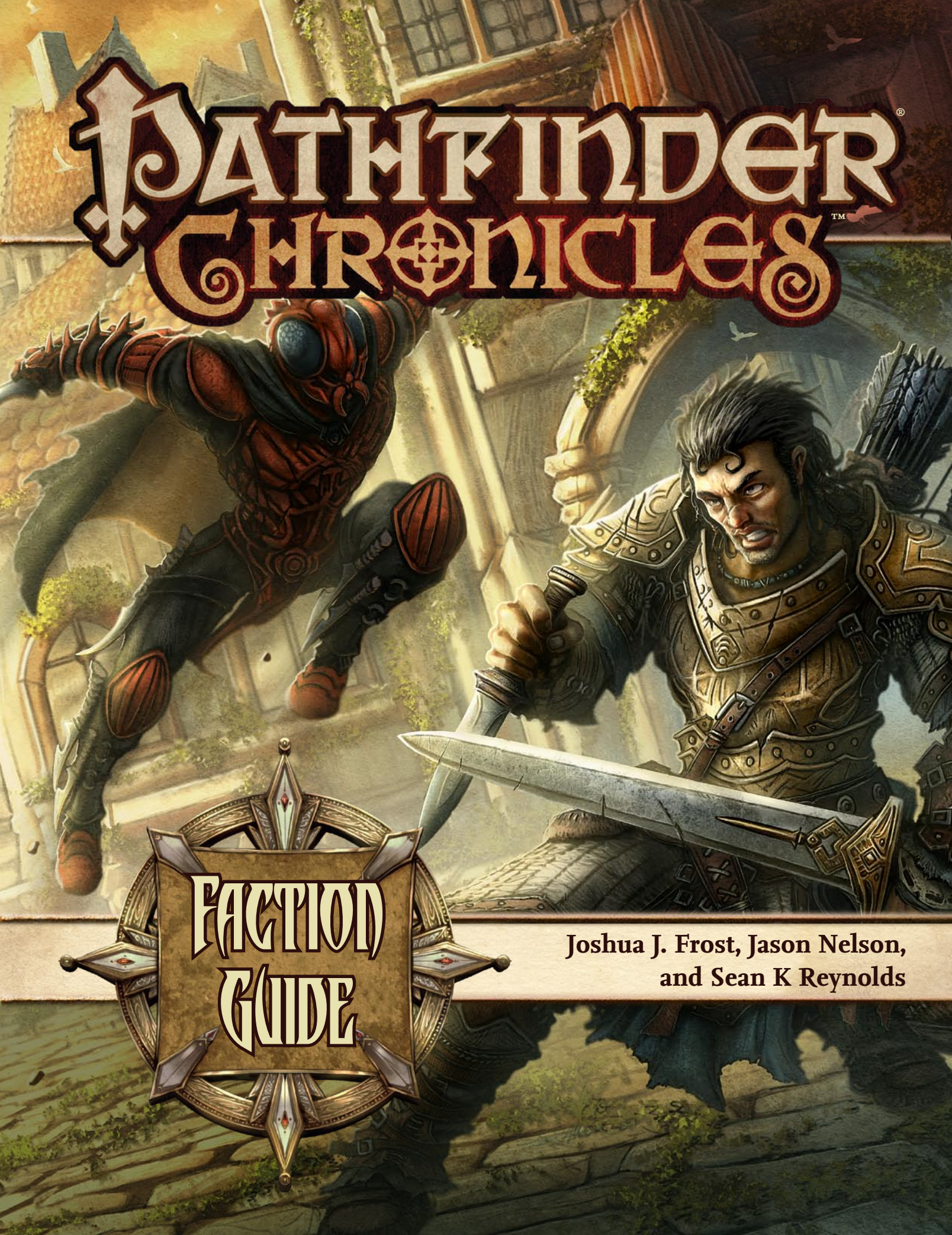

Pathfinder®
Chronicles™
Faction Guide
Joshua J. Frost, Jason Nelson,
and Sean K Reynolds


Faction Headquarters
Mendev Crusaders
Mendev
Old Cults
Carrion Hill
Whispering Way
Gallowspire
Church of Razmir
Razmiran
Bloodstone Swords
Bloodstone Tor
Varisian Wanderers
Magnimar
Lantern Bearers
Avennara
Prophets of Kalistrade
Druma
The Ninth Battalion
Earth Axle
Green Faith
Verduran Forest
Bellflower Network
Cheliax
Hellknights
Cheliax
Eagle Knights
Andoran
Lion Blades
Ulfen Guard
Taldor
Aspis Consortium
Cheliax
Kitharodian Academy
Oppara
Arcanamirium
Pathfinder Society
Absalom
Risen Guard
Sothis
Red Mantis
Mediogalti Island
Shackles Pirates
The Shackles

Faction Guide

A *Pathfinder Chronicles* Supplement

This Pathfinder Chronicles book works best with the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Bestiary*. Although it is suitable for play in any fantasy world, it is optimized for use in the Pathfinder Chronicles campaign setting.

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Credits

Authors: Crystal Frasier, Joshua J. Frost, Hal Maclean, Tim Hitchcock, Jonathan H. Keith, Michael Kortes, Jason Nelson, Jeff Quick, Christopher Self, Sean K Reynolds, and Todd Stewart

Cover Artist: Kerem Beyit

Interior Artists: Christopher Ocampo, MuYoung Kim, Mike Sass, and Kyushik Shin

Creative Director: James Jacobs

Managing Editor: F. Wesley Schneider

Editing and Development: Judy Bauer, Christopher Carey, Rob McCreary, Sean K Reynolds, and James L. Sutter

Editorial Assistance: Jason Bulmahn

Senior Art Director: Sarah E. Robinson

Production Specialist: Crystal Frasier

Publisher: Erik Mona

Paizo CEO: Lisa Stevens

Vice President of Operations: Jeffrey Alvarez

Corporate Accountant: Dave Erickson

Director of Sales: Pierce Watters

Sales Manager: Christopher Self

Technical Director: Vic Wertz

Events Manager: Joshua J. Frost

Special Thanks: The Paizo Customer Service, Website, and Warehouse Teams

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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Rewards for Allegiance

Prepare for your PCs to step into a larger world. In the classic roleplaying tradition, the PCs are independent heroes, and though they may undertake missions for powerful patrons, their association is usually temporary, with no long-term benefits. This book is about something different.

The concept of factions is familiar from books and movies: mysterious organizations with hidden agendas, some secretive and others very public with their activities. Their members are contacts, associates, and informants for the heroes of the story, able to provide information, resources, or even backup or rescue in a pinch. The heroes might meet them by chance, seek them out for help, or be sought by them as their own reputations increase.

This book, though, is not simply a guidebook about factions that exist in the world of Golarion, as most of these groups are already detailed in other books. Instead, it's a guide to how you and your players can create characters that are integrated with those groups and with the campaign you want to run. Each group entry talks about the mission and outlook of the group, why PCs might want to be a part of it, and what the advantages are (both social and mechanical) of membership in a group.

The *Faction Guide* is part of a style of play that presumes characters are actively plugged in to the power brokers and organizations in the world of Golarion. Moreover, their connections with these organizations are rich and deep, affording characters both benefits of membership as well as the opportunity to advance. Players involved with Pathfinder Society Organized Play are familiar with this concept, including factions (Andoran, Cheliax, Qadira, Osirion, and Taldor) within the larger Pathfinder Society as a whole.

A party of adventurers may include members of several different factions, all of them working toward a common overall goal but each individual member having received special instructions from his faction regarding information or actions of particular importance to him and his faction.

Working factions into your home campaign requires some extra effort on your (the GM's) part, either tailoring published adventures or adding details to adventures of your own design to incorporate the idea of characters as members of secret (or not-so-secret) societies, fellowships, and orders with goals and visions beyond the next payday. You may have some decisions to make concerning which factions you want to use; you want players to find factions that interest and excite them, but some factions may not fit for the campaign because of alignment, location, mission, or focus. The reward for this extra effort is a richer campaign, one where PCs really feel themselves a part of the living, breathing campaign world of Golarion.

Faction Basics

PCs improve their standing within their faction by succeeding in missions relating to or coming from a faction. In a given adventure, or even in between adventures, you should think about the factions the characters in the party have chosen to represent. Their factions might ask them to assassinate a crime lord, protect an innocent merchant caught in a crossfire, save a kidnapped child, hand off an important letter, foil an assassination, recover a specific stolen relic, or locate a letter of marque. Whatever the mission, a positive outcome earns the character a Prestige Award (PA).

As a character's prestige increases, her faction rewards her excellent service with ever-increasing boons. In this section, you'll find an expanded system of rules that describes the kinds of rewards and privileges a character can access as her Total Prestige Award (TPA) increases and how she can use her Prestige Award for a variety of benefits that reflect her faction's willingness to assist her in times of need.

Faction Secrecy

Governments and religious, political, mercantile, or cultural organizations may vary a great deal when it comes to dealing with factions and their activities. Some factions, like the Mendev Crusaders and the Hellknights of Cheliax, are blatantly public in their actions and their efforts to recruit others to their cause. Others are subtler in their plots and operate in the shadows; even where their presence is known, local leaders often turn a blind eye to their existence and activities as long as they don't make trouble. The more secretive factions often look down on those who act openly, but every faction must weigh the value of a public presence and reputation versus the ability to operate without interference. Factions have alliances and rivalries to be sure, but they usually avoid open conflict with their rivals in the interest of keeping the favor of local governments that allow them to operate freely in their territory.

Choosing a Faction

Every faction has a unique history, culture, style, and specialty. Each has its own modus operandi in the ongoing struggle for power and influence on Golarion, and each offers its members different boons. Choosing a faction can be as important as choosing a character class or race—it defines a character in the campaign and ties him to his faction's destiny. Before you allow your players to choose their factions, peruse each faction carefully and see which ones fit well with the theme of your campaign. If you don't wish to allow evil characters, for instance, you might think twice about allowing characters to become part of the Hellknights or the cult of Razmir, and if your campaign is set in the wilds of Varisia, it might be reasonable to disallow the Risen Guards of Osirion as they have little interest or influence there. It's not about restricting your players; it's about creating a rational and logical campaign setting where options fit together and where players won't be frustrated by making a choice that won't have much to do with the campaign. That said, if a player has a great character concept that he's excited about for a faction that you don't think would work, give the player a chance to pitch the idea. Explain the reasons why his faction choice might be hard to play in the campaign, but if he really wants to try it, let him give it a go.

Bear in mind that a PC need not be from a particular country to become a member of a faction, even if that faction itself is closely associated with that country. Likewise, characters of any class can join a faction. Thus, even a wizard born in the Mwangi Expanse can become an Eagle Knight of Andoran. PCs are not necessarily bound to work with a single faction. Although it is simplest to stay with one faction for a character's career, there is no reason a PC can't gain prestige within more than one group (though trying to work with two rival groups is unlikely to turn out well). Lastly, characters should not be required to join a faction. Those uninterested in the idea can ignore it, but those who find it appealing have an additional option for customizing their characters and how they fit into the world.

Character Class versus Faction

Following a brief overview of the faction, each entry explains the goals and the general alignment of the group; PCs who are part of the faction need not match this alignment precisely, but it serves as a guide to the faction's general attitudes and values. Each description also includes the headquarters of the faction and one of its primary leaders. To help guide players, for each faction there is a list of character classes that are best and least suited to membership and advancement.

Sample Faction Missions

As the PCs set out from northern Molthune to seek adventure, a member of the Green Faith faction may be tasked to deliver a peace offering to the lizardfolk shaman who rules the marshy forest along the Marideth River, while a member of the Eagle Knights of Andoran needs to discover whether the lizardfolk are the ones who have been taking captives along the River Road and selling them into slavery. A member of the Church of Razmir is also interested in those captives since his faction might want to buy the captives (or find out who else is buying them and try to eliminate the competition). Meanwhile, a member of the dwarven Ninth Battalion could care less about the lizardfolk and the swamp but would be willing to travel there because the road through the swamplands leads toward the Lost Mines in the foothills of the Mindspin Mountains—and his dwarven patrons want him to discover whether the rival goblin and orc tribes are still battling there or bring back the heads of the rival chieftains.

These are by no means hard rules—if an assassin wants to join the Mendev Crusaders, it can be done, but she is going to have a harder time achieving the faction's goals than a paladin would. Each faction provides a description of special resources available within the faction—not only material goods and services, but also unique feats, spells, equipment, and magical items only available to faction members, as well as titles, honors, privileges, and opportunities that can be accessed by gaining prestige in the faction.

Prestige Award

A character's Prestige Award (PA) is an abstract way to track his growing renown and reputation within a faction.

Total and Current Prestige Award

Just as a character has a maximum hit point value when fully healed and a current hit point value when injured, that character has a Total Prestige Award (TPA) and a Current Prestige Award (CPA). TPA represents the character's overall reputation within a faction. CPA represents how much influence the character currently has within that faction in terms of favors owed to him and his ability to influence others and make use of the faction's resources.

Characters may spend CPA to acquire goods or services (see Spending Prestige Award), which means that a character's CPA is usually less than his TPA, just as an adventuring character's current hit points are usually less than his total hit points. CPA can never be higher than TPA.

Earning Prestige

Characters earn prestige for performing missions for a faction or otherwise advancing the faction's goals. For example, a character allied with the Eagle Knights gains prestige with that faction for breaking up a slaving ring, while a Razmiri cultist gains prestige for converting unbelievers to the faith and sending tithes back to Razmiran. At your discretion, a character may earn prestige for an adventure even if it's not part of an "official" mission for a faction—a 7th-level paladin who's freed many slaves probably has earned prestige with the Eagle Knights even if she's never taken orders from a member of that faction.

When a character's Prestige Award increases, her TPA and CPA increase by the same value. For example, Jothalia has 5 TPA and 2 CPA with the Eagle Knight faction; if she completes a mission for them and her PA increases by 2, she now has 7 TPA and 4 CPA.

Not every adventure or encounter needs to relate to a faction mission, nor does every faction have an interest in every possible adventure, but as a general rule you should strive to provide equal opportunity for PCs of all factions to earn prestige. If you cannot find a place within a given adventure for the interests of a particular PC's faction, make a point of integrating opportunities later on for that PC to achieve some faction goals.

The ability to earn prestige should be routine, but it need not be automatic. If a PC fails at her appointed tasks or passes up opportunities to further her factions' goals, she does not earn prestige simply because her player showed up to play. By choosing to play using a faction, a player is agreeing to "play along" with faction goals in order to obtain faction rewards. If the PC does not fulfill her obligations as a member of the faction, she should not expect to rise in the faction's esteem.

The rate at which characters' prestige increases varies depending on the whether you use Fast, Medium, or Slow advancement (*Pathfinder RPG Core Rulebook* 30), but on average, characters should be able to increase their PA by 3 to 5 points per experience level, whether acquired by completing several small missions or tasks or one more difficult or significant task. Over the course of a long campaign like a Pathfinder Adventure Path, characters might expect to increase their PA by 40 or more points, especially if the campaign is tightly linked to the factions players choose.

If you want to expand how you use prestige in a game, you could also use the characters' PA to replace or supplement standard treasure awards. In a campaign where looting the dead or robbing tombs is frowned upon, you could use PA to help fill the gap in character resources that would normally be satisfied by pillage and plunder.

Losing Prestige

Prestige should be seen as an enticement rather than an instrument to punish PCs, but a character can lose prestige for betraying faction secrets to outsiders, causing the death of a faction member, stealing from or lying to their

faction brethren, befriending or allying with members of opposed factions, and so on. A typical penalty would be the loss of 1–3 CPA. In extreme situations, however, a character might incur such a negative reputation within his faction that his CPA and TPA decrease by 5 or even 10 points for a major transgression, possibly resulting in loss of rank and privileges within the faction. This does not force characters to forfeit boons already acquired, but it may prevent them from obtaining any new boons or benefits for which they no longer qualify at their lowered TPA, and they must work to get back in the good graces of their peers.

Benefits of Prestige

A character's Total Prestige Award represents her trustworthiness and status within their faction. The simplest representation of this prestige is that for every 10 points of her Total Prestige Award, she gains a +1 bonus on Diplomacy checks with members of that faction. In addition, she may learn certain feats or spells or be able to purchase unique magical items or other goods that are restricted to those whose TPA reaches a certain benchmark. Her faction contacts can allow her to buy or sell goods whose value exceeds the normal gp limit of the local area or that might be of questionable legality. Finally, depending on the organization, a character's TPA might afford her certain titles and incidental privileges.

Dealing with Allied Factions

Many factions have close associations and alliances with other groups, and earning prestige in her faction can allow a character to enjoy some of the benefits of membership and prestige within allied factions as well. Each faction entry describes whether that faction is allied with any others. When dealing with members of an allied faction, a character may treat her TPA as if it were half its actual amount, including the related bonus on Diplomacy checks with, and buying and selling goods through, the allied faction; she can also spend CPA to obtain boons from an allied faction, though the costs are increased by 1.

Dealing with Opposed Factions

Just as factions have allies, so too do they have enemies. The very same prestige that can make a PC famous within her faction and among allies can make her infamous in the eyes of opposing factions, and avoiding attracting unwanted attention from her faction's enemies or those friendly to them is one reason that some characters keep their faction allegiances secret. If a character's faction allegiance is known, the initial attitude of an NPC of the opposing faction is treated as one step worse than normal (for example, Indifferent becomes Unfriendly, Unfriendly becomes Hostile), and for every 10 points of the character's TPA, she takes a –1 penalty on Diplomacy checks to influence that NPC. If the NPC's faction opposes more than one of the PC's factions, only the faction with which the PC has the highest TPA counts.

Spending Prestige

A character's CPA total reflects the goodwill, political capital, and personal favors she has built up through service to the organization. While a character's TPA can provide certain titles and privileges, most tangible benefits of faction membership are acquired when a character spends his CPA on temporary boons, favors, aid, spellcasting, or other services (see the Appendix). Regardless of whatever honorific titles a character has earned through his Total Prestige Award, the cost for obtaining boons remains the same—an exalted Vision of the Fifteenth Step of the Church of Razmir must spend 1 CPA to have a *remove curse* or *dispel magic* spell cast on his behalf, just like a new initiate.

Once a character's CPA is spent, it is spent permanently; it is not recovered automatically like lost hit points or ability score damage. The character can, of course, earn more PA, which adds to both her TPA and her CPA, but spent points are gone.

Characters may not spend CPA during combat, and for the sake of simplicity you may limit characters to spending CPA once per gaming session (this keeps players from saving up their PA in large amounts and spending it all at once, making an adventure too easy). It is possible for a player to spend his character's PA even if the PC is dead; in essence, this represents the PC having made prior arrangements with his faction to perform certain actions on his behalf, such as recovering his dead body and returning it to a specific location or having it raised.

You can add to the services presented in this book or create your own factions. The monetary equivalent of 1 point of PA is approximately 375 gp, though characters should normally only be able to spend PA on services, not physical goods.

PCs may not pool their earned prestige to obtain items or services, or for any other purpose, even if they are members of the same faction. As a general rule, PA is designed to be spent by characters on themselves; PA costs increase by 1 when the benefit is to other characters instead of to the member of the faction. However, PCs in a home game are ultimately free to spend their PA as they see fit.

A character's ability to spend PA is dependent on his being in contact with other members of his faction, and unless noted otherwise, most factions tend to have agents, contacts, or headquarters in settlements that are at least the size of a large city. To reflect the difficulty of contacting a faction agent in a smaller settlement, PA costs increase by 5 in communities smaller than 5,000 people. This change, of course, can vary by organization; for the Green Faith, for example, the opposite is true—PA costs increase by 5 in communities larger than 5,000.

Arcanamirium

The Arcanamirium is Absalom's foremost magical academy. Practicality and generalism are emphasized there at the expense of flashiness, abstraction, and specialization. Journeymen are encouraged to practice and experiment with industrial and commercial uses for magic, and many of Absalom's export goods owe their higher quality to the innovations of an Arcanamirium maven's transmutations. The Arcanamirium strives to populate the world with wizards who are capable of using magic to help those around them, not just in times of crisis but for everyday needs as well.

Goal: Applied Magic Ascendant

The wizards of the Arcanamirium believe that magic exists to be put to use. The academy recognizes that the more magic impacts the lives of ordinary people in helpful ways, the better its reputation will become among the masses. An angry mob with torches and pitchforks is less likely to materialize if the commoners know they owe their standard of living to the small magical improvements that the Arcanamirium favors.

Alignment: N

The Arcanamirium is a pragmatic organization and doesn't go in for complex ideology beyond its core tenet that magic can make the world a better place. Professors and students alike act on the philosophy that nothing is free and that anything worth having is worth paying for. This belief has led to the Arcanamirium's waiver system, wherein poor apprentices work their way through school while their richer contemporaries spend their hours studying. Absalom receives many of the benefits of the Arcanamirium's researches, but always for a price, never for free.

Leader

Archdean **Lady Darchana of House Madinani** (N female human wizard 14) is also the Second Spell Lord of Absalom. Of course, in an academic environment, leadership is easier in theory than in practice, and interference by the Primarch of Absalom causes constant complications. Lady Darchana does a good job of keeping the docents moving in the same general direction through a combination of patronage, arm-twisting, and charisma. Her second-in-command, the Metadame **Vannessir of House Tevineg** (N human female wizard 9) is a force to be reckoned with, since her position is appointed through byzantine procedures that largely protect her from Lady Darchana's interference. As Sergeant-at-Wands, Vannessir exerts some control over the curriculum, making her an important obstacle or ally.

Good Class Choices

Alchemist, Bard, Sorcerer, Wizard

Challenging Class Choices

Barbarian, Fighter, Rogue

Headquarters

The Arcanamirium is a large complex, taking up what would be several city blocks in the Wise Quarter of Absalom. Inside is a veritable city of dorms, classrooms, offices, parks, and monuments. The buildings tend toward gothic architecture. Most of the buildings abut and intertwine, allowing knowledgeable denizens to traverse the entire academy without once venturing outside.

Joining

Once a year, an open entry exam is held at the Arcanamirium. The exams are individual and individualized, testing current magical ability, magical aptitude, scholarship, and ability to follow directions. While each docent issues the exams in a slightly different way, the one universal is that every applicant has to have some aptitude for magic. Those who succeed are granted admission to the Arcanamirium, becoming students.

Arcane spellcasters' magical ability determines their rank in the school: at 1st level they're apprentices; at 2nd and 3rd level, journeymen; at 4th and 5th level, mavens; and at 6th level, arcanscenti. This ranking determines the status of the student on the Arcanamirium campus. While all are students, a maven is likely to be accepted by less experienced students as a teacher's assistant, and an arcanscenti is respected much like a visiting professor. Experienced mages may join the Arcanamirium as associates (rather than as students), gaining approximately the status of students of their level.

Gaining Prestige

Gaining prestige within the academy is often as simple as contributing new information, such as a new spell or magic item not found elsewhere in the school. Solving a high-profile problem in a way that emphasizes the value of practical magic can bring prestige as well, especially if it is done in the public eye. In addition to specific missions furthering the goals of the Arcanamirium, members gain 1 PA each time they gain a level in an arcane spellcasting class.

Resources

The Arcanamirium has one of the largest libraries of magic scholarship in western Golarion. Students can browse at will through the main stacks, which include every major scholarly work on combining magic with almost every human endeavor.

Restricted sections relate to topics deemed too dangerous for students or secrets held closely by the Arcanamirium. Most obscure and dangerous spells (and all those with the evil descriptor) reside in the special sections.

In addition to spells and scholarly works, the Arcanamirium is filled with scholars who are willing to trade or even give away information on magical techniques. There is an informal information chain, and questions about a particular topic will eventually be directed to an expert on the field in question.

1 TPA: When in the Arcanamirium library, gain a +5 on Knowledge (arcana) checks. The check takes 1 hour, reflecting the need to reference the appropriate materials. This bonus does not stack with the +4 bonus on one check listed on page 55.

1 TPA: Study in the library, whether for general knowledge or common spell theory. For GMs who require characters to research before adding spells to a wizard's spellbook or alchemist's formula book, library access provides sufficient research for this purpose.

1 CPA: Gain a +5 bonus on any one Profession or Craft check representing 1 week of work. This benefit requires daily access to the library for 1 hour each day during the week the check occurs.

1 CPA: Transcribe a common spell (any spell listed in the *Pathfinder RPG Core Rulebook*, or any spell the GM feels is common in the world) from the school's library into a wizard's spellbook or alchemist's formula book. This benefit does not require a Spellcraft check or any additional transcribing costs.

5 TPA, 1 CPA: Become familiar with an uncommon or rare spell (at the GM's discretion) from the school's library, allowing a bard, sorcerer, or similar spellcaster to select it as a spell known at the next available opportunity (this benefit allows such a caster to gain access to bard or sorcerer spells from sources other than the *Pathfinder RPG Core Rulebook* without having to do spell research or find a copy of the spell while adventuring).

5 TPA, 1+ CPA: Borrow a magic item from the school's collection for 1 week. The CPA cost is 1 per 1,000 gp of the item's market price. Increase this cost by 1 CPA if the item must travel far from Absalom, by 1 CPA if the use doesn't further the interests of the academy, and by an additional 1 CPA if there is a significant risk of the item's loss or destruction. Most of the school's items are utilitarian (such as a *lyre of building*) rather than destructive or flashy (such as a *horn of blasting*). The school does not lend out charged items or items that are destroyed after use.

15 TPA, 2+ CPA: Perform independent spell research to create a new spell. This research takes 1 week, and the cost is 2 CPA per spell level of the new spell. This replaces the normal 1,000 gp per week per spell level cost listed on page 219 of the *Pathfinder RPG Core Rulebook*.

15 TPA, 2 CPA: Access a special section of the library for 1 week and gain a +10 bonus on any Knowledge check. This bonus does not stack with the +4 bonus on one check listed on page 55.

15 TPA, 2 CPA: Transcribe an uncommon or rare spell (at the GM's discretion) from the school's library into a wizard's spellbook or alchemist's formula book. This benefit does not require a Spellcraft check or any additional transcribing costs.



Aspis Consortium

Most people of Avistan and northern Garund view the Aspis Consortium as just another trade syndicate, albeit possibly the largest and one neither controlled by a specific state entity nor bound within any single nation's borders. Aspis employs a vast pool of hired mercenaries and local labor eager to earn Consortium coin, and their business certainly enriches many. Clients and employees alike are puppets for the Consortium's agents and merchant lords, earning them considerable good will and oftentimes a blind eye turned to other, darker rumors.

Goal: Profit Above All

Morals, laws, loyalties, and national boundaries fall by the wayside in the name of wealth. The Aspis Consortium acts superficially like many other merchant and trade cabals, but unlike them, it actively manipulates the market and its patrons to achieve its vast wealth. From the lowest dock worker who cares for nothing save for earning his promised pay, to the soldier of fortune willing to spill blood for coin, the Consortium's masters rely on the supreme power of human greed to further even darker aims.

Alignment: NE

Aspis Consortium members are in it for themselves and their own profit. But they realize that by working within the Consortium's loose framework and increasing its profit, they enrich themselves, even if they must be the tools of their superiors at times, while likewise using their inferiors as ignorant puppets. Members will do anything in the name of monetary profit, from slave trading and smuggling to market manipulation by extreme means such as engineering crop failure, causing plague, sinking ships to lower availability of imported goods, and obtaining exclusive development and import rights by any means necessary (including wiping out indigenous natives who prove uncooperative).

Leader

The Aspis Patrons each have their own personal goals, which they attempt to keep secret from their fellows; of course, they all ultimately work toward an unknown goal at the direction of the Aspis Prophet, the enigmatic and possibly inhuman person manipulating them all. The three Patrons living in Westcrown who are likely to interact with immediate underlings are **Arvemis the Benighted** (NE male half-fiend human sorcerer 8), **Muriel Azphitra** (LE female human cleric of Zon-Kuthon 7), and **Kara Thistlecauldron** (NE female bleachling gnome alchemist 8).

Good Class Choices

Fighter, Rogue, Sorcerer, Wizard

Challenging Class Choices

Cleric (of a good deity), Druid, Paladin

Headquarters

The Aspis Consortium maintains powerful centers of influence regionally in areas of interest and exploitation (such the Mwangi port of Bloodcove and Magnimar in Varisia). However, the strongest of these power centers is found in the city where the Aspis Consortium was first founded—the old Chelish capital of Westcrown. This branch shifts the location of its meetings more than any other branch; locations vary between heavily warded mansions, crypts, and even private rooms at inns.

Joining

The Consortium has many hirelings, but becoming an actual employee or member of the organization requires dedication and talent—a common laborer gains none of the benefits of this faction other than the daily silver of his wage. Unusual folk (such as adventurers) can join after proving themselves in specialized missions.

Gaining Prestige

Achieving goals that lead to profit, access to resources, or the elimination of competitors is the key to gaining status in the Consortium.

Resources

The Aspis Consortium has money, and given that its members are spread across much of Avistan and Garund, it can count on ready assistance from either formal members or locally hired muscle, even in remote regions. It has access to raw and manufactured goods from those distant places as well, often for much cheaper costs and in more abundant supply than the market typically supports. As Aspis agents tap into markets in corners of the globe barely known to most nations and only tentatively explored by groups such as the Pathfinders, they often have exclusive access to resources found there.

1 CPA: Arrange overland or ocean-going transport from Avistan to the Mwangi port of Bloodcove or the Sargavan port of Eleder.

10 TPA: Acquire the Bronze rank and a bronze Consortium badge.

10 TPA, 1 CPA: Intercept a caravan (or other mundane, ground-based transportation) or cargo ship at a specific location, seizing the goods and hiding them nearby. Add 1 CPA to the cost to spare the lives of the victims. If multiple agents are interested in the same shipment, whoever spends the most CPA ends up in control of it.

10 TPA, 3 CPA: Teleport three people to Bloodcove, Corentyn, Egorian, Eleder, or Westcrown (+1 CPA per additional person). Arranging this may take 1–2 days, as the NPC caster may not be immediately available. Increase the cost by 3 CPA for same-day teleportation.

10 TPA, 3 CPA: Hire a specialist (any NPC whose level is equal to half of the PC's) for 1 week. Most Consortium agents use these specialists as bodyguards, as team leaders on typical missions, or to intimidate people who do not respond to simple threats made by thugs. In many cases, these specialists end up as cohorts or long-term employees of the hiring agent (in fact, some are lieutenants to Silver agents doing a little mercenary work on the side).

10 TPA, 3+ CPA: Arrange the disassembly and safe transportation of a magic item to a Consortium-controlled location. Powerful items may cost more CPA to disassemble. Attempts to rebuild the item are not always successful (see the Disassemble Magic Item feat in the Appendix), so this process is normally used only for contraband items that must be smuggled to another location.

4 CPA: Arrange overland or river passage deep into the Mwangi Expanse, including obtaining a map (of varying quality) of the local terrain, appropriate survival gear for that area, and 4 weeks' worth of water and rations.

