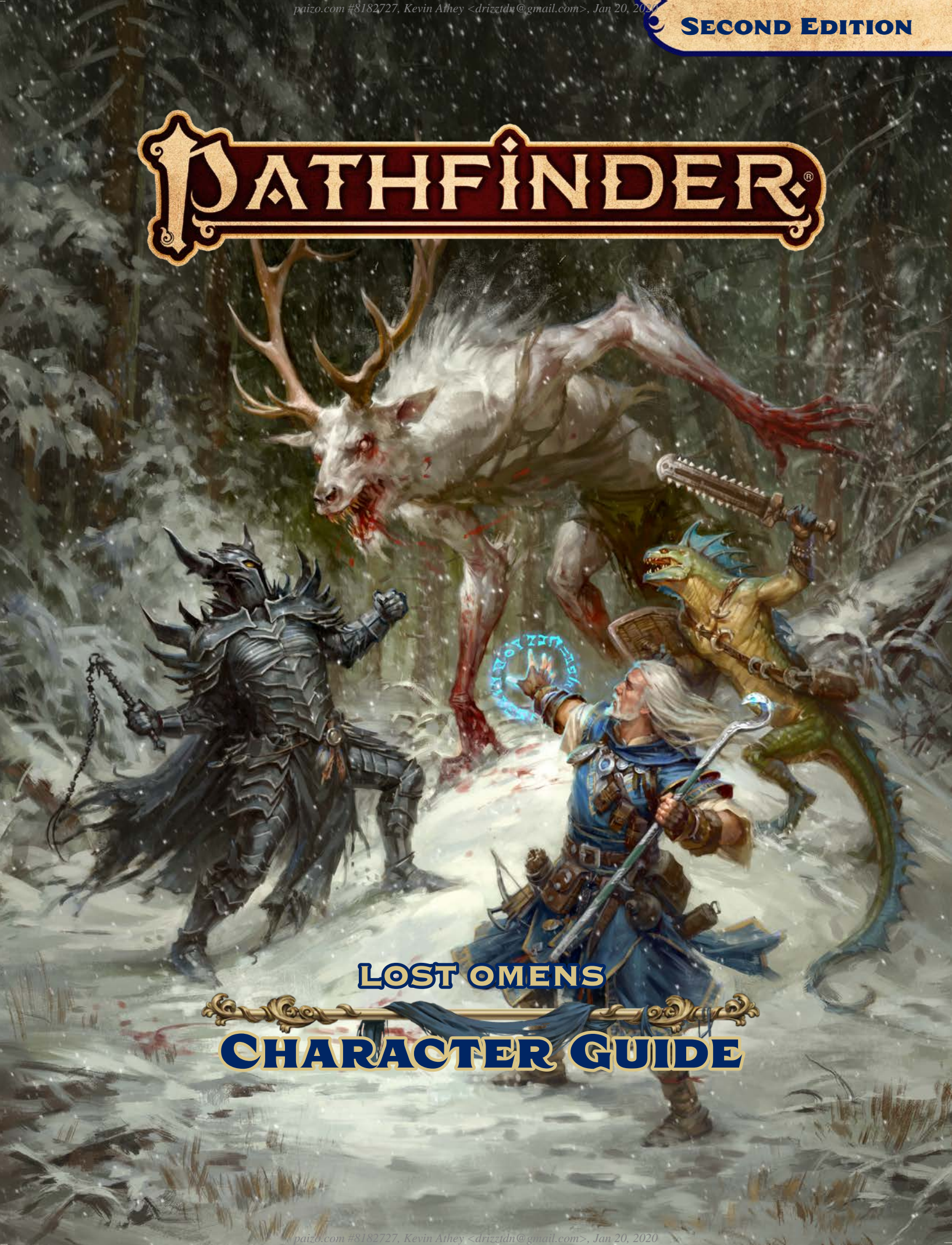


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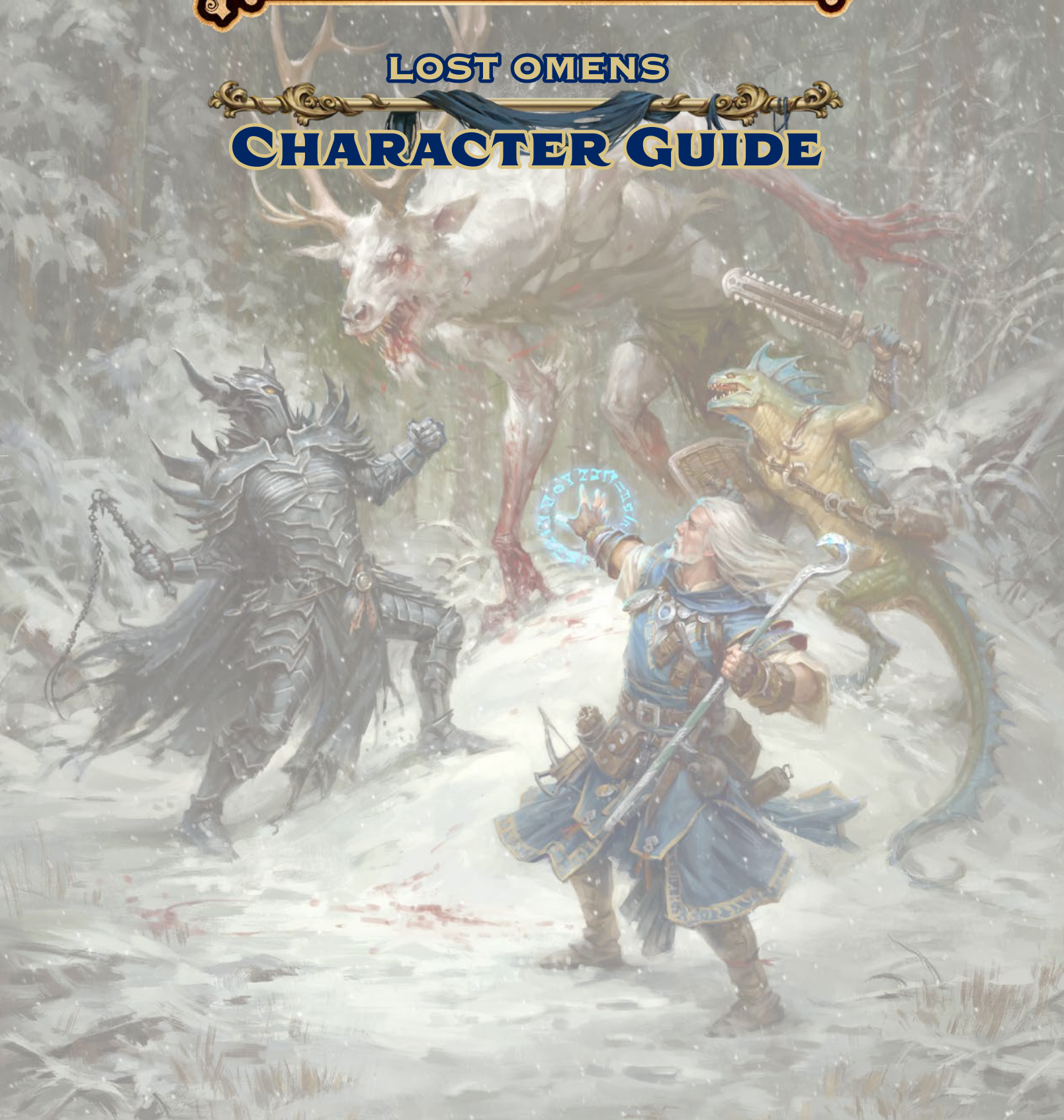
LOST OMENS

CHARACTER GUIDE

# PATHFINDER®

LOST OMENS

## CHARACTER GUIDE



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# TABLE OF CONTENTS



## HUMANS

5

One of the most adaptable and populous peoples on the face of Golarion, humans have a myriad of cultures and ethnicities, each with its own history and traditions.

## DWARVES

16

Originating far below the surface of the earth, dwarves were led by a divine vision on a mass exodus toward the sky, where they split apart into a number of different societies.

## ELVES

22

Alien visitors from a mysterious world, elves slowly adapt to the environment around them, becoming marked by the world even as they leave their own impressions upon it.

## GNOMES

28

Refugees from the First World, gnomes throw themselves into whatever excitement and magic they can find or make for themselves.

## GOBLINS

34

Troubled by their ancestry's violent history, some goblins are seizing their own fate and forging new paths to follow.

## HALFLINGS

40

Often overlooked among the bigger people they usually love dwelling among, halflings spin their own tales and traditions in overlooked places.

## NEW ANCESTRIES

46

Hobgoblins, leshies, and lizardfolk are new player ancestries from the Inner Sea region.

## ORGANIZATIONS

62

In a world filled with dangerous monsters and countless secrets, the members of Golarion's various organizations work to achieve common goals, gain power, or even merely survive.



## **FIREBRANDS**

**66**

Whether they fight injustice or are simply in it for the glory, the Firebrands foil would-be tyrants and look good doing it!

## **HELLKNIGHTS**

**76**

In a wild and dangerously untamed world, these knights transform chaos into rigid order, even if doing so means wielding the iron chains of Hell.

## **KNIGHTS OF LASTWALL**

**86**

Fighting a battle that seems already lost, the Knights of Lastwall persevere and shine bright in the face of pain and failure.

## **MAGAAMBYA ACADEMY**

**96**

The oldest magical university in the Inner Sea region, the Magaambya blends arcane and primal magic in a practice seen nowhere else.

## **PATHFINDER SOCIETY**

**106**

This influential association of explorers and scholars dispatches agents to dangerous and faraway places to investigate problems, collaborate with locals, and report their findings.

## **NPC GALLERY**

**116**

This section provides a pair of NPCs from each of the major organizations detailed in this book, ready to serve as allies for PCs or tools for the GM.

## **THEME TEMPLATES**

**128**

These simple templates can be applied to NPCs or monsters from the *Pathfinder Bestiary* to create custom adversaries or allies that strive to advance an organization's goals.

## **GLOSSARY AND INDEX**

**132**





*“For the elven wine is always quite fine, and drunk with such haste that the flavor’s wasted. The human’s repast is eaten too fast, gulped down without trace before it is tasted. A gnome’s not enticed by the same taste twice, yet they’ve not found one that the gluttons will shun. Even dwarf hardtack cannot hold them back, and halfling cross buns are gone before they’re done. But even the stomach that’s hardest to sate won’t finish the food on a goblin’s plate!”*

—The Goblin’s Feast

## ANCESTRIES

The true sum of a Pathfinder character’s lineage is a complex thing, ranging from an individual’s parents and direct family all the way back to their ancestors’ origins upon the world. A person’s legacy can encompass a nearly endless array of factors, including personal forebears, ethnicity, nationality, city of residence, religion, cultural traditions, historical events, and myriad other circumstances. While the complex and often messy facets of someone’s origins can never be completely represented by abstract rules—just as real-world labels are often insufficient—they are represented in Pathfinder by a character’s ancestry. Ancestry represents what people a character calls their own or is most closely associated with, as well as what personal, cultural, historical, environmental, and even magical influences might have affected their development. For more information on how to use the rules provided in this book, refer to the details on page 33 of the *Pathfinder Core Rulebook*.

### ACCESS TO RULES ELEMENTS

Sometimes, a stat block for an uncommon rules element includes an Access entry that lists specific criteria. A character who meets the criteria listed in the Access entry, such as hailing from a particular locale or being a member of a particular organization, gains access to the rules element. For instance, a character from Taldor gains access to the Keep Up Appearances feat (page 12), even though it’s uncommon.

As always, the GM has the final say on how rare an option is, who can access uncommon or rarer options, or whether specific options are allowed in the game at all; they may decide that a person’s upbringing makes sense for a specific ancestry feat even if the character doesn’t automatically qualify for access, or they may decide that same ancestry feat cannot be taken by anyone at all.

## HUMANS

Humanity has been the dominant force on the planet for over 10,000 years, spreading to every corner of the globe—from the highest mountain to the deepest vault of the Darklands, from the frozen Crown of the World to the jungles of southeastern Casmaron—to found a vast assortment of kingdoms, cities, confederations, states, clans, and empires.

One of the first great human civilizations was proud Azlant, born on a now-destroyed continent in the middle of the Arcadian Ocean. Earthfall obliterated Azlant and its colonies, but new societies arose from the ruins. The Jistka Imperium, masters of golemancy and genie-binding; the Shory and their flying cities; Osirion in all of its pharaonic splendor—these names have come down through history as bywords for greatness, power, and knowledge. This was the era when Old-Mage Jatembe and his Ten Magic Warriors brought magic back to humanity and established the center of learning at Magaambya, when Prince Taldaris of Oppara unified the city-states of Taldor into a fledgling empire, when the tarrasque toppled the ziggurats of Ninshabur. This was the age that ended with the ascendance of Aroden, the Last Azlanti, God of Humanity.

The centuries that followed saw the gradual formation of the modern Inner Sea region. The Witch-Queen Baba Yaga founded Irrisen and set a succession of daughters on its throne. Taldor entered a slow decline, losing territory to the Padishah Empire of Kelesh and to internal rebellions that culminated in the founding of Chelax. Choral the Conqueror forged the lands of Brevoy. Diadian Ruel founded the Hellknights and the Varisian hero Suididia Ustav established Ustalav. Humanity made its mark on history. Then a century ago, Aroden died.

Thus began the present era, the Age of Lost Omens.

### CHARACTER GUIDE

#### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

#### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

#### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

#### GLOSSARY AND INDEX

## LIRGENI

The Lirgeni people are refugees of mixed Garundi and Mwangi descent from the sunken nation of Lirgen, which was destroyed by the Eye of Abendego a century ago. Most survivors fled, and many now live in the city of Jaha along with lizardfolk allies. Those who traveled further, or who had left before their nation was destroyed, carried the ancient traditions of the Saoc Brethren, master astrologers and scholars, to settlements along the Inner Sea. A few still remain in their drowned cities, fending off storms and struggling to survive.

Aroden's death caused destruction across all of Golarion. In the north, a portal to the Abyss consumed the nation of Sarkoris as legions of the damned poured from the resulting Worldwound. In the south, an unceasing hurricane called the Eye of Abendego drowned the homeland of the Lirgeni and the Yamasans. Prophecies around the world failed, and humanity found itself without a patron god—but humans persisted, as they always do. To this day, they remain widespread and ambitious as they continue to leave their mark on Golarion.

Humans offer players a number of advantages as characters. They're familiar; humans on Golarion are little different from humans on Earth. They live, love, hope, fear, curse, pray, and die in much the same way. They're ubiquitous. Humans are by far the most widespread sapient species on Golarion—no matter where someone might look, there are likely humans nearby. Finally, they're diverse. A human can be anything and do anything, as their talents are infinitely adaptable to any task. No matter what idea a player has, somewhere there are humans who can fit that concept.

## HUMANS OF THE INNER SEA

When discussing human ethnicities on Golarion, it is important to note that what is called an ethnic group is to some extent an arbitrary label—a person may call themselves Lyrune-Quah, Shoanti, Varisian, or Avistani, all with equal truth. As in the real world, humanity on Golarion is a broad continuum of life, not a collection of neatly organized groups.

### ERUTAKI

Erutaki are a collection of peoples who live in the far north of Golarion, among the glaciers of the Crown of the World. They're a short, compact people, with rich, terra-cotta skin—often weathered by the icy winds of their homeland—and straight black hair that both men and women tend to wear short. Many Erutaki are semi-nomadic, following the migrations of reindeer or musk oxen, while others live along the coasts, fishing and whaling in the rich waters off the Crown of the World. Living in such a harsh environment, Erutaki are constantly aware of the limits of human power, and strive to live with nature rather than fighting it. Erutaki masculine names include Aklaq, Oki, and Tulimak; feminine names include Aluki, Liak, and Noayak; and gender-neutral names include Amaruq, Miki, and Yuka. Many Erutaki names are names of animals or places with desirable qualities, such as Uqalik, or “snow hare.”

### GARUNDI

Garundi hail from the northern part of the continent of Garund, though smaller communities are found throughout the Inner Sea region. They are among the tallest humans on Golarion; the average Garundi stands most of a head above others. They typically have broad shoulders, high cheekbones, and large and expressive eyes of some dark shade. Skin tones range from tawny to dark brown, while hair is usually black or brown, often going gray early. Freckles and birthmarks are common, and many add delicate facial tattoos. In ancient days, Garundi ruled some of the greatest empires of Golarion, most famously much-storied Osirion and the flying cities of the Shory. Today, those empires may be diminished or gone, but Garundi remain a cosmopolitan people, respectful of the past but more interested in forging new destinies. Garundi masculine names include Annaber, Himmi, and Tabat; feminine names include Ghida, Leysa, and Tiziri; and gender-neutral names include Hannan, Kadin, and Maimun.

### KELESHITE

Keleshite culture originated on the continent of Casmaron, from a collection of desert nomads known as Althameri. This people eventually created one of



MAUXI

the largest empires Golarion has seen, a multi-ethnic melting pot known as the Padishah Empire of Kelesh. In Avistan, Keleshites are known for their merchants, poets, and diplomats—though unafraid of conflict, they traditionally prefer to talk their way out of problems. A typical Keleshite is lean and gold or tawny skinned, with jet-black hair and brown or amber eyes, but midnight-black or pale-white skin are hardly unknown. Keleshite names are long and complex, incorporating matronymics, nomadic origins, city of residence, and even profession or notable ancestors, though for daily use most Keleshites limit themselves to their first name and sometimes a matronymic (al-). Masculine names include Abannak, Karif, and Sabit; feminine names include Bardiyah, Qitarah, and Nahla; and gender-neutral names include Ghali, Rayane, and Zhar.

## KELLID

Though they once ranged across all of Avistan, Kellid clans now live primarily in the north of Avistan, on the tundras and steppes that stretch from Numeria to the Realm of the Mammoth Lords. Kellids are typically tall and wiry, with light-brown skin often tanned by the elements, and dark-brown or black hair that is prone to graying at an early age. Many Kellids live in nomadic clans that follow the megafauna of their homeland, as they have for millennia. Living so close to the Worldwound and the witches of Irrisen has given Kellids a well-founded distrust of outsiders in general and of magic in particular. Kellid feminine names include Belka, Dafur, and Jalket; masculine names include Dron, Kronug, and Zoresk; and gender-neutral names include Aeld, Neflhun, and Roan. Few Kellids bother with surnames, though a clan name can substitute, and prominent or far-traveling Kellids sometimes adopt titles such as Beast-Stalker or Snow Mane.

## MWANGI

To speak of Mwangi as a single people is to speak of Avistan as one nation—Mwangi is the name used to refer to the many residents of the Garundi interior, including a number of discrete ethnic groups. The most populous and widespread of these are the Zenj, with umber skin and distinctive, tightly curled black hair. Their settlements and small kingdoms span the breadth of the Mwangi Expanse, and their deep and rich traditions reach back before Old-Mage Jatembe's founding of the Magaambya. Zenj masculine names include Gakere, Jelani, and Mwenye; feminine names include Chausiku, Mukondi, and Xabala; and gender-neutral names include Desta, Imani, and Lishan. Mauxi, by contrast, reside primarily in Thuvia and Rahadoum, and are culturally closer to Garundi than to other Mwangi. They are distinguished by their ashen skin, lighter brown hair, and common freckles. Bekyar commonly live as fishers and raiders along the southwestern coast of Garund and inland as far as the Bandu Hills. They are a head taller than most other Mwangi, with muscular builds. Bonuwat are traders and incomparable seafarers whose trade routes along the western coast were established long before other peoples reached the region. They tend to have sepia-brown skin, black hair, and eye colors such as green, blue, and hazel. The Caldaru are a smaller group, concentrated in the merchant city-state of Senghor; they frequently have blue or green eyes and gold or tawny skin.

## NIDALESE

The land of Nidal in central Avistan is one of the oldest surviving countries in the Inner Sea region. Millennia ago, in the violent and chaotic aftermath of Earthfall, three Kellid horselords forged a dark pact with the god Zon-Kuthon to assure their survival. To this day, their descendants honor that pact, willing or not. That said, most Nidalese peasants and townsfolk live quiet lives, trying to avoid the Kuthite priesthood and the nobility of the Umbral Court. Nidalese are a slender, delicate-looking people, with ashen gray skin, black hair often cut short or shaved, and a strong tendency towards black irises. Nidalese masculine names include Chartaigne, Helthir, and Theanor; feminine names include Celefin, Grenda, and Virexia; and gender-neutral names include Eilan, Haolais, and Kerrech. While



ERUTAKI



BEKYAR



BONUWAT



CALDARU



ZENJ

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

### AND

### INDEX

## TALDAN DIASPORA

At its peak, the empire of Taldor stretched across Avistan from the western edge of Casmaron to the eastern shores of the Arcadian Ocean. The empire began crumbling centuries ago, but political developments during the Age of Lost Omens swiftly led to significant cultural differences in the lands once part of the empire. Modern nations with significant Taldan cultural influence include devil-worshipping Cheliah, democratic Andoran, and revolution-torn Galt.



TIAN-YAE

surnames are common enough, many Nidalese identify by their place of birth or training, introducing themselves as “of Nisroch” or “of Pangolais.”

## SHOANTI

Shoanti are nomads who roam the Storval Plateau, having taken refuge there after being forced from their homeland in southern Varisia by Chelaxian colonists. They are a tall and strongly built people, with tawny or fawn skin usually heavily tanned by the elements. Shoanti are most easily identified by the fact that most adults shave their heads, and by the complex tattoos that traditional members of the clans wear across their bodies. These tattoos are connected to the quahs, seven overarching clans, each guarded by patron spirits and deities. The Shoanti quahs are the Lyrune-Quah, who are archers and hunters; the Shadde-Quah, who are fishermen and sailors; the Shriikirri-Quah, who are riders and animal trainers; the Shundar-Quah, who are diplomats and magicians; the Sklar-Quah, who are warriors and soldiers; the Skoan-Quah, who serve as guardians of the dead; and the Tamiir-Quah, who are raiders and mountaineers. A Shoanti is given a birth name and then adopts an adult name after undergoing a rite of passage. Shoanti masculine names include Garidan, Hargev, and Shadfrar; feminine names include Ahalak, Tanjah, and Imenida; and gender-neutral names include Ghota, Shakkah, and Shri. Traditional Shoanti names are usually paired with a title such as Horse Dancer, Break Bones, or Twelve Suns.

## TALDAN

Taldans come from the eastern part of Avistan, and at their empire’s height they ruled over half the continent. Today Taldor is much diminished, but Taldans’ art, literature, and scholarship still set the standard for the Inner Sea region, and the Taldane language is so widespread as to be the language known as “Common” in Avistan. Their accomplishments are matched only by their egos—the Taldans of Taldor in particular tend to believe their land is the center of civilization in Avistan. Taldans typically have bronze, gold, or tawny skin; lightly curled brown hair; aquiline noses; and green, gray, or amber eyes. Taldan masculine names include Brontius, Cosmin, and Thocero; feminine names are Ionnia, Epiphania, and Sergia; and gender-neutral names include Amadis, Marin, and Orien. Surnames include Mavrogenis, Synadenos, and Vatzte.

## TIAN

“Tian” is much like “Avistani” or “Mwangi”: a term for the many different residents of several kingdoms and countries, in this case on the distant continent of Tian Xia. The largest Tian ethnic groups are as follows. Tian-Shu are the most populous of the Tian peoples and those most often seen in the Inner Sea region. They are typically characterized by small stature, dusky skin, and black or dark-brown straight hair; their culture is staunchly meritocratic. Tian-Sing, who hail from the western islands, are identified by their wavy hair and sepia skin tones. They have a long history as fishers, pirates, and traders in equal measure, and they share a fondness for piercings and tattoos. Tian-Min are best known for their masterful warriors and a highly codified system of social rules and etiquette; they are paler than most other Tian ethnicities, with a diverse range of eye colors. Arising from nomadic equestrian communities, many Tian-La remain fearsome raiders, with weathered bronze skin and rough hair that is often braided. Tian-Hwan are the shortest of the Tian ethnic groups, with slight builds and tan skin. Their homeland is matriarchal and produces famed arcanists, diplomats, and pragmatic problem-solvers. Tian-Dtang have a reputation as a friendly, pacifistic people, albeit with an infamous sense of humor. While slender and tawny-skinned like Tian-Hwan, Tian-Dtang also have a distinctive cultural practice of shaving part of their heads. Tian-Yae trace

their lineage back to the Shory people of Yjae, and as a result they have darker brown skin than most Tian, straight black hair, and a strong affinity for air magic. Tian-Dan proudly claim descent from dragons, and the occasional individual with unusually vibrant eyes or hair gives credence to this assertion.

Tian names are usually arranged with the family name first, followed by the personal name. Tian-Shu masculine names include Bei, Kao, and Si-Dao; feminine ones include Jin-Shan, Lai, and Xiao; and gender-neutral names include Guiying, Ming, and Su. Family names include Dai, Qian, and Yi.

## ULFEN

Hailing from the north of Avistan and the Land of the Linnorm Kings, Ulfen are among the most widely traveled of all of Golarion's peoples. Wherever they go, they stand out, as they are a tall, broad-shouldered people. Ulfen tend towards fair skin, rosy cheeks, and blond, light-brown, or reddish hair. In Ulfen communities, beards are common among men, and all hair is usually braided regardless of gender. Rather than try to eke a living from the rocky soil of their chilly homeland, many Ulfen seek their fortunes abroad. Some are raiders, descending on coastal villages in their longboats, while others are traders and explorers, traveling as far as Garund or Vudra. Others become mercenaries—Ulfen bodyguards are proverbial for their ferocity and loyalty. Ulfen feminine names include Brid, Jorunn, and Svala; masculine names include Gundar, Sjugun, and Einarr; and gender-neutral names include Alva, Inge, and Selb. Ulfen have a system of patronymics and matronymics (-sson, -dottir), and many acquire bynames such as Firebeard or Troll-Biter in honor of notable attributes or events.

## VARISIAN

Varisians are one of the most widespread peoples of Avistan, their lands stretching from their ancient homeland of Varisia in the west to the edge of Numeria in the east. They are a wiry, short people, with tawny, gold, or russet-brown skin and a wide array of hair and eye colors. While most have dark eyes and wavy brown hair, rare features such as violet eyes or platinum hair are not all that unusual. Outsiders may often associate Varisians with roaming merchant caravans, the practice of harrow card reading (a form of fortune-telling), and the worship of Desna, goddess of dreams. However, Varisians form the majority of permanent residents in the great cities of Magnimar, Lepidstadt, and others, where they outnumber their wandering kin a hundred times over. Varisian masculine names include Bastian, Guillen, and Oriche; feminine names include Astella, Iguazel, and Merzez; and gender-neutral names include Cande, Guiomar, and Zorion.

## VUDRANI

Vudrani hail from the distant Impossible Kingdoms of Vudra, a collection of semi-independent kingdoms in the southeast of Casmaron. Vudrani who live in the Inner Sea region, however, mostly emigrate from the island of Jalmeray, off the coast of Nex. Most Vudrani, including Jalmeri, are slim and slight in build, with dark eyes, dark hair, and skin tones that range from tawny to umber. Much of traditional Vudrani life is organized around religious and philosophical scriptures of many different gods and traditions, and around a powerful monastic tradition of self-improvement and self-perfection. Though few Vudrani become full monks, their influence is widespread in Vudrani culture. Vudrani masculine names include Bahurja, Ksaya, and Sohan; feminine names include Anjasi, Jaivati, and Vasundhara; and gender-neutral names include Bala, Jaya, and Kanti.

## OTHER ETHNICITIES

The human ethnicities presented in this section are only a sampling of the breadth of human variety in Golarion—a sampling that represents the larger part of the humans one might meet in the Inner Sea region, but it is in no way exhaustive. Iobarians are a diverse people found east of Brevo, likely related to Ulfen, Kellids, and Taldans. They have long lived in small clans in



TIAN-DAN



TIAN-DTANG



TIAN-HWAN



TIAN-LA



TIAN-MIN

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

INDEX



**TIAN-SHU**



**TIAN-SING**



**IOBARIAN**



**JADWIGA**



**VARKI**

the wilderness, raiding one another for cattle. Travelers in Irrisen may meet Jadwiga, who once ruled that land. All Jadwiga trace their ancestry to one of the witch-queens of Irrisen, and to their common mother, the ancient witch Baba Yaga. Jadwiga have an affinity for ice magic; they are pale and white-haired, and frequently have blue or sea-green eyes. Varki are relatives of the Erutaki, originating in the mountains of northern Avistan where most make a living as hunters and herders. Further abroad, the continents of Casmaron and Arcadia are home to many more ethnicities, but these Casmari and Arcadian folk venture only rarely to the Inner Sea region.

### AZLANTI

The ancient Azlanti were tall and athletic people, with expressive eyebrows and a tendency toward widow's peaks. Skin color ran the gamut from midnight black to snow pale. Dark indigo and violet eyes were common among those with Azlanti heritage. Azlanti humans were thought lost, as after Earthfall, the scattered survivors merged with the Varisian peoples. But recently, a temporal paradox of unimaginable power pulled a small population of Azlanti humans 10,000 years forward into the present day, where they are swiftly adapting to their new situation.

### HALF-ELVES

Half-elves have been part of society for as long as humans and elves have lived alongside one another. The inevitable offspring of close association, half-elves are a people caught betwixt and between, with elven agelessness and skill on one side, and human energy and passion on the other. Physically, half-elves resemble humans with pointed ears, thin features, and a tall and slender build, though some reflect one or the other part of their heritage more strongly. Half-elves pass on both ancestries to their children; many half-elves are the children of other half-elves.

Half-elves have no single home or origin. As a result, what half-elven cultures exist typically emphasize fitting in, adapting, and making do—finding a home somewhere and somehow. Many half-elves become intermediaries between different people, their unique upbringing helping them see all facets of a relationship. In more recent years, some half-elven philosophers and artists have pushed the idea of the Soul's Homeland—that half-elves are not simply half human and half elven, but something wholly unique, adaptable yet understanding, which will one day blossom into its own society and nation.

Half-elf identities are complicated, as they encompass both their human and elven nationality and heritage. Half-elf ethnicities include the Gateborn, descended from Aiudeen elves; Snowborn, descended from Ilverani; Mistborn, descended from Mualijae; Spireborn, descended from Spiresworn; Hollowborn, descended from drow; and Shoreborn, descended from aquatic elves. How half-elves relate to the elven side of their ancestry frequently depends on their elven heritage. Hollowborn are widely scorned and often must claw for every advantage to survive. Meanwhile, Mistborn and Spireborn hold valued roles as interpreters and lorekeepers among the Ekujae and as ambassadors and spies for the Spiresworn, respectively.

### HALF-ORCS

In northern Avistan, half-orcs tell the story of how the goddess Pharasma, exasperated by all the souls that came to her from every clash of orc and human, directed that a portion be returned as the children of the two species, to spare her the trouble of sorting them. Farther south, half-orcs claim that the Lord of Iron, Gorum, was a half-orc, and allowed humans and orcs to mix so that he could be born. Regardless, half-orcs are born from humans, orcs, and half-orcs, with many half-orcs the children of two half-orc parents. They stand 6 or 7 feet tall, broad-shouldered and heavily muscled, with greenish-gray skin, dark hair, and tusk-like canine teeth.

Half-orcs often find commonality in their shared struggles. Humans and orcs have rarely gotten along, and so most half-orcs endure prejudice, racism, and sometimes outright slavery among human societies—though after the orcs of Belkzen rose up against the recently revived Whispering Tyrant, this conflict has somewhat lessened. This prejudice has resulted in a growing culture that prizes self-sufficiency and competition, as well as argument and debate—after all, words are one of the hardest things to take away. Some half-orcs are fortunate enough to live in societies that prize them; in the martial Shoanti and Ulfen cultures, for example, skin color is less important than the ability to heft an axe.

## HERITAGE

The following heritage is available to humans.

### WINTERTOUCHED HUMAN

The power of winter flows through you. This heritage is most common among the Jadwiga of Irrisen, due to their descent from Baba Yaga, and certain Erutaki touched by the spirits. You gain cold resistance equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

## HUMAN ANCESTRY FEATS

Humans can select from among the following ancestry feats.

### 1ST LEVEL

#### ARCANE TATTOOS

FEAT 1

UNCOMMON HUMAN

**Access** Varisian ethnicity or New Thassilon nationality

You have tattoos on your body corresponding to one of the ancient Thassilonian schools of magic. Choose one of the following schools of magic: abjuration (*shield*), conjuration (*tanglefoot*), enchantment (*daze*), evocation (*electric arc*), illusion (*ghost sound*), necromancy (*chill touch*), or transmutation (*sigil*). You can cast the associated cantrip (listed in parentheses) as an innate arcane spell at will.

