conjure a temporary simple tool, such as a shovel or rope into your hands. It lasts until it is used for a single activity or for 1 minute, whichever comes first, after which it disappears. The tool is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item.

TETHER

ABJURATION

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Reflex; **Duration** 1 minute or until dismissed; see text

You use magical chains, vines, or other tethers to bind your target to you. The creature can still try to Escape, and it or others can break the tethers by attacking them (the tethers have AC 15 and 10 Hit Points). You must stay within 30 feet of the target while it is tethered; moving more than 30 feet away from your target ends the spell. The target must attempt a Reflex save.

Critical Success The target is unaffected.

Success The target takes a -5-foot circumstance penalty to its Speed as long as it is within 30 feet of you.

Failure The target takes a -10-foot circumstance penalty to its Speed and cannot move more than 30 feet away from you until it Escapes or the spell ends.

Critical Failure The target is immobilized until it Escapes or the spell ends.

Heightened (+1) The tethers' AC increases by 3 and their Hit Points increase by 10.

TIME BEACON

DIVINATION

Traditions arcane, occult

Cast ♦ material

Duration until the end of your turn

You create a beacon in time, intending to return to it if things go wrong. You can cast *time beacon* on only your turn. Keep careful track of everything that happens this turn after you cast *time beacon*. At the end of your turn, you can choose to rewind time back to just after you cast *time beacon*, removing all effects of your turn since then. Curses, traps, and other harmful effects that happen during your turn might prevent you from returning to the beacon if they are powerful enough. If you suffered any harmful effects during your turn after casting *time beacon*, to return to your beacon, *time beacon* attempts a counteract check against each such effect. If it fails at any of these checks, you can't return.

WHIRLING SCARVES

ABJURATION FORCE

Traditions divine, occult

Cast ♦♦ somatic, verbal

Duration 1 minute

You surround yourself in a vortex of whirling colorful scarves of force that obfuscate you and disorient your foes. You gain

SPELL 1

the benefits of the concealed condition, but only against ranged and melee attacks. When a melee attack fails to hit you because of the flat check for the concealed condition, the scarves snag the weapon or unarmed attack, and the creature takes a -1 circumstance penalty to further attacks with that weapon or unarmed attack until the end of its turn (or the end of its next turn, if it wasn't the creature's turn). The timing of the scarves' movement is harder to predict for ranged attackers, so the flat check for the concealed condition against ranged attacks increases from DC 5 to DC 6. You can Dismiss this spell.

Heightened (+2) The circumstance penalty to further attacks with a melee weapon or unarmed attack the scarves snag increases by 1. The DC of the flat check for the concealed condition against ranged attacks increases by 1.

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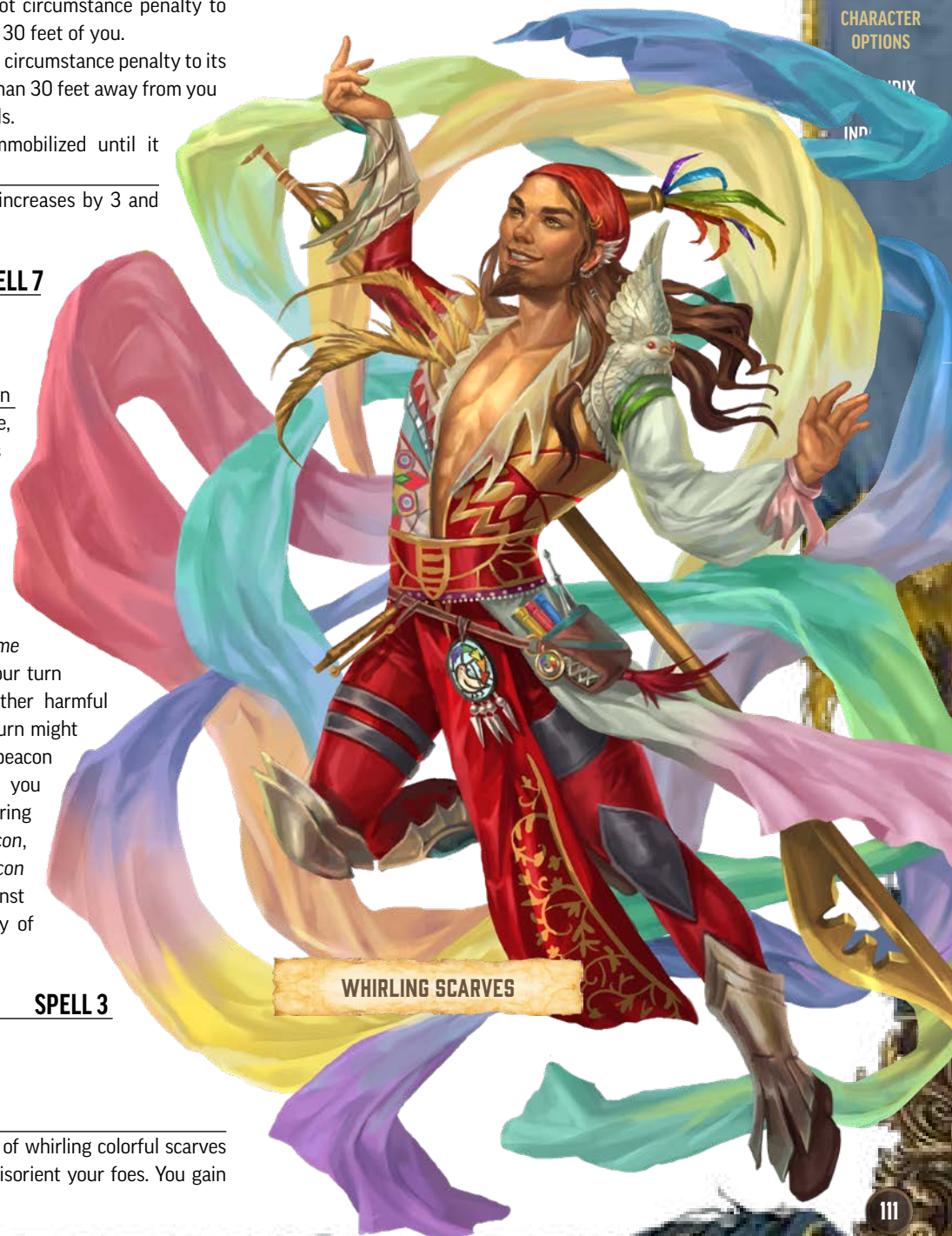
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WHIRLING SCARVES

SPELL 3



DOMAINS

Though each god wields great power over many aspects of the universe, their focus tends toward specific areas of concern, known as domains. Worshipers who devote themselves to a deity may be granted access to secret spells, known as domain spells, through which they can manifest a sliver of their deity's power and work great feats of magic.

This section presents spells for 18 new domains.

TABLE 1: DOMAINS

Domain	Domain Spell	Advanced Domain Spell
Change	<i>Adapt self</i>	<i>Adaptive ablation</i>
Cold	<i>Winter bolt</i>	<i>Diamond dust</i>
Decay	<i>Withering grasp</i>	<i>Fallow field</i>
Delirium	<i>Hyperfocus</i>	<i>Ephemeral hazards</i>
Dust	<i>Parch</i>	<i>Dust storm</i>
Duty	<i>Oathkeeper's insignia</i>	<i>Dutiful challenge</i>
Glyph	<i>Redact</i>	<i>Ghostly transcription</i>
Lightning	<i>Charged javelin</i>	<i>Bottle the storm</i>
Plague	<i>Divine plagues</i>	<i>Foul miasma</i>
Repose	<i>Share burden</i>	<i>Font of serenity</i>
Sorrow	<i>Lament</i>	<i>Overflowing sorrow</i>
Soul	<i>Eject soul</i>	<i>Ectoplasmic interstice</i>
Star	<i>Zenith star</i>	<i>Asterism</i>
Swarm	<i>Swarmsense</i>	<i>Swarm form</i>
Time	<i>Delay consequence</i>	<i>Stasis</i>
Vigil	<i>Object memory</i>	<i>Remember the lost</i>
Void	<i>Empty inside</i>	<i>Door to beyond</i>
Wyrmkin	<i>Draconic barrage</i>	<i>Roar of the wyrm</i>

CHANGE

You can restructure the physical and metaphysical.

ADAPT SELF

FOCUS 1

MORPH **TRANSMUTATION**

Cast ⬡ somatic, verbal

Duration 1 minute

You make subtle changes to yourself to adapt to the situation. Choose one of the following options that applies to you.

- If you are in water, you gain a swim Speed equal to half your Speed.
- If you are in water, you become able to breathe water.
- If it's too dark for you to see, you gain darkvision.
- If you are in an environment of severe heat or severe cold, you are protected from the effects of severe heat or severe cold, and the spell lasts 10 minutes.

ADAPTIVE ABLATION

FOCUS 4

ABJURATION

Cast ⬡ somatic; **Trigger** You take acid, cold, electricity, fire, or sonic damage.

Duration 1 minute

You shift yourself to adapt to the mystical wavelengths of the energy damage, protecting yourself from further harm. You gain resistance 5 to the triggering energy type; you gain this

resistance after you take the triggering damage, so it applies only to future damage you take during the duration.

Heightened (+2) Increase the resistance by 5.

COLD

You control ice, snow, and freezing temperatures.

WINTER BOLT

FOCUS 1

ATTACK **COLD** **EVOCATION**

Cast ⬡ somatic, verbal

Range 60 feet; **Targets** 1 creature or object

You fling a hollow icicle filled with winter's wrath. Make a spell attack against a target within range. The bolt deals 1d8 piercing damage and lodges in the target. At the end of the target's next turn, the bolt shatters, releasing a whirl of snow and ice that deals 1d12 cold damage to the target and all adjacent creatures. The bolt can be removed with an Interact action, which causes it to melt harmlessly without detonating.

Critical Success The initial bolt deals full damage and is especially well anchored, taking 2 Interact actions to remove. The bolt's explosion deals double damage.

Success The bolt and its explosion deal full damage.

Heightened (+1) The initial damage increases by 1d8 and the secondary damage increases by 1d12.

DIAMOND DUST

FOCUS 4

COLD **EVOCATION**

Cast ⬡ somatic, verbal

Area 15-foot emanation centered on you

Saving Throw basic Fortitude; **Duration** 1 minute

You supercool the nearby air, forming a cloud of dancing ice crystals in an emanation around you. A creature other than you that enters the area or ends its turn within the area takes 2d6 cold damage. A creature can take this damage only once per turn. The crystals scatter and refract light; if a light effect enters *diamond dust's* area, any creatures that effect goes on to affect gain a +2 status bonus to AC and saves against it. While the spell persists, you can activate or deactivate this aura by using a single action, which has the concentrate trait. You can Dismiss this spell.

Heightened (+2) The damage increases by 1d6.

DECAY

You have the power to spoil and deteriorate matter.

WITHERING GRASP

FOCUS 1

NECROMANCY **NEGATIVE**

Cast ⬡ somatic, verbal

Range touch; **Targets** 1 creature or object

Your touch rots organic material and decays objects. Make a melee spell attack roll. Your touch deals 1d12 negative damage plus 1d4 persistent negative damage. If a creature uses an item to block *withering grasp*, such as with the Shield Block reaction, the item is automatically affected, but the creature does not take damage (even if there is

damage left over after the shield's Hardness). Unlike normal negative damage, the negative damage from *withering grasp* damages objects, constructs, and the like by eroding them away.

Critical Success Your touch deals double damage (both initial and persistent). If you target an object, lower its Hardness by 4 for 1 minute.

Success Your touch deals full damage. If you target an object, lower its Hardness by 2 for 1 minute.

Heightened (+1) The damage increases by 1d12 and the persistent damage increases by 1. If you target an object, lower its Hardness by an additional 1 point on both a success and a critical success.

FALLOW FIELD

FOCUS 4

NECROMANCY NEGATIVE

Cast >>> somatic, verbal

Range 60 feet; **Area** 15-foot emanation

Saving Throw Will; **Duration** sustained up to 1 minute

A sickly yellow light fills the area as entropic forces prevent healing. When a creature within the area would regain Hit Points, such as from a healing effect or an ability like fast healing or regeneration, it must attempt a Will save.

Critical Success The creature regains the full number of Hit Points that would be restored by the healing effect, and is temporarily immune for 1 minute.

Success The creature regains the full number of Hit Points that would be restored.

Failure The creature regains only half the number of Hit Points that would be restored.

Critical Failure The creature does not regain Hit Points from the healing effect.

DELIRIUM

You can bring about hallucinations and restlessness.

HYPERFOCUS

FOCUS 1

DIVINATION

Cast >>> somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You sharpen a creature's senses, though more distant objects become hazy, indistinct, or muted to it. The target gains a +1 status bonus to Perception checks attempted with any of its precise senses. Furthermore, any imprecise senses the target has are sharpened to precise senses (though they do not receive the status bonus). However, the target cannot perceive anything beyond a range of 20 feet with any of its senses. The duration is determined by the target's Will save. You can allow allies to choose the outcome instead of rolling a saving throw.

Critical Success The target is unaffected.

Success The target is affected for 1 round.

Failure The target is affected for 1 minute.

Critical Failure As failure, but the target cannot perceive anything beyond a range of 10 feet.

Heightened (3rd) You can target up to 2 creatures.

Heightened (6th) You can target up to 4 creatures.

EPHEMERAL HAZARDS

FOCUS 4

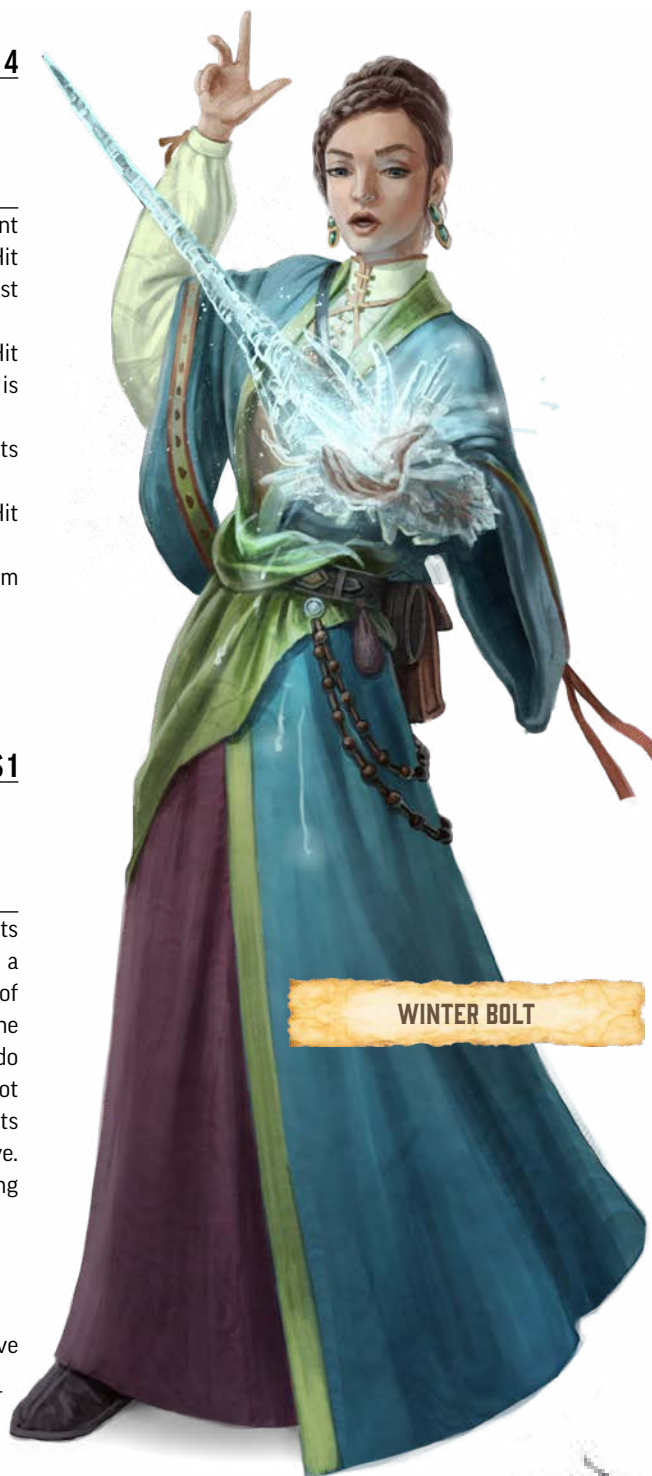
ILLUSION MENTAL VISUAL

Cast >>>> material, somatic, verbal

Range 60 feet

Duration 1 minute

You create illusory hazards, such as spinning blades or a puddle of acid, in four 10-foot-by-10-foot spaces within range. The hazards are merely a mental projection, and a creature receives a Will save each time it touches a hazard or is occupying one's space at the start of its turn. Depending on the result, the creature takes 4d6 mental damage and might have difficulty moving through the area. A creature can take



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this damage only once per turn, even if it moves through several hazards. Choose bludgeoning, slashing, piercing, acid, cold, electricity, fire, or sonic damage when you cast *ephemeral hazards*; resistances and weaknesses to those damage types apply if the target thinks they do, as judged by the GM. You can freely choose the appearance and damage type of each hazard as long as its appearance reflects the type of damage it deals (for instance, a hazard that deals piercing damage might take the form of sharpened spikes).