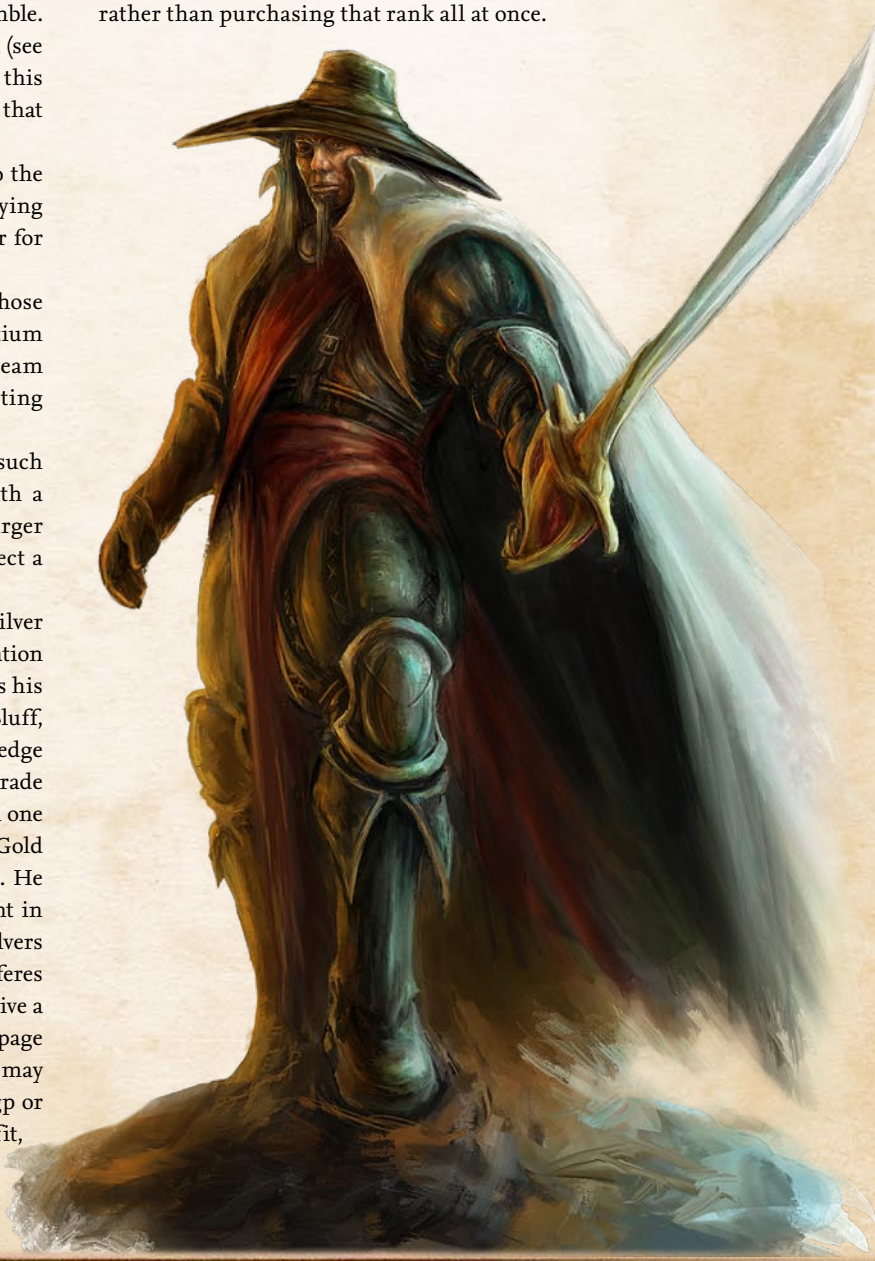
10 TPA, 10 CPA: Hire a master specialist (any NPC whose level is equal to the PC's) for 1 week. Many Consortium agents use these master specialists as bodyguards, team leaders on very dangerous missions, assassins targeting particularly troublesome officials, and so on.

15 TPA, 5 CPA: Arrange a local market problem, such as a food shortage or the market being flooded with a particular commodity, affecting a settlement no larger than a large town. Increase the cost by +5 CPA to affect a larger settlement.

20 TPA, 20 CPA: Acquire the Silver rank and a silver Consortium badge. The character selects one location (typically a settlement at least the size of a small city) as his base of operations and gains a +2 bonus on Appraise, Bluff, Diplomacy, Intimidate, Knowledge (local), and Knowledge (nobility) checks regarding that location and its trade interactions (this bonus can stack with the +4 bonus on one check listed on page 55). The character now reports to a Gold agent (who may be in the city or in another location). He can give orders to any lower-ranked Consortium agent in his base of operations, even those reporting to other Silvers (though abusing this ability can lower his TPA if it interferes too much with the Consortium's plans there). He may live a wealthy or extravagant life at half the normal cost (see page 405 of the *Pathfinder RPG Core Rulebook*). The character may also hire bodyguards (see page 54) at half the normal gp or CPA cost. Each time the character purchases this benefit, he gains another location as a base of operations and gains these benefits there.

30 CPA: Gain one dose of *sun orchid elixir*, most likely stolen directly from one of Thuvia's caravans transporting it to the capital for sale.

50 TPA, 50 CPA: Acquire the Gold rank and a gold Consortium badge. The character selects one large location (such as a country) or up to four smaller locations (as described in the Silver rank entry) as his area of control. He gains a +4 bonus on Appraise, Bluff, Diplomacy, Intimidate, Knowledge (local), and Knowledge (nobility) checks regarding that area and its trade interactions; this bonus stacks with his Silver agent bonus on these skills (if any) for a location and can stack with the +4 bonus on one check listed on page 55). Alternatively, if the agent is already a Silver agent and has four or more bases of operations, he can spend 10 CPA points to upgrade his rank to Gold rather than purchasing that rank all at once.



Bellflower Network

Slavery is a common practice throughout the Inner Sea region of Golarion—particularly in Cheliax, where all manner of non-human humanoids, but especially halflings, make up the majority of the slave workforce. With no ancestral home, and having spent generations enslaved to the Chelish people, the halflings took it upon themselves to seek freedom and aid other halflings in doing the same. Thus was born the Bellflower Network, a decades-old, ultra-secretive society of freed halfling slaves who engage in a wide range of subversive and rebellious activities to free their compatriot halflings from Cheliax and hopefully from slavery forever. The Bellflower Network is so named because of the blue bellflower members use for their symbol. They leave it carved on fence posts, embroider it into tunics, and grow it around their important buildings. Members of the network can always spot other members on official business by identifying some sort of blue bellflower symbol on their person—a tattoo, a pin, or even an actual bellflower stuck in the lapel. In addition, the group communicates using its own set of code words (see sidebar). The network maintains hundreds of paths to freedom from dozens of Chelish cities; most of these paths end in Andoran, though some make their way into Rahadoum.

Goal: Emancipating Halfling Slaves

The Bellflower Network is focused on one thing: freeing halfling slaves from Cheliax. Its members are unafraid to murder slavers or slave owners to do so, though they prefer to grab slaves in the night and quickly get them into the network where they are much less likely to be found. Those freed often dress as slaves and sneak back into halfling slave communities or households where they stay for a time, encouraging the halflings still in captivity to flee with them come the next harvest moon. The network maintains its secrecy by never divulging too much information to a single tiller or the owner of a single barn. Tillers typically only know one or two barns along a given row and the owners of those barns usually don't know to what barns they are linked. Should a tiller be captured and tortured, he could only ever give away at most two locations and the owners of those locations could reveal none. Tillers typically only lead their crop by moonlight, as it's much easier to hide the short-statured halflings when fewer people are around to see them. Nearly all of the barns in Cheliax are located outside the major cities, also reducing the chance the network will be uncovered. Though a few barns have been found and destroyed, the network has never seen a major infiltration in its history and remains largely a secret within Cheliax's borders.

Alignment: CG

Members of the Bellflower Network are unafraid to dirty their hands in the name of freedom. Slavers, slave owners, and unfortunate witnesses have all fallen to their blades and bows in the name of halfling emancipation. Bellflower members avoid direct confrontation whenever and wherever possible, but they don't flinch from it when it's necessary. Though the group has a rigid organizational structure, the secretive nature of that structure leaves the day-to-day operations of each part of the network largely up to the whims and ideas of the individual—thus the chaotic nature of the network's alignment. Freeing halfling slaves and moving them to countries without slavery, like Andoran, puts the faction firmly on the good side of the spectrum.

Leader

The mysterious leader of the Bellflower Network is known only as the Farmer. Those who have met him (or who claim to have met him) all say that he's a male halfling who walks with a limp and wears a black hood with a bellflower symbol stitched onto one side. Some tillers believe that the Farmer is in reality many halfling men, each of whom wears the hood when it's his turn to guide the network. The tillers who claim this are those who have seen the Farmer on many occasions and swear that his limp shifts from one leg to the other, his voice is sometimes different, and his mannerisms and accent change frequently. Whether this is proof of several shadowy governors at the head of the network or simply the Farmer's way of keeping his tillers on their toes will likely never be known. The most consistent rumor between network members is that the Farmer was a slave in Corentyn, that he was mistreated and abused, and that he killed his slave master when he escaped by ship to Rahadoum and later to Andoran. Finally, a recent rumor that's gaining traction among tillers is that the Farmer is funded by the Eagle Knights of Andoran (or is actually an Eagle Knight himself) and that the knights are using the network not only to free slaves, but also to identify the best routes from Andoran to every major Chelish city—a strategy they can only be developing as a prelude to war.

Good Class Choices

Bard, Cleric, Paladin, Ranger, Rogue

Challenging Class Choices

Barbarian, Fighter

Headquarters

Though no one knows where the Farmer is actually located, there are several locations in Cheliax that are considered to be central gathering points for Bellflower Network members. In Corentyn, there is a weekly meeting of freed

slaves in hiding and several Bellflower halflings who serve in households there as spies. They spend the meetings strategizing the next household to target for freedom, and they never meet in the same place twice. The entire group only works with one tiller to minimize the damage that one or all of them being captured would cause, but despite that precaution, the Farmer has asked them not to gather so brazenly—a request they are determined to ignore. In Westcrown there is a Chelish-owned private pub close to the docks that's run by clerics of Iomedae called the Bell of the Sea. The ground floor of the Bell is a typical pub and restaurant, but the basement is a meeting place for central Chelish Bellflower tillers and functions as the harvest moon barn for all slaves freed from that area.

Joining

The network welcomes nonevil, trustworthy folk, particularly those skilled at stealth and wilderness survival. In most cases, a member of the group seeks out a PC rather than the other way around, usually once the PC establishes he's against slavery and a friend to halflings.

Gaining Prestige

In addition to performing tasks for the group, a person directly responsible for delivering a halfling from slavery earns 1 PA for every 10 halflings so freed. This means that if a faction mission involves freeing halfling slaves, a PC earns PA for completing the mission and PA for freeing the slaves.

Resources

Freeing slaves and slowly moving them across the countryside by night requires a lot of resources. For members with sufficient prestige, the Bellflower Network has certain goods and services available. These items or services are nearly always based out of a barn or hidden along a row.

1 TPA: Find a hidden location along a known row marked by a bellflower that contains enough trail rations and water for up to 10 people for a week. Finding this cache requires a DC 10 Survival check.

1 TPA: Purchase simple weapons, light armor, and shields at the normal price from most barns (the network routinely supplies barns with these items so that freed slaves can defend themselves as they travel).

Bellflower Terminology

The Bellflower Network uses farming euphemisms as code words to discuss their activities without fear of being overheard. Below are several examples.

Barn: A secret hideout, such as a house, business, or actual barn, where slaves are hidden during the day.

Crop: A group of slaves being escorted to freedom.

Farm: A place where slaves are held against their will, such as a Chelish nobleman's estate.

The Farmer: The leader of the Bellflower Network.

Grazing: Observing a location where slaves are held.

Harvest Moon: The best time to travel—namely, at night. Also describes the night a slave begins his journey to freedom.

Irrigating: Killing a slaver or slave owner.

Plucking: Freeing a slave.

Row: A path from one secret hideout to the next.

Sowing: Transporting slaves along a "row."

Tiller: One who escorts slaves between secret hideouts.



5 TPA: Purchase mundane items, such as rope, pitons, tents, blankets, clothes, and so on, at half price from most barns.

5 TPA: Purchase certain travel-related magic items from a barn from the following list at a 10% discount: *cloak of elvenkind* (6 CPA), *dust of disappearance* (9 CPA), *dust of tracelessness* (1 CPA), *elixir of hiding* (1 CPA), *hat of disguise* (5 CPA), *robe of blending* (21 CPA), *vest of escape* (13 CPA).

10 TPA: Rest at any readily identifiable network location (one marked with a bellflower symbol) without being turned away (though there are exceptions, such as if a group of pursuers follows right on the character's heels). At such a location, network members are fed, clothed, and provided with basic medical attention (as if attended by a person whose Heal bonus is +10).

20 TPA: Purchase or upgrade magical armor or shields with abilities from the following list at a 10% discount: *arrow catching*, *arrow deflection*, darkwood buckler, darkwood shield, *glamered*, mithral shirt, *shadow* (all), *slick* (all).

20 TPA: Purchase or upgrade magical weapons with abilities from the following list: *defending*, *merciful*, *returning*, *throwing*, *sleep arrow*, *sword of subtlety*.

Bloodstone Swords

The River Kingdoms are rife with temporary causes, flash-in-the-pan territorial conflicts, and leaders who temporarily have more money than warriors to back them up. As such, the area is a prime breeding ground and destination for mercenary groups of all persuasions. The Bloodstone Swords are well known not only for their battle prowess, but also for their benevolent treatment of the noncombatants they move among. As such, they are highly sought after by settlements who seek protection but don't want to risk becoming the target of those they hire.

Goal: Protection at a Price

The Bloodstone Swords are in the mercenary business to make a living, but prefer to do so without harming common folk. Most missions the Swords take on involve protecting innocent villagers from bandits or monsters, and their relationship with their immediate neighbors is peaceful and protective. On occasion, however, they have been known to hire themselves out to guard caravans, barges, and even visiting diplomats.

Alignment: N

The Bloodstone Swords see examples of failed authoritarian governments all around them; they have ample reason to treasure the freedom of the River Kingdoms lifestyle and want to maintain it. At the same time, they've seen the destruction and desolation lawlessness can bring. They provide a service and expect to be paid for it, but consider themselves several steps above the common bandits who prey on travelers. They do not hold slaves, obstruct travel, or break an oath freely given. They understand that the strong prey on the weak, but while they don't make themselves predators, their protection comes at a price.

Leader

Born and raised in the River Kingdoms, like many of his followers, **Nemas Ricasso** (N male human fighter 6/ranger 2) saw that people without a way to defend themselves were constantly being subsumed or destroyed by more aggressive forces. His own village was nearly bled dry by bandits until the villagers called upon the newly formed Bloodstone Swords. After seeing the Swords defeat the bandits, Nemas joined them when they left. For 20 years Nemas worked his way up through the ranks and has finally become their captain. His sun-leathered features surround merry eyes and a ready grin, and the years of conflict do not seem to have added any cynicism or fatalism to his countenance. Captain Ricasso is beloved by his men as much for his optimistic outlook as for his logistical and tactical expertise.

Ricasso's greatest challenge involves mediating between the grizzled veterans that make up the core of the Swords and the newer, more diverse rookies that have begun to swell the ranks as the Swords' reputation expands. New Bloodstone Swords are much more likely to favor flashy stunts and grandiose, aggressive plans of attack, while veterans insist on caution and contingency plans. So far Captain Ricasso has managed to walk the line between experience and enthusiasm fairly well, preserving the time-tested traditions of the Bloodstone Swords while allowing useful innovations to trickle up through the ranks.

Good Class Choices

Fighter, Ranger, Rogue

Challenging Class Choices

Paladin

Headquarters

The headquarters of the Bloodstone Swords is a tor of gray stone veined thinly with bloodstone, abutting one of the numerous tributaries of the Sellen River. The massive rock is hollowed with dwarven tunnels and features many small peepholes disguised as flaws in the stone, which allow the Swords to observe river traffic. Capped with a small fort that serves as a barracks, Bloodstone serves as a base of operations for the group. The Swords patrol an area several miles around it, keeping the land clear of bandits and monsters. A few farmsteads in the area provide the Swords with food and basic supplies in exchange for this protection.

Joining

Officially, the Swords accept anyone who believes in the River Freedoms and agrees to abide by the chain of command of the mercenary company; unofficially, the Captain is free to reject anyone he wants, and Ricasso makes a point to not allow anyone who seems disreputable or has a history of banditry. Most members get a tattoo or brand of the company's symbol to show their allegiance.

Gaining Prestige

The Swords look favorably on individuals who keep their word, make an effort to not endanger the common folk, and do their jobs with a minimum of fuss. Those who provide tactical knowledge to the company or tools or services that augment Bloodstone itself can gain prestige with the mercenary company.

Resources

The signature resource of the Bloodstone Swords is armed might. The Swords number around 200 individuals,

though at any time 50 to 100 are away on missions. The company has small offices in Andoran, Druma, Nirmathas, Lastwall, and Taldor, though on short notice these offices normally have access to at most a dozen Swords.

The Swords are experts in mixing fighter, ranger, and rogue fighting styles, and can train members in these techniques (see below). This training requires 1 week per technique learned, and a character can train in multiple techniques.

1 TPA: Gain a tattoo or brand of the company's symbol, usually on the forearm, signifying allegiance to the group. Anyone kicked out of the Bloodstone Swords is forbidden to display the mark and usually has it magically erased or covered with a different image.

5 TPA, 1 CPA: Hire a squad of 10 1st-level warriors for a routine mission such as guarding a caravan or escorting a person from one city to another. The captain considers these missions low-risk training operations for the newest and youngest recruits, and dragging these mercenaries into deadly conflicts is a sure way to lose prestige with the company; most characters using this resource do so just for a show of force, though the warriors do fight if combat occurs.

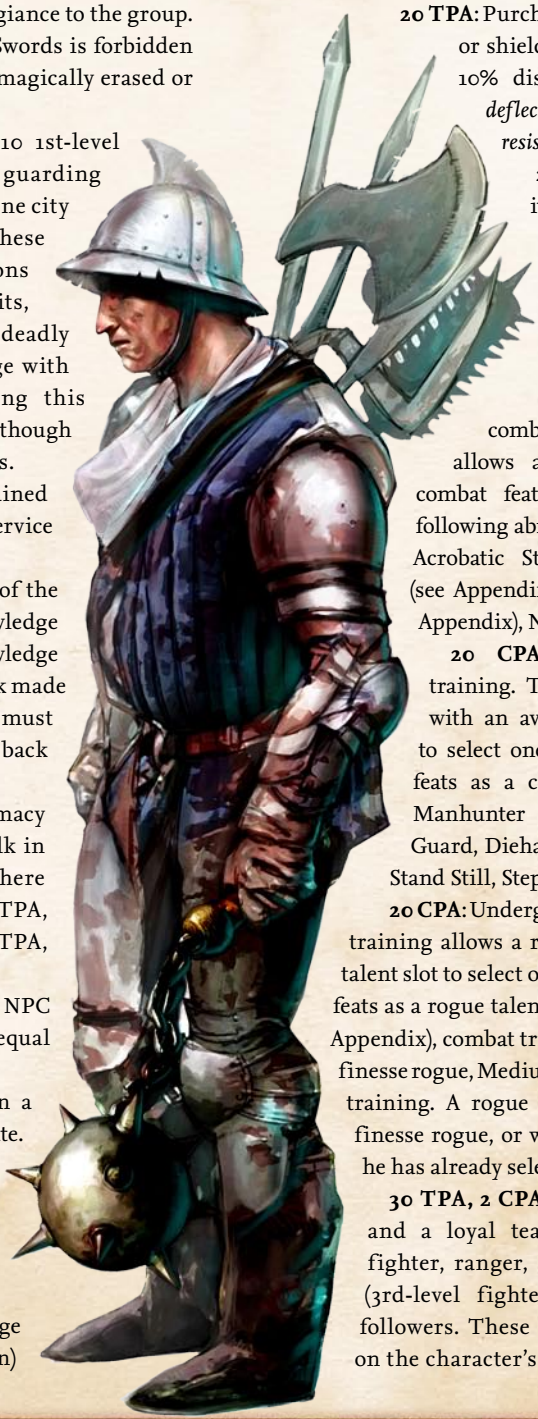
5 TPA, 1 CPA: Acquire combat trained mounts for a week (as per the Weekly Service listed on page 54).

5 TPA: Consult with a local officer of the Swords, gaining a +2 bonus on a Knowledge (history), Knowledge (local), Knowledge (nobility), or Knowledge (religion) check made regarding that region. The character must wait 24 hours for the officer to report back with the desired information.

10 TPA: Gain a +1 bonus on Diplomacy checks made to influence common folk in the River Kingdoms and near cities where the Bloodstone Swords operate. At 20 TPA, this bonus increases to +2, and at 30 TPA, it increases to +3.

10 TPA, 3 CPA: Hire a specialist (any NPC fighter, ranger, or rogue whose level is equal to half of the PC's) for 1 week.

10 TPA, 5+ CPA: Gain a contact in a particular city where the Swords operate. The character can consult with this contact for local gossip, news, and advice; this action grants the character a +2 bonus on Diplomacy checks to gather information and on Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks made within that city regarding the contact's city, but the character must wait 24 hours for the contact to provide the desired information. For an additional 10 CPA, the bonus from the contact increases to +4. A character may have contacts in multiple cities, but multiple contacts in the same city provide no extra benefit. If the contact dies, the character can spend CPA to find a replacement contact.



20 TPA: Purchase or upgrade weapons from the following list at a 10% discount: *bane* (goblinoid, human, orc), *flaming*, *frost*, *seeking*, *shock*, *throwing*.

20 TPA: Purchase or upgrade magical armor or shields from the following list at a 10% discount: *arrow catching*, *arrow deflection*, *bashing*, *blinding*, *energy resistance* (cold, fire), *shadow* (all).

20 TPA: Purchase magic items from the following list at a 10% discount: *efficient quiver*, *gloves of arrow snaring*, *handy haversack*, *periapt of wound closure*, *restorative ointment*, *stone of alarm*.

20 CPA: Undergo fighter combat training. This training allows a fighter with an available combat feat slot to select one of the following abilities or feats as a combat feat: Acrobatic Steps, Bloodstone Manhunter (see Appendix), Endurance, Fast Crawl (see Appendix), Nimble Moves, Run.

20 CPA: Undergo ranger combat training. This training allows a ranger with an available combat style feat slot to select one of the following abilities or feats as a combat style feat: Bloodstone Manhunter (see Appendix), Catch Off-Guard, Diehard, Fast Crawl (see Appendix), Stand Still, Step Up.

20 CPA: Undergo rogue combat training. This training allows a rogue with an available rogue talent slot to select one of the following abilities or feats as a rogue talent: Bloodstone Manhunter (see Appendix), combat trick, Fast Crawl (see Appendix), finesse rogue, Medium Armor Proficiency, weapon training. A rogue can select the combat trick, finesse rogue, or weapon training talent even if he has already selected one of those talents.

30 TPA, 2 CPA: Gain the rank "lieutenant" and a loyal team of 1 sergeant (5th-level fighter, ranger, or rogue) and 5–8 corporals (3rd-level fighters, rangers, or rogues) as followers. These troops won't necessarily die on the character's behalf.

Church of Razmir

Members of the Church of Razmir infiltrate the lands around Lake Encarthan with gifts and honeyed words among wealthy and wretched alike, protecting their identities from retribution with their enigmatic masks. Meanwhile, they work behind the scenes to cultivate political power and prosperity for their friends. Their demagogues wield the power of the mob; their emissaries consolidate support through extortion and enforce loyalty through magic and mind-altering drugs when ordinary persuasion and intimidation prove insufficient. Faction missions typically involve gathering resources or contacts to establish footholds and recruiting bases in new areas, strengthening and supporting the cult's allies, and thwarting the efforts of established religions and other enemies of the faith.

Goal: Become the Mask

The Church of Razmir seeks to advance the cause of the Living God, the only deity willing to walk and dwell among humanity, spreading the gospel of his greatness and his superiority to the distant and uncaring "false gods." Members seek to undermine and defame other religions and their adherents, exposing other deities and their servants as corrupt, greedy, and self-serving. They show their loyalty to Razmir by becoming like Him and grow their flock through charity, bribes, and persuasion—and when that fails, through threats, drugging, kidnapping, murder, and even open war against unbelievers.

Alignment: LE

The cult prizes obedience and loyalty in members, allies, and subordinates; the litany "the Church is mother, the Church is father" punctuates every rite and prayer. Cult members take what they can when they can, but they are careful about violating local laws and risking exposure and bad publicity for the cult. Cultists are extremely secretive and willing to lie, but if forced to swear a pact, they keep their word. Working covertly behind a mask of good works, the cult uses any means to discredit and destroy enemies; it is merciless in punishing failure and pitiless when harm comes to those in the way of its goals.

Leader

Aion Marmureanu (LE female human bard 10) has glossy black hair touched with gray and keeps her face hidden behind a golden mask. She speaks in a silken purr as she oversees the recruitment, training, and assignment of new acolytes at the cult's fortress, known as First Step. Aion's goal as Vision of the Fifteenth Step is to recruit and train bards in Razmir's service, not only to increase the healing power wielded by the cult but also to make use of their powers of persuasion and calumny to sway the common folk to see the joys of following Razmir and the folly of opposing him.

Good Class Choices

Bard, Monk, Rogue

Challenging Class Choices

Cleric, Druid, Paladin

Headquarters

The Church of Razmir has its public center in Thronestep, Razmiran's capital city, where all wait on the pleasure of the Living God. However, the true headquarters of the cult is the labyrinthine underground fortress of First Step, deep in the Exalted Wood. Here willing supplicants and unfortunate captives alike submit to a soul-crushing indoctrination that strips acolytes of independent thought and identity, making them one with the will of Razmir, though exceptional individuals become subtler instruments for removing obstacles to Razmir's divine design. In the fortress's deepest cells, the cult's secrets and treasures are kept secure and its prisoners languish.

Joining

The cult accepts anyone willing to work for the glory of Razmir, though a show of faith or a series of indoctrinating/brainwashing tests are normally required before an applicant is fully accepted. For an extensive example of joining the cult, see the Pathfinder Module *Masks of the Living God*.

Gaining Prestige

Because the organization is based on funneling wealth toward the upper levels of the church, the easiest way to gain status is to donate money and goods—a character can literally buy his way into a better status within the church. Donating 190 gp worth of money, goods (especially healing items), or services earns a character 1 PA. Converting others into believers is another common tactic, yielding a PA value that depends on the "value" of the person converted (typically a number of PA equal to the convert's level divided by 2 for PC-classed recruits, or the convert's level divided by 10 for recruits with NPC classes). Finally, killing unbelievers—mainly clerics of other religions—is worth the same as converting them to Razmir's faith, but only if their level is equal to or greater than the cultist's level.

Resources

The Church of Razmir has a vast network of clandestine contacts available to it throughout the Lake Encarthan

region, maintaining open temples in Razmiran, the River Kingdoms, Nirmathas, Molthune, and Ustalav. While the cult has agents and sympathizers outside the region, even in Druma, Kyonin, and Lastwall (where it is banned), CPA costs increase by 5 outside of the cult's home area.

The Church of Razmir employs many orators, demagogues, and missionaries who spread the gospel of the Living God, subtly impugn other faiths, and recruit among the populace through persuasion and tangible aid. Beyond the power of words and mobs, the cult employs many soldiers for protection and extortion, as well as inquisitors and interrogators of great skill. They also retain alchemists to design custom drugs and poisons.

5 TPA, 1 CPA: Slander a particular PC or NPC in a community, using the cult's many contacts and outspoken barkers to spread rumors and lies. The slandered target takes a –5 penalty on Bluff, Diplomacy, and Intimidate checks in that community for 1 week.

5 TPA, 5 CPA: Gain the title "Acolyte of the First Step." Acolytes may purchase tears of Razmir (see the *Pathfinder Chronicles Campaign Setting*) or tears of perfection (see Appendix) at a 10% discount, and they gain a +1 bonus to saving throws against drugs and ingested poisons. Acolytes may demand food and shelter from any cult member. For this and the other title-based rewards for this faction, a character can "upgrade" his rank in the church by paying the CPA difference between his current rank and the desired rank.

10 TPA, 1 CPA: Hire a processional march, consisting of one 1st-level bard acolyte and 10 1st-level commoner acolytes, all wearing masks and leading a public worship service. The group clangs cymbals and loudly chants and sings the praises of Razmir, asking for alms and sharing food with nearby beggars. In addition to the distraction this provides, the bard can use her fascinate ability (DC 12) if requested to by the character.

10 TPA, 3 CPA: Hire an enforcer (any faction-appropriate NPC with a class level equal to half the PC's level, LE alignment, max ranks in Intimidate and Skill Focus [Intimidate]) for 1 week to assist with interrogations and intimidation. The enforcer defends the character if he is threatened, but she does not otherwise fight and does not fight to the death.



10 TPA, 10 CPA: Gain the title "Priest of the Third Step." Priests may purchase drugs and poisons from the church at a 10% discount. Priests also gain a +1 bonus on saving throws against poison (this bonus replaces the +1 bonus against ingested poison) and have free access to temple concubines and church-run businesses that require a cover fee (such as bars, brothels, clubs, gambling halls, or restaurants).

15 TPA, 5 CPA: Incite a riot, drawing on others in the church to mobilize a large group of commoners, bard acolytes, and other low-level but persuasive cultists. The cultists begin shouting and protesting, which can lead to vandalism and looting if the PC instructs the cultists to encourage such behavior. See page 436–437 of the *Pathfinder RPG Core Rulebook* for more information about crowds.

20 TPA, 20 CPA: Gain the title "Herald of the Eighth Step." The character is blessed by Razmir with the gift of voice and can use *enthrall* 1/day as a spell-like ability. The character also gains a +1 bonus on saves vs. enchantments.

20 TPA, 3 CPA: Gain the temporary service of a lawful evil, lawful neutral, or neutral evil outsider of up to 12 HD, as if using *planar binding*. The member of the faction must negotiate and pay for the outsider's service, though he can spend points from his CPA to have the cult pay the price for the service. If the faction member is a poor negotiator, he can pay 1 CPA point to hire a charismatic advocate to argue on his behalf.

35 TPA, 35 CPA: Gain the title "Mask of the Twelfth Step." Those with this title are allowed to wear silver masks, and they gain a +1 bonus on saves against mind-affecting effects. Those of this rank are blessed by Razmir in a special ritual, granting them the ability to use *suggestion* once per week as a spell-like ability (caster level equal to the character's level, DC is Charisma-based).

50 TPA, 50 TPA: Gain the title "Vision of the Fifteenth Step." Visions are blessed by Razmir in a special ritual, granting them a +1 insight bonus on initiative checks and granting them the ability to use *mass suggestion* once per week as a spell-like ability (caster level equal to the character's level, DC is Charisma-based).

Eagle Knights

The Eagle Knights are a tripartite faction devoted to freedom, liberty, and justice. They are shining examples of weal, wielding both sword and word as weapons to undermine and overthrow slavers, pirates, and tyrants of every sort. Within the Eagle Knights, the elite warriors of the Golden Legion serve alongside Andoran's armies, while the Steel Falcons travel across Golarion as philosophical ambassadors, spreading their creed even as they work covertly to support partisans fighting for freedom. The secretive Twilight Talons, whose mere existence is denied by the order, are spies, saboteurs, and even assassins who investigate, infiltrate, and eliminate threats to freedom.

Goal: Liberty, Equality, Unity

The Eagle Knights are ambassadors of everything Andoran wishes the world to be. They would see tyrants thrown down, slavery abolished, and piracy and pillage eradicated. They hope for a world without fear, hatred, and oppression, in which the common people leave mysticism and diabolism behind and rise to the challenge of liberty. When granted victory on the battlefield or in tournaments, Eagle Knights attribute their triumphs and laurels to the strength of heart, mind, body, and soul that can only come from those who live in freedom and welcome and encourage others to do the same.

Alignment: NG

Eagle Knights are devoted not only to protecting the freedoms won in the People's Revolution but also to spreading them throughout the world through their deeds and words. Every man must come to freedom, every woman to liberation, but only through empowerment of themselves as individuals and their realization that all are one in community. This cannot happen through forced conversion, but Eagle Knights will always seek to remove obstacles and shackles that prevent the oppressed from realizing their possibilities and potential. Every Eagle Knight seeks to be the torch that sustains hope in dark places and lights the way for every person to reach for greatness and the uplift of all.