#### COURTEOUS COMEBACK

FEAT 1

UNCOMMON FORTUNE HUMAN

**Access** Keleshite nationality

**Trigger** You critically fail a Diplomacy check.

**Requirements** You're in a settlement or community, and you haven't used Courteous Comeback in this settlement or community within the past month.

You grew up in the proud Padishah Empire, where even insults have a certain poetic wit. Reroll the triggering Diplomacy check, using the second result.

#### DEVIL'S ADVOCATE

FEAT 1

UNCOMMON HUMAN

**Access** Chelaxian nationality

You know more about the habits of devils than is entirely safe. You gain a +2 circumstance bonus to Perception checks against devils and saving throws against their abilities. In addition, whenever you meet a devil in a social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. You take a -5 penalty to the check. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

**Special** If you have the Glad-Hand skill feat, you don't take the penalty to your immediate Diplomacy check if the target is a devil.

## THASSILONIAN

Thassilonians are ethnically Azlanti (page 10), but their culture differs greatly from that of Azlant. Some of the residents of New Thassilon are trying to reclaim the long-past emperor Xin's legacy of unity and mutual cooperation and atone for past crimes, though old habits die hard. Many New Thassilonians worship Lissala, the ancient Azlanti goddess of runes and fate, or the Redeemer Queen Nocticula, a former demon lord with an interest in redemption.



## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Eastwall

Magambya

Redfinder

Society

Gallery

Places

RY

EX

THASSILONIAN



MISTBORN



SHOREBORN



SNOWBORN



SPIREBORN

## DRAGON SPIT

FEAT 1

HUMAN

**Prerequisites** Tian-Dan ethnicity

Many Tian-Dan claim to have dragon blood in their veins, and in your case, this is true—you can spit energy, and you might have an especially visible sign of your draconic heritage. Choose one of the following cantrips: *acid splash*, *electric arc*, *produce flame*, or *ray of frost*. You can cast this spell as an innate arcane spell at will, and when you cast it, the spell's energy emerges from your mouth.

## GLOOMSEER

FEAT 1

HUMAN

**Prerequisites** Nidalese ethnicity

Gloom holds few terrors for you, and the pall of darkness over Nidal has made you comfortable in dim light. You gain low-light vision.

## KEEP UP APPEARANCES

FEAT 1

UNCOMMON

HUMAN

**Access** Taldan nationality

**Trigger** You are affected by an emotion effect.

Taldan pride means you never show weakness. Roll a Deception check and compare the result to any observing creatures' Perception DCs. On a success, that creature believes you were unaffected by the emotion effect. A creature tricked in this manner can't benefit from the emotion effect and can't use abilities that require you to be under this emotion effect; for example, if you successfully use this ability to trick a will-o'-wisp (*Pathfinder Bestiary* 333) into believing you aren't under a fear effect, it can't use its Feed on Fear ability on you.

## KNOW ONESELF

FEAT 1

UNCOMMON

FORTUNE

HUMAN

**Access** Vudrani ethnicity

**Frequency** once per day

**Trigger** You roll a critical failure on a saving throw against an emotion effect.

You center yourself and call to mind the Vudrani monastic ideals of mindfulness and self-knowledge. You fail the save against the emotion effect instead of critically failing.

## QUAH BOND

FEAT 1

UNCOMMON

HUMAN

**Access** Shoanti ethnicity

You grew up among the Shoanti tribes, with the spirits watching over you, and they offer you guidance. You gain the trained proficiency rank in the skill listed for your quah (or another skill of your choice, if you're already trained in that skill). You gain the Assurance skill feat in that skill, as the spirits' help guides your actions.

**Lyrune-Quah** Religion

**Shadde-Quah** Athletics

**Shriikirri-Quah** Nature

**Shundar-Quah** Diplomacy

**Sklar-Quah** Intimidation

**Skoan-Quah** Medicine

**Tamiir-Quah** Acrobatics

## SAOC ASTROLOGY

FEAT 1

UNCOMMON

CONCENTRATE

HUMAN

**Access** Lirgeni nationality

**Frequency** 3 times per day

**Requirements** You must spend 10 minutes just after your daily preparations examining the sky or consulting a star chart or you can't use this action that day. The ancient Saoc Brethren were the masters of astrology, and while your knowledge may be but a pale shadow of their wisdom, it still comes in handy. You recall the

stars' predictions about your current situation. If your next action requires you to attempt one or more skill checks, roll 1d8. On a result of 6, 7, or 8, you gain a +2 circumstance bonus to the first such skill check you attempt. On a 3, 4, or 5, you gain a +1 circumstance bonus. On a 2, you gain nothing. On a 1, you take a -1 circumstance penalty to the skill check.

## TUPILAQ CARVER

UNCOMMON HUMAN

**Prerequisites** You have a spellcasting class feature with the divine or primal tradition  
**Access** Erutaki ethnicity

You know the truth behind old stories that tell of sending a fetish of bone and sinew to seek vengeance. These old magics allow you to conjure constructs with ease. Add the *summon construct* spell to your spell list. The constructs you summon have a distinct ivory scrimshaw appearance, and if you include a drop of blood, lock of hair, or other portion of a creature's body as part of the spell's material component, the summoned construct gains a +4 status bonus to Perception checks to sense or locate that creature.

## VIKING SHILDBEARER

UNCOMMON HUMAN

**Access** Ulfen ethnicity

You trained with shields and weapons as soon as you were old enough to hold them, eager to win honor and glory for yourself. You gain the Shield Block reaction and are trained in your choice of the battle axe or longsword.

## WITCH WARDEN

UNCOMMON HUMAN

**Access** Kellid ethnicity

You and your family have fought long and hard against witches, particularly the winter witches of Irrisen, and you've learned to be wary of their curses and the otherworldly powers their patrons grant. You gain a +1 circumstance bonus to saving throws against curses, and to saving throws against spells cast by a witch or hag. If you roll a success on a saving throw against a curse or a spell cast by a witch or hag, you get a critical success instead.

## 5TH LEVEL

### DARKSEER

HUMAN

**Prerequisites** Gloomseer (page 12)

Zon-Kuthon smiles upon you—even if you curse his name—granting you pitch-black eyes that allow you to see in shadows and darkness. You gain darkvision.

### ORNATE TATTOO

HUMAN

**Prerequisites** Arcane Tattoos (page 11)

You expand your tattoos to encompass greater magic. Choose a 1st-level arcane spell from the same school as your Arcane Tattoos, either a common spell or another to which you have access. You can cast that spell once per day as an innate arcane spell.

### WAVETOUCH PARAGON

HUMAN

**Prerequisites** Bonuwat ethnicity

You have been blessed by the sea, granting you the ability to swim like a fish. You gain a 15-foot swim Speed.

## FEAT 1

## FEAT 1



HOLLOWBORN

## HALF-ELF HERITAGES

Half-elves often have complicated relationships with their parent ancestries. Aquatic Shoreborn can rarely breathe water, making their differences starkly evident. Arctic Snowborn may have close relationships with their parents, but rarely with other family, and drow-descended Hollowborn struggle to find even that much acceptance. Others, like the Mualijae Mistborn or the Spireborn of the Mordant Spire, however, hold valued roles among their elven kin.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## HALF-ORC HERITAGES

The common stereotype of half-orcs in Avistan is that of savagery, but this view can vary wildly by culture. Mountain-dwelling Cragkin are respected for their boldness. Jungle Rainkin are the golden children of their clans, saddled with high expectations. Desert Sandkin are associated with Sarenrae, and many call themselves the chosen of the goddess. Arctic Frostkin and Darklands Gloomkin are usually looked down upon by their respective orc cultures, seen as mere caretakers or scholars.



FROSTKIN

**Special** If you have the Bonuwat Wavetouched background (*Lost Omens World Guide* 94), you can take this feat at 1st level instead of 5th.

## 9TH LEVEL

### DRAGON PRINCE

FEAT 9

HUMAN

**Prerequisites** Dragon Spit (page 12)

The blood of the Dragon Kings runs strong in your veins. Your draconic heritage is clearly visible, with hair that is almost entirely crimson, azure, or the like, and that shines like a dragon's scales. You can cast the *dragon breath* sorcerer bloodline spell (*Pathfinder Core Rulebook* 403) as an innate arcane spell once per day, but you can use only the dragon breath that is associated with your heritage and that matches the energy type of your Dragon Spit feat. At 12th level and every 3 levels thereafter, the spell is heightened by an additional spell level.

### HEIR OF THE SAOC

FEAT 9

HUMAN

**Prerequisites** Saoc Astrology (page 12)

In the past, you would have been a proud initiate of the Saoc Brethren. Today, you carry on their legacy. When you use Saoc Astrology, roll 1d4 instead; on a 1, you take a -1 penalty to the skill check. On any other result, you gain a circumstance bonus of that value (for instance, a +3 circumstance bonus on a 3).

### SHORY AEROMANCER

FEAT 9

HUMAN

**Prerequisites** Garundi, Mauxi, or Tian-Yae ethnicity

Your ancestors hailed from the flying cities of the Shory, and a few simple tricks have come down through the ages to you. You can cast 4th-level *fly* on yourself as an innate arcane spell once per day.

### VIRTUE-FORGED TATTOOS

FEAT 9

HUMAN

**Prerequisites** Ornate Tattoo (page 13)

Your tattoos are a work of eldritch genius, a masterpiece of art, magic, and skin. Choose a 3rd-level arcane spell from the same school as your Arcane Tattoos, either a common spell or another to which you have access, including a lower-level spell heightened to 3rd level if you wish. You can cast that spell once per day as an innate arcane spell.

## 13TH LEVEL

### IRRISENI ICE-WITCH

FEAT 13

HUMAN

**Prerequisites** Jadwiga ethnicity, wintertouched human heritage (page 11)

You can trace your direct descent from one of the Queens of Irrisen and thus from Baba Yaga herself. Your resistance to cold increases to 5 + half your level, and you can cast 5th-level *wall of ice* as an innate arcane spell once per day.

### SHADOW PACT

FEAT 13

HUMAN

**Prerequisites** Nidalese ethnicity

Thousands of years ago, your ancestors made a pact with Zon-Kuthon. He has not forgotten, even if you might wish he had. You can take 1 damage to mix blood and

shadows to cast 5th-level *creation* as an innate divine spell. You can use this ability as often as you wish, but you can have only one such object in existence at a time. If the object encounters bright light, the spell ends and the object dissolves into shadows.

## SHORY AERIALIST

FEAT 13

HUMAN

**Prerequisites** Garundi, Mauxi, or Tian-Yae ethnicity; Shory Aeromancer (page 14) or ability to cast *fly*

Unique in Golarion's history, the Shory people developed fighting styles dedicated to combat in the air. You gain a +2 circumstance bonus to Acrobatics checks to Maneuver in Flight and a +5-foot status bonus to your fly Speed whenever you are flying via magic.

## HALF-ELF ANCESTRY FEATS

The following ancestry feats are available to half-elves, in addition to human and elf ancestry feats.

### 1ST LEVEL

#### ROUND EARS

FEAT 1

HALF-ELF

Your elven lineage is subtle enough that you look barely different from other humans, and you've learned to use that to your advantage. You gain the trained proficiency rank in Deception (or another skill of your choice, if you were already trained in Deception). You gain a +4 circumstance bonus to Impersonate checks to pretend you aren't a half-elf. Observers are never granted circumstance bonuses to Perception checks due to you Impersonating a full-blooded human, and you never take circumstance penalties due to you Impersonating a full-blooded human.

**Special** You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

#### SOCIABLE

FEAT 1

HALF-ELF

You're extremely extroverted, and you often spend your time carousing or otherwise socializing. You are trained in Diplomacy (or another skill of your choice if you were already trained in Diplomacy), and you gain the Hobnobber skill feat.

## HALF-ORC ANCESTRY FEATS

The following ancestry feats are available to half-orcs, in addition to human and orc ancestry feats.

### 1ST LEVEL

#### OVERLOOKED MASTERMIND

FEAT 1

HALF-ORC

Many consider half-orcs little more than dumb brutes. This is offensive to you, but it can occasionally be useful. You are trained in Deception (or another skill of your choice if you were already trained in Deception), and you gain a +2 circumstance bonus to Deception checks to Lie when specifically claiming ignorance and to Deception DCs against Sense Motive checks to uncover such lies.

#### TUSKS

FEAT 1

HALF-ORC

Most half-orcs have visible tusks, but yours are particularly large and sharp, capable of gouging deep wounds. You gain a jaws unarmed attack that deals 1d6 piercing damage.

**Special** You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.



Cragkin



Gloomkin



Rainkin



Sandkin

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

INDEX

## FIVE KINGS DWARVES

Mountain dwarves centered at the site of the first and greatest of the dwarven Sky Citadels, the Five Kings dwarves are prolific traders, smiths, and soldiers who are among the most well-known dwarves throughout all of Avistan. Five Kings dwarves take exceptional pride in their facial hair, typically tying decorations called glory ribbons around the end of their beards.

Despite technically being a unified culture, the Five Kings dwarves are nevertheless divided and broken, with contentious opinions and stubbornness causing constant conflict within their own culture.

# DWARVES

The dwarves of the Inner Sea region are a people known for their hardy builds, extensive history, and strong familial bonds. Dwarves originated from far beneath the ground: dwarven oracles ages ago received a vision of the comforting stone roofs of their home splitting to reveal a “sky”—a concept unknown to their populace. When Earthfall occurred, marking the end of the Age of Legend, the shaking earth destroyed countless cities and the dwarven populace was devastated. While they could have rebuilt, dwarves saw this as a sign from their patron deity, Torag. They traveled upward for generations, fighting their way through orc tribes and driving their foes ahead of them with each step of the ascent, in a journey now known as the Quest for Sky.

After centuries, in –4987 AR, the great King Taargick brought the dwarven clans to the surface in 10 far-flung locales. As a testament to their accomplishment, the dwarves constructed 10 glorious cities as a reminder of where their society had come from and all that they could still accomplish. These Sky Citadels were ruled for centuries by Taargick and his descendants until orc hordes managed to overtake the citadel of Koldukar. That conflict continued as a nigh-stalemate until the empire of Tar Taargadth fell to a unified orc force in 1551 AR.

In modern times, the dwarven populace has become markedly diverse in its traditions, although even the most disparate of cultures bear a reverence for past accomplishments and a drive to improve in the future. Another commonality across the vast majority of dwarves is a love and respect for its clans. Dwarves keep extensive family trees dating back millennia, carved into stone and minerals. Each clan claims a particular gemstone and its unique cut as their own, and dwarves’ extensive histories mean that two clans having identical gemstones as their crest is exceptionally rare. Most dwarven clans choose a gemstone that is both abundant in their region yet rare enough to have value. These gemstones are most commonly seen in the pommels of stout knives that the dwarves call clan daggers. Every dwarf has a special clan dagger that is forged by other members of the clan in preparation for the infant dwarf’s arrival and used to cut their umbilical cord at birth. Great care is put into these daggers, as superstition states an infant ashamed of their clan dagger will be more prone to sickness or death. When a dwarf reaches adolescence, they are given their clan dagger, and it becomes that dwarf’s independent responsibility to keep their dagger safe. When two dwarves of different clans enter into marriage, tradition usually dictates that each dwarf shows their faith and bond by forging a sheath bearing their own clan’s gemstone for their partner’s dagger.

Dwarven adventures are renowned for their drive to improve and the steadfast bonds they form with their allies. For a dwarf to take up the adventuring lifestyle is seen as a blessing to their clan, as dwarves would have never accomplished what they have without pushing themselves to leave comfort in favor of glory. As a result, while a dwarf who returns home finds a hero’s welcome, those who never return are also viewed and remembered with pride, as they are seen to embody the determination that brought the dwarven people from deep beneath the earth all the way to their current home on the surface.



FIVE KINGS MOUNTAIN DWARF

## DWARVES OF THE INNER SEA

While there are countless dwarven ethnicities throughout the Inner Sea region, most can be found on the surface. Many dwarves, however, see dwarvenkind as split into three main ethnic groups—Grondaksen, who live underground and are known for their traditionalist preservation of history; Ergaksen, spread across the surface and known for their adaptability and diverse cultures; and Holtaksen, who live atop mountains and are known for their warrior culture and desire for glory. While underground dwarves and mountain dwarves see all dwarves on the surface as belonging to a single group, surface dwarves themselves do not, almost never using the term “surface dwarf” except when communicating with their underground or mountain brethren.

### UNDERGROUND DWARVES

Grondaksen are recognizable by their shorter frames, their large and stern eyes, their billowing beards—seen even among some women—and their utilitarian approach to fashion. They traditionally wear plain browns and grays, typically reinforced with metal to keep them safe while they work. Their settlements are built into caves far beneath the earth, with the walls of important buildings such as medical offices and the homes of leaders carved with runic family trees and inset with clan gemstones to commemorate their history. As they live without a sky, underground dwarves have a different biological clock than their relatives, tending to sleep for 12 hours before remaining awake for 20. Because this is the same interval at which their forges are regularly warmed, this cycle of 32 hours is referred to as a forge-day.

Underground dwarves are culturally known for their insistence that while Torag’s Quest for Sky was indeed a divine mandate, staying on the surface instead of returning to the protection of the stone below was a mistake. As underground dwarves are separated from the surface world, the only news of world events they receive comes from surface dwarf couriers. A millennia-old agreement mandates that surface dwarves will come belowground once every 24 forge-days to provide knowledge of current events on the surface, receiving impeccable metalworks in exchange.

When an underground dwarf chooses to adventure, it is not a decision made lightly. While mountain dwarves see the pursuit of glory as paramount, and surface dwarves are driven to protect their way of life, the backbone of underground dwarf society is instead the importance of safety and sanctity. As such, those among them who become adventurers are largely driven by the need to face an external threat or else to discover the means to face an internal one.

### KULENETT

A society of underground dwarves that make their homes beneath the mountains of Geb, Kulenett dwarves are known for maintaining an intricate network of tunnels that stretch across the entirety of the nation. Kulenett have deep tawny skin tones, their reddish-orange eyes framed by dark hair that grows straight and thick. They typically wear light armor and travelers’ vestments, usually including a pair of goggles to keep the sand out of their eyes when they travel aboveground.

### SURFACE DWARVES

Making their homes aboveground and adapting at a comparatively rapid rate, the various Ergaksen peoples are known for their diversity. These are the dwarves who have spread across the Inner Sea region and laid roots, mingling with different cultures while developing their own, and they are the group most other ancestries encounter on a daily basis. They are physically distinguished from their underground and mountain cousins not through their commonalities with other surface dwarves, but by their differences from their underground and mountain kin.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## KULENETT HOMELANDS

Far more nomadic than most underground dwarves, Kulenett travel the entirety of the Geb from below their underground highway network, which few that have not lived their whole lives in it can navigate. The Kulenett claim to have a number of oasis-cities deep beneath the sands, which bubble with positive energy and ward them against the necromantic magic and corruptions of Geb, but no outsider has ever found them and returned with proof. As a culture, the Kulenett maintain relations with Geb out of necessity, despite being slightly opposed to the practice of necromancy.

Women typically bear thick hair, while men grow thick beards, although this varies from ethnicity to ethnicity; surface dwarves also tend to be well adjusted to whichever dangers are most common to their specific surroundings. As a result, surface dwarves are exceptionally diverse in appearance and mindset, ranging from Osirion's monastic Ouat dwarves to the jungle-dwelling Mbe'ke and Taralu dwarves, with other cultural distinctions commonplace.

Ergaksen find their greatest commonalities with the other ancestries of their region, rather than with other dwarven ethnicities or societies. The dwarves of the Ouat caste, while geographically and emotionally distant, maintain contact with the other monks on their mountain monastery as well as with certain other groups in the region, including the Pathfinder Society. Although they have extensive contact with the pharaohs of their nation, the Pahmet dwarves of Osirion serve no true master, acting as judges over who is allowed to be interred in the necropolis their culture dedicates itself to watching. The Paraheen dwarves of Katheer, capital of Qadira, are autonomous businesspeople, cooperating to serve the communities of the city while remaining distinct from it, working at the forge and revering a distinct aspect of Sarenrae tied to forge-fire.

Surface dwarves find many reasons to adventure, although the reason most often heard in almost every community of surface dwarves is the desire to protect their way of life. While a Pahmet dwarf might adventure to remove the threat of an undead menace and a Paraheen dwarf might adventure to make new trade contacts, these disparate groups all recognize the common thread that is securing one's lifestyle.

## MBE'KE AND TARALU

Two distinct but closely related dwarven cultures found in the Mwangi Expanse, Mbe'ke and Taralu are dark-skinned dwarves that revere and honor ancestors, totems, dragons, and draconic creatures.

## OUAT

Ouat are a sect of the Pahmet dwarves of Osirion who pursue the art of self-perfection in the same manner as the god Irori, training their minds and bodies in the monastic city of Tar Kuata.

## PAHMET

Residents of Osirion since ancient times, bronze-skinned Pahmet dwarves claim to have been sent by the gods to assist the nation. They often live in rock plateaus or near tombs, and some have learned to command the sand of the deserts to aid them.

## PARAHEEN

Paraheen dwarves are a small but important autonomous community in Katheer that operates numerous forges and shops within the city and is a respected part of Qadiran society.

## VAHIRD

A culture of surface dwarves found in the Eternal Oasis of Rahadoun, Vahird are monastic followers of Rahadoun's Laws of Mortality, acknowledging the existence of the dwarven pantheon but believing that the gods are no better than mortals.

## MOUNTAIN DWARVES

Distinct from their cousins in that they make their homes in the peaks of Golarion's tallest mountains, Holtaksen are known for their drive to relive the Quest for Sky's days of glory. They build massive fortresses into the mountains, readily go to war



GRONDAKSEN

with orcs and giants, and stockpile the treasures they claim in battle. Easily one of the most reckless and militant dwarven cultures, mountain dwarves are still markedly cautious compared to shorter-lived ancestries. With a penchant for hit-and-run tactics in enemy territory and an impressive defensive acumen in their own, mountain dwarves seek glory without being foolhardy.

Holtaksen tend to be a few inches taller than other dwarves. Their hair grows quickly and is commonly worn braided, and their eyes have larger-than-normal pupils. Their traditional clothing is mostly made up of dark and muted colors, but almost every outfit bears a single small garment in a bright color, matching the color of their clan gem. This garment, typically a scarf or bandanna, is known as a glory ribbon and serves as a badge of honor and token of remembrance. When a mountain dwarf dies in battle, their comrades take the glory ribbon of the fallen, tear it up, and weave a bit of it into their own outfits. Some older mountain dwarves bear countless battle scars and have dozens of colorful scraps reminding them why they fight.

While underground dwarves rarely adventure and surface dwarves adventure out of necessity, mountain dwarves embrace the prospect of traveling and questing. As they search for glory and thrive on battle, it is almost unheard of to meet a mountain dwarf who has never gone on an adventure.

## HERITAGES

The following heritages are available to dwarves.

### ANVIL DWARF

You are a descendant of a famed crafter and have your own amazing talent. Other dwarves might consider this a blessing from your ancestors or from the Forgefather himself, depending on where you grew up. You become trained in Crafting (or another skill if you were already trained in Crafting) and gain the Specialty Crafting skill feat, but you can pick two different specialties instead of one.

### ELEMENTAL HEART DWARF

Whether through a connection to Torag's forge, the azers of the Plane of Fire, or another source, you can exude a burst of energy. Mbe'ke and Taralu dwarves of the Mwangi Expanse believe this heritage is a gift from dragons or elemental spirits. Choose one of the following damage types: acid, cold, electricity, or fire. Once chosen, this can't be changed. You gain the Energy Emanation activity.

### ENERGY EMANATION

EVOCATION PRIMAL

Frequency once per day

Energy bursts forth from your body. You deal 1d6 damage of your chosen type to all adjacent creatures (basic Reflex save using your class DC or spell DC, whichever is higher). At 3rd level, and every 2 levels thereafter, this damage increases by 1d6.

### OATHKEEPER DWARF

Growing up, you never tried to lie to get what you wanted, and even when necessary, lying makes you uncomfortable. The especially faithful might even have thought that you were blessed by the dwarven god of duty, Kols. You gain a +1 circumstance bonus to Perception checks to Sense Motive and to Perception DCs against attempts to Lie to you. Furthermore, you gain a +2 circumstance bonus to Diplomacy checks to convince others you speak the truth when you are telling the truth, and you take a -4 circumstance penalty to Lie and to your Deception DC against Sense Motive.

## MBE'KE AND TARALU DWARVES

Mbe'ke and Taralu dwarves have a particular affinity for cloud dragons, with Mbe'ke building cities in jungle mountains to be closer to the clouds and Taralu forming isolationist villages in fog-shrouded lowlands so that the clouds come to them. Mbe'ke have coarse, dark hair that they keep cropped short, and they defend their cities with a mystical form of archery known as ghymthur that infuses wind into their arrows. Taralu grow curly dark hair that they regularly dye in all the colors of the sky; they are known for their mastery of the jungle terrain and their affinity for magical traps.

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halfings

### NEW ANCESTRIES

Hobgoblins

xies

ts of

twall

amhya

ty

allery

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## VAHIRD DWARVES

Vahird dwarves follow a staunch belief that no being is greater than any other, practicing a strictly vegetarian diet and accepting any who are willing to give up on the rulers of the world, both mortal and divine. These dwarves wear light-colored robes made from plant products and shave their beards and mustaches, but they let their sideburns, eyebrows, and body hair grow thick.

QUAT MONK

## ANCESTRY FEATS

The following ancestry feats are available to dwarves.

### 1ST LEVEL

#### AVENGE IN GLORY

FEAT 1

UNCOMMON DWARF

**Access** mountain dwarf ethnicity

**Frequency** once per day

**Trigger** An ally within 30 feet gains the dying condition.

You honor your ally's life, gaining temporary Hit Points equal to your level for 1 minute. As long as you have these temporary Hit Points, you gain a +1 circumstance bonus to attack and damage rolls.

#### CLAN'S EDGE

FEAT 1

DWARF

**Prerequisites** trained in clan daggers

By moving your clan dagger with rapid precision, you can protect yourself more effectively. Make two clan dagger Strikes against different targets. Your multiple attack penalty applies normally to these Strikes. You then use an Interact action to gain the +1 circumstance bonus to your AC from your clan dagger's parrying trait.

#### FORGE-DAY'S REST

FEAT 1

UNCOMMON DWARF

**Access** underground dwarf ethnicity

Your unusual rest cycle allows you to recover faster. As long as you rest for 12 hours, you gain the effects of the Fast Recovery general feat and you can go 20 hours without resting before becoming fatigued.

#### SURFACE CULTURE

FEAT 1

UNCOMMON DWARF

**Access** any surface dwarf ethnicity

Your interactions with other cultures on the surface have not only taught you about many other ancestries, but have also helped you realize the value of your own. You gain the trained proficiency rank in the Society skill (or another skill of your choice if you were already trained in Society), and you gain the Additional Lore skill feat for the Lore corresponding to your culture (for instance, Quat Lore or Pahmet Lore).

### 5TH LEVEL

#### CLAN PROTECTOR

FEAT 5

DWARF

Your clan dagger can protect your allies as easily as yourself. When you use an Interact action to gain a circumstance bonus to AC from your clan dagger's parry trait, you can grant the circumstance bonus to an adjacent ally instead of gaining it yourself. You can use multiple Interact actions to protect multiple allies, or to protect yourself and an ally. The ally benefits from the bonus to AC only when they are adjacent to you.

## PROTECTIVE SHEATH

DWARF

**Prerequisites** Clan's Edge (page 20)

When you lash out with your clan dagger, you keep its sheath close at hand. When you use Clan's Edge, if the hand you're not holding the dagger with is empty, you can use your clan dagger's sheath to block attacks as well. The circumstance bonus to your AC from parrying increases to a +2 against any target you hit with a Strike this turn.

## TOMB-WATCHER'S GLARE

DIVINE

DWARF

**Prerequisites** death warden dwarf heritage

When you critically hit an undead creature, or an undead creature critically fails a saving throw against one of your abilities, you drive your divine wrath home in your enemy's heart. The undead is enfeebled 1 for 1 round.

## 9TH LEVEL

### BATTLEFORGER

DWARF

**Prerequisites** master in Crafting

You can sharpen weapons, polish armor, and apply special techniques to temporarily gain better effects from your armaments. By spending 1 hour working on a weapon or armor, you can grant it the effects of a +1 potency rune until your next daily preparations, gaining a +1 item bonus to attack rolls for a weapon or increasing armor's item bonus to AC by 1. This has no effect if the weapon or armor already had a potency rune.

### ENERGY BLESSED

DWARF

**Prerequisites** elemental heart dwarf heritage (page 19)

Energy runs through your blood more powerfully. When you use Energy Emanation, you can create an emanation of 5 feet, 10 feet, or 15 feet. The damage increases to 6d6 plus an additional 1d6 for every level you have above 9th, instead of 1d6 plus an additional 1d6 for every 2 levels above 1st.

### HEROES' CALL

DWARF

The songs of ancient heroes echo through your mind and quicken your pulse, especially in dire straits. You gain *heroism* as a 3rd-level innate occult spell that you can cast once per day. If you Cast the Spell when you have half or fewer Hit Points, you also gain temporary Hit Points equal to twice your level.

### KNEEL FOR NO GOD

DWARF

**Prerequisites** ancient-blooded dwarf heritage

**Access** Vahird ethnicity

Your ancestors' defiance of magic and your people's strictly egalitarian mindset mean that certain forms of magic have little effect on you. When you use your Call on Ancient Blood reaction against a divine spell and roll a critical failure on the saving throw against that spell, you get a failure instead.

## FEAT 5

## PAHMET TOMB GUARDIANS

While most scholars consider the legends that Pahmet dwarves were sent by the gods to aid Osirion's pharaohs mere fancy, the ancient pharaohs treated the Pahmet with great reverence. In return, the dwarves guard Erekrus—the necropolis where the Pahmet traditionally interred the bodies of pharaohs they deemed particularly worthy—from undead and tomb robbers to this day.

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Tinns

S

S

S

S

S

S

S

S

S

S

S

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PAHMET TOMB GUARDIAN

## KYONIN

A prominent nation in Avistan, Kyonin is considered the spiritual heartland of elven culture. This prestige comes from the presence of the *Sovyrian Stone* that resides in Kyonin's capital, Iadara, and the accompanying magical gate that leads to the realm of Sovyrian. The threat of the returned Whispering Tyrant has led Queen Telandia Edasseril to open the borders of the nation to foreigners.

# ELVES

Elves are an ancient people, heirs to a civilization founded in the depths of humanity's prehistory. Migrants from the elven realm of Sovyrian first came to Golarion through a magical gate that stretched between worlds, powered by an enormous crystal known as the *Sovyrian Stone*. At the height of their power, the elves clashed with the alien manipulators known as the alghollthus, and by extension the human empire that, wittingly or unwittingly, served the alghollthus' interests—Azlant. When Azlant's defiance resulted in the alghollthus summoning the disaster of Earthfall, most of the elves departed the planet, traveling back to their homeland to escape the destruction.

Yet this was far from the end of the elves' involvement on Golarion. Not all elves left with their kin, some instead choosing to remain behind. Even the elves of Sovyrian still had their part to play in the planet's history. Sensing that something threatened the *Sovyrian Stone* and the magical portal that it powered, the elves began their return to Golarion in 2632 AR. They returned to find their former lands corrupted by the nascent demon lord Treerazer, who sought to corrupt the *Sovyrian Stone* into a portal to the Abyss. The resulting war between the elves and Treerazer left the demon confined to the Tanglebriar forest, defeated but still alive. With the battle against Treerazer fought to a hard-won standstill, the elves turned their attention to reclaiming their ancient holdings, and with it, their place upon Golarion.

Though elves can appear similar to humans at a first glance, they are as otherworldly and mercurial as their distant homeland, appearing approachable in one instant and incomprehensible in the next. Elves are usually tall and slender. Their eyes range across a spectrum of colors, with irises that are far larger than those of other humanoids; this usually makes it seem like elves have little or even no white in their eyes. Elves' natural lifespan is measured in centuries rather than decades, often leaving them unable to relate to the

mindsets of shorter-lived peoples. While their love of music and beauty is well known by others, elves' love of freedom runs just as deep, and many elves feel uncomfortable telling others how to live their lives—to the point that most elven states hesitate to demand military service or collective action from their citizens. Many human nations have felt betrayed by the lack of organized elven aid during a crisis, despite the help of individual elves, due to this misunderstanding of the elven viewpoint.

This love of freedom leads elves out into the world for a nigh-infinite number of reasons, making them a common sight among adventurers. Their long lifespans mean that even elves who have spent centuries in quiet contemplation might be drawn out from their homes due to exceptional events, or that an elf might find herself journeying to follow up on events that are fresh in her memory but long forgotten to others. Though elves often try to keep themselves distant from shorter-lived peoples, knowing that such friendships will inevitably bring grief, many wind up forging long-lasting connections with traveling companions that can even carry down through generations.