Critical Success The creature is unaffected by the hazards and no longer needs to attempt Will saves against them.

Success The creature realizes the hazards aren't real but still takes half damage from them; on future Will saves against the hazards, the creature continues to use this result unless it rolls a critical success.

Failure The target takes full damage and treats the square as difficult terrain.

Critical Failure The target takes double damage and cannot pass through a square containing a hazard.

Heightened (+1) The damage increases by 1d6.

DUST

You have the power to dry and crumble what opposes you.

PARCH

FOCUS 1

AIR EVOCATION

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

Dry winds dehydrate a creature. The target must attempt a Fortitude save; if used on a creature with the water trait or a creature made primarily of liquid (such as many oozes), the creature uses the outcome for one degree of success worse than the result. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *parch*.

Critical Success The target is unaffected.

Success The target takes a -1 status penalty to its checks and DCs for 1 round.

Failure The target takes a -1 status penalty to its checks and DCs for 1 minute.

Critical Failure The target takes a -2 status penalty to its checks and DCs for 1 minute and is dazzled as long as it has this penalty.

If a creature affected by *parch* drinks a liquid, such as a swig of water or a potion, the spell ends. Affected creatures that have the water trait or are made primarily of liquid, as well as affected creatures that can't drink, can end the effect as a two-action activity, which has the concentrate trait.

Heightened (4th) You can target up to 4 creatures.

DUST STORM

FOCUS 4

AIR CONJURATION NONLETHAL

Cast ◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot-radius burst

Duration 1 minute

You call forth a swirling storm of dust. The *dust storm* obscures vision, with the effect of *obscuring mist*. The dust also makes the air unbreathable; creatures in the area must

hold their breath (*Core Rulebook* 478), though wearing a scarf or similar clothing over the mouth increases the time the creature can hold its breath to 5 rounds. Creatures entering or starting their turn in the *dust storm* take 1d6 slashing damage. Creatures that have the water trait or that are made primarily of liquid take double damage.

Heightened (+2) The damage increases by 1d6.

DUTY

You defend oaths and carry out your divine missions with great dedication.

OATHKEEPER'S INSIGNIA

FOCUS 1

CONJURATION

Cast ◆ verbal; **Trigger** You make a promise or deal.

Duration 1 hour

A magical indicator assures a creature that you've upheld your end of a bargain. When you Cast the Spell, you create a bracelet, flower, or other such trinket. If, while the spell persists, you complete the terms of the promise or deal you made, the trinket fades away with a pleasant chime; if you violate the terms instead, the trinket breaks with a dissonant crash.

Heightened (3rd) The duration becomes 1 day.

Heightened (5th) The duration becomes 1 week.

Heightened (7th) The duration becomes 1 month.

Heightened (9th) The duration becomes 1 year.

DUTIFUL CHALLENGE

FOCUS 4

ABJURATION

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration 1 minute

As you challenge an enemy, you take some of its attention away from your allies. The target takes a -1 status penalty to attack rolls, damage rolls, and skill checks against creatures other than you, and you take a -1 status penalty to attack rolls, damage rolls, and skill checks against creatures other than the target. Each time a creature other than you uses a hostile action that affects the challenged enemy, the enemy can attempt a Will save. On a success, the enemy no longer takes the penalty against that creature. You can Dismiss the spell, and it ends automatically if you or the target is defeated.

Heightened (+3) The status penalties increase by 1.

GLYPH

You wield power over written words and symbols.

REDACT

FOCUS 1

TRANSMUTATION

Cast ◆◆ material, somatic

Range 30 feet; **Targets** unattended written materials of up to 1 Bulk or less

Duration 1 day

You strike mention of a specific name from one or more documents. When you cast the spell, give one proper name, be it a creature, location, or object. Any mention of that name within the document becomes blurred, smudged, or otherwise completely illegible. Epithets and unambiguous

references to the name are redacted as well; for instance, redacting the name of the goddess Sarenrae from a book would also remove references to her title "the Dawnflower."

Heightened (3rd) Instead of striking out a given name, you can replace it with a different name you choose. Epithets and references are substituted with similar ones relating to the replacement name. Anyone reading the text can attempt a Perception or Society check against your spell DC to notice the altered text, though that doesn't tell them what the original said.

Heightened (4th) At your choice, the duration is unlimited.

GHOSTLY TRANSCRIPTION

FOCUS 4

ILLUSION VISUAL

Cast ➤ material, somatic

Range 30 feet; **Targets** 1 creature

Duration 1 minute

Glowing letters assemble in the air, providing a transcription of the target's speech in all languages you speak. For the spell's duration, any words spoken aloud by the target are spelled out in letters in front of them. When you Cast the Spell, you can choose whether these letters are visible to all creatures or only certain creatures you specify. Any words the target mouths silently are similarly spelled out, allowing the target to communicate silently or in areas where sound doesn't carry. This even allows the target to provide verbal casting components in such areas, but only if you choose to make the letters visible to all creatures. Furthermore, any of the target's auditory abilities can affect creatures even in areas where sound does not carry as long as you have made the glyphs visible to them and they have line of sight to the target; in this case, they gain the visual trait. You can Dismiss the spell.

LIGHTNING

You control electricity, thunder, and storms.

CHARGED JAVELIN

FOCUS 1

ELECTRICITY EVOCATION

Cast ➤ somatic, verbal

Range 60 feet; **Targets** 1 or more creatures

You fire a javelin of electricity that leaves a charged field around its target. Make a spell attack roll. The javelin deals 1d6 electricity damage and 1 persistent electricity damage.

Critical Success The javelin deals double damage, both initial and persistent.

Success The javelin deals full damage.

As long as the target is taking persistent damage from this spell, creatures gain a +1 status bonus to attack rolls with metal weapons or electricity effects against the target, and the target takes a -1 status penalty to saves against electricity effects.

Heightened (+1) The initial damage increases by 1d6, and the persistent damage increases by 1.

BOTTLE THE STORM

FOCUS 4

ELECTRICITY EVOCATION

Cast ➤ somatic; **Trigger** You would take electricity damage.

Duration 1 minute

When lightning is turned at you, you store the charge safely within yourself, unleashing it when the time is right. You gain

electricity resistance 10 against the triggering effect. If you successfully prevent damage in this way, at any time during the spell's duration, you can spend a single action, which has the attack trait, to expend the charge and make a melee spell attack at an adjacent target or a ranged spell attack at a target within 60 feet. This attack deals electricity damage equal to the damage prevented by *bottle the storm*. If you cast *bottle the storm* a second time before the original duration elapses, or if you do not make this attack, the stored charge dissipates harmlessly.

Heightened (7th) The resistance increases to 15, and you can immediately make the spell attack roll granted by *bottle the storm* as part of the reaction used to cast the spell.

Heightened (10th) The resistance increases to 20, and you can immediately make the spell attack roll granted by *bottle the storm* as part of the reaction used to cast the spell.

PLAGUE

You wield disease and pestilence like a weapon.

DIVINE PLAGUES

FOCUS 1

DISEASE NECROMANCY

Cast ➤ somatic, verbal

Range 15 feet

Saving Throw Fortitude

Your deity sends wracking plagues. The target must attempt a Fortitude save. When you Cast the Spell, decide whether the disease inflicts the clumsy, enfeebled, or stupefied condition.

Success The target is unaffected.

Failure The target is afflicted with divine plague at stage 1.

Critical Failure The target is afflicted with divine plague at stage 2.

Divine Plague (disease) **Level 1; Stage 1** clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 2** slowed 1 and clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 3** clumsy 1, enfeebled 1, or stupefied 1 and the target can't recover from the condition until they are cured (1 day)

Heightened (5th) The divine plague disease gains the virulent trait. The condition value for the clumsy, enfeebled, or stupefied condition is 2 instead of 1.

FOUL MIASMA

FOCUS 4

DISEASE NECROMANCY

Cast ➤ somatic, verbal

Range 30 feet; **Targets** 1 creature affected by a disease

Saving Throw Will; **Duration** 1 minute

You multiply the disease within a creature, drawing it into an infectious mist outside their body where it can spread to other creatures. The target must attempt a Will save. If the target is willing, it can choose to take the effects of critical failure.

Critical Success The target receives the benefit of a successful save against the lowest-level disease affecting it.

Success The target is unaffected.

Failure One randomly chosen disease affecting the target fills the air in a 15-foot emanation centered on the target. For the spell's duration, any creature that enters or ends its turn within the area is exposed to that disease.

Critical Failure As failure, except the miasma contains all the diseases affecting the target.

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REPOSE

You ease mental burdens.

SHARE BURDEN

FOCUS 1

ABJURATION MENTAL

Cast ➤ somatic

Trigger An ally within 30 feet is about to attempt a saving throw against a harmful emotion effect, and you would not otherwise have to save against the effect.

You shoulder some of your ally's pain. Both you and your

ally use the outcome one degree of success better than the result of your ally's saving throw, even if the triggering effect usually affects only one target.

FONT OF SERENITY

FOCUS 4

ABJURATION EMOTION MENTAL

Cast ➤➤ somatic, verbal

Range 30 feet; **Area** 15-foot emanation

Duration 1 minute

A divine beacon radiates serenity, soothing nearby allies. Allies within the area gain a +1 status bonus to saving throws against emotion effects. An ally can touch the font as an Interact action; if they do so, the spell attempts to counteract one emotion effect affecting the ally of the ally's choice, after which that emotion effect is temporarily immune for 1 day. If the spell succeeds at the counteract check, it removes the emotion effect from your ally, though not from any other creatures the effect might be affecting.

Heightened (+4) The bonus increases by 1.

SORROW

You have a painful connection to melancholy and sadness.

LAMENT

FOCUS 1

AUDITORY EMOTION ENCHANTMENT MENTAL

Cast ➤➤ somatic, verbal

Range 30-foot cone; **Targets** 1 or more creatures

Saving Throw basic Will

You let out your negative emotions in a guttural wail that shakes your enemies' hearts and deals 1d8 mental damage (basic Will save). If you have any harmful conditions imposed by emotion effects, *lament* deals additional mental damage equal to the counteract level of the highest-level effect.

Heightened (+1) The damage increases by 1d8.

OVERFLOWING SORROW

FOCUS 4

EMOTION ENCHANTMENT INCAPACITATION MENTAL

Cast ➤➤ somatic, verbal

Area 15-foot emanation, centered on you

Saving Throw Will; **Duration** sustained up to 1 minute

Sadness flows out of you into nearby creatures, blotting out any other thoughts they had. The first time a creature begins its turn in the area or enters the area, it must attempt a Will save. If it later leaves and reenters the area, it uses the same effect as before.

Critical Success The creature is unaffected.

Success The creature takes a -1 status penalty to skill checks and Perception checks as long as it remains in the area.

Failure While the creature is in the area, any emotion effects of lower counteract level than *overflowing sorrow* are suppressed, and whenever the creature attempts to use an emotion action or cast an emotion spell, it must succeed at a DC 11 flat check or the action or spell is disrupted.

Critical Failure As failure, but the creature cannot use emotion actions or spells.

Heightened (+2) When you Cast the Spell, you can choose to increase the area by 5 feet.

HOSTLY TRANSCRIPTION

Soul

You wield power over the spiritual.

EJECT SOUL

FOCUS 1

INCAPACITATION **NECROMANCY**

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 living creature that has a soul

Your touch disrupts the connection between body and soul, possibly forcing the soul out of the body altogether. The target must attempt a Fortitude save. You can allow allies to choose the degree of success instead of rolling a saving throw.

Success The target is unaffected.

Failure The target is stunned 1 as its soul briefly loses its connection to its body.

Critical Failure The target's soul exits its body for 1 round. The target's body becomes stunned. While its body is stunned in this way, the target remains fully aware in soul form; it simply can't consciously move its body (though the body makes basic instinctual defensive movements). The target's soul has the incorporeal trait, is invisible, and has a fly Speed of 60 feet. It can't attack, cast spells, or attempt any skill checks that require a physical body, and it must always maintain line of effect to its body. When the target's body ceases being stunned, the target's soul instantly returns to its body as the target wakes.

Heightened (+3) If a willing ally chooses to critically fail, it can stay in soul form for 1 additional round.

ECTOPLASMIC INTERSTICE

FOCUS 4

NECROMANCY

Cast ◆◆ somatic, verbal

Range 30 feet; **Area** 15-foot emanation

Duration sustained up to 1 minute

You force the Material and Ethereal Planes to partially overlap, creating a zone that causes incorporeal and spiritual entities to take on many of the aspects of corporeal creatures. Within the *ectoplasmic interstice*, incorporeal creatures cannot pass through solid objects or corporeal creatures, and they can manipulate and attempt Strength-based checks against physical creatures and objects. An incorporeal PC or other creature with a normal Strength modifier simply uses that modifier, but if the creature had a Strength modifier of -5, like most incorporeal monsters, it uses a +4 modifier instead, increasing its Athletics modifier by 9 accordingly. Attacks against creatures that are within the interstice overcome resistances as if they were by *ghost touch* weapons.

Star

You command the power of the stars.

ZENITH STAR

FOCUS 1

DIVINATION **LIGHT**

Cast ◆◆ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 day

You call a tiny star to orbit a creature in a sparkling halo before shooting up into the heavens, where it marks the creature's rough location. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure The target is dazzled for 1 round. While the spell persists, as long as you can see the night sky and the target is visible from the same night sky, you can sense the approximate direction and distance to the creature by using a single action, which has the concentrate trait. This is exact enough to track the creature, but not pinpoint their exact square (for instance, to make an attack). You can set a number of *zenith stars* equal to your Wisdom modifier; if you exceed this number, your oldest *zenith star* is automatically Dismissed.

Critical Failure As failure, but the target is blinded for 1 round.

Heightened (+1) The duration increases by 1 day.

Heightened (4th) You ignore the concealed condition against targets marked by *zenith star*.

ASTERISM

FOCUS 4

EVOCATION **LIGHT**

Cast ◆◆◆ material, somatic, verbal

Range 150 feet

Saving Throw basic Reflex; **Duration** 1 minute

Lines of burning starlight form a constellation around you. Draw five lines, one at a time; each line must anchor at you or a creature or object already connected to a previous line, and it must end at a creature or object within 30 feet of its anchor (possibly allowing the *asterism* to extend to its full 150-foot range). A creature that begins its turn in one of these lines or enters one of these lines on its turn takes 4d6 fire damage (basic Reflex save). A creature can take this damage only once per turn, even if it moves through several lines. Targets that are part of the *asterism* do not take damage from it. If the distance between two targets (or you and a target) ever exceeds 30 feet, the line of starlight between the two breaks, and any lines that now no longer have a direct path back to you also break. You can Dismiss the spell.

Heightened (+1) The damage increases by 1d6.

Swarm

You exert control over masses of creatures.

SWARMSENSE

FOCUS 1

DIVINATION

Cast 1 minute (somatic, verbal)

Duration sustained

You extend your senses through a multitude of crawling and flying creatures. You create a crawling swarm in your square. You can hear through the swarm as if using your normal auditory senses. The first time you Sustain the Spell each round, you can move the swarm 10 feet along the ground in any direction. The swarm has AC 15 and a +0 bonus to its saves. Any damage dealt to the swarm destroys it and ends the spell.

Heightened (3rd) The swarm has the benefits of *spider climb*.

Heightened (5th) The swarm has a fly Speed of 10 feet. You can see through the swarm using your visual senses.

Heightened (7th) The swarm gains a 10-foot status bonus to its Speeds.

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SWARM FORM

FOCUS 4

TRANSMUTATION POLYMORPH

Cast ♦♦ somatic, verbal

Duration 5 minutes

You disincorporate into a swarm of Tiny creatures. While in swarm form, you have the swarm trait and you gain resistance 5 to slashing and piercing damage and weakness 5 to area and splash damage. You can fit into spaces only a few inches wide, moving your constituent creatures through the gap.

You don't gain the swarm mind ability, so you are still affected normally by mental effects. As a swarm, you can't speak, cast spells, use manipulate actions requiring your hands, activate your

magic items, or make any of your Strikes with your normal body. You can Dismiss the Spell.

Heightened (+2) Increase your resistances and weaknesses each by 5.

TIME

You reign over the flow of time.

DELAY CONSEQUENCE

FOCUS 1

ABJURATION

Cast ♦ somatic; **Trigger** A creature or object within range is hit by an attack.

Range 30 feet; **Targets** the triggering creature

Duration 1 round

You transpose the moment that the target would be injured to later in its timestream. Roll damage normally, but do not reduce Hit Points or apply any other effects of the attack until the spell's duration has elapsed. When the spell ends, the target is immediately affected by the attack, taking damage and being affected by any additional effects. You can Dismiss this spell.