Leader

The Lord Captain Commander of the Eagle Knights, **General Reginald Cormoth** (LG male human paladin of Iomedae 12), is a warrior of vast experience who rose from being a line officer in Andoran's navy catching smugglers to being high commander of the military. He eventually became Executive Consul, his grizzled visage becoming the public face of the Eagle Knights. Under his leadership, the Eagle Knights have broadened membership to include people from other nations and nontraditional classes who are sympathetic to Andoran's call for freedom.

Good Class Choices

Bard, Fighter, Paladin, Ranger

Challenging Class Choices

Barbarian, Druid

Headquarters

The Eagle Knights' headquarters is the Guardian Tower of the Golden Aerie, proudly watching over the Fields of Concord outside Almas. Surmounted by a massive gilded statue of Talmandor, the avoral patron of Andoran, the white pillar that forms the actual tower was brought from an ancient ruin and hollowed out for the order's use. General Cormoth holds his councils here with the undermarshals of the three orders within the Eagle Knights, and the area around it is alive with couriers, scouts, and messengers, who come and go at all hours.

Joining

Given their activities guarding Andoran, their pursuit of slavers outside of their homeland, and the secret operations of the Twilight Talons, the Eagle Knights are open to any who support the ideals of their organization—including trustworthy folk willing to be secret agents in evil lands such as Cheliax.

Gaining Prestige

The exact nature of suitable missions for each of the three branches of the organization varies according to the branch's goals. Members of the Golden Legion gain prestige for thwarting military actions against the homeland. Members of the Steel Falcons gain prestige for freeing slaves, sinking slaving ships, and convincing foreign officials to reject slavery. The Twilight Talons gain prestige for eliminating key figures in the slave trade, uncovering information critical to the safety of Andoran, and sabotaging the efforts of enemy forces.

Resources

The Eagle Knights of Andoran are a formidable organization on Golarion as representatives of the nation, people, and ideology of Andoran. Their strength is thus not only military, though that is considerable, but also in their rhetoric. Common folk favor them wherever they roam, but they are not universally welcomed or well established. PA costs increase by 5 in Cheliax, Taldor, and any nation that does not border the Inner Sea or Lake Encarthan. Some of these resources are military ranks

within the organization, which also allow the Eagle Knight to purchase certain magic items at a discount; the listed CPA cost for these rewards only applies to acquiring the rank (in other words, the character doesn't have to spend CPA every time he wants to purchase the item associated with that rank).

5 TPA, variable CPA: Purchase a magical service from the following list: *detect charm** (1 CPA), *forbiddance* (4 CPA per 60-foot cube), *freedom* (9 CPA), *heroes' feast* (4 CPA), *phantom steed* (1 CPA), *refuge* (10 CPA), *suppress charms and compulsions** (1 CPA), *wind walk* (4 CPA).

5 TPA, 1 CPA: Call upon faction members to assist in searching a person, structure, or location, granting a +10 bonus on checks to detect hidden items, disguises, forgeries, traps, secret doors, or compartments. This is normally only usable in a civilized area (not a dungeon) and lasts for up to 1 day.

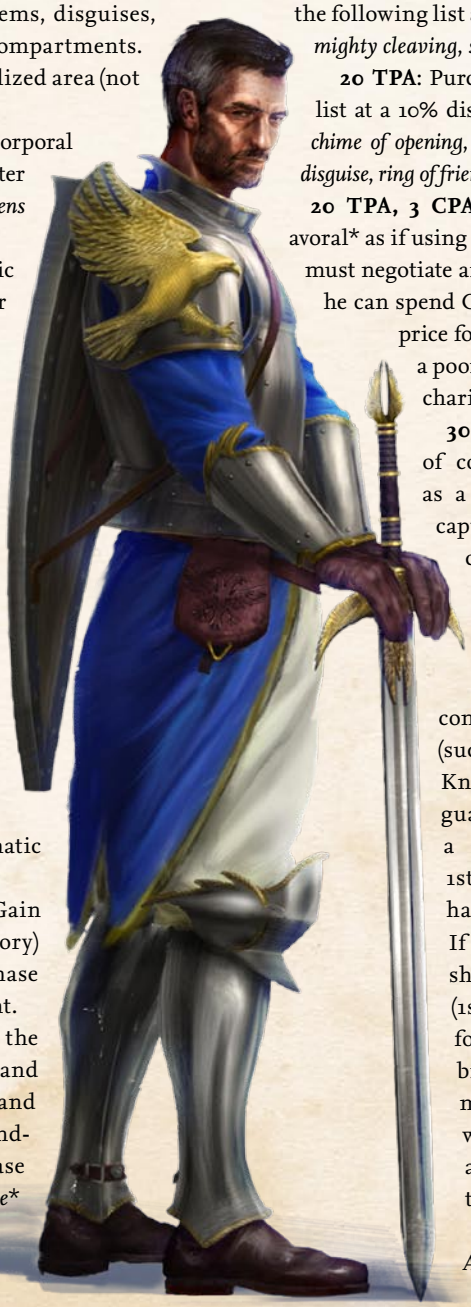
5 TPA, 1 CPA: Gain the rank of lance corporal and Diplomacy as a class skill. A character of this rank may purchase *feather tokens* from the faction at a 10% discount.

5 TPA, 5 CPA: Gain diplomatic privilege, which gives the character a +2 circumstance bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), Knowledge (nobility), Perform (oratory), and Sense Motive checks with citizens of one country. This bonus increases to +4 on checks made to avoid legal trouble.

10 TPA, 2 CPA: Gain the temporary service of a celestial giant eagle as if using *lesser planar ally*. The member of the faction must negotiate and pay for the eagle's service, though he can spend his CPA to have the Eagle Knights pay the price for the service. If the faction member is a poor negotiator, he can spend 1 CPA to hire a charismatic advocate to argue on his behalf.

10 TPA, 3 CPA, Lance Corporal: Gain the rank of captain and Perform (oratory) as a class skill. Captains may purchase *golden eagle epaulets** at a 10% discount.

20 TPA, 5 CPA, Captain: Gain the rank of major, Knowledge (history) and Knowledge (nobility) as class skills, and a loyal team of 4–6 lance corporals (2nd-level fighters). Majors may purchase *serpentine owl* or *serpentine eagle** *figurines of wondrous power* at a 10% discount.



10 TPA, 15 CPA: Become invested as a knight of Andoran. The character may devise a coat of arms and use the honorific Sir if male or Dame or Milady if female. The character may append "knight" to her rank in the organization (for example, knight captain or knight major) and can invest others as knights (though abusing this right can lead to decreased TPA). He gains a +2 bonus on Diplomacy and Knowledge (nobility) checks within Andoran and a pair of *golden eagle epaulets**.

20 TPA: Purchase or upgrade magical armor from the following list at a 10% discount: *arrow catching, energy resistance* (any), *glamered, shadow*.

20 TPA: Purchase or upgrade magical weapons from the following list at a 10% discount: *defending, holy, keen, mighty cleaving, shock*.

20 TPA: Purchase magic items from the following list at a 10% discount: *boots of speed, bracelet of friends, chime of opening, eyes of the eagle, goggles of night, hat of disguise, ring of friend shield, ring of swimming*.

20 TPA, 3 CPA: Gain the temporary service of an avoral* as if using *planar ally*. The member of the faction must negotiate and pay for the avoral's service, though he can spend CPA to have the Eagle Knights pay the price for the service. If the faction member is a poor negotiator, he can pay 1 CPA to hire a charismatic advocate argue on his behalf.

30 TPA, 10 CPA, Major: Gain the rank of commander, Knowledge (geography) as a class skill, and a loyal team of 1 captain (5th-level fighter) and 5–8 lance corporals (3rd-level fighters); one of the lance corporals may instead be a 3rd-level cleric, sorcerer, or wizard. Commanders may purchase a *talon sword** at a 10% discount. If the commander is assigned to fortification (such as a castle, fort, or other Eagle Knight outpost), he also gains 10–20 guardsmen (1st-level fighters) and a support staff (5–10 noncombatant 1st-level commoners and experts) to handle the needs of his subordinates. If assigned to a Andoren military ship, he instead gains 10–20 marines (1st-level fighters) and a support staff for the ship. Most commanders lead brigades of ground troops or captain military ships; characters who do not want these specific duties are treated as inactive, unassigned officers in the military.

* Found in *Pathfinder Companion: Andoran, Spirit of Liberty*.

Green Faith

The Green Faith prizes balance above all. From its genesis in the union of disparate druidical factions, each of which bound itself to only one aspect of nature, into a collective whole that encompasses all of nature, the Green Faith has always sought to represent all that nature is. Beyond its physical extremes, nature is beauty and horror, bounty and desolation, wildness and harmony, purity and pestilence, gentleness and fury. Members of this faction are expected to tread lightly and walk faithfully in all of nature's ways and to encourage respect and reverence for nature at all times. The group is organized into circles, with members of higher circles giving orders to those of lower rank.

Goal: A World in Balance

The Green Faith guides the world along a delicate path. It works to keep all forces in balance, but a dynamic balance like the ebbing tide, the turning moon, and the changing seasons. A static balance is death and fossilization; it is life, growth, death, decay, and rebirth that the Green Faith seeks. It embraces storm, fire, and flood, working to restore the tender shoot and newborn litter in the aftermath of such natural disasters, and so too does it nurture the human communities, cultures, and empires that inhabit this world. It tends them, watches over them, and culls them should they grow too dangerous to the balance of all.

Alignment: N

The Green Faith prizes neutrality, as it sees nature itself as the field upon which all other conflicts play out. Good and evil, law and chaos, all struggle back and forth across the face of the world, but the world contains and sustains them all. While one dominant power might seek to remake the world in its image, maintaining a balance of powers ensures none can turn their minds to fundamental changes that would destroy the world. Members of the Green Faith are respected as neutral and impartial judges and are often asked (or may offer) to serve as ambassadors or mediators between those in conflict, whether village farmers or mighty kings.

Leader

Tregellus Aranega (N male human druid of the Green Faith 15) is a scrawny, milky-eyed, Chelish centenarian who was born under the eaves of Anferita Wood the year before Aroden's death. He has served as Grand Druid for almost 4 decades and is the steward of the Green Faith throughout the wild places of Golarion. Though nearly blind, he remains healthy and his wits are undimmed. Tregellus travels regularly from grove to grove, conferring with (and often chastising) the Great Druids and Archdruids responsible for each place. He despairs at times of finding a successor with a broad enough vision to fill his sandals and the courage to claim his place; no challenger has yet been up to the task.

Good Class Choices

Barbarian, Bard, Druid, Ranger, Sorcerer (fey bloodline)

Challenging Class Choices

Paladin, Wizard

Headquarters

In keeping with its ideals, the Green Faith is simultaneously based everywhere and nowhere. Wherever pristine wilderness and untainted nature abides, there too is the Green Faith. Its strongholds have ever been the forests of the world, and the largest numbers of druids congregate in the Verduran Forest, the Fangwood, and the Mwangi Expanse. The great forests of the world each have a Great Druid to shepherd them, served by a trio of Archdruids; smaller woodlands (like Tregellus' own Anferita Wood) might have but a single Archdruid.

Joining

The Green Faith is open to all who respect nature and oppose its exploitation.

Gaining Prestige

Though the faction sees animals as allies rather than servants, members understand the value of a trained animal, and someone who gives them a trained animal gains 1 PA (this is a one-time gain). They look favorably on those who use powerful magic to heal or save animals, plants, or fey creatures, which earns 1 PA each time. They also reward those who destroy members of the Old Cults or the Whispering Way and abominations of nature (such as aberrations).

Resources

The Green Faith, sometimes called the Old Faith, the Great Eld, or the Wyrd, is one of the most widespread factions on Golarion. Its sacred groves, pools, standing stones, and stone circles can be found from Irrisen to Sargava, though its popularity wanes close to large cities. CPA costs increase by 5 within 10 miles of a city of 5,000 or more.

The Green Faith has strong support from rural commoners, wilderness travelers, and primitive tribes, and with fey allies and beasts of the field at its command, the faction can smuggle or hide people or cargo through hidden places not on any map. Members' greatest resource might be their reputation for impartiality and neutrality, but they are not averse to unleashing nature's fury,

cultivating poisons, or even incubating plagues should their wrath be provoked.

5 TPA, variable CPA: Purchase a magical service from the following list: *antipathy/sympathy* (10 CPA), *atonement* (8 CPA), *control weather* (6 CPA), *earthquake* (7 CPA), *elemental swarm* (20 CPA), *hallow/unhallow* (16 CPA), *heal* (4 CPA), *ironwood* (3 CPA), *move earth* (3 CPA), *plant growth* (1 CPA), *reincarnate* (12 CPA), *shambler* (20 CPA), *stone shape* (1 CPA), *transport via plants* (5 CPA), *wall of stone* (4 CPA), *wind walk* (5 CPA).

5 CPA: Add *rage* to the character's druid spell list as a second-level spell.

5 TPA, 1 CPA: Gain the title "ovate" and learn how to invoke the right of safe conduct as a full-round action once per day. This aspect of the Green Faith's universally acknowledged neutrality is an extraordinary ability that acts as a *sanctuary* spell (DC 10 + 1/2 character level + Charisma modifier), but it is language-dependent and lasts only as long as the character concentrates. The DC decreases by 5 if the character has taken an offensive action during that same encounter. The ovate may ask for food and shelter of any rural commoner.

10 TPA, 1 CPA. Gain the title "initiate of the first circle" and one bonus language from the following list: Aquan, Auran, Draconic, Elven, Giant, Goblin, Gnoll, Gnome, Ignan, Sylvan, Terran. The character gains a +2 bonus on Bluff, Diplomacy, and Intimidate against native speakers of that language (at the GM's discretion). Higher ranks in the organization occur in increments of +5 TPA ("initiate of the second circle" at 15 TPA, "initiate of the third circle" at 20 TPA, and so on) at a cost of 1 CPA per rank; each rank grants an additional bonus language from this list and a bonus to influence native speakers of that language.

10 TPA, 3 CPA: Gain the service of a novice member of the Green Faith (a barbarian, bard, druid, ranger, or fey-bloodline sorcerer of half the PC's level) for 1 week.

13 CPA: Undergo a ritual that grants resistance 5 to cold, electricity, or fire as an extraordinary ability. The character can undergo the ritual for all three energy types.

15 TPA, 5 CPA: Gain the assistance of a dryad, pixie, satyr, or other fey of similar power for 24 hours.

20 CPA: Transfer a druid character's nature bond from a domain to an animal companion or vice-versa. She can select this reward more than once but must pay the CPA cost each time.

20 CPA: Change a druid's chosen cleric domain to another suitable domain. She can select this reward more than once but must pay the CPA cost each time.

20 CPA: Transfer a ranger character's hunter's bond from an animal companion to her companions, or vice-versa. She can select this reward more than once but must pay the CPA cost each time.

20 TPA, 10 CPA: Gain the service of another member of the faction (a barbarian, bard, druid, ranger, or fey-bloodline sorcerer whose level is equal to the PC's) for 1 week.

25 TPA, 10 CPA: Gain the assistance of a shambling mound, treant, or fey or of an intelligent plant of similar power for 24 hours.

32 CPA: Undergo a ritual that grants resistance 10 to cold, electricity, or fire. A character can undergo the ritual for all three energy types and can upgrade from a lower resistance ritual by paying the cost difference.

75 CPA: Undergo a ritual that grants resistance 20 to cold, electricity, or fire. The character can undergo the ritual for all three energy types and can upgrade from a lower resistance ritual by paying the cost difference.



Hellknights

Hellknights are the heavy hand of law in Cheliax and beyond. The knights' chief philosophies are order, discipline, and mercilessness. They enforce their own code of justice, known as the Measure and the Chain. Hellknights temper their minds and bodies to remove emotion and empathy, leaving only staunch dedication to the enforcement of law and consequence. Each knight wears a suit of black armor styled after his diabolical exemplars. These black-clad enforcers have seven main orders.

Goal: Enforce the Law

Hellknights study and memorize law, meditating on discipline and carrying out its precepts. Although many revile Cheliax's diabolism, its legal code is thorough and specific, allowing knights to effectively maintain safety, order, and harsh justice. The edicts of the Measure and Chain are plain for the knights follow these regardless of local jurisprudence. The Hellknights are so successful that other nations sometimes invite them to enforce order, a task which they take up with all lawful pleasure.

Alignment: LN

Law is the axis on which a Hellknight's world tilts. Chaos is aberrational, and its influence is often reason enough for preemptive action. There is no tolerance for accidents, conflicted loyalties, or "gray areas." Hellknights are not explicitly aligned with evil, lest the demands of diabolism interfere with due punishment of lawlessness. Many individual members are evil (and a handful are good), but the organization itself takes a firmly neutral stance on issues of good and evil as irrelevant to ensuring the rule of law.

Leader

The Hellknights have no central leadership, even within Cheliax. Each order has its own lictor (general), responsible for overseeing the order's goals. The dictate of law overrides personal concerns and prevents individual lictors from carving out fiefdoms for their own self-aggrandizement.

Good Class Choices

Cleric, Fighter, Paladin

Challenging Class Choices

Barbarian, Bard, Rogue

Headquarters

Like the leadership of the Hellknights, the headquarters for the various orders are spread throughout Cheliax, generally operating near major population centers. Hellknight citadels are castles or prisons with daunting architecture and secure construction. These citadels are fabled to be impregnable.

Joining

The Hellknights only allow those who can prove their absolute devotion to law to join. Dilettantes, rule-benders, and the free-spirited have no place in the organization.

Gaining Prestige

Devoted as they are to law, the main way one achieves status with the Hellknights is by following lawful orders from superior members and eliminating chaos whenever possible.

Resources

A character progressing through the ranks of the Hellknights must do so in order and pay the CPA cost for each rank achieved before promotion to the next rank; for example, he cannot become a maralictor without first being a Hellknight or signifer. Some of the organization's ranks use different names depending on whether or not the character is a spellcaster; these ranks are otherwise identical.

Unlike other military orders presented in this book, the Hellknights take their rank very seriously, and a PC cannot simply disregard commands from higher-ranking Hellknights just because she is an adventurer—such disregard for law goes against the faction's ideals and results in a decrease in the PC's TPA and perhaps even other punishments, including death for egregious offenses. Furthermore, high-ranking Hellknights tend to take leadership positions in cities or citadels rather than roaming the land looking for lawbreakers to smite; unless the GM plans a location-based campaign where a Hellknight PC can actively direct her troops, PC Hellknights who want to remain free to roam and deal with chaos as they see fit should stick to the lower ranks of the organization (maralictor, signifer, Hellknight, and armiger).

5 TPA, 1 CPA: Gain the rank "Armiger."

5 TPA, 2 CPA, Armiger: Perform a series of challenges against conjured devils intended to toughen the character's will against the horrors of Hell. In total, these challenges give the armiger a +2 bonus on saving throws against fear effects.

10 TPA, 1 CPA, Signifer: Transcribe a common spell (one listed in the *Pathfinder RPG Core Rulebook*, or any spell the GM feels is common) into a wizard's spellbook or alchemist's formula book. This benefit does not require a Spellcraft check or any additional transcribing costs.

10 TPA, 1 CPA, Hellknight: Imprison up to four people in a Hellknight citadel for up to 1 month (longer durations

require spending more PA or charges of a specific crime which the order can prosecute). The CPA cost may be higher for dangerous prisoners (such as rival adventurers).

10 TPA, 1 CPA, Hellknight: Obtain legal assistance from the order, freeing the Hellknight from prison or punishment with no consequences (usually by intimidation, finding a technicality in the law, or claiming superior jurisdiction over the accused). Each time the character draws upon this resource, the CPA cost doubles.

10 TPA, 3 CPA, Hellknight: Requisition the assistance of a specialist (any NPC with a class level equal to half the Hellknight's level) for 1 week.

10 TPA, Hellknight: Purchase a set of fitted Hellknight armor appropriate to the character's chosen order of knights at a 10% discount. Characters with the Hellknight prestige class (see *Pathfinder Adventure Path* #27) gain additional bonuses while wearing their fitted armor.

10 TPA, 9 CPA, Hellknight: Hire a master specialist (any NPC with a class level equal to the PC's level) for 1 week.

20 TPA, 1 CPA, Armiger: Gain the rank "Hellknight" or (if a spellcaster) "signifer." The character must first slay a devil with a number of Hit Dice equal to or greater than her own; this victory must be witnessed by a Hellknight.

20 TPA, 3 CPA, Hellknight: Gain the temporary service of a lawful evil or lawful neutral outsider of up to 12 HD as if using *planar binding*. The Hellknight must negotiate and pay for the outsider's service, though she can spend points from her CPA to have her order pay the price for the service. If the Hellknight is a poor negotiator, she can pay 1 CPA to hire a charismatic advocate to argue on her behalf.

20 TPA, Hellknight: Purchase or upgrade weapons from the following list at a 10% discount: *axiomatic*, *bane*, *flaming*, *flaming burst*, *unholy*.

20 TPA, Hellknight: Purchase or upgrade magical armor or shields from the following list at a 10% discount: *energy resistance* (acid, fire, or cold), *fortification* (all), *spell resistance*.

25 TPA, 1 CPA, Hellknight: Gain the rank "maralictor" and a loyal team of 4–6 armigers (2nd-level fighters).

30 TPA, 1 CPA, Maralictor: Gain the rank "paralictor" and a loyal team of 1 maralictor (5th-level fighter) and 5–8 Hellknights (3rd-level fighters); one of the Hellknights may instead be a signifer (3rd-level cleric, sorcerer, or wizard). If the paralictor is assigned to a citadel, she also gains 10–20 armigers (2nd-level fighters) and a support staff (5–10 noncombatant 1st-level commoners and experts) to handle the needs of her subordinates.

35 TPA, 1 CPA, Paralictor: Gain the rank "master of blades" or (if the character is a spellcaster) "paravicar" and a loyal team of 3 paralictors (including their subordinates). If the character is assigned to a citadel, her paralictors gain armigers and support staff.

45 TPA, 1 CPA, Master of Blades: Gain the rank "lictor" or (if the character is a spellcaster) "vicarius," plus a master of blades (or paravicar) and his subordinates, plus 2 additional paralictors and their subordinates. Lictors always have a base of operations which houses their subordinates and support staff.



Kitharodian Academy

The Kitharodian Academy (or "the Kith" as it's called locally) is the largest of Oppara's bard colleges and one of the largest bard colleges on Golarion. The Kith allows anyone to attend its performances and it's not uncommon for the Emperor himself, Grand Prince Stavian III, to rub shoulders with the students and attendees of the Kith's many open-air performances. The acting and music training at the Kith is rigorous and even some of Taldor's most gifted music students wash out before graduation—or at least the school wants everyone to *think* they washed out.

Goal: Education and Recruitment

The secret behind the Kitharodian Academy is that it's a front for Taldor's secret core of spies called the Lion Blades (see *Pathfinder Companion: Taldor, Echoes of Glory*). Made up primarily of bards, the Lion Blades report directly to the Grand Prince himself (which is why he's often seen on campus) and spy for him in any way he sees fit. Because the Lion Blades prefer creative thinkers and intelligent problem-solvers, they long ago decided the Kith would be the perfect field from which to farm new crops of spies for Taldor. The Kith primarily trains bards and gets them ready for whatever type of performance-filled future career they seek, but the best of those bards—the ones the administrators wish for people to think washed out—almost always go on to become Lion Blades, sometimes whether they like it or not.

Alignment: LN

The Kith's public face is dedicated to a code of education and rigorous self-discipline. Students are expected to follow the rules and follow the path to graduation established by their department's advisor. Rebels, petulant nobles, and thieves are quickly ejected from the school's ranks, and rumors abound that the school's administrator hands over the worst offenders to the Taldan Phalanx for careers as drummer boys. The Kith's secret face is dedicated to protecting Taldor's interests and ruler and cares not for the notions of good or evil—if the Grand Prince says jump, the saying goes, the future Lion Blades at the Kith don't ask questions, they jump.

Leader

A descendant of Taldor's famed Emperor Jalrune, **Lord Merriweather Stokes** (N male human bard 7/Lion Blade 3) is a tall, dark-haired man with sharp, Azlanti features, dark brown eyes, and a stern gaze that sets most new students to sweating. A master of the theater, Stokes administrates the Kith during the day and leads casts of Taldor's greatest living actors in some of the Inner Sea's best theatrical performances by night. He is well connected, having bribed or assassinated anyone who ever thought to disrupt the Kith (and therefore disrupt the recruitment of new Lion Blades). It is whispered on campus that Stokes can be either your greatest friend or your worst enemy—a reputation he enjoys immensely. His arrogance, outgoing demeanor, and booming voice make him a natural leader, and he's administrated the Kith unquestioningly for the past decade.

Good Class Choices

Bard, Rogue, Wizard

Challenging Class Choices

Barbarian, Fighter, Ranger

Headquarters

The Kitharodian Academy is based in Oppara's Canal Row district, overlooking the mighty Porthmos River. Its campus features sprawling gardens, topiary mazes, wide paved squares, fountains, and exquisitely constructed buildings topped by dizzying towers and covered in frescoes and friezes. At any given time, the Kith boasts around 2,000 students and 200 teachers, administrators, and maintenance employees. Nearly all of the teachers are veteran Lion Blades—a secret they keep among themselves.

Joining

The school has long had an open policy for enrollment, accepting anyone who auditions and proves even a rudimentary understanding of music, theater, or the comedic arts.

Gaining Prestige

Exceptional performances in acting, disguise, music, stealth, and spy-related activities earn the favor of the school's administrators. For example, sneaking into a faculty office, disguising oneself as a professor, and teaching a class without anyone noticing the ruse would be a notable achievement, as would a similar "performance" in the course of an adventure (if witnessed by or reported to a teacher) or an awe-inspiring rendition of a speech or song in public. Students and graduates may also earn prestige by sending talented potential students to the school for training.

Resources

Many of the academy's resources require spending time at the school. Some require a specific character class (this is listed after the TPA and CPA costs). All of these resources cost an additional 5 PA if purchased outside of Taldor.

1 TPA, 1 CPA, bard: Gain a permanent +1 bonus on all bardic knowledge checks. This benefit requires completing a month-long class at the academy. The character can only gain this benefit once.

5 TPA, 3 CPA, arcane spellcaster: Gain one additional 0-level spell known (if a bard or sorcerer), 0-level spell prepared (if a wizard), or daily use of a minor magic or major magic talent (if a rogue). This requires bard, rogue, sorcerer, or wizard spellcasting ability and the completion of a month-long class at the academy. The character can only gain this benefit once.

5 TPA, 5 CPA, bard: Gain 1 additional round of bardic performance per day. This requires completion of a month-long class at the academy. The character can only gain this benefit once.

10 TPA, 10 CPA, bard: Specialize in one type of performance. A bard can only specialize in one type at a time and must spend 10 CPA to change specializations (losing the previous specialization's benefits). Specializing requires 1 week of study and represents an ongoing interest in that type of performance.

Acting: Increase the bard's inspire courage bonus against charm and fear effects by +1 when using Perform (act). The bard gains a +1 bonus when using Perform (act) with his versatile performance ability.

Comedy: Gain a +1 bonus on Perform (comedy) checks made as part of the bard's countersong ability. The bard gains a +1 bonus when using Perform (comedy) with his versatile performance ability.

Dance: Gain a +1 bonus on Perform (dance) checks made as part of the bard's distract ability. The bard gains a +1 bonus when using Perform (dance) with his versatile performance ability.

Musical Instrument: Choose a type of instrument listed in the Perform skill; increase the bard's inspire competence bonus by +1 when playing that instrument. The bard gains a +1 bonus when using that instrument with his versatile performance ability.

Oratory: Affect one additional creature when using Perform (oratory) as part of the bard's fascinate ability. The bard gains a +1 bonus when using Perform (oratory) with his versatile performance ability.

Singing: Like specializing in a musical instrument, except the inspire competence and versatile performance bonuses apply when the bard uses Perform (sing).

20 TPA, 10 CPA, bard: Learn the dirge of misfortune bardic performance ability. A bard can learn this for 10 CPA in place of the standard dirge of doom 8th-level ability, or for 35 TPA if he wants to learn it in addition to the dirge of doom. Learning the dirge of misfortune requires 1 week of study at the academy.

Dirge of Misfortune (Su): A bard of 8th level or higher can use his performance to break the concentration of his enemies, causing them to fail at ordinarily achievable tasks. Once per round as an immediate action, as long as the bard continues performing, he can force an opponent to reroll any d20 roll just made. The opponent must use the result of the reroll, which has a –2 penalty. To be affected, the opponent must be within 30 feet and able to see and hear the bard's performance. Dirge of misfortune is a mind-affecting ability that relies on audible and visual components.

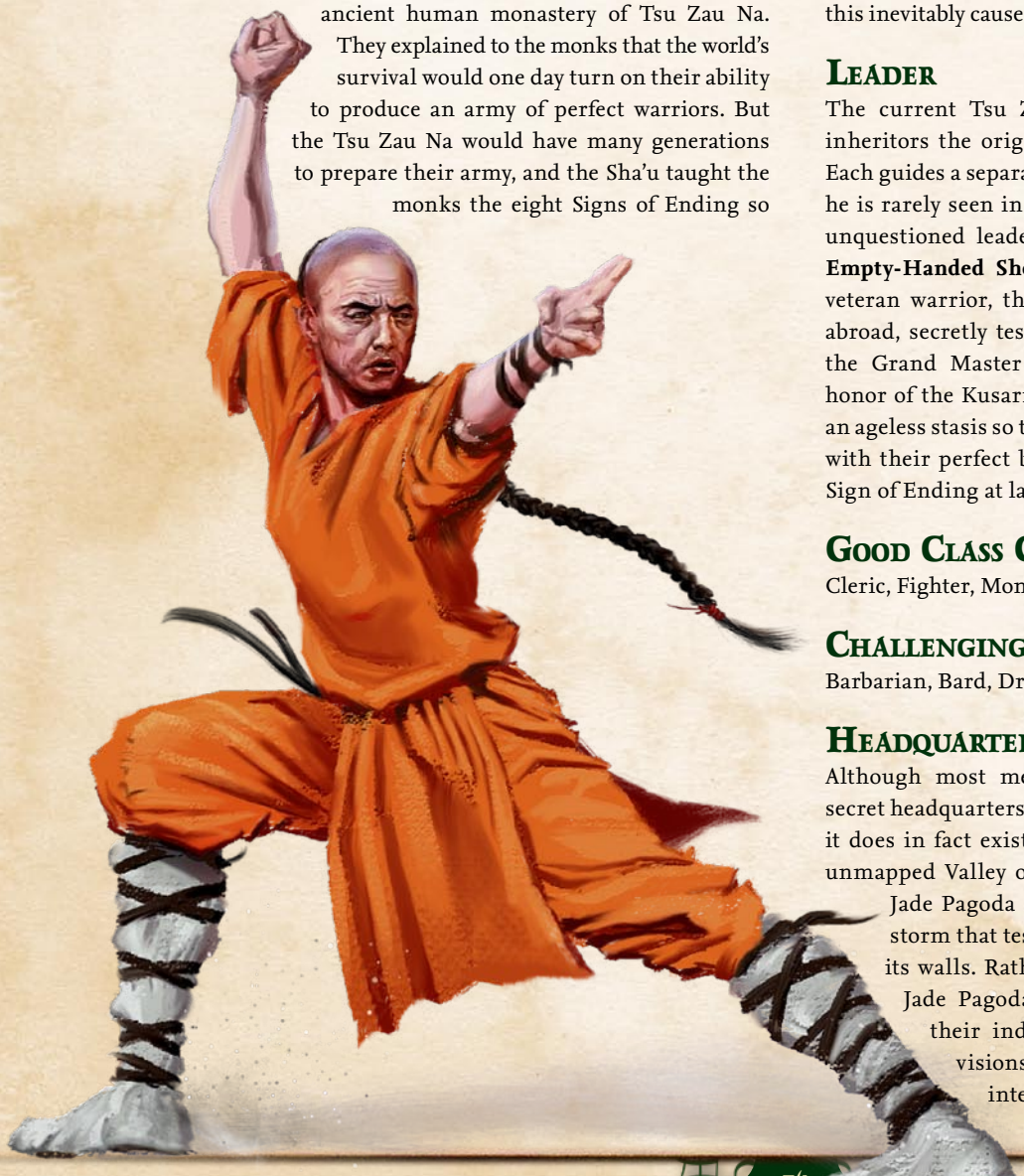


Kusari-Gama

For centuries, secret cells of monk warriors have silently gathered to mold their brothers and sisters into perfect warriors. Although their martial art forms are diverse, the clans of the Kusari-Gama are united by their single-minded dedication to the perfection of their individual crafts, as well as to a secret purpose: preparing for a hidden war yet to come. Although originating in Tian Xia, the Kusari-Gama silently spread throughout Vudra, and now, a millennium later, are slowly building a quiet presence in Avistan.