## ELVES OF THE INNER SEA

Elves' longevity means that their cultures remain stable over time, leading to a larger consolidation of elven ethnicities across the Inner Sea region.

Elven societies that have been separated for thousands of years can still communicate with each other in the Elven language, with only minor difficulty. Within these broad ethnicities, however, is countless variation, fueled by the elven love of self-expression and freedom. Elves also develop a powerful connection to their



AUDEEN

surroundings, and elves who live in an area for long enough are known to slowly shift in appearance to take on aspects of their environment. As a result, elves of any ethnicity are prone to unusual features of all kinds, from white or lavender hair to bright gold eyes.

While the elven idea of ethnicity closely matches that of humans, one important aspect of it is often lost on non-elven peoples. A number of elves—including the ancestors of the Mualijae, Ilverani, and Vourinoi elves—did not depart Golarion during Earthfall, while the ancestors of the Aiudeen and Spiresworn elves left for the land of Sovyrian. Though the elves of Sovyrian returned centuries ago, they are in some ways considered newcomers by themselves and their kin, still tied to an ancient and distant homeland on another world. In contrast, those elves who stayed behind during Earthfall and suffered alongside the planet during its darkest hour now consider themselves true children of Golarion.

## AIUDEEN

Also known as “returners,” Aiudeen are the most common elven ethnicity found in the Inner Sea region, mainly concentrated in the elven nation of Kyonin. These elves are the descendants of the elves who left Golarion when Earthfall struck, and they still guard the massive portal to their refuge of Sovyrian, along with the *Sovyrian Stone* that powers the gate. Aiudeen are also known for making use of a network of smaller portals, known as *aiudara*, that connect to gates in distant parts of Golarion. To most Inner Sea residents, all elven culture is Aiudeen culture, filled with glamorous clothing, arcane prowess, and elegant twisting architecture. Yet though Aiudeen culture is highly sophisticated, it has historically been in decline since the elves returned, as Aiudeen struggle to reclaim what they once held and defend what they’ve managed to reclaim. With major changes on the horizon, many Aiudeen seek to look to the future instead of to the past, opening their ancestral homes to outsiders and reaching out to interact with their neighbors.

Most Aiudeen have the ancient elf (page 25), whisper elf, or woodland elf heritage, though due to the elves’ ability to adapt to their environments, they could manifest any heritage.

## ILVERANI

Living in the most hostile reaches of the Crown of the World, these elves are called “snowcasters” by almost all who know of them, as their traditions warn them to never share their true names with outsiders. Their name for themselves is Ilverani, derived from the name of their Mierani ancestors, who once resided in Mierani Forest. Ilverani are starkly marked by their frost-white skin and hair, as well as their affinity for blue clothes and silver armor. They live among elven ruins in the frozen wastes, holding an extreme religious reverence for the places they call home. For the most part, they are as cold and unyielding as the ice that surrounds them, willing to do good for others but seemingly incapable of behaving warmly to non-elves. The one exception are the Twilight Speakers, Ilverani who believe that reaching out to and befriending other peoples is a religious duty to their patron goddess, Findeladlara.

While many might wonder why a goddess of elven architecture—and one known for her unwillingness to answer non-elves—would encourage such behavior, this odd tradition stems from an aspect of elven history lost to most of Golarion. When Earthfall struck, many of the Mierani elves fled to Sovyrian, while others chose to escape underground. One group of elves, however, elected to stay on the surface for the express purpose of creating magical shelters to save as many other people as possible. The descendants of these elves eventually traveled north and became Ilverani. While they no longer need to build such elven shelters, helping others is still considered an honor to that legacy and thus to Findeladlara. That Ilverani as a whole are now so mistrusting of strangers may speak of some manner of great betrayal



ALIJÆ



EKUJÆ



KALLIJÆ



SPIRESWORN



VOURINOI

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

INDEX

## AQUATIC ELVES

Kin to terrestrial elves despite their incompatible environments, aquatic elves were once air-breathing elves who eventually adapted to life underwater due to their exposure to the sea. Much like Mordant Spire elves, aquatic elves consider themselves enemies of the alghollthus and fight to oppose the aberrations at every turn.

in the past, perhaps one connected to Findeladlara's refusal to accept the worship of non-elves.

Ilverani almost always have the arctic elf heritage. They often select the Unwavering Mien ancestry feat, as their cold and emotionless demeanor provides a measure of protection against mental manipulation.

## MUALIJAE

Mualijae are jungle-dwelling elves who reside in the Mwangi Expanse, enigmas to most due to their dislike of trespassers. Guardians and stewards of their homelands, Mualijae were among those elves who did not depart Golarion during Earthfall, and their legends claim they remained behind to protect the world in the dark days to come. Whether these claims are true or not, Mualijae take their self-appointed stewardship very seriously, training themselves to stand ready to fight against anything that might threaten the world. Mualijae long ago split into three separate subgroups: Alijae, Ekujae, and Kallijae. Alijae are accustomed to the worst of the Mwangi's heat, with dark-brown skin and coily, dark-brown hair. Ekujae tend toward dark skin and eyes but are prone to individual variation from these norms, and are the Mualijae most likely to interact with outsiders. Kallijae have straighter hair than their kin and are seen only rarely outside their own lands.

Mualijae elves have the dark skin and black hair of their human neighbors, and they usually possess jet-black eyes. Individual variations are common, however, such as rose-gold hair or glowing orange eyes. Fashion varies wildly between nations, but Mualijae tend to favor garb made from plants and wood, as well as natural materials such as bone, furs, and leathers. Most Mualijae cultures have some manner of taboos or customs around metal and gems, though these traditions likewise vary by nation.

Mualijae elves usually have the woodland elf heritage, though they might instead have the seer elf or whisper elf heritage. They often select the Wildborn Magic feat (page 26) to represent a mystic connection to their jungle surroundings.

## SPIRESWORN

An offshoot of Aiudeen elves, Spiresworn are elves who reside within the Mordant Spire, a strange tower that grew in the place where the falling body of Acavna—the Azlanti goddess of the moon and battle who died during Earthfall trying to defend her people—had crashed into the earth. The tower whispered to them in a dead god's voice, and within these divine whispers, the Spiresworn found a calling. Now considering themselves the true heirs of Azlant, the elves settled in the Mordant Spire and cut themselves off from the rest of the world. After generations of this isolation, the elves of the Mordant Spire have become secretive and xenophobic, bizarre even to their former brethren. Often refusing to speak anything but Azlanti, they wear elaborate wooden masks whenever dealing with outsiders, and they often change the subject or stop speaking mid-sentence, cocking their heads as if listening to an inaudible voice.

Beneath their masks, Spiresworn elves often have white hair and violet eyes; they have a wide range of skin tones, but their complexion is often ashen from a lack of light. Spiresworn rarely leave their island for any reason beyond patrolling Azlanti ruins, defending them from explorers seeking to claim ancient secrets.

As a result, Spiresworn are rarely seen as adventurers. In recent years, however, some of these elves have found themselves grudgingly

forced to work with others to face larger alghollthu threats, and thus they have been pulled into worldly affairs.



ILVERANI

Spiresworn elves often have the seer elf or whisper elf heritage, though those who remain within the Mordant Spire itself might have the cavern elf heritage. They commonly select the Unwavering Mien or Otherworldly Magic ancestry feat in order to represent their unusual connection to the Mordant Spire.

## VOURINOI

Elves of the desert oases of Osirion and nearby lands, Vourinoi are often unknown to any but those travelers and nomads who pass by a Vourinoi oasis, but the few who encounter these elves find them a gregarious and welcoming people. The oasis elves know how inimical to life their homes can be, and they eagerly welcome and mingle with travelers in need of water and shelter. Vourinoi learn almost from birth to be charming, eloquent, and hospitable, and when conflict arises, most would rather talk than fight. Vourinoi are easily identified by their rich brown skin and black hair, though individual elves might have vivid blue, green, or white hair.

Vourinoi consider themselves separate from the nations they occupy, and their friendliness belies a deep and fierce independence. Given their reputation for skill at both magic and desert warfare, the rulers of the desert lands have little desire to infringe upon the elves' homes. In addition, the Vourinoi consider themselves the sole stewards of their oases, and any attempt to control or corrupt the life-giving sites draws the elves' fury. Despite their love for their homes, Vourinoi also share a great sense of wanderlust, even by elven standards. Like their patron goddess Desna, the oasis elves delight in traveling where whim takes them and meeting new people, and many leave their homes to wander for many years before returning to their oasis. Vourinoi are especially fond of visiting their Mualijae cousins in the Mwangi Expanse, and vice versa.

Vourinoi have a loose relationship with gender, and many exist outside of binary gender or move among genders as their feelings take them, an identity they refer to as *kala-shei*, or, "the dance." Many Vourinoi also believe in the elven philosophy known as the Brightness, a belief that their current life is but one in a series, and that upon death they are reincarnated as another creature. Searching for one's Brightness—a beautiful, ecstatic moment of enlightenment leading them to a higher destiny—is a common goal in their wanderings.

Vourinoi elves often have the desert elf heritage (see below). Their vibrant personalities and fluid philosophies often lead them to take the Elven Verve feat (page 26).

## HERITAGES

The following heritages are available to elves.

### ANCIENT ELF

In your long life, you've dabbled in many paths and many styles. Choose a class other than your own. You gain the multiclass dedication feat for that class, even though you don't meet its level prerequisite. You must still meet its other prerequisites to gain the feat.

### DESERT ELF

You live under the desert's blazing heat, gaining incredible resilience to warm environments. You gain fire resistance equal to half your level (minimum 1), and environmental heat effects are one step less extreme for you (incredible heat becomes extreme, extreme heat becomes severe, and so on).

## MUALIJAE

The Mualijae were once part of a powerful united kingdom, but the people split into three different nations in ancient times for reasons unknown.

**Alijæ:** Located in the northern Mwangi jungles, Alijæ defend the elven ruins of Nagisa, the White City, for reasons unknown—perhaps due to a darkness within the Alijæ themselves.

**Ekujae:** Located in the west Mwangi jungles, the militant Ekujae serve as guardians of the forest, protecting magical sites and fighting a guerrilla war against the Aspis Consortium.

**Kallijæ:** Located in the northwest Mwangi jungles, Kallijæ have taken advantage of recent events to step up their offensives against the minions of the demon lord Angazhan.

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

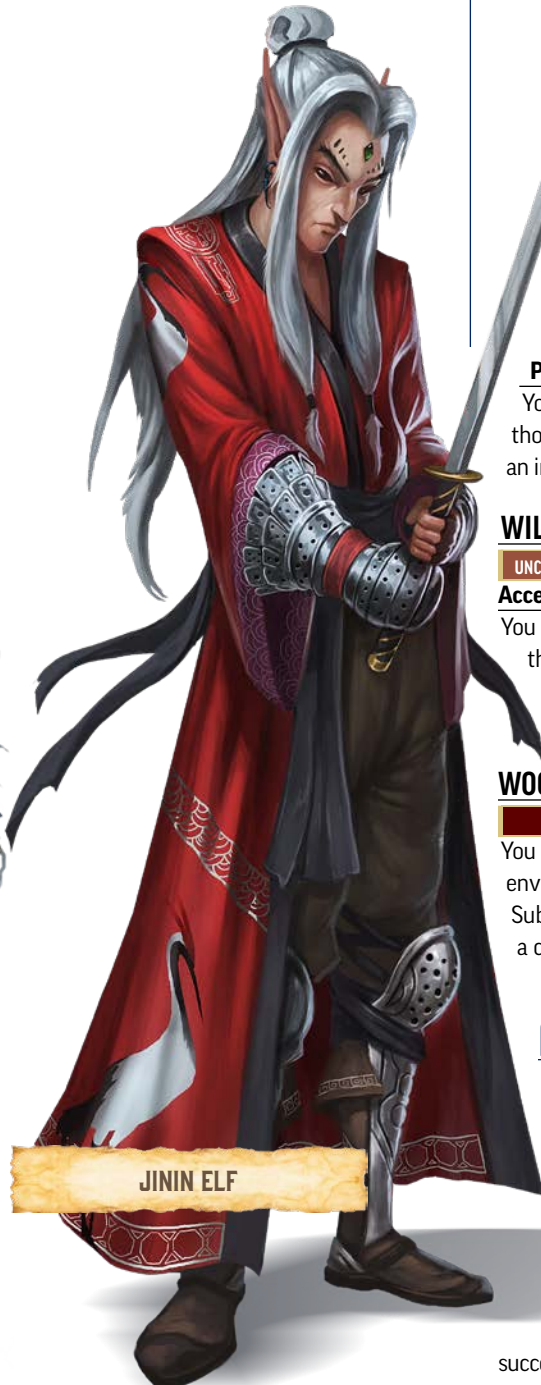
INDEX



WOODLAND ELF

## JININ

Some elves did not retreat to Sovyrian during Earthfall, but instead ventured into tunnels that led underground. While many of these elves pressed deeper into the earth, an elf named Jininsiel received a vision that the elves could find their new home by following the roots of a silver tree. Those elves who followed Jininsiel wandered for centuries below the earth, until finally discovering a thick vein of mithral that led them upward into Tian Xia. These elves adopted customs from their neighbors and founded the nation of Jinin.



JININ ELF

## ANCESTRY FEATS

The following ancestry feats are available to elves.

### 1ST LEVEL

#### ELEMENTAL WRATH

FEAT 1

ELF

You are so attuned to the land that you can call forth a bolt of energy from your surroundings. When you gain this feat, select acid, cold, electricity, or fire. You can call to the land to cast the *acid splash* cantrip as an innate primal spell at will, except the spell has only verbal components and deals the type of damage you chose instead of acid damage; the spell gains the trait appropriate to its damage instead of the acid trait. A cantrip is heightened to a spell level equal to half your level rounded up.

#### ELVEN VERVE

FEAT 1

ELF

While all elves are immune to the paralyzing touch of ghouls, you can shake off flesh-numbing magic of all kinds. You gain a +1 circumstance bonus to saves against effects that would impose the immobilized, paralyzed, or slowed conditions. When you would be immobilized, paralyzed, or slowed for at least 2 rounds, reduce that duration by 1 round.

#### SHARE THOUGHTS

FEAT 1

ELF

**Prerequisites** Mualijae, Ilverani, or Vourinói ethnicity

You have an uncanny knack of communicating with other elves without speaking, though this habit that is often uncomfortable to observers. You can cast *mindlink* as an innate occult spell once per day, but you can target only other elves or half-elves.

#### WILDBORN MAGIC

FEAT 1

UNCOMMON

ELF

**Access** Mualijae ethnicity

You have learned to access the old magic of wild places. Choose one cantrip from the primal spell list (*Pathfinder Core Rulebook* 314). You can cast this cantrip as an innate primal spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

#### WOODCRAFT

FEAT 1

ELF

You have a innate familiarity with forested areas. When in a forest or jungle environment, if you roll a critical failure on a Survival skill check to Sense Direction, Subsist, or Cover Tracks, you get a failure instead, and if you roll a success, you get a critical success instead.

### 5TH LEVEL

#### DEFIANCE UNTO DEATH

FEAT 5

UNCOMMON

ELF

**Access** Spiresworn elf

You loathe the algholthuss and their mind magic, and you've been trained to be willing to die rather than give into mental manipulation. If you would start your turn confused, controlled, or fleeing due to a failed Will save, you can attempt a Will save against the same DC; on a success, you become paralyzed until your next turn, rather than act against your will.

## ELVEN INSTINCTS

ELF

Your senses let you react rapidly. You gain a +2 circumstance bonus to Perception checks made as initiative rolls. Additionally, if your initiative roll result is tied with that of an opponent, you go first, regardless of whether you rolled Perception or not.

FEAT 5

## FOREST STEALTH

ELF

**Prerequisites** Expert in Stealth

**Requirements** You are in a forest or jungle environment near an environmental feature that would allow you to Take Cover

You are skilled at quickly hiding behind bits of underbrush or foliage. You Take Cover and then use that cover to Hide.

FEAT 5

## WILDBORN ADEPT

ELF

**Prerequisites** Wildborn Magic (page 26)

The whispers of the jungle grant you more diverse access to simple primal magic. You can cast *dancing lights*, *disrupt undead*, and *tanglefoot* as innate primal spells at will. If you chose one of those spells with Wildborn Magic, you can select a new spell for Wildborn Magic.

FEAT 5

## 9TH LEVEL

### BRIGHTNESS SEEKER

ELF

Once per day, you can spend 10 minutes studying your surroundings in search of omens related to a particular course of action to cast *augury* as an innate divine spell. Unless the result of the *augury* was “nothing,” you gain the following reaction for the next 30 minutes:

**Call Upon the Brightness** ☞ (concentrate) **Trigger** You attempt an attack roll, skill check, or saving throw while performing the course of action from your *augury*, but you haven’t rolled yet; **Effect** You gain a +1 status bonus to the triggering check, or a +2 status bonus if the result of the *augury* was “woe” and you proceeded anyway.

FEAT 9

### SENSE THOUGHTS

UNCOMMON

ELF

**Prerequisites** Share Thoughts (page 26)

You have an even stranger knack for knowing what other people are thinking. You can cast *mind reading* as an innate occult spell once per day.

FEAT 9

## 13TH LEVEL

### WANDERING HEART

ELF

**Prerequisites** arctic elf, cavern elf, desert elf (page 25), woodland elf, or any other elf heritage based on adapting to an environment

While all elves adapt to their environments over time, you have traveled so widely and become attuned to so many environs that your body now changes more rapidly than other elves. After spending a week in an environment associated with an elf heritage (such as snow for arctic elf, or a forest or jungle for woodland elf) your heritage automatically changes to become that heritage. This never causes you to change to an elf heritage that isn’t related to an environment, such as ancient elf, seer elf, or whisper elf.

FEAT 13

## THE FORLORN

While elves have a love of friendship and laughter, they are known to keep shorter-lived people at a carefully calculated distance, fearing the inevitable pain of watching a friend age and rapidly die. To live entirely among non-elves is considered a terrible fate, as an elf would see everyone they know and love wither away, only for the same tragedy to repeat less than a century later. For this reason, elves who live entirely among humans or other shorter-lived people are called Forlorn.



FORLORN

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halfings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

### AND

### INDEX

## FIRST WORLD GNOMES

Hundreds of generations and nearly 10,000 years separate Material Plane gnomes from their First World homeland, yet many gnomes remained in the fey realm. There they have retained an especially strong primal connection and are themselves fey—they constitute one of the most numerous and adaptable of the First World's residents. Whereas on that plane they can be reborn again and again, on the Material Plane they are at risk of permanent death—a fact that perturbs them as much as their alien and immutable surroundings.

# GNOMES

Millennia ago, gnomes were among the many fey creatures cavorting about the First World, a realm of abundant light, life, and remorseless fancy. However, a long-forgotten event led to many gnomes' fleeing from their ancestral home. Banished to a world bound by cause and effect and physical limitations, the gnomes of Golarion struggled to adapt—not just to find food and shelter, but to retain their identity and supernatural grip on life. With their connection to the First World severed, gnomes began withering slowly, bleeding their color, curiosity, and vitality in a process known as the Bleaching. Only by engaging in new and wondrous experiences can gnomes sustain their minds and stave off this ancestral curse, recapturing just enough of the whimsy of their lost homeland to survive—and even thrive.

Although the Material Plane initially seemed lethally drab by comparison to the First World, gnomes have adapted to their new environment. In addition to their natural curiosity and creativity driving them to explore every possible niche available, gnome infants form innate connections to the supernatural features that suffuse their surroundings. Like dry sponges, gnomes absorb elements of arcane, divine, occult, or primal magic, partially filling the voids left from the absence of their connection to the First World. These energies also shape a young gnome's features, coloration, personality, and innate magic, often causing children to diverge dramatically from their parents' natures based on where they grew up. Thanks to gnomes' penchants for traveling, the majority of any gnome community can share a number of physiological traits while still having a motley assortment of appearances. Individual gnomes' appearance span the full range of human eye, skin, and

hair colorations and beyond, including shades of green, blue, pink, purple, and other hues. The color of these features are most vibrant early in a gnome's life, growing slightly more subdued with age.

The need for novelty drives many of a gnome's actions. Periods of idleness are harmless and even refreshing, yet weeks, months, or years without some goal, project, or other stimulus to fuel a gnome's imagination leaves them vulnerable to the dreaded Bleaching. Whereas on the First World, any energy lost would quickly be replaced by that plane's ubiquitous wonders, on the Material Plane, a gnome's innate magic gradually seeps into their surroundings in a losing battle, much as a warm body inevitably loses heat in cold weather. Most gnomes can't perceive this transfer as anything other than additional anxiety or stress. Engagement and activity cause a gnome to generate enough magic to counteract this loss, but once a gnome's succumbed too far, the final stages of the Bleaching drain their remaining color over a span of several years. The process is painful and typically lethal, though a tiny fraction survives to become so-called Bleachlings, strangely calm and pale gnomes that most other gnomes view with fearful respect.

Thanks to their natural curiosity, sharp senses, stubborn resourcefulness, and sheer tenacity, gnomes make natural adventurers who thrive in a variety of roles. Combined with their long lifespans, gnomes often accumulate an eclectic array of semipractical skills that can prove unexpectedly useful, and few develop the same depths of expertise in esoteric subjects as gnomes.



FEYCHILD GNOME

## GNOMES OF THE INNER SEA

Gnomes do not have traditional ethnicities as humans might categorize them. The prevailing magical forces of an area shape gnomes' appearances and dispositions as much as conventional genetics do. As a result, a region's gnomes drift toward common traits that are largely independent of actual lineage. In some cases, these shared features happen to overlap closely with those of other major humanoid populations—for example, the gnomes of Katapesh and Nex tend to have skin and hair reminiscent of their Keleshite and Garundi neighbors—while in others, gnomes' bright features or uncommon complexions set them apart from everyone else.

Gnomes' penchant for experimentation and innovation also means their culture is constantly changing. Cherished traditions are as likely to be centuries old as they are to have been fashioned the previous year, and the shifting of a settlement's composition regularly upsets any academic understanding of that population's customs. What's more, gnomes often adopt local conventions, often for the simple reason of bringing variety to their own routines. Even so, there are just enough cultural similarities among gnomes of common backgrounds that they can still be categorized into ethnographic groups: fell gnomes, Feychild gnomes, glimmer gnomes, and Keenspark gnomes.

Nearly every gnome's top priority is staving off the Bleaching. This survivalist urge is less an immediate goal as it is an inspiration for how gnomes approach their lives. Many seek out the most wondrous experiences they can, periodically uprooting and pursuing some exciting opportunity in another land. Other gnomes find depth and meaning in a craft, study, or profession, ever seeking new discoveries and minutiae to keep their minds engaged. There's an irony that gnomes often relish particularly dangerous jobs as a way of staying in good health. This often drives gnomes to become adventurers, not just to overcome constant danger, but also to see new lands and meet eclectic companions.

Unlike halflings, who often blend into other societies, gnomes thrive when standing out, from attracting the type of trouble that makes for a good story later to establishing credentials so that they may be recognized for their achievements. As a result, gnomes are often polarizing. A magnet for mischief might be endearing to some but frustrating to others, and tales of gnome tricksters both capture the imagination and fuel misconceptions held by members of other ancestries. Dwarves are often quick to view gnome behaviors—particularly the iconoclastic antics of Feychild gnomes—as a threat to dwarven traditions, even while dwarves and gnomes often bond over their shared adoration of good craftsmanship. Elves' shared longevity and appreciation for the natural world often help them connect with gnomes. Because halflings, half-orcs, half-elves, and goblins lack true homelands of their own, gnomes often find common ground with these peoples while exploring the world, discovering niches where they can thrive and adopting trusted comrades as surrogate families.

## BLEACHLINGS

Those gnomes with the debatable fortune to survive the Bleaching awaken as Bleachlings, pale reflections of their former selves drained of color and strong emotion. Despite the fearful stigma that most gnomes have for Bleachlings, the latter seem utterly at peace with their new condition. If anything, Bleachlings are attuned to nature in a way that exceeds their brethren's natural affinity, speaking to animals with ease and reaching a magical equilibrium with their surroundings.

## FELL GNOMES

While light and laughter suffuse much of the First World, the plane is also home to more sinister fey of blood, spite, and shadows. When gnomes come of age near an area of darker magical forces, their physiology seems to

## SPRIGGANS

In the earliest days of their exile, some gnomes didn't just fight their draining magic; they actively siphoned their environment's magic—absorbing even local curses and corruption. After generations of such vampirism, these so-called spriggans have become bitter and territorial, convinced that these are the necessary steps for survival in a harsh and alien world. For this reason, gnomes call spriggans the Lonely Ones.

## SVIRFNEBLINS

Gnomes are not the only fey to have reached the Material Plane. Among the exiled gnomes, those that became svirfneblins—also known as deep gnomes—saw old enemies like gremlins, redcaps, bogeymen, and worse infest the underground realms. Rather than let these tricksters run rampant, some gnomes followed deep below the earth. Svirfneblins stave off the Bleaching by focusing on a different obsession: stewardship of their subterranean home.



FELL GNOME

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## GNOME ENCLAVES

Due to their haphazard diaspora from the First World and a drive to explore, gnomes have dispersed widely. Populations gravitate to wherever there are exciting opportunities, powerful sources of supernatural energy, or both.

The following pages describe popular gnome enclaves.

## BRATTLEWARK

Believed one of the largest gnome settlements on Golarion, Brattlewark in eastern Chelax is home to thousands of alchemists, engineers, inventors, and scientists. The restless ingenuity causes Brattlewark's architecture to change a little every day, reinventing the city's skyline every few years. Although Chelaxian officials view Brattlewark with some disdain, the city is a prodigious exporter of spell components, alchemical tools, and potions.

absorb some of these foreboding elements as if activating some recessive genes. Known as fell gnomes, these children boast eerily exaggerated features, such as spindly fingers, too-wide grins, and exaggerated eyes. Fell gnomes also tend to favor dark humor that thoroughly disquiets bystanders, particularly when combined with chilling magic that shatters preconceptions that gnomes are inherently bright creatures.

Though fell gnomes are not intrinsically cruel or morose, many enjoy leveraging their disquieting characteristics in social settings. To this end, fell gnomes often favor darker colors, asymmetrical clothing, and imposing garments. Fell gnomes often reside near occult nexuses, such as those found in Chelax, Druma, and Ustalav.

Fell gnomes often have the umbral gnome or wellspring gnome (occult) heritage, though the sensate gnome and chameleon gnome heritages are also common.

## FEYCHILD GNOMES

Most numerous of the gnomes, Feychild gnomes also have the strongest connection to their ancestral homeland, the First World. Having developed a bond to a mighty natural feature or primal source, these gnomes are the most likely to display naturally bright and fantastic features—including bright hair and eyes that include yellow, green, orange, blue, and pink hues, among others—and tend toward tan, pale, or green skin.

Despite having the most natural magical foundation, these gnomes' fey connection is considered the least stable and most in need of stimulus. As a result, Feychild gnomes are often capricious and emotive, regularly seeking new experiences, playing pranks, and fueling countless gnome stereotypes.

However, their intense First World connection also often grants Feychild gnomes a rapport with animals and plants, ensuring they never want for friends. Elves usually respect these gnomes' fey aspect, albeit often through a somewhat paternalistic lens.

Feychild gnomes are most common in Andoran, the Lands of the Linnorm Kings, the Mwangi Expanse, and the River Kingdoms. Feychild gnomes frequently have the fey-touched gnome heritage, though some gnomes express their connection to the First World with the chameleon gnome, sensate gnome, or vivacious gnome heritages.

## GLIMMER GNOMES

Golarion is a tapestry of divine scars where the gods have made their marks through cataclysms and miracles, and these sites retain a magical resonance that shapes nearby gnome populations.

This world-shattering power combines with gnomes' ancestral First World origins to grant the gnomes a degree of influence over existence itself. These glimmer gnomes (a corruption of the original name "glamour gnomes") possess a natural talent for illusion and reality-warping magic, sometimes causing bystanders to mistake them for godlings—or members of the Eldest—in their own right.

It's an easy mistake to make, given these gnomes' slightly translucent hair that seems to glow in the light and the warm, metallic irises of their eyes. Most perturbing of all, though, is a glimmer gnome's penchant for appearing and disappearing unpredictably, like mischievous tricksters who always seem to emerge or vanish at the most advantageous times.

Glimmer gnomes are most common where there are powerful religious connections. Small groups are associated with Nidal's obedience to Zon-Kuthon, Osirion's reverence of Nethys, and Casmaron's accursed Pit of Gormuz where Rovagug is sealed. A significant population of these gnomes have ties to Absalom's Starstone

GLIMMER GNOME

Cathedral, where their population is evenly split between gnomes who play up their divinely inspired origins through extravagant clothing and those who resent visitors' fawning admiration and dress to avoid undue attention.

Many glimmer gnomes have the chameleon gnome, vivacious gnome, or wellspring gnome (divine) heritage.

## KEENSPARK GNOMES

Some gnomes aren't content to soak in the world's wonders; they possess an especially strong drive to create their own. Dedicated to innovation, Keenspark gnomes regularly prod at the edges of reality and possibility alike, not only inventing strange devices and pioneering new magical theories, but also challenging long-held beliefs and religious assumptions. As a result, these iconoclasts and innovators are the gnomes most likely to come across as perfectionistic, dismissive, controlling, or outright irritating, leading to their gnome kin jokingly referring to them as "sour gnomes." However, their knowledge is a boon in a wide variety of fields, and Keenspark gnomes are among the foremost wizards, engineers, philosophers, and craftspeople.

Compared to their colorful kin, Keenspark gnomes have comparably drab skin, hair, and eye coloration that closely mirrors common human hues. These gnomes are most common in areas of intense arcane innovation or utter eldritch devastation. As a result, Nex and the Mana Wastes are home to substantial populations of Keenspark gnomes, particularly in Quantum's laboratories. Likewise, Absalom's arcane universities attract and shape a healthy Keenspark population. Perhaps more oddly, Rahadoum's small gnome population is overwhelmingly Keenspark in nature, perhaps due to the country's longstanding rebuke of divine influence.

Keenspark gnomes usually have the wellspring gnome (arcane) heritage, though some who work in fields that favor the senses instead have the sensate gnome heritage.

## HERITAGE

The following heritage is available to gnomes.

### VIVACIOUS GNOME

You have an incredibly strong connection to the positive energy that flows through the First World, making it harder to attack your life force with negative energy. You gain negative resistance equal to half your level (minimum 1). When you have the doomed condition, the condition affects you as if its value was 1 lower than it actually is (doomed 1 has no effect, doomed 2 causes you to die at dying 3, and so on).

## ANCESTRY FEATS

The following ancestry feats are available to gnomes.

### 1ST LEVEL

#### GNOME POLYGLOT

##### GNOME

Your extensive travels, curiosity, and love of learning help you to learn languages quickly. You learn three new languages, chosen from common languages and uncommon languages you have access to. These languages take the same form (signed or spoken) as your other languages. When you select the Multilingual feat, you learn three new languages instead of two.

#### FEAT 1

#### KEENSPARK GNOME

## FINDERPLAIN

In southwestern Katapesh stands eclectic Finderplain, a centuries-old settlement whose population is almost entirely transient, with few residents remaining for more than a few months. The town serves as a way point for caravans, and the constant change delights the predominantly gnome population while the influx of goods fuels myriad expeditions to a variety of desert sites.