STASIS

FOCUS 4

INCAPACITATION TRANSMUTATION

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature or up to 1 Bulk of objects

Saving Throw Reflex; **Duration** varies

The flow of time congeals around an object or creature, holding it in place. The target must attempt a Will save (an unattended object automatically critically fails its save).

Critical Success The target is unaffected.

Success The target is stunned 1 as time thickens around it.

Failure Time ceases to pass for the target for 1 round. It is invulnerable to all damage, it cannot be targeted or affected by anything, and no rounds elapse for any timed durations, conditions, afflictions, and other effects it has. While in stasis, the target can't be moved, and it remains fixed in place, defying gravity if need be.

Critical Failure As failure, but the target is held in stasis for 3 rounds. At the end of each of its turns, it can attempt a Will save to reduce the remaining duration by 1 round or end it entirely on a critical success.

VIGIL

You watch over those long passed and guard their secrets.

OBJECT MEMORY

FOCUS 1

DIVINATION

Cast ♦♦ somatic, verbal; **Targets** 1 weapon or tool

Duration 1 minute

By touching an object, you draw forth the experience of those who created and used it. If you touch a weapon, your proficiency rank with that weapon temporarily increases to trained (if it is not already higher). If you touch a tool, your proficiency rank with the next skill check you attempt

DRACONIC BARRAGE

with that tool (such as a Crafting check with a blacksmith's hammer) within the spell's duration temporarily increases to trained (if it is not already higher). This spell has no benefit for activities that take longer than a minute to complete.

Heightened (6th) Your proficiency rank increases to expert instead of trained.

REMEMBER THE LOST

FOCUS 4

DIVINATION **MENTAL**

Cast ♦♦ somatic, verbal

Area 30-foot-radius emanation centered on you

Saving Throw basic Will

You call upon the lost and forgotten, assailing your foes' minds with the memories of those who died with a grievance toward them. Enemies in the area take 6d6 mental damage (basic Will save) and are frightened 1 on a critical failure. If you know the names of anyone murdered or grievously wronged by an enemy in the area, you can chant those victims' names when you cast the spell to improve the clarity of the visions, increasing the damage to the corresponding enemy from 6d6 to 6d10; you can do so for multiple enemies if you know victims of each enemy. The visions are personal to each foe in the area, and you can't use this spell to discern a murderer by guessing a name. A creature that truly knows no one who died with any sort of grievance to that creature is immune to this effect.

Heightened (+1) The damage increases by 2d6 (or 2d10 to an enemy when you name a specific victim).

VOID

You draw power from emptiness.

EMPTY INSIDE

FOCUS 1

ABJURATION **MENTAL**

Cast ♦ verbal

You inject a sliver of the void into your mind, momentarily remaking it into a bleak and empty place. Attempt a counteract check against one emotion effect affecting you.

Heightened (5th) You can attempt counteract checks against any number of emotion effects affecting you.

DOOR TO BEYOND

FOCUS 4

CONJURATION

Cast ♦♦ somatic, verbal

Range 5 feet; **Area** 20-foot emanation

Saving Throw Fortitude; **Duration** 1 minute

Striking at thin air, you create hairline cracks in an unoccupied adjacent space that lead somewhere outside reality. Air rushes through the cracks, drawing Large or smaller creatures and objects of light Bulk or less toward the center. Large or smaller creatures in the area must attempt a Fortitude save at the start of their turn; creatures that move into the area must attempt the save on entering.

Success The creature is unaffected.

Failure The creature is pulled 10 feet toward the door.

Critical Failure The creature is pulled 20 feet toward the door.

The cracks of the *door to beyond* are too thin for anything to fully slip through, but decompressive effects deal 4d6 slashing damage to any creature or object that ends its turn

in the door's space. You are unaffected by your own *door to beyond*. You can Dismiss the spell.

Heightened (+1) The damage increases by 1d6.

WYRMKIN

You draw on the power of dragons, linnorms, and other powerful reptilian creatures.

DRACONIC BARRAGE

FOCUS 1

EVOCATION

Cast ♦♦ somatic, verbal

Duration 1 minute

You shape energy into one incorporeal tiny dragon (or serpentine creature) that flits around you. The specific dragon is random; roll 1d6 on the table below for each dragon evoked to determine which type of dragon you create. While the spell persists, you can command one of your dragons to spit a missile of energy at a creature within 60 feet by using a single action, which has the concentrate trait. This is a ranged Strike that uses your spell attack bonus and deals 1d6 damage plus your spellcasting ability modifier, with the damage type depending on the dragon. A dragon's breath Strike uses and contributes to your multiple attack penalty. Once a dragon has used its breath Strike, it winks out of existence; when you have no dragons remaining, the spell ends.

Heightened (+1) You shape 1 additional dragon, and the Strike damage increases by 1d6.

D6	Dragon	Breath Strike Type
1	Copper or black	Acid
2	Silver or white	Cold
3	Bronze or blue	Electricity
4	Brass, gold, or red	Fire
5	Green	Poison
6	Your choice of dragon	As the dragon

ROAR OF THE WYRM

FOCUS 4

AUDITORY **EMOTION** **ENCHANTMENT** **MENTAL**

Cast ♦♦ somatic, verbal

Area 30-foot emanation

Saving Throw Will; **Duration** varies

You channel the might of dragons into your voice, letting out a roar that engenders respect in dragonkind but that instills fear in most other creatures. The impressive roar grants you a +2 circumstance bonus to Diplomacy checks for 10 minutes against dragons that were in the area at the time of casting. All enemies within the area other than dragons must attempt a Will save; to these enemies, *roar of the wurm* is a fear effect.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing for 1 round.

Roar of the wurm affects non-dragon creatures with deep ties to dragonkind (such as a barbarian with the draconic instinct, a sorcerer with the draconic bloodline, or a member of a culture that reveres dragons) as if they had the dragon trait. The GM decides if a creature is aligned enough with dragonkind to be affected in this way.

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ITEMS AND WEAPONS

Champions, clerics, and other faithful employ a variety of holy (and unholy) instruments to demonstrate the majesty of their deity and triumphantly vanquish the foes of their faith.

FAVORED WEAPONS

The following weapons are favored by adherents of various faiths (see the Favored Weapon entries in the deity stat blocks in the Appendix beginning on page 124).

WEAPON TRAITS

The weapons in this section include the following new traits.

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as “modular B, P, or S”), though it’s possible for a modular weapon’s description to list more complicated configurations.

Ranged Trip: The weapon can be used to Trip with the Athletics skill at a distance up to the weapon’s first range increment. The skill check is attempted with a –2 circumstance penalty. You can add the weapon’s item bonus to attack rolls as a bonus to the check. As with using a melee weapon to

Trip, a ranged trip weapon doesn’t deal any damage when used to Trip. This trait usually appears only on a thrown weapon.

WEAPON DESCRIPTIONS

The weapons detailed in the tables below are described here.

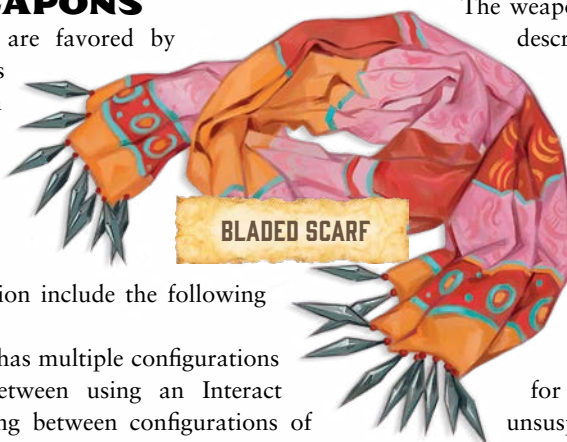
Bladed Scarf: The thin metal plates interwoven throughout this long scarf turn a fashion accessory into a deadly weapon.

Bola: This throwing weapon consists of weights tied to the end of long cords, which can be used to bludgeon foes or entangle their legs.

Fighting Fan: This fan is useful for elegant dances as well as for slicing unsuspecting foes with the blades along its outer edge. If used in performances, it might be disguised as a frilly accessory, or it might be an obvious, though elegant, weapon.

Khopesh: This curved sickle sword has a pointed tip, allowing it to be swung like a handaxe or thrust like a short sword. The tip of a khopesh is usually hooked so that it can be used to disarm an opponent’s shield or weapon.

Machete: This medium-length sword has a wide blade and long grip. Though it is typically used to hack through heavy foliage, the machete can also be used as a deadly weapon.



BLADED SCARF



POLYTOOL

TABLE 2: MARTIAL MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Machete	7 sp	1d6 S	L	1	Sword	Deadly d8, sweep
Meteor hammer	3 gp	1d8 B	2	2	Flail	Backswing, disarm, reach, trip
War razor	3 sp	1d4 S	L	1	Knife	Agile, backstabber, deadly d8, finesse

TABLE 3: UNCOMMON MARTIAL MELEE WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bladed scarf	3 gp	1d8 S	1	2	Flail	Disarm, reach, sweep, trip
Fighting fan	11 sp	1d4 S	L	1	Knife	Agile, backstabber, deadly d6, finesse, monk
Khopesh	2 gp	1d8 S	1	1	Sword	Trip
Mambele	6 sp	1d6 S	1	1	Axe	Disarm, deadly d8, thrown 20 feet
Naginata	3 gp	1d8 S	2	2	Polearm	Deadly d8, reach, versatile P
Nine-ring sword	9 sp	1d8 S	1	1	Sword	Disarm
Polytool (level 1)	10 gp	1d6 modular	1	1	Sword	Agile, modular B, P, or S
Tekko-kagi	2 sp	1d4 S	L	1	Brawling	Agile, disarm, finesse, parry, trip
Urumi	2 gp	1d6 S	2	1	Flail	Deadly d10, sweep

TABLE 4: UNCOMMON MARTIAL RANGED WEAPONS

Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
Bola	5 sp	1d6 B	L	1	Sling	Nonlethal, ranged trip, thrown 20 feet

Mambele: Also known as a hunga munga or danisco, this hybrid knife-axe consists of a hilt and a blade that curves backward toward the wielder. The curve of the blade is such that after a victim has been struck by a mambele, more damage is dealt as the weapon is extracted from the victim's body.

Meteor Hammer: This weapon consists of a long chain connected to a heavy weight at one end. When a wielder swings the weight by the chain, it builds momentum and can serve as a deadly bludgeon with incredible reach.

Naginata: This 6-foot staff has a 2-foot-long, slightly curved, swordlike blade attached at one end. The long pole helps keep the wielder out of reach of swords and shorter weapons.

Nine-Ring Sword: This sword has a broad blade, along which are threaded nine heavy metal rings. The rings add weight to the weapon for downward swings, as well as clashing together to make noise.

Polytool: The polytool is a small metal rod with a number of simple tools folded inside. The user can extend a long ceramic blade, as well as an awl, a chisel, a file, flint and steel, a hook, an inkpen, a magnifying glass, pliers, scissors, and a small saw. The flint and steel can be used up to 10 times before needing to be replaced. Though inspired by advanced Numerian technology, the polytool is a simple enough feat of metalworking that any blacksmith could produce it—perfect for the goddess Casandalee to spread innovation farther than actual Numerian tech could reach.

Tekko-kagi: Four curved blades attached to a sturdy handlebar give the wielder of this close-combat weapon the illusion of having claws that extend from their fist. Adherents of Bastet favor the tekko-kagi for catching their foes off guard.

Urumi: A bouquet of whiplike blades extends from the hilt of this sword.

War Razor: A war razor is an exaggerated version of the barbers' tool. It is a brittle but extremely sharp weapon that is very easy to slip into a pocket or sleeve.

MAGIC ITEMS

The following magic items see use among adherents of different deities as well as impious adventurers who simply want to channel the might of the gods.

ABADAR'S FLAWLESS SCALE

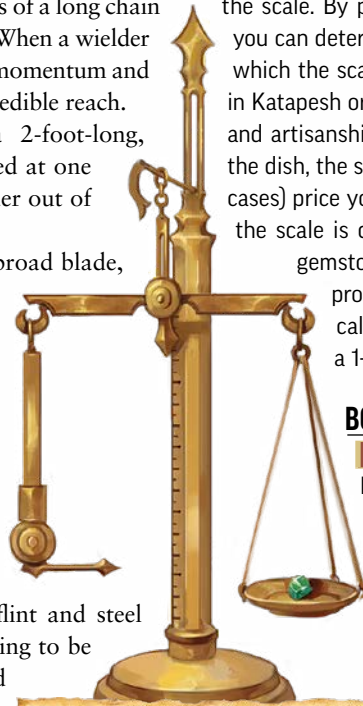
ITEM 3

UNCOMMON DIVINATION MAGICAL

Price 50 gp

Usage held in 2 hands; Bulk 1

Access follower of Abadar



ABADAR'S FLAWLESS SCALE

This immaculate golden set of merchant's scales is considered a divine instrument among Abadar's most faithful. Unlike most scales, this one has only a single dish for placing small objects, and calculates value rather than weight. On the other side of the fulcrum, a steel arrow indicator points to various numbers engraved on the side of the scale. By placing an object of light Bulk onto the dish, you can determine its value in gold pieces in the market in which the scale was made (most of these scales are made in Katapesh or Absalom), based on its material composition and artisanship. For example, after placing a gemstone on the dish, the scale will indicate the fairest (average, in most cases) price you can expect to fetch in the market to which the scale is calibrated, but the scale wouldn't detect the gemstone's historical significance or any magical properties. Abadar's flawless scale can be calibrated to a different market by performing a 1-hour ritual in the proximity of that market.

BOTTOMLESS STEIN

ITEM 2

UNCOMMON CONJURATION MAGICAL

Price 25 gp

Usage held in 1 hand; Bulk L

Access follower of Cayden Cailean

A magic item regarded as holy by followers of Cayden Cailean, this ornate metallic stein is always filled to the brim with delicious ale, no matter how much is drunk or spilled. If it is emptied (such as by being gulped quickly or upended onto the floor), the *bottomless stein* will fill again within 1 round as long as

it is right side up, though it's impossible to transfer the ale to another container to sell it or store it for later. The exact type of ale with which the stein is filled is determined at the item's creation, and cannot be changed thereafter.

DAGGER OF ETERNAL SLEEP

ITEM 5

UNCOMMON CONSUMABLE MAGICAL NECROMANCY

Price 25 gp

Usage held in 1 hand; Bulk L

Access follower of Achaekek

This tiny serrated dagger looks like a miniature sawtooth sabre. Until activated, it is too small and ornamental to function as a weapon, which might allow it to be passed off as a weapon-shaped decoration.

Activate ♦ Interact; **Effect** You transform the *dagger of eternal sleep* into a +1 grievous striking dagger and Strike an unconscious target with the dagger. If you are not in an encounter or otherwise threatened and you roll a hit with your Strike, you get a critical hit instead. The damage from the Strike and the bleed from the critical specialization effect do not awaken the target, though the target becomes temporarily immune to this effect until the next time it wakes up, meaning further *daggers of eternal sleep* awaken it as normal. The dagger disintegrates immediately after use.



METEOR HAMMER

DETERIORATING DUST

ITEM 4+

UNCOMMON CONSUMABLE EVOCATION MAGICAL

Usage held in 1 hand; **Bulk** –

Access follower of Rovagug

Contained in a specially enchanted small leather or hide sack, *deteriorating dust* is a potent caustic agent and a prized item among Rovagug's more discreet followers.

Activation ♦♦ Interact; **Effect** You sprinkle the *deteriorating dust* over an unattended Medium or smaller object. The dust quickly fades to a transparent color and the object immediately begins to rust, melt, or otherwise fall apart. For the listed time, the object takes constant damage; if the object has a Hardness, then the dust gradually reduces the object's Hardness instead. If the *deteriorating dust* is still active after the object's Hardness is reduced to 0, it deals damage to the object as previously described. If the object survives, reduced Hardness returns after the dust's duration expires, but any damage remains.

Type *deteriorating dust*; **Level** 4; **Price** 15 gp

The affected object takes 1 damage per 3 hours (8 damage per day) and its Hardness is reduced by 1 per hour. The effect lasts for 3 days.

Type *extended deteriorating dust*;

Level 6; **Price** 45 gp

The affected object takes 1 damage per 3 hours (8 damage per day) and its Hardness is reduced by 1 per hour. The effect lasts for 1 week.

Type *caustic deteriorating dust*; **Level** 9; **Price** 105 gp

The affected object takes 1 damage per hour (24 damage per day) and its Hardness is reduced by 1 per hour. The effect lasts for 3 days.

DREADSMOKE THURIBLE

ITEM 9

UNCOMMON MAGICAL NECROMANCY

Price 600 gp

Usage held in 2 hands; **Bulk** 1

Access follower of Urgathoa

This black-and-gray thurible is decorated with a skeleton motif; the jaw of one of the decorative skulls unhinges, allowing you to load it with incense as an action. A long, thin chain is connected to the top of the thurible.