Goal: Martial Arts Mastery

In a time long before prophecy was shattered across Golarion, a group of archons called the Sha'u visited the ancient human monastery of Tsu Zau Na. They explained to the monks that the world's survival would one day turn on their ability to produce an army of perfect warriors. But the Tsu Zau Na would have many generations to prepare their army, and the Sha'u taught the monks the eight Signs of Ending so they would recognize the coming battle as it drew near. In response, the members of Tsu Zau Na dispersed, each member seeking to plant the seeds to build the perfect army. A thousand years later, their diverse visions have evolved into the Kusari-Gama, a federation of hidden clans, each secretly training for war—a war they know little about except the signs of its beginning.



Alignment: LN

Because of the Kusari-Gama's relentless dedication to training, nonlawful martial artists are frequently unable to maintain the rigorous discipline demanded by membership. Some clans follow traditions of both honor and self-sacrifice in their pursuit of perfection, gravitating to the good alignment axis. A few cells, however, are devoted to the perfection of naked warfare itself, eliminating all concepts of mercy or restraint. These lawful evil clans remain members in good standing, despite the constant friction this inevitably causes with the Kusari-Gama at large.

Leader

The current Tsu Zau Na monks are the present-day inheritors the original monastery visited by the Sha'u. Each guides a separate clan of the Kusari-Gama. Although he is rarely seen in person, the Tsu Zau Na itself has an unquestioned leader: **Grand Master Fallen Sword, the Empty-Handed Shogun** (LN male human monk 14). A veteran warrior, the venerable shogun is said to travel abroad, secretly testing his warriors. Those individuals the Grand Master deems perfect receive the highest honor of the Kusari-Gama: he places such warriors into an ageless stasis so that they will be ready to emerge along with their perfect brothers and sisters when the eighth Sign of Ending at last manifests.

Good Class Choices

Cleric, Fighter, Monk

Challenging Class Choices

Barbarian, Bard, Druid, Paladin, Rogue, Sorcerer, Wizard

Headquarters

Although most members maintain that the faction's secret headquarters, known as the Jade Pagoda, is a myth, it does in fact exist deep within the Qiang Tian in the unmapped Valley of Lotus Blossoms. It is said that the Jade Pagoda may only be found during a terrible storm that tests each supplicant who seeks to enter its walls. Rather than summon its warriors to the Jade Pagoda, the Tsu Zau Na typically directs their individual clans by sending inspiring visions or subtly guiding their members' interpretation of important texts.

Joining

The order only accepts those willing to set aside—at least temporarily—their weapons and spells to learn the perfect art of unarmed combat. Only characters with natural attacks or the Improved Unarmed Strike feat are allowed to train with the Kusari-Gama.

Gaining Prestige

A character who remains true to the goals of the faction gains 1 PA every time he gains a monk level. He also gains 1 PA every time he chooses the Extra *Ki* feat or learns a feat that enhances his unarmed strikes, such as Deflect Arrows, Improved Grapple, Scorpion Style, or Weapon Focus (unarmed strike).

Resources

While the training regiments of the Kusari-Gama are demanding, membership in a secret cross-continental society of martial artists has its benefits. Rewards that require study must take place at a Kusari-Gama stronghold; multi-week periods of study can take place in 1-week increments rather than all at once.

5 TPA, 1 CPA: Gain the honorific "-san" as a suffix to the character's name. Among the Kusari-Gama, the honorific signifies respect for a fellow warrior. The starting attitude for any member toward him is at worst unfriendly.

5 TPA, 2 CPA: Learn the Glaring Basilisk stance, which grants a +1 bonus on Fortitude and Reflex saves. Learning this stance requires 1 week of study.

10 TPA, 3 CPA, san-honorific: Gain the service of a junior monk (whose class level is equal to half the PC's level) for 1 week. This monk is an assistant and student for the character and will fight to defend him, but the monk is not willing to fight to the death. If the character spends at least 1 hour per day training this student (combat while adventuring does not count as training) and the student survives the week, the next time the character visits a Kusari-Gama stronghold he regains 1 CPA for this service (this benefit does not affect his TPA).

10 TPA, 3 CPA: Learn the Creative Claw stance, which grants a +1 bonus to CMB. Learning this stance requires 2 weeks of study.

10 TPA, 3 CPA: Learn the Dance of the Fox. When using the withdraw action, the character treats his second square as not being threatened by opponents he can see (in addition to the square the character starts in). Learning this stance requires 3 weeks of study.

10 TPA, 3 CPA: Learn the Poison Toad stance, which grants a +1 bonus to CMD. Learning this stance requires 2 weeks of study.

10 TPA, 5 CPA: Learn the Hands Like Clouds stance, which grants a +1 dodge bonus to AC. Learning this stance requires 2 weeks of study.

Martial Art Stances

Members of Kusari-Gama often study stylized postures from which they can better transition into combat. Stances confer a brief combat benefit if the martial artist has correctly positioned his feet and assumed the required pose. A martial artist only begins a battle in a stance if he is ready—he cannot be surprised or in motion prior to the outbreak of combat. A martial artist may still only assume one stance at a time. Assuming a stance in combat is a standard action, and unless otherwise noted, its effects persist until the character moves, takes another stance, or is helpless.

10 TPA, 10 CPA: Add Exotic Weapon Proficiency to the character's list of monk bonus feats.

15 TPA, 1 CPA: Learn the Perching Raptor stance, which grants a +2 bonus on initiative checks (this stance is only effective if the character is using it before combat starts). Learning this stance requires 1 week of study.

15 TPA, 5 CPA: Learn the Wing of the Crane stance, which adds +4 damage on the character's next single attack. Learning this stance requires 3 weeks of study.

20 TPA, 1 CPA, abundant step ability: Gain the ability to use abundant step to travel to a specific Kusari-Gama stronghold by spending 6 *ki* points. The monk designates the target location by meditating at that location for 1 hour. He can have only one designated target stronghold at a time. Members of the faction call this ability "the infinite step."

20 TPA, 2 CPA: Gain the honorific "sensei" before the character's name. The honorific denotes authority and is reserved for those with an accomplished level of mastery. A Kusari-Gama sensei gains a +2 bonus on Bluff, Diplomacy, and Intimidate checks made to influence monks and those who respect the wisdom and skill of their order.

20 TPA, 5 CPA: Enhance the character's wholeness of body ability; the character can spend 3 *ki* points to heal himself a number of hit points equal to 2 times his monk level.

25 TPA, 1 CPA: Become eligible to select the *Ki* Diversity feat (see Appendix) as a regular feat or monk bonus feat (this benefit requires an available feat slot).

30 TPA: Purchase a *ki crystal* (see the Appendix) at a 10% discount.

30 TPA, 3 CPA, Sensei: Gain the honorific "master" before the character's name. The honorific is a significant expression of respect and enlightenment. A Kusari-Gama master gains an additional +2 bonus on Bluff, Diplomacy, and Intimidate checks made to influence monks and those who respect the wisdom and skill of their order (this bonus stacks with the sensei bonus) and a +2 bonus on one Knowledge skill of his choice.

40 TPA, 5 CPA, Master: Learn how to craft *ki crystals* (see the Appendix).

Lantern Bearers

Founded in response to the slaughter at Celwynvian, the Lantern Bearers (or *Shin'Rakorath* in the Elven tongue) hunt their twisted drow brethren. The very existence of drow is a source of shame to elves—shame that they abandoned their people to Rovagug's taint, and shame at the depravity that lurks within their own hearts. To prevent that shame from spreading, committed elven rangers and spellcasters keep watch for eruptions of drow, trying to keep their existence a secret from the rest of the world while searching for a way to halt or reverse the transformation of elves into drow.

Goal: Eliminate the Drow

The elves among the Lantern Bearers often describe their goal in lofty terms: "To be a light against the coming darkness." The sentiment is genuine and is typical of the elven way of thinking. But more bluntly, the Shin'Rakorath seek to eliminate the drow.

There is a spiritual element to the goal, beyond mere slaughter. The longtime members, those who have served for decades at minimum, are told the secret behind the appearance of the drow and the organization's true motives. The Shin'Rakorath know that drow are changed elves. Thus, a commitment to goodness and purity ensures that the hunters are less likely to become the things they hunt, a preemptive strike at the enemy within.

Alignment: NG

The Lantern Bearers are a thoroughly good organization, in their means and ends. But the chaotic elves who comprise the group find it difficult to band together under strict law. Furthermore, Shin'Rakorath groups operate independently, chasing down reports of drow, and removing nests of them wherever they can be found. This requires autonomy, not a strict central command. However, the group does have a hierarchy, coherent leadership, and a sense of unified mission.

Leader

The Shin'Rakorath's chief field leader is **Swallowtail** (NG male elf wizard 11). This name is an oblique reference to the Swallowtail Festival, held in honor of Desna at the Autumnal equinox, and is likely a code name. Swallowtail wears a mask of brown deciduous leaves and seems to favor ice effects in his spells. He operates from within Kyonin but has no central base. Swallowtail is entirely committed to the cause of drow eradication, and he brooks no pity for changed elves. Curiously, Swallowtail admits that he is not the head of the organization. No one knows where the exact loyalties of the Shin'Rakorath leadership lie. They bow to Queen Telandia of Kyonin but do not report to her in any formal capacity.

Good Class Choices

Druid, Ranger, Wizard

Challenging Class Choices

none

Headquarters

Because the Lantern Bearers are such a mobile organization, they keep no known central headquarters. However, they do tend to congregate and hold meetings around or near elf gates. Their primary meeting place is near an elf gate within the ruined elf village of Avennara, located near the western edge of the Kyonin forest, well south of Greengold. This elf gate opens to a surprising number of other gates around the world, making it a touchstone for the Lantern Bearers' frequent travel. The buildings in the area have not been restored or rebuilt, but even a novice ranger can find signs of frequent campsites around the area.

Joining

The group is very secretive and works to suppress knowledge of the drow. The Lantern Bearers may recruit adventurers who know that the drow exist but who are too valuable to eliminate. The members consist almost exclusively of elves, with only a few half-elves rounding out the roster.

Gaining Prestige

As the group's focus is on containing and eliminating drow, adventurers earn prestige with the Lantern Bearers for killing drow, hiding evidence of drow attacks and drow existence, and providing information or items useful in the war against the dark elves.

Resources

This faction's resources have to do with knowledge, alliances, and magical power.

1 TPA, 1 CPA: Consult with an elven loremaster on a topic and gain a +10 bonus on one Knowledge check. The check takes 1 hour if in the presence of the loremaster, or 1 week if a message must be sent. This bonus does not stack with the +4 bonus on one check listed on page 55.

10 TPA, 1 CPA: Purchase a map showing known surface connections to the Darklands, a detailed map of Nar-Voth showing major Darklands travel routes, and a map of Sekamina showing probable routes to Blackstrand (notable for a recently discovered, inactive elf gate), Giratayn (known for its brisk trade with the duergar city Hagegraf in Nar-Voth), and Zirnakaynin (greatest of the drow cities). The maps are magical and illuminate themselves when unrolled, providing light as a candle. The map gives a

+1 circumstance bonus on Knowledge (dungeoneering) checks to navigate underground in the areas shown.

10 TPA, 2 CPA each: Gain knowledge of one elf gate key and its destination (see sidebar). The Lantern Bearers know several dozen keys that operate at least 10 elf gates, and they can use them to easily travel to within 500 miles of most locations in Avistan or Garund. Not every known key is available to every member (some require 20, 30, or even 50 TPA, as they lead to strategic sites the leaders want to remain secret). Once a member knows the key to activate an elf gate, he may freely use it as often as he wants, though transporting others who aren't members of the organization is frowned upon. Unless a PC wants access to a specific location, the GM should select a target area relating to future events in the campaign.

10 TPA, 3 CPA: Requisition the assistance of a specialist (any NPC belonging to the organization with a class level equal to half the character's level) for 1 week.

15 TPA, 5 CPA: Gain the assistance of a dryad, pixie, satyr, or other fey of similar power for 24 hours.

20 TPA, 1+ CPA: Access a hidden cache of supplies in the Darklands. These supplies consist of Darklands survival gear such as dried food, clean water, spare weapons, rope, sunrods, spell components, and other nonmagical equipment listed in the *Pathfinder RPG Core Rulebook*. Spending CPA on this resource represents finding a cache within 2d6 × 10 minutes of the character's current location; the character does not need to plan ahead for this or know of its existence (it is, in effect, a plot device for acquiring emergency items). A typical cache contains up to 375 gp worth of these goods. This resource always incurs the +5 CPA increase for being outside of a community of at least 5,000 people. The CPA cost for this resource increases by an additional +1 in Sekamina.

20 TPA: Purchase or upgrade weapons with abilities from the following list at a 10% discount: *elf-bane*, *holy*, *keen*, *shock*.

20 TPA: Purchase magic items from the following list at a 10% discount: *boots of elvenkind*, *cloak of elvenkind*, *goggles of night*, *oathbow*, *periapt of proof against poison*, *ring of counterspells*.

20 TPA: Purchase or upgrade magical armor or shields with abilities from the following list at a 10% discount: *arrow deflection*, *blinding*, *energy resistance* (acid, cold, electricity, or fire), *reflecting*, *shadow* (all), *spell resistance*.

25 TPA, 10 CPA: Gain the assistance of a shambling mound, treant, or fey or of an intelligent plant of similar power for 24 hours.

30 TPA, 1 CPA: Acquire a token of passage allowing the bearer free passage through Kyonin (even Iadara) for 1 week. The bearer may bring others along, though the Kyonin elves remain suspicious of any non-elf, even those traveling with a Lantern Bearer.

Elf Gates

Called *aiudara* by the elves, these sculpted stone arches are scattered in clearings across Kyonin and around the world. When activated with a specific key (such as a password, piece of music, particular spell, physical token, or stellar conjunction), they instantly transport anyone who passes through to another specific elf gate. Most elf gates have multiple keys, each one linked to a different destination, but most keys have been forgotten over the millennia and therefore some elf gates have been abandoned. Transport is one-way, though the target elf gate usually has a key to transport creatures back to the gate of origin.



Lion Blades

The Lion Blades of Taldor are a secret organization committed to protecting the interests of Taldor and the emperor. They oppose Taldor's many enemies, foreign and domestic, through a program of infiltration, assassination, and espionage. One of the major goals of the Lion Blades is keeping a rein on corruption in the empire (aside from corruption that is useful to them); another is keeping any one faction of the imperial court from becoming powerful enough to upset the status quo and topple Grand Prince Stavian III. Through its shadow schools, the Lion Blades intensively train new recruits, preparing them for the high level of initiative and latitude with which they will be vested.

Goal: Serving from the Shadows

The Lion Blades see their mission as serving Taldor, but they don't want anyone to tell them how to fulfill that mission. The easiest way to avoid criticism and oversight is to not officially exist, so the Lion Blades make secrecy and opacity a priority. At the same time, it is to their advantage if their name strikes fear and encourages compliance. Attaining the status of open secret has allowed the organization to gain the benefits of notoriety without having to deal with its consequences in terms of outside interference.

Alignment: N

The Lion Blades are devoted to Taldor and put their mission above moral considerations, believing wholeheartedly that the ends justify the means. Most Lion Blades are individualists, and though they respect and usually obey their superiors for their experience and wisdom, typical Lion Blades are dismissive of order and rules, often engaging in shortcuts that involve intimidation, fraud, or larceny.

Leader

The leader of the Lion Blades is **Dominicus Rell**, the Master of the Shadow Schools (N male human bard 3/rogue 3/Lion Blade 3). Rell's official duties consist entirely of training new Lion Blades, but his control over the curriculum and his charismatic style have won him the personal loyalty of most of the members. Most of the decisions of the faction are made by debate and consensus among several of the most senior members, but Rell often gives a completely different set of personal orders to his loyalists. These orders often go undiscovered by the other masters; even when Rell is finally called to account, his actions turn out to have benefited the Lion Blades in unexpected ways or fixed holes in the plans of the other masters.

Rell lives a public life as a close advisor to Grand Prince Stavian III, and he spends some of his time at the Imperial Palace and in the halls of the bureaucracy. During his frequent and prolonged disappearances, he teaches at the shadow schools. Dominicus Rell seems to believe that the most important thing for Taldor is to keep the Grand Prince in power, and most of his personal efforts seem to go toward strengthening Stavian's position or increasing the Grand Prince's dependence on Rell himself. Rell has even gone so far as to train the Ulfen Guard that protects Stavian using shadow school techniques, albeit ones modified so they aren't easily recognized as such.

Good Class Choices

Bard, Rogue, Wizard

Challenging Class Choices

Barbarian, Fighter, Ranger

Headquarters

The shadow schools of the Lion Blades are housed all over Oppara. Two rest in forgotten pockets of the sewer system. There is one beneath the foundations of each of the city's bardic colleges, and one in an unused crypt beneath the Basilica of the Last Man. Three more are scattered under various parts of the city. Only the masters know the location of more than one of the schools, and only Dominicus Rell knows the location of all of them.

Joining

Though most recruits come from training schools (such as the Kitharodian Academy) where talented potential members are observed and appraised, the group allows talented individuals with strong Taldan loyalties to join as well. Because of the organization's secret nature and headquarters, characters are more likely to be approached by a Lion Blade than to find one whom they can ask about joining.

Gaining Prestige

Characters gain prestige with the Lion Blades through heroic or influential actions that preserve or extend Taldor's power, protect its emperor, or strike at its enemies (particularly Qadira). They can also gain prestige by recruiting talented people into the organization.

Resources

The Lion Blades of Taldor deal primarily in information, persuasion, and death. Most members of this faction plan to take levels in the Lion Blade prestige class (see the Pathfinder Companion *Taldor, Echoes of Glory*).

5 TPA, 1 CPA: Acquire props and clothing to create an expert disguise that grants the character a +10 bonus on one Disguise check. This bonus does not stack with the +4

bonus on one check listed on page 55. While the clothing from the disguise may be reusable, other elements (such as a fake beard or a forged invitation to a party) generally have only one use.

5 TPA, 5+ CPA: Gain a contact in a particular city. The character can consult with this contact for local gossip, news, and advice; this action grants the character a +2 bonus on Diplomacy checks to gather information and on Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks made regarding the contact's city, but the character must wait 24 hours for the contact to provide the desired information. For an additional 10 CPA, the bonus from the contact increases to +4. A character may have contacts in multiple cities, but multiple contacts in the same city provide no extra benefit. If the contact dies, the character can spend CPA to find a replacement contact.

10 TPA, 3 CPA: Acquire a temporary false identity, such as a foreign merchant or obscure noble scion; this includes clothing, documentation, minions, accent coaching, and up to cantrip-level supplementary magic to bolster the false identity. This identity counts as an expert disguise (+10 to the character's Disguise check) and provides a +10 bonus on Linguistic checks for the forged documentation and a +10 bonus on relevant information-gathering checks regarding the character (this last element requires a few hours of time to seed people "in the know" with information about the false identity). The identity won't stand up to intense scrutiny and is best used for no more than an evening's time.

15 TPA, 10 CPA: Fake a death. Faked deaths are usually done to avoid enemies. The most common form is to dress up an identical (or mangled) corpse as the character and arrange for it to be found; more extravagant deaths involve witnesses, dramatic falls, or public assassinations. Obviously, if the character walks around in public thereafter it ruins the deception, and most recipients leave town or permanently change appearances. This deception also covers situations in which the character wants an assassination (by him or another Lion Blade) to look like an accident.

15 TPA, 10 CPA: Gain the assistance of a master specialist (an NPC whose level equals the PC's level) for 1 week, so long as the activity benefits the Lion Blades, the emperor, or Taldor. These tasks may include illegal acts such as assassination; in most cases the organization insists that the character take care of this business personally (rather than having the specialist do it for him) but doesn't object to him getting help with the task from the specialist.

15 TPA, 13 CPA: Undergo a week-long session of mental training that gives the character a +4 bonus on saving throws against *detect thoughts*, *discern lies*, and attempts to magically discern his alignment.

15 TPA, 13 CPA: Undergo mental training for 1 week that gives the character a +2 bonus on all Will saving throws.

20 TPA, 10 CPA: Gain unlimited access to one safe house controlled by the Lion Blades in a particular city. The safe house normally looks like an innocuous building, such as a warehouse, and the Lion Blades bribe local law officials to look the other way. The character may enter and exit the safe house once per day without risk of attracting attention or revealing its location to enemies; some may have a secret exit in addition to the conventional exit. The safe house is stocked with simple food, basic nonmagical weapons, and a selection of mundane equipment. Larger cities may have multiple safe houses; smaller places (especially outside of Taldor) may have none.



Mendev Crusaders

The Mendev Crusaders serve as Golarion's primary bastion against the ever-present threat of demonic incursion. The faction's strength lies in its righteousness and tenacity. Crusaders must stand fearless in the face of the demonic corruption and frequently perform suicide missions into the festering Worldwound. Placed in lone posts along the Mendev borders, these brave souls are forced to bear the hardships of long, sleepless watches and soul-numbing isolation. Others travel the world in anonymity, prepared at all times to strike should evil surface. In all, the Mendev Crusaders stand as perhaps one of the most rugged, hardened peoples on Golarion.

Goal: Eradicate Invading Demons

The primary goal of the Mendev Crusaders is to destroy demons. They organize demon-slaying crusades and build and maintain fortresses along the borders to contain demons and keep them from spreading. Even among themselves they remain relentlessly vigilant. They hold frequent inquisitions and burn those they suspect of demonic associations. They also retain responsibility for the protection of the *Wardstones*, powerful artifacts that help contain the spread of demonic taint. Outside of Mendev, crusaders deploy agents to seek out lore or slay those who infiltrate their organization, as the crusaders see these infiltrators as a threat equally as dangerous as the demons they keep contained.

Alignment: LG

Originally founded by Iomedae's most devout warriors and priest clerics, the oaths and intentions of the crusaders lie grounded in strong morals, discipline, and unyielding mental fortitude. Hard times, however, have forced their leader to lower her standards to ensure their continued efforts. This includes faction-wide tolerance for extremists, such as inquisition leader Hulrun of Kenebres, as well as employing migrant mercenaries to whom her sworn oaths are meaningless.

Leader

Crusader Queen Galfrey (LG female human aristocrat 2/paladin of Iomedae 7) serves as the crusaders' leader. Though many find her Chelish lineage suspect, she rose to power during the Third Crusade, earning the esteemed title Sword of Iomedae, and has long championed her country. From her throne in Nerosyan, she supervises the faction with the aid of a council comprised of delegates from various outposts, including the Holy Sentinels of Kenabres. Yet her reach beyond the city seems to be weakening as increasing numbers of foreign crusaders and mercenaries gather beneath the banners of various generals and sub-factions as intent on seizing the rich spoils of demonic war as they are on slaying demons.

Good Class Choices

Cleric, Fighter, Inquisitor, Paladin, Ranger

Challenging Class Choices

Bard, Druid

Headquarters

Though Queen Galfrey's throne in Nerosyan serves as the faction's official headquarters, the small border town of Kenabres serves as the primary gathering for the majority of crusaders. At the town's spiritual center stands the Grand Temple of Saint Clydwell. Dedicated to a martyred crusader, this building houses the faction's briefings, trials, and fervor-filled sermons to masses of troops preparing to charge into the Worldwound. The temple also serves as a home to the Holy Sentinels, esteemed demonologist Kutholiam Vuere, and numerous warriors and priests who have dedicated their lives to the crusaders' cause. Its walls contain numerous artifacts constructed to safeguard the border against encroaching hordes.

Joining

The crusaders welcome any assistance in battling the demons of the Worldwound (and elsewhere), but they only truly accept folk of good heart who are willing to swear the Crusader's Oath; only good-aligned characters who swear the Oath may rise above 10 TPA.

Gaining Prestige

Heroes of the crusade earn prestige by battling powerful demons (though "powerful" is a relative term), defending the *Wardstones*, reclaiming territory lost to the Worldwound, and, increasingly, eliminating folk of low character whose actions tarnish the good name of the crusaders.

Resources

As Queen Galfrey funds the organization, the majority of the goods, services, and training the faction provides reflect both her specific needs and her personal morality. Still, she is hardly a fool and readily acknowledges that others within her organization require unorthodox and sometimes questionable resources in order to survive the deadly, even suicidal missions they must face. For this reason, she leaves many of the specific resources to be provided up to her aides and commanders.

5 TPA, 1 CPA: Consult with a demonologist and gain a +10 bonus on one Knowledge (planes) check regarding demons. The character can make this check untrained (as

if using a library). This benefit does not stack with the +4 bonus on one check listed on page 55.

5 TPA, 5 CPA: Gain a permanent +5 bonus on Knowledge (planes) checks relating to demons. This benefit requires 1 week of study in a Mendevian city. It does not stack with the +4 bonus on one check listed on page 55.

10 TPA, variable CPA: Receive an exorcism to expunge demonic influence. The CPA is based on the gp cost of the appropriate spell to drive off the possessing demon.

10 TPA, 1 CPA: Learn Abyssal in a magically accelerated training session. This training session takes 1 day, but otherwise functions as if the character had spent a rank on the Linguistics skill.

10 TPA, 1 CPA: Safely travel to a location in Mendev or a short distance into the Worldwound under escort from 5 low templars. This allows a character to bypass random encounters and proceed directly to the adventure site. The templars do not wait to escort the character back to safety unless the character spends CPA for this service (which always includes the +5 cost increase for being outside a civilized area).

10 TPA, 3+ CPA: Hire a specialist (any NPC whose class level equals half the PC's level) for 1 week. A typical specialist is a cleric of Iomedae, inquisitor of Iomedae, paladin of Iomedae, or ranger; specialists of other classes cost +1 CPA.

15 TPA, 10+ CPA: Hire a master specialist (any NPC whose class level equals the PC's level) for 1 week. A typical specialist is a cleric of Iomedae, inquisitor of Iomedae, paladin of Iomedae, or ranger; specialists of other classes cost +2 CPA.

15 TPA, 3 CPA: Gain a sacred tattoo that has three effects. One, it identifies the character as a devout Mendev Crusader, granting the character a +2 bonus on Diplomacy checks with other crusaders. Two, if the character is slain, it protects his body and soul against corruption so that demons or other evil folk cannot use them to fuel dark magic or create demons or undead. Three, it marks a slain character's location so the crusaders can more easily retrieve his body (the crusaders will retrieve his body without him having to spend 5 CPA as described on page 55). Once used for this third purpose, the tattoo fades to a pale shadow of its full glory, losing the second and third benefits; if the character is resurrected, he must pay 3 CPA if he wants the tattoo reactivated.

15 TPA, 14 CPA: Purchase a *raise dead* spell.

20 TPA, 1+ CPA: Scry a demon using *scrying*. If the character wants to use *greater scrying*, the cost is 3 CPA.

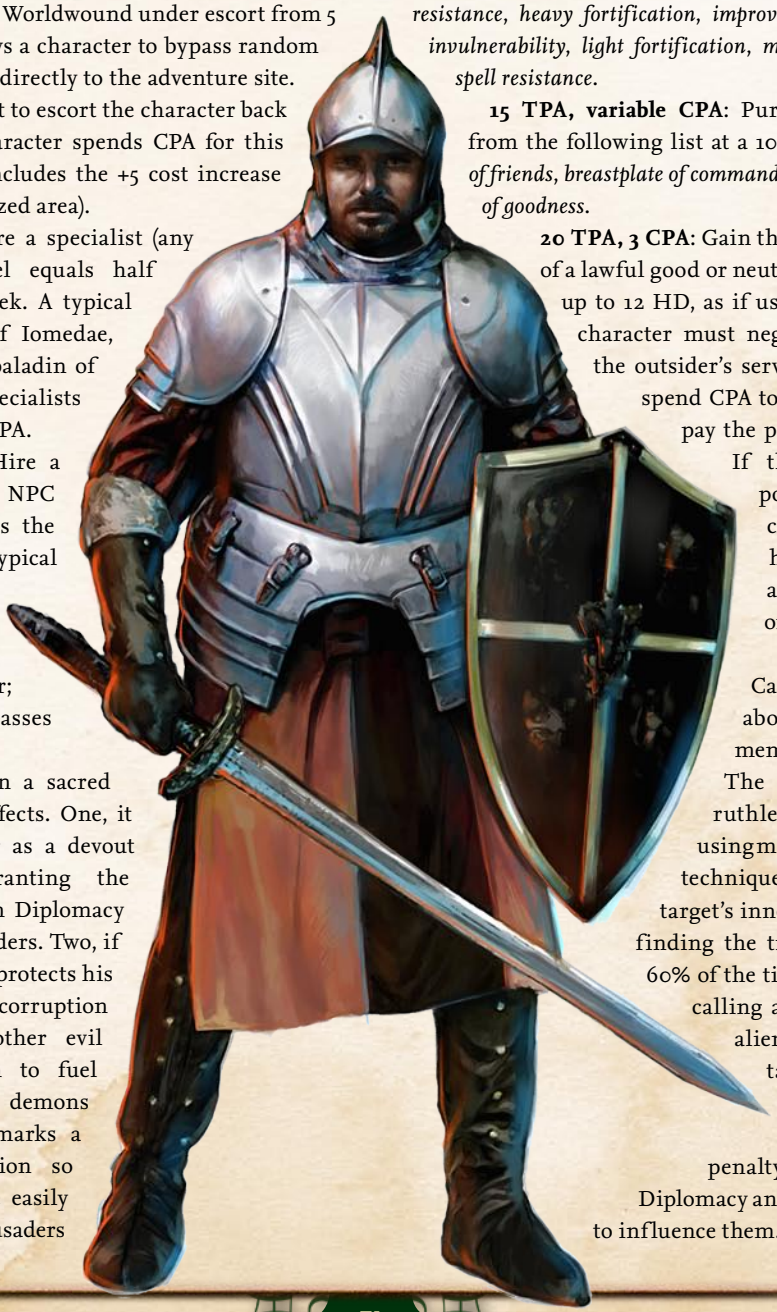
15 TPA: Purchase or upgrade weapons from the following list at a 10% discount: *axiomatic, defending, demon-bane, holy, vorpal*.

15 TPA, variable CPA: Purchase or upgrade magical armor or shields from the following list at a 10% discount: *energy resistance* (acid, fire, or cold), *greater energy resistance, heavy fortification, improved energy resistance, invulnerability, light fortification, moderate fortification, spell resistance*.

15 TPA, variable CPA: Purchase magic items from the following list at a 10% discount: *bracelet of friends, breastplate of command, celestial armor, horn of goodness*.

20 TPA, 3 CPA: Gain the temporary service of a lawful good or neutral good outsider of up to 12 HD, as if using *planar ally*. The character must negotiate and pay for the outsider's service, though he can spend CPA to have the crusaders pay the price for the service. If the character is a poor negotiator, he can pay 1 CPA to hire a charismatic advocate to bargain on his behalf.