## IRRERE

This small town and the nearby Shay Citadels do not welcome non-gnomes. In large part this is because the site is the refuge for Bleachlings and those suffering the Bleaching, the latter often seeking ways to resist and understand their affliction. Equally significant, though, is the citadels' penchant for phasing from reality to sites unknown, and when these structures return, all but the Bleachlings have disappeared.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halfings

### NEW

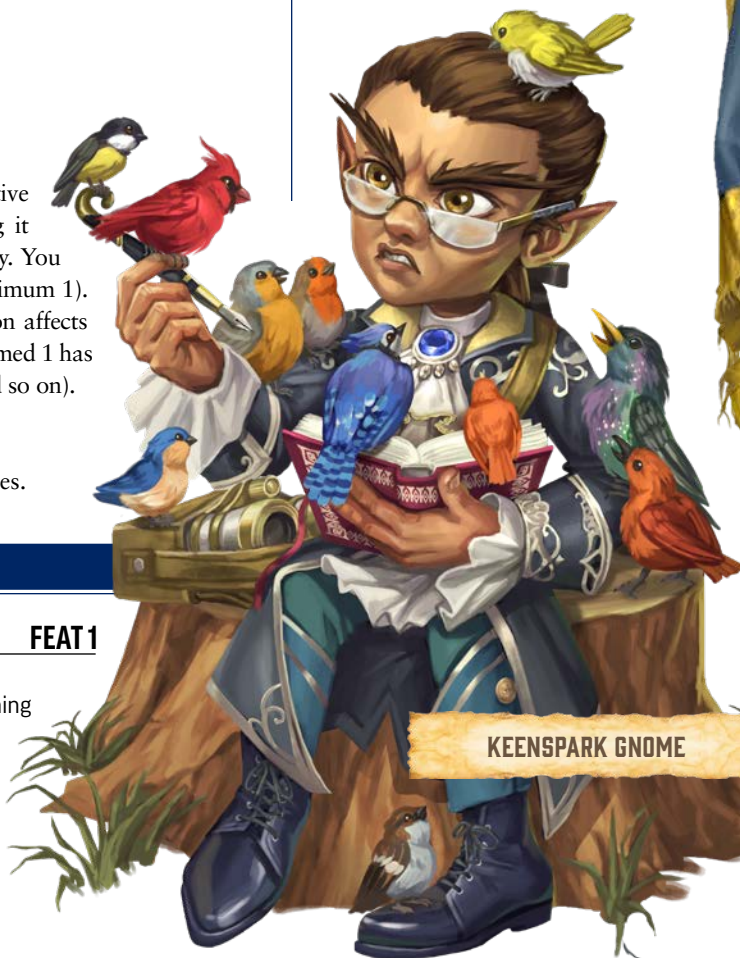
### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



## NEX

This nation is a hub of magical innovations, alchemical discoveries, and arcane sciences, and even the eccentricities that many gnomes exhibit are but drops in an ocean of local oddity. The capital Quantum has a large gnome population, attracting many immigrants to study at its universities.

There gnomes can also interact with a host of strange golems, elementals, genies, and other outsiders from across the Great Beyond, who often lure these gnomes off on extraplanar adventures.

## GRIM INSIGHT

FEAT 1

### GNOME

**Prerequisites** umbral gnome heritage

Others' attempts to scare you often grant you insights about your would-be bullies that you can then exploit. If you roll a success on a saving throw against a fear effect, you get a critical success instead, and the source of the fear effect is flat-footed to you until the end of your next turn.

## INVENTIVE OFFENSIVE ◆◆◆

FEAT 1

### GNOME

**Prerequisites** trained in Crafting

You can jury-rig your weapons to perform in unexpected ways. When you use this ability, add one of the following weapon traits to a melee weapon you wield: deadly d6, disarm, nonlethal, shove, trip, versatile B, versatile P, or versatile S. You cannot add a trait that the weapon already has. The weapon retains this trait until you a successfully hit and deal damage with the weapon. The weapon retains this trait only while you wield it, and you can have only one weapon modified in this way at any time.

If you have expert proficiency in Crafting, you can use this feat as a 2-action activity. If you have legendary proficiency in Crafting, you can apply two weapon traits from the list when using this feat.

## LIFE-GIVING MAGIC ↻

FEAT 1

### GNOME

**Frequency** once per minute

**Trigger** You cast an innate spell from a gnome heritage or ancestry feat.

The upwelling of innate magic refreshes your body. You gain a number of temporary Hit Points equal to half your level (minimum 1) that last until the end of your next turn.

## NATURAL PERFORMER

FEAT 1

### GNOME

Entertainment comes naturally to you. You become trained in Performance and gain one 1st-level Performance skill feat.

## THEORETICAL ACUMEN ◆

FEAT 1

### GNOME

**Frequency** once per day

**Trigger** You succeed at a skill check to Recall Knowledge to identify a creature.

You study a creature's form and behavior to hypothesize likely means of overcoming its strengths. Once before the end of your next turn, you can use the skill modifier from the triggering check in place of your saving throw modifier against one of the creature's abilities, in place of your Perception modifier to Seek the creature, in place of your Deception modifier to Feint against the creature, or in place of your Intimidation modifier to Demoralize the creature. Alternatively, against one of the creature's attacks, you can use your DC for the skill used in the triggering check in place of your AC.

## UNEXPECTED SHIFT ↻

FEAT 1

### GNOME

**Trigger** You would take damage from an attack, spell, or other effect.

Your supernatural connection sometimes causes you to phase from reality when under threat, disappearing for split seconds before reappearing—often surprising you as much as your enemies. Roll a DC 16 flat check. On a success, you gain resistance to all damage equal to your level against the triggering effect, you gain a +2 circumstance bonus to saving throws against that effect until the start of your turn, and you gain the dazzled condition for 1 round.

BLEACHLING

## VIBRANT DISPLAY

GNOME

**Prerequisites** chameleon gnome heritage

**Frequency** once every 10 minutes

Whereas most gnomes' coloration is static or changes slowly, you can cause your hair, eye, and skin color to scintillate in brief and disorienting bursts. Once every 10 minutes, when you use the Feint action, you can compare your Deception check result to the Perception DCs of all adjacent creatures rather than just one creature within melee reach. It's possible to get a different degree of success for each target.

These changes are imprecise and usually short-lived, so while they allow you to periodically change your appearance in unpredictable ways, they are of little use in providing camouflage or aiding a disguise.

## 5TH LEVEL

### ECLECTIC OBSESSION

GNOME

**Prerequisites** Gnome Obsession

**Frequency** once per day

Your desire for stimulation has led you from one pursuit to another and granted you a smattering of expertise with myriad crafts and professions. You reflect on snippets you've learned to temporarily become trained in one Lore skill of your choice. This proficiency lasts for 10 minutes or until you critically fail a check with that skill. Since this training is temporary, you can't use it as a prerequisite for a permanent character option like a feat or a skill increase.

### INTUITIVE ILLUSIONS

GNOME

**Prerequisites** Illusion Sense

**Frequency** once per day

**Trigger** Your turn begins.

Illusion magic comes to you so naturally that you can effortlessly sustain your magical ruses. You immediately gain the effects of a Sustain a Spell action to extend the duration of one of your active illusion spells.

### NATURAL ILLUSIONIST

GNOME

**Prerequisites** Illusion Sense

By drawing upon the First World's magic, you can siphon a portion of that malleable world to create a convincing illusion. Once per day, you can cast *illusory disguise*, *item facade*, or *ventriloquism*. At 7th level, the spell is heightened to 2nd level, and every 2 levels thereafter, the spell is heightened an additional spell level.

## 9TH LEVEL

### FORTUITOUS SHIFT

GNOME

**Prerequisites** Unexpected Shift (page 32)

You have grown more comfortable with your penchant for supernatural disappearance. The flat check DC of your Fortuitous Shift feat decreases to 11, and you are no longer dazzled if you succeed.

## FEAT 1

## WISPIL

Protected by the Treaty of the Wildwood that grants the Verduran Forest its autonomy in exchange for limited woodcutting, Wispil is a town that supplies the Taldan navy with essential timber and is inhabited mostly by gnomes. Despite its relative isolation, the inhabitants are avid opera fans and cultural connoisseurs. The town works closely with local druids, and gnomes here often learn to command primal magic of their own.

## FEAT 5

## FEAT 5



SVIRFNEBLIN

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## CROOKEDTOES

Members of the Crookedtoes forest goblin tribe often take up the adventurer's mantle. The Crookedtoes' migrations have taken them from the Chitterwood in Isger to the Fangwood on the southern border of Lastwall, and finally to Absalom. In the city at the center of the world, the Crookedtoes occupy the Puddles district as valued allies of the Knights of Lastwall, as the two groups fought alongside one another during the harried evacuation of Lastwall. One of these goblins, Zusgut, served as the lord of Lastwall's aide-de-camp and has now declared himself "the Goblin King of Absalom."

# GOBLINS

Goblins legends claim that the first goblins on Golarion were born from the human blood spilled by the barghests Hadregash, Venkelvore, Zarongel, and Zogmugot. Each of these barghests gave the goblins a gift to help them prosper. From Hadregash came the gift of tribe, making goblins stronger in numbers. Venkelvore gave goblins a bottomless hunger that drove them to spread out across the world. Zarongel, the most bestial of the barghests, granted an affinity to the predators who shared the goblins' inclinations, such as goblin dogs and wolves, so that goblins excelled at riding these creatures and could fight and travel more quickly. Finally, Zogmugot taught the goblins the secrets of the shores, how to scrounge, fish, and seek, so they could scavenge and survive no matter where they found themselves.

Over time, goblins spread across Golarion, and today they can be found across the Inner Sea region, from the sweltering jungles of Mediogalti Island to the frozen and blighted forests of Iobaria. Goblins have even found homes on the distant continents of Arcadia and Tian Xia, their clever instinct for survival allowing them to thrive even in the most hostile of environments. In fact, goblins are no strangers to hostility; whether bullied by and recruited as disposable shock troops for their larger hobgoblin and bugbear kin or mercilessly wiped out by adventurers who see them as little more than pests to be exterminated, goblin lives are, more often than not, short and full of hardship.

Despite the overwhelmingly negative perception most other peoples have of goblins, the small people have begun to find places among other societies, primarily in human cities and towns. While cities like Magnimar have long tolerated the goblin tribes that occupy their sewers, viewing them as a convenient cleaning service preventing disease-bearing rats or dangerous otyughs from proliferating, there are more and more areas where goblins can walk openly on the streets without fear of being skewered by guards or frightened farmers. On the sun-scorched streets of Katapesh, a tribe of Rasp goblins maintain a thriving mercantile enterprise under the leadership of an elderly goblin known by the name Yigrig Moneymaker. Operating in the northern lands of Irrisen, the Lands of the Linnorm Kings, and even the southern edge of the Crown of the World, a band of frost goblins recruited by the Pathfinder Society acts as a team of scouts and guides for the Society's members and allies. In the land of Sarkoris, a cunning tribe of forest goblins fights alongside a tribe of Sarkorian refugees looking to reclaim their homeland from the demons and monsters that infest it. Goblin arsonists are proclaimed heroes and allies by human generals as goblin-brewed alchemical fires sear the undead forces crawling forth from the Eye of Dread. Even goblin cutpurses scrounging their living in alleys find themselves recruited by enterprising adventurers who recognize the value of an alliance with a clever sneak whose survival instincts have been honed by untold generations of hardship and persecution. Their means and circumstances vary greatly, but goblins across Golarion have begun to carve a niche for themselves where they can be accepted.

## GOBLINS OF THE INNER SEA

To outsiders, it might seem like goblins are all part of a single, monolithic people, but like any other ancestry, goblins have a variety of ethnicities and cultures nearly as diverse as the territories

FOREST GOBLIN

they occupy. Certain aspects of goblin culture, such as a penchant for song, an overzealous appreciation of fire, fear of dogs and horses, and an instinctive distrust of literacy and the written word, are common across all goblin cultures, but these represent only the most superficial elements of goblin life.

## FOREST GOBLINS

Hailing from coniferous woodlands, forest goblins tend to be shorter and slimmer than their kin, not quite reaching 3 feet in height and rarely weighing more than 35 pounds. Forest goblins typically have skin ranging in hue from dark green to a sickly green-tinged brown reminiscent of a spoiled avocado. While all goblins have a natural tendency toward pyromania, forest goblins are often far more knowledgeable on the subject than almost any other species. Since forest goblins traditionally produce far fewer primal or divine spellcasters than other goblin ethnicities, they have developed a deep tradition of fire-management practices, taught through song and practical application. There is even evidence to suggest that woodlands inhabited by forest goblins are less prone to disastrous wildfires thanks to the goblins regularly burning away dead wood and dry brush that might otherwise act as fuel for hungry flames.

Forest goblins are often reclusive and avoid contact with members of other ancestries except when pilfering or scavenging from camps and caravans that pass near their territory, but some exceptions do exist. In 4697 AR, the forest goblins who inhabited Iser's Chitterwood were recruited into a series of brutal conflicts now known as the Goblinblood Wars, resulting in one of the bloodiest conflicts in Iser's troubled history. Of more auspicious note, the Crookedtoes and Dragondweller tribes have both recently provided critical assistance to human nations, earning them the patronage and protection of powerful allies.

Most forest goblins have the treedweller goblin heritage (page 37), though their frequent exposure to flame means some forest goblins favor the charhide goblin heritage. Due to their extensive practice of teaching songs, forest goblins also frequently take the Goblin Song ancestry feat.

## FROST GOBLINS

Born in Irrisen's eternal winter, frost goblins are well adapted to surviving in frigid environments. Frost goblins' skin is adapted to help them blend in and survive in arctic environments, ranging in color from a light ice-blue to the dark blue-gray of stormy northern oceans. While most goblins are almost universally hairless, frost goblins occasionally sport blue fur similar in texture and density to that of their bugbear cousins.

The Frostfur tribe of goblins, originally hailing from Irrisen, are among the most notable tribes of frost goblins due to their association with the Pathfinder Society. Originally recruited as pawns by rebel factions within the Society, the Frostfur have since served as scouts and guides for several Pathfinder expeditions. While few of the Frostfur goblins have chosen to become full members of the Pathfinder Society due to their rambunctious nature and distrust of literacy, they remain steadfast allies and word of their loyalty is spreading. This burgeoning reputation means that frost goblins are, if not precisely well liked or welcomed, at least able to travel, buy goods, and secure lodging in most areas with a Pathfinder presence free of harassment. In the Lands of the Linnorm Kings, Venture-Captain Bjersig Torrsen keeps the few frost goblins who have made their homes at his lodge in Iceferry busy carrying messages, guiding archaeological expeditions into the frozen wastes, and performing any other task he can find to keep the energetic beings gainfully occupied and safely

## FROSTFUR

The Frostfur goblins of Irrisen have taken many casualties since their initial contact with the Pathfinder Society, but the resilient creatures seem to replenish their ranks as quickly as they are diminished. Pathfinder Venture-Captains have begun to note that Frostfur goblins sent on scouting and reconnaissance missions frequently return with more goblins than left on the original missions, despite consistently reporting losses due to monsters, traps, environmental hazards, and accidental wand or alchemical item discharges. When asked about these new frost goblins, the most common response is simply "Frostfur is Frostfur." Whether that means the new goblin recruits are scattered members of the tribe discovered on the expedition or unrelated frost goblins who simply followed their kin back to the lodge is currently unclear, though the sheer number of frost goblins currently operating within the Society's ranks combined with those reported lost or deceased on missions seems to indicate that the Frostfurs are actively recruiting other frost goblins they encounter.



FROST GOBLIN

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## GANDA-UJ

The treetop city of Ganda-Uj is the closest thing the monkey goblins of Mediogalti Island have to a capital and homeland, but there's little sense of history or culture within its shady boughs. The current Ganda-Uj is at least the fifth location to bear the name, the previous Ganda-Ujs having been burned so completely that new growth still struggles to retake the scorched earth where they once stood. While monkey goblins themselves can be of any alignment, non-evil monkey goblins tend to have even shorter lifespans than their neighbors in Ganda-Uj, as the demon worship prevalent in that community encourages frequent slaughter. Those monkey goblins who are not willing participants in these demonic rites often find themselves serving as the chosen sacrifice, leading non-evil monkey goblins to eagerly seek opportunities to travel as far away from their kin as they can, preferably as fast as possible.

away from his dog, a powerful husky named Mahki, whose relationship with the Frostfurs is adversarial at best.

Frost goblins almost always have the snow goblin heritage, and they frequently take the Goblin Scuttle ancestry feat due to their frenzied energy and surprisingly coordinated teamwork.

## MONKEY GOBLINS

Monkey goblins originated on Mediogalti Island, where their distinctive tails give them a significant advantage in the dense jungles. These goblins are taller and heavier than other goblins, standing a bit over 3-1/2 feet tall and weighing between 50 and 60 pounds. Their skin spans the range from tawny bronze to dark blue, and gold eyes are more common than the red eyes of their kin.

While monkey goblins have some of the most obvious physical differences compared to their tailless cousins, their love of fire is just as strong and just as likely to end in conflagration or disaster. As monkey goblins have historically made their dwellings in treetop abodes, ferocious canopy fires and high mortality rates have kept the curious and capable beings from spreading into the wider world in any significant numbers. Despite the challenges monkey goblins face in just surviving their own antics, there are some monkey goblins who pursue lives of adventure, whether as valued members of a ship's crew (some of whom actively seek out monkey goblins to crew the rigging and crow's nest on their ship, so long as they can keep the goblins from accidentally setting the sails on fire) or as members of small teams of adventurers or treasure-seekers.

Monkey goblins almost always have the tailed goblin heritage (page 37). Monkey goblins who travel on pirate or merchant ships often take the Goblin Scuttle ancestry feat, since they're accustomed to the frantic scrambling of shipboard combat.

## RASP GOBLINS

Rasp goblins, or simply "Rasps," named after the section of Varisia's Lost Coast where they tend to live, are some of the most commonly encountered goblins in the Inner Sea region, particularly in Varisia and the neighboring nations. Unlike frost goblins and monkey goblins, who are limited to smaller geographic areas, and forest goblins, who suffered terrible population losses during the Goblinblood Wars, Rasp goblins remain exceptionally populous and can quickly spread to any area that is vaguely capable of sustaining life. Rasp goblins stand just over 3 feet tall and weigh roughly 35 pounds. While many Rasp goblins are some shade of green (typically lighter and sicklier shades than their forest goblin cousins), some Rasp goblins have rarer skin colors, such as gray or purple.

Rasp goblins have inhabited the southern and western reaches of Varisia for longer than any of the country's human inhabitants, resulting in frequent conflict as humans push deeper and deeper into the goblins' ancestral territory. Encounters with particularly aggressive and malevolent goblin communities mean that pioneer towns like Sandpoint often view goblins as little more than dangerous pests, and hire guards and adventurers to drive off any nearby goblins out of a sense of public safety. As a result, though their population numbers remain somewhat stable, Rasp goblins rarely have anything resembling clan



MONKEY GOBLIN

elders or even anyone in their communities with more than a few years of knowledge or experience. This in turn means that the teaching songs goblins traditionally use to pass on their lore and skills are largely lost to the Rasp goblin tribes, who retain little more than war songs and death chants. Their aversion to literacy and lack of elders has led to many Rasp goblins living and dying in a state of perpetual childhood, which—perhaps due to the frequent conflicts between Rasp goblin tribes and other peoples—has led to the spread of a number of unfortunate stereotypes not only about Rasp goblins, but about all goblins, such as the assertion that all goblins are bloodthirsty raiders, murderers, and Lamashtu worshippers. By contrast, however, those Rasp goblins who've had the opportunity to integrate with other cultures have begun to paint a very different and improved picture of their people.

Rasp goblins can have almost any heritage, though they tend to most commonly exhibit the charhide goblin and razortooth goblin heritages.

## HERITAGES

The following heritages are available to goblins.

### TAILED GOBLIN

You have a powerful tail, likely because you descend from a community of monkey goblins. You gain a +2 circumstance bonus to Athletics checks to Climb, you gain Combat Climber as a bonus feat, and you reduce the number of free hands required to Climb or Trip by one.

### TREEDWELLER GOBLIN

You have adapted particularly well to living in forested environments. As long as you are in a forest or jungle, you gain a +2 circumstance bonus to Stealth checks to Hide and Sneak, Survival checks to Subsist, and your Survival DC to Cover Tracks.

## ANCESTRY FEATS

The following ancestry feats are available to goblins.

### 1ST LEVEL

#### BOUNCY GOBLIN

#### FEAT 1

##### GOBLIN

**Prerequisites** unbreakable goblin heritage

You have a particular elasticity that makes it easy for you to bounce and squish. You gain the trained proficiency rank in Acrobatics (or another skill of your choice, if you were already trained in Acrobatics). You also gain a +2 circumstance bonus to Acrobatics checks to Tumble Through a foe's space.

#### FANG SHARPENER

#### FEAT 1

##### GOBLIN

**Prerequisites** irongut goblin or razortooth goblin heritage

You have filed your teeth into jagged points and have an unusually powerful jaw, making your mouth a dangerous weapon. If you're an irongut goblin, you gain a jaws unarmed attack that deals 1d4 piercing damage, and if you're a razortooth goblin, your jaws unarmed attack deals 1d8 piercing damage and loses the finesse trait. Whenever you score a critical hit with your jaws unarmed attack, your target takes 1 persistent bleed damage per weapon damage die.

## LICKTOADS AND MUDCHEWERS

The Licktoad goblins of the Lost Coast were, until very recently, one of the most prominent goblin tribes in the Rasp. While little distinguished the Licktoads from their goblin neighbors, some combination of luck, ferocity, and perhaps even the protective arm of a peculiar deity led a small group of Licktoad goblins to triumph in adventure after adventure. If this group of goblin adventurers had not disappeared suddenly around the year 4718 AR, there's no telling what chaos they might have sown.

The Mudchewer goblins from the sewers of Magnimar are perhaps the best known group of Rasp goblins in the Inner Sea region. Around the year 4710 AR, the Mudchewers found themselves enslaved by a monster who treated them as slaves and food. The Mudchewers were forced to steal and fight on their master's behalf until his death at the hands of the Pathfinder Society. While the Mudchewers' relationship with the people of Magnimar has not been without setbacks in the intervening years, they have become trusted allies of at least a subsection of Magnimar's human population.



RASP GOBLIN

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## MUTANT GOBLINS

Though mutant goblins can arise from any goblin culture that worships the dread Mother of Monsters, Lamashtu, they are particularly prevalent amongst the goblins of northern Avistan and monkey goblin settlements. Mutant goblins frequently possess additional limbs, including additional arms and legs, mouths centered in their chests, wings that barely allow flight, and other prominent variations.



MUTANT GOBLIN

## HARD TAIL

FEAT 1

GOBLIN

**Prerequisites** tailed goblin heritage (page 37)

Your tail is much stronger than most, and you can lash out with it with the strength of a whip. You gain a tail unarmed attack that deals 1d6 bludgeoning damage.

## 5TH LEVEL

### ANKLE BITE

FEAT 5

GOBLIN

**Prerequisites** Fang Sharpener (page 37) or razortooth goblin heritage

**Trigger** A foe gives you the grabbed or restrained condition using a part of its body. Whenever someone grabs onto you, you instinctively bite down hard. Sometimes that makes them let go, and sometimes it just makes them angrier, but either way, it's both satisfying and tasty. Make a jaws Strike against the triggering foe. On a critical hit, you are no longer grabbed. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

## CHOSEN OF LAMASHTU

FEAT 5

GOBLIN

**Prerequisites** worshipper of Lamashtu

You bear the favor and blessings of Lamashtu, the Mother of Monsters. She has bestowed a mutation upon you, granting you the benefits of another heritage. Choose one goblin heritage that you do not already have; you gain that heritage and its benefits.

## TAIL SPIN

FEAT 5

GOBLIN

**Prerequisites** tailed goblin heritage (page 37), Hard Tail (see above)

You excel at using your tail as a weapon to upend your foes. Attempt a single Athletics check to Trip up to two adjacent creatures. If you roll a success against a target, you get a critical success against that target instead.

## TORCH GOBLIN

FEAT 5

GOBLIN

**Prerequisites** charhide goblin heritage

You've spent enough time on fire that you know how to use it to your advantage. You can light yourself thoroughly on fire with a held torch, a bottle of alchemist's fire, or a similar incendiary, dealing yourself 1d6 persistent fire damage. As long as you are suffering persistent fire damage, all your melee attacks against adjacent creatures deal an additional 1 fire damage per weapon damage die. Any creature that successfully Grapples, Shoves, or Trips you takes 1d6 fire damage; if it uses a weapon for that action, the weapon takes the damage instead. You must still attempt the flat check to remove the persistent fire damage each round, as normal.

## TREE CLIMBER

FEAT 5

GOBLIN

**Prerequisites** tailed goblin (page 37) or treedweller goblin (page 37) heritage

Your time in forest or jungle canopies has taught you how to scramble across branches with sure feet. You gain a climb Speed of 10 feet. If you also have the

Cave Climber ancestry feat, your total climb Speed increases to your land Speed when climbing trees.

## 9TH LEVEL

### FREEZE IT! ♦

FEAT 9

GOBLIN

**Prerequisites** snow goblin heritage

You are no rime hag or Jadwiga, but the magic of the north has still left a mark on you. Frigid ice runs through your veins, and you can expel frost from your body to freeze your foes. Attempt an Athletics check against the Fortitude DC of an adjacent foe. If you have master proficiency in Athletics, you can affect up to two adjacent foes, rolling one Athletics check against each foe.

**Critical Success** The target becomes clumsy 2 for 1 round.

**Success** The target becomes clumsy 1 for 1 round.

**Critical Failure** The target is temporarily immune for 1 minute.

### HUNGRY GOBLIN

FEAT 9

GOBLIN

**Prerequisites** Fang Sharpener (page 37)

You'll eat anything and anyone. Whenever you inflict persistent bleed damage with your jaws unarmed attack, you gain temporary Hit Points equal to half your level for 1 minute.

### ROLL WITH IT ♣

FEAT 9

GOBLIN

**Prerequisites** unbreakable goblin heritage, Bouncy Goblin (page 37)

**Trigger** A foe hits you with a melee weapon or unarmed attack.

When you take a big hit, your foe bounces you around like a rubber ball, but you escape the worst of the blow. Your foe can move you any distance of its choice up to 30 feet in a direction of its choice (this is not forced movement, and it triggers reactions as normal). You fall prone and are stunned 1. Attempt a DC 6 flat check. On a success, you take minimum damage from the attack, and on a critical success, if the attack was a critical hit, you don't take double damage from the critical hit.

### SCALDING SPIT

FEAT 9

GOBLIN

**Prerequisites** Torch Goblin (page 38)

Your bodily fluids burn with surprising volatility, as if you ran on oil instead of blood. As long as you are taking persistent fire damage, you gain a boiling spit ranged unarmed attack with a range of 30 feet that deals 1d6 fire damage.

## 13TH LEVEL

### UNBREAKABLE-ER GOBLIN

FEAT 13

GOBLIN

**Prerequisites** unbreakable goblin heritage

As hard as most unbreakable goblins are to break, you are that much harder to break. You gain 20 Hit Points from your ancestry instead of 10. When you fall, you take no falling damage. If you have the Bouncy Goblin feat (page 37), after falling or jumping from a height of at least 20 feet, you can bounce back into the air, up to half the distance you fell (and half as far forward if you jumped). These bounces continue until you bounce less than 20 feet.

## DRAGONDWELLERS

Members of the Dragondweller tribe originally lived in the Finadar Forest of Iobaria but have recently traveled to the Sarkoris Scar with the Farheavens tribe of Sarkorian-descended humans. In the demon-infested wastes where the Worldwound once rent the land, the Dragon dwellers fight alongside the Farheavens to purge the remaining fiendish armies and reclaim Sarkoris, in hopes of earning a new home and a place where their strength and skills can be respected instead of feared.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

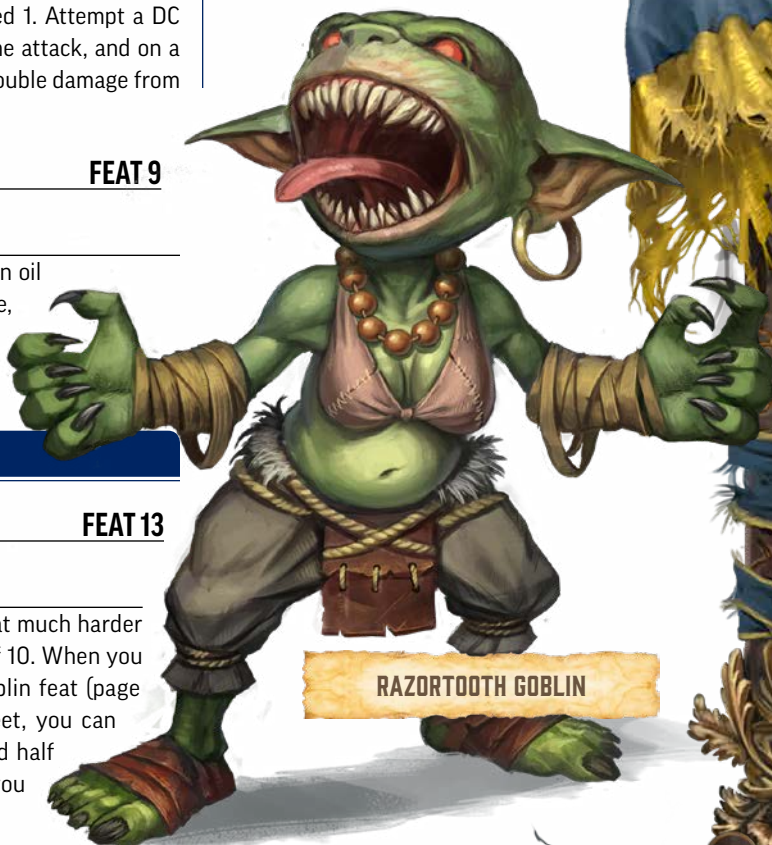
### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



RAZORTOOTH GOBLIN

## THE BELLFLOWER NETWORK

An organization devoted to smuggling halfling slaves to safety, the Bellflower Network operates primarily in Chelax.

Halfling slaves support and shelter Bellflower agents when possible, and it speaks volumes to halfling camaraderie that so many of them turn down a chance at personal freedom to become Bellflower agents themselves. Chelaxian halflings in particular have to be adaptable due to their circumstances, but many of these halfling agents prefer classes suited to stealth, such as bard and rogue.

# HALFLINGS

For as long as there have been humans in the Inner Sea region, there have been halflings nearby—small, quick, keen-eyed people only half as tall as humans and determined to construct an easy life in the shadows of larger people. Halflings are known for luck and bravery that overshadow their humble size. Although many halflings make their livings as traders or storytellers, most prefer to stay safely in the background. They enjoy being useful to others—and to their own families in particular—but they generally dislike receiving public accolades for their efforts.

Halflings in the Inner Sea region tend to share communities with members of taller ancestries, and quite a few halflings live in cities with their extended families. Young halflings are prone to wanderlust, however, and often strike out on their own across the land with little other than the few coins they've scraped together, a lucky memento or two, and their irrepressible personalities. These young halflings are lean and quick, and most are, by human standards, a little bit larcenous in their habits. This inclination to thievery doesn't arise from inherent greed; instead, halflings love lighthearted mischief and also tend to have more communal notions of property. Most halflings simply pick up a tool or bauble when it's useful and return it once they're done with it, though halflings are quick to return an item or pay for a replacement to the best of their ability if asked.

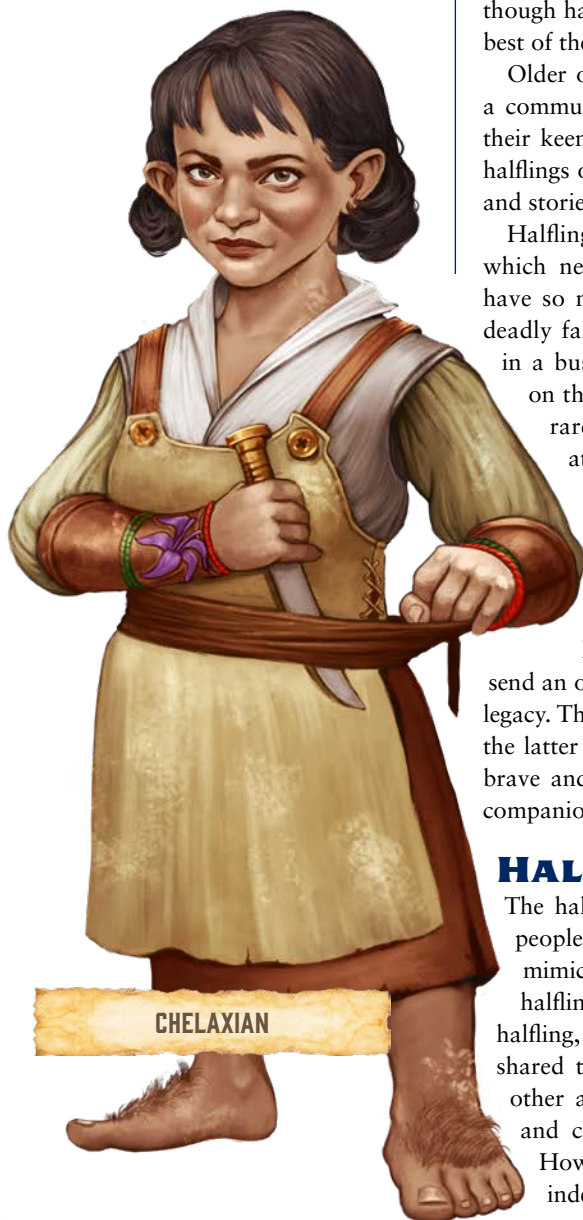
Older or more established halflings may take on supporting positions in a community, working as valets, shopkeepers, or artisans, but they retain their keen senses, deft fingers, and cheery outlook even as they age. Older halflings often enjoy doting on younger ones, passing down tools, weapons, and stories, and family bonds among halflings are particularly strong.