Activate ♦♦ Interact; **Cost** incense worth at least 5 gp; **Effect** You swing the thurible around you, spreading inky black smoke in a 20-foot emanation that has the effect of *obscuring mist*. Undead creatures can see through the smoke as if it didn't exist. Negative energy also disrupts the magic of the smoke; anyone who uses a negative effect, along with creatures affected by a negative effect, can see through the smoke for 1 round.

GLAIVE OF THE ARTIST

ITEM 14

UNCOMMON ENCHANTMENT MAGICAL

Price 4,000 gp

Usage held in 2 hands; **Bulk** 2

Access follower of Shelyn

This +2 *holy greater striking glaive* has a long, multi-tailed rainbow-colored banner affixed to the butt of the pole in the style of Shelyn's religious symbol. While wielding the glaive, you gain a +2 item bonus on Crafting and Performance checks.

Activate ♦ Interact; **Frequency** once per round; **Effect** You furl one of the colored tails around the pole, causing the glaive to gain the effects of your choice of the *corrosive*, *flaming*, *frost*, *shocking*, or *thundering* property runes for 1 round, depending on the tail you chose.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** You thrust the blade of the glaive into the ground, activating the power of the banner. (The blade can penetrate any non-metallic surface when used in this way, and does not leave a mark when withdrawn.) As long as the glaive is thrust into the ground and standing upright, all allies within 60 feet who can see the glaive's banner gain a +2 item bonus to Performance checks.

LUCKY RABBIT'S FOOT

ITEM 10

UNCOMMON CONSUMABLE DIVINATION FORTUNE
MAGICAL TALISMAN

Price 175 gp

Usage affixed to armor;

Bulk –

Activate ⤵ envision;

Trigger You fail a Reflex

save against a damaging effect.

Access follower of Desna

This treated rabbit's foot has shockingly blue fur and is often carried by vagabonds who worship Desna. When you activate the foot, reroll the triggering Reflex save. If you fail the second roll as well, you can Stride up to your Speed.

MANACLES OF PERSUASION

ITEM 3

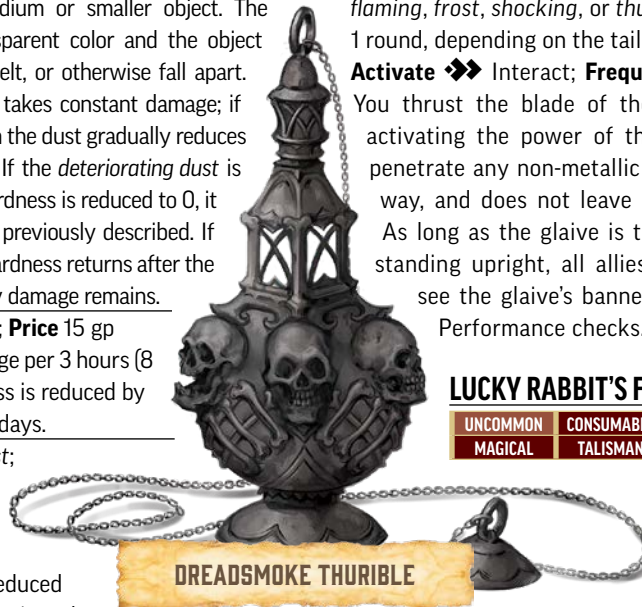
UNCOMMON MAGICAL NECROMANCY NONLETHAL

Price 45 gp

Usage worn on wrists; **Bulk** 1

Access follower of Zon-Kuthon

These sturdy, average manacles are connected by a thick iron chain that is much heavier than its appearance suggests at a glance. Followers of Zon-Kuthon sometimes employ *manacles of persuasion* against captured enemies and spies. When the manacles are locked around an immobilized creature's wrists, they begin to sap the life out of the victim, dealing 2 negative damage per hour until the creature falls unconscious. The effect is nonlethal, so the damage doesn't cause the creature to become dying. While the creature is unconscious, the manacles deal no damage and allow the creature to recover Hit Points normally to a maximum of 10 Hit Points, at which point the manacles begin to deal damage once more. The manacles have no effect on a creature that is not immobilized.



DREADSMOKE THURIBLE



LUCKY RABBIT'S FOOT

MITER OF COMMUNION

UNCOMMON DIVINATION INVESTED MAGICAL

Price 800 gp

Usage worn headwear; **Bulk** L

This ornate headgear comes in many different shapes and sizes, though most are elaborately decorated with motifs of the deity whose honor in which it was made. The miter brings you spiritually closer to your deity's servitors, granting you a +2 item bonus to Religion checks.

Activate 1 minute (command); **Frequency** once per week; **Effect** You chant for a minute about a task at hand for the coming week to cast a 4th-level *read omens* spell that grants you cryptic but useful advice.



MITER OF COMMUNION

ITEM 10

necklace are as effective as ordinary steel daggers and can be useful to stake vampires.

RAT-CATCHER TRIDENT

UNCOMMON CONJURATION MAGICAL

Price 1,200 gp

Usage held in 1 hand; **Bulk** 1

Access follower of Hanspur

The haft of this +2 striking trident is carved with intricate designs of swarming rodents sacred to

Hanspur, the drowned god of the Sellen River. When used against a swarm, it ignores the swarm's resistance to piercing damage, if any.

Activate ♦ Interact; **Frequency** once per day; **Effect** While floating down a river on a raft or boat,

you plunge the *rat-catcher trident* into the water. The trident casts a 5th-level *control water* spell on the body of water.



MORTAR OF HIDDEN MEANING

DIVINATION MAGICAL

Price 75 gp

Usage held in 2 hands; **Bulk** L

This matching mortar and pestle are made from immaculate darkwood that looks nearly olive in the right light.

Activate 1 minute (Interact); **Frequency** once per hour; **Effect** You use the *mortar of hidden meaning* to grind tea leaves (or another suitable substance for making a hot beverage). While grinding the tea leaves, which takes no less than 1 minute, you can speak a message into the mortar. After the leaves are steeped in hot water, the first person who drinks from the resulting brew hears the message whispered in their ear.



NECKLACE OF KNIVES

ITEM 4

SINGING BOWL OF THE VERSATILE STANCE

UNCOMMON ENCHANTMENT MAGICAL

Price 1,175 gp

Usage held in 2 hands; **Bulk** L

Access follower of Irori

In true Iroran form, the simplicity of this small, inverted copper bell belies its flawlessness. When struck with a mallet (included with the singing bowl), it emits a harmonious tone that inspires bodily perfection in those who know how to hear it.

Activate ♦ Interact (auditory); **Effect** While holding the *singing bowl of the versatile stance* with one hand, you strike the lip of it with a mallet held in the other.

Anyone within 60 feet currently in a stance can spend a reaction to use one of their stance actions in order to change to a different stance.

NECKLACE OF KNIVES

UNCOMMON CONJURATION INVESTED MAGICAL

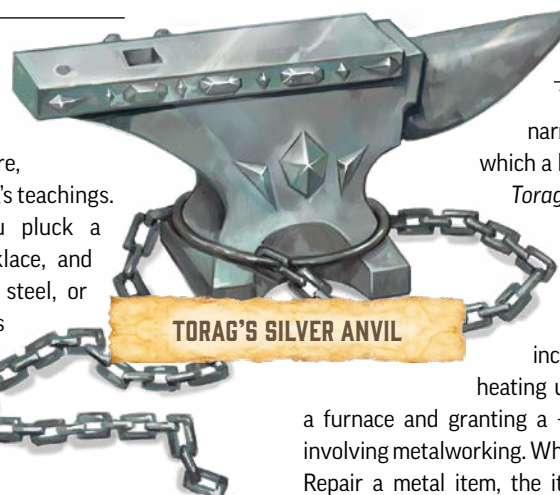
Price 25 gp

Usage worn; **Bulk** –

Access follower of Pharasma

This necklace strung with miniature stone throwing knives. As long as you wear it, you are never without a weapon, a crude surgical tool, or stake for a vampire, if necessary in following Pharasma's teachings.

Activate ♦ Interact **Effect** You pluck a miniature knife from the necklace, and it grows into a normal stone, steel, or wooden dagger for as long as you hold it, fading away 1 round after it leaves your hand. No matter how many knives you pull from the necklace, you never seem to deplete them. Wooden daggers from the



TORAG'S SILVER ANVIL

TORAG'S SILVER ANVIL

UNCOMMON DIVINE MAGICAL TRANSMUTATION

Price 24,000 gp

Usage held in 2 hands; **Bulk** 2

Access follower of Torag

This portable silver anvil has a narrow hoop on one end, through which a long, sturdy chain has been strung.

Torag's Silver Anvil can be wielded as a +3 holy greater flaming greater striking silver meteor hammer.

Outside of combat, the anvil can be used with a hammer as an incredibly effective portable forge,

heating up the metal to be forged without

a furnace and granting a +3 item bonus to Crafting checks involving metalworking. When you use the anvil to successfully Repair a metal item, the item recovers an additional 10 Hit Points (or an additional 20 on a critical success).

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APPENDIX

ANCIENT OSIRIAN GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Anubis	LN (LG, LN, N)	Guardian of the Tomb	Death, protection, souls*, vigil*	1st: <i>unseen servant</i> , 3rd: <i>shifting sand</i> *, 5th: <i>wall of stone</i>	Flail
Bastet	CN (N, CG, CN)	The Sly Enchantress	Nature, passion, protection, trickery	1st: <i>pest form</i> (cats only), 3rd: <i>animal vision</i> , 4th: <i>private sanctum</i>	Claw or tekko-kagi*
Bes	NG (LG, NG, CG)	The Guardian Fool	Earth, family, luck, protection	1st: <i>sleep</i> , 2nd: <i>hideous laughter</i> , 3rd: <i>enthrall</i>	Mambele*
Hathor	CG (NG, CG)	Mistress of Jubilation	Family, passion, sun, wealth	1st: <i>charm</i> , 2nd: <i>tree shape</i> , 8th: <i>uncontrollable dance</i>	Shortsword
Horus	LN (LG, LN, NG, N)	The Distant Falcon	Air, moon, protection, sun	1st: <i>floating disk</i> , 3rd: <i>wall of wind</i> , 4th: <i>aerial form</i> (bird only)	Khopesh*
Isis	NG (LG, NG, CG)	Queen of Miracles	Family, healing, magic, passion	1st: <i>soothe</i> , 2nd: <i>humanoid form</i> , 3rd: <i>animal vision</i> , 4th: <i>creation</i> , 5th: <i>control water</i> , 6th: <i>wall of force</i> , 7th: <i>magnificent mansion</i> , 8th: <i>wind walk</i> , 9th: <i>shapechange</i>	Staff
Ma'at	LN (LG, LN, N)	The Feather of Truth	Knowledge, protection, stars*, truth	1st: <i>feather fall</i> , 4th: <i>resilient sphere</i> , 5th: <i>mind probe</i>	Starknife
Osiris	LG (LG, NG)	Lord of the Living	Change*, healing, nature, souls*	1st: <i>soothe</i> , 2nd: <i>false life</i> , 6th: <i>tangling creepers</i>	Flail
Ra	LN (LG, LN, N)	King of the Heavens	Fire, nature, sun, time*	1st: <i>burning hands</i> , 2nd: <i>flaming sphere</i> , 3rd: <i>threefold aspect</i> (Advanced Player's Guide)	Spear
Sekhmet	CN (N, CG, CN, CE)	Lady of Slaughter	Destruction, healing, indulgence, might	1st: <i>true strike</i> , 4th: <i>wall of fire</i> , 5th: <i>moon frenzy</i>	Claw or battleaxe
Selket	CG (NG, CG, CN)	Mistress of the Beautiful House	Healing, magic, nature, protection	1st: <i>soothe</i> , 3rd: <i>paralyze</i> , 6th: <i>purple worm sting</i>	Whip
Sobek	CN (N, CG, CN, CE)	The Raging Torrent	Might, protection, water, wyrmkin*	1st: <i>hydraulic push</i> , 3rd: <i>feet to fins</i> , 4th: <i>dinosaur form</i> (appears as crocodile)	Falchion
Thoth	LN (LG, LN, N)	Lord of Divine Words	Glyph*, knowledge, magic, moon	1st: <i>message rune</i> *, 2nd: <i>comprehend language</i> , 3rd: <i>secret page</i>	Sickle
Wadjet	LG (LG, NG)	The Green Empress	Protection, travel, water, zeal	1st: <i>mage armor</i> , 2nd: <i>animal form</i> (snake only), 4th: <i>fly</i>	Light mace

ARCHDEVILS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Baalzebul	LE (LE)	Lord of Flies	Air, ambition, magic, trickery	1st: <i>fleet step</i> , 2nd: <i>vomit swarm</i> (Advanced Player's Guide), 6th: <i>mislead</i>	Spear
Barbatos	LE (LE)	The Bearded Lord	Magic, nature, travel, tyranny	1st: <i>magic fang</i> , 3rd: <i>paralyze</i> , 4th: <i>clairvoyance</i>	Staff
Belial	LE (LE)	The Pale Kiss	Change*, passion, trickery, zeal	1st: <i>charm</i> , 2nd: <i>humanoid form</i> , 3rd: <i>enthrall</i>	Ranseur
Dispater	LE (LN, LE)	Iron Lord	Cities, confidence, duty*, tyranny	1st: <i>tether</i> *, 4th: <i>suggestion</i> , 6th: <i>flesh to stone</i>	Mace
Geryon	LE (LE)	The Serpent	Might, truth, water, wyrmkin*	1st: <i>acidic burst</i> *, 2nd: <i>animal form</i> (snake only), 3rd: <i>hypercognition</i>	War flail
Mammon	LE (LE)	The Argent Prince	Ambition, creation, toil†, wealth	1st: <i>shattering gem</i> *, 4th: <i>creation</i> , 7th: <i>magnificent mansion</i>	Spear
Mephistopheles	LE (LE)	The Crimson Son	Glyph*, knowledge, secrecy, tyranny	1st: <i>message rune</i> *, 2nd: <i>blistering invective</i> (Advanced Player's Guide), 5th: <i>subconscious suggestion</i>	Trident
Moloch	LE (LE)	The Ashen Bull	Destruction, duty*, fire, might	1st: <i>burning hands</i> , 5th: <i>acid storm</i> *, 7th: <i>fiery body</i>	Whip

DEMON LORDS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Abraxas	CE (NE, CE)	Master of the Final Incantation	Destruction, knowledge, magic, wyrmkin*	1st: <i>share lore</i> *, 2nd: <i>spectral hand</i> , 3rd: <i>hypercognition</i> , 4th: <i>reflective scales</i> *, 5th: <i>black tentacles</i> , 6th: <i>feeblemind</i> , 7th: <i>spell turning</i> , 8th: <i>unrelenting observation</i> , 9th: <i>disjunction</i>	Whip
Angazhan	CE (CE)	The Ravenous King	Destruction, might, nature, tyranny	1st: <i>magic fang</i> , 3rd: <i>animal form</i> (ape only), 5th: <i>moon frenzy</i>	Spear
Baphomet	CE (CN, CE)	Lord of the Labyrinth	Indulgence, might, secrecy, zeal	1st: <i>summon animal</i> , 2nd: <i>enlarge</i> , 8th: <i>maze</i>	Glaive
Cyth-V'sug	CE (CE)	Prince of the Blasted Heath	Change*, decay*, nature, plague*	1st: <i>summon plant or fungus</i> , 2nd: <i>fungal hyphae</i> *, 5th: <i>plant form</i>	Scimitar
Dagon	CE (CN, CE)	The Shadow in the Sea	Change*, destruction, water, zeal	1st: <i>hydraulic push</i> , 3rd: <i>feet to fins</i> , 6th: <i>chain lightning</i>	Trident
Gogunta	CE (CE)	Song of the Swamp	Indulgence, might, tyranny, water	1st: <i>jump</i> , 3rd: <i>stinking cloud</i> , 5th: <i>black tentacles</i>	Whip
Kabriri	CE (NE, CE)	Him Who Gnaws	Indulgence, knowledge, undeath, vigil*	1st: <i>jump</i> , 2nd: <i>expeditious excavation</i> *, 3rd: <i>paralyze</i>	Jaws or flail