25 TPA, 2 CPA: Call for an inquisition about a specific member of the faction. The inquisition is ruthless but effective, using magical and mundane techniques to determine the target's innocence or guilt (and finding the true answer at least 60% of the time). Unfortunately, calling an inquisition risks alienating an innocent target and his allies, and the character has a –2 penalty on all subsequent Diplomacy and Intimidate checks to influence them.



Ninth Battalion

The foes of dwarves are many. Besieged throughout history as they have been, it is inevitable that from time to time, despite the best of defenses, a dwarven clan is wiped out and its few survivors scattered. Rather than be subsumed by a neighboring kingdom, many survivors instead choose to find a new home in the Ninth Battalion, an inter-clan of disenfranchised warriors dedicated to the stalwart defense of Golarion's remaining dwarven enclaves. Whenever one of dwarvenkind's innumerable enemies threatens a clan home, the Ninth Battalion will soon be there, answering their fellow kinsmen's call for aid.

Goal: Defend Dwarvenkind

A military force without borders, the Ninth Battalion seeks to bolster its threatened brethren whenever and wherever needed. When not directly involved in ongoing combat operations, the dwarves of the Ninth Battalion focus on forging the ultimate in armor and weapons, ensuring their members are equipped with the very best the Ninth Battalion has to offer. Military drills are commonplace, as are the legendary celebrations in the Ninth Battalion's feast halls that frequently follow.

Alignment: LG

The Ninth Battalion strives to exemplify the dwarven traditions of honor and courage; its warriors would rather have the forces of evil and chaos kill every last one of them than deviate from their traditions. Experience in the field teaches the battalion's members that they can accomplish much more as a cohesive unit than as individuals—and that their greatest edge in combat will always be the righteousness of their cause.

Leader

The Ninth Battalion was founded and is still led by **General Charak Helmrunner** (LG male dwarf fighter 9). The General traces his lineage to Gruenak Helmrunner, a dwarven hero who served under General (and later King) Taargick during the Quest for Sky. When most of Charak's clan was wiped out by giants allied with a dragon, he found a second life as the leader of a new, mixed clan of dwarven traditionalists. He is the determined tactical genius behind the many victories of the Ninth Battalion, and it was he who coined the Battalion's oft-repeated battle phrase, "We cede not one more inch of rock."

Good Class Choices

Bard, Cavalier, Cleric, Fighter, Paladin, Ranger, Rogue

Challenging Class Choices

Barbarian, Sorcerer

Headquarters

While the Ninth Battalion maintains several small, hidden forts across Avistan, its primary command center is the Earth Axle, a massive stone castle constructed on an island at the center of a mountain lake and said to be in close proximity to a Sky Citadel. The Ninth Battalion has repeatedly shown its willingness to support besieged dwarves, whether on the surface or underground.

Joining

The Ninth Battalion allows any dwarf to join as long as he doesn't disrupt the chain of command or the faction's activities. Therefore, there are a few evil members, loners, and criminals in the group, although they are tolerated only so long as they don't cause too much trouble. Non-dwarves may become allies of the Ninth Battalion but cannot rise above 10 TPA with the faction.

Gaining Prestige

Most characters gain prestige by defending dwarven strongholds, clearing monsters from abandoned dwarven settlements so they can be resettled, slaying infamous dwarf-killers, and salvaging protective dwarven artifacts.

Resources

The military life of the Ninth Battalion provides several benefits of which its members may take advantage.

5 CPA: Learn the battle song "To the Front, to the Front!" When a bard sings this, he and his allies gain a +5 bonus to speed. This bonus increases to +10 at bard level 11.

7 CPA: Learn the battle song "And the Line Was Held." When a bard sings this, he and his allies gain a +1 dodge bonus to AC as long as the bard maintains the performance. This bonus increases to +2 at bard level 5, +3 at level 11, and +4 at level 17.

7 CPA: Learn the battle song "The Summer Axe of Kotzranj Yar." When a bard sings this, he and his allies increase the critical threat range of their melee weapons by 1 (from 20 to 19–20, from 19–20 to 18–20, and so on). At bard level 11, the critical threat range increases by 2. This effect does not stack other effects that increase a weapon's critical threat range.

9 CPA: Learn the battle song "Taargick and the Quest for Sky." When a bard sings this, he and his allies gain 1 temporary hit point per level of the bard. These temporary hit points vanish when the bard stops singing.

12 CPA: Learn the battle song "The Grave Dance." When a bard sings this, he and his allies gain the benefit of the Diehard feat, but only if they are conscious when

the bard begins singing (in other words, the song has no effect on unconscious allies).

5 TPA, 1 CPA: Gain a +5 bonus on any dwarf-appropriate Profession or Craft check representing a week of work. This requires daily access to the Earth Axle or other Ninth Battalion stronghold for an hour each day for the week the check occurs.

10 TPA: Purchase or upgrade weapons at a Battalion stronghold from the following list at a 10% discount: *defending, dwarven thrower, goblinoid-bane, flaming, mighty cleaving, orc-bane, returning, throwing, thundering*.

10 TPA, 3 CPA: Gain the service of a junior member of the faction (a dwarven cleric, fighter, or paladin with a class level equal to half the PC's level) for 1 week.

15 TPA: Purchase dwarf-forged adamantine and mithral items from the faction at a 10% discount. This only applies to the metal cost of the item, not the cost of any magical properties.

15 TPA, 13 CPA: Undergo a day-long ritual that permanently grants the character fire resistance 5 as an extraordinary ability.

15 TPA, 10 CPA: Undergo a day-long ritual that increases a dwarf character's darkvision range from 60 to 70 feet.

15 TPA, 10 CPA: Undergo a day-long ritual that increases a dwarf character's hatred bonus against orcs and goblinoids from +1 to +2.

20 TPA, 15 CPA: Undergo a day-long ritual that increases a dwarf character's hardy bonus against poison, spells, and spell-like abilities from +2 to +3.

25 TPA, 1 CPA: Become eligible to select the Let Them Come feat (this benefit requires the character to have an available feat slot).

20 TPA: Purchase or upgrade magical armor or shields from a Battalion stronghold from the following list at a 10% discount: adamantine breastplate, dwarven plate, *energy resistance* (acid, fire, or cold), *fortification* (all), *mithral full plate of speed*, mithral shirt.

25 TPA, 1 CPA: Gain the rank "war captain" and a loyal team of 4–6 "earthers" (2nd-level dwarf fighters). These earthers are willing to accompany the character on any faction-related mission, defending him and even fighting to the death if necessary.

30 TPA, 1 CPA, war captain: Gain the rank "commander" and a loyal team of 1 war captain (5th-level dwarven fighter, cleric, or paladin) and 5–8 "expeditionaries" (3rd-level dwarven fighters). These troops are willing to accompany the character on any faction-related mission, defending him and even fighting to the death if necessary. These followers are not replaced if slain. A character can only purchase this benefit once.

Dwarven Battle Songs

Passed down through the generations and preserved by Ninth Battalion bards, these heroic songs are forms of bardic performance. Battle songs always have an audible component, never a visual component (though many performers include visual components with their singing, they are not the key to the magic). A bard of any level can learn these songs from the faction.

Any dwarf who can carry a tune can use one to bolster himself in combat. Anyone with at least 1 rank in Perform (sing) may begin singing a battle song as a standard action and maintain it each round as a free action; he gains the minimum benefit described for the song, which does not advance with the singer's level. The singing is otherwise like bardic performance by a novice bard (requiring a standard action to start a new performance, ending if the singer is unconscious, and so on). A non-bard in range of a bard singing the same battle song only gains the benefit of the highest bonus from that song (typically the bard's). For example, a non-bard singing "And the Line Was Held" gains a +1 dodge bonus to AC (no matter what his level is), but if in range of a bard whose version of the song grants a +2 dodge bonus, he only gets the bard's +2 (not his own +1 and the bard's +2). Of course, a bard who has used all his bardic performance rounds for the day can sing for his own benefit as long as he has at least 1 rank in Perform (sing).



Old Cults

The Old Cults have survived long centuries—their alien masters, known as the Great Old Ones, are patient and potent and can wait eons more for the stars to be right. Those who follow the Old Cults view themselves as chosen hosts, guided by nightmares and visions, stray thoughts of the aberrant divine, and things beyond rational explanation. These cultists live secret lives, drawn by voices of the void to seek out others of their kind.

Goal: Welcome the Great Old Ones

Disciples of the Old Cults seek to prepare the world for the end times—to ready Golarion for the return of its alien masters and to curry favor from these gods so that when the world is wiped clean, they might be granted places of favor in the new order. To attain these goals, many Old Cultists quest for knowledge—lost magic (particularly magic associated with summoning alien creatures) and knowledge of the Dark Tapestry and of the powerful seals used to defeat and imprison the primordials they serve. Others seek to bring about the horrid fate they believe humanity deserves; their primary goals include "awakening" mortals to madness through brutal surgery and using them as breeders for the spawn of alien creatures. That the Great Old Ones would likely destroy their own cultists without a moment's thought when the world is wiped clean escapes the attention of most Old Cultists.

Alignment: CE

At their core, the Old Cults serve primordial entities whose morality lies beyond mortal comprehension. Still, the behavior of their mad cultists is consistently destructive and violent, with little structure or purpose beyond conquest and domination of the unworthy. To cultists, all who fail to hearken to the call of the Great Old Ones are fodder or tools to be enslaved or manipulated, and they believe the coming apocalypse to be a time of initiation or passing into new cycles. Cultists bear a profound sense of entitlement that extends even toward other faction members. Regardless of their original alignment, most members become increasingly erratic and immoral in pursuit of the faction's goals.

Leader

A collection of distinct and largely unrelated cults, the Old Cults maintain no formal, organized structure or unified hierarchy, and thus no single faction leader exists. Each cult operates under the autonomous control of its own leader, typically the individual who first awakened the other members of the cult.

Good Class Choices

Bard, Cleric, Sorcerer, Wizard

Challenging Class Choices

Druid, Monk, Paladin

Headquarters

The secret meeting places of the countless Old Cults are dispersed throughout Golarion. The most prominent are those scattered through Ustalav's county of Versex (particularly in the cities of Carrion Hill, Illmarsh, and Thrushmoor), strange ruins lost in the Mwangi Expanse, small coastal towns all along the shores of Varisia and Cheliax, and certain remote enclaves in the deep deserts of Osirion. The Darklands in particular are favorite haunts of the Old Cults and the secret monstrosities they venerate.

Joining

As a secret society that worships things from beyond the stars that would snuff all life in the world as casually as a man crushes an ant, the Old Cults are very careful with their recruiting lest their activities draw the attention of the law or good religions. Most recruitment occurs within families, though several decadent circles of nobles are known to dabble in the rituals of the Great Old Ones. Scholars of magic who ask about forbidden works may attract the attention of the cultists and precipitate a meeting.

Gaining Prestige

Anything that advances the mysterious causes of the Great Old Ones earns prestige with the Old Cults. Different cells have different agendas. Some want slaves, sacrifices, or new people to brainwash into the cult's teachings. Others want mortal women for unearthly horrors to breed with. Still others try to find lost fragments of magical writings pertaining to the Elder Gods (see sidebar).

Resources

Despite their diversity, each Old Cult possesses similar resources. Though geographical barriers have kept many of these cults isolated for centuries, cultists readily acknowledge those who share their beliefs and remain devoted to like causes. Faction members gain access to ancient knowledge, lore, and artifacts associated with the Great Old Ones, as well as materials and information crucial to ushering in their awakening.

5 TPA, 2 CPA: Learn Aklo, a strange language commonly used by creatures associated with the cults and related to the alien tongues of creatures beyond the stars. This benefit does not require the character to spend any skill ranks on the Linguistics skill.

10 TPA, 1 CPA: Borrow a rare spellbook or other magical document (see sidebar) for the purposes of learning or

researching one spell. This benefit does not require a Spellcraft check or any additional transcribing costs. Typical spells owned by the Old Cults involve conjuring or banishing strange creatures (*banishment*, *gate*, *planar ally*, *planar binding*, *summon monster*), physical and mental projection (*astral spell*, *dream*, *ethereal jaunt*, *etherealness*, *magic jar*, *nightmare*), and revealing the unseen (*commune*, *confusion*, *contact other plane*, *insanity*, *invisibility purge*, *nightmare*, *see invisibility*, *true seeing*). Some of these writings contain versions of the spells that are 1–3 levels lower than the normal version of the spell (such as a level 3 version of *contact other plane*) or arcane versions of divine spells (or vice versa). Such versions are damaging to the mind, however, inflicting permanent Wisdom drain upon the reader, though some believe this is a small price to pay for the knowledge.

10 CPA: Change a sorcerer's bloodline to aberrant or destined. This change requires an 8-hour ritual.

15 TPA, 1 CPA: Experience a prophetic dream. The cult arranges a mental link with an ancient, alien force, which implants the character's mind with insane dreams that unlock a vision. The vision is entirely symbolic, but its purpose becomes clear at the moment the character most needs it. The character may add a +10 insight bonus to any single d20 roll; the character must use this ability before he knows whether the roll is a success or failure. Using this ability expends the power of the vision and inflicts 1 point of Wisdom drain. A character can only retain the power of one such vision at a time.

20 TPA, 1 CPA: Arrange a conjuring of a creature associated with the Old Cults as if using *planar binding*. However, in most cases these rituals are flawed and the creature arrives unbound and ambivalent to the desires of its mortal conjurer; unless controlled with additional magic, the creature acts upon its own whims and desires—typically feeding upon or breeding with the first available target, often times the conjurer unless a suitable sacrifice is offered. In many cases, the called creature may linger in the area for years or even centuries and becomes the stuff of local legend. Other conjured creatures are more tractable and are willing to bargain for their services.

20 TPA, 8 CPA: Open a portal. At the character's request, this portal may act as a *teleportation circle* that sends him to an isolated, near-mythical, or lost magical location on Golarion (or even another planet), or as a *gate* to a nightmarish, otherworldly realm like Leng. The cultists' control over such things depends on stellar conjunctions and the accuracy of their source spells; safety or even a return trip are never guaranteed.

Books of the Old Cults

Members of the Old Cults pride themselves on collecting and preserving forbidden lore. They keep these resources secure in secret libraries, and none are permitted to remove them from their places of safekeeping. Authentic copies are usually written in Aklo, ancient Osiriani, or Azlanti; inferior translations exist in other scholarly languages, but spells learned from these lesser sources may fail or function erratically. These books include *Azlanti Neris* (describing three pre-Azlanti sunken cities that supposedly imprison obscure Great Old Ones), *The Book of Leng* (discussing Leng, Sarkomand, and summoning rites), *The King in Yellow*, *The Necronomicon*, *The Pnakotic Manuscripts*, *Preklikin's Book of Cults* (see *Pathfinder Chronicles: Gods and Magic*), the *The Sarkoris Shards* (rune-carved crystal shards from ancient Sarkoris that tell of mysterious witch-women, snake-like beings, and cannibalistic rituals), *Secrets of the Dreaming Dark* (containing secrets of the Dark Tapestry), and *The Xanthuun Tablets* (which unveil forbidden knowledge concerning primordial forces and the construction of the ancient world).



Pathfinder Society

The Pathfinder Society has existed for more than 400 years. Members include treasure hunters, explorers, tomb raiders, historians, and vagabonds, and they roam the farthest reaches of the world seeking lost relics of world-shattering power and answers to riddles older than the gods. These heroes brave vine-choked jungle ruins, ascend snow-capped peaks, and comb sun-seared desert sands in search of buried tombs and monuments of bygone ages.

Society members send records of their exploits to their venture-captain superiors, who in turn review them for accuracy before forwarding the manuscripts to the leaders of the Pathfinder Society.

Goal: Explore and Report

The Society recognizes no formal bylaws, but adherence to a general code of behavior is expected of all members, and reports of behavior contrary to this code are grounds for removal from the organization. The three most important member duties are as follows.

Explore: Pathfinders are expected to further the knowledge and reputation of the Society by traveling to distant lands, unearthing forbidden secrets, and piecing together the secret history of the world. Agents are encouraged to travel uncharted lands in search of ever more fantastic mysteries.

Report: In the course of their adventures, Pathfinders are expected to keep detailed journals, maps, and accounts of their exploits. At the conclusion of a successful mission, agents send a copy of their notes to their immediate superior, a regional venture-captain, who makes a full analysis (often involving divination). Records of especially noteworthy exploits make their way to Absalom and the Decemvirate, who compile the best tales into irregularly published editions of the *Pathfinder Chronicles*, which in turn make their way back to venture-captains for distribution to Pathfinder agents in the field.

Cooperate: The Society places no moral obligations upon its members, so agents span all races, creeds, and motivations. At any given time, a Pathfinder lodge might house a fiend-summoning Chelaxian, an Andoren freedom fighter, an antiquities-obsessed Osirian necromancer, and a friendly Taldan raconteur. Pathfinder agents are expected to respect one another's claims and stay out of each other's affairs unless offering a helping hand.

Alignment: N

Though the Pathfinder Society itself isn't concerned with the specific actions of individual Pathfinder agents, they require those agents and their actions to conform to the general code of behavior noted above. Pathfinders who are incapable of following these simple rules are removed from the Society.

Leader

The Society is directed by the Decemvirate—ten masked and secret members whose identities are protected even from each other. It's not known how long each Decemvirate member occupies the position; likewise, every aspect of their existence, from nomination to election, from meetings to formal public functions, and from day-to-day functions to retirement, is completely and utterly secret. The identity of the Ten is the Society's most closely guarded secret—one, some say, that the Decemvirate are willing to kill to protect.

Good Class Choices

All

Challenging Class Choices

None

Headquarters

The Pathfinder Society is housed in the sprawling estate of the Grand Lodge in Absalom. The estate contains a school, dormitories, several outbuildings, and a massive, many-spired, almost cathedral-like structure that acts as the administrative building and meeting place for the entire Society. Deep beneath the Grand Lodge are dozens of levels of magically sealed and tenaciously protected vaults, in which the Society keeps hundreds of years worth of magical research, world histories, priceless valuables, and arcane objects.

Joining

Most Pathfinders are trained in the necessary skills at the Grand Lodge in Absalom, but a few experienced adventurers are given field commissions in the Society once they've proved they're capable. For more information, see *Pathfinder Chronicles: Seekers of Secrets*.

Gaining Prestige

As the core of the Society's functioning is venture-captains giving other Pathfinders assignments, earning prestige with the Society is a matter of completing these missions without destroying anything priceless along the way. Members may gain more prestige if their adventures are published in a volume of the *Pathfinder Chronicles*.

Resources

The Pathfinders have access to strange magic and mysterious rituals derived from half-understood lore.

1 TPA: When in the Grand Lodge library, gain a +5 circumstance bonus on one Knowledge check. The check takes 1 hour, reflecting the need to reference the appropriate materials. This bonus does not stack with the +4 bonus on one check listed on page 55.

1 CPA: Transcribe a common spell (one listed in the *Pathfinder RPG Core Rulebook*, or any spell the GM feels is common in the world) from the Grand Lodge library into a wizard's spellbook or alchemist's formula book. This benefit does not require a Spellcraft check or any additional transcribing costs.

5 TPA, 1 CPA: Become familiar with an uncommon or rare spell (at the GM's discretion) from the Grand Lodge library, allowing a bard, sorcerer, or similar spellcaster to select it as a spell known at the next available opportunity (this benefit allows the character to gain access to bard or sorcerer spells from sources other than the *Pathfinder RPG Core Rulebook* without having to do spell research or find a copy of the spell while adventuring).

5 TPA, 1 CPA: Exchange one character trait taken at character creation for a new Pathfinder Society trait (see the Appendix). The character must still obey the normal trait system rules (such as not having more than one trait from the same category); however, the new trait does not need to be from the same category as the trait it replaces.

5 TPA, 5+ CPA: Gain a contact in a particular city. The character can consult with the contact for local gossip, news, and advice; this benefit grants the character a +2 bonus on Diplomacy checks to gather information, Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks regarding the contact's city made within that city. The character must wait 24 hours for the contact to provide the desired information. For an additional 10 CPA, the bonus from the contact increases to +4. A character may have contacts in multiple cities, but multiple contacts in the same city provide no extra benefit. If the contact dies, the character can spend CPA to find a replacement contact.



10 TPA: Purchase faction spellcasting (see the Appendix) at 1 CPA less than normal (minimum 1).

15 TPA, 2 CPA: Access a special section of the Grand Lodge library for 1 week and gain a +10 circumstance bonus on any one Knowledge check. This bonus does not stack with the +4 bonus on one check listed on page 55.

20 TPA: Gain free passage on caravans and merchant vessels that are friendly to the Pathfinder Society.

20 TPA: Purchase any magic item worth up to 10,000 gp value from a Pathfinder lodge at a 10% discount.

20 TPA, 1+ CPA: Access a hidden cache of supplies in a wilderness area. These supplies consist of survival gear such as dried food, clean water, spare weapons, rope, sunrods, spell components, and other nonmagical equipment listed in the *Pathfinder RPG Core Rulebook*. Spending CPA on this resource represents finding a cache within 2d6 × 10 minutes from the character's current location; the character does not need to plan ahead for this cache or know of its existence (it is, in effect, a plot device for acquiring emergency items). A typical cache contains up to 375 gp worth of these goods, and many times they are found near sites the Pathfinders planned to explore at some point. This resource always incurs the +5 CPA increase for being outside of community of at least 5,000 people.

40 TPA, 1 CPA: Gain a reputation as a famous and successful Pathfinder. The character is in effect a celebrity adventurer and is well known in several countries (though whether this is fame or infamy depends on the history and personality of the character). This reputation grants the character a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks when dealing with someone who knows of her fame. Many Pathfinders with this level of prestige go on to become venture-captains (though the Decemvirate selects venture-captains based on qualities other than prestige).

Prophets of Kalistrade

Curiously understated and often underestimated, the prophets of Kalistrade adhere to a set of secular prophecies concerning wealth and rulership of the world. They wear long white gloves and abstain from tattooing, certain meats, and most kinds of sex, and uphold various other prohibitions to demonstrate their separation from the world and dedication to the principles of the prophecies—namely, that personal wealth is the key to rulership and personal fulfillment.

Almost preternaturally calm and focused, the prophets are master negotiators and appear prepared to handle nearly any threat to their wealth and lives, in that order. Although they do not own markets as large as those in Katapesh or Absalom, the prophets hold significant interests in every public market in the Inner Sea.

Goal: Gain Personal Wealth

The prophets of Kalistrade differ from other trade-oriented factions in Golarion because for the prophets, trade is only a means to the end goal of personal wealth. They favor trade as the easiest and surest way to gain wealth, but any method is acceptable: marriage, inheritance, adventuring, or even theft, as long as the acquired wealth can be assured.

Alignment: LN

Everything is subservient to the pursuit of wealth. Adherents to the prophecies have no interest in good or evil and little intrinsic interest in order or chaos. However, a firm obedience to law creates reliable systems for gaining and retaining wealth. So like all matters Druman, a commitment to law is a commitment to wealth.

Some adherents seem quite chaotic—behaving in cutthroat ways, lying, or double-dealing. Sharp observers may note, however, that these hucksters are never high on the earnings pyramid. A reputation for honoring deals and conducting business within contractual stipulations has proven to be the best path to wealth—although ruthlessness within the contract is considered fair.

Faction Leader

High Prophet Kelldor (LN male human diviner 8) knows every major political or civil leader on two continents by name. He is not a high-profile person in world affairs because he does not aspire to power or fame, only to wealth. He is friendly and calm, and understands the interplay of non-financial factors in obtaining and maintaining wealth—as the *Prophecies of Kalistrade* stipulate, wealth is a prime mover, an abstract force in the universe, driving people to achieve their ends. Kelldor rarely leaves his estate (a small district in the capital city of Kerse), but he consumes information voraciously, spending almost as much time scrying as he does awake.

Good Class Choices

Bard, Rogue, Wizard

Challenging Class Choices

Barbarian, Druid, Paladin, Ranger

Headquarters

The Gilded Vault Opulent in Kerse, known informally as "the Opulent," is the center of prophet activity. The cluster of buildings includes offices, a bathhouse, a banquet hall, and a sculpture garden, offering numerous delights for the eyes, ears, and palate and every opportunity to display wealth to one's peers while doing business. The name is a reference to a prophecy that refers to a "vault of opulent delights" that forms whenever prophets, each of whom possesses a vault of wealth, gather to display their riches. Of course, the Opulent is guarded with the same violent tenacity of any Kerse estate.

Joining

The prophets accept anyone willing to adhere to the strictures described in the *Prophecies of Kalistrade*. This means a person of any race, nationality, gender, or social heritage may join the faction.

Gaining Prestige

Achieving goals that lead to wealth, especially demonstrable wealth, earns the respect of the prophets.

Resources

The prophets prefer indentured, debt-bound servants rather than slaves or hirelings. A faction member becomes an indentured servant by borrowing money from a prophet and then working in some domestic capacity until the debt is paid, thus becoming living collateral for a long-term loan. These indentured servants typically use the borrowed money to fund an investment, which makes them more loyal and predictable to their employers. A typical indentured servant's service lasts for 1 year, though some stay on longer with a prophet in exchange for another, more substantial loan. Indentured servants do not normally enter dungeons or other dangerous areas, though they can be paid to do so (doubling the servant's CPA cost); even under these conditions, however, they are noncombatants and flee if threatened.

5 TPA, 1 CPA: Acquire an indentured servant to work as a valet (LN expert of half the character's level). A valet caters to the character's whims and learns to anticipate the character's needs. A Druman valet understands the rules and requirements of following the Prophecies, handles mundane

tasks, keeps several sets of clean gloves and garments on hand for the character, tastes the character's food, ensures that the character maintains appropriate dietary restrictions, and performs other duties as the character dictates.

5 TPA, 1 CPA: Acquire an indentured servant to work as a cook (LN expert of half the character's level). A cook is authorized to purchase, prepare, and cook food according to the character's needs; most can also hunt or forage for food in a plains or forest environment should the need arise.

10 TPA, variable CPA: Purchase a magical service from the following list: *greater scrying* (3 CPA), *overland flight* (1 CPA), *scrying* (1 CPA), *teleport* (9 CPA). These costs supersede the normal faction spellcasting costs on page 54.

10 TPA: Purchase a masterwork item as if the masterwork cost were half normal (for example, the 300 gp masterwork cost of a weapon is reduced to 150 gp). The character only gets this benefit when purchasing items from a follower of the Prophecies.

10 TPA, 1+ CPA: Acquire a litter and four strong servants (LN commoner 1) to bear the character in the litter. The litter-bearers are willing to work in civilized areas or on roads, but not on rough terrain. Spending an additional 1 CPA means the litter-bearers are 1st-level monks, rather than commoners, and fight to defend the character, even to the death. Spending an additional 2 CPA upgrades the litter to an enclosed palanquin, increases the number of bearers to six, and adds another servant to carry the character's banner and proclaim her arrival at appropriate junctures. The typical term of service for a litter-bearer is 2 years.

10 TPA, 1 CPA: Acquire an indentured servant to work as a majordomo (LN expert of half the character's level). The majordomo oversees all of the character's indentured servants, bodyguards, hirelings, and henchmen.

10 TPA, 2 CPA: Gain assistance on a failed Diplomacy check to negotiate an agreement. The character may reroll the check 1d4 days later with a +5 bonus. If the second check is successful, the agreement is completed successfully. Using this resource contractually binds the character to give 10% of the proceeds of the deal to the secondary negotiator.

10 TPA, 3 CPA: Treat a failed skill check as if the character had rolled a 20. This benefit can only be used on a check the character can take 10 on.

10 TPA, 4 CPA: Acquire a loyal bodyguard (a warrior of half the faction member's level) from the Mercenary League for 1 week. Unlike the standard bodyguard listed on page 54, this black-clad bodyguard is ruthless, amoral, unshakeably loyal to the character, obeys orders without question, and defends the character to the death.

15 TPA, 1 CPA: Sell an item for 100% of its full value rather than 50%. The character must spend (in gp) 25% of the value of the item for this benefit.

50+ CPA: Obtain a small estate in Kerse where the character can display her wealth and maintain her standing in Druman society. The estate covers 2 acres and includes an attractive mansion, pleasant furnishings, and a small staff of 1st-level commoners to tend the building and grounds. As a Prophet landowner in Kerse, the character has access to all public buildings, including the Gilded Vault Opulent (though non-prophet companions must wait on the street). She is treated as living a wealthy lifestyle (*Pathfinder RPG Core Rulebook* 405), except that her CPA investment in this reward covers the gp/month cost (no additional payment is needed). She can purchase additional estates or combine them into a single, larger estate for 10 CPA per additional acre. A character who has spent 100 CPA or more on this resource is treated as living an extravagant lifestyle (but still no gp/month payment is needed).



Red Mantis Assassins

The Red Mantis are the most feared and likely the most effective assassins on the face of Golarion. They are brutally effective in finding their targets, killing them, and making sure they stay dead. They have what seems to be supernatural or divine knowledge of the slights perpetrated against those around them and often approach their clients before they even know they need an assassin's services. They will pursue a target anywhere on the planet (or beyond) and are seemingly infinitely patient as they track and stalk. A Red Mantis acting openly wears red leathers, a distinctive insectoid mask of the mantis, and typically wields two sawtooth sabers (see *Pathfinder Companion: Adventurer's Armory*).

Goal: Worship through Murder

First and foremost, the Red Mantis is a religious organization. Its members worship Achaekek, the Mantis God, He Who Walks In Blood. Achaekek is the assassin of the deities, sent by them to hunt those who might challenge the gods' place of power.

A Red Mantis accepting a contract, while happy with the payment she receives, is taking the contract primarily as a form of worship and only secondarily as a mercenary act of killing. This religious devotion to assassination is what drives the Red Mantis to succeed and continue succeeding where other assassins would fail.

Alignment: LE

The Red Mantis assassins have little regard for life and revel in taking it, even from the innocent and undeserving. However, they are not simple butchers, and they follow a strict religious creed—mostly this creed involves the need to assassinate, but it also controls who they may not assassinate. Specifically, they may not kill a rightfully ruling monarch. Achaekek is a force created by the gods to allow such rulers to keep their power, and the Red Mantis view using assassination to take or destroy someone's legitimately sanctioned authority as blasphemy. However, any other target (including anyone else in a royal family other than the duly seated monarch, or monarchs who took their kingdoms by force) is fair game for their deadly blades.

Leader

The head of the Red Mantis is **Blood Mistress Jakalyn** (LE female human rogue 4/fighter 1/Red Mantis assassin 7). Below her are the Vernai—the nameless lords and interpreters of the will of the Mantis God. Jakalyn is primarily a figurehead but is also a valuable resource to the Vernai, as she alone has access to the Sarzari Library and is the final arbiter on the will of the Mantis God.

Good Class Choices

Bard, Fighter, Rogue

Challenging Class Choices

Druid, Paladin

Headquarters

Most outside of the organization believe that the Red Mantis are based in Ilizmagorti, where they openly rule the island city. In truth, the Crimson Citadel is hidden deep in the jungles of Mediogalti, and Ilizmagorti is used to interface with the outside world. The Crimson Citadel is a vast castle filled with numerous deadly beasts, trap-filled obstacle courses, and, of course, deadly assassins. The dangers are there for training purposes, but they also prove effective as a defense. The Crimson Citadel houses the primary temple of Achaekek, the Sarzari Library, and is the primary home of high-ranking Red Mantis members who are not on an assignment.

Joining

There is no obvious way for a person to join this organization. Hints and rumors left in low places seem to be the most reliable method, though agents of the group have been known to approach suitable candidates unprompted. Those who join give up their old lives and identities, giving themselves wholly to the church of the Mantis God. However, some people merely wish an extended business relationship with the Red Mantis and may enjoy certain rewards for their discretion and prompt payment.