Halflings place an inordinate amount of trust in their inherent luck, which neighbors view with amazement and slight envy. Most halflings have so many lucky breaks in their lives—minor scrapes from would-be deadly falls, unseen arrows missing their mark, or serendipitous meetings in a busy city—that they rarely even remark upon them. Halflings rely on their good fortune to always be there to support them, and fortune rarely disappoints them for long. Halflings consider luck a personal attribute, like height or hair color, and many conclude that their surfeit offsets their smaller size. Many halflings like to collect items they consider lucky, such as berries and buttons, and are a bit unnerved by unlucky portents, such as birds of prey and splintered wood.

Halfling adventurers in the Inner Sea region are usually younger halflings who haven't yet settled down, although tragedy might send an older halfling into the world to rebuild her fortune or recover a lost legacy. The former are likely to be bards, fighters, rogues, or sorcerers, while the latter might be alchemists, clerics, or wizards. In any case, halflings are brave and affable folk who enjoy keeping the spirits of their adventuring companions high.

## HALFLINGS OF THE INNER SEA

The halflings of the Inner Sea region primarily developed alongside the people around them. Halflings living alongside other ancestries soon mimicked these groups in more than just cultures and traditions. These halflings developed into cultures and ethnicities that were distinctly halfling, yet quite similar to those of the other peoples with whom they shared their lives. Many halfling ethnicities are thus close reflections of other ancestries' ethnicities, with halflings sharing the same physiology and cultural traditions of their compatriots, who are often humans. However, even as halflings grew alongside other ancestries, some lived independent lives and developed cultures all their own.



CHELAXIAN

## CHELAXIANS

Halflings have long been slaves in Cheliah, where they are forced to labor in occupations that exploit their keen eyes and quick fingers to produce quick profits for their overseers, such as textile production or orchard picking. Others serve as household slaves, often as cooks or valets; these slaves typically are required to perform less arduous tasks but suffer frequent abuse and dreadful personal accommodations, as when forced to sleep in cupboards. In Cheliah, halflings are derisively called “slips,” and their cramped slave quarters are called “slip kennels.” Legal punishments for beating, mutilating, or killing a halfling in Cheliah are appallingly light and classified as property crimes, even when perpetrated against the nation’s few free halflings.

Halflings in Cheliah often band together for protection, such as by working hard to cover for a sick comrade or sharing the burden of an unfair punishment. Halflings take joy in spending time with family, even when they live as slaves, and their desire to protect their family members is, unfortunately, something cruel overseers learn to exploit. A halfling slave who betrays another for personal gain is labeled an “impkin” among them and earns a reputation so tainted that most impkin are essentially ostracized by all other halflings.

## JARICS

Jarics are boisterous halflings who live hidden among the Barrier Wall mountains of northern Garund. Their rugged lifestyle among the peaks has shaped their features. Their skin is deeply tanned and weathered from spending most of their lives outdoors, and their bodies are slightly shorter and stockier compared to other halflings. Jarics are particularly muscular due to traversing the cliffs and rock walls of the Barrier Wall. This prowess steers Jarics toward more physical pursuits such as combat, with many Jaric children growing up wrestling one another for fun. The rough nature of their endeavors leaves many Jarics with black eyes or scars, something they wear with pride. Jarics sport dark brown eyes and darker hair colors, such as black and brown. They enjoy adopting bombastic hair styles and—among men—impressive facial hair. Jarics tend to wear loose-fitting clothing that permits a wide range of physical movement, although they prefer to eschew clothing altogether when doing so won’t make their neighbors uncomfortable.

Jaric society is a scattered thing, with most Jarics forming small groups and tribes on their own respective mountains. These groups usually number in the dozens, though some reach into the hundreds. These groups usually form hunting and gathering parties, moving across the peaks as they require to survive, with some groups keeping closer to the base of mountains where food and game are more plentiful. Though most Jaric tribes remain mobile, they do maintain a few settlements, most notably the halfling city of Limani in the central Barrier Wall. The city is a hub for thousands of Jaric halflings and is known for its seasonal festivals where Jarics trade food, stories, and blows in the name of friendly competition.

Like-minded Jarics in a community often join together in friendly, lively groups called bill-bands. A bill-band is a cross between a club and a gang, and most have pugnacious names like “Winkle’s Freedom Fighters” or “Futharc’s First Fist.” Although many bill-bands are groups of swaggering bravos who come together for sparring, sports, or similar pursuits, others form to engage in spirited debates and create collaborative art pieces.

## MIHRINIS

In the distant region of Iobaria, just east of Avistan, live the Mihrini halflings. These halflings developed among the colder climates of the region and have a unique appearance, with sharper chins and wider ears. They are also thinner than most halflings. Their skin is often pale, though some darker

## JARIC ADVENTURERS

Although Jarics tend to keep to their homes among the mountains, they are not afraid to travel out across Golarion as they see fit. Typically, Jarics choose to leave life among the mountains to challenge themselves, both physically and mentally, though many Jarics set out into the world due to curiosity alone. At times, entire bill-bands set out together, creating natural adventuring parties. Many Jaric halflings become champions, fighters, or monks.



JARIC

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## MIHRINI ADVENTURERS

As Mihrini communities are constantly on the move, individual halflings are already accustomed to an adventuring lifestyle and gravitate toward setting out into Golarion. Some of these Mihrinis merely seek a new home and a comfortable life, while others find adventuring to be a useful tool to overcome their own anxieties. As many Mihrini halflings are natural storytellers, and their deft fingers are suited to the complicated somatic movements necessary for spellcasting or thievery, they make excellent bards, rogues, sorcerers, and wizards.



MIHRINI

tones appear among Mihrinis, especially those living in the River Kingdoms. Most Mihrini halflings have long, fine hair that grows black with white streaks or vice-versa, and they cannot grow facial hair. In addition, the hair on their feet tends to be finer and lighter than that of other halflings. Eye colors among Mihrinis tend to be on the lighter side, with blues and grays being most common. Mihrinis prefer many-layered clothing, particularly garments with several buttons in different styles and textures. Many keep their hair long and loose when not out of place in the local culture, save for small braids close to the scalp that are hidden by hair or a hood.

Unfortunately, Mihrini culture is not what it once was. The Choking Plague in Iobaria thinned the numbers of Mihrini halflings over five centuries ago, and the population never truly recovered. The Mihrini survivors soon scattered throughout Iobaria and beyond, partly in hopes of escaping the constant plagues in the region. Today, many Mihrinis live along the eastern edge of Avistan, particularly near Brevo, Galt, and the River Kingdoms. Mihrini halflings move in large tribes and are typically a nomadic people, uprooting at the first sign of possible disaster. These tribes maintain few written records and instead keep oral histories, telling tales from previous homes and lessons learned from previous dangers.

Due to the constant, unpredictable movement throughout their lives, many Mihrinis are predisposed to an anxious disposition. To help stay at ease or remain occupied, many Mihrinis keep a small piece of sturdy string in a pocket or tied around a wrist. Called a hallinette, this string gives the halfling something to keep the fingers occupied, whether in tying or re-tying knots, arranging complicated loops, or even simply twisting it among the fingers.

## OTHOBANS

With the return of Xin-Edasseril and the rise of New Thassilon near Varisia came a number of Thassilonian people displaced from time. Among these were a small population of Othoban halflings. These halflings lived in ancient Thassilon and were the precursors to many of the halflings that live in Varisia today. Their displacement preserved their unique traits, such as their range of skin tones from pale to dusky. Othoban hair is typically wavy, with colors as varied as their skin, though they are unable to grow facial hair except for thin sideburns. Much like other Thassilonians, Othobans like to wear the latest styles and enjoy having multiple outfits to choose from, often overspending on clothing. However, even Othobans of limited means keep a few well-tended articles of clothing they can mix and match to create different looks, and they frequently share clothing with their neighbors—whether their neighbors appreciate it or not.

As Othobans are now stepping into a new and strange world, many of them are doing their best to learn about the new time in which they live, pursuing new, exciting, or pleasing sensory experiences. They seek out a variety of local cultures, enjoying as many different variations of art, food, and pageants as their means allow. Many Othobans also thirst for knowledge and delve into reading. These Othobans collect stories, whether from books they've read or tales they've heard in their travels, and spend time contemplating disparate stories to discover common themes. The excitable nature of these Othobans sometimes makes it difficult to keep up with them in conversation, as the halflings continually and energetically jump from topic to topic.

## SONG'O

Many halflings live in the Mwangi Expanse, but few are as reclusive as the Song'o halflings of the Laughing Jungle. Unlike most halflings, who adopt the culture of the humanoids near them, Song'o halflings are reclusive and keep their own traditions. Already cautious due to the prevalent dangers of their jungle home, the Chelaxian establishment of the former colony of

Sargava taught the Song'o to distrust and flee from outsiders. Today, with the overthrow of that government and the founding of Vidrian, Song'o are just beginning to explore beyond their own communities once more. They still distrust unfamiliar people, prefer to stay out of sight and observe their surroundings, and readily uproot their temporary villages and relocate to new regions deeper in the jungle if they suspect danger is nearby.

Because of their skittishness and reluctance to interact with others, Song'o halflings preserve a rich and ancient culture that developed in isolation in the Laughing Jungle. They enjoy fleeting art, such as music made with impromptu items, or sculptures of earth and leaves. Song'o halflings share the dark skin of their Mwangi human neighbors, with black or dark-brown eyes and dark, curly hair. Most Song'o halflings like to paint their bodies, especially their faces, and they enjoy showing off their designs to others, although they are reluctant to compliment even skillful work because they think compliments bring bad luck. They are very fond of flowers and use them to adorn their homes, wagons, and clothing. Song'o halflings wear multiple layers of patterned clothing when possible, with stories about how each layer provides protection from predators, insects, or weather. From a practical standpoint, however, these layers must be lightweight so the halflings don't overheat in their warm jungle; their gauzy but resilient clothing is particularly prized by the few traders who have befriended Song'o halflings. They don't tend toward any particular class, but usually have the Wildwood halfling heritage.

## UHLAMS

Among the depths of the Verduran Forest live Uhlam halflings. These halflings have lived in and around the forest for centuries, enjoying simple lives. Uhlam skin tones range from pale for those who live within the forest to tan tones for those living on the fringes. Most Uhlams are somewhat squat and heavier compared to other halflings. They tend to have hair mostly of lighter tones like blonde, brown, and red, and most Uhlams have trouble growing much facial hair, though sideburns are common. Uhlam eye colors have a wide spectrum including more common colors like blues, browns, and greens to more vibrant coloration like lavender and dark yellow. Uhlam halflings tend to keep their hair short and enjoy simple, functional clothing that is useful and reliable. Such clothing tends to have several flaps and pockets, each containing some useful tool, bit of food, or other sundry item.

The relatively stable Uhlam lifestyle, with few external threats, leads many of these halflings to seek out simple comforts and pursuits that they find extremely fulfilling. They often adopt professions that require dedication and discipline, such as farming, sewing, or banking. They also eagerly take on tasks that require planning and hard work, such as shipbuilding or construction. Although Uhlams like the long process of creation, they are often very free with the fruits of their labors. They enjoy crafting comfortable homesteads for family and friends, making a decent living from well-tended crops, and seeing their family fortunes grow from patient investing. While an Othoban halfling might extol the complex flavors of a meal, an Uhlam would instead focus on the many steps to create it and savor seeing loved ones enjoy it.

## HERITAGES

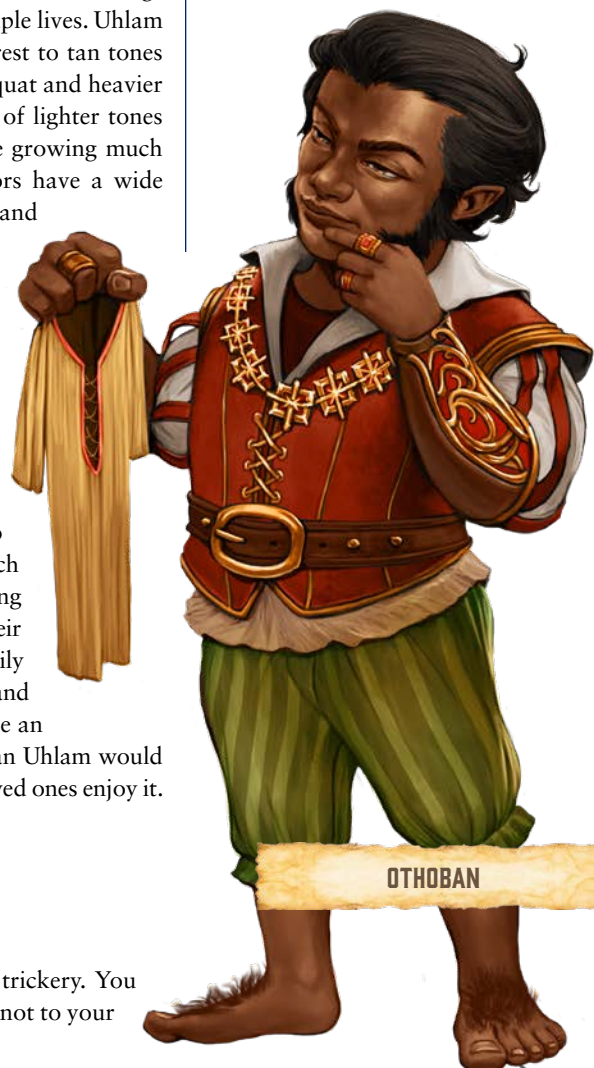
The following heritage is available to halflings.

### OBSERVANT HALFLING

Your finely honed senses quickly clue you in to danger or trickery. You gain a +1 circumstance bonus to your Perception DC, though not to your Perception checks.

## OTHOBAN ADVENTURERS

Today, many Othobans have taken to adventuring to fulfill their desire to learn more and experience Golarion. Some Othoban halflings have chosen to remain in New Thassilon and its neighboring regions, taking a slower approach to exploring the world, while others have set their sights on experiencing the rest of Avistan and beyond, and a smaller group of Othobans has chosen to remain in the safety of Edasseril. As Othobans tend to be studious and observant, those that become adventurers are usually clerics, rogues, or wizards.



OTHOBAN

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## UHLAM ADVENTURERS

Many Uhlams spend their entire lives as farmers, herders, and hunters in and around the Verduran Forest. They generally experience adolescent wanderlust to a lesser degree than other halflings; some don't experience it all. As such, few Uhlams intentionally leave their homes to become adventurers. Uhlams generally don't like rushing into danger without careful consideration, but they are especially committed to their friends and families and will gladly risk life and limb if it means they can help someone else. Uhlam halflings are careful thinkers and dedicated naturalists, making them good alchemists, druids, and rangers.



UHLAM

## ANCESTRY FEATS

The following ancestry feats are available to halflings.

### 1ST LEVEL

#### ADROIT MANIPULATION

FEAT 1

UNCOMMON HALFLING

**Access** Mihrini ethnicity

You've fiddled with knots, locks, and blacksmith's puzzles since you were a child to give your hands something to do. You gain the trained proficiency rank in Thievery (or another skill of your choice, if you're already trained in Thievery). If you roll a success on a Thievery check to Pick a Lock, you get a critical success instead.

#### INNOCUOUS

FEAT 1

HALFLING

Halflings have been unobtrusive assistants of larger folk for untold ages, and your people count on this assumption of innocence. You gain the trained proficiency rank in Deception (or another skill of your choice, if you're already trained in Deception). If you fail a Deception check to Create a Diversion, humanoid creatures aren't aware that you were trying to trick them unless you get a critical failure on your roll.

#### INTUITIVE COOPERATION

FEAT 1

UNCOMMON HALFLING

**Access** Jaric ethnicity

You are accustomed to working alongside others, relying on each other to get by. You gain a +2 circumstance bonus to checks to Aid, and your allies gain a +2 circumstance bonus to checks to Aid you.

#### UNASSUMING DEDICATION

FEAT 1

UNCOMMON HALFLING

**Access** Uhlam ethnicity

Your family instilled the values of care and patience into you from a young age. You gain a +1 circumstance bonus to checks to perform a downtime activity.

### 5TH LEVEL

#### EASILY DISMISSED

FEAT 5

UNCOMMON HALFLING

**Access** Chelaxian nationality

You are practiced at blending into the background of the streets and halls of larger folk to ensure that you are overlooked. When you are in a crowd or well trafficked urban area, you can attempt to Hide and Sneak, even when observed.

On a success, you aren't hidden or undetected, but other creatures simply don't take particular notice of you, even though they can see you. You can't use this ability on observers who have already seen you perform obtrusive or notable actions. If you perform any action other than to Hide or Sneak or otherwise take particularly salient actions (GM's discretion), observers notice you right away.

#### HALFLING INGENUITY

FEAT 5

HALFLING

**Prerequisites** Halfling Luck

While your willingness to dig into a task you know little about might get you into trouble, your incredible luck often saves you from danger. You can attempt skill actions that normally require you to be trained even if you aren't trained in that skill. If you use Halfling Luck when you fail a check for a skill with which you are untrained,

you can add a proficiency bonus equal to your level, rather than 0, when you reroll the triggering skill check. You gain a +4 circumstance bonus to this rerolled skill check.

## SHARED LUCK

FEAT 5

HALFLING

**Prerequisites** Halfling Luck

You are evidence that it's lucky to travel with a halfling. You can use Halfling Luck when an ally within 30 feet fails a skill check or a saving throw to allow the ally to reroll the triggering check instead of you rerolling your own failed check. As usual, your ally must use the new result, even if it's worse than their first roll. If you have Guiding Luck, you can't use Guiding Luck's effect that applies to attack rolls and Perception checks to use Shared Luck to benefit an ally.

## 9TH LEVEL

### CUNNING CLIMBER

FEAT 9

HALFLING

Whether you are climbing a ship's rigging, a jungle tree, or a clock tower, you have an uncanny knack for finding footholds and handholds where larger creatures can't. You gain a climb Speed of 10 feet. You can take the Legendary Climber feat even if you don't have the Quick Climb feat, provided you meet its other prerequisites.

### FADE AWAY

FEAT 9

HALFLING

**Prerequisites** Easily Dismissed (page 44)

Your ability to blend into the background allows you to fade away entirely or appear innocuous even to magical effects. You gain *invisibility* and *misdirection* as 2nd-level innate occult spells. You can target only yourself with *invisibility*, and you must be the primary target of *misdirection*. You can cast each spell once per day.

### HELPFUL HALFLING

FEAT 9

HALFLING

When you aid a friend with a task, you find many ways to help and avoid interfering. On a critical success to Aid, you grant your ally a +3 circumstance bonus if you have expert proficiency in the skill (rather than +2), and you grant your ally a +4 circumstance bonus if you have master proficiency (rather than +3). If you roll a critical failure on a check to Aid, you don't give your ally a -1 circumstance penalty to their check.

## 13TH LEVEL

### COBBLE DANCER

FEAT 13

HALFLING

You know how to take advantage of foes thrown off-balance by unstable flooring, loose cobblestones, or similar impediments. While in an outdoor urban environment, you can Step into difficult terrain and enemies in difficult terrain are flat-footed to you.

### INCREDIBLE LUCK

FEAT 13

HALFLING

**Prerequisites** Halfling Luck

Even other halflings consider you to be particularly lucky. You can use Halfling Luck once per hour, rather than once per day. If you have Guiding Luck, you can still use Halfling Luck when you fail a Perception check or attack roll only once per day (though you can use it within the same hour that you used Halfling Luck), and if you have Helpful Halfling, you can still use Halfling Luck on an ally instead of yourself only once per day.

## HALFLING SLANG

Halflings in the Inner Sea region have developed unique phrases and slang that they use in their everyday life. These are just a few of these phrases.

**Apple Jumping:** A simple task, as even halflings can jump over apples.

**Contract Man/Ma'am/Person:** An enslaved halfling's owner.

**Empty Kerchief:** To lack something. Usually refers to lacking a meal for a hungry halfling.

**Frog Wallow:** A dangerous area that an alert person could have avoided. Careless people "fall into a frog wallow."

**It's Nine Buttons:** Something that is both good and bad. Many halflings consider groups of nine to be unlucky, but buttons to be particularly lucky.

**Side-Side:** Sneaky; something you can only catch out of the side of an eye.

**Zombie Work:** Drudgery.



SONG'O

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



*"The forest moves," Kizurra said, slowly twisting around to look up at the canopy. Around them, small creatures seemingly made of plants appeared and vanished into the underbrush.*

*"It has happened before," Nuesh replied, blinking. This was the truth, but neither of them had seen it with their own eyes.*

*"Should we fight?" Kizurra asked.*

*"Patience," Nuesh said. The lizardfolk settled back and waited to see what the situation would bring...*

## NEW ANCESTRIES

While humans, dwarves, elves, gnomes, goblins, and halflings have spread across Golarion and can be found in most locales, some ancestries are still unusual sights outside of specific environments. As a result, although these peoples may be well known or even dominant in various regions of the world, they are not commonly found in all parts of the Inner Sea region. The three ancestries presented in this section are therefore uncommon for adventurers. This rarity trait applies specifically to the rules to play a member of this ancestry, and it is separate from the monster rarity that determines how obscure information about a creature is.

While these ancestries are uncommon in the same way a magic item, a feat, or a spell is, an ancestry is something you choose at the beginning of the campaign. Specific campaigns might provide a list of uncommon ancestries that are particularly appropriate for that setting, such as hobgoblins in a campaign set near Oprak, or lizardfolk for a campaign in the Mwangi Expanse, and grant access to those ancestries. In other games, these ancestries are as available as your group desires them to be.

### HOBGOBLINS

Brutally efficient in their outlook and society, hobgoblins brook no mercy for those they consider weak or useless. They value merit over age, gender, or family connections, and the only limits to how high a hobgoblin can rise in the hobgoblin hierarchy are their ability, ruthlessness, and personal drive. Most peoples consider hobgoblins to be unrepentant monsters and assume they are hostile on sight, making them unlikely visitors to human nations. The exception to this perception is the Lake Encarthan region, where the hobgoblin nation of Oprak lies; though the hobgoblins of Oprak may be just as monstrous as their kin, Oprak's neighbors recognize that they are

currently far less a threat than the undead legions of Tar-Baphon. As a result of signed treaties, hobgoblins are able to travel through Molthune, Nirmathas, and Nidal relatively unmolested so long as they don't break the laws of these nations.

### LESHIES

Spirits granted a plant body by magic, many leshies prefer to remain within the wild realms that they came from, but more and more of them are being created in response to rising threats affecting the outside world. While some leshies dedicate their lives to protecting precious natural sites and communing with their spiritual roots, others seek to explore, drifting like seeds on the wind. Leshies are still odd sights within cities or among adventuring organizations, but they are beginning to shyly set foot into these new and strange environments. As immortal spirits of nature, leshies have a long life span, and as a result their population is rising despite the dangers they face. Each time these spirits infuse a new body, they set aside most memories of their previous existences, and thus leshies believe that each new life provides a unique opportunity for growth and discovery.

### LIZARDFOLK

Known as iruxi in their native tongue, these primordial reptiles have held themselves apart from the mammalian masses for eons, secure in their customs as self-sufficient hunters, naturalists, and warriors. But as younger civilizations have encroached ever deeper upon the lizardfolk's ancestral lands, isolation has ceased to be an option for this pragmatic society. Now, for the first time in centuries, a younger generation of lizardfolk is venturing outward to trade, study, adventure, and do what their people do best: endure.

#### CHARACTER GUIDE

##### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

##### NEW ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

#### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

#### GLOSSARY AND INDEX

## HOBGOBLIN ADVENTURERS

Hobgoblin society's rigid militaristic hierarchy produces excellent adventurers, as hobgoblins reach adulthood trained for combat. Due to their upbringing, many hobgoblins have the warrior background. The laborer, martial disciple, miner, and scout backgrounds are also common. Hobgoblins raised away from their people often have the criminal, hermit, or nomad backgrounds instead. Hobgoblins are most often fighters, rangers, or rogues, although hobgoblin rogues approach their class with a disciplined mindset. Hobgoblins hold an ancestral grudge against elves and a distrust of arcane magic, which they call "elf magic." Hobgoblin practitioners of arcane magic are exceedingly rare and usually shunned by other hobgoblins. Particularly clever hobgoblins usually become alchemists.

## HOBGOBLINS (UNCOMMON)

*Taller and stronger than their goblin kin, hobgoblins are equals in strength and size to humans, with broad shoulders and long, powerful arms.*

The reputation of hobgoblins in the Inner Sea region has been upended by Oprak, the hobgoblin nation established recently in the mountains between Nidal and Nirmathas. The Ironfang Legion that stormed through Molthune and Nirmathas only a few years ago made a calculated decision to cease fighting, claim Oprak as a new homeland, and seek peace with its neighbors. Now under strict orders to not start conflicts with other nations, the hobgoblins of Oprak have begun to cautiously investigate Avistan in the spirit of cooperation rather than conquest. Many people, especially those that suffered terrible cruelties under the Ironfang Legion, fear that this is simply a pause in aggression while Oprak gains enough strength to crush its rivals. Others hope these bold soldiers might prove to be allies against the endless hordes of the Whispering Tyrant.

### YOU MIGHT...

- Seek out the most effective and practical solutions to any problem.
- Encourage a clear chain of command among any group you travel with, following orders even if you disagree with them.
- Look for opportune alliances with other creatures, even if you don't fully understand or trust them.

### OTHERS PROBABLY...

- Consider you dangerous, due to your reputation and intimidating appearance.
- Assume you hate magic and other mystical arts.
- Recognize your incredible endurance, dedication, and discipline.

### PHYSICAL DESCRIPTION

Hobgoblins stand nearly as tall as humans, though they tend to have shorter legs and longer arms and torsos. They have the bald, wide heads and beady eyes, and gray skin that becomes steely blue when tanned. Hobgoblins are remarkably hardy; they recover from illnesses quickly and are able to exert themselves for long periods of time with little difficulty.

Hobgoblins mature quickly, and most can walk, talk, and hold a weapon by the time they are 1 year old, reaching adolescence by the age of 8 to 12 and adulthood around 14. Hobgoblins typically live up to 70 years of age.

### SOCIETY

Hobgoblins structure their society after military hierarchies. Even civilian groups such as farming collectives or trading houses organize into regiments, companies, and divisions. Most hobgoblins fixate on social status, and many constantly strive to advance their social position. Hobgoblin punishments are primarily social demotions, although execution or slavery are common for serious crimes, such as arson or desertion.

Hobgoblin veterans hold a high place in their society, usually becoming leaders or advisors. Magic is rarely practiced and often derided, as most hobgoblins don't trust it over the strength of their own sword arms. Their arts tend to have a military bent; many hobgoblins consider stirring marches and weaponsmithing the only artistic endeavors worth pursuing, though Oprak's enforced era of peace is beginning to change this.

### ALIGNMENT AND RELIGION

Though familiar with the chaos of war, most hobgoblins have orderly minds and prefer to live within established hierarchies. While many hobgoblins consider sentimentality weak, those with mild temperaments have recently found success in diplomacy and international outreach.



HOBGOBLIN SOLDIER

As a result, hobgoblin adventurers are usually lawful neutral, with only those rejecting or raised outside of their militaristic society chaotic. Faith has little place in hobgoblin society, as many feel it is impractical, though religious hobgoblins can gain a begrudging modicum of acceptance due to their useful healing magic.

## NAMES

Like goblins, hobgoblin names tend to be simple, though hobgoblin names usually sound more guttural and forceful. On rare occasions, hobgoblins will alter their names, keeping the core but adding aspects, usually in response to an extreme trauma or a life-altering event. Hobgoblins have no surnames, considering them both pointless and presumptuous; an individual's merits and demerits are to be earned by their actions, not by an association with a particular lineage.

## SAMPLE NAMES

Aze, Druknar, Ghargam, Hathkren, Imakra, Kralaeng, Mazkol, Olzu, Rezal, Sivkrag, Volmak, Zorum

## HOBGOBLIN HERITAGES

Hobgoblins have a wide range of physiological differences based primarily on their family lineage. Choose one of the following hobgoblin heritages at 1st level.

### ELFBANE HOBGOBLIN

Hobgoblins were engineered long ago from the unreliable and fecund goblins, to be used as an army against the elves. Although the elves ultimately freed the hobgoblins from their bondage, some hobgoblins retain ancestral resistance to magic, which they refer to as "elf magic." You gain the Resist Elf Magic reaction.

### RESIST ELF MAGIC

**Trigger** You attempt a saving throw against a magical effect but haven't rolled yet. Your ancestral resistance to magic protects you. You gain a +1 circumstance bonus to the triggering saving throw. If the triggering effect is arcane, you gain a +2 circumstance bonus instead.

### RUNTBOSS HOBGOBLIN

You come from a long line of hobgoblins who commanded goblins. You are smaller than other hobgoblins, but goblins still listen to any commands you bellow. You gain the Group Coercion skill feat. If you roll a success on an Intimidation check to Coerce a goblin (but not other creatures with the goblin trait), you get a critical success instead; if you roll a critical failure, you get a failure instead.

### SKEWWORKER HOBGOBLIN

Your family have been alchemists, engineers, and scientists for generations, on projects bringing smoke and fire to the field of battle. You gain fire resistance equal to half your level (minimum 1). You automatically succeed at the DC 5 flat check to target a concealed creature if that creature is concealed only by smoke.

### WARMARCH HOBGOBLIN

You come from a line of wandering mercenaries, constantly on the march and scavenging food on the trail. If you fail, but not critically fail, to Subsist in the wilderness, you can still keep yourself fed with poor meals. When exploring, you can Hustle twice as long before you have to stop.

### WARRENBRED HOBGOBLIN

Your ancestors lived underground. Your ears are larger than those of other hobgoblins and sensitive to echoes. When you are underground, you can use the Seek action to sense undetected creatures within a 30-foot burst instead of a 15-foot burst. In addition, if you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

## HIT POINTS

8

## SIZE

Medium

## SPEED

25 feet

## ABILITY BOOSTS

Constitution

Intelligence

Free

## ABILITY FLAW

Wisdom

## LANGUAGES

Common

Goblin

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Dwarven, Gnoll, Jotun, Halfling, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Goblin

Humanoid

## DARKVISION

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

INDEX

## THE ONYX VAULT

Oprak claims a portion of the Mindspin Mountains, but its actual holdings are substantially greater: General Azaersi controls several portals to an extraplanar realm in the Plane of Earth called the Onyx Vault. While its existence isn't well known outside of the Oprakan capital, Hunthul, the hobgoblins are industriously taming this strange domain, negotiating with its powerful elemental natives and mining its gems and ores. Many hobgoblin adventurers aid or have aided in these tasks. Hobgoblins who make their home in the Onyx Vault usually have the warmarch or warrenbred heritages. As many once served in the Ironfang Legion, the Hobgoblin Weapon Familiarity and Legion Recruit ancestry feats remain common choices, even in this time of unprecedented peace.

## HOBGOBLIN ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a hobgoblin, you choose from among the following ancestry feats.

### 1ST LEVEL

#### ALCHEMICAL SCHOLAR

FEAT 1

##### HOBGOBLIN

You learn formulas more easily. You gain four common 1st-level alchemical formulas when you take this feat, and each time you gain a level, you gain a common alchemical formula of that level. You still need Alchemical Crafting to Craft alchemical items.

**Special** You can take this feat only at 1st level, and you can't retrain into or out of this feat.

#### HOBGOBLIN LORE

FEAT 1

##### HOBGOBLIN

You've studied traditional hobgoblin exercises and fieldcraft, all of which have a militaristic bent. You become trained in Athletics and Crafting. For each of these skills in which you were already trained, you become trained in a skill of your choice. You also become trained in Hobgoblin Lore.

#### HOBGOBLIN WEAPON FAMILIARITY

FEAT 1

##### HOBGOBLIN

You are trained with composite longbows, composite shortbows, glaives, halberds, longbows, longswords, shortbows, and spears. In addition, you gain access to all uncommon hobgoblin weapons. For the purpose of determining your proficiency, martial hobgoblin weapons are simple weapons and advanced hobgoblin weapons are martial weapons.

#### LEECH-CLIPPER

FEAT 1

##### HOBGOBLIN

You are trained to capture deserters, or "leeches." If you critically hit a foe with a weapon from the flail weapon group, you can wrap the weapon around the target's legs and then drop it, causing the foe to take a -10-foot circumstance penalty to their Speeds until they or their allies disentangle the weapon, which takes a total of 2 Interact actions.

#### REMORSELESS LASH

FEAT 1

##### HOBGOBLIN

You're skilled at beating a foe when their morale is already breaking. When you succeed at a melee weapon Strike against a frightened foe, that foe can't reduce their frightened condition below 1 until the beginning of your next turn.