* New option presented in this book; † *Pathfinder Adventure Path* #148

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Dexterity or Wisdom	Occultism	<i>Harm or heal</i>	Lay bodies to rest, destroy undead, be impartial in judgment	Desecrate a corpse, rob a tomb, trap a soul
Intelligence or Charisma	Deception	<i>Heal</i>	Learn secrets, tempt others into revelry, kill harmful snakes and evil spirits, heal diseases	Kill or abuse a house cat, abandon a child, choose to marry
Constitution or Charisma	Performance	<i>Heal</i>	Aid childbirths, spread joy and celebration, protect sleeping creatures	Harm or neglect a child, separate families, use magic to corrupt dreams
Strength or Charisma	Performance	<i>Heal</i>	Give wealth to new families, aid traders and miners, support musicians, protect and encourage lovers	Discriminate or slight someone based on appearance, intentionally disfigure a creature, refuse food to the starving
Strength or Charisma	Diplomacy	<i>Heal</i>	Protect those you have authority over, maintain harmony in your community	Undermine a rightful ruler, serve a usurper
Wisdom or Charisma	Arcana	<i>Heal</i>	Provide aid to the sick and wounded, use magic to help others, mourn the cherished dead, ritually purify yourself before entering sacred areas	Reveal sacred rites to the uninitiated, betray your children or your lover, discriminate based on social status
Intelligence or Wisdom	Society	<i>Heal</i>	Defend civilization from chaos, live an honest and just life, be impartial in judgment and reveal the truth	Deal unfairly with your family or community, destroy the environment, lie
Constitution or Wisdom	Nature	<i>Heal</i>	Ensure the health of crops and vegetation, protect the bodies and souls of the worthy dead, avenge the wrongly murdered	Dismember a creature, desecrate a corpse, show ingratitude for a sincere gift
Strength or Intelligence	Society	<i>Heal</i>	Bring order to places of chaos, kill evil monsters and fiends, encourage just laws, provide warmth where needed	Avoid personal change, kill a plant or a creature with cold damage, seal a building to completely block sunlight
Strength or Wisdom	Medicine	<i>Harm or heal</i>	Slaughter your enemies, drink the blood of defeated foes, heal battle injuries	Spare an evil fiend, fail to placate Sekhmet with daily rituals
Dexterity or Wisdom	Medicine	<i>Heal</i>	Avenge the wronged, protect the dead and the vulnerable, use poison and suffocation, heal others	Poison someone you didn't intend to, harm a creature as punishment for a different creature's crime, desecrate a corpse
Strength or Constitution	Athletics	<i>Harm or heal</i>	Take what you want, indulge in base desires, feast on luxurious food, kill demons and evil creatures	Cower from fights, despoil the land, kill the innocent
Intelligence or Wisdom	Arcana	<i>Harm or heal</i>	Maintain order in society and the multiverse, innovate scientific and magical knowledge, record events	Upset stable mechanisms or ecosystems, fail to correct false information
Dexterity or Wisdom	Nature	<i>Heal</i>	Defend your homelands and your people, aid childbirths, grow papyrus, protect sources of clean water	Refuse to help a drowning creature, harm a rightful ruler

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Dexterity or Charisma	Deception	<i>Harm</i>	Convey yourself with regal dignity, claim what you desire and deserve, seek vengeance from those who wrong you	Provoke Baalzebul's envy, show humility
Constitution or Wisdom	Nature	<i>Harm</i>	Veil your motives, make dangerous deals, offer incomplete and ruinous knowledge	Hide any plot against your masters, close or interfere with portals to Hell
Intelligence or Charisma	Diplomacy	<i>Harm</i>	Indulge your basest desires, create deadly weapons	Impede an act of high hedonism, become too attached to a lover or project
Strength or Charisma	Society	<i>Harm</i>	Uphold absolute law, pursue perfection in your surroundings, speak with refinement	Act above your station, neglect your defenses, betray a lover
Intelligence or Wisdom	Occultism	<i>Harm</i>	Hoard knowledge, test the boundaries of taboo, spread falsehoods to dupe the foolhardy	Declare knowledge heresy or forbidden, break your word
Wisdom or Charisma	Thievery	<i>Harm</i>	Gain financial control over others, gather new wealth, count your riches	Leave the cult of Mammon, allow those who steal from you to go unpunished
Intelligence or Charisma	Deception	<i>Harm</i>	Master laws and use them to your benefit, enable the desperate, excoriate others with veiled mockery	Break a contract you made, get caught breaking the law
Strength or Constitution	Athletics	<i>Harm</i>	Spread Hell's order through war, convert communities to sole worship of Moloch, sacrifice creatures in fire	Defy a military superior, flee in battle (unless ordered to do so), lose your combat edge due to your vices

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Intelligence or Wisdom	Arcana	<i>Harm</i>	Learn and hoard forbidden magic, steal secrets from others	Destroy forbidden lore, reveal the entirety of a secret
Strength or Constitution	Athletics	<i>Harm</i>	Commit acts of brutal violence, test yourself against nature, make animals more dangerous	Cower from fights, allow yourself to be resurrected instead of reincarnated
Intelligence or Wisdom	Survival	<i>Harm</i>	Confuse paths and roads, outwit your foes instead of overpowering them, pace labyrinths	Kill something that cannot significantly harm you, bargain with Asmodeus
Constitution or Wisdom	Nature	<i>Harm or heal</i>	Corrupt all that exists with parasites or fungus, promote the growth of fungus, feast on rotten flesh or fungus	Purify your food, cure a disease or kill a parasite, tolerate another demon lord or their servants (except Treerazer)
Strength or Constitution	Athletics	<i>Harm</i>	Swim underwater, improve your own strength, encourage the spread of dangerous sea monsters	Break a sworn oath, settle in a land-locked area, share Dagon's secrets with outsiders
Strength or Wisdom	Intimidation	<i>Harm</i>	Sacrifice creatures by drowning them, sing in the swamps, aid amphibians	Grant mercy to boggards who worship other gods
Dexterity or Intelligence	Stealth	<i>Harm</i>	Eat the flesh of your own kind	Reveal secrets of the dead to nonbelievers, despoil grave markers

Kostchtchie	CE (NE, CE)	The Deathless Frost	Cold*, destruction, might, zeal	1st: <i>chilling spray</i> *, 2nd: <i>enlarge</i> , 5th: <i>cone of cold</i>	Warhammer
Nurgal	CE (NE, CE)	The Shining Scourge	Destruction, dust*, fire, sun	1st: <i>burning hands</i> , 2nd: <i>flaming sphere</i> , 3rd: <i>cup of dust</i> *	Mace
Pazuzu	CE (CE)	King of the Wind Demons	Air, swarm*, trickery, tyranny	1st: <i>gust of wind</i> , 3rd: <i>suggestion</i> , 4th: <i>fly</i>	Longsword
Treerazer	CE (NE, CE)	Lord of the Blasted Tarn	Destruction, nature, nightmares, tyranny	1st: <i>grim tendrils</i> , 3rd: <i>wall of thorns</i> , 6th: <i>tangling creepers</i>	Greataxe
Shax	CE (NE, CE)	The Blood Marquis	Ambition, death, pain, trickery	1st: <i>phantom pain</i> , 2nd: <i>invisibility</i> , 3rd: <i>haste</i>	Dagger
Sifkesh	CE (NE, CE)	The Whispered Doubt	Nightmares, pain, sorrow*, trickery	1st: <i>ill omen</i> *, 4th: <i>crushing despair</i> , 5th: <i>subconscious suggestion</i>	War razor*
Zevgavizeb	CE (NE, CE)	The Glutton in the Dark	Destruction, might, nature, wyrmkin*	1st: <i>magic fang</i> , 4th: <i>dinosaur form</i> , 8th: <i>earthquake</i>	Spiked gauntlet
Zura	CE (NE, CE)	The Vampire Queen	Delirium*, indulgence, nightmares, undeath	1st: <i>charm</i> , 4th: <i>gaseous form</i> , 6th: <i>dominate</i>	Rapier

DWARVEN GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Angradd	LG (LG, LN)	The Forge-Fire	Fate, fire, protection, zeal	1st: <i>burning hands</i> , 2nd: <i>blistering invective</i> (Advanced Player's Guide), 3rd: <i>fireball</i>	Greataxe
Bolka	NG (LG, NG, CG)	The Golden Gift	Confidence, family, healing, passion	1st: <i>soothe</i> , 4th: <i>creation</i> , 6th: <i>collective transposition</i>	Mace
Drannvit	LN (LN, LE)	The Debt Minder	Knowledge, might, travel, vigil*	1st: <i>longstrider</i> , 2nd: <i>knock</i> , 5th: <i>passwall</i>	Light pick
Droskar	NE (LE, NE, CE)	The Dark Smith	Duty*, earth, trickery, tyranny	1st: <i>ant haul</i> , 3rd: <i>haste</i> , 6th: <i>dominate</i>	Light hammer
Folgrit	LG (LG, LN, NG)	The Watchful Mother	Cities, family, repose*, protection	1st: <i>endure</i> *, 4th: <i>fire shield</i> , 9th: <i>resplendent mansion</i>	Staff
Grundinnar	LG (LG, NG)	The Peacemaker	Confidence, family, protection, truth	1st: <i>anticipate peril</i> *, 4th: <i>resilient sphere</i> , 6th: <i>wall of force</i>	Light hammer
Kols	LN (LG, LN)	Oath-Keeper	Duty*, knowledge, might, truth	1st: <i>unseen servant</i> , 4th: <i>suggestion</i> , 8th: <i>unrelenting observation</i>	Light hammer
Magrim	LN (LG, LN, N)	The Taskmaster	Death, duty*, glyph*, fate	1st: <i>temporary tool</i> *, 2nd: <i>expeditious excavation</i> *, 9th: <i>earthquake</i>	Warhammer
Trudd	NG (LG, NG)	The Mighty	Confidence, duty*, might, protection	1st: <i>endure</i> *, 3rd: <i>haste</i> , 4th: <i>stoneskin</i>	Warhammer

ELDEST

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Count Ranalc	CN (N, CG, CN, CE)	The Traitor	Confidence, darkness, sorrow*, travel	1st: <i>penumbral shroud</i> *, 4th: <i>private sanctum</i> , 5th: <i>shadow walk</i>	Rapier
The Green Mother	NE (NE, CE)	The Feasting Flower	Decay*, indulgence, nature, passion	1st: <i>charm</i> , 4th: <i>suggestion</i> , 5th: <i>plant form</i>	Sickle
Imbrex	LN (LN, LE, N)	The Twins	Dreams, earth, family, might	1st: <i>mindlink</i> , 2nd: <i>mirror image</i> , 4th: <i>stoneskin</i>	War flail
The Lantern King	CN (CN, CE)	The Laughing Lie	Change*, delirium*, passion, trickery	1st: <i>illusory disguise</i> , 2nd: <i>hideous laughter</i> , 6th: <i>baleful polymorph</i>	Dagger
The Lost Prince	N (NG, N)	The Melancholy Lord	Knowledge, repose*, sorrow*, vigil*	1st: <i>soothe</i> , 4th: <i>modify memory</i> , 5th: <i>crushing despair</i>	Staff
Magdh	LN (LN, N)	The Three	Fate, glyph*, knowledge, truth	1st: <i>anticipate peril</i> *, 3rd: <i>threefold aspect</i> (Advanced Player's Guide), 6th: <i>screaming</i>	Scythe
Ng	N (N)	The Hooded	Knowledge, magic, secrecy, travel	1st: <i>pass without trace</i> , 2nd: <i>invisibility</i> , 4th: <i>blink</i>	Gauntlet
Ragadahn	CE (NE, CN, CE)	The Water Lord	Destruction, vigil*, water, wyrmkin*	1st: <i>hydraulic push</i> , 3rd: <i>feet to fins</i> , 6th: <i>purple worm sting</i>	Whip
Shyka	N (LN, NG, N, NE, CN)	The Many	Decay*, delirium*, fate, time*	1st: <i>anticipate peril</i> *, 3rd: <i>haste</i> , 7th: <i>time beacon</i> *	Light mace

ELEMENTAL LORDS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Atreia	NG (LG, NG, N, CG)	The Lament King	Fire, healing, protection, sun	1st: <i>soothe</i> , 3rd: <i>ghostly weapon</i> , 4th: <i>fire shield</i>	Katar
Ayrlul	NE (LE, N, NE, CE)	The Fossilized King	Destruction, earth, might, secrecy	1st: <i>shockwave</i> *, 2nd: <i>summon elemental</i> (earth only), 6th: <i>flesh to stone</i>	Morningstar
Hshurha	NE (LE, N, NE, CE)	Duchess of All Winds	Air, cold*, destruction, dust*	1st: <i>gust of wind</i> , 2nd: <i>summon elemental</i> (air only), 4th: <i>gaseous form</i>	Longbow
Kelizandri	NE (LE, N, NE, CE)	The Brackish Emperor	Destruction, nightmares, travel, water	1st: <i>fear</i> , 2nd: <i>summon elemental</i> (water only), 4th: <i>hydraulic torrent</i>	Trident
Lysianassa	NG (LG, NG, N, CG)	Empress of the Torrent	Change*, fate, nature, water	1st: <i>hydraulic push</i> , 3rd: <i>aqueous orb</i> (Advanced Player's Guide), 5th: <i>control water</i>	Spear

Strength or Constitution	Athletics	<i>Harm</i>	Avenge all slights three times over, kill all witches	Make a deal with Baba Yaga or her children, defer to or obey a woman
Constitution or Charisma	Survival	<i>Harm</i>	Wage war in the desert, deny water to your foes	Heal a sunburn, change your name
Dexterity or Charisma	Diplomacy	<i>Harm</i>	Tempt others to immoral acts, revel in flight, possess or magically influence others to cause calamities	Deny a flying creature the ability to fly, abuse Pazuzu's name or call on Pazuzu for help, aid worshippers of Lamashtu
Strength or Constitution	Survival	<i>Harm or heal</i>	Corrupt plant life, slay elves, feast on rotten flesh or fungus	Grant mercy to elves, plant trees, encourage natural plant growth
Dexterity or Charisma	Intimidation	<i>Harm</i>	Plot and commit murders, tell lies, torture creatures	Sleep in a building with fewer than five rooms, allow a victim to escape due to gloating
Wisdom or Charisma	Deception	<i>Harm</i>	Spread doubt among the faithful, ruin the reputation of religions, provoke wrongdoers to suicide instead of allowing for redemption	Spread hope, offer forgiveness, sincerely honor or call upon another god
Strength or Constitution	Survival	<i>Harm</i>	Slaughter the cowardly, subjugate the weak	Favor stealth over shows of strength, eat cooked meat
Strength or Charisma	Diplomacy	<i>Harm</i>	Drink blood, seek vampirism, cause bleed damage	Expose vampires, heal a bloody wound without drinking blood from it first

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Strength or Constitution	Athletics	<i>Heal</i>	Seek and destroy evil, study evil to learn the best way to destroy it, train others in righteous ways	Allow weaker evils to survive due to the presence of larger evils, deceive others outside of tactical gain
Wisdom or Charisma	Diplomacy	<i>Heal</i>	Encourage those seeking love, seek the beauty in others, support others' relationships	Betray your spouse, disrupt a genuine marriage, prevent a suitor from seeking a partner
Constitution or Wisdom	Intimidation	<i>Harm or heal</i>	Help reclaim just debts, seek appropriate vengeance against transgressions	Allow a slight to go unrecognized, avoid repaying a debt, force others into debts you know are unpayable
Constitution or Intelligence	Crafting	<i>Harm</i>	Achieve goals at any cost, continually improve your abilities, establish dominance, work ceaselessly	Fail to work toward goals or grow in skill, relax excessively or give in to sloth
Constitution or Wisdom	Medicine	<i>Heal</i>	Maintain the sanctity of a home, remain patient with others, take in those without families	Abandon your family, fail to defend your neighbors
Constitution or Charisma	Diplomacy	<i>Heal</i>	Attempt to bridge the gap between feuding sides, maintain just treaties, maintain relations with neighbors	Sow discord among friends and allies, attack during parley
Strength or Wisdom	Society	<i>Harm or heal</i>	Seek those that break oaths and enforce just restitution, uphold your promises	Lie, dishonor yourself or your family, shirk your duties, break an oath
Constitution or Wisdom	Crafting	<i>Heal</i>	Perfect a craft or trade, carve runes, destroy undead, aid others with completing unfinished tasks	Treat gravesites irreverently, mistreat your tools, create undead, damage a soul
Strength or Constitution	Athletics	<i>Heal</i>	Offer your strength to aid others, protect those weaker than you	Engage in petty showcases of strength, use your strength to take advantage of others

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Dexterity or Charisma	Stealth	<i>Harm or heal</i>	Work in shadows, hide your nature and motives, plot betrayals or revenge for betrayals	Ask for forgiveness, create permanent or long-lasting sources of light
Constitution or Charisma	Nature	<i>Harm or heal</i>	Frolic in vegetation, manipulate people, use what you kill, prey on the weak	Hold a secret for too long, discriminate against sex workers or use their trade to harm them
Constitution or Wisdom	Occultism	<i>Harm or heal</i>	Pursue your own goals, bring things to their proper ending, split things in half or otherwise create pairs	Offend Imbrex
Intelligence or Charisma	Deception	<i>Harm or heal</i>	Play pranks, seek new jokes, leave lit lanterns in unusual places	Be completely honest, ruin or explain a good joke
Intelligence or Wisdom	Society	<i>Harm or heal</i>	Aid the depressed, wear somber clothing, maintain neutrality, ruminate on the past	Abandon someone who has no family, take public credit for your good deeds
Intelligence or Wisdom	Occultism	<i>Harm or heal</i>	Use divination	Lie, share your divinations without payment (no matter how trivial)
Wisdom or Charisma	Survival	<i>Harm or heal</i>	Travel, hide your identity and your motives	Sleep in the same place twice in a row, wear seasonal decorations out of season
Strength or Wisdom	Occultism	<i>Harm or heal</i>	Draw spirals, seek primordial secrets, use poison, always carry water	Suffer a linnorm's death curse, destroy a fossil
Dexterity or Intelligence	Occultism	<i>Harm or heal</i>	Learn from the past, leave hourglasses in unusual places, give random gifts, create ephemeral things	Willingly tread where time does not pass