Gaining Prestige

Secrecy, stealth, and deadliness are the three ways to measure a person's value and progress in the organization. Successful missions that don't draw any unusual attention and don't cost the guild any additional resources earn the respect of the Vernai.

Resources

The primary resource of the Red Mantis is patient, sure death. Since they are not suicidal, they also deal very heavily in both stealth and information.

o **CPA**: Obtain a contract for the assassination of a target—in other words, the character requests and is assigned a target she must kill. The expected difficulty of the contract is carefully gauged against the character's past performance, and more lucrative and challenging contracts are generally given to those with a higher standing. The character may very well receive a contract that another assassin failed to complete.

1+ CPA: Requisition an assassin to kill one person as defined by a contract. The cost of this service varies according to the threat the target poses to the assassin; typically the CPA cost (or the equivalent cost in gp) is equal to the target's CR (minimum 1). High-profile, hard-to-reach, or especially dangerous targets generally merit a 50–100% increase in the CPA cost (minimum +1). If the target lives in a civilized area, the assassination takes place within 7 days, but otherwise it may take up to a month—a faster response costs 50–100% more CPA. Framing the death to look like an accident costs 50–100% more CPA. The faction leaders may decide that rather than coin, the price of the assassination is a specific magic item or a future service; the price is never negotiable. The Red Mantis are not monster-hunters and generally only accept contracts to kill specific humanoids, but they have been known to eliminate notable nonhumanoid targets such as a dark naga leader of a thieves' guild.

10 TPA, 3 CPA: Contract the help of a specialist (any NPC member of the organization with a class level equal to half the PC's level) for 1 week. The specialist's assistance may include assassination, though this act is normally performed alone.

15 TPA, 10 CPA: Contract the help of a master specialist (any NPC with a class level equal to the PC's level) for 1 week. As with other specialists, the help may involve assassination.

10 TPA, 15+ CPA: Gain a contact in a particular city. The character can consult with this loyal faction informant for local information, news, and advice; this benefit grants the character a +4 bonus on Diplomacy checks to gather information, Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks made within that city regarding legal matters. The character must wait 24 hours for the contact to provide the desired information. For an additional 10 CPA, the bonus from the contact increases to +6. A character may have contacts in multiple cities, but multiple contacts in the same city provide no extra benefit. If the contact dies, the character can spend CPA to find a replacement contact.

20 TPA: Purchase or upgrade magical weapons from the following list at a 10% discount: *humanoid-bane* (any), *keen*, *ki focus*, *nine lives stealer*, *speed*, *spell storing*, *sword of life stealing*, *sword of subtlety*, *wounding*. Specific magic weapons listed here are always in the form of a sawtooth sabre.

20 TPA: Purchase or upgrade magical armor from the following list at a 10% discount: *energy resistance* (acid, fire, or cold), *etherealness*, *fortification* (all), *glamered*, *shadow* (all), *slick* (all), *spell resistance* (all). This resource is only available for leather armor, studded leather, and chain shirts (both normal and masterwork quality). The Red Mantis do not sell their distinctive armor to anyone who does not worship Achaekek.

20 TPA: Purchase magic items from the following list at a 10% discount: *belt of incredible dexterity*, *cloak of elvenkind*, *cloak of etherealness*, *elixir of hiding*, *elixir of shadewalking**, *glove of storing*, *mask of the mantis**, *ring of chameleon power*, *ring of climbing* (normal and improved versions), *ring of jumping* (normal and improved versions). Items marked with an asterisk are described in the Red Mantis section of the campaign setting book.

25 TPA, 10 CPA: Gain unlimited access to one safe house controlled by the Red Mantis in a particular city (the size of a small city or larger). The safe house normally looks like an innocuous building such as a warehouse, and the Red Mantis make sure nobody outside the faction ever survives learning what really goes on inside.



The character may enter and exit the safe house once per day without risk of attracting attention or revealing its location to enemies; most have a secret exit in addition to the conventional exit. The safe house is stocked with simple food, basic nonmagical weapons, and a selection of mundane equipment. The Red Mantis rarely maintain more than one safe house in a particular city, preferring to abandon a location if defending it is unfeasible and then establishing a new one at a later time.

Religious Factions

Each god claims at least one facet of existence as his exclusive domain. These areas of interest grant the gods not only untold power but also infinite responsibility, and they need all the help they can get to further their agendas, expand their influence, and overcome rival deities. With so much on the line, and given the sorts of rewards gods can grant their most devoted servants, it is not surprising that many mortals choose to bend their knees to a god instead of pledging allegiance to some petty warlord or minor kingdom.

Creating a unique faction for each of Golarion's many religions would require an entire book of its own. Instead, you can use the notes and tips here as a guide to help you develop religious factions suited for the needs of your own campaign. Whether they belong to an evil cult bent on misery and mayhem or a band of holy warriors determined to bring about a golden age, the faithful tend to receive similar sorts of aid from their immortal patrons.

Goal: Spread the Faith

All religions try to increase the influence of their respective gods and churches. However, each one adopts a different plan tailored to the alignment, philosophy, and worldview of that particular faith. Despite this, virtually every strategy should incorporate, to some degree, the three principles detailed below.

Convert new followers and retain existing ones. The more worshipers a religious faction has, the greater its ability to influence events for the benefit of its divine patron. Since gods want sincere devotion rather than mere lip service, religions tend to emphasize some primary benefit of joining to potential converts. Even the most vile religions must have some sort of rationale designed to appeal to mortals. Along with that pitch, religions also point out secondary advantages of belonging, ranging from benefits in the afterlife to access to divine magic to the power of a god's areas of interest.

Eliminate enemies and rivals. When the carrot of conversion fails, religious factions must resort to the stick. Of course, not every faith dreams of holy war; many simply deny nonbelievers the full benefits offered to the faithful. Where possible, they also use political and social power to make life more difficult for "unbelievers." While some faiths do use violence, most know that their gods prefer new worshipers over losing unconverted souls to other deities' realms in the afterlife, so they usually regard it as a last resort.

Promote the god's areas of interest. As a god's particular sphere of influence grows in power, people tend to take greater heed of her followers. This effect inspires religious factions to find ways to highlight the god's interests. Education plays a role, explaining the god's influence within the cosmos, but less scrupulous faiths also try to help things along by engineering situations in which people must pray for divine intercession. Factions pledged to gods who oversee beneficial things offer up the possibility of good luck or success to prospective members; those who oversee harmful or negative things tend to promise security or at least reduced harm to potential converts.

Joining

For most churches, joining is a simple matter of professing faith in the appropriate deity. Some require a ritual to demonstrate devotion to the religion, such as a baptism, fast, service, or donation of wealth. For more obscure or outlaw churches, the greatest obstacle is finding someone of the faith so a conversion can occur.

Gaining Prestige

Quests, services, and donations that help the religion (or even a specific temple) increase a character's prestige within that religion.

Resources

The faithful can draw upon not only the devotion and support of their fellow worshipers but also, under the right circumstances, actual miracles and other sorts of divine intervention. As the faithful gain prestige, they earn titles denoting their rank within their church. These names vary from faith to faith, and the GM should develop titles customized to each religious faction (see the Green Faith and Hellknights entries for examples of titles and appropriate CPA costs).

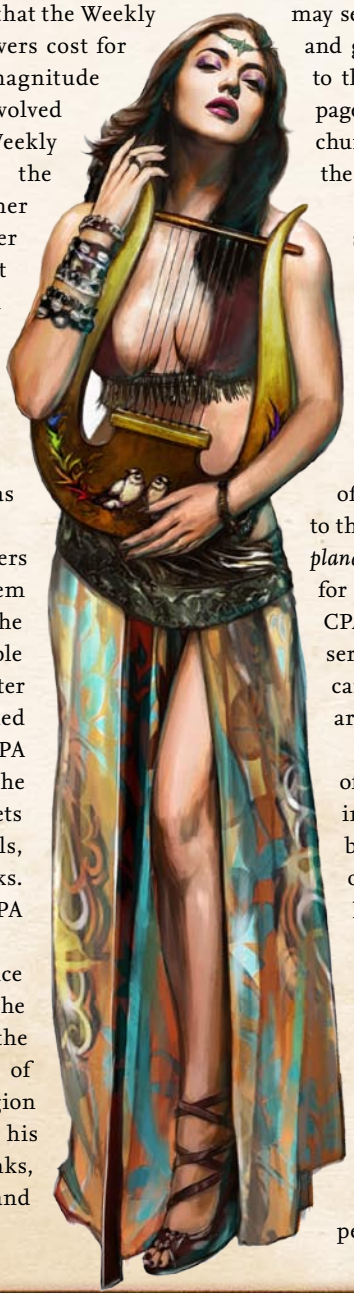
Each religion may offer some of the standard services (listed on pages 54–55) at a discounted rate once a character achieves a certain amount of prestige. For example, the churches of Gozreh and Besmara may offer discounts on boat travel. Abadar's and Gorum's temples may offer discounts on warrior bodyguards. Nethys's church may give discounts on casting divination spells. Sarenrae's temples may offer discounts on healing, restorative, and resurrection magic.

5 TPA, variable CPA: Purchase a magical service from the following list: *consecrate* (1 CPA, 24 hours duration), *hallow* (3 CPA plus 3 CPA per level of the spell to be included in the area), *heroes' feast* (4 CPA), *imbue with spell ability* (1 CPA), *speak with dead* (1 CPA, members of the faith only, one question per caster level). Note that this list only includes long-duration nonevil cleric spells; other religions may instead offer evil versions of these spells (such as *desecrate* and *unhallow*) or druid spells (such as *goodberry* and *plant growth*).

10 TPA: Demand a minor favor from any member of the faith whose level is lower than the character's level. Minor favors never put the member in direct danger but may entail the expenditure of up to 10 gp worth of goods or 1 week's worth of services (including lost income due to the believer taking time off, though not an actual cash offering to the character) for a series of activities. Generally, the character can call upon only one favor at any given time; exerting this privilege more than once during any given month costs 1 CPA for each additional favor. However, at the discretion of the GM, the character could call upon many believers to perform a very similar service so long as the gp cost does not exceed the total of the favor (such as asking many craftsmen to help build a temple for a week for free). Note that the Weekly Services section of the Introduction covers cost for hiring large numbers of people; if the magnitude of the favor or the number of people involved approaches the value of one of those Weekly Services, the character should pay the standard CPA cost for that service rather than trying to get it for free based on her reputation within the faction. Note that the 10 gp cost is not a "hard" value—an unskilled laborer may work for at most a week if she's only provided food, and while that labor is only worth 7 sp, the wage is significant to her (whereas 10 gp represents 14 weeks of labor, and no commoner would work that long just as a favor).

10 TPA, 1+ CPA: Inspire other members of the faith with great zeal, allowing them to exceed their normal limitations. The character can affect a number of people (including herself) equal to her character level times the number of CPA expended (so a 6th-level character spending 5 CPA can inspire 30 members of the faith). The character decides if the affected targets gain a morale bonus on attack rolls, saving throws, or skill and ability checks. The bonus is equal to the character's TPA divided by 10 and lasts for 1 minute.

10 TPA, 3 CPA: Gain the assistance of a specialist (any NPC member of the religion with a class level equal to half the character's level) for 1 week. What sorts of characters are available varies from religion to religion—Gorum has few druids in his service, and Cayden Cailean has few monks, but both have many clerics, fighters, and rogues ready to serve.



10 TPA, 10 CPA: Gain the assistance of a master specialist (any NPC with a class level equal to the PC's level) for 1 week.

15 TPA: Spend CPA to influence, bargain with, or reward outsiders serving the character's god (such as those called by a *planar ally* spell) at a superior rate. When dealing with such creatures, each CPA is treated as 500 gp instead of the standard 375 gp.

20 TPA: Purchase religion-appropriate magic armor, weapons, or other items at a 10% discount. What items constitute "religion-appropriate" varies from faith to faith. For example, the church of Gorum probably sells most magical weapons and armor at a discount, but not items focused on healing or divination. Sarenrae's church may sell discounted items relating to fire, healing, and good. Torag's church probably looks similar to the items offered by the Ninth Battalion (see page 32), and the list of items available from the church of Urgathoa overlaps with the item list of the Whispering Way (see page 52).

20 TPA, 1 CPA: Gain a +6 bonus on one skill check that directly relates to the god's interests (at the GM's discretion), such as Desna and dreams, Gozreh and nature, or Norgorber and poison. This bonus does not stack with the +4 bonus on one check listed on page 55. At 40 TPA, the bonus increases to +8, and at 60 TPA, it increases to +10.

20 TPA, 3 CPA: Gain the temporary service of an outsider (with an alignment appropriate to the god's alignment) of up to 12 HD as if using *planar ally*. The character must negotiate and pay for the outsider's service, though he can spend CPA to have his order pay the price for the service. If the character is a poor negotiator, he can pay 1 CPA to hire a charismatic advocate to argue on his behalf.

30 TPA, variable CPA: Receive the benefit of a helpful spell while acting in the deity's interests. For example, while on a mission battling a group of Rovagug cultists, a devotee of Sarenrae struck down in battle may be healed by a *cure critical wounds* spell. The cost of this divine intervention is the base CPA cost of the spell plus 15; the reward never costs an additional amount based on whether or not the character is outside an area where other members of the faith could help him. The reward is immediate and can prevent the character from dying (for example, healing before the character dies from hit point damage). Some GMs may restrict this to once per level or even once per campaign.

Risen Guard

Every member of the Risen Guard died a hero's death and was then brought back to join the elite unit serving Osirion's ruling Forthbringer dynasty. Since *raise dead* only works on the willing, this means they all chose to leave the afterlife and enter the mortal realm again. Whether loyalty caused them to turn their backs on paradise or their valor gave them a miraculous escape from eternal damnation, they embody steadfastness and incorruptibility.

Goal: Serve the Forthbringers

The Risen Guard cast aside all trappings of their prior lives and devote themselves to the Forthbringers, the dynasty ruling Osirion. They give up their old identities and ranks, and some even forsake their names—anything that might distract them from carrying out the orders of the Ruby Prince. Mostly former soldiers who find comfort in the steady rhythms of drill and routine, they prefer direct solutions to problems. They usually shun convoluted schemes in favor of simpler, more predictable approaches. As members of the Risen Guard tell each other, "Plans that need an 'if' to work are bad plans." This mindset limits their usefulness as diplomats, but it does make them excellent bodyguards or police, and ferociously single-minded assassins.

Alignment: LN

The word of the Ruby Prince is by definition law, and the Risen Guard obeys his commands without hesitation, even if it means certain death. Since they recognize no higher authority, members of the Risen Guard feel no compunction about disregarding inconvenient laws when carrying out their duties. While in Osirion they rarely suffer any consequences for this attitude (so long as they actually are obeying orders), other nations often prove less forgiving. Only the fact that most governments view the Risen Guard as mere extensions of the Ruby Prince, which means that he shoulders the blame for members' misconduct, serves as a meaningful restraint on their actions.

Leader

The outside world knows the current leader of the Risen Guard as simply the **Khopeshman of Sothis** (LN male human aristocrat 3/fighter 7). Insiders refer to him as the First Captain of the Forthbringer because of the exceptional fondness the Ruby Prince feels toward him. A swarthy man who moves with extraordinary grace despite his powerful frame, he has died three times defending the Ruby Prince against assassins. Unlike most of the Risen Guard, he displays exceptional political acumen and knowledge, not just of Osirion but of its neighbors as well, and as captain of the city watch, he has demonstrated his administrative shrewdness on countless occasions. Many spend an idle hour speculating exactly who he was in his first life and suspect he was a person of considerable importance in his own right.

Good Class Choices

Fighter, Monk, Rogue

Challenging Class Choices

Barbarian, Cleric, Druid

Headquarters

The Risen Guard lives wherever the Ruby Prince dwells. When he travels, two dozen of them go with him. Standard doctrine requires that the Ruby Prince should always see at least three of the Risen Guard in any direction he looks at any time—"One to die for him, one to kill for him, and one to carry him to safety." Each of the royal residences (including secret safe houses and private retreats) includes at least one member of the Risen Guard who commands its permanent garrison.

Joining

Actually becoming a member of the Risen Guard requires the extraordinarily unusual circumstance of being raised from the dead at the order of the Ruby Prince; a slain person known to be loyal to the Forthbringer may be raised to serve him at some point. Valorous royal guards have been known to leave instructions in their wills that should they be slain, they would willingly come back to life to defend the Ruby Prince. The Guard has many allies in Osirion, though fewer in other lands.

Gaining Prestige

Actions that benefit the Ruby Prince or thwart attempts to harm him are the best way to attract the attention of the Risen Guard. Dying while defending the Ruby Prince always earns the character 1 PA. To a lesser extent, actions that aid Osirion also earn the Risen Guard's respect.

Resources

Members of the Risen Guard must forsake all prior ties, allegiances, and obligations; allies of the group are not required to do so.

1 TPA, Risen Guard: Gain free and unfettered access to any Osirian Royal Library (Osirion, large town or larger). This gives the character a +5 on Knowledge checks if he spends an hour researching in the Library. He can use this resource to make Knowledge checks untrained with the +5 bonus but must spend 1 day researching. This bonus does not stack with the +4 bonus on one check listed on page 55.

10 TPA, 1 CPA: Gain a new appearance and identity when brought back from the dead by the royal morticians.

Undergoing this ritual is not required, but it does help distance a new Risen Guard from his past life. It also means the guard is freed of all past debts, obligations, and penalties from his former life. If the guard chooses to abandon his name along with the rest of his identity, he may select the Nameless Servitor feat (see the Appendix).

1 TPA, 16 CPA: Be raised from the dead by *raise dead*. Because of the unique role this ritual has with the Risen Guard, a slain guard can benefit from this reward even if he doesn't have the CPA or gp to pay for it, in effect going into debt and repaying the cost once he is alive again (an exception to the rule that the Risen Guard are freed from the debts of their past lives). Until this debt is paid, all earned PA and wealth (other than a meager amount for food and clothing) goes to pay it. Likewise, any PA gained does not affect the character's TPA until the debt is paid. If the character is not actually a Risen Guard when he chooses to use this resource, he becomes one and is thereafter part of the organization—there is no "opting out" of being a Risen Guard, perhaps other than dying and arranging to have some agency other than the Forthbringers raise the character.

10 TPA, 1 CPA: Barter with an elemental based on Osirion's ancient pacts with various elemental clans. This benefit allows the character to make a Bluff, Diplomacy, or Intimidate check against an elemental with an +8 bonus. Even a hostile or controlled elemental may agree to not attack for up to 1 minute if the character making the request is persuasive enough. This bonus does not stack with the +4 bonus on one check listed on page 55.

10 TPA, Risen Guard: Gain the title "the Constant" and a +2 bonus on Intimidate checks against any Osirian.

10 TPA, 0+ CPA, "the Constant" title: Imprison any ordinary person in Osirion for up to 24 hours. The character can have the person detained for an additional day by spending 1 CPA or presenting evidence of a specific crime committed by that person. Keeping dangerous or influential prisoners (such as rival adventurers) imprisoned may require spending additional CPA.

10 TPA, 3 CPA, Risen Guard: Requisition the assistance of a specialist (any NPC member of the organization with a class level equal to half the character's level) for 1 week.

20 TPA, Risen Guard: Gain the title "the Loyal" and a +2 bonus on Intimidate checks against any person from Osirion (this bonus stacks with the bonus from the Constant title).

20 TPA, 0+ CPA, "the Loyal" title: Confiscate any weapon or potentially dangerous item for 24 hours while in Osirion (spending 1 CPA extends this time limit by 24 hours). The item is stored under the watchful eyes of the Risen Guard for the duration.

20 TPA, 3 CPA: Gain the temporary service of an elemental outsider of up to 12 HD as if using *planar binding*. The character must negotiate and pay for the elemental's service, though he can spend CPA to have the Guard pay the price for the service. If the character is a poor negotiator, he can pay 1 CPA to hire a charismatic advocate to argue on his behalf.

30 TPA, Risen Guard: Gain the title "the Faithful" and a +2 bonus on Intimidate checks against any person from Osirion (this bonus stacks with the bonus from all lesser titles).

30 TPA, 0+ CPA, "the Faithful" title: Imprison any ordinary person in Osirion for up to 1 week, or an unusual person (such as an adventurer or diplomat, with the exception of the royal family) for up to 24 hours (as per the "Constant" ability), or confiscate any property (worth up to 10,000 gp) for up to 24 hours (spending 1 CPA extends this time limit by 24 hours).



Shackles Pirates

While pirates have prowled Golarion's seas since the advent of ocean-going travel, and lone pirate crews have long forced merchants and states alike to protect their ships and coastlines, the Shackles Pirates, as an organized quasi-nation, are something altogether different. Lairing within the islands of the Shackles archipelago, constantly under threat from the supernatural hellstorm of the Eye of Abendego, they represent a true threat to many nations but at the same time provide a conduit to glory and freedom for the disaffected, the exiled, and the wildly adventurous.

Goal: Plunder and Freedom

The Shackles Pirates operate with the mores and goals of a traditional pirate ship or flotilla of allied pirate ships under common command, but on the grand scale of a nation-state. Every pirate serves a captain of her choosing, and with that same loose democracy the Shackles Pirates attack and plunder any merchant ship or other potential target they can, always seeking to maximize their booty, with the quantity considered more important than the risks. Their rules and leaders are their own, and they do not hold themselves accountable to the justice, laws, or authority of any imperial power, or to any other external force—even the Eye.

Alignment: CN

The Shackles Pirates, as individuals, as crews, and as a unified faction, operate with a fickle whimsy equal to that of the winds that fill their ships' sails, changing direction with a moment's notice, going where they want, and doing as they see fit. They raid and plunder wherever they dare for whatever they can, throwing themselves headlong into adventure and danger with equal measure. Then, after dividing their shares, they return to port and celebrate their fortune with whatever pleasures strike their fancy, always with as much bravado as they showed in taking their spoils. On land or at sea, they do as they please.

Leader

Much as each pirate ship in a flotilla possesses its own captains but all those captains give combined loyalty to one pirate admiral, the Shackles Pirates as a faction are likewise divided into multiple, distinct fleets of ships, each of which sails under the immediate control of one pirate lord and sets anchor at a specific port that falls under its control. But collectively, the pirates sail under the banner of their elected grand pirate lord, the Hurricane King, **Captain Kerdak Bonefist** (male human fighter 10) of Port Peril.

Good Class Choices

Barbarian, Rogue, Fighter, Sorcerer

Challenging Class Choices

Monk, Paladin, Wizard

Headquarters

Although the Hurricane King rules over Port Peril, the Shackles' largest port city, the Shackles Pirates have no true headquarters. The more powerful pirate lords claim the other major ports, including Quent, Drenchport, and Ollo, while the lesser pirate lords claim the smaller ports and settlements scattered along the coastline of the innumerable islands that comprise the Shackles. Normally the majority of a pirate lord's fleet might be out at sea rather than in port, but the larger towns have little need for their protection—while internecine conflict is rare, the towns are heavily fortified to defend against threats from the unmapped jungle interiors, sahuagin, foreign invasion, and other threats from the sea.

Joining

The pirates are relatively egalitarian—anyone brave enough to come to one of their towns is welcome to join, as is anyone, passenger or crew, from a targeted ship who is lucky enough to survive a raid. Even landlubbers who provide valued services (whether running a tavern or providing reliable ship repairs) may be accepted as honorary pirates.

Gaining Prestige

The Shackles Pirates respect power, skill, luck, and daring—anyone who shows she has one or more of these qualities is sure to earn fame with the pirates.

Resources

Although the Shackles possess limited resources of their own, virtually anything and everything can be stolen and brought back by the Shackles Pirate fleets. Most importantly, the pirates know the seas and can provide ready transport to and from many places poorly mapped by others, especially along the western coast of Garund. The pirates also benefit from their isolated location and the presence of the Eye of Abendego, which provides them considerable security from outside infiltration and retribution from the naval forces of nation-states and merchant consortiums.

1 CPA: Arrange oceangoing transport to or from any port where the pirates can land openly, or to an unsettled coastal location within the pirates' territory.

1 CPA: Hide the character or an ally for 1 month on a pirate ship. Because the ship is mobile and passes near the Eye of Abendego, attempts to scry on or teleport to

the hidden character are very difficult (+5 bonus on the target's saving throw bonus to resist scrying and location-determining spells; *teleport* attempts are two familiarity categories worse).

1+ CPA: Obtain a treasure map to a dead captain's "legendary" buried treasure. The treasure's value is at least equal to the CPA value spent to acquire the map. The source of the map makes no guarantee as to any treasure guardians, slight inaccuracies in the map, or rival treasure seekers with the same map.

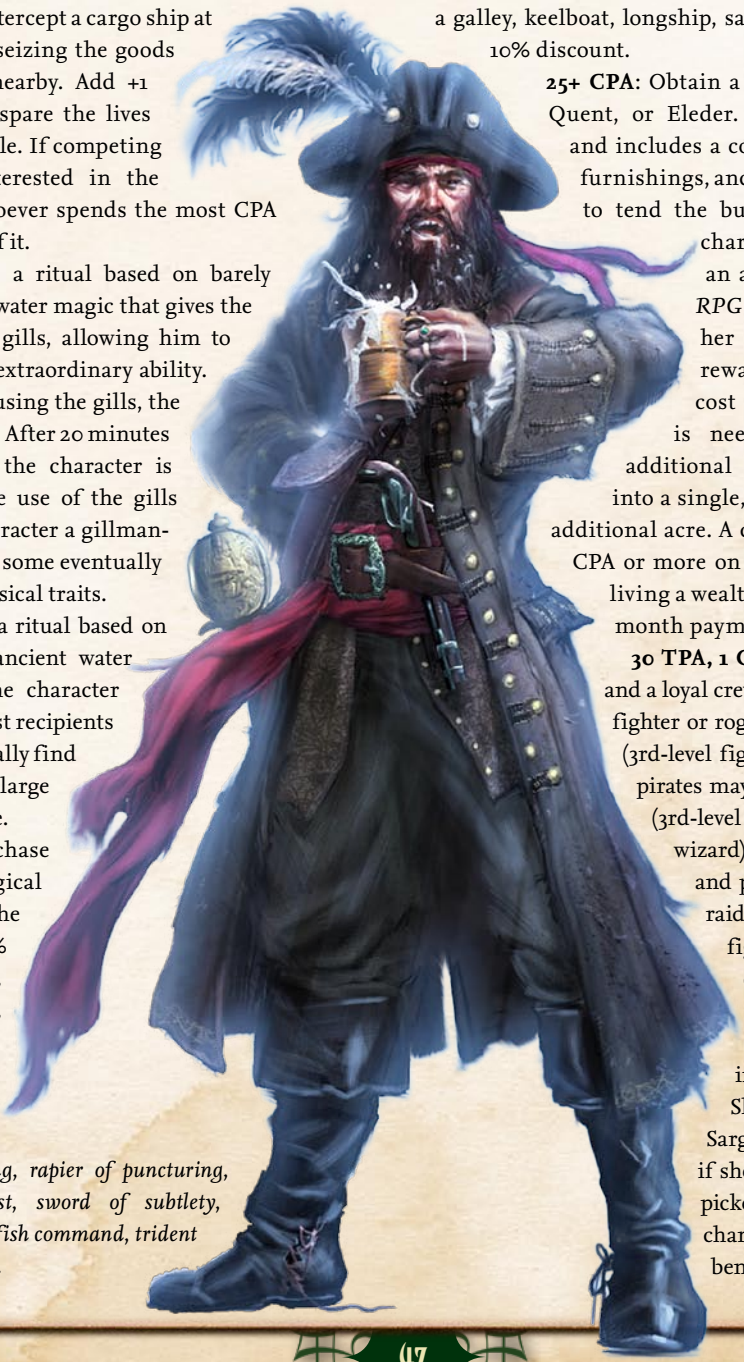
2 CPA: Arrange oceangoing transport to or from any port in Avistan or Garund, or to an unsettled coastal location outside the pirates' territory.

10 TPA, 1 CPA: Intercept a cargo ship at a specific location, seizing the goods and hiding them nearby. Add +1 CPA to the cost to spare the lives of the targeted people. If competing individuals are interested in the same shipment, whoever spends the most CPA ends up in control of it.

13 CPA: Undergo a ritual based on barely understood ancient water magic that gives the character primitive gills, allowing him to breathe water as an extraordinary ability. After 10 minutes of using the gills, the character is fatigued. After 20 minutes of using the gills, the character is exhausted. Extensive use of the gills tends to give the character a gillman-like appearance, and some eventually take on fish-like physical traits.

13 CPA: Undergo a ritual based on barely understood ancient water magic that gives the character low-light vision. Most recipients of this ability eventually find that their eyes enlarge and become fish-like.

20 TPA: Purchase or upgrade magical weapons from the following list at a 10% discount: anarchic, *humanoid-bane* (any), *dagger of venom, dancing, defending, javelin of lightning, luck blade, mace of terror, mighty cleaving, rapier of puncturing, shock, shocking burst, sword of subtlety, thundering, trident of fish command, trident of warning, wounding.*



20 TPA: Purchase or upgrade magical armor from the following list at a 10% discount: *energy resistance* (electricity), *plate armor of the deep, slick* (all), *wild*. This discount is only available for light and medium armor (both normal and masterwork quality), with the exception of *plate armor of the deep*.

20 TPA: Purchase magic items from the following list at a 10% discount: *bottle of air, cloak of the manta ray, feather token* (anchor, swan boat), *folding boat, gloves of swimming and climbing, horn of fog, necklace of adaptation, orb of storms, pearl of the sirines, ring of climbing, ring of energy resistance* (minor electricity), *ring of jumping, ring of swimming, wind fan*.

20 TPA: Purchase a used but safe sailing vessel, such as a galley, keelboat, longship, sailing ship, or warship, at a 10% discount.

25+ CPA: Obtain a small estate in Port Peril, Quent, or Eleder. The estate covers 1 acre and includes a comfortable house, pleasant furnishings, and a few 1st-level commoners to tend the building and grounds. The character is treated as living an average lifestyle (*Pathfinder RPG Core Rulebook* 405), except her CPA investment in this reward covers the gp/month cost (no additional payment is needed). She can purchase additional estates or combine them into a single, larger estate for 5 CPA per additional acre. A character who has spent 50 CPA or more on this resource is treated as living a wealthy lifestyle (but still no gp/month payment is needed).

30 TPA, 1 CPA: Gain the title "captain" and a loyal crew of one first mate (5th-level fighter or rogue) and five to eight pirates (3rd-level fighters or rogues); one of the pirates may instead be a "storm mage" (3rd-level bard, cleric, sorcerer, or wizard). If the captain owns a ship and plans to go to sea and make raids, 10–20 swabbies (2nd-level fighters or rogues) join her crew. The crew remains with the captain only if she stays on the ship or remains in territory friendly to the Shackles Pirates (including Sargava); they remain behind if she goes elsewhere but can be picked up later if she returns. A character can only select this benefit once.

Ulfen Guard

The royal courts of Taldor are steeped in political ties and mixed loyalties, and no guard comes to her position free of family obligations or social debts. Therefore, the crown seeks its personal protection from beyond Taldor's influence. The Ulfen Guard serves the Grand Prince as bodyguards without any concern for the empire's political climate. Though referred to by sophisticated Taldans as "the Grand Prince's pet barbarians," these savage warriors see their task as a sacred duty. The Ulfen Guard are both brutal warriors and surprisingly clever investigators, protecting the crown from all threats.

Goal: Protect the Emperor

The Ulfen Guard exists to protect the bearer of the Primogen Crown. Its most visible role is the safeguarding of the Grand Prince, with upward of 20 Ulfen surrounding him at all times. Others watch over the royal estates, the best Taldan theaters, and any other place the Grand Prince will appear, searching for potential threats with their keen hunting and tracking skills. The Ulfen Guard swear fealty to the imperial position, however, not the individual. They would zealously protect a former charge's assassin, should that assassin become the next Grand Prince.