#### VIGOROUS HEALTH

FEAT 1

##### HOBGOBLIN

Your physique is robust and can withstand blood loss startlingly well. Whenever you would gain the drained condition, you can attempt a DC 17 flat check. On a success, you don't gain the drained condition.

### 5TH LEVEL

#### AGONIZING REBUKE

FEAT 5

##### HOBGOBLIN

When you terrorize your enemies, you also cause them painful mental distress.



OPRAK ALCHEMIST

When you successfully Demoralize a foe, that foe takes 1d4 mental damage at the start of each of its turns as long as it remains frightened and continues to engage in combat with you. If you have master proficiency in Intimidation, the damage increases to 2d4, and if you have legendary proficiency, the damage increases to 3d4.

## EXPERT DRILL SERGEANT

FEAT 5

### HOBGOBLIN

You know how to get the most out of your allies. While exploring, when you are leading and allies are Following the Expert, you grant a +3 circumstance bonus instead of +2 if you're an expert in the applicable skill, and a +4 circumstance bonus if you're a master.

## FORMATION TRAINING

FEAT 5

### HOBGOBLIN

**Prerequisites** trained in all martial weapons

You know how to fight in formation with your brethren. When you are adjacent to at least two hobgoblin allies, you gain a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 on Reflex saves against area effects.

## HOBGOBLIN WEAPON DISCIPLINE

FEAT 5

### HOBGOBLIN

**Prerequisites** Hobgoblin Weapon Familiarity (page 50)

You know how to efficiently utilize the weapons soldiers use in close quarters. Whenever you score a critical hit using a weapon of the polearm, spear, or sword group, you apply the weapon's critical specialization effect.

## 9TH LEVEL

## PRIDE IN ARMS

FEAT 9

### HOBGOBLIN

**Trigger** An ally within 30 feet brings a foe to 0 Hit Points.

With a shout of triumph, you grant inspiration to an ally fight on. The triggering ally gains temporary Hit Points equal to their Constitution modifier until the end of their next turn.

## 13TH LEVEL

## FORMATION MASTER

FEAT 13

### HOBGOBLIN

**Prerequisites** Formation Training (see above)

You can assemble a formation even with members of ancestries that lack the hobgoblins' military discipline, and you can extend these benefits to your hobgoblin allies. When you are adjacent to at least two humanoid allies, you gain the benefits of Formation Training, even if they aren't hobgoblin allies. Hobgoblin allies adjacent to you and at least one other hobgoblin ally also gain the bonuses from your Formation Training feat.

## HOBGOBLIN WEAPON EXPERTISE

FEAT 13

### HOBGOBLIN

**Prerequisites** Hobgoblin Weapon Familiarity (page 50)

You increase your training in battlefield weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all weapons you are trained in from Hobgoblin Weapon Familiarity.

## KAOLING

The hobgoblin nation of Kaoling in northern Tian Xia presents a clear danger to surrounding lands, as its militaristic hobgoblins are well organized, well equipped, and fanatically loyal to their aggressive and expansionist Council of Nine. Some hobgoblins resent the oppressive law and soulless utilitarianism of Kaoling and seek their fortunes elsewhere. Of these, many become ruthless warlords, while others strive to prove that hobgoblins can be disciplined without being cruel. Hobgoblins from Kaoling often have the Warmarch or Elfbane heritages. Any of the ancestry feats presented here are appropriate, perhaps with modification; for example, a GM might swap out some of the weapons in the Hobgoblin Weapon Familiarity ancestry feat to reflect weapons more commonly used in Tian Xia, such as replacing longswords with katanas.



KAOLING HOBGOBLIN

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## LESHY ADVENTURERS

Some backgrounds are particularly suitable for adventuring leshies, especially those backgrounds with a tie to the natural world, such as hunter, nomad, or scout. Nature-themed classes such as druid and ranger are popular choices for leshies. As druids, leshies gravitate toward the leaf order. Bard is also a good fit for leshies with a love of storytelling; such leshies often inhabit vine leshy bodies.

## LESHIES (UNCOMMON)

*Guardians and emissaries of the environment, leshies are immortal spirits of nature temporarily granted a physical form.*

Leshies are “born” when a skilled druid or other master of primal magic conducts a ritual to create a suitable vessel, and then a spirit chooses that vessel to be their temporary home. Leshies are self-sufficient from the moment the ritual ends, and so they do not depend upon these druids for care, though it is not uncommon for leshies to maintain lifelong bonds with their creators.

Not all leshies have a strong enough spirit to strike off completely on their own, however. Weaker nature spirits can form only tenuous bonds that are just strong enough to animate Tiny bodies. These spirits become leshy familiars, acting as companions to their druid creators. Independent leshies are often protective of such leshy familiars, advocating for them to be treated with dignity and respect.

### YOU MIGHT...

- Act as a traveling agent for natural guardians who are unable to leave their territories.
- Encourage civilizations you encounter to cooperate with nature and build their cities in ecologically friendly ways.
- Become attached to new friends you make on your journeys.

### OTHERS PROBABLY...

- Think of you as a curiosity due to your spiritual origins.
- Judge you by your looks, treating you sweetly if you are cute or reacting with horror if you are frightening.
- Assume you know only about nature and are unfamiliar with civilization and society.

### PHYSICAL DESCRIPTION

Leshies are as varied as the material used to create their vessels, usually appearing as a bizarre mishmash of various plants or fungi. Their bodies are vaguely humanoid in shape, with numerous characteristics of the plant or fungus from which they were made. A typical leshy is about 3 feet tall. Due to the nature of the ritual used to create a leshy, leshies begin their lives as adults. As spirits, they do not age, and a leshy could potentially remain in the same vessel forever—though leshies rarely consider this outcome to be desirable.

### SOCIETY

Though guardian leshies often congregate, traveling leshies are not naturally drawn to others of their own kind. To most leshies, the concept of family is not a matter of birth, but rather determined by bonds of loyalty and friendship. Leshies are dedicated allies, but they have little tolerance for those who would despoil nature. As much as they are happy to accept someone who earns their trust into their family, they expect family members to look out for them and their natural wards in return. A betrayed leshy might not directly attack those who slight them, but they might withdraw support at a critical moment or leave their betrayers to get lost in the wilderness.

Leshies are grouped into categories akin to ethnicities, but these are not connected to physical features; rather, they represent broad categories of characteristics of their spirits. Certain spirits are more likely to gravitate toward particular physical bodies, though those familiar with leshies know that this predisposition is far from absolute. Leshies often take pride in their



LEAF LESHY

own appearances and appreciate beauty of all kinds in others, but they rarely form judgments based on physical appearance. Leshies' genders are determined by the spirits that inhabit their bodies. Leshies tend to gravitate toward plant bodies that match their genders. Some leshies are exclusively male or female, while many consider themselves both. Others, particularly fungus leshies, tend toward far more complex expressions of gender, or eschew the concept entirely.

## ALIGNMENT AND RELIGION

A leshy can be of any alignment, depending on what spirit inhabits their body, but their outlook often includes a neutral element. Religion is not particularly significant to most leshies. Those with a philosophical bent lean toward the Green Faith, and Gozreh is the most popular deity among faithful leshies. Some leshies also venerate green men, powerful spirits of nature that act as regional guardians.

## NAMES

Leshies choose and change their names multiple times throughout their lives. These names often represent a facet of their personalities or values, though another common naming convention is to use descriptions of a natural feature they admire. Some leshies even use a cycle of names that changes to align with natural phenomena, such as names based upon the season or the time of day.

## SAMPLE NAMES

Scarlet in Summer, Verdant Taleweaver, Lurking Hunter, Masterful Sun Drinker, Noon Sky Evening Song, Snowy Pine Branch, Cascading Rapids

## LESHY HERITAGES

A leshy's heritage represents the benefits they gain from their body. Choose one of the following leshy heritages at 1st level.

### FUNGUS LESHY

Your body was made from fungi that grows in the shade of caves and trees, and you are at home in dark caverns and warrens. You gain darkvision.

### GOULD LESHY

You have a large gourd for a skull. Your knowledge comes from within your spirit, rather than a physical brain, and you have found a handier use for the space inside your head. You can store a collection of up to 1 Bulk of objects within your head. The DC of checks to Steal objects from inside your head increases by 4. Additionally, if you store only one object within your head, you can draw it effortlessly into your hand as part of another action to use the object. Drawing the item grants this other action the manipulate trait.

### LEAF LESHY

Your body is made mostly from natural foliage, and like a leaf tumbling from a tree, you land from falls with particular grace. You take no damage from falling, regardless of the distance you fall.

### VINE LESHY

The prehensile vines woven into your body grant you unmatched skill at climbing. You do not need to have any hands free to Climb. Additionally, if you roll a success on an Athletics check to Climb, you get a critical success instead.

## LESHY ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a leshy, you select from among the following ancestry feats.

## HIT POINTS

8

## SIZE

Small

## SPEED

25 feet

## ABILITY BOOSTS

Constitution

Wisdom

Free

## ABILITY FLAW

Intelligence

## LANGUAGES

Common

Sylvan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Elven, Gnomish, Goblin, Halfling, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Leshy

Plant

Small

## LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

## PLANT NOURISHMENT

You gain nourishment in the same way that the plants or fungi that match your body type normally do, through some combination of photosynthesis, absorbing minerals with your roots, or scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

INDEX

## LESHY SUBTYPES

Leshy spirits can inhabit a variety of bodies: leaf, fungus, and gourd leshies are the most common. Leaf leshies tend to be brave, while fungus leshies are often gruff but open-minded, and gourd leshies are often superstitious.

Vine leshies are relatively rare, but as the spirits drawn to vine leshy bodies tend to be storytellers, they are well represented among adventuring leshies. Other leshy varieties include cactus, flytrap, fruit, lichen, lotus, root, seaweed, seed, snapdragon, and sunflower leshies.

## 1ST LEVEL

### GRASPING REACH

### FEAT 1

#### LESHY

You can extend a tangle of vines or tendrils to support your arms and extend your reach. When you wield a melee weapon that requires two hands, doesn't have reach, and deals at least 1d6 damage, you can change between a typical two-handed grip and an extended two-handed grasp using an Interact action. Weapons wielded in your extended grasp gain reach of 10 feet. This grasp is less stable and powerful than a typical grip, reducing the weapon's damage die by 1 step.

### HARMLESSLY CUTE

### FEAT 1

#### LESHY

Your size and demeanor make it easy for you to convince others that you mean no harm. You gain the Shameless Request skill feat as a bonus feat. Additionally, you gain a +1 circumstance bonus to initiative checks when you roll Deception for initiative.

### LESHY LORE

### FEAT 1

#### LESHY

You deeply understand your people's cultural traditions and innate strengths. You gain the trained proficiency rank in Nature and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Leshy Lore.

### LESHY SUPERSTITION

### FEAT 1

#### LESHY

**Trigger** You attempt a saving throw against a spell or magical effect, but haven't rolled yet.

You notice spirits that inhabit objects, learning which bring good fortune and which are unlucky. You focus on the power of a lucky object, granting you a +1 circumstance bonus to your saving throw against the triggering effect.

### SEEDPOD

### FEAT 1

#### LESHY

Your body produces a nearly endless supply of hard seedpods. You gain a seedpod ranged unarmed attack that deals 1d4 bludgeoning damage; these Strikes have the manipulate trait. On a critical hit, a seedpod bursts, issuing forth a tangle of vegetation that imposes a -10-foot circumstance penalty on the target's Speed for 1 round. Seedpods do not add critical specialization effects.

### SHADOW OF THE WILDS

### FEAT 1

#### LESHY

It's difficult to notice your passage through wild areas. As long as you're not in an urban environment, you're always considered to be Covering Tracks, even if you chose a different activity in exploration mode.

### UNDAUNTED

### FEAT 1

#### LESHY

Your spirit has endured many challenges over its long existence, and you are certain you can overcome whatever hardships life throws your way. You

FUNGUS LESHY

gain a +1 circumstance bonus to saves against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

## 5TH LEVEL

### LESHY GLIDE

FEAT 5

LESHY

**Prerequisites** leaf leshy heritage or Cat Fall skill feat

Using your own leaves, you can control your descent. You glide slowly toward the ground, 5 feet down and up to 25 feet forward through the air. As long as you spend at least 1 action gliding each round and have not yet reached the ground, you remain in the air at the end of your turn.

### RITUAL REVERSION

FEAT 5

LESHY

POLYMORPH

PRIMAL

TRANSMUTATION

You can temporarily revert to a less conspicuous form without diminishing your senses. You take the form of an ordinary specimen of the type of plant or fungus that most closely resembles you, reverting to your body's appearance just before your spirit joined with it. This otherwise has the effects of *tree shape*, except that your size remains Small.

### SPEAK WITH KINDRED

FEAT 5

LESHY

You have a connection with creatures that share your physiology. You can ask questions of, receive answers from, and use the Diplomacy skill with plants or fungi that match your leshy heritage. Generally, fungus leshies can speak to mushrooms and fungi; gourd leshies can speak to gourds, melons, and similar fruiting plants; leaf leshies can speak with deciduous trees; and vine leshies can speak with vines and climbing plants. The GM determines which plants or fungi count for this ability.

## 9TH LEVEL

### BARK AND TENDRIL

FEAT 9

LESHY

You wield primal magic. You can cast *barkskin* and *entangle* as 2nd-level primal innate spells once per day each.

### LUCKY KEEPSAKE

FEAT 9

LESHY

**Prerequisites** Leshy Superstition

You have a keepsake that grants you luck. You gain a +1 circumstance bonus to saves against spells and magical effects at all times, not just when you use Leshy Superstition. If you lose the keepsake, you lose the bonus until you designate a new keepsake, typically over the course of a week.

### SOLAR REJUVENATION

FEAT 9

LESHY

If you rest outdoors for 10 minutes during the day, you regain Hit Points equal to your Constitution modifier × half your level. You gain this benefit in addition to any healing from Treat Wounds. Leshies whose plant nourishment does not rely on photosynthesis require a similarly suitable environment. For example, fungus leshies need dark, damp environments and a pile of decaying plant matter.

## LESHY ENCLAVES

Leshy settlements are most common around sites of natural significance in deep forests and verdant fields. They can be particularly challenging to spot with the untrained eye, blending in with their natural environment. The treetop settlement of Elderleaf in the Verduran Forest, the terraced fungal caverns of Nuldrig in the Darklands, and the sprawling Korwil vineyards of Taldor are three such locations. Leshies are a common sight in druid enclaves, such as Crystalhurst in Nirmathas. Adventuring leshies don't restrict themselves to such sanctums of nature, however, and can find homes in almost any settlement surrounded by the wild. Kyonin, the Mwangi Expanse, and Nirmathas are common homelands for leshies.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



GOURD LESHY

## LIZARDFOLK ADVENTURERS

Some background options are particularly suitable for lizardfolk. Wilderness or martial backgrounds like the animal whisperer, hunter, scout, or warrior are ideal. Living at the margins of human civilization means an iruxi might have grown up as a hardy street urchin, traveled as a nomad or sailor, or found work as a laborer or gladiator. Lizardfolk's ties to the wilderness make them excellent rangers or druids. Their outstanding strength serves them well if they select the barbarian, fighter, or monk classes, though they can also strike from stealth as a rogue. Iruxi also have a strong oral tradition kept alive by lizardfolk bards and sorcerers.

## LIZARDFOLK (UNCOMMON)

*Lizardfolk are consummate survivors, heirs to empires considered ancient even by the elves.*

Lizardfolk move through the societies of other humanoids with the steely reserve of born predators. They have a well-deserved reputation as outstanding rangers and unsentimental fighters. Though lizardfolk have adapted to many different environments, many of them still prefer to remain near bodies of water, using their ability to hold their breath to their advantage. As a result, lizardfolk usually prefer equipment that is not easily damaged by moisture, eschewing leather and metal for gear made of stone, ivory, glass, and bone.

### PHYSICAL DESCRIPTION

Lizardfolk vary depending on their environment, but share toothy snouts and long and powerful tails. Those from temperate or desert regions tend toward gray, green, or brown scales that aid in camouflage, while those from tropical climes are brightly colored. Many sport dorsal spikes or garish neck frills that hint at their clan lineage. Lizardfolk reach physical adulthood at age 15 and live up to 120 years. The average lizardfolk stands 6 to 7 feet tall, but grows throughout their lifetime, gaining strength and size with age.

### YOU MIGHT...

- Demonstrate extreme patience, even when pressured to act.
- Hold your people's history in high regard and look to the past for solutions to present problems.
- Strive to adapt perfectly to your environment while also keeping your culture and traditions intact.

### OTHERS PROBABLY...

- Assume you are beholden to tradition and have ancient knowledge.
- See you as cold-blooded and callous due to your subdued physical reactions.
- Respect your impressive strength and your knowledge of natural areas.

### SOCIETY

Known among themselves as iruxi, lizardfolk are raised communally from the moment they break from their shells. They have an oral tradition stretching back thousands of years, brought to life through epic poems, evocative carvings, and ancestral rites performed among fields of fossilized bone. Lizardfolk are passionate astrologers with one eye on the future. If they seem slow to act, it is because their long history has taught them the value of patience.

The simple villages most outsiders associate with iruxi are the homes of migrants in outlying regions. True iruxi settlements are often overlooked, as they are partially or mostly submerged in water. These glass and stone complexes bear the mark of every generation of lizardfolk that lived within them, and lizardfolk bones often adorn the walls, as many lizardfolk believe these remains can be animated by ancestral spirits when the residents are in danger.

### ALIGNMENT AND RELIGION

Most iruxi are unconcerned with heavy questions

CLIFFSCALE LIZARDFOLK

of morality and are therefore usually neutral in alignment. Adventuring iruxi who leave their people to travel might have any number of reasons for doing so and can be of any alignment. Iruxi religion plays a large role in their culture, but it is heavily practical, blending animism and ancestor worship with druidic rites. Of the gods, only Gozreh is commonly revered, but lizardfolk may call upon other powers devoted to ancient wyrms, astrology, nature, rivers, and might of arms, from kindly Desna to cruel Hanspur and certain demon lords.

## NAMES

Lizardfolk names come from their ancient language and tend to be traditional. Names are typically chosen by the clan's astrologer in accordance to omens and which star signs are ascendant when an iruxi egg hatches, though occasionally an iruxi's parents may name a hatchling for an ancestor or a beloved historical hero.

## SAMPLE NAMES

Arasheg, Barashk, Essaru, Enshuk, Gishkim, Hazi, Inishish, Kutak, Nasha, Shulkuru, Tizkar, Utakish, Zelkekek

## LIZARDFOLK HERITAGES

While most lizardfolk prefer wetlands, eons of evolution and cultural adaptation enable them to live in more challenging environments. Choose one of the following lizardfolk heritages at 1st level.

### CLIFFSCALE LIZARDFOLK

Your toes are adapted for gripping and climbing. You gain the Combat Climber feat as a bonus feat, and as long as you aren't wearing footwear, you can use the sticky pads on your feet to climb, leaving your hands free. Additionally, if you roll a success on an Athletics check to climb, you get a critical success instead.

### FRILLED LIZARDFOLK

You can flare your neck frill and flex your dorsal spines, Demoralizing your foes. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language. You also gain the Threatening Approach action.

### THREATENING APPROACH

You Stride to be adjacent to a foe and Demoralize that foe. If you succeed, the foe is frightened 2 instead of frightened 1.

### SANDSTRIDER LIZARDFOLK

Your thick scales help you retain water and combat the sun's glare. You gain fire resistance equal to half your level (minimum 1). Environmental heat effects are one step less extreme for you, and you can go 10 times as long as normal before you are affected by starvation or thirst. However, unless you wear protective gear or take shelter, environmental cold effects are one step more extreme for you.

### UNSEEN LIZARDFOLK

You can change your skin color to blend in with your surroundings, making minor shifts with a single action and dramatic changes over the course of an hour. When you're in an area where your coloration is roughly similar to the environment (for instance, forest green in a forest), you can use the minor, single-action application of this ability to make localized changes that help you blend into your surroundings, gaining a +2 circumstance bonus to Stealth checks until your surroundings change in coloration or pattern.

### WETLANDER LIZARDFOLK

Your family is descended from the most common lizardfolk heritage, and you are accustomed to aquatic environments. You gain a 15-foot swim Speed.

## HIT POINTS

8

## SIZE

Medium

## SPEED

25 feet

## ABILITY BOOSTS

Strength

Wisdom

Free

## ABILITY FLAW

Intelligence

## LANGUAGES

Common

Iruxi

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aquan, Boggard, Draconic, Elven, Jotun, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

## TRAITS

Lizardfolk

Humanoid

## CLAWS

Your sharp claws offer an alternative to the fists other humanoids bring to a fight. You have a claw unarmed attack that deals 1d4 slashing damage and has the agile and finesse traits.

## AQUATIC ADAPTATION

Your reptilian biology allows you to hold your breath for a long time. You gain the Breath Control general feat as a bonus feat.

## CHARACTER GUIDE

### ANCESTRIES

Humans

Dwarves

Elves

Gnomes

Goblins

Halflings

### NEW

### ANCESTRIES

Hobgoblins

Leshies

Lizardfolk

Other

### ORGANIZATIONS

Firebrands

Hellknights

Knights of

Lastwall

Magaambya

Pathfinder

Society

NPC Gallery

Templates

### GLOSSARY

AND

INDEX

## LIZARDFOLK ENCLAVES

Within Avistan, most lizardfolk dwell in camouflaged ring forts organized into loose confederacies common in the River Kingdoms and Varisia's Mushfens.

Eastern Avistan also hosts pockets of color-shifting lizardfolk. Most of the iruxi in the Sodden Lands along Garund's eastern coast have fallen under the sway of the Terwa Lords, militaristic warrior-kings and shamans whose rise has pressed other iruxi and their Lirgeni human neighbors east toward Jaha in the Mwangi Expanse. The flower of iruxi culture is Droon, a vast empire of dinosaur riders in southern Garund.

## LIZARDFOLK ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a lizardfolk, you choose from among the following ancestry feats.

### 1ST LEVEL

#### LIZARDFOLK LORE

FEAT 1

##### LIZARDFOLK

You listened carefully to the tales passed down among your community. You gain the trained proficiency rank in Nature and Survival. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Iruxi Lore.

#### MARSH RUNNER

FEAT 1

##### LIZARDFOLK

**Prerequisites** You have a swim Speed.

You are adept at moving through marshy terrain. When you use the Step action, you can ignore difficult terrain caused by flooding, swamps, or quicksand. In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven marshy ground, you aren't flat-footed, and if you roll a success on the Acrobatics check, you get a critical success instead.

#### PARTHENOGENIC HATCHLING

FEAT 1

##### LIZARDFOLK

You were hatched from an unfertilized egg during hard times for your people, and you are a biological copy of your mother. You gain a +1 circumstance bonus to saving throws against diseases. Each of your successful saving throws against a disease reduces its stage by 2, or by 1 for a virulent disease. Each critical success against an ongoing disease reduces its stage by 3, or by 2 for a virulent disease. You take damage only every 2 hours from thirst and every 2 days from starvation, rather than every hour and every day.

**Special** You can take this feat only at 1st level.

#### RAZOR CLAWS

FEAT 1

##### LIZARDFOLK

You have honed your claws to be deadly. Your claw attack deals 1d6 slashing damage instead of 1d4 and gains the versatile (piercing) trait.

#### REPTILE SPEAKER

FEAT 1

##### LIZARDFOLK

You hear the sounds of reptiles as language. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that are reptiles (the GM determines which animals count as reptiles).

#### SHARP FANGS

FEAT 1

##### LIZARDFOLK

Your teeth are formidable weapons. You gain a fangs unarmed attack that deals 1d8 piercing damage.

#### TAIL WHIP

FEAT 1

##### LIZARDFOLK

By birth or through training, your tail is strong enough to make for a powerful melee weapon. You gain a tail unarmed attack that deals 1d6 bludgeoning damage and has the sweep trait.

SANDSTRIDER LIZARDFOLK

## 5TH LEVEL

### ENVENOM FANGS ◆

FEAT 5

#### LIZARDFOLK

**Prerequisites** Sharp Fangs

**Frequency** a number of times per day equal to your level

You envenom your fangs. If the next fangs Strike you make before the end of your next turn hits and deals damage, the Strike deals an additional 1d6 poison damage. On a critical failure, the poison is wasted as normal.

### GECKO'S GRIP

FEAT 5

#### LIZARDFOLK

**Prerequisites** cliffscale lizardfolk

You stick to walls with a preternatural grip. You gain a climb Speed of 15 feet.

### IRUXI UNARMED CUNNING

FEAT 5

#### LIZARDFOLK

You make the most of your iruxi unarmed attacks. Whenever you score a critical hit with a claw or an unarmed attack you gained from a lizardfolk ancestry feat, you apply the unarmed attack's critical specialization effect.

### SHED TAIL ↻

FEAT 5

#### LIZARDFOLK

**Prerequisites** Tail Whip

**Trigger** You become grabbed.

**Requirements** You have a fully grown tail.

You can shed your tail to escape. You cease being grabbed, then Stride without triggering any reactions from the creature that grabbed you. It takes 1 week for your tail to fully grow back. Until it does, you can't use your tail unarmed attack, and you take a -2 circumstance penalty on checks to Balance.

### SWIFT SWIMMER

FEAT 5

#### LIZARDFOLK

**Prerequisites** wetlander lizardfolk

You swim faster than most iruxi. Your swim Speed increases to 25 feet.

## 9TH LEVEL

### TERRAIN ADVANTAGE

FEAT 9

#### LIZARDFOLK

You can take advantage of the terrain to bypass foes' defenses. Non-lizardfolk creatures in difficult terrain are flat-footed to you. If you have a swim Speed, non-lizardfolk creatures that are in water and lack a swim Speed are also flat-footed to you.

## 13TH LEVEL

### IRUXI UNARMED EXPERTISE

FEAT 13

#### LIZARDFOLK

**Prerequisites** Iruxi Unarmed Cunning

Your unarmed attacks blend tradition and training. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the claw and unarmed attacks you gained from lizardfolk ancestry feats.

## LIZARDFOLK ASTROLOGY

Lizardfolk civilizations were among the first to master telling time and navigating via the stars, and their shamans and sages ardently pursued the art of astrological prognostication, often studying side by side with green dragons and naga diviners. Today, astrology is integrated into the fabric of iruxi life, and lizardfolk hesitate to make major decisions without performing auguries first.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

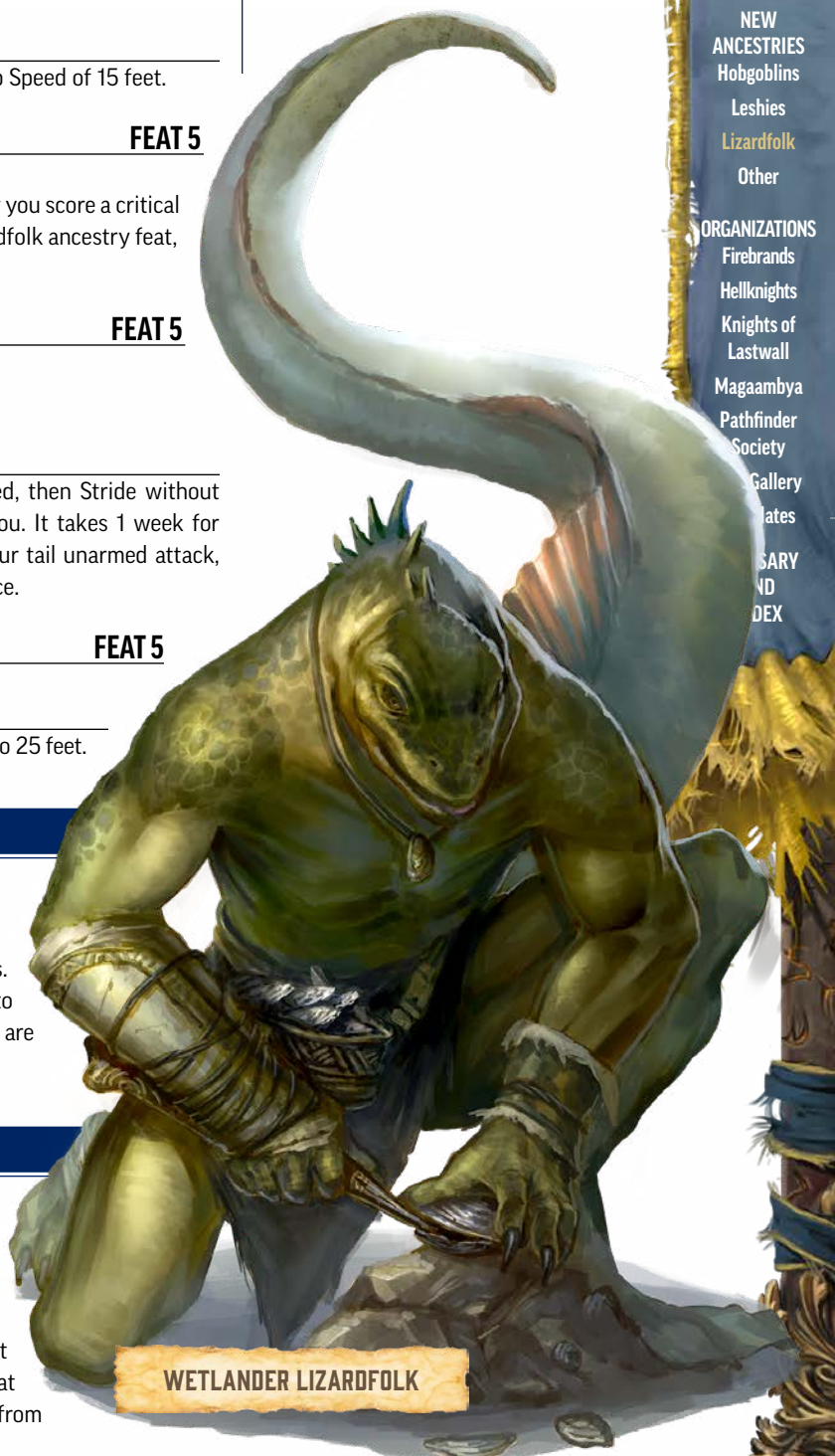
### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
Gallery  
ates

SARY  
ND  
DEX



WETLANDER LIZARDFOLK

## UNCOMMON CHARACTERS

The diversity of Golarion's people seems boundless. Many members of unusual ancestries hail from far-off lands, under the surface of the waves, or even other worlds altogether. Still others boast of monstrous or extraplanar parentage. The small subset of mostly humanoid peoples detailed here represent those ancestries most drawn toward the adventuring life in the Inner Sea region, though the world is home to countless cultures and peoples, some even more unusual.

## OTHER ANCESTRIES

*The following pages explore some of Golarion's more extraordinary citizens found within the various realms of the Inner Sea region.*

### ABSALOM

Legends say Aroden raised the Isle of Kortos from the sea millennia ago, and the island's indigenous peoples claim to have lived there nearly as long. Proud and standoffish, equine centaurs in the Immenwood and the Scrape often raid trade caravans, and tensions with local humans are high. Bull-headed minotaurs, who tend to regard other humanoids as meat, haunt the isle's ruined siege castles and the Kortos Mounts, warring with Absalom's scouts and merchant companies—though a few find notoriety in the city's fighting pits. They dwell in greatest numbers in the brutal town of Hazrak, in the Riven Hills.

### AVISTAN

Avistan is a continent of conflict and opportunity. Many of its less common inhabitants result from otherworldly influences mingling with human cultures. In northern Irrisen, changeling children of hags live in villages with their human fathers, most ignorant of their lineage until their mothers come to collect them. Dhampirs, most common in Ustalav, are also born from the mingling of monster and man. Though they can walk about in the day, dhampirs retain a vampire's predilection for blood. Also straddling the line between life and undeath are mortics, most frequently found in the Lake Encarthan region, warped by necromantic energies and driven by obsessive hungers.

Wherever fiends mingle with humans, tieflings are born. The hellspawn of Cheliaz are Avistan's largest concentration of tieflings, forming a despised underclass in that nation. Cheliaz is also home of the strix, winged folk with mysterious origins who dwell in a range known as the Devil's Perch, though a rare few adventure into the wider world.

To the east, androids have begun to make their presence known outside Numeria, where their progenitors' starship crashed long ago. Constructed in alien foundries, they seek to make a place for themselves on Golarion.

While kobolds may be almost comically diminutive, they are cunning and magically gifted in their own right and make excellent trapsmiths. They favor living in shallow caves, preferably near the wyrms they revere.

Best known, though, are the orcs, driven from the Darklands by the dwarves and now spread across the continent, particularly the harsh Hold of Belkzen.