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Wisdom or Charisma	Performance	<i>Heal</i>	Burn away corruption, clear the way for new growth, purify tainted areas	Deny a suffering creature warmth, shade, or water; abandon a creature in darkness
Strength or Constitution	Deception	<i>Harm</i>	Use the strength of stone to protect yourself and your secrets, obscure your true motives, slowly poison others	Remove a creature's petrified condition, make a fire larger or hotter than necessary
Strength or Dexterity	Stealth	<i>Harm</i>	Revel in formlessness and freedom, humiliate terrestrial creatures, kill foes via falling or hazards from high winds	Deny a flying creature the ability to fly, walk on the earth if you could easily travel otherwise
Constitution or Charisma	Athletics	<i>Harm</i>	Instill hydrophobia in others, kill your foes by drowning them, sacrifice treasures to the depths of the ocean	Destroy a body of water, use magic to calm the waves
Dexterity or Constitution	Survival	<i>Heal</i>	Respect and aid natural cycles, promote life and growth, change to avoid stagnation, swim	Pollute clean bodies of water, dam a river, disrespect sincere gifts of water or drink

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APPENDIX

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Ranginori	NG (LG, NG, N, CG)	Zephyrous Prince	Air, freedom, lightning*, travel	1st: <i>liberating command</i> *, 4th: fly, 6th: <i>chain lightning</i>	Whip
Sairazul	NG (LG, NG, N, CG)	The Crystalline Queen	Earth, family, toil*, wealth	1st: <i>shattering gem</i> *, 2nd: <i>expeditious excavation</i> *, 4th: <i>stoneskin</i>	Pick
Ymeri	NE (LE, N, NE, CE)	Queen of the Inferno	Destruction, dust*, fire, zeal	1st: <i>burning hands</i> , 2nd: <i>summon elemental</i> (fire only), 4th: <i>wall of fire</i>	Longsword

ELVEN GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Findeladlara	CG (NG, N, CG, CN)	The Guiding Hand	Cities, creation, family, stars*	1st: <i>temporary tool</i> *, 4th: <i>shape stone</i> , 7th: <i>magnificent mansion</i>	Staff
Ketephys	CG (NG, CG)	The Hunter	Darkness, moon, nature, secrecy	1st: <i>pass without trace</i> , 2nd: <i>invisibility</i> , 3rd: <i>animal vision</i>	Longbow
Yuelral	NG (LG, NG, N, CG)	The Wise	Creation, earth, knowledge, magic	1st: <i>shattering gem</i> *, 2nd: <i>shape wood</i> , 3rd: <i>meld into stone</i> , 4th: <i>speak with plants</i> , 5th: <i>tree stride</i> , 6th: <i>tangling creepers</i> , 7th: <i>unfettered pack</i> , 8th: <i>prismatic wall</i> , 9th: <i>nature's enmity</i>	Dagger

EMPYREAL LORDS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Andoletta	LG (LG, NG)	Grandmother Crow	Family, knowledge, protection, sorrow*	1st: <i>shillelagh</i> , 4th: <i>aerial form</i> (bird only), 6th: <i>collective transposition</i>	Staff
Arshea	NG (LG, NG, CG)	Spirit of Abandon	Confidence, freedom, passion, perfection	1st: <i>mage armor</i> , 2nd: <i>humanoid form</i> , 5th: <i>dreaming potential</i>	Flail
Ashava	CG (NG, CG)	The True Spark	Darkness, moon, repose*, souls*	1st: <i>soothe</i> , 2nd: <i>glitterdust</i> , 8th: <i>uncontrollable dance</i>	Bladed scarf*
Black Butterfly	CG (NG, CG)	The Silence Between	Freedom, secrecy, stars*, void*	1st: <i>penumbral shroud</i> *, 2nd: <i>blur</i> , 4th: <i>blink</i>	Starknife
Cernunnos	CG (LG, NG, CG)	The Horned Lord	Lightning*, nature, passion, zeal	1st: <i>true strike</i> , 2nd: <i>animal form</i> , 3rd: <i>lightning bolt</i>	Longbow
Dammerich	LG (LG)	The Weighted Swing	Death, duty*, truth, vigil*	1st: <i>true strike</i> , 3rd: <i>paralyze</i> , 4th: <i>stoneskin</i>	Greataxe
Eritrice	NG (LG, NG, CG)	Heart-Speaker	Confidence, glyph*, knowledge, truth	1st: <i>mindlink</i> , 2nd: <i>comprehend languages</i> , 3rd: <i>enthrall</i>	Dagger
Falayna	LG (LG, NG, CG)	Warrior's Ring	Creation, freedom, might, wealth	1st: <i>true strike</i> , 3rd: <i>ghostly weapon</i> , 5th: <i>cloak of colors</i>	Longsword
Halcamora	NG (LG, NG, N)	Lady of Ripe Bounty	Indulgence, luck, nature, swarm*	1st: <i>summon plant or fungus</i> , 2nd: <i>touch of idiocy</i> , 4th: <i>speak with plants</i>	Club
Irez	NG (LG, NG, N, CG)	Lady of Inscribed Wonder	Fate, glyph*, luck, magic	1st: <i>anticipate peril</i> *, 2nd: <i>mirror image</i> , 3rd: <i>secret page</i>	Dart
Jaidz	NG (LG, NG, N, CG)	Fearless Claw	Confidence, nightmares, protection, travel	1st: <i>longstrider</i> , 3rd: <i>haste</i> , 7th: <i>mask of terror</i>	Shortsword
Korada	NG (NG, N)	The Open Hand of Harmony	Change*, healing, magic, protection	1st: <i>soothe</i> , 3rd: <i>slow</i> , 4th: <i>resilient sphere</i>	Fist
Lymnieris	LG (LG, NG, CG)	The Auroral Tower	Change*, passion, protection, repose*	1st: <i>mage armor</i> , 3rd: <i>threefold aspect</i> (Advanced Player's Guide), 4th: <i>resilient sphere</i>	Longsword
Pulura	CG (NG, CG)	The Shimmering Maiden	Cold*, darkness, sorrow*, stars*	1st: <i>color spray</i> , 5th: <i>chromatic wall</i> , 6th: <i>teleport</i>	Sling
Ragathiel	LG (LG)	General of Vengeance	Destruction, duty*, fire, zeal	1st: <i>true strike</i> , 3rd: <i>haste</i> , 4th: <i>fire shield</i>	Bastard sword
Shei	NG (LG, NG, CG)	The Ibis Matron	Family, freedom, healing, perfection	1st: <i>liberating command</i> *, 3rd: <i>hypercognition</i> , 5th: <i>dreaming potential</i>	Sickle
Soralyon	NG (LG, NG, N, CG)	The Mystic Angel	Creation, earth, magic, protection	1st: <i>summon construct</i> , 3rd: <i>meld into stone</i> , 4th: <i>stoneskin</i>	Pick
Tanagaar	LG (LG, LN)	The Aurulent Eye	Darkness, duty*, nature, zeal	1st: <i>pass without trace</i> , 3rd: <i>animal vision</i> , 4th: <i>aerial form</i> (bird only)	Kukri
Vildeis	LG (LG)	The Cardinal Martyr	Duty*, pain, sorrow*, zeal	1st: <i>phantom pain</i> , 2nd: <i>slough skin</i> * (appears as streams of blood), 5th: <i>synaptic pulse</i>	Dagger
Winlas	LG (LG, LN, NG)	The Elder of Divinity	Glyph*, knowledge, protection, vigil*	1st: <i>share lore</i> *, 2nd: <i>comprehend language</i> , 4th: <i>veil</i>	Mace
Ylimancha	NG (LG, NG, N, CG)	Harborwing	Air, nature, travel, water	1st: <i>feather fall</i> , 3rd: <i>feet to fins</i> , 4th: <i>fly</i>	Longbow
Zohls	LG (LG, LN, NG)	Verity	Ambition, cities, knowledge, truth	1st: <i>share lore</i> *, 3rd: <i>hypercognition</i> , 7th: <i>retrocognition</i>	Heavy crossbow

HORSEMEN

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Apollyon	NE (LE, NE, CE)	Prince of Locusts	Air, decay*, plague*, swarm*	1st: <i>goblin pox</i> , 2nd: <i>vomit swarm</i> (Advanced Player's Guide), 5th: <i>cloudkill</i>	Scythe
Charon	NE (LE, NE, CE)	The Boatman	Death, knowledge, souls*, water	1st: <i>grim tendrils</i> , 4th: <i>crushing despair</i> , 9th: <i>weird</i>	Staff

* New option presented in this book; † *Pathfinder Adventure Path* #148

Dexterity or Charisma	Acrobatics	Heal	Open closed areas to fresh air, travel throughout your surroundings daily, fly or make creations that fly	Wrongfully imprison a creature, restrain a creature longer or more tightly than is necessary, suffocate a creature
Constitution or Charisma	Nature	Heal	Shelter others within stone and earth, care for Sairazul's children, aid childbirths, mine responsibly	Damage subterranean natural wonders, collapse an earthen structure on a creature
Strength or Charisma	Intimidation	Harm	Inspire your lessers with zeal and strategy, be passionate and quick of wit, destroy your foes with fire	Extinguish destructive blazes, allow yourself to stagnate or lose motivation

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Charisma or Intelligence	Crafting	Heal	Preserve elven art and architecture, bless and secure households, inspire and aid others with your works	Break the laws of hospitality, allow a guest to bring harm to your family
Dexterity or Wisdom	Survival	Heal	Hunt and kill demons and undead, maintain the health of the forest, provide for your community	Take more than needed from the wilderness, hunt an animal for sport, aid Treerazer or his minions
Intelligence or Wisdom	Arcana	Heal	Practice herbalism, use and enchant gems, encourage and teach magicians and jewelers, preserve elven magic and knowledge	Cut a gem for aesthetic purposes, defile nature, allow the irresponsible use of magic

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Wisdom or Charisma	Society	Heal	Respect elders, instill good virtues in children, seek and allow redemption	Hold a grudge, mock the dead, pass judgment hastily or carelessly
Constitution or Charisma	Diplomacy	Heal	Inspire passion, comfort and free the repressed, seek your true self and desires	Judge another based on sexual desires or gender roles, harm another in pursuit of passion
Dexterity or Charisma	Performance	Heal	Dance even when there is no music, cast light in places of darkness, lead the lost	Intentionally mislead someone, desecrate graves, abandon a creature in darkness
Dexterity or Wisdom	Stealth	Heal	Study the stars, notice moments of silence, perform anonymous acts of kindness	Disrupt another's meditation, interrupt tranquil moments, play noisy or discordant music
Strength or Constitution	Survival	Heal	Protect forests and other natural areas, advocate for animals and plants, take and commit to decisive actions	Fail to strike down evil, enable the destruction of wilderness, needlessly kill animals
Constitution or Wisdom	Athletics	Harm or heal	Perform just executions, study local laws, oppose corrupt or bloodthirsty government officials	Kill without thought, execute the innocent, mock the condemned, falsely incriminate another
Intelligence or Charisma	Diplomacy	Heal	Spread truth, debate contentious issues, aid messengers	Sow or perpetuate lies, obstruct discussion, argue in bad faith
Strength or Charisma	Athletics	Heal	Wear and make beautiful things, train for combat, recover and return lost mementos	Disrupt or destroy romantic unions, enforce a dress code, cower from fights
Constitution or Wisdom	Nature	Heal	Cultivate gardens, share wine, keep helpful insects, teach others to farm	Salt or despoil the earth, spread plague or pestilence, carelessly use pesticides
Dexterity or Intelligence	Arcana	Heal	Read fortunes, practice calligraphy, devise and study runes	Destroy magic scrolls, cheat at games of chance, deliberately write illegibly
Strength or Wisdom	Intimidation	Heal	Forgive cowards and offer them guidance, encourage others to test their mettle, face and learn from your fears	Punish another creature for cowardice, routinely avoid that which scares you
Wisdom or Charisma	Diplomacy	Heal	Forgive those who have wronged you, embrace a peaceful mindset, seek and allow redemption	Cause lethal harm to a creature, deny a repentant creature an opportunity for redemption, ask a retired warrior to fight
Wisdom or Charisma	Society	Heal	Help others achieve their desires, aid and protect sex workers, help others through difficult transitions	Persecute sex workers, force or support unwanted marriages
Constitution or Wisdom	Survival	Heal	Aid travelers, comfort the lonely, teach the constellations	Mock the homesick, deny warmth to others, pollute the skies with smoke or light
Strength or Charisma	Intimidation	Harm or heal	Avenge the wronged, destroy evildoers, lead the charge in battle	Cower from combat, forgive those who have irreparably sinned, leave allies unwillingly in darkness
Intelligence or Charisma	Society	Heal	Empower local communities, learn from elders, share and teach from experiences	Force others to follow your path, inflict negative damage, age others or steal life with magic
Strength or Intelligence	Arcana	Heal	Study monuments, craft golems and artwork from stone, guard ancient sites	Defile sacred buildings, knowingly unearth evil monuments, destroy historical artifacts
Strength or Wisdom	Stealth	Heal	Defend lawful borders, scout or patrol for evil, wait to strike until you have the advantage	Abandon your post, tolerate poaching, torment animals
Constitution or Charisma	Medicine	Harm or heal	Sacrifice yourself in pursuit of good, champion noble causes, scar your body	Joke or laugh about injustice, sacrifice others in your place, indulge in luxury
Intelligence or Wisdom	Occultism	Heal	Serve leaders of ceremonies, craft ceremonial arms and armor, lead a congregation	Deride sacred ceremonies, carelessly or lazily perform rituals, destroy ceremonial objects
Dexterity or Wisdom	Acrobatics	Heal	Teach sustainable fishing, swim in saltwater, fly	Imprison birds or clip their wings, poison coastal waters, overfish, aid Pazuzu or his minions
Intelligence or Wisdom	Society	Heal	Solve logic puzzles, investigate crimes, devise new solutions from research	Make judgments without evidence, contaminate evidence, obstruct truths

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Strength or Constitution	Medicine	Harm	End all mortal life through disease and poison, cultivate diseased animals	Prevent plagues, bury or burn the dead
Constitution or Intelligence	Occultism	Harm	End all mortal life, exploit those who fear death	Offer anything for free, extend mortal lifespans, grant true salvation to the doomed or dying

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Trelmarixian	NE (LE, NE, CE)	The Lysogenic Prince	Decay*, dust*, earth, nightmares	1st: <i>grease</i> , 2nd: <i>feast of ashes</i> *, 5th: <i>acid storm</i> *	Spiked gauntlet

MONITOR DEMIGODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Barzakh	N (NG, N, CN)	The Passage	Death, knowledge, travel, vigil*	1st: <i>longstrider</i> , 2nd: <i>knock</i> , 6th: <i>teleport</i>	Club
Imot	N (LN, N, NE)	The Symbol of Doom	Death, destruction, fate, glyph*	1st: <i>ill omen</i> *, 2nd: <i>paranoia</i> , 6th: <i>phantasmal calamity</i>	Shield boss
Kerkamoth	LN (LN, N)	The Waiting Void	Darkness, decay*, destruction, void*	1st: <i>penumbral shroud</i> *, 5th: <i>shadow siphon</i> , 6th: <i>disintegrate</i>	Warhammer
Monad	N (LN, N)	The Condition of All	Creation, knowledge, truth, void*	1st: <i>unseen servant</i> , 2nd: <i>spectral hand</i> , 4th: <i>gaseous form</i>	Fist
Mother Vulture	N (NG, N, NE)	The Flesheater	Change*, death, decay*, nature	1st: <i>soothe</i> , 4th: <i>aerial form</i> , 6th: <i>baleful polymorph</i>	Sickle
Narakaas	N (LN, NG, N)	The Cleansing Sentence	Change*, death, pain, sorrow*	1st: <i>endure</i> *, 2nd: <i>slough skin</i> *, 4th: <i>modify memory</i>	Greataxe
Narriseminek	CN (CG, CN)	The Crownless, the Maker of Kings	Delirium*, freedom, knowledge, perfection	1st: <i>mindlink</i> , 4th: <i>confusion</i> , 5th: <i>synesthesia</i>	Hatchet
Otolmens	LN (LG, LN)	The Universal	Creation, fate, knowledge, perfection	1st: <i>true strike</i> , 4th: <i>gravity well</i> *, 7th: <i>reverse gravity</i>	Mace
Saloc	N (NG, N, NE)	The Minder of Immortals	Change*, death, freedom, knowledge	1st: <i>share lore</i> *, 3rd: <i>hypercognition</i> , 5th: <i>dreaming potential</i>	Guisarme
Valmallos	LN (LG, LN)	The Answering Rite	Fate, glyph*, knowledge, magic	1st: <i>mage armor</i> , 6th: <i>feeblemind</i> , 7th: <i>contingency</i>	Kukri
Ydajisk	CN (CG, CN, CE)	Mother of Tongues	Change*, glyph*, knowledge, trickery	1st: <i>message rune</i> *, 2nd: <i>blistering invective</i> (<i>Advanced Player's Guide</i>), 4th: <i>glibness</i>	Jaws or greatclub