Alignment: N

The Ulfen Guard care only for their oath and duty to the crown, with no personal or political ties to the rest of Taldor. While their sense of honor and loyalty are unwavering, their tactics are far from lawful; bloody assaults on would-be assassins and gross violations of imperial law in hunting down known conspirators are common.

Leader

Commander **Kol Kodranson** (N male human barbarian 10), Breaker of Arms, is the son of Kodran Kullirson, the Ulfen Guard's previous commander. Unlike previous commanders, Kol sees some value in exploiting those outside the Guard for their skills and knowledge, and he has made some effort to reach out to adventurers who lack strong ties to Taldor.

Good Class Choices

Barbarian, Fighter, Ranger, Rogue

Challenging Class Choices

Monk, Paladin, Wizard

Headquarters

While the Ulfen Guard is technically headquartered in the Imperial Palace in Oppara, members are just as likely to be found at the Staggering Skald, an Ulfen alehouse located just two blocks from the palace. Only current and former Guardsmen are allowed entry. Weekly meetings are usually held there rather than at the palace, partially for the familiar comfort of its wooden beams and stiff mead, and partially to prevent the ensuing, alcohol-fueled carousing from disturbing His Imperial Majesty or any royal guests.

Joining

Only human men and women who have at least half Ulfen blood and an Ulfen parent from the Lands of the Linnorm Kings are allowed to join the Ulfen Guard. All others who gain prestige with the faction are at best *leidang* (an Ulfen word meaning "freemen militia in service to the chieftain"), a status worthy of respect but not full brotherhood with the group.

Gaining Prestige

The Guards respect strength, skill in battle, and acts that protect the life of the Grand Prince.

Resources

The primary benefits of allying with the Ulfen Guard are peaceful access to the Grand Prince, combat training with elite warriors, and proximity to the treasures of the Linnorm Kings and Taldor.

10 TPA, 1 CPA: Arrange a minor, public, courteous, second-hand interaction with the Grand Prince, such as carrying his cloak, presenting a ceremonial document, or standing closest to him in a public theater. While the Ulfen Guard is outside of Taldan politics, members understand the value of appearances, and they aren't afraid to profit from their connections or use them to aid an ally. This act makes other Taldan nobles and royals favorably disposed toward the character, granting her a +4 bonus on Bluff, Diplomacy, Intimidate, and Knowledge (nobility) checks regarding them. The bonus decreases by 1 each time it is used; after the fourth check (or when 24 hours have passed), the bonus reaches +0 and gives no further benefit.

15 TPA, 1 CPA: Gain the assistance of an off-duty member of the Ulfen Guard (an NPC barbarian, fighter, ranger, or rogue with a class level equal to half the character's level) for 1 day.

20 TPA, Ulfen: Become a blood brother or sister to one of the Ulfen Guard and gain the title "huscarl." The Guard only offers this status to those who members believe are strong and honorable. This gives the character access to the Staggering Skald and the common areas of the Imperial Palace in Oppara (but not permission to bring others along with her), a +2 bonus on Diplomacy checks to gather information in Oppara, Knowledge (local) checks regarding Taldor, Knowledge (nobility) checks regarding Taldan nobles, and Intimidate checks to influence people from Taldor. The

character may eat and sleep for free at the Staggering Skald, and she can demand free transport for herself on any Taldan ship sailing from Oppara to Kalsgard. The blood oath is an honor not to be accepted lightly. To the Ulfen, it is as close as the bond of family. A huscarl is expected to show bravery, fight with honor, and respect her duty. Betraying the Ulfen Guard marks a huscarl for death, not just among the Ulfen Guard, but among all Ulfen people.

20 TPA, 1 CPA, huscarl or leidang: Gain access to the Grand Prince for a quick exchange of words. The Guard doesn't have the authority to put official meetings on the Grand Prince's schedule, but it can arrange to let a specific person interact with him in a public place for a short time, typically no more than 5 minutes. The Guard only allows people whom members trust to get this close to the Grand Prince, and if such a person harms him, not only is that person's life forfeit, but the leader of the Guard will take the heads of all the guards responsible for letting that "trusted" person get so close to the Grand Prince. The character's TPA and CPA with the Ulfen Guard decrease by 5 or more if she insults or annoys the Grand Prince, and plummet to 0 should she harm him.

20 TPA, 2 CPA, huscarl or leidang: Gain the assistance of an off-duty captain of the Ulfen Guard (an NPC barbarian, fighter, ranger, or rogue with a class level equal to the PC's level) for 1 day.

20 TPA, huscarl or leidang: Purchase or upgrade magical weapons from the following list at a 10% discount: cold iron, *dragon bane*, *frost*, *frost brand*, *giant bane*, *icy burst*, *mighty cleaving*, *returning*, *throwing*, *thundering*.

20 TPA, huscarl or leidang: Purchase or upgrade magical armor from the following list at a 10% discount: *arrow catching*, *arrow deflection*, *bashing*, dragonhide plate, *energy resistance* (cold), *fortification* (all), *invulnerability*. This resource is only available for light and medium armor (both normal and masterwork quality).

20 TPA, huscarl or leidang: Purchase magic items from the following list at a 10% discount: *belt of giant strength*, *boots of the winterlands*, *feather token* (anchor), *figurine of wondrous power* (ivory goats), *folding boat*, *horn of blasting*, *horn of Valenhall* (*horn of Valhalla*).

30 TPA, non-Ulfen: Become a blood brother to one of the Ulfen Guard and gain the title "leidang." The Guard only offers this status to those who members believe are strong and honorable, for a leidang must be a respectable and trustworthy person despite her non-Ulfen heritage. This gives the character the same benefits and responsibilities as a huscarl (see above).

35 TPA, 10 CPA, huscarl or leidang: Obtain a huscarl ring from the Ulfen Guard. As part of their arrangement with the Grand Prince, the Linnorm Kings annually present the imperial seat with a ring carved from the baculum of a linnorm, and the Grand Prince normally awards it to an exceptional member of the Guard. Over the centuries, nearly a hundred of these have been awarded and have since been passed down through family lines. A few dozen more belong to the Ulfen Guard itself and are awarded at the discretion of the leader. Those lucky enough to own one consider it a high honor, and all who recognize the ring greatly respect the wearer. The rightful wearer of a huscarl ring gains a +1 morale bonus on attack rolls and saves against fear effects; this is a nonmagical effect. The wearer gains a +2 bonus on Diplomacy and Intimidate checks to influence someone who recognizes the nature of the ring. The ring is of masterwork quality and is suitable for use as a sorcerer or wizard's arcane bond.



Varisian Wanderers

The native clans of Varisia have wandered without a permanent home since the Age of Darkness, and exploring the world for 5 millennia has created a culture of wanderlust and strong family bonds. They walk with the wind at their backs and songs in their hearts. To outsiders, they appear to be insular and untrustworthy, obeying no laws but their own. But for insiders, the clans are a support network stretching across Varisia and beyond, offering ancient magic, modern gossip, transportation, trade goods, protection, prophecy, and loyal company. Most importantly, they offer guidance to all the secret places of Golarion.

Goal: One More Road

Varisians want to see it all—a simple goal but one that's far from easy. As an old Varisian saying goes, "It is easier to grow a flower at night than to grow a man without travel." They value freedom and experience over temporal wealth, and new exploits require health, freedom, and someone to share them with. Each clan fosters these traits in its own way, usually through strong family bonds. Anything that restricts these virtues is anathema. Though largely independent, caravans band together to resolve larger threats to the open road, be it a plague, a washed out trail, or greedy settlers.

Alignment: CN

The wandering clans have little organization beyond family lines and a handful of major festivals. Even within a single clan, influences and priorities shift as casually as the weather, and a stay in town may become a cross-country journey on as little as an hour's notice. To most Varisians, the world isn't seen as black or white, but rather as varying degrees of loyalty and separation from the self. A Varisian might fight fiercely with a sibling, only to team up with that sibling against an uncle, and the siblings might ally with their uncle in turn to deal with an outside threat.

Leader

Individual Wanderer families have little influence over one another, but all Wanderers respect the words of skilled fortune-tellers called "harrowers." Each clan supports at least one of these harrowers, who serve as advisors, teachers, and lawgivers for younger Wanderers. Harrowers earn their positions through guile, experience, and a gift for fortune-telling. Many have strange dealings with the Shoanti, or bargain with ghosts and spirits, while others spent their youth dallying with fey. Few of these matriarchs remain completely sane, and they cloak their advice and prophecies in poetry, nonsensical babble, or dirty jokes.

Good Class Choices

Bard, Rogue, Sorcerer

Challenging Class Choices

Barbarian, Paladin

Headquarters

While Varisian caravans know no permanent home, most stop at least once a year in Magnimar, camping either outside the city walls or within one of several large areas inside the city set aside for Varisian tents. Built on a crossroads of travel, Magnimar has been a stopping-place for Varisians for more than a thousand years, and the fact that interlopers have built permanent structures on "their" land vexes them greatly. For 1 week after the spring rains subside, dozens of caravans gather at the city to trade, dance, exchange stories, intermarry, and pay homage to their goddess, Desna.

Joining

The Wanderers rarely let non-Varisians join their family-like organization. While they will trade news and wealth with those who treat them well and respect their wandering ways, only under unusual circumstances do they let an outsider become part of the clan—such as a hero saving the life of a family elder.

Gaining Prestige

The Wanderers respect those who walk the roads as they do, protect the interests of Wanderer communities, destroy barriers to trade and travel, and give them lore useful to their history and journeys in life. They also look favorably on those who serve the goddess Desna.

Resources

Though the Wanderers are knowledgeable about travel in most parts of the world, outsiders are often most interested in their unusual magic, such as their knowledge of the Harrow deck and the art of tattooing.

5 TPA, 5 CPA: Gain a permanent +5 bonus on Knowledge (geography) checks relating to travel in and near civilized areas of a particular country or Knowledge (local) checks relating to a particular settlement. This bonus does not stack with the +4 bonus on one check listed on page 55. This benefit requires 1 week of study with a group of Varisian Wanderers knowledgeable about the chosen location. A character can select this multiple times; each time it applies to a new country or settlement.

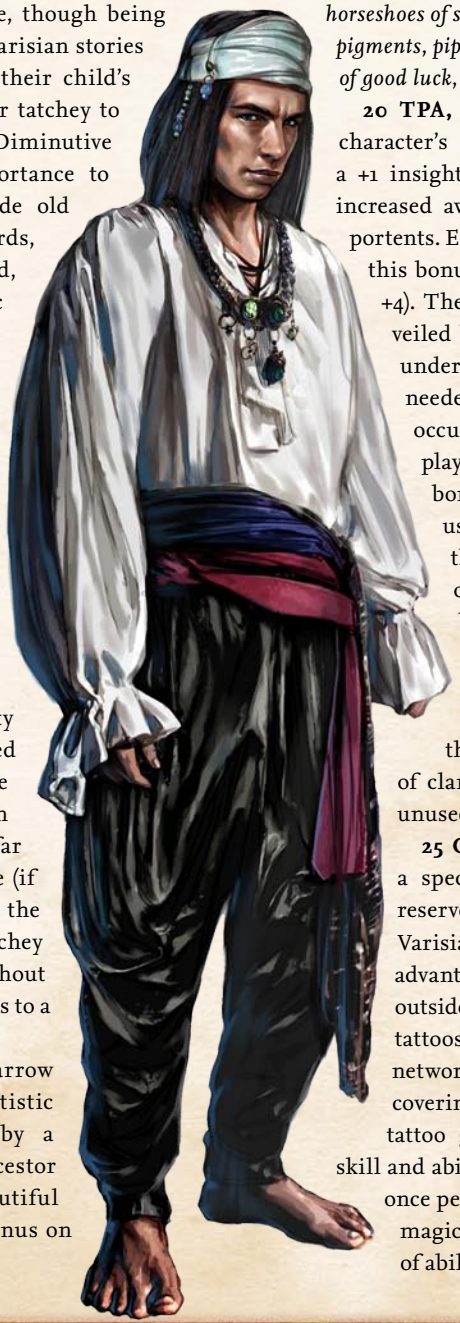
5 CPA: Gain a Varisian tattoo that grants the character the ability to cast a 0-level spell from the sorcerer/wizard spell list three times per day. The caster level for this ability is equal to the character's level. The save DC for this spell is 10 + the character's Intelligence or Charisma modifier.

The character must have an Intelligence or Charisma score of at least 10 to gain this ability. A character can only have three such tattoos at one time.

10 TPA, 3 CPA: Gain the assistance of a specialist (any NPC member of the organization with a class level equal to half the character's level) for 1 week.

10 TPA, 5 CPA: Gain a *tatchey*, or Varisian spirit amulet. Tatcheys are long thought to be mere trinkets by outsiders, but the wisest of the Varisian Wanderers have rediscovered old rites that can connect a tatchey with its owner's spirit. This gives it a semblance of life and a rudimentary intelligence, creating a familiar-like bond between a person and the object. A tatchey adores its master and wishes to help whenever possible, though being inanimate limits its usefulness. Old Varisian stories tell of a tatchey guiding parents to their child's kidnapper or a clever rogue using her tatchey to spy on enemies. A tatchey is always a Diminutive nonmagical object of personal importance to the bearer. Common tatcheys include old coins, seashells, jewelry, Harrow cards, and colorful pebbles. Once awakened, a tatchey is an intelligent magic item with the following statistics: Hardness 8, 5 hp (1d8); Int 6, Wis 12, Cha 6, ego 0. A tatchey lacks physical attributes and cannot move on its own. It has normal human senses and can speak in hushed tones. A tatchey has one skill rank (usually in Perception) and one feat (usually Alertness). While carried by its master, it benefits from all spells and effects affecting its master. A person can only have one tatchey at a time. Tatcheys are legendary for their ability to find their way home if separated from their owners; once per week, the owner may summon his tatchey, which teleports into a free hand from as far away as 1 mile per level of experience (if it is out of range, the owner knows the general direction of the tatchey). A tatchey becomes depressed and withdrawn without its master; after 6 weeks apart, it reverts to a nonmagical object.

15 TPA, 1 CPA, 100 gp: Obtain a Harrow deck of historical, familial, or artistic importance, such as one owned by a famous Harrower, an important ancestor of the character, or one with beautiful illustrations. The deck grants a +2 bonus on skill checks related to using the deck.



20 TPA: Purchase or upgrade magical weapons from the following list at a 10% discount: *dancing*, *defending*, *keen*, *luck blade*, masterwork weapons (any weapon usable by rogues), *seeking*, *spell storing*, *sword of subtlety*.

20 TPA: Purchase or upgrade magical armor from the following list at a 10% discount: darkwood buckler, darkwood shield, *glamered*, masterwork armor (any armor usable by rogues), *shadow* (all), *slick* (all), *spell resistance*, *winged shield*.

20 TPA: Purchase magic items from the following list at a 10% discount: *bag of holding*, *boots of striding and springing*, *crystal ball*, *deck of illusions*, *dust of illusion*, *feather token* (fan, whip), *hand of glory*, *hat of disguise*, *horseshoes of speed*, *horseshoes of a zephyr*, *marvelous pigments*, *pipes of haunting*, *pipes of sounding*, *stone of good luck*, *vest of escape*, *winged boots*.

20 TPA, 10 CPA: Have a harrower tell the character's future. This grants the character a +1 insight bonus to initiative because of an increased awareness of how to read signs and portents. Each time the character has a reading, this bonus increases by +1 (to a maximum of +4). The harrower's predictions are cryptic, veiled by context, and often impossible to understand until the moment they are needed. When this moment of clarity occurs (determined by the character's player), the character gains a +4 insight bonus on her next roll; the decision to use this ability must be made before the roll. This bonus can only be used once per fortune, but the initiative bonus is permanent. A character can receive this benefit more than four times (after the initiative bonus has reached the maximum of +4), but this only provides another moment of clarity. A character can only have one unused moment of clarity at a time.

25 CPA: Gain a Varisian journey mark, a special kind of tattoo the Wanderers reserve as rewards for great deeds. Most Varisians see these emblems as a secret advantage, one they are loath to reveal to outsiders. Like more common magical tattoos, journey marks are complicated networks of Thassilonian symbols, usually covering the stomach, chest, or back. The tattoo grants a +1 competence bonus on skill and ability checks for one ability score, and once per day the character can call upon the magic of the tattoo to heal her of 1d4 points of ability damage to that ability score.

Whispering Way

One of Golarion's most ancient factions, the Whispering Way predates its greatest champion, Tar-Baphon, by centuries. Its adherents revere undeath as a means of transcendence. In undeath, they see no pain or suffering to dilute or dull the pursuit of absolute power. Neither does the fear of fleeting time plague them, for they possess the luxury of eternity. The faction looks upon living creatures as maggots, pitifully growing and consuming resources for the pointless goal of survival. Those steeped in the secrets of the Whispering Way can never turn from it, for its corruptions are so absolute that those who stray or renounce its influence turn to dust.

Goal: Golarion Must Die

The tenets of the Whispering Way proclaim that only through undeath can one attain the truest form of existence; thus, its disciples seek nothing short of the death of all life. To attain their goal, they spread the pestilence of their whispered secrets throughout the world, for within their strength lies their lure. Their agents infiltrate magical academies, churches, and other centers of knowledge, drawing out talented individuals and corrupting them to their cause with promises of immortality and power. Others within the faction endeavor to release the Whispering Way's greatest champion, the lich-king Tar-Baphon, by unearthing and destroying the seals that bind him beneath Gallowspire in Ustalav.

Alignment: NE

Despite their appearance of pursuing a common goal, the disciples of the Whispering Way are selfish individualists largely acting independently to increase their own personal power. By all counts, the Whispering Way is blasphemous even to other evil factions and religions. Disciples of the Way frequently turn upon each other, slaying or dominating subordinates to fulfill their own interpretations of their grim philosophy. To faction members, life holds no value, so they think nothing of extinguishing it. A disciple never places others' needs before his own, for the Whispering Way reveals itself to those strong enough to embrace it, not the weak-willed who readily step aside.

Leader

At present, none within the faction wield as much influence as **Lucimar, the Lich-Wolf** (LE male human wizard 13). A recent convert, Lucimar (an undead human transformed into the body of a worg-like creature) fell upon the Way while exploring the various arcane seals binding Tar-Baphon. Then a follower of Urgathoa, the accomplished necromancer had already succumbed to undeath before his recent transformation and claims he was introduced to the secrets of the Whispering Way from the lips of Tar-Baphon himself. While many doubt his assertions, he possesses rare and uncontested knowledge of the Way. Recently, he laid claim to Ghasterhall, the Palace of Travesties, where he resides amid a court of lunatics who celebrate his reign by frequently bleeding themselves to the edge of death.

Good Class Choices

Cleric, Fighter, Wizard (necromancer)

Challenging Class Choices

Bard, Druid

Headquarters

The Whispering Way maintains little in the way of an organized base of operations, though Tar-Baphon's legacy and prison—the tower of Gallowspire—remains the faction's spiritual center. Powerful faction members still claim Virlych as sovereign from Ustalav and occupy small domains within its boundaries. Despite the illegitimacy of their allegations, few bother to contest them, as these stricken territories hold little appeal to outsiders. Regardless, all faction members make pilgrimages to Gallowspire, and while there, hold ritual gatherings at these small keeps. Ghasterhall is becoming an increasingly frequent stop for pilgrims.

Resources

The Whispering Way provides resources focused on the damnable path of transforming the living into undead. Over the centuries, the faction has amassed thousands of horrifying and aberrant secrets. Since much of its philosophy derides the written word, disciples rely on their fellow faction members to pass along their grim philosophies. The source of their knowledge lies in the warped minds of powerful undead lords known as lore keepers who each dedicate themselves to memorizing and mastering a single aspect of the philosophy and its practices. Lore keepers are the primary individuals sought by faction members requiring aid.

5 TPA, variable CPA: Purchase a magical service from the following list: *animate dead* (4 CPA, up to 10 HD of uncontrolled skeletons or zombies), *clone* (24 CPA), *desecrate* (1 CPA), *false life* (1 CPA), *inflict critical wounds* (2 CPA), *inflict serious wounds* (1 CPA).

5 TPA, 1 CPA: Consult a necromancer or lore keeper and gain a +10 bonus on one Knowledge (arcana) check relating to necromancy magic or Knowledge (religion) check

relating to undead. The character can make this check untrained (as if using a library). This benefit does not stack with the +4 bonus on one check listed on page 55.

5 TPA, 5 CPA: Gain a permanent +2 bonus on Knowledge (arcana) relating to necromancy magic or Knowledge (religion) check relating to undead. This benefit requires 1 week of study with a lore keeper. It does not stack with the +4 bonus on one check listed on page 55.

10 CPA: Change a sorcerer's bloodline to undead or a wizard's arcane school to necromancy. This change requires an 8-hour ritual and inflicts 5 negative levels on the character (these levels may be healed or recovered normally or with magic).

15 TPA: Purchase or upgrade weapons from the following list at a 10% discount: *frost*, *ghost touch*, *icy burst*, *life drinker*, *nine lives stealer*, silver weapons, *sword of life stealing*, *unholy*.

15 TPA: Purchase or upgrade magical armor or shields from the following list at a 10% discount: *absorbing shield*, *caster's shield*, *energy resistance* (cold), *ghost touch*, *undead controlling*.

15 TPA: Purchase magic items from the following list at a 10% discount: *darkskull*, *hand of glory*, *hand of the mage*, *phylactery of negative channeling*, *robe of bones*, *staff of necromancy*.

15 TPA, 1 CPA: Gain access to a spellbook, other magical document, or a lore keeper for the purposes of learning or researching one necromancy spell. This benefit does not require a Spellcraft check or any additional transcription costs. Some of these writings contain versions of the spells that are 1–2 levels lower than the normal version of the spell (such as a level 3 version of *enervation*), arcane versions of divine spells (or vice versa), or even necromantic versions of spells that normally belong in another school (such as a necromancy-school *wall of ice* spell). These versions require the caster to be undead; otherwise they inflict negative levels on the caster when cast.

15 TPA, 1 CPA: Transform the character's familiar into an undead version of its living self. This change requires an 8-hour ritual. The familiar's type changes to undead but it retains all of its other familiar abilities. This does not work on familiars of the construct or outsider type (such as imps and quasits from the Improved Familiar feat).

15 TPA, 2+ CPA: Perform independent spell research to create a new necromancy spell. This research takes 1 week, and the cost is 2 CPA per spell level of the new spell. This cost replaces the normal 1,000 gp per week per spell level cost listed on page 219 of the *Pathfinder RPG Core Rulebook*.

10 TPA, 3 CPA: Gain the assistance of a specialist (any NPC member of the organization with HD equal to half the character's level) for 1 week.

20 TPA, 2 CPA: Gain the service of an undead homunculus. This creature has all the abilities of a standard (construct) homunculus except its type is undead. The character must pay for all the normal costs associated with creating a homunculus.

20 TPA, 3 CPA: Arrange a conjuring of an extraplanar undead (such as a devourer) or an incorporeal undead in a ritual similar to *planar ally* or *planar binding*. The character must negotiate and pay for the undead's service, though he can spend CPA to have disciples of the Way pay the price for the service. If the character is a poor negotiator, he can pay 1 CPA to hire a charismatic advocate to bargain on his behalf. If the creature has the ability to create spawn, the spawn are not under the control of the character.

20 TPA, 3 CPA: Create an undead creature as if using *create undead*. The character must provide the material components for the ritual.

30 TPA, 5+ CPA: Undergo a ritual that transforms the character into a specific type of corporeal intelligent undead, such as a ghoul, mummy, skeletal champion, or zombie lord (see *Pathfinder Chronicles: Classic Horrors Revisited*). The CPA cost is equal to 5 times the total of the Hit Dice of the desired undead form plus the character's Hit Dice. This transformation requires an 8-hour ritual and the character must provide material components as if creating an undead of the desired type using the *create undead* spell.

30 TPA, 5 CPA: Learn how to create a lich's phylactery with the Craft Wondrous Item feat.

Appendix 1: Standard Faction Costs

Total Prestige Award and Item Purchases

TPA	Maximum Item Cost
4	500 gp
9	1,500 gp
13	3,000 gp
18	5,250 gp
22	8,000 gp
27	11,750 gp
31	16,500 gp
36	23,000 gp
40	31,000 gp
45	41,000 gp
49	54,000 gp
54	70,000 gp
58	92,500 gp
63	120,000 gp
67	157,500 gp

Note: Under normal circumstances, PCs should always be able to purchase certain items from their faction, even if the cost exceeds the value on this table. These items are the following: equipment from the Equipment chapter of the *Pathfinder RPG Core Rulebook* (including equipment made from special materials, such as mithral); +1 weapons, armor, and shields; and 0- or 1st-level oils, potions, and scrolls at caster level 1 (Pathfinder Society Organized Play uses this rule).

Weekly Services

CPA Cost	Benefit
1	Mounts (light riding horse, camel, mule, or pony) for the PC and up to one companion per level
1	Boat travel (freshwater or coastal transport for the PC and up to 10 others; includes a crew of four 1st-level experts)
1	Work detail of 50 1st-level commoners
1	Skilled craftsman (expert of 1/2 the faction member's level)
2	Bodyguard (warrior of 1/2 the faction member's level)
2	Ship travel (deep water transport for the PC and up to 20 others; includes a crew of 10 1st-level experts)
2	Squad of 10 1st-level warriors
2	Combat trained mounts (light or heavy warhorses or riding dogs) for the PC and up to one companion per level

Note: Services requiring NPCs or animals include appropriate gear for their class and level and all living expenses for them. For double CPA cost, these NPCs serve for up to 1 month. The character is expected to return any NPCs or mounts and their gear to the faction when finished with them. If the PC returns less than 50% of the mounts, gear, or NPCs acquired, she loses 1 TPA (and 3 TPA if none are returned).

Spellcasting

CPA Cost	Benefit
1	*Dispel magic*
1	*Gentle repose*
1	*Lesser restoration*
1	*Make whole*
1	*Remove blindness/deafness*
1	*Remove curse*
1	*Remove disease*
1	*Remove paralysis*
1	*Sending*
2	*Atonement* (8 CPA to restore cleric/druid powers)
2	*Break enchantment*
2	*Cure critical wounds*
2	*Divination*
2	*Greater dispel magic*
2	*Neutralize poison*
2	*Overland flight*
2	*Restoration* (4 CPA to dispel a permanent negative level)
2	*Scrying*
4	*Regenerate*
4	*Analyze dweomer*
4	*Greater scrying*
5	*Commune*
5	*Contact other plane*
5	*Legend lore*
7	*Teleport object*
7	*Vision*
10	*Teleport*
15	*Plane shift*
16	*Greater restoration*
16	*Raise dead*
18	*Discern location*
20	*Greater teleport*
32	*Resurrection*
75	*Soul bind*
77	*True Resurrection*

Note: Spellcasting is at minimum caster level.

Miscellaneous Expenses

Cost	Benefit
1	+4 to one skill check
1	Purchase a single item worth 375 gp**
1*	Wealthy cost of living for 1 month
2	Purchase a single item worth 750 gp**
2*	Extravagant cost of living for 1 month
5	Retrieval of a dead body to a faction-controlled location

* Cost of living covers 1 month and is detailed on page 405 of the *Pathfinder RPG Core Rulebook*.

** Characters can't spend multiple PA for more items costing more than 750 gp.

Appendix 2: New Mechanics

While most these new feats, magic items, spells, traits, and pieces of equipment are associated with the various factions in this book, you don't have to limit access to them to members of those factions. For example, if you have a bard PC but you're not using the Kitharodian Academy faction in your game, you could still let the bard take the Master Performer feat if he meets some other roleplaying requirement. This section also applies to factions from other supplements, such as the Wonderseekers from *Pathfinder Companion: Gnomes of Golarion*.

Equipment

The following nonmagical equipment supplements the list in the *Pathfinder RPG Core Rulebook*.

Mundane Armor Modifications

The dwarven master smiths of the Ninth Battalion constantly refine new techniques to further upgrade the heavy armor worn by their brethren on the front lines. In addition to increasing the armor's base cost and weight as set out below, each individual upgrade reduces the wearer's speed by 5 feet; the Slow and Steady dwarven racial ability enables dwarves to ignore the associated speed penalties. The listed costs are for including these modifications on nonmagical armor; increase the cost by 50% if adding them to a suit of magical armor.

Deflecting: The artistry of armor design lies not just in how well it protects its wearer, but in how widely or unexpectedly its angles can deflect an opponent's blows. When an attacker's failed strike causes his weapon to ricochet outside of his natural guard position, there is a momentary window of opportunity where the opponent is vulnerable to the wearer's counterstrike.

Whenever an opponent strikes at the wearer with a bludgeoning or slashing melee weapon and misses by 5 or fewer, the wearer gains a +1 circumstance bonus on his next melee attack roll against that opponent. This attack must be made in the next round or the bonus is lost. **Cost**: +1,000 gp; **Weight**: +10 lbs.

Jarring: Opponents who swing too hard at this armor soon learn to regret it. The jarring shock that runs up the attacker's arm as their weapon connects makes it feel as though they have just struck a wall.

Whenever an opponent with a melee weapon strikes at the wearer using the Power Attack feat and misses by 5 or fewer, he must make a Fortitude save or be sickened until the end of his next turn. The save DC is 10 plus the bonus that Power Attack would have applied to the damage roll if the attack been successful. **Cost**: +1,000 gp; **Weight**: +20 lbs.

Vital Guard: A truly well-designed armor reinforces its defense in the most vulnerable locations.

Whenever an opponent scores a critical threat against the wearer, treat the wearer's armor bonus as +2 higher than normal for the confirmation roll. **Cost**: +500 gp; **Weight**: +15 lbs.

Special Materials

Nexavaran Steel: Forged by the Mendevian smiths of Nerosyan out of iron and the unique mineral nexavar, this bluish steel strikes true against monsters vulnerable to cold iron (such as demons). Weapons made of nexavaran steel cost 1-1/2 times as much to make as their normal counterparts. This steel is even more delicate than cold iron regarding magical enhancements; adding enhancements to the steel increases its price by 3,000 gp. This increase is applied the first time the item is enhanced, not once per ability added. Nexavaran steel is otherwise identical to cold iron.

Special Substances and Items

Darkflare: Created by the drow-hunting Lantern Bearers, this alchemical flare explodes in black sparks 1 round after lighting. Any creature in the same square as a darkflare when it explodes must make a DC 15 Fortitude save or be unable to see with darkvision for 1d10 rounds. Affected creatures can still see in normal light with no penalty. A darkflare has no effect on creatures without darkvision. The DC to create a darkflare with Craft (alchemy) is 20. **Cost**: 1 gp; **Weight**: —.

TEARS OF PERFECTION

Type poison, injury; **Save** Fortitude DC 18
Onset 1 round; **Frequency** 1/round for 4 rounds
Initial Effect 1d2 Wis damage and blindness for 1 round;
Secondary Effect blindness for 24 hours; **Cure** 1 save; **Cost** 600 gp

New Feats

Any character who meets the prerequisites for these feats may select them, though some require specialized training only available from certain factions.

Advanced Defensive Combat Training (Combat)

You are a master at defending yourself from all manner of combat maneuvers.

Prerequisites: Defensive Combat Training, Bellflower Network 10 TPA.

Benefit: You gain a +4 bonus to your CMD.

Bloodstone Manhunter

You are skilled at fighting criminal humans such as bandits.

Prerequisite: Bloodstone Swords 10 TPA.

Benefit: You gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humans, and a +1 bonus on weapon attack and damage rolls against humans. If you have a favored enemy bonus against humans, this feat does not stack with that bonus.

Calm Disposition

You always appear to be in control of your situation.

Prerequisite: Prophets of Kalistrade 10 TPA.