### THE DARKLANDS

Darklands societies tend to be authoritarian and insular, their inhabitants born into a lightless realm where competition for resources is fierce. The pale, wizened morlocks are the descendants of ancient Azlanti who fled underground to survive their empire's destruction, but years of competition have turned them territorial and violent. The caligni—also known as dark folk—also sheltered underground to escape Earthfall, making fell pacts with shadowy outsiders. Today, caligni have a rigid caste system and pursue obscure aims for their otherworldly masters.

Foul-smelling xulgaths are a pale offshoot of an ancient species similar to lizardfolk. Though the brutish xulgaths near the surface are dismissed as troglodytes, rumors persist of an enlightened xulgath empire miles below. Duergar are gray-



TENGU

skinned dwarves who refused to follow their kin's Quest for Sky, and Droskar, the dwarven god of toil and betrayal, is said to have rewarded their obstinacy with the gift of supernatural powers.

Until recently, the drow, or dark elves, were a secret kept hidden by the surface elves of Golarion. Warped by subterranean radiation and the touch of Rovagug, these twisted demon-worshippers are led by callous nobles who practice fleshcrafting and other horrors.

## GARUND

Garund is vast, and many of its great nations and peoples are poorly documented even to scholarly Pathfinders. The crow-headed tengus originate far away in the Dragon Empires, but many are found in the Shackles, where jinx eaters are considered good luck. Froglike gripplis dwell in jungle treetops throughout Garund, especially the Mwangi Expanse; surrounded by botanical riches, they are superb rangers and alchemists. Feline-featured catfolk are also common in the Mwangi Expanse and Osirion. Despite being gregarious and adventurous, catfolk deflect questions about their isolationist homeland to the south, Murraseth.

Ghorans arose as plants that could take on the physical features of people, created and nurtured by arcane and druidic magic in Nex. Originally crafted as foodstuff, they demanded—and eventually received—full citizenship.

Little is known of the coastal matriarchy of Holomog other than its defiance of Geb's undead armies. Waves of chaotic extraplanar energy have bathed the land for centuries, giving rise to the effervescent ganzi, who contribute greatly to Holomog arts and culture. In contrast, the people of Dehrukani have long served the azata empyreal lords, resulting in a nation of crystal towers and orderly farms, and many of Garund's aasimars—those blessed with a touch of the heavens—come from or settle in this idyllic land.

Most mysterious of all are the anadi people of Nurvatchta, known for their ethereal beauty and complicated relationships, though persistent whispers claim that the anadi shapeshift into spiders at night.

## QADIRA AND KELESH

The satrapy of Qadira along the Inner Sea is but a gateway to Casmaron's sprawling Padishah Empire of Kelesh. Elemental geniekin are scorned here, and most either conceal their non-human ancestry or emigrate. Hyena-headed gnolls, often marauders and slavers, are loathed in the empire and beyond. Conversely, Keleshites regard ratfolk more kindly, as these travelers and tinkerers make themselves useful by scavenging, trading, and mending.

Natives of Vudra, the golden-eyed vishkanya have beautiful, subtly reptilian features. Those in the Inner Sea region are often reputed to be spies or assassins; unfortunately, this suspicion is often borne out.

## SEAS AND OCEANS

Golarion has five oceans and at least nine major seas, each teeming with nations few surface-dwellers have ever seen. Around the Inner Sea, the fish-tailed merfolk are renowned for their beauty but feared as harbingers of ill luck. Piscine locathahs, while unpredictable, make strong trading partners, and some even hire on with ships as navigators and guards. By contrast, the deep-dwelling ceratioidi build their cities in great ocean trenches and keep their distance from other humanoids.

Gillmen are the direct heirs of fallen Azlant. As their empire collapsed, some Azlanti humans turned to the monstrous algholthus for aid, and were rewarded with gills and other adaptations to help them thrive underwater. Aquatic elves were witnesses to Azlant's destruction, and they still venture into the ruins of that sunken continent to retrieve artifacts for their cousins, the elves of the Mordant Spire. Grindylows, known as the goblins of the sea, are roiling tumbles of teeth, tentacles, and savage intent. They use the cover of fog and bad weather to swarm over ships and coastal towns, murdering anyone they come across before looting everything of value.



AASIMAR



CATFOLK



CHANGELING



GENIEKIN



TIEFLING

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



*“Wait,” Onai said. She was already up and on her feet before her companions could respond. Dannin jammed his oar into the water, instinctively shifting his weight to balance out the boat, though the Magaambyan woman stepped so lightly he wondered if he ought to have bothered. Kerps took the opportunity to flip open his wayfinder, checking their bearings for the fifth time in the last half-hour.*

*“No, look up!” Onai said. A glow of green light appeared in her hand, illuminating the ceiling. “Here’s what you are looking for!”*

## ORGANIZATIONS

Like-minded individuals tend to congregate to work together, share ideas, or just enjoy each other’s company. While small gatherings of individuals happen all the time throughout Golarion, sometimes these groups reach numbers in the dozens, hundreds, or even thousands, becoming full-fledged organizations with internal structures that exert notable influences on the world around them. An organization provides several benefits to its members, its allies, and anyone else within its sphere of influence. These can range from simple camaraderie to physical resources to influence in the form of contacts and social and political clout. While the reason an individual may choose to join an organization can vary, most would-be members of an organization have something to gain by joining up with others for a similar cause.

This chapter presents a number of major organizations found in the Inner Sea region. Each organization entry includes information on the organization itself as well as the organization’s values and its role on Golarion. The entry also provides the rankings, titles, and structure used within the organization, including how a member moves up through its ranks. Following the organization’s structure are a number of rules options available to members of the organization, ranging from access to new feats and magic items to new spells and archetypes. Most of these options are uncommon, making them unavailable to most PCs, but every organization entry details how its members can gain access to the listed options.

Finally, each organization has a stat block presenting information about the organization at a glance. GMs are encouraged to use the stat block and the entries as examples when detailing organizations in their own games.

A number of sidebars in each organization’s entry provide additional information. These include a brief

look at an organization’s key members, a few of the organization’s notable relationships with other groups, and some adventure hooks.

### ORGANIZATION STAT BLOCK

An organization’s stat block is arranged as follows.

#### ORGANIZATION NAME

ALIGNMENT	SIZE	OTHER TRAITS
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Much like a creature, an organization has a list of traits indicating its properties at a glance. These include an alignment abbreviation and a size. The alignment listed here is the organization’s primary alignment, though most organizations often allow members of other alignments (listed in the Accepted Alignments entry). An organization’s size is a measure of the approximate number of members in the organization. Size categories include Small (100 or fewer members), Medium (100–1,000 members), Large (1,000–5,000 members), Huge (5,000–10,000 members), and Gargantuan (10,000 or more members). After alignment and size, an organization often has a trait indicating what sort of organization it is, such as academic, militaristic, revolutionary, and so on.

**Title or Organization Synopsis** This is a simple statement that provides an overview of the organization.

**Scope and Influence** This entry conveys the degree of influence the organization has, both in terms of the size of its footprint in the Inner Sea region and how powerful its influence is in that area. An organization’s scope can range from local (such as the city of Korvosa), to territory (such as the Sandpoint Hinterlands), to national (such as Varisia or Chelax), to regional (such as the Broken Lands or the Golden Road), to global.

An organization’s influence is rated on a simple scale. A weak organization can provide only simple assistance, while

#### CHARACTER GUIDE

##### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

##### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

#### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

#### GLOSSARY AND INDEX



a moderate organization holds an established place in the power structure of its local area and has some connections and contacts with other local organizations. A strong organization may be at the top of the power structure for its area of concern, or it may be one of several organizations that hold power on a regional or national scale. A preeminent organization is the undisputed head of the power structure in its area of concern—the ruling body of a nation is an example of a preeminent organization, as is a merchants' guild that effectively controls trade in a large region.

An organization might have various levels of influence with different scopes. For instance, the Hellknights have strong influence in the Old Cheliox region and in Korvosa, but have only moderate influence in other parts of the Inner Sea region.

**Goals** These are the general goals of the organization. These goals might be public or private, and it is very possible that an organization might have private goals that conflict with its public agenda.

**Headquarters** This is the organization's central base of operations, if any. It's also possible to have a decentralized organization that oversees its operations from many different locations.

**Key Members** These are the names of a few key members of the organization, several of which are detailed in the organization's entry.

**Allies** These are some of the organization's common allies.

Allies can include specific groups like merchants or musicians, other organizations, religions, or specific important individuals.

**Enemies** These are some of the most common enemies of the organization, taking the same forms of groups and individuals listed in the Allies entry. This entry is not limited solely to those opposed to the organization's goals or values, and groups that share a friendly rivalry might also be listed here.

**Assets** This entry lists the different benefits the organization can provide a character. These include armaments, contacts, financing, influence, magic items, training, and transportation.

**Membership Requirements** The broad prerequisites for joining a group are listed here. Requirements can include open membership, an invitation, donations or fees, or specific tasks or trials. These requirements are further detailed in the organization's description.

**Accepted Alignments** An organization's alignment indicates the alignment that most closely represents its policies and actions. The plurality of the organization's members and leaders have this alignment. The other alignments listed here work much like a deity's allowed alignments and include the other alignments common within the organization. Alignments other than these are highly unlikely among the organization's members, as the conflict of alignment, goals, and values motivates the organization to abstain from recruiting such people or encourages members of such alignments to leave.

**Values** This entry lists characteristics the organization appreciates in its members, such as creativity, combat

prowess, dependability, generosity, loyalty, skill at performing particular tasks, or social station. These are akin to the edicts in a deity entry.

**Anathema** These are acts against the organization's beliefs. Performing them can lead to a member being dismissed from the organization or subject to various other forms of punishment.

## OTHER ORGANIZATIONS

The following are some of the more widely known organizations found across the Inner Sea region not described in the rest of this chapter.

### ALDORI SWORDLORDS

These masters of the Aldori dueling sword are an exclusive group centered in the nation of Brevo, and open only to those dedicated to mastering the unique blade. Every Aldori swordlord has sworn an oath to teach the secrets of their techniques to only to those who vow to uphold the precepts of the organization.

### ASPIS CONSORTIUM

Rivals of the Pathfinder Society, this group of international merchants seeks out influence and resources in every corner of Golarion. While Aspis agents claim their success is due to cunning business savvy and a willingness to take risks, most of their profits come from their willingness to use cutthroat methods and bend local laws to get what they want.

### BELLFLOWER NETWORK

A large and well-established secret society, the Bellflower Network focuses on liberating halfling slaves, predominantly in the nation of Chelax. Many halfling slaves also join the Bellflower Network, giving up their own chance at freedom to help their fellow slaves escape to new lives.

### EAGLE KNIGHTS

The Eagle Knights are protectors of Andoran and defenders of liberty. The group has four subfactions, each of which has a different specialty: defense of Andoran's borders, promoting Andoran's interests abroad, fighting slaving ships on the high seas, and espionage.

### HOUSES OF PERFECTION

These four respected martial arts schools in Jalmeray teach techniques to hone students' physical, mental, and spiritual capabilities, pushing the boundaries of the impossible. Each monastery focuses its instruction on methods related to a specific element: air, earth, fire, and water.

### LION BLADES

This secretive group of infiltrators, scouts, and warriors provides espionage services for the Taldan government. The Lion Blades work unseen to maintain order in the nation of Taldor, vanishing into the faces of the crowd when their missions are complete, leading most to deny the group's existence.

### RED MANTIS ASSASSINS

Dedicated to the god Achaekek, these assassins for hire are among the best killers in the entire Inner Sea region. As they consider the very act of murder to be holy, the group maintains a strict code according to their deity's edicts, and they will not take a contract if it violates this code.

### WHISPERING WAY

This group is dedicated to spreading the knowledge and curse of undeath throughout the world, seeking a society free from the messy emotions of the living. They support the lich Tar-Baphon in his goal to claim the Inner Sea region for his own.

## ORGANIZATION ACCESS

This chapter provides a number of options that are available to members of specific organizations. These include archetypes, equipment, feats, magic items, and spells. As a result, almost all rules options in this chapter are uncommon. Members of a specific organization automatically have access to their organization's uncommon options, though there may be further specific requirements to gain access to particular options. In cases where it applies, rare options are still labeled as such, and they are rare even among members of the corresponding organization. Each organization specifies typical ways for members of an organization to gain access to rare options. GMs are encouraged to use these or create other methods suitable for their games.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

## ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

## GLOSSARY AND INDEX



## FIREBRANDS

Depending on who's describing them, the Firebrands are either loud, ostentatious daredevils with a penchant for bragging or secretive operatives looking to act in the best interests of the oppressed and needy. In truth, both are correct, and the Firebrands revel in the confusion this causes among the populace of the Inner Sea region.

The group known as the Firebrands came about through an unofficial alliance between several like-minded organizations around 4716 AR. A revolution in Sargava had overthrown the colonialist government and formed a new country known as Vidrian—but once the dust had settled, the fledgling nation found itself with few allies. Vidrian hurried to establish relationships with other nations, but its relatively remote location made this task difficult. As such, many Vidrics set out to sea. The ships headed south found allies among the anadi people of Nurvatchta, while the northbound ships found kinship among the rebels of Ravounel. Having just concluded their own rebellion against Cheliox, the people of Ravounel—and specifically members of the rebel group known as the Silver Ravens—brokered an alliance with the Vidrics. On the surface, this was a typical alliance in which Ravounel and Vidrian established diplomatic and trade relations. Beneath the surface, however, the two groups found a shared passion for combating oppression and helping those unable to defend themselves.

The groups united under a shared banner known as the Firebrands and pooled their allies, expertise, and resources to work against tyranny where they could. The Vidrics made use of their sizable fleet of ships to ferry Firebrands to where they were needed, sometimes under the cover of diplomatic endeavors or disguised as pirates. Members of the Silver Ravens used their sizable network of allies, including their connections to the Bellflower Network, to help the Firebrands work in secret by moving between safe houses. Over time, smaller local organizations joined up with the Firebrands, and the group became a moderately sized network of freedom fighters who supported each other wherever possible.

Several months after the Firebrands' establishment, a small uprising in Galt claimed to be associated with the Firebrands, though this was a blatant lie. Word of this claim reached the Firebrands, and the group quickly jumped to offer what support they could. Though the uprising failed shortly thereafter, word of the Firebrands' attempts to help reached others. Soon others attempting rebellion claimed to be Firebrands, attracting support from the actual organization. Purporting to be a Firebrand quickly became the easiest way to become a Firebrand proper, as the rebels acknowledge all who adopt the title and work toward the group's goals.

This impromptu convention eventually began to spread among outside groups with indirect ties to the Firebrands. At first, several Shackles pirates, originally hired to serve



as Firebrand transports, began to claim their association with the group. The pirates found the idea of sowing discord and generally causing problems for established power structures to be an entertaining undertaking. Their mischief drew a great deal of attention from other pirates and daredevils, and their efforts led to the name and deeds of the Firebrands becoming more commonly known among the general populace of the Inner Sea. However, instead of considering them liberators and helpers of the downtrodden, the common folk became enamored of tales about Firebrands who were exhibitionist adventurers with a fondness for bombast and excitement. The original Firebrands initially worked to disassociate themselves from these thrill seekers, but they soon realized keeping public attention on the daredevils made their rebellious endeavors significantly easier.

Today, the Firebrands are broken up into two unofficial factions. The first consists of those who continue to use the group's connections and resources to help those in need. They travel the world helping to fight tyrants, assisting refugees, and providing aid to innocents. The other faction is the organization's public face. They are the show-offs and thrill seekers, choosing to fly the flag of the Firebrands because it encourages the extravagant and the flamboyant. There are many Firebrands who straddle the line between the two groups—some choose to fight oppression for the thrills of combat and defying authority, while others enjoy the praise and hero-worship

that comes with saving the downtrodden. Still others prefer to use the attention they garner from their work to inspire others to do the same, hoping to act as icons of revolution and welfare throughout the world.

The liberators and do-gooders of the Firebrands continue the group's original traditions. They travel throughout the Inner Sea region—and sometimes out into the rest of Golarion—to fight oppression wherever and whenever possible. They assist and defend those who are unable to fight for themselves. The Firebrands also work to help areas recover and rebuild from the destruction that can occur during revolution. This includes helping farmers reestablish farmlands, working to educate locals until proper schools are rebuilt, and providing food and entertainment for those recovering from wounds or afflictions.

The rest of the Firebrands travel the Inner Sea region, regaling all who listen with tales of their own deeds and accomplishments. These Firebrands often dress in flashy, fashionable outfits and tend to bring sizable entourages with them on their journeys. Such Firebrands commonly boast before heading out on adventures, hoping to garner further attention with claims of being able to complete a quest with only a single hand or while blindfolded. Not all Firebrands choose to draw such attention to themselves, however; some instead strive to perform glorious deeds, letting their successful exploits speak for themselves and leaving calling cards to let others know who was responsible for their extraordinary feats.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

#### Firebrands

Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



## FIREBRANDS

CG LARGE REVOLUTIONARY

*Grandstanding thrill seekers and dedicated rebels*

**Scope and Influence** regional (Inner Sea; moderate)

**Goals** create lasting legacies, end tyranny, help the displaced, seek thrills

**Headquarters** decentralized

**Key Members** Devrin Arlos, Ranik Helt, Captain Shimali Manux, Shensen

**Allies** Bellflower Network, Caydenites, Chaldirans, Desnans, Milanites, local rebels, Silver Ravens, some Free Captains

**Enemies** Hellknights (most orders), House Thrune, slavers, some Free Captains, tyrants

**Assets** armaments, contacts, training, transportation

**Membership Requirements** open membership

**Accepted Alignments** CG (NG, CN)

**Values** abolition of slavery, exciting and daring acts, fun, helping those who can't help themselves

**Anathema** aiding oppressive regimes, hurting innocents, interrupting or sabotaging others during their adventures or deeds

## WITHIN THE FIREBRANDS

Enrollment in the Firebrands is a curious thing, as there is no official structure to the organization. Instead, an individual's standing among the Firebrands is based mostly around their reputation both inside and outside the group. Those with more renown and daring deeds to their name are considered to have higher ranking among their fellow Firebrands.

While there are no official titles among the Firebrands, every member is categorized in the context of four different rankings, known as marks, a system derived from the Firebrand symbol of two crossed swords. The first use of this symbol originated among Vidric rebels who rose up to reclaim their lands; the rebels used the swords featured on the Sargavan flag as a means of communication, drawing or painting the blades on structures to signify safe houses or hidden caches. The simplicity of the symbol—two large marks for the sword blades and two smaller marks for the cross guard—made it easy for Vidrics to leave a message with short notice. Vidrics continued to use this mark until it became the official symbol of the Firebrands. Today, the symbol is used wherever the Firebrands wish to make their presence known, though individual marks vary. Firebrands place specific symbols beneath the crossed blades, such as a silver raven or a specific ship's flag, to further signify exactly who made the mark and which local group claims responsibility for a particular act.

Anyone can declare themselves as a member of the Firebrands, though status as a member is not considered official until a potential recruit gains a significant amount of notoriety. This usually requires several dozen locals in an area, typically 50, or a handful of local Firebrands to become aware of the prospective member. The process is often relatively quick, as most wishing to join can make a public declaration, usually in a loud and showy manner. Once this is done, the prospective member earns the title of first mark. The ease of becoming a first mark means that first marks come and go constantly, and most Firebrands do not consider a first mark truly official until a member reaches the rank of second mark.

To reach the status of second mark, a Firebrand of second mark or higher must make a declaration that the first mark is an official Firebrand. This declaration can be made in public, as with the initial claim of membership, or in private among other Firebrands. Regardless of the publicity, the declaration is capped with the Firebrand and the first mark crossing blades. In cases where no blades are available, the two cross any weapon at hand, or even cross arms when no weapons are available. This symbolic recreation of the Firebrand symbol allows the second mark access to the resources of the local Firebrands, such as armaments, contacts, equipment, safe houses, or training.

Third marks are simply second marks who have gained local fame. Sometimes these are individuals known by name or an alias. Other times, an entire group can become a third mark due to the group's notoriety in its home region. In this case, anyone that is a member of said group is a third mark, regardless of their standing or seniority within the group itself. Firebrands don't designate the third mark ranking based on any internal parameters, instead recognizing the ranking when the common populace is aware of the members; once a Firebrand or group of Firebrands becomes well known, whether due to popularity or infamy, they are third marks regardless of what other Firebrands may think of it. Most Firebrands acknowledge that it's hard to determine exactly when this happens, but it becomes obvious once locals start expressing outward opinions of a Firebrand.

The title of fourth mark is even more nebulous than that of third mark. Fourth marks are those Firebrands that almost everyone knows. These can be individuals whose names travel in stories across Golarion, like Devrin Arlos or the Sapphire Butterfly. Others are groups like the Silver Ravens that achieved great recognition due to their deeds and thus all members, new and old, are considered fourth marks. Much like the ranking of third mark, there's no official threshold for a fourth mark—only a nebulous consensus once



fellow Firebrands or distant locals begin to share stories about the deeds of a particular individual or a certain group. Many Firebrands like to debate about specific individuals or groups to determine whether or not they are worthy of becoming fourth marks. Even with the constant debates, Firebrands universally recognize certain key members as fourth marks, usually those in leadership roles.

While it's easy for anyone to begin their journey as a member of the Firebrands, the nature of the organization helps to sniff out those who are attempting to infiltrate the group. First off, anyone who has heard of the Firebrands knows the group does not intentionally harm innocents. The Firebrands typically squabble with local authorities, oppressive groups, or, in some cases, with each other, and while collateral damage to innocents is always a possibility, anyone who sets out specifically to harm innocents in the name of the Firebrands is quickly dismissed. These people never become second marks and likely draw the ire of proper Firebrands. In addition, individual Firebrands constantly work to maintain their local networks. Often, this manifests as secret codes and signals among rebels that change at regular intervals. Individuals who might bring harm to the Firebrands do not receive these updates, and soon find themselves marked as obvious outcasts. For Firebrands without such systems

in place, the local populace still acts as the Firebrands' eyes and ears. Allies of the Firebrands report any issues or concerns they have with other members, allowing the larger body of Firebrands to respond accordingly.

## FIREBRANDS ACROSS THE INNER SEA

Though the Firebrands are a relatively young organization, especially compared to other prominent organizations like the Pathfinder Society, the group's popularity has grown quickly in the years since its formation. Once the first rumors of Firebrands supporting local rebellions started to spread, pockets of resistance throughout Avistan began to call out to the Firebrands. These groups placed the Firebrand's crossed-blade symbol wherever they could, and soon enough other rebels rallied to their cause. In some of these cases, such as with the ongoing resistance in Pezzack, Firebrands made the trek to offer their support. At other times, the locals inspired themselves with their actions and gathered enough local support that they became their own local group of Firebrands. This was the case with the small kingdom of Crossroads in the southern River Kingdoms, where the locals rose up against a local group of marauders that constantly threatened the fledgling kingdom's livelihood.

Once the more boisterous side of the Firebrands came to the forefront, the group's notoriety increased quickly. Many found the Firebrands' behavior entertaining, while others

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

#### Firebrands

Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## RELATIONS

**Free Captains:** Most Free Captains have a distaste for the Firebrands, though some will aid them by providing transport for the right price. Hurricane Queen Tessa Fairwind seems to have a fickle stance with the group, showing her disdain for their antics on some days while reveling in them on others.

were awestruck by the tales of great heroics or perilous acts from which a Firebrand escapes unscathed. Traveling Firebrands soon found themselves overwhelmed with bored homemakers and excited locals insisting on hearing tales of the latest Firebrand exploits. Sometimes these tales were recountings of thrilling exploits, while others are merely exhilarating lies. Regardless of their validity, such tales only boosted the exciting Firebrand way of life, soon making the Firebrands something of a household name.

Today, Firebrands continue to uphold their traditions all over the Inner Sea region, with many finding their ways to large port cities like Absalom, Almas, and Magnimar. These cities provide numerous eyes for those seeking attention, and plenty of crowds for those looking to disappear.

The cities also allow any would-be Firebrands to hop on to a ship and join up with a Firebrand crew with relative ease. Many of these crews set off upon the high seas in search of adventure and treasure in places like the Shackles or even beyond the Inner Sea. Some smaller towns also harbor a Firebrand presence, though how easy it is to identify such groups varies from one town to the next.

## DRESSING THE PART

While members of the Firebrands are primarily known for their adventurous exploits and their work fighting oppression, they are also at the forefront of fashion. When the first grandstanders began gaining attention, they were quick to realize that it would require greater and greater exploits to attract notice while other Firebrands were engaging in their own astonishing ventures. To attract the gaze of onlookers and draw more attention to their own deeds, some Firebrands began sporting elaborate outfits with eye-catching colors and ostentatious accessories.

Firebrand fashion has begun to take hold in places like Absalom and Andoran, with many younger nobles and local adventurers taking to gaudy clothing, bright feathers, excessive amounts of jewelry, and large hats to emulate the styles of notable Firebrands. Since this flare in popular fashion, Firebrands and fashionistas all over have tweaked and reworked this original fashion trend to suit their own tastes.

Current Firebrand fashion varies greatly from region to region, but those seeking attention make the most of what's available to them. Some Firebrands take local fashions and alter them to be outrageously showy and glamorous. Other Firebrands create entire outfits from scratch, allowing them to express their creative sides. Some of these outfits are marvels all their own, mimicking great birds or incorporating wearable contraptions that can independently wave flags or even play music.

Local Firebrand groups tend to adopt their own particular fashion trends and colors, with certain groups coordinating clothing across their membership. Such Firebrands sometimes even modify their symbols with specific colors, which helps to differentiate such groups in places where multiple Firebrand-affiliated organizations are active.

Firebrands who prefer subtlety instead choose simpler clothing that allows them to slip in and out of crowds unnoticed. In situations where anonymity is important, these Firebrands wear masks or other disguises that make identification difficult.



FIREBRAND PIRATE

## FIREBRAND OPTIONS

The Firebrands use a variety of unorthodox equipment and techniques to achieve their goals, whether those goals include drawing attention, or subterfuge and subtlety. The following Firebrand options are uncommon, and members of the Firebrands gain access to them once they reach the rank of second mark. The Entourage feat is rare even for members of the Firebrands, as it requires a certain degree of fame and in-world activity to acquire, and potentially requires the player or GM to keep track of additional background NPCs. Typically, only third mark and fourth mark Firebrands have the notoriety and social influence required to maintain an entourage. While Firebrands seek to build an entourage more than most adventurers, it's not unreasonable for any famous character to gain access to it if the players are interested in playing with the Entourage feat.

### FIREBRANDS FEATS

The following feats allow Firebrands to easily hide among a populace or gather crowds around them.

#### BACKUP DISGUISE

FEAT 2

UNCOMMON

GENERAL

SKILL

**Prerequisites** expert in Deception

You have a specific disguise that you keep at the ready, worn underneath your outer garment. You can change into this disguise to Impersonate as a 3-action activity. If you have master proficiency in Deception, it is instead a 2-action activity, and if you have legendary proficiency, it is a single action. You can create a new backup disguise by spending the normal amount of time it takes you to Impersonate, but you can have only one backup disguise at a time. Having a backup disguise doesn't allow you to remove your armor or any other complex piece of clothing any more quickly, but once you have those off, the disguise is readily available. Because you have the backup disguise at the ready, it's possible that a thorough search might reveal some elements of the disguise (see Conceal an Object in the Stealth skill).

#### SOW RUMOR

FEAT 2

UNCOMMON

GENERAL

SECRET

SKILL

**Prerequisites** expert in Deception

You spread rumors, which may or may not be true, about a specific subject. If the subject of your rumor is not currently the subject of any contradictory rumors, this takes as long as it would normally take you to Gather Information (typically 2 hours), at the end of which the GM rolls a secret Deception check to see how well you spread the rumor. If your rumor matches any current rumors about the subject, it takes less time to spread the rumor, and if you are attempting to overtake a particularly popular and contradictory rumor, it takes much longer or may be impossible. The DC similarly increases or decreases depending on how plausible your rumor is.

**Critical Success** Your rumor spreads like wildfire. Anyone who succeeds at a check to Gather Information on the specific subject learns your rumor in preference to other rumors about the subject. Your rumor persists for 1 month.

**Success** You successfully spread the rumor. Anyone who succeeds at a check to Gather Information on the specific subject adds your rumor to the list of rumors they could learn about the subject. Your rumor persists for 1 week.

**Failure** Your rumor dies off, never becoming popular enough for other people to learn it via Gather Information.

**Critical Failure** You are unable to spread a rumor and take a -4 circumstance penalty to Deception checks to Sow Rumors about the same subject

## RELATIONS

**Local Authorities:** Many Firebrands tend to be a frequent nuisance and cause collateral damage in their wake, making them a headache for most authorities. In many cases, the Firebrands actively work against laws they feel are oppressive (and depending on the Firebrand, that distinction can vary greatly), with Firebrands either working with locals to overthrow their oppressors or taking action alone if necessary. On rare occasions, local authorities are known to look the other way when Firebrands are up to their schemes, even in the face of obvious evidence, if it's for the overall good of a community.

**Pathfinder Society:** The Pathfinder Society is particularly alluring to adventurous Firebrands, and many members join up just for the opportunity to travel the world and search for lost knowledge and relics. Firebrands find the Horizon Hunters faction within the Society particularly conducive to their goals.



FIREBRAND PERFORMER

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## NOTABLE FIGURES

**Devrin Arlos:** This former Free Captain was the first non-rebel to spontaneously declare himself a Firebrand and start the tradition of anyone joining the organization. He and the crew of his ship, the *Nightwave*, have since gained an enormous reputation as bold adventurers.

**Ranik Helt:** This halfling bard acts as an intermediary between the Bellflower Network and the rest of the Firebrands. He uses the Firebrands' contacts to help former slaves escape to freedom.

within the same region for 1 week. In addition, a rumor spreads about someone trying to spread false rumors about the subject.

## ENTOURAGE

FEAT 7

RARE GENERAL SKILL

**Prerequisites** master in Diplomacy, Hobnobber

You have a small group of admirers who tend to follow you around while you're in civilized settlements. Your admirers are helpful to you, allowing you to make simple Requests of them such as purchasing basic equipment with your funds or finding a room at an inn. These admirers do not travel with you to places that are obviously dangerous, including most adventure locations, but they'll wait for you at the nearest settlement. Your admirers never use actions in encounter mode other than to retreat, and they abandon you if you intentionally bring them harm or at the GM's discretion. When you Gather Information, you can use your admirers to assist you, granting a +1 circumstance bonus to your Diplomacy check and reducing the time it takes even further (typically to 30 minutes, rather than 1 hour with the Hobnobber feat alone). If you have the Sow Rumor feat, you can have your admirers assist you, with the same benefits as Gather Information.

## FIREBRAND ITEMS

The following are some of the items that Firebrands use to either gain extra attention or escape prying eyes.

### CLOAK OF REPUTE

ITEM 4+

ENCHANTMENT INVESTED MAGICAL WORN

**Usage** worn cloak; Bulk 1

This gaudy and extravagant cloak is adorned with brilliant gems and a fur trim. While wearing the cloak, you gain instant fame and notoriety, granting you a +1 item bonus to Diplomacy checks to Make an Impression. Creatures attempting to learn about you gain the same bonus to Gather Information about you.

**Activate** ♦♦ (command); **Frequency** once per day; **Effect**

You wield your great stature to make a Request of a creature. If you roll a success on the check, you get a critical success instead.

**Type** cloak of repute; **Level** 4; **Price** 90 gp

**Type** greater cloak of repute; **Level** 9; **Price** 1,300 gp

The item bonus is +2. You can activate the cloak twice per day.

**Type** major cloak of repute; **Level** 17; **Price** 21,750 gp

The item bonus is +3. You can activate the cloak three times per day. If you roll a critical failure on your Diplomacy check when you activate the cloak, you get a failure instead.

### INSISTENT DOOR KNOCKER

ITEM 6+

CONJURATION HELD MAGICAL

**Usage** held in 1 hand; Bulk 1

This dark iron door knocker comes in a variety of shapes, such as a bird clutching a ring in its talons or a gargoyle holding a ring in its mouth. Placing the door knocker on the surface of a door (an Interact action) causes it to attach and remain in place. While in place, the door knocker whispers hints to you while you attempt to unlock the door, granting a +1 item bonus to Thievery checks to Pick a Lock. Removing the door knocker from a surface requires you to use an Interact action.

FREE CAPTAIN

**Activate** ♦♦ (command, Interact); **Frequency** once per day; **Effect** You place the door knocker against a wall, floor, or ceiling. The door knocker fuses in place and creates a usable door within the surface. Any creature can move through the door normally, as if the door had always been there. The door can penetrate up to 1 foot of material, so thick material, such as heavy stone walls, can cause this effect to fail, expending its use for the day. A thin layer of metal in a wall, floor, or ceiling also causes the effect to fail. You can use an Interact action to release the door knocker from the surface and return the surface to its previous shape.