OTHER GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Apsu	LG (LG)	The Waybringer	Creation, protection, travel, wyrmkin*	1st: <i>magic fang</i> , 4th: <i>creation</i> , 6th: <i>dragon form</i> (metallic dragons only)	Jaws or staff
Dahak	CE (CE)	The Endless Destruction	Destruction, fire, wyrmkin*, zeal	1st: <i>magic fang</i> , 3rd: <i>fireball</i> , 6th: <i>dragon form</i> (chromatic dragons only)	Jaws or whip
Erecura	LN (LG, LN, N)	Queen of Dis	Fate, secrecy, trickery, truth	1st: <i>anticipate peril</i> *, 2nd: <i>misdirection</i> , 3rd: <i>nondetection</i>	Light mace
Gendowyn	CN (N, CG, CN, CE)	Lady of the Fangwood	Earth, family, luck, nature	1st: <i>summon fey</i> , 2nd: <i>barkskin</i> , 5th: <i>tree stride</i>	Whip
Gyronna	CE (NE, CE)	The Angry Hag	Ambition, nightmares, pain, zeal	1st: <i>ill omen</i> *, 2nd: <i>paranoia</i> , 6th: <i>feeblemind</i>	Dagger
Hanspur	CN (N, CG, CN, CE)	The Water Rat	Death, travel, water, wealth	1st: <i>hydraulic push</i> , 2nd: <i>aqueous orb</i> (<i>Advanced Player's Guide</i>), 4th: <i>solid fog</i>	Trident
Jaidi	NG (LG, NG, N)	The Blessing and Bounty	Family, might, nature, sun	1st: <i>temporary tool</i> , 2nd: <i>shape wood</i> , 3rd: <i>wall of thorns</i>	Scythe
Lissala	LE (LN, LE)	The Sihedron Scion	Fate, glyph*, magic, toil†	1st: <i>message rune</i> *, 2nd: <i>secret page</i> , 6th: <i>dominate</i>	Whip
Naderi	N (NG, N, NE)	The Lost Maiden	Death, passion, sorrow*, water	1st: <i>soothe</i> , 4th: <i>crushing despair</i> , 5th: <i>drop dead</i>	Dagger
Thamir	CE (NE, CE)	The Silent Blade	Ambition, confidence, trickery, wealth	1st: <i>penumbral shroud</i> *, 3rd: <i>invisibility sphere</i> , 6th: <i>mislead</i>	Dagger
Walkena	LE (LN, LE)	The Child-God	Family, freedom, sun, tyranny	1st: <i>burning hands</i> , 3rd: <i>fireball</i> , 4th: <i>wall of fire</i>	Spear
Zyphus	NE (NE, CE)	The Grim Harvestman	Death, sorrow*, souls*, undeath	1st: <i>ill omen</i> *, 2nd: <i>shatter</i> , 6th: <i>phantasmal calamity</i>	Pick

OUTER GODS AND GREAT OLD ONES

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Azathoth	CN (CN, CE)	The Primal Chaos	Decay*, destruction, nightmares, void*	1st: <i>ill omen</i> *, 5th: <i>synaptic pulse</i> , 9th: <i>unfathomable song</i>	Warhammer
Hastur	CE (NE, CE)	The King in Yellow	Glyph*, secrecy, void*, wealth	1st: <i>illusory disguise</i> , 4th: <i>confusion</i> , 5th: <i>hallucination</i>	Rapier
Nhimbaloth	CE (CE)	The Empty Death	Decay*, nature, undeath, void*	1st: <i>grim tendrils</i> , 2nd: <i>entangle</i> , 5th: <i>cloudkill</i>	Flail
Nyarlathept	CE (NE, CE)	The Crawling Chaos	Knowledge, magic, nightmares, trickery	1st: <i>message rune</i> *, 2nd: <i>humanoid form</i> , 3rd: <i>enthral</i> , 4th: <i>suggestion</i> , 5th: <i>summon entity</i> , 6th: <i>mislead</i> , 7th: <i>project image</i> , 8th: <i>dream council</i> , 9th: <i>weird</i>	Staff
Xhamen-Dor	NE (NE, CE)	The Star Seed	Change*, decay*, dreams, nature	1st: <i>summon plant or fungus</i> , 3rd: <i>wall of thorns</i> , 7th: <i>warp mind</i>	Spear
Yog-Sothoth	CN (CN, CE)	Lurker at the Threshold	Knowledge, time*, travel, void*	1st: <i>fleet step</i> , 5th: <i>black tentacles</i> , 7th: <i>time beacon</i> *	Dagger

Strength or Constitution	Athletics	<i>Harm</i>	End all mortal life through war, obliterate faith	Show mercy to creatures who do not worship Szuriel, choose to marry or have children
Constitution or Wisdom	Nature	<i>Harm</i>	End all mortal life through wasting consumption and starvation, violently consume matter and souls	Kill or remove a parasite or tumor, grow food

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Constitution or Wisdom	Survival	<i>Heal</i>	Aid travelers and those who return from the dead, tend to roadside graves, find missing objects or people	Celebrate specific calendar dates over others, avoid travel or change, freeze time for an object or creature
Strength or Intelligence	Occultism	<i>Harm or heal</i>	Search for omens in the natural world, push the boundaries of mathematics, study past disasters	Withhold your understanding of a portent, prevent the destruction of things that cannot be saved
Constitution or Wisdom	Occultism	<i>Harm or heal</i>	Clean cluttered spaces, embrace moments of silence	Attempt to preserve something indefinitely, perform an act of wanton and significant destruction
Intelligence or Wisdom	Occultism	<i>Harm or heal</i>	Ensure balance between opposing forces, mediate disagreements	Allow your personal motivations to determine a major decision
Constitution or Wisdom	Survival	<i>Heal</i>	Recycle rot and waste into useful creations, eat the flesh of your own people, kill without mercy if it benefits your community, help to raise children	Poison insects or scavengers, waste food or good materials, allow rot to poison an area, create undead
Constitution or Wisdom	Diplomacy	<i>Heal</i>	Help others through painful changes, offer harsh punishments to the penitent, seek and allow redemption	Torture an unwilling creature, take joy in suffering
Dexterity or Wisdom	Occultism	<i>Harm or heal</i>	Divine the future, transform the bodies of willing creatures, rebel against organized structures	Refuse to speak to a keketar, eschew a challenge by turning down a promotion or an advancement
Dexterity or Intelligence	Crafting	<i>Heal</i>	Relentlessly document and interpret data, correct cosmic errors	Suppress a factual report, ignore facts, misrepresent quantitative data
Wisdom or Charisma	Diplomacy	<i>Heal</i>	Help creatures grow and find purpose, offer second chances to failures, study different perspectives on ethics	Manipulate or remove a creature's emotions with magic, spread nihilism or hopelessness
Intelligence or Wisdom	Arcana	<i>Harm or heal</i>	Complicate magical techniques, refine arcane fundamentals, teach arcane apprentices to treat magic responsibly	Grant magic to those who cannot use it responsibly, cause a magical disaster, ignore magical misconduct
Intelligence or Charisma	Society	<i>Harm or heal</i>	Create using words, chronicle languages and prevent them from dying, help language evolve	Ban or discourage a language, explain a secret language or slang to outsiders, destroy literary works

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Wisdom or Charisma	Diplomacy	<i>Heal</i>	Seek and destroy evil, travel the world, help others fend for themselves	Fail to pursue a foe who has betrayed your mercy, attack a creature without certainty of wrongdoing
Strength or Constitution	Athletics	<i>Harm</i>	Kill metallic dragons, destroy things at your whim	Spare a foe after you have chosen to kill them, forgive a slight
Wisdom or Charisma	Deception	<i>Harm or heal</i>	Manipulate dangerous beings and opportunities to your benefit, thrive in hostile conditions, divine the future	Despoil nature, kill a natural plant or animal that has managed to thrive outside of its intended environment
Dexterity or Charisma	Stealth	<i>Heal</i>	Preserve primal areas, destroy blighted fey and agents of Cyth-V'sug, protect those who placate you with offerings	Parley or make a deal with fiends, forgive those who deceive you, harm an innocent child
Wisdom or Charisma	Intimidation	<i>Harm</i>	Expose hypocrisy (real or imagined) in others, make other creatures miserable, demand bribes to spare creatures from your torments	Allow others to slight you without retaliation, seek the approval of society, forgive those who have wronged you
Strength or Dexterity	Athletics	<i>Harm</i>	Learn how to live off the river, guard river travelers from unnatural hazards, save others from drowning	Impose needless laws or restrictions on others, aid daemons or the Horsemen
Strength or Constitution	Nature	<i>Heal</i>	Encourage hard work that benefits all, ensure the health of crops and vegetation	Destroy healthy crops, waste food, refuse to help others in your community
Intelligence or Wisdom	Arcana	<i>Harm</i>	Work hard and demand others do so as well, cooperate or avoid conflict with ophidian creatures	Disobey a superior, shirk your duties, destroy a book
Constitution or Charisma	Diplomacy	<i>Harm</i>	Comfort and encourage lovers, help the suffering escape their circumstances in life or in death	Dismiss or mock a creature's grief, separate lovers, torture a creature
Dexterity or Charisma	Thievery	<i>Harm</i>	Seize any opportunity that would benefit you, solve your problems with violence, hide your true intentions	Steal from the poor, beg for help or mercy from a fellow worshipper of Thamiir
Strength or Wisdom	Deception	<i>Harm</i>	Uphold Mzali's laws, tend to Walkena and obey his instructions, oppose exploitation of the Mwangi Expanse	Consort or trade with non-Mwangi peoples, defy Walkena's orders
Dexterity or Constitution	Thievery	<i>Harm</i>	Set pointless traps, spread nihilism, encourage deadly accidents	Spread hope, provide aid to Pharasmians

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Constitution or Charisma	Performance	<i>Harm</i>	Gather a court of devotees, create discordant piping or babbling	None
Intelligence or Charisma	Deception	<i>Harm</i>	Spread Hastur's Yellow Sign, hide the true nature of your worship, promulgate the play <i>The King in Yellow</i>	None
Constitution or Wisdom	Nature	<i>Harm</i>	Create undead, feast upon carnivores that have recently feasted upon others	None
Dexterity or Intelligence	Arcana	<i>Harm</i>	Sow discord among allies, misuse positions of authority by steering events toward apocalyptic ends	None
Constitution or Wisdom	Nature	<i>Harm</i>	Spread fungal growths, subtly infect others with knowledge of Xhamen-Dor	None
Intelligence or Charisma	Occultism	<i>Harm</i>	Gather knowledge of gates through space and time, curse or mutate unborn children	None

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QUEENS OF THE NIGHT

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Ardad Lili	LE (LN, LE, NE)	The End of Innocence	Creation, darkness, passion, <i>wyrmkin</i> *	1st: <i>charm</i> , 3rd: <i>enthrall</i> , 4th: <i>suggestion</i>	Dagger
Doloras	LE (LE, NE)	Our Lady of Pain	Creation, pain, repose*, sorrow*	1st: <i>phantom pain</i> , 3rd: <i>earthbind</i> , 5th: <i>synaptic pulse</i>	Kukri
Eisheth	LE (LE)	The Erinyes Queen	Ambition, destruction, might, zeal	1st: <i>true strike</i> , 3rd: <i>fireball</i> , 4th: <i>dimension door</i>	Longbow
Mahathallah	LE (LN, LE, NE)	Dowager of Illusions	Fate, trickery, truth, undeath	1st: <i>illusory disguise</i> , 2nd: <i>misdirection</i> , 5th: <i>illusory scene</i>	Bola*

SARKORIAN GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Alglenweis	CG (NG, CG, CN)	Princess of the Rime	Cold*, creation, might, souls*	1st: <i>agitate</i> *, 4th: <i>creation</i> , 5th: <i>cone of cold</i>	War flail
Stag Mother of the Forest of Stones	N (LG, LN, LE, NG, N, NE, CG, CN)	She Who Listens	Family, healing, nature, pain	1st: <i>phantom pain</i> , 2nd: <i>animal form</i> (bull only, appears as stag), 6th: <i>flesh to stone</i>	Ranseur
Sturovenen	LG (LG, LN, NG)	The Dragoneagle	Air, confidence, passion, sun	1st: <i>charm</i> , 5th: <i>cloak of colors</i> , 6th: <i>dragon form</i>	Main-gauche

TIAN GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Daikitsu	N (LN, NG, N, CN)	Lady of Foxes	Change*, creation, family, nature	1st: <i>pest form</i> , 2nd: <i>humanoid form</i> , 5th: <i>illusory scene</i>	Flail
Fumeiyoshi	NE (LE, NE, CE)	Lord of Envy	Ambition, destruction, earth, undeath	1st: <i>grim tendrils</i> , 2nd: <i>feast of ashes</i> *, 7th: <i>possession</i>	Naginata*
General Susumu	LE (LN, LE)	The Black Daimyo	Confidence, destruction, might, zeal	1st: <i>true strike</i> , 2nd: <i>phantom steed</i> , 3rd: <i>wall of wind</i>	Longbow
Kofusachi	CG (NG, CG)	The Laughing God	Luck, passion, travel, wealth	1st: <i>soothe</i> , 2nd: <i>hideous laughter</i> , 8th: <i>uncontrollable dance</i>	Staff
Lady Jingxi	NG (NG, N)	The Poet of Dawn and Dusk	Creation, glyph*, knowledge, repose*	1st: <i>sleep</i> , 2nd: <i>mirror image</i> , 5th: <i>chromatic wall</i>	Fighting fan*
Lady Nanbyo	CE (NE, CE)	The Widow of Suffering	Destruction, fire, plague*, water	1st: <i>burning hands</i> , 5th: <i>control water</i> , 6th: <i>dragon form</i>	Warhammer
Lao Shu Po	NE (LE, N, NE, CE)	Old Rat Woman	Darkness, luck, swarm*, trickery	1st: <i>summon animal</i> (rodents only), 2nd: <i>knock</i> , 3rd: <i>nondetection</i>	Dagger
Nalinivati	N (LN, NG, N, NE)	The Serpent's Kiss	Glyph*, magic, passion, <i>wyrmkin</i> *	1st: <i>charm</i> , 2nd: <i>invisibility</i> , 3rd: <i>lightning bolt</i> , 4th: <i>reflective scales</i> *, 5th: <i>subconscious suggestion</i> , 6th: <i>mislead</i> , 7th: <i>contingency</i> , 8th: <i>scintillating pattern</i> , 9th: <i>storm of vengeance</i>	Jaws or urumi*
Qi Zhong	NG (LG, NG, N, CG)	Master of Medicine	Healing, knowledge, magic, protection	1st: <i>soothe</i> , 2nd: <i>false life</i> , 4th: <i>resilient sphere</i>	Heavy mace
Sun Wukong	CN (CG, CN, CE)	The Monkey King	Indulgence, might, nature, trickery	1st: <i>jump</i> , 3rd: <i>mad monkeys</i> (Advanced Player's Guide), 4th: <i>creation</i>	Staff
Yaezhing	LE (LE, NE)	Minister of Blood	Death, duty*, pain, trickery	1st: <i>true strike</i> , 2nd: <i>invisibility</i> , 6th: <i>mislead</i>	Shuriken
Yamatsumi	N (LN, NG, N, CN)	The Mountain Lord	Cold*, earth, fire, might	1st: <i>shockwave</i> *, 3rd: <i>shifting sand</i> *, 7th: <i>volcanic eruption</i>	Greatclub