Benefit: You gain +2 bonus on saving throws against effects that affect your composure. This includes all mind-affecting spells, as well as any spell or ability that would cause you to behave in an out-of-control manner, such as fear effects and nausea. This does not include physical effects such as fatigue, and does not reduce any damage taken from concurrent effects.

Death's Suitor

You have died and returned so often that even Pharasma now deems it part of your fate.

Requirement: Risen Guard 20 TPA.

Benefit: Once per day, you may reroll a save or skill check if failure has a chance of killing you (whether from hit point damage, ability damage, or some instant effect). You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Disassemble Magic Item

You can take apart and reassemble magic items.

Prerequisite: Any item creation feat, Aspis Consortium 20 TPA.

Benefit: You can break a magic item down into component pieces. These pieces are nonmagical and may have little resemblance to the original item other than being of the same material (a magical sword may be three recognizable metal pieces or simply a collection of metal scraps). Disassembling a magic item takes 1 hour per 1,000 gp of the item's price and requires you to concentrate as if crafting an item. You can only use this feat on items your item creation feat would let you craft (for example, if you have Craft Wondrous Item, you can disassemble wondrous items but not magic weapons or armor).

You may reassemble a dismantled item as long as all the pieces are present; this takes the same amount of time as taking it apart did. There is a 10% chance the reconstruction fails and the item is permanently destroyed.

Divine Deception

You are skilled at manipulating divine magical items.

Prerequisites: Knowledge (religion) 5 ranks, Use Magic Device 5 ranks.

Benefit: You gain a +5 bonus on Use Magic Device checks to use divine spell-trigger or spell completion items or to emulate a divine class feature.

Fast Crawl

You are skilled at moving while prone.

Benefit: While prone, you can move at half speed. This movement provokes attacks of opportunity as normal. You can take a 5-foot step while crawling. This benefit does not stack with the rogue crawl talent.

Normal: You can crawl 5 feet as a move action. You cannot take a 5-foot step while crawling.

Fearsome Barricade (Combat)

Your wrath is as potent a barrier as your blades.

Prerequisites: Intimidate 5 ranks, Ulfen Guard TPA 20.

Benefit: Choose an adjacent ally as a free action on your turn. Once per round, when an opponent attacks that ally, you may make an Intimidate check to demoralize the opponent as an immediate action. This action counts as an attack of opportunity.

Grand Master Performer

You grant your allies even greater bonuses when using your bardic performance abilities.

Prerequisites: Bardic performance class feature, Extra Performance, Master Performer, bard level 8th, Kitharodian Academy 20 TPA.

Benefit: When any of your bardic performance abilities grant your allies a bonus, that bonus increases by +1. This bonus stacks with the bonus from the Master Performer feat.

Ki Diversity (Combat)

You have trained at the feet of the masters of the Kusari-Gama, a secret society of monk warriors. With their secrets you have mastered new ways to apply your *ki*.

Prerequisites: *Ki* pool class feature, Wis 13, Kusari-Gama 25 TPA.

Benefit: You learn how to channel your *ki* in a new ability. Choose one of the following *ki* powers:

Bone Crusher: When you succeed at a trip or disarm combat maneuver, you may spend 1 point from your *ki* pool as a swift action to deal damage to your opponent as if you had hit them with an unarmed strike.

Dim Mak: You may spend 1 point from your *ki* pool as a swift action to execute your next Stunning Fist attack as a melee touch attack rather than a normal melee attack.

Mind of the Kensai: You may spend 1 point from your *ki* pool as a swift action to imbue a single melee weapon in your hands with the *ki focus* weapon special ability until your next turn.

Wings of the Crane: If you have the Deflect Arrows feat, you may spend 1 point from your *ki* pool as an immediate action to use that feat to deflect a second missile weapon that round. If you have the Snatch Arrows feat, you may use this ability to catch a second weapon, but not throw it back.

Zen Combatant: You may spend 1 point from your *ki* pool as a swift action to substitute your Wisdom score for your Strength or Dexterity for all melee or ranged attacks you make that round.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you may choose an additional ability from the list above. Monks can select this feat as a monk bonus feat.

Let Them Come (Combat)

You have trained to fight onrushing enemy hordes. With a carefully timed strike you ensure that their reckless charge will be their undoing.

Prerequisites: Dwarf, Ninth Battalion TPA 25.

Benefit: You treat all one- or two-handed melee weapons as if they had the brace special feature.

Normal: Only weapons with the brace special feature can be readied against charges.

Master Performer (Kitharodian Academy)

When using your bardic performance abilities, you grant your allies greater bonuses.

Prerequisites: Bardic performance class feature, Extra Performance, Kitharodian Academy 15 TPA.

Benefit: When any of your bardic performance abilities grant your allies a bonus, that bonus is increased by +1.

Nameless Servitor

The fact that you have given up your real name makes you resistant to certain types of magic.

Prerequisite: Risen Guard rank, Risen Guard 10 TPA.

Benefit: Anyone who attempts to use magic in order to learn personal information about you, such as through *divination*, *scrying*, or similar magic, must make a caster level check with a DC equal to 10 plus your level to succeed. You are immune to spells that require the use of your name in order to function (such as *trap the soul*).

Most members of the Risen Guard with this feat are addressed by their rank.

Special: If you ever choose a real name, you lose all benefits of this feat.

Old Cults Awakener

You hear the voices of the Old Ones, and believe it is your destiny to awaken others to their ancient cause using bizarre and torturous rituals. Whether your work leaves these individuals mad or truly touched by alien sentience remains unproven.

Prerequisite: Old Cults 20 TPA.

Benefit: You can attempt a DC 25 Heal check upon an unconscious but stable intelligent creature. The ritual takes 1 hour to complete. If it's successful, the victim must make a DC 25 Will save or he gains a false memory of a vision that he has personally been chosen by the Great Old Ones to serve them (treat as an implanted memory from *modify memory*, except this is a nonmagical effect). If the ritual is unsuccessful, the victim takes 1d2 points of Intelligence and Wisdom drain; you may attempt the ritual again.

Ominous Mien

Your walk, stance, and voice all amplify your status as a Hellknight when you cast spells or use spell-like abilities against opponents.

Prerequisite: Hellknight rank, Hellknight 10 TPA.

Benefit: Whenever you cast a spell or use a spell-like ability from the compulsion, fear, phantasm, or shadow sub-schools, add +1 to the DC of the saving throw against that spell or effect.

Silent Performer

You can use any bardic performance ability without making a sound.

Prerequisites: Bardic performance class feature, Extra Performance, Master Performer, bard level 12th, Kitharodian Academy 15 TPA.

Benefit: You can use your audible-component bardic performance as visual-component bardic performances. Any bardic ability used in this manner expends 4 times as many bardic performance rounds as normal.

Touched by Sacred Fire

Regular contact with an elemental guardian of the Ruby Prince (such as Khemet's invisible fire elemental cohort Janhelia) has left you able to shrug off many sources of unnatural heat, even if the effort required sometimes makes it difficult to defend yourself from attacks.

Prerequisites: Endurance, Risen Guard rank, Risen Guard 15 TPA.

Benefit: You gain fire resistance 5 and a +2 bonus on all saving throws to resist the effects of fire or heat. As a swift action, you can increase your fire resistance to 10 and your save bonus to +4 until your next turn; this causes you to lose your Dexterity bonus to Armor Class until your next turn (which leaves you vulnerable to sneak attacks).

Verbose Performer

The range of your bardic performances increases.

Prerequisites: Bardic performance class feature, Extra Performance, Master Performer, bard level 8th, Kitharodian Academy 15 TPA.

Benefit: Double the range of any bardic performance ability that possesses a range in the ability description.

Whispered Knowledge

You possess secret knowledge that enhances and helps perfect your undead form.

Prerequisite: Corporeal undead, Whispering Way 15 TPA.

Benefit: Choose one of the following secrets:

Secret of Blood: After successfully dealing damage to a living creature with a melee attack, you can consume that creature's blood from your weapon as a swift action, gaining 1d8 temporary hit points, a +2 enhancement bonus to Strength, and a +1 bonus to your caster level. This lasts 10 minutes per Hit Die of your target, and otherwise acts as a *death knell* spell.

Secret of Bone: Your bones harden and calcify. You gain DR 5/bludgeoning.

Secret of Brains: As secret of blood, but you gain a +2 enhancement bonus to your Intelligence instead of Strength. This ability has no effect on mindless targets.

Secret of the Grave: You can designate an unholy container for your remains, such as a coffin, canopic jar, or burial urn. When in this container and not taking any actions, you gain fast healing 5.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you learn a new secret.

Magic Items

Though most of these items were created by specific factions or were discovered by those factions, unless the construction requirements list a specific faction, any character with the appropriate abilities can craft these items. (For example, a PC doesn't have to be allied with the Varisian Wanderers to create *beguiling bangles*).

Beguiling Bangles

Aura moderate enchantment; **CL** 7th

Slot neck; **Price** 11,000 gp; **Weight** —

Description

Originally created by the Varisians, this elaborate silver and glass necklace renders the wearer immune to any magical effect that detects lies and grants the wearer a +2 bonus on Will saves to resist any magic that would compel him to tell the truth.

The necklace grants the wearer a +5 competence bonus on Bluff checks made to deceive (but not create a diversion or feint).

Construction

Requirements Craft Wondrous Item, *glibness*; **Cost** 5,500 gp

Chest of Preparedness

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 5,000 gp; **Weight** 30 lbs.

Description

Created by the Prophets of Kalistrade, this chest is approximately 2 feet wide and 1 foot long. On creation, the maker chooses 10 nonmagical items worth under 100 gp that could fit within the chest's dimensions. They can be specially created items for the chest (such as a silvered dagger) or a standard item (such as 50 feet of silk rope). Thereafter, when the box is closed, the owner need only speak the name of one of the the items, and it appears within the chest, ready to be removed and used. A given item only appears once per day, and disappears after 24 hours. Prophets use these chests to keep backups of important tools, and to hide weapons in case of emergency.

Construction

Requirements Craft Wondrous Item, *minor creation*; **Cost** 2,500 gp

Crowcaller

Aura faint necromancy; **CL** 8th

Slot none; **Price** 29,110 gp; **Weight** 10 lbs.

Description

The Ulfen Guard favor a single-bladed battleaxe as their weapon of choice. An elite few are chosen to bear a *crowcaller*, a magically enhanced version that not only strikes down assassins, but also helps track the assassins' masters. A *crowcaller* is a +2 *keen greataxe*. Once per day, if the axe is laid across the chest of a foe it has slain, it compels the corpse to answer five questions as per the *speak with dead* spell.

Construction

Requirements Craft Arms and Armor, *keen edge*, *speak with dead*; **Cost** 14,710 gp

Daring Dancers

Aura moderate transmutation; **CL** 8th

Slot feet; **Price** 16,000 gp; **Weight** —

Description

These glittering anklets or spurs are favorites of Varisians, both for their showy addition to performances and their more practical uses. Normally made of metal and leather and adorned with glass beads or small gemstones, they make the wearer's feet light and agile, granting a +5 competence bonus to Perform (dance) checks. The wearer's footfalls become so light that she can dance gracefully on any surface and make a 5-foot step even in difficult terrain.

If the wearer has 5 or more ranks in Perform (dance), daring dancers allow her to cast *dimension door* on herself once per day to travel up to 700 feet.

Construction

Requirements Craft Wondrous Item, *dimension door*, creator must have 10 ranks in Perform (dance); **Cost** 8,000 gp

DISK OF GHOL-GAN

Aura moderate conjuration (teleportation); **CL** 11th
Slot none; **Price** 24,000 gp; **Weight** 3 lbs.

DESCRIPTION

Excavated within the Shackles among the temples of its lost Ghol-Gan culture, these stone disks display whorls of symbols in the dead language of that dead kingdom, centered about a sphere of black volcanic glass. Each disk acts as a *word of recall* spell when the command word is spoken; each disk is keyed to a specific island in the territory once controlled by the people of Ghol-Gan. The disk functions once per day, and its destination cannot be changed.

Most of these are in the hands of Shackles pirate lords.

CONSTRUCTION

Requirements Craft Wondrous Item, *word of recall*; **Cost** 12,000 gp

DROWSCOURGE (WEAPON PROPERTY)

Invented by the Lantern Bearers, this enhancement can be added to a magic weapon with at least a +1 bonus. Against driders and creatures with the drow subtype, the weapon's enhancement bonus is +1 better. The bearer is able to detect drow once per day (similar to *detect animals or plants*) and gain darkvision (as the spell) once per day.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *darkvision*, *detect evil*, *summon monster I*; **Price** +1 bonus.

EYE OF THE MANTIS

Aura moderate divination; **CL** 9th
Slot none; **Price** 2,000 gp; **Weight** —

DESCRIPTION

Created by the Red Mantis Assassins, this 1-inch red marble statue depicts a tiny praying mantis. When the command word is uttered, the mantis comes to life and moves as its owner instructs, as per a sensor eye from a *prying eye* spell. The mantis remains animated for up to 9 hours or until it returns to the bearer and replays what it saw, at which point it reverts to statue form for 1 day.

CONSTRUCTION

Requirements Craft Wondrous Item, *prying eye*; **Cost** 1,000 gp

GUIDING VELLUM

Aura moderate divination; **CL** 7th
Slot none; **Price** 500 gp (1st), 2,000 gp (2nd), 4,500 gp (3rd), 8,000 gp (4th), 12,500 gp (5th), 18,000 gp (6th), 24,500 gp (7th), 32,000 gp (8th), 40,500 gp (9th); **Weight** 1/2 lb.

DESCRIPTION

Fashioned from soft yet still quite durable lambskin, this piece of parchment gives a faithful divine spellcaster of a specific religion a hint about what spell may be useful for that day. Each day, when the owner prepares spells in the presence of the *guiding vellum*, the name of one specific divine spell which the owner already has the ability to cast appears on its surface. This represents a spell which should prove useful for the tasks in the next 24 hours. Each *guiding vellum* is associated with one level of divine spells and only shows a spell of that level. For example, if a cleric caster has a 3rd-level vellum and the GM expects the character to face invisible opponents later that day, the vellum shows the name "invisibility purge" (a 3rd-level cleric spell); if the opponents are using poison and the cleric has a 2nd-level vellum, it would show the name "delay poison."

A caster can only use one vellum of a particular spell level each day (using two 1st-level vellums gives the same result), but using vellums of different spell levels works normally. Each vellum works only once per day. A *guiding vellum* normally does not work for a character not of the item's specific religion; some religions add additional magic so a vellum used by a hostile or rival faith provides misleading spell suggestions.

CONSTRUCTION

Requirements Craft Wondrous Item, *divination*; **Cost** 250 gp (1st), 1,000 gp (2nd), 2,250 gp (3rd), 4,000 gp (4th), 6,250 gp (5th), 9,000 gp (6th), 12,250 gp (7th), 16,000 gp (8th), 20,250 gp (9th)

HOME STONE

Aura moderate conjuration (teleportation); **CL** 9th
Slot none; **Price** 2,250 gp; **Weight** 1 lb.

DESCRIPTION

When the command word is spoken, this palm-sized stone teleports one Medium creature and up to 100 pounds of equipment to a specific elf gate (see page 27) that the stone is keyed to. Only one creature may travel this way per *home stone*. The stone crumbles when activated. *Home stones* were originally invented by the Lantern Bearers as a way to quickly escape the Darklands when raids went poorly, with a typical raiding party carrying only one such stone, allowing a lone survivor to return and report on the mission.

CONSTRUCTION

Requirements Create Wondrous Item, *teleport*; **Cost** 1,125 gp

KI CRYSTAL

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 2,000 gp; **Weight** —

DESCRIPTION

Created by the masters within the Kusari-Gama faction, this thumbnail-sized crystal stores a single point of *ki*. Any person with the *ki* pool ability may expend the stored ki as if using his own *ki*. Once the ki is expended, the crystal shatters. In Minkai, the Kusari-Gama monks sometimes craft *ki crystals* into the hilts of powerful weapons. In Vudra, such crystals are often embedded in small animal statuettes or in shrines venerating a favored deity.

CONSTRUCTION

Requirements *ki* pool, Kusari-Gama 40 TPA; **Cost** 1,000 gp

Midsummer Sickle

Aura moderate evocation; **CL** 12th
Slot none; **Price** 7,806 gp; **Weight** 1 lb.

Description

Created by the druids of the Green Faith, this *+1 mithral spell storing sickle* serves as a divine focus for druids. It can only store spells on the druid spell list or from the Air, Earth, Fire, or Water domains or nature bond domain lists.

Construction

Requirements Craft Magic Arms and Armor, creator must be a druid of at least 12th level; **Cost** 4,306 gp

Utilitarian Rod

Aura moderate transmutation; **CL** 8th
Slot none; **Price** 5,000 gp; **Weight** 5 lb.

Description

Created by the Arcanamirium, this plain wooden rod is capped with steel, with 10 buttons along its length; it looks rugged and is usually scratched and stained. Pushing any of the buttons is an action equivalent to drawing a weapon. Unless otherwise stated, pressing a button a second time reverts the rod to its basic form. The following functions have no limit on the number of times they can be employed.

Brace/jack: The end caps flatten into 2-foot-diameter discs and the wooden haft extends up to 10 feet, creating a brace for a tunnel ceiling or lifting a heavy object 10 feet into the air.

Bridge: The rod flattens and extends to 1 foot wide, 1 inch thick, and 12 feet long. This form can support 4,000 pounds.

Climbing pole/ladder. A spike that can anchor in stone extrudes from one end, while the other sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds.

Crowbar: This functions like a normal crowbar.

Drill: One metal cap extends to a drill-like point and begins to spin, easily drilling a 3-inch-diameter hole through 3 feet of wood or 1 foot of stone per minute.

Mallet: Though not intended as a weapon, a character can attack with the rod in this form as if it were a Medium warhammer with a –2 penalty.

Portable ram: This functions like a normal portable ram, except up to three people are needed to help the wielder.

Saw: This works like a normal two-person saw.

Shovel: Pressing this button makes the rod cycle between a short-handled shovel, a long-handled shovel, and its basic form.

Wedge: One metal cap extends to form a flat chisel shape, such as for cutting wood or breaking stone (normally a hammer or mallet is used with it for this task).

Construction

Requirements Craft Rod, *fabricate*, *polymorph any object*; **Cost** 2,500 gp

New Spells

Spells associated with a particular faction are generally uncommon or rare outside of that faction and common within that faction.

Arcane Reinforcement

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 round
Components V, S
Range personal
Target you
Duration concentration (up to 8 hours)

You cast this spell as you begin crafting an item using a Craft skill, and add your Spellcraft ranks to Craft checks made to create that item. As part of concentrating on the spell, you must continue chanting the verbal components, pausing at most for a few seconds at a time to speak, chew, and so on. If the crafting takes more than 1 day to complete, you must cast the spell each day to gain its benefit.

This spell originated among wizards of the Arcanamirium, though the Pathfinder Society also uses it.

Canopic Conversion

School necromancy [death, evil]; **Level** cleric 9, sorcerer/wizard 9
Components V, S, F (four alabaster canopic jars worth 100 gp each), M (black onyx worth 100 gp per hit die of the target)
Casting Time 1 round
Range close (25 ft. + 5 ft./2 levels)
Target one living humanoid
Duration instantaneous and see text
Saving Throw Fortitude half; **Spell Resistance** yes

This spell eviscerates the target, drawing forth its life essence as well as its internal organs. The target takes 1d6 hit points of damage per caster level (maximum 20d6). If this damage kills the target, the spell pulls the creature's organs into a set of 4 canopic jars and seals them; 1d4 rounds later, the corpse revives as a mummy (if 8 HD or fewer) or an advanced mummy (if 9 HD or more).

The mummy is not under your control, but the canopic jars give the bearer certain powers over it. Anyone holding one of the jars can communicate with the mummy as if the two shared a common language. The bearer gains the benefits of *protection from evil* and *sanctuary*, but only against that mummy. Unsealing or breaking a jar is a standard action, which dissipates its power (and protection) but lets the bearer issue a short command to the mummy, similar to a *suggestion* spell (Will DC 23 negates). You (and only you) may unseal all 4 jars in a 10-minute ritual to control the mummy with an effect similar to *geas* (Will DC 23 negates); most casters typically include a restriction that the mummy will not harm them, as unsealing the jars leaves them vulnerable.

The pharaohs of ancient Osirion sometimes used this spell to punish their enemies. The Risen Guard does not use the

spell (though they have access to it), preferring trustworthy living guardians for the Ruby Prince. The Whispering Way may have copies of the spell.

CHASTISE

School transmutation; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V
Range personal
Target you
Duration 1 minute/level
You gain a +5 bonus on Bluff, Diplomacy, and Intimidate checks to convince a listener that they will get in trouble with their superiors or with the law if they don't do what you ask.

This spell is primarily used by the Eagle Knights, though they did not create it; Hellknights also use it extensively to gather information and foster cooperation.

SUMMON ELEMENTAL STEED

School conjuration (summoning) [see text]; **Level** druid 9
Casting Time 10 minutes
Components V, S, DF
Range close (25 ft. + 5 ft./level)
Effect one chariot
Duration 10 minutes/level (D)
Saving Throw none; **Spell Resistance** no
You summon a greater elemental (air, earth, fire, or water) bound in the form of a mighty chariot that moves at your command and can carry up to nine Medium creatures. Passengers inside are not harmed by the elemental, and can see, breathe, and act normally, suffering no environmental damage even when the elemental chariot is flying, underwater, burrowing, or using earth glide. Passengers are not otherwise protected, though the elemental chariot does provide cover like a normal chariot.

The elemental keeps all of its statistics and abilities, except it loses its slam attacks and gains a trample attack (*Pathfinder RPG Bestiary* 305).

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

This spell is almost exclusively used by the Green Faith.

HIBERNATE

School necromancy; **Level** druid 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no
You place a willing subject into a cataleptic state. It remains aware of its surroundings but is paralyzed, appearing dead unless observers make a DC 20 Heal check. *Hibernate* delays the effects of poison, disease, and bleed effects for the spell's duration, and half of any hit point damage suffered by the subject is converted to nonlethal damage.

This spell originated with the Green Faith, but has spread to all other druidic religions.

MARK OF BLOOD

School necromancy; **Level** Red Mantis Assassin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a drop of your blood)
Range touch
Targets one weapon and one living creature (see text)
Duration 1 minute and permanent; see text
Saving Throw Will negates; **Spell Resistance** yes
You place a drop of your blood on a weapon and charge it with magic so that you transfer a small amount of your life essence to the next creature you strike with the weapon. Thereafter, you may spend a move action to know the direction and general distance of that creature. You must strike a creature within 1 minute of casting this spell or the magic is wasted.

The Red Mantis Assassins created this spell, though other thieves' and assassins' guilds have similar spells. Note that this spell is on the Red Mantis Assassin prestige class spell list, not something anyone can cast by being a member of the Red Mantis Assassins faction.

SOTTO VOCE

School necromancy [fear, mind-affecting, sonic]; **Level** bard 1, cleric 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./level)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes
Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

This spell originated among the followers of the Whispering Way, but necromancers and other intimidating folk outside that group are known to use it.

TOMB LEGION

School necromancy [evil]; **Level** cleric 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect Three or more advanced mummies, no two of which can be more than 30 ft. apart; see text
Duration 7 days or 7 months (D); see text
Saving Throw none; **Spell Resistance** no
This spell functions like *shambler*, except that it calls into existence

1d4+2 advanced mummies rather than shambling mounds.

Though the spell has fallen out of favor among the Risen Guard because the Ruby Prince frowns on the use of undead, this spell is popular among followers of the Whispering Way.

TRIPVINE

School transmutation; **Level** bard 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Target 10-foot-long rope or vine
Duration 10 minutes/level
Saving Throw Reflex negates; **Spell Resistance** no

You animate a rope, vine, or similar object so that it attempts to trip any creature that comes near. The rope attacks anything in a 10-foot-square area you designate. The rope does not provoke an attack of opportunity. Its CMB is equal to your caster level +2. A tripped target that was running, jumping, or charging takes 1d6 points of nonlethal damage. Creatures aware of the tripvine gain a +4 bonus to their CMD against it.

The Green Faith created this spell, but it is now common.

New Traits

For more information about traits, see **paizo.com/traits**. If a trait is restricted to a particular race, faction, or character class, this is listed in parentheses after the trait name.

Combat Traits

These traits are associated with combat, battle, and physical prowess.

Berserker of the Society (Barbarian, Pathfinder Society): Your time spent as a Pathfinder has taught you new truths about the origins of the your rage ability. You may use your rage ability for 3 additional rounds per day.

Blade of the Society (Rogue, Pathfinder Society): The Society gave you access to charts detailing the weak spots of hundreds of humanoids and monsters. You gain a +1 trait bonus to damage rolls from sneak attacks.

Coherent Rage (Ulfen Guard): Your determination allows you to hold onto a shred of your rational mind at all times. Select one of the following skills: Bluff, Escape Artist, Handle Animal, or Stealth. You may use this skill normally while raging.

Defender of the Society (Fighter, Pathfinder Society): Your time spent fighting and studying the greatest warriors of the Society has taught you new defensive skills while wearing armor. You gain a +1 trait bonus to Armor Class when wearing medium or heavy armor.

Demon Slayer (Mendev Crusaders): By studying a demonic opponent, you can sense and target its weak spots. You can attempt a Knowledge (planes) check to find a demon's weak spot. (DC 10 + the demon's CR). If you succeed, you gain a +3 trait bonus on rolls to confirm critical hits against that demon until the end of the battle. This effect only works on demons.

Honored Fist of the Society (Monk, Pathfinder Society): You have studied dozens of ancient texts on martial arts that only the Society possesses, and are more learned in these arts than most. You increase your *ki* pool by 1 point.

Slippery (Bellflower Network): You have escaped from so many dangerous situations in your life that you've gotten quite good at not getting caught. You gain a +1 trait bonus on Stealth checks and Stealth is a class skill for you.

Tracker of the Society (Ranger, Pathfinder Society): Thanks to your time as a Pathfinder, you've mastered the art of tracking. You gain a +1 trait bonus on Initiative checks and a +2 trait bonus on Survival skill checks made while traveling through any of your favored terrains. This is in addition to any bonuses you receive from your Favored Terrain class ability.

Witty Repartee (Kitharodian Academy): You are quick with your tongue and have always possessed the talent to quickly admonish your enemies. You gain a +1 trait bonus on Bluff checks and Bluff is a class skill for you.

Faith Traits

These traits rely upon conviction of spirit, perception, and (often, but not always) religion.

Defy Madness (Old Cults): Your direct involvement with supernatural and alien forces has left you less vulnerable to the insanity they cause. You gain a +1 trait bonus on any saving throws against confusion, insanity, madness, and Wisdom damage and drain.

Exalted of the Society (Cleric, Pathfinder Society): The vaults of the Grand Lodge in Absalom contain many secrets of the divine powers of the gods, and you have studied your god extensively. You may channel energy 1 additional time per day.

Faithful Feedback (any religion): A shared religious fervor makes your healing magic more effective. Whenever you cast a spell belonging to the healing subschool on someone of your religion, increase the hit points healed by +1.

Necrotic Aura (Whispering Way): Your exposure to the necromantic arts has strengthened your defenses against its vile rot. You gain a +1 trait bonus on saving throws against spells from the necromancy school or any effect that deals negative energy damage.

St. Clydwell's Ward (Mendev Crusaders): You have learned the secrets of an ancient prayer that wards off the attacks of demons. As a standard action, you can recite a holy chant that affects demons as if you were under the effect of a *sanctuary* spell (caster level equal to 1/2 your Hit Dice + your Charisma modifier).

Stalwart of the Society (Paladin, Pathfinder Society): The courageous powers of the ancient orders of Golarion's paladins are open to you thanks to the Society's records of heroic deeds. As a result, your aura of courage class ability grants an additional +1 trait bonus on saving throws against fear effects.

Unnatural Presence (Old Cults): Your prolonged association with alien forces leaks from your pores. You can use your Intimidate skill to demoralize animals and vermin; Intimidate is a class skill for you.

Magic Traits

These traits focus on spellcasting and manipulating magical abilities.

Beast of the Society (Druid, Pathfinder Society): A master druid at the Grand Lodge revealed to you greater secrets of concentration when changing your form into that of an animal. Whenever you use your wild shape class ability to turn yourself into a Small or Medium-sized animal, the effect lasts for 2 hours per druid level instead of 1 hour per druid level.

Greater Adept of the Society (Wizard, Pathfinder Society): Months of meditation and practice with the greatest wizards of the Society have given you an increased capacity for arcane knowledge. You gain one additional 0-level spell slot.

Havoc of the Society (Sorcerer, Pathfinder Society): Through countless hours studying vast libraries of arcane power, you have learned how to cause greater damage to your foes. Whenever you cast a spell that deals damage, you gain a +1 trait bonus to the total damage dealt. This damage is considered force damage regardless of the type of damage dealt by the spell.

Lucid Dreamer (Varisian Wanderers, Wonderseekers): Your dreams are a special place of power that only you get to enjoy; driving away threats to your subconscious is as easy as slamming a door. You receive a +1 trait bonus on Knowledge (planes) checks and a +2 trait bonus on Will saves against effects on your dreaming mind or subconscious, such as a night hag's dream haunting ability, the *nightmare* spell, and illusions of the phantasm subschool.

Second Tongue (Old Cults): Using an ancient and painful surgical technique, you've reshaped your tongue. These surgical mutilations permit you to speak ancient words unpronounceable to most mortals, enhancing your ability to work magic associated with the Great Old Ones. Any summoning or divination spell you cast to summon or contact a Great Old One or one of their minions is cast at +1 caster level.

Tar-Baphon's Whisper (Whispering Way): You have learned the secrets of sotto voce, the eerie, dry whispering voice used to pass on cult secrets. You may cast *sotto voce* (page 61) as a spell-like ability three times per day as a spell-like ability. This spell-like ability is cast at your highest caster level; if you have no caster level, it functions at CL 1st.

Racial Traits

These traits are normally only available to members of the listed race.

Freed Slave (Bellflower Network, halfling): You grew up as a slave in Cheliax and know the ins and outs of Chelish nobility better than most. You gain a +1 trait bonus on Diplomacy and Knowledge (nobility) checks and Knowledge (nobility) is a class skill for you.

Trifler (Varisian Wanderers, Varisian human): A childhood spent at your mystically gifted grandmother's side has taught you the basics of real magic. You may cast *prestidigitation* three times per day as a spell-like ability. This spell-like ability is cast at your highest caster level; if you have no caster level, it functions at CL 1st.

Regional Traits

These traits are only available to characters from a specific region.

Bellflower Tiller (Bellflower Network, Cheliax): You are a tiller in the secretive Bellflower Network in Cheliax and carefully move slaves from one hideout to the next. You gain a +5 trait bonus on all Survival skill checks made to get along in the wild, travel in severe weather, keep from getting lost, or predict the weather.

Social Traits

Social traits usually represent a character's social background, including cultural and family influences.

Convincing Liar (Bellflower Network): You've spent your life perfecting the art of half-truths in order to accomplish what you need to. You gain a +1 trait bonus on Bluff or Intimidate checks and one of these skills (your choice) is a class skill for you.

Maestro of the Society (Bard, Pathfinder Society): The skills of Golarion's greatest musicians are at your fingertips, thanks to the vast treasure trove of musical knowledge in the vaults beneath the Grand Lodge in Absalom. Studying this knowledge gave you the ability to use your bardic performance an additional 3 rounds per day.

Noble Savage (Ulfen Guard): You hail from the fringes of civilization or the bottommost strata of society, but something in your character makes that seem endearing. You gain a +2 trait bonus on Diplomacy and Perform checks when dealing with people of high social standing.

Savant (Kitharodian Academy): From a very young age, the ability to master performance types has come quite naturally to you. Choose a performance type. You gain a +2 trait bonus on all Perform checks made using that performance type. Perform is always a class skill for you.

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