**Type** insistent door knocker; **Level** 6; **Price** 225 gp

**Type** greater insistent door knocker; **Level** 11; **Price** 1,250 gp

The item bonus is +2, and the door knocker can penetrate up to 5 feet of material when activated.

**Type** major insistent door knocker; **Level** 17; **Price** 13,500 gp

The item bonus is +3, and the door knocker can penetrate up to 10 feet of material when activated.

## SNAPLEAF

ITEM 3

CONSUMABLE ILLUSION MAGICAL TALISMAN

**Price** 9 gp

**Usage** affixed to armor; **Bulk** –

**Activate** ⤵ Interact; **Trigger** You begin to fall.

This small, crystalline carving takes the shape of a tree leaf and attaches to armor or clothing with a simple strap. When you activate the *snappleaf*, you gain the benefits of *feather fall* and a 2nd-level *invisibility* spell for 1 minute or until you stop falling, whichever comes first.

## UNMEMORABLE MANTLE

ITEM 7+

ILLUSION INVESTED MAGICAL WORN

**Usage** worn cloak; **Bulk** 1

This long, shoddy cloak bears a hood and a simple brass clasp. While wearing the cloak, you gain a +1 item bonus to Deception checks to Impersonate an individual and to Lie while in character as that individual.

**Activate** 1 minute (envision, Interact); **Frequency** once per day; **Requirements** You are Impersonating someone else; **Effect** While conversing or otherwise casually interacting with other creatures, you can adjust the mantle's clasp to modify those creatures' recollections of the last 5 minutes of their interaction with you. Each creature must attempt a DC 25 Will save.

**Critical Success** The creature recalls the interaction clearly and realizes you were trying to alter their memory.

**Success** The creature recalls the interaction clearly.

**Failure** You decide whether or not the creature recalls the interaction. You can also alter minor details the creature recalls about the interaction, such as the time, place, and whether the interaction was favorable, as determined by the GM.

**Critical Failure** You decide whether or not the creature recalls the interaction. You can also alter major details the creature recalls about the interaction, such as believing you to be another individual or that the creature agreed to a favor, as determined by the GM.

**Type** unmemorable mantle; **Level** 7; **Price** 300 gp

**Type** greater unmemorable mantle; **Level** 9; **Price** 1,300 gp

The item bonus is +2, and the Will save DC is 28.

**Type** major unmemorable mantle; **Level** 17; **Price** 21,750 gp

The item bonus is +3, the Will save DC is 38, and you can activate the mantle once every 10 minutes.

## NOTABLE FIGURES

**Shensen:** One of the leaders of the Silver Ravens, the opera star was quick to suggest the alliance between her rebels and Vidrian. She now acts as a public face to the organization, happy to draw ire toward herself if it helps others.

**Captain Shimali Manux:** One of the first captains to set out from Vidrian to seek aid, Captain Manux now acts as the unofficial leader of the Firebrand fleets with her ship the *Umbra Spark*. She is quick to earn the respect of others, including her former rival Devrin Arlos.



FIREBRAND INFILTRATOR

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## ADVENTURE HOOKS

**Escort to Freedom:** Several recently freed slaves and citizens seeking asylum need help to escape their home.

The PCs must find a way to smuggle them out and transport them to safety.

**Firebrand Fashion Design:** The PCs are tasked with creating an awe-inspiring outfit for a local Firebrand. The Firebrand promises to connect the PCs with a local contact, but only if the outfit garners enough attention.

**Rescue the Newbie:** An aspiring Firebrand has bitten off more they can chew and has gone missing. The PCs can bring the Firebrand home if they brave the same dangers themselves.

## FIREBRAND ARCHETYPE

The following archetype is available to prominent members of the Firebrands.

### FIREBRAND BRAGGART

Many Firebrands travel the Inner Sea region drawing attention to themselves, making great shows of their exploits, and proclaiming their great deeds.

#### FIREBRAND BRAGGART DEDICATION

FEAT 4

UNCOMMON ARCHETYPE DEDICATION MISFORTUNE

**Prerequisites** Charisma 14, second mark member of the Firebrands

Your Firebrand training has taught you that achieving something is more satisfying if you boast about it first. You declare a boast about a particular skill action, such as Balance, Demoralize, or Recall Knowledge. The first time you attempt this action within the next minute in a context the GM deems both suitably challenging and meaningful, you must roll twice and use the lower result. If you succeed at this check, you gain a +1 circumstance bonus to checks to attempt the same action for 10 minutes. If you fail this check or don't attempt the action within 1 minute, you instead take a -1 circumstance penalty on checks to attempt the same action for 1 hour.

If the chosen action can be used with multiple skills, such as Identify Magic or Recall Knowledge, you must specify which skill you are using for that particular action, such as using Arcana to Identify Magic, and your bonus or penalty after the boast applies only to checks using that skill for that action. Once you declare a boast about a particular action, you cannot declare a boast about the same action until the next time you make daily preparations, regardless of whether you succeed or fail at the check.

Typically a challenging task is one with at least a standard DC for your level, though the difficulty may be higher depending on the situation. A meaningful context is one where the action's success or failure is relevant to the pursuit of your goals, rather than a boast you made simply to gain a bonus later.

**Special** You can't select another dedication feat until you have gained two other feats from the Firebrand Braggart archetype.

#### BOASTER'S CHALLENGE

FEAT 6

ARCHETYPE

**Prerequisites** expert in Deception, Diplomacy, or Intimidation; Firebrand Braggart Dedication (see above)

You call out a foe, causing them to become flustered and easier to defeat. Select one creature you can see and declare a challenge. For your challenge, attempt a Deception, Diplomacy, or Intimidation check against that creature's Will DC. Your challenge must include a linguistic, auditory, or visual component and gains the corresponding trait. If you succeed, you gain a +2 status bonus to damage rolls with your weapon or unarmed Strikes against that foe until the end of your next turn; if you have master proficiency in the skill you used, you gain a +4 status bonus instead, and if you're legendary, you gain a +6 status bonus. On a critical success, the status bonus lasts for 3 rounds instead. Whether you succeed or fail, creatures who witnessed your challenge gain a +4 circumstance bonus to their Will DCs against your attempts to challenge for 1 minute.

#### DARING ACT

FEAT 6

ARCHETYPE

**Prerequisites** trained in Acrobatics or Athletics, Firebrand Braggart Dedication (see above)

You attempt a death-defying maneuver to distract your enemies. Select one foe within reach and attempt either an Acrobatics or Athletics check against your target's Reflex DC. If you succeed, you can Stride up to half your Speed (or up to your full Speed if you critically succeed) without triggering reactions from the target due to your movement, and the target is flat-footed against the next melee attack you attempt against it before the end of your turn.



SILVER RAVEN

## BRAVO'S DETERMINATION

FEAT 8

### ARCHETYPE

**Prerequisites** expert in Deception, Firebrand Braggart Dedication (page 74)

**Trigger** A foe's Strike reduces you to 0 Hit Points; you were not at 1 Hit Point and you would not be killed.

Your confidence borders on self-delusion, but it keeps you going against overwhelming odds. Attempt a Deception check against the attack DC of the triggering Strike. You take a penalty to this check equal to twice your wounded value, if any. If the triggering attack was a critical hit, use the result one degree of success worse than what you rolled.

**Critical Success** You avoid being knocked out and remain at 1 Hit Point.

**Success** You avoid being knocked out and remain at 1 Hit Point, but you increase your wounded value by 1.

## GREAT BOASTER

FEAT 8

### ARCHETYPE

**Prerequisites** Charisma 16, Firebrand Braggart Dedication (page 74)

Your bragging is particularly effective. If you succeed at a boast, you can attempt a great boast about that same skill by using your Firebrand Braggart Dedication action about the same action during the duration of your original boast's circumstance bonus; this is an exception to the rule that you can't make another boast about the same action until your next daily preparations. A great boast uses the Firebrand Braggart Dedication action (page 74), except that if you succeed, your circumstance bonus increases to +2 and remains for 1 hour. If you fail the great boast, you take a -2 circumstance penalty to attempt the same action for 4 hours. Once you declare a great boast about a particular action, you can't declare a great boast about the same action until the next time you make daily preparations, regardless of whether you succeed or fail at the check. The minimum challenging task for a great boast is one with at least a hard DC for your level.

## DARING FLOURISH

FEAT 10

### ARCHETYPE

**Prerequisites** Daring Act

You make quick use of an opening from your daring stunts. At the end of a successful Daring Act, you can make a melee Strike against the target or attempt to Disarm the target. The target is flat-footed against the Strike you make during Daring Act as well as the next melee attack you attempt against it before the end of your turn.

## DEMANDING CHALLENGE

FEAT 10

### ARCHETYPE

**Prerequisites** Boaster's Challenge

If your skill check to challenge a foe is a success, the target of your challenge takes a -1 circumstance penalty to attack rolls (or -2 if you critically succeed) until the end of your next turn.

## DAREDEVIL'S GAMBIT

FEAT 12

### ARCHETYPE

**Prerequisites** Daring Act

If you critically succeed at your Daring Act, you can enter the target's space and remain there until the beginning of your next turn or until the target moves, whichever comes first. You gain a +2 circumstance bonus to AC, and your target is flat-footed against your attacks while you are sharing its space in this way. If any creature other than your target hits you with an attack roll while you are sharing your target's space, attempt a DC 15 flat check. On a success, resolve the attack against the target instead of you, using the same attack roll result that hit you.

## ADVENTURE HOOKS

**Sowing Discord:** The PCs must aid rebels in a local city, either by spreading misinformation or by drawing attention to themselves while the rebels continue their work.

**The Vaunter's Carnival:** The PCs attend this annual gathering where Firebrands from all across the Inner Sea region meet to share stories, enjoy friendly boasting competitions, and join up to set out on adventures.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

## ORGANIZATIONS

### Firebrands

Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

## GLOSSARY AND INDEX



FIREBRAND BRAGGART



## HELLKNIGHTS

The letter of the law is absolute—and lest all civilization fall to dust, its enforcement must be swift and unfailing. None embody this harsh truth more than the Hellknights, an order of warriors dedicated to the protection and progress of society at all costs. The Hellknight organization traces to Chelias, where nearly 150 years ago a band of vigilantes gained legitimacy from their king. In the decades since, the knighthood has morphed into multiple branches that answer to none but their own vision of consummate law.

Hellknights believe that without their commitment to order, the fabric of existence itself faces jeopardy. Thus, Hellknights are dutiful law enforcers, rooting out those who would undermine order and peace. When anarchy looms, Hellknights are executioners of all things and people who would propagate the tide of chaos. The laws Hellknights defend are not those of a single nation or tyrant, but rather a codex all their own, collected from myriad legal codes throughout history and fortified with the strictures of the most lawful society of planes: Hell itself.

To some Hellknights, the Pit is an enviable ideal; to others, its order paves the way for the cosmos' most reprehensible realms, and for that alone it must be respected. Regardless of their personal moral codes, Hellknights believe that Hell is the multiverse's greatest forge, and that those fortified in its flames emerge

unbending and unbreakable. Thus, aspiring knights willingly submit to the horrors of Hell, and only those who survive its gauntlet are worthy bearers of the Hellknight title.

Since the order's founding nearly 150 years ago, tested and inducted Hellknights have co-opted the imagery and inimitable lawfulness of the Pit, wresting it for their own purposes. This fact is most obvious when Hellknights stand blazing and fearsome before their enemies—full Hellknight regalia includes head-to-toe black armor, evoking the epitome of an infernal warrior. Sculpted with stylized spikes and imprinted with emblems of diabolical menace, a Hellknight's armor denotes to which sect they belong, and it invests them with their order's full authority and capacity for merciless enforcement.

## THE MEASURE AND THE CHAIN

All Hellknights enforce and execute the basics of what they call the Measure—the order's massive collection of laws and strictures—and the Chain, a philosophy concerning itself with three utmost virtues. Order, discipline, and mercilessness make up the three links of the Chain, and each link involves a cornerstone of the philosophy that fuels all of these warriors.

In enforcing order, the Hellknights strive to create a world that is so peaceful and regimented that it has no need for them. Further, the Hellknights' vision of order



encourages each soul to punish those who hold back progress. Discipline teaches that no achievement occurs without loss, and emotions are a distraction at best—and at worst, a vulnerability. This includes fear, which all Hellknights attempt to dutifully master and turn into a weapon against the weak. In practicing perfect discipline, Hellknights prepare themselves to destroy all who would prevent them from accomplishing their goals.

The concept of mercilessness, the Hellknights' third philosophical link, teaches that all are guilty of some infraction against order, and compassion is damaging to civilization and inhibits social progress. Exceptions to this rule, the Hellknights believe, pave a path to anarchy. As all have transgressed, none are worthy of mercy—including individual Hellknights themselves, who hold themselves to the highest standards of their own tenets.

The Hellknight order's absolute zealotry toward law and discipline attracts many hopefuls who are cruel and evil at heart, and even some who revere Asmodeus's wickedness above all else. However, Hellknight members as a whole are not necessarily evil. For those who seek it, there is room for goodness and morality within the Hellknights' regimented ranks, as long as the Measure's strictures are upheld. Evil hopefuls often find that while they assume the Hellknights might provide shelter for their wicked deeds, they themselves are too capricious to stand as a paragon of order. In any case, the screams of unsuccessful evil Hellknight hopefuls echo just as loudly

throughout a citadel's halls as do those of the weak and the wanting—and the pits of Hell are happy to welcome all failures into the eternal embrace of the damned.

## ARMS OF TOTAL LAW

All Hellknights must pass a simple but brutal test—besting a denizen of Hell in single combat—and adhere to the order's overarching general philosophies. Beyond these shared elements, separate orders within the knighthood focus on specific aspects of quelling lawlessness and savagery. There are seven major Hellknight orders that roam the Inner Sea region and beyond, many of them based in or near Cheliax, where the organization began. The seven major Hellknight orders are described below. While directly acting in violation of an order's specific mandate is even more egregious than violating the Measure and the Chain in general, Hellknights don't tolerate infractions of any kind, no matter how small, and thus the orders don't list specific anathema.

**Order of the Chain:** Based in Citadel Gheradesca near Corentyn in Cheliax, the Order of the Chain's knights are bounty hunters and jailers. They equally hunt bandits, murderers, and fugitives, imprisoning the worst offenders in their fortress-like citadel. These Hellknights specialize in fields such as tracking, criminal psychology, investigation, and interrogation. The order's favored weapon is the flail.

**Order of the Gate:** Based in Citadel Enferac just east of Pezzack in Cheliax and consisting of only a few hundred

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halfings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



## HELLKNIGHTS

LN LARGE MILITARISTIC

*Bastions of absolute law and enemies of disorder, chaos, and anarchy*

**Scope and Influence** local (Korvosa; strong), national (Cheliah, Isger; strong), regional (Inner Sea; moderate)

**Goals** stamp out threats to order and the advancement of civilization, including specific elements as determined by each Hellknight order

**Headquarters** citadel as determined by each Hellknight order

**Key Members** Lictor Uro Adom (Chain), Vicarius Giordano Torchia (Gate), Lictor Resarc Ountor (Godclaw), Lictor Severs "Boneclaw" DiViri (Nail), Lictor Rouen Stought (Pyre), Lictor Darcyne Wrens (Rack), Lictor Toulon Vidoc (Scourge)

**Allies** Chelaxians, followers of lawful deities (depending on the order), legitimate government officials

**Enemies** bandits, cultists, rogue political elements; others depending on the order

**Assets** contacts, influence, legal standing in areas of operation, order-issued armor and weapons

**Membership Requirements** pass the Hellknight Test (page 79)

**Accepted Alignments** LN (LG, LE)

**Values** law, peace through order, enforcing legal codices

**Anathema** disobeying or undermining the Measure and the Chain (page 76)

members, the Order of the Gate is the smallest major Hellknight order. It's also the only order where signifers—Hellknight spellcasters—outnumber rank-and-file knights. These spellcasters use all types of magic to devise new ways to bring law to the world, and they are known for using eldritch rites to sniff out crimes as they are committed or even as they are being planned. The order's favored weapon is the dagger.

**Order of the Godclaw:** Based in Citadel Dinyar in the Aspodell Mountains just within Isger's borders, the Order of the Godclaw is the only Hellknight order to dedicate itself to faith. These Hellknights revere a unique dogma borne from a combination of the most lawful aspects of five lawful deities: Abadar, Asmodeus, Iomedae, Irori, and Torag. These Hellknights follow their doctrine, which they call the Godclaw, to stamp out disorder and oppose the forces of absolute chaos. The order's favored weapon is the morningstar.

**Order of the Nail:** Based in Citadel Vraid near Korvosa in Varisia, the Order of the Nail dedicates itself to stamping out threats that lurk within the vast swaths of wilderness that threaten to choke civilized society. These Hellknights see roaming monsters, unchecked superstitions, and unruly frontier living as a threat to society. The Nail often dispatches contingencies of knights throughout the world to deal with what they see as rising threats. The order's favored weapons are the halberd and lance; Hellknights who travel on foot prefer the halberd, while mounted Hellknights fight with lances.

**Order of the Pyre:** Based in Citadel Krane near Ostenso in Cheliah, the Order of the Pyre concerns itself with rooting out dangerous religions, seductive perspectives, and revolutionary science that threatens society's status quo. Members of this order see themselves as cultist hunters and witchcraft persecutors, and they view all faiths beyond the Inner Sea region's most common religions with suspicion. The order's favored weapon is the glaive.

**Order of the Rack:** Based in Citadel Rivad near Westcrown in Cheliah, the Order of the Rack is the enemy of decadent thinking, selfish desire, and fruitless fantasy—all vices they believe inhibit societal growth and progress. Of all the major Hellknight orders, the Rack is most hated due to the order's reputation for raiding the homes of those who speak out against the status quo. The Rack is also notorious for breaking up groups of malcontents before they become guilds, unions, or revolutionaries. The order's favored weapons are the longsword and whip.

**Order of the Scourge:** Based in Citadel Demain near the Chelaxian capital of Egorian, the Order of the Scourge is dedicated to rooting out corrupt individuals and influences within governments and other powerful groups. Its members hunt for political manipulation and abuses of power, and their efforts also include waging an endless war against organized crime. The order's favored weapons are the mace, scourge (page 80), and whip.

**Other Orders:** In addition to these major orders, several smaller orders also pursue niche mandates. These are the Order of the Coil, an evil order that persecutes indigenous peoples and historical sites in the Mwangi Expanse; the Order of the Crux, an evil order of undead false Hellknights who have risen as graveknights on the Cheliah-Nidal border; the Order of the Glyph, an evil and illegitimate order that works at the behest of Cheliah's House Thrune to suppress the nation's histories and lore; the Order of the Pike, a fearsome group of monster slayers; the Order of the Scar, a group of assassin-hunters who once served the Chelaxian crown; the Order of the Torrent, a goodly organization based in Ravounel dedicated to hunting kidnappers and recovering the kidnapped; and the Order of the Wall, a group subordinate to the Order of the Chain that stands vigil in Khari, the stolen Rahadoumi city that remains in Cheliah's grasp.

## WITHIN THE HELLKNIGHTS

Although each Hellknight order's unique lore and history are largely opaque to the masses, the general process for becoming a Hellknight is practically



common knowledge. Hellknight hopefuls must petition to join an order at that group's citadel or through the patronage of a serving Hellknight. At this point, a recruit becomes classified as an armiger, and they undergo intensive reeducation and physical training with a member of their chosen order to move forward with their candidacy for knighthood. In some cases, a Hellknight might train their own armiger in the field. Armigers typically train for as long as an overseeing Hellknight believes necessary, though the typical period is about 3 years.

At any point in an armiger's training—but typically at the behest of a sponsoring or overseeing Hellknight—the armiger may request to take the Hellknight Test. If the candidate passes the test, the armiger becomes a full Hellknight, receives their official armor and weapon of their order, and is invested with all the authority and station their rank confers. If the armiger fails the test, they die, and the order does not mourn them.

The Hellknight Test is simple: an armiger must best an immortal champion of Hell whose power in combat mirrors her own. The test's specifics differ subtly between orders, but for all of them, the official test is a somber ritual conducted twice each year. A high-ranking officer oversees the test, a signifer administers it in conjuring the devil, and every available member of the order stands witness.

After a lengthy introduction, the armiger in question

enters a clearly marked arena. The signifer then conjures the devil, and the two fight to the death. If the armiger prevails, they recite their vows immediately after the battle, as long as their injuries aren't life threatening. If the armiger dies, the test is over and they fail.

By decree of the Measure, there is one alternate way to achieve knighthood. An armiger can defeat a qualifying devil in single combat outside of the ritual ceremony, but doing so requires a sponsor. If a Hellknight in good standing bears witness to the feat and vouches for them, the armiger can become a member of the order.

## HELLKNIGHT TITLES

Numerous ranks exist within the Hellknight orders, but the following—listed from lowest in authority to highest—are the most pervasive.

**Armiger:** A Hellknight in training; a Hellknight squire. Armigers are considered affiliated with their respective orders, but they are not full members and have not yet earned their own set of iconic Hellknight armor, nor have they been issued their order's formal weapon.

**Signifer:** A Hellknight spellcaster. According to the Measure, signifers rank nominally below rank-and-file Hellknights, who are granted the authority to give orders to spellcasters on the battlefield. The exception to this is the Order of the Gate, which has enacted a rider for its members that elevates its signifers over its Hellknights.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## RELATIONS

**Firebrands:** The flamboyant rabble-rousers of the Firebrands constantly find themselves butting heads with Hellknights. Firebrands constantly work to evade Hellknights' watchful eyes and lawful grasp.

**House Thrune:** Many Hellknight orders are based in and around Cheliax and directly answer to House Thrune. House Thrune knows to keep a long leash on the Hellknights, however, as even the ruling house knows that the Measure and the Chain come first.

**Local Authorities:** Hellknights tend to work alongside local law enforcement when it's favorable to them, but they take the law into their own hands when they find local authorities lacking.

**Hellknight:** A rank-and-file Hellknight. Hellknights are imbued with the authority to undertake missions, travel and enforce the law in key places (depending on their order's needs), and make field decisions as necessary to further their objectives. Hellknights wear iconic black full-plate armor and typically wield the signature weapons of their order.

**Maralictor:** A mid-level Hellknight officer, similar to a lieutenant. Maralictors with titular concerns or duties—such as the relatively common arms-maralictors, field-maralictors, and gate-maralictors—are of lesser rank.

**Paralictor:** A high-ranking Hellknight officer, similar to a major.

**Paravicar:** A leader of a Hellknight order's signifers, equal in rank to a master of blades.

**Master, Mistress, or Myx of Blades:** A colonel of a Hellknight order, equal in rank to a paravicar.

**Vicarius:** A spellcasting leader of a Hellknight order, equal in rank to a lictor. This title is rarely used.

**Lictor:** A general and the highest-ranking member of a Hellknight order.

## HELLKNIGHT OPTIONS

Hellknights incorporate a number of specialized techniques into their ventures. A character who is a member of the Hellknights has access to the following uncommon options, as well as to the scourge, which is common.

## HELLKNIGHT EQUIPMENT

Hellknights employ a variety of equipment in their inquisitions. These include unique weapons that are a trademark for specific orders and the iconic Hellknight armor, Hellknight plate.

### HELLKNIGHT PLATE

### ITEM 2

UNCOMMON BULWARK

Price 35 gp

Usage worn armor; Bulk 4

**AC Bonus** +6; **Dex Cap** +0; **Check Penalty** -3; **Speed Penalty** -10 feet; **Strength** 18; **Type** Heavy; **Group** Plate

Few armors in the Inner Sea region are as memorable as the iconic Hellknight plate. While each order has its own flourishes, Hellknight plate is instantly recognizable to any who know of the Hellknights. Hellknights go to extreme measures to punish non-Hellknights who get their hands on Hellknight plate, and the reward is not usually worth the risk, since for non-Hellknights, the armor is functionally similar to full plate.

### SCOURGE

### ITEM 0

Price 1 sp; **Damage** 1d4 S; **Bulk** 1; **Hands** 1;

**Group** flail; **Traits** agile, disarm, finesse, nonlethal, sweep

A scourge—also known as a cat-o'-nine-tails—is a set of several knotted cords made from cotton or leather and attached to a handle. While most scourges are more suitable for torture than combat, the weapons used by the Order of the Scourge have metal barbs woven in to pierce clothing and armor. The scourge is a martial melee weapon.

## HELLKNIGHT ARMIGER FEATS

The following archetype feats for the Hellknight armiger archetype (*Lost Omens World Guide* 107) are available to all Hellknight armigers and also to characters with the Hellknight and Hellknight signifer archetypes.

ORDER OF THE RACK HELLKNIGHT

## ORDER TRAINING

FEAT 8

UNCOMMON ARCHETYPE

**Prerequisites** Hellknight Armiger Dedication

You gain the lesser order benefit for the Hellknight order to which you belong.

## ADVANCED ORDER TRAINING

FEAT 12

UNCOMMON ARCHETYPE

**Prerequisites** Hellknight Armiger Dedication; Hellknight Dedication or Hellknight Signifer Dedication

You gain the greater order benefit for the Hellknight order to which you belong.

## HELLKNIGHT ORDER CROSS-TRAINING

FEAT 12

UNCOMMON ARCHETYPE HELLKNIGHT PRESTIGE

**Prerequisites** Hellknight Armiger Dedication; Hellknight Dedication or Hellknight Signifer Dedication

You gain the lesser order benefit of a Hellknight order other than the one to which you belong. This represents your time spent training with members of that order to learn their techniques and teachings. If you aren't in good standing with a given order, you can't receive their training.

**Special** You can select this feat multiple times, gaining the lesser order benefit from a different order each time by training with members of that order.

## HELLKNIGHT ORDER ABILITIES

The following entries list the lesser and greater order benefits for each of the seven major Hellknight orders. These abilities can be gained by selecting the Order Training, Advanced Order Training, and Hellknight Order Cross-Training archetype feats described above.

### ORDER OF THE CHAIN

Members of the Order of the Chain are skilled at hunting down and capturing criminals, especially those who dare flee from justice.

### SHACKLES OF LAW

#### LESSER BENEFIT

FLOURISH

You attempt to subdue a target with an attack and a follow-up grab. Make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Grapple the creature you hit. If you're wielding a flail, you can ignore Grapple's requirement that you have a hand free. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

### STURDY BINDINGS

#### GREATER BENEFIT

Your grapples are incredibly reliable. When you roll a critical failure on a check to Grapple a target, you get a failure instead. In addition, when a creature you have grabbed rolls a failure on its check to Escape, it gets a critical failure instead, and if it rolls a critical success, it gets a success instead.

### ORDER OF THE GATE

The Hellknight signifers of the Order of the Gate seek to prevent lawlessness of all types through the use of their considerable spellcasting prowess and command of fiendish outsiders.

### LOCATE LAWBREAKERS

#### LESSER BENEFIT

Your pursuit is relentless, and you are able to magically locate stolen objects and

## NOTABLE FIGURES

**Lictor Uro Adom:** The lawful neutral leader of the Order of the Chain, Adom began his career as a constable, eventually became known as the "Panther of Pangolais," and is the ultimate warden of the fortress-like Citadel Gheradesca.

**Vicarius Giordano Torchia:** The lawful evil leader of the Order of the Gate, Torchia is a brilliant wizard known for his arrogance, his vast network of informants, and his frequent deals with powerful devils.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

ANCESTRIES  
Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



ORDER OF THE CHAIN HELLKNIGHT

## NOTABLE FIGURES

**Lictor Resarc Ountor:** The lawful neutral leader of the Order of the Godclaw, Ountor is a former exclusive servant of Abadar who believes deeply in the strength of cooperation, progress in discipline, and glory in eliminating the foes of order.

**Lictor Severs "Boneclaw" DiViri:** The lawful evil leader of the Order of the Nail, DiViri is utterly committed to his cause, and he is a flawless battlefield tactician in conflicts fought in the wilds.

outlaws. You gain *locate* as an innate spell of a tradition of your choice, which you can cast once per day. If you are a member of the Order of the Gate, when you reach 14th level, the spell is heightened to 5th level.

## DEVIL ALLIES

## GREATER BENEFIT

You can call in devils to assist your efforts. You gain *summon fiend* as an innate spell of a tradition of your choice, which you can cast once per day. When you cast this spell, you can summon only creatures that have the devil trait. At 16th level and every 2 levels thereafter, the spell is heightened by 1 level (to a maximum of 8th level when you reach 20th level).

## ORDER OF THE GODCLAW

The Order of the Godclaw's Hellknights see their cause as a holy mandate from the Godclaw. They seek to punish criminals with a zeal rarely matched by others who enforce the law.

## DEDICATION TO THE FIVE

## LESSER BENEFIT

Your dedication to the Godclaw borders on a cleric's. You gain the cleric's Domain Initiate feat but must select perfection, protection, tyranny, or zeal as your domain. In addition, you can use any religious symbol of Abadar, Asmodeus, Iomedae, Irori, or Torag as your divine focus.

## BLESSING OF THE FIVE

## GREATER BENEFIT

CONCENTRATE	DIVINE	HEALING	MANIPULATE	NECROMANCY	POSITIVE
-------------	--------	---------	------------	------------	----------

**Frequency** once per day

You call out to the Godclaw to heal your allies. You cast the 3-action version of *heal*, heightened to a level 1 lower than half your level rounded up. You can select up to four creatures in the area to remain unaffected by the spell. You can instead use this ability to bring a creature within 30 feet that has died within the last round back from the dead. If you do, the creature is restored to 1 Hit Point and is doomed 1 for 24 hours.

## ORDER OF THE NAIL

Members of the Order of the Nail see civilized society as an ideal and seek to unite all people within their cultural baseline. They also seek to destroy anyone who does not accept Chelaxian culture along with the wild beasts that threaten the safety of civilization.

## TRAILBLAZING STRIDE

## LESSER BENEFIT

You are used to moving through the wilderness. While moving on land, you ignore the effects of non-magical difficult terrain.

## REVEAL BEASTS

## GREATER BENEFIT

You are adept at revealing—or creating—weaknesses among those who are a threat to civilization. If you roll a success on a check to Recall Knowledge to identify an animal or a beast, you get a critical success instead. The next time you damage that creature, it gains weakness 5 during that attack to one damage type of your choice that you dealt it.

ORDER OF THE NAIL HELLKNIGHT

## ORDER OF THE PYRE

The Order of the Pyre is dedicated to eliminating those faiths and beliefs they consider to be a threat to the Inner Sea region. They are particularly keen on stamping out dangerous cults.

### RIGHTEOUS RESISTANCE

You can cast *resist energy* twice per day as a divine innate spell, except you can target only yourself. If you grant yourself resistance to fire damage, the resistance is equal to either the spell's normal value or to your level, whichever is higher.

### SPIRITUAL DISRUPTION ◆◆

You channel disruptive power that severs a foe's spiritual connection to their heretical magic. Make a melee Strike. If the attack hits, any time the target attempts to cast a divine or occult spell, the spell is disrupted unless they succeed at a DC 5 flat check (DC 7 on a critical hit); if the target is also stupefied, it must attempt the harder of the two flat checks (but not both). This effect lasts for 1 minute.

## ORDER OF THE RACK

Members of the Order of the Rack seek to eliminate wastefulness throughout the Inner Sea region. They seek to quash pointless dreams, quell rebellions, and destroy dangerous inventions.

### DISILLUSIONMENT

Dreams are pointless illusions you seek to quash. If you roll a success on a saving throw against an illusion or dream effect or a Perception check to disbelieve an illusion, you get a critical success instead. If you roll a critical failure on any of those checks, you get a failure instead.

### SILENCE HERESY ◆◆

You channel a power that stifles dangerous words. Make a melee Strike. If the attack hits, the target is unable to speak in a voice louder than a whisper for 1 round. This prevents the target from using most auditory effects involving its voice, and it must succeed at a DC 5 flat check to Cast a Spell with a verbal component or the spell is disrupted. If your Strike is a critical hit, the target is entirely unable to speak for 1 round and is limited to a whisper for 1 minute thereafter. Once a creature has been affected by this ability, it is temporarily immune for 1 minute.

## ORDER OF THE SCOURGE

Hellknights of the Order of the Scourge hunt those who pervert the law for their own selfish ends. They seek to destroy corruption and those who hide behind unjust laws and bureaucracy.

### FEAR NO LAW, FEAR NO ONE

When you roll a success on a save against a fear effect, you get a critical success instead. In addition, any time you gain the frightened condition, reduce the condition's value by 1. As usual, this ability reduces the initial frightened condition by 1, so if you have multiple similar abilities, they don't both take effect.

### SEEK INJUSTICE ◆◆◆

**CONCENTRATE** **DIVINATION** **MAGICAL