VUDRANI GODS

Deity	Alignment	Title	Domains	Cleric Spells	Favored Weapon
Arundhat	NG (LG, NG, N, CG)	The Sacred Perfume	Healing, magic, nature, protection	1st: <i>shillelagh</i> , 3rd: <i>ghostly weapon</i> , 4th: <i>speak with plants</i>	Staff
Ashukharma	CN (N, CG, CN)	The Divine Divide	Earth, might, protection, repose*	1st: <i>shattering gem</i> *, 4th: <i>shape stone</i> , 5th: <i>wall of stone</i>	Greatsword
Chamidu	N (NG, N, NE)	The Roar of the Storm	Healing, lightning*, nature, nightmares	1st: <i>summon animal</i> , 3rd: <i>lightning bolt</i> , 5th: <i>moon frenzy</i>	Spear
Dhalavei	LE (LE, NE)	The Unsuspected Rot	Destruction, knowledge, secrecy, trickery	1st: <i>fear</i> , 4th: <i>glibness</i> , 6th: <i>mislead</i>	Temple sword
Diomazul	LE (LN, LE)	The Serpent of Eighty Blades	Destruction, earth, water, zeal	1st: <i>phantom pain</i> , 2nd: <i>slough skin</i> *, 4th: <i>weapon storm</i>	Scimitar
Lahkgya	CE (CE)	Patron of Monkeys	Indulgence, nature, swarm*, trickery	1st: <i>fleet step</i> , 3rd: <i>mad monkeys</i> (Advanced Player's Guide), 4th: <i>confusion</i>	Jaws or battle axe
Likha	N (LN, NG, N, CN)	The Teller	Creation, knowledge, passion, sorrow*	1st: <i>illusory disguise</i> , 3rd: <i>enthrall</i> , 5th: <i>illusory scene</i>	Hatchet
Matravash	LN (LG, LN, N)	The Wide Water	Cities, nature, travel, water	1st: <i>share lore</i> *, 3rd: <i>slow</i> , 4th: <i>speak with plants</i>	Whip
Ragdya	N (LN, NG, N, CN)	The Sage on the Mountain	Air, confidence, might, perfection	1st: <i>shockwave</i> *, 3rd: <i>mad monkeys</i> (Advanced Player's Guide), 4th: <i>gaseous form</i>	Mace
Raumya	NE (LE, NG, N, NE)	The Evil Prince	Confidence, might, knowledge, wealth	1st: <i>true strike</i> , 2nd: <i>invisibility</i> , 4th: <i>weapon storm</i>	Trident

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Intelligence or Charisma	Diplomacy	<i>Harm</i>	Manipulate others with false promises, aid women who have been unfairly maligned	Give someone more than you receive from them, allow yourself to be swayed by lust
Constitution or Wisdom	Medicine	<i>Harm</i>	Push the boundaries of science and suffering, torture other creatures	Show or act on emotion, allow a plea for mercy to sway you
Strength or Dexterity	Intimidation	<i>Harm</i>	Avenge all insults, claim what you desire and deserve, humiliate your foes in ironic fashion	Allow a slight to go unanswered, show humility or fear
Wisdom or Charisma	Deception	<i>Harm</i>	Become an arbiter of reality, reject conventional wisdom as falsehood, capitalize on the ignorance of others	Become too invested in mortal affairs

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Strength or Wisdom	Nature	<i>Heal</i>	Strive to perfect an art or craft, protect the monuments of your people, stir others into action	Destroy an artistic creation without providing something in its place, refuse to act if called upon
Constitution or Intelligence	Medicine	<i>Heal</i>	Provide shelter and succor for women and children in need, act as a responsible steward of your environment	Harm a pregnant mother or innocent child, including animals
Dexterity or Charisma	Diplomacy	<i>Heal</i>	Act with conviction and confidence, be a passionate and responsible leader to your people or companions	Command a subordinate to perform a task you're not willing to perform yourself

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Dexterity or Intelligence	Crafting	<i>Heal</i>	Ensure the health of crops and vegetation, perfect a craft or trade, leave offerings for foxes, celebrate the turning of the seasons	Mistreat your tools, pass a beggar without giving alms, discriminate against sex workers or the lower class
Constitution or Charisma	Intimidation	<i>Harm</i>	Punish those who have good fortune they don't deserve, devour the pleasures of the living, encourage resentment, make graveyards supernaturally unsafe	Pass by food without stealing a bite, allow honor or tradition to prevent you from taking what you want
Strength or Dexterity	Athletics	<i>Harm</i>	Seek glory in battle, loudly proclaim your victories, protect your possessions and strongholds	Cower from fights, refuse a challenge from an equal, mistreat your weapons, abuse your mount
Dexterity or Constitution	Performance	<i>Heal</i>	Support local businesses, bring prosperity to your community, sample life's pleasures	Become tied to one location, judge another based on sexual desires or gender roles
Intelligence or Wisdom	Performance	<i>Heal</i>	Create art with words, master the written language, display the soft beauty of natural colors	Destroy a natural plum tree, drink excessive amounts of alcohol, act rude or boorish
Strength or Constitution	Nature	<i>Harm</i>	Revel in destruction, make natural disasters worse, allow natural disasters take their due	Allow a natural disaster to completely destroy a community or leave a group with no survivors
Dexterity or Intelligence	Thievery	<i>Harm</i>	Work quietly toward your goals in the shadows, steal what you need, keep an ear among the ignored and downtrodden	Work honestly for something you could steal instead, risk too much for another creature
Wisdom or Charisma	Arcana	<i>Harm or heal</i>	Seek out magic and use it, use poison, heal poisons, bear or adopt children, raise snakes	Kill a harmless snake or swan, spurn friends due to jealousy or romantic competition, betray your offspring, separate lovers
Intelligence or Wisdom	Medicine	<i>Heal</i>	Teach knowledge to others, relieve suffering despite personal difficulty, heal sickness and injuries	Deal lethal damage to another creature (unless as part of a necessary medical treatment)
Strength or Charisma	Acrobatics	<i>Harm or heal</i>	Live life freely, drink, play pranks	Refuse a reasonable bet or duel, let social pressure change your behavior
Dexterity or Intelligence	Stealth	<i>Harm</i>	Commit assassinations for hire, strike unseen, carry out punishment for convicted criminals	Show mercy to a target, take credit for your assassinations, refuse to punish a lawfully convicted criminal
Strength or Wisdom	Athletics	<i>Harm or heal</i>	Strive to be self-sufficient, respect nature, test yourself against the elements	Become reliant on civilization, destroy something without creating or growing something in its place

Divine Ability	Divine Skill	Divine Font	Key Edicts	Key Anathema
Intelligence or Wisdom	Nature	<i>Heal</i>	Practice herbalism, tend to sacred flowers, offer appropriate flowers to other divinities	Dispose of waste near flowers, harvest flowers without offering the proper prayers, dispose of withered flowers improperly
Constitution or Intelligence	Crafting	<i>Harm or heal</i>	Hinder travel, create and enforce physical and emotional boundaries, build defensive earthworks	Destroy a natural barrier, pursue a personal relationship after being refused, betray a lover
Strength or Constitution	Medicine	<i>Harm or heal</i>	Destroy aberrant creatures and fiends, live free of social or materialistic chains, cause destruction when angered	Harm a child, pollute the wilds, refuse to treat an illness
Strength or Charisma	Deception	<i>Harm or heal</i>	Infiltrate righteous organizations and governments, destroy trust, perform human sacrifices	Betray a fellow servant of Dhalavei, harm those under Dhalavei's protection
Strength or Dexterity	Athletics	<i>Harm or heal</i>	Remain celibate and detached from worldly pleasures, meditate, utterly destroy your enemies, erase all traces of defeated foes	Provoke a fight, give mercy to anyone who provokes a fight with you
Dexterity or Intelligence	Thievery	<i>Harm</i>	Steal luxuries for yourself, destroy property for fun, demand bribes to spare creatures from your torments	Work honestly for something you could steal instead, kill a monkey
Intelligence or Charisma	Performance	<i>Harm or heal</i>	Tell history to others, sponsor or perform in plays and recitals, adapt ancient works into modern language	Begin a performance or tale without first inviting the gods to watch, act out a death on stage
Constitution or Wisdom	Survival	<i>Heal</i>	Aid the persecuted, accommodate and facilitate others, practice contemplation and restraint	Destroy lotus fields, interfere with the flow of the Matra river, pollute clean water, reveal the location of non-evil fugitives
Dexterity or Wisdom	Acrobatics	<i>Heal</i>	Seek enlightenment through worldly experience, create humor in life, use harmless pranks to teach others	Make a joke out of someone's suffering, own a slave, discriminate based on social status
Strength or Charisma	Performance	<i>Harm or heal</i>	Improve yourself with music and literature, take what you want, seek power above others	Abuse a loyal subject, harm or kill a non-combatant

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GLOSSARY AND INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on.

Abaddon A vast wasteland plane that is the source of the river Styx and home to the fiends known as daemons. The plane is neutral evil.

Absalom Largest city in the Inner Sea region, located on Starstone Isle and originally founded by Aroden. *Lost Omens World Guide* 12–23

Absalom Reckoning The most commonly used calendar in Avistan and Garund. The current year is 4720 AR.

Abyss An endless winding plane full of dangerous chasms and home to the fiends known as demons. The plane is chaotic evil.

agathion A group of celestials with bestial features, born of the enlightened souls of good mortals. Agathions are native to Nirvana.

Age of Darkness The age following Earthfall, ranging from –5293 AR to –4294 AR.

aiudara Powerful gates created by elves to allow travel across great distances. Also known as elf gates.

alternate domains 7–8

anadi A reclusive people from Garund who resemble spiders and can assume human forms. *Pathfinder Adventure Path #145* 84–85

android Humanoids created by artificial means. Most common in Numeria.

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *Lost Omens World Guide* 6–7

Aroden Lawful neutral god of humanity, innovation, history, culture, and fulfillment of destiny. Known as the Last Azlanti. Now deceased.

Ascended The title for the deities who achieved their apotheosis by completing the Test of the *Starstone*.

Astral Plane A transitive plane through which all souls pass on their way to their final judgment.

asura Lawful evil extraplanar creatures born from the gods' mistakes, who seek to destroy the gods' creations. They primarily reside in Hell.

asura rana The most powerful asuras, who dwell in desecrated holy sites and the wilds of Hell.

Avistan One of Golarion's continents. It makes up the northern half of the Inner Sea region. *Lost Omens World Guide* 7

Axis A massive planar city that is known for its adherence to law and home to the monitors known as aeons. The plane is lawful neutral.

Azlant One of the greatest nations during the Age of Legend. The empire was destroyed during Earthfall, and its ruins remain as islands in the Arcadian Ocean. *Lost Omens World Guide* 8, 62–63

background 9

Bellflower Network A secretive organization dedicated to freeing halfling slaves, especially in Cheliax.

Bleaching A process brought on by ennui that decolors and ages a gnome, typically culminating in the gnome's death.

Boneyard A plane where the souls of the dead travel in the afterlife. Home to the monitors known as psychopomps. The plane is neutral.

brine dragon A type of primal dragon that live near oceans and seas.

Carcosa An ancient, alien city located in a distant solar system far from Golarion. Home to the Great Old One Hastur.

Casmaron One of Golarion's continents. Located immediately east of the Inner Sea region.

celestial Creatures who hail from or have a strong connection to the good-aligned planes.

Cernunnos Chaotic good empyreal lord of fertility, seasons, and wild animals. Known as the Stag Lord. 128–129

Dark Tapestry The name for the dark spaces between the stars. Believed to be home to beings far beyond the comprehension of mortals and even gods.

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion. *Lost Omens World Guide* 7–8

Dead Roads The metaphysical network connecting the Boneyard to the Material Plane. Used by psychopomps to travel between these planes.

deity A powerful being who exists beyond the scope of mortality, immortality, and undeath. Deities can grant powers to mortals and, unlike demigods and quasideities, do not have statistics.

demigod A powerful immortal who can grant powers to mortals. Demigods are always level 26 or higher.

divine intercession 9

domains 112–119

drow Descendants of ancient elves who live within the Darklands.

Earthfall A cataclysmic event in –5293 AR, in which a rain of meteorites fell upon Golarion and caused massive destruction.

Elysium A plane full of unbound wilderness and home to the celestials known as azatas. The plane is chaotic good.

Ethereal Plane A transitive plane that overlaps with the planes of the Inner Sphere. It allows for travel within the Inner Planes.

feats 104–105

fiend Creatures who hail from or have a strong connection to the evil-aligned planes.

First World A plane that overlaps the Material Plane and is said to be a “rough draft” of existence. It is home to vibrant landscapes and fey.

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region.

Geb A nation in eastern Garund that's a haven for undead. *Lost Omens World Guide* 8

god/goddess Any being who can grant domains, spells, and other abilities: a deity, demigod, or quasideity.

Great Beyond The collective name for all of the planes of existence of the known multiverse.

Halcamora Neutral good empyreal lord of gardens, orchards, and wine. Known as the Lady of Ripe Bounty. 128–129

Harrow A method of divination that uses cards known as a harrow deck to tell fortunes. Especially popular in Varisia.

Heaven A plane that embodies order and compassion and is home to the celestials known as archons. The plane is lawful good.

Heavenly Bureaucracy The collective term for the deities of Tian Xia. Also known as the Heavenly Court.

Hell A cruel, constructed plane separated into nine distinct layers and home to the fiends known as devils. The plane is lawful evil.

Hellknights A set of knightly orders with a strict focus on maintaining order and upholding the law. *Lost Omens Character Guide* 76–85

Inner Sea region The collective name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea.

Inner Sphere The center of the Great Beyond. It consists of the Astral Plane, Elemental Planes, Energy Planes, Ethereal Plane, the First World, the Material Plane, and the Shadow Plane.

Jaidi Ancient Azlanti goddess of agriculture, hard work, and self-sufficiency. Known as the Blessing and Bounty. 130–131

Jaimey An island nation off the eastern coast of Garund. A home for immigrants from distant Vudra. *Lost Omens World Guide* 77–79

Knights of Lastwall The remaining knights of fallen Lastwall, who seek to destroy the Whispering Tyrant. *Lost Omens World Guide* 86–95

Kyonin A nation in central Avistan. Known as the center of elven culture in Avistan. *Lost Omens World Guide* 127–128

Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes on the Outer Sphere. Home to the monitors known as proteans. The plane is chaotic neutral.

magic items 121–123

Magnimar One of the major city-states in Varisia. Known as the City of Monuments.

Material Plane The plane that encompasses the known universe, including Golarion and its solar system. Located within the Inner Sphere.

Matra River A vast and important river that runs through central Vudra.

Minkai A large empire located in eastern Tian Xia. Known for its recently quelled civil instability.

monitor Creatures who hail from or have a strong connection to the neutrally aligned planes.

Mzali A temple-city located on the southern reaches of the Mwangi Expanse. *Lost Omens World Guide* 88–89

Negative Energy Plane A plane located within the center of the Shadow Plane and filled with destructive energy. Also known as the Void.

Ninshabur A ruined land in central Casmaron. Once a great empire, it was destroyed by Tarrasque, a Spawn of Rovagug.

Nirvana A peaceful plane filled with idyllic landscapes and home to the celestials known as agathions. The plane is neutral good.

Outer Sphere The outer portion of the Great Beyond, consisting of nine planes with a strong link to particular alignments and philosophies and serve as the homes for many gods: Axis, Abaddon, the Abyss, the Boneyard, Elysium, Heaven, Hell, the Maelstrom, and Nirvana.

pantheons 92–93

Plane of Air An Elemental Plane filled with vast skies, churning storms, and massive clouds.

Plane of Earth An Elemental Plane permeated with solid stone, endless caverns, and rich mineral veins.

Plane of Fire An Elemental Plane covered in dancing flames, seas of magma, and clouds of ash.

Plane of Water An Elemental Plane saturated with endless oceans, bogs of mud and silt, and clouds of steam.

primordial inevitables The name for the first inevitables, who embody fundamental concepts of the multiverse.

qlipthoth A group of primeval fiends born of the essence of the Abyss. Qlipthoth are native to the Abyss.

qlipthoth lord Particularly powerful qlipthoth with the power of gods.

quasideity Any being who can grant powers to mortals. A quasideity can be any type of being and is always level 25 or lower.

Razatlani A nation located in central Arcadia and the seat of what remains of the former Razatlani Empire.

Red Mantis A group of assassins who serve the mantis god Achaekek and reside on Mediogalti Island. *Lost Omens World Guide* 65–66

River Styx A vast river that originates in Abaddon, traverses the Outer Sphere, and ends at the base of Pharasma's Spire in the Boneyard.

Sarkoris Scar A region located in northern Avistan. The previous site of the demonic Worldwound. *Lost Omens World Guide* 32–33

Shadow Plane A plane located on the far side of the Ethereal Plane that is a twisted reflection of the Material Plane.

spells 106–111

Starstone A unique gemstone that crashed to Golarion during Earthfall. It was eventually raised by Aroden and placed within the Starstone Cathedral in Absalom. Mortals can attempt to ascend to godhood by reaching the stone and taking the Test of the Starstone.

svirfneblin An offshoot of gnomes who live in underground realms. Also known as deep gnomes.

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *Lost Omens World Guide* 128–129

theme templates 9

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *Lost Omens World Guide* 9

Ustalav A nation located in northern central Avistan. Countless terrors roam the region. *Lost Omens World Guide* 45

Varisia A region in northwestern Avistan. Known as a frontier land and home to ancient Thassilonian ruins. *Lost Omens World Guide* 116–117

velstrac Cruel beings who are obsessed with self-perfection and thrive on fear and pain. Velstracs are native to the Shadow Plane.

Vudra A vast peninsula in southeastern Casmaron. It is home of the Vudrani people.

weapons 120–121

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Abyss to spill forth and destroy the region. It has since been closed, and the demon-blighted land is now known as the Sarkoris Scar. *Lost Omens World Guide* 26, 32

xiomorn Creatures from the Plane of Earth who travel to planets to experiment on native residents. Also known as Vault Keepers.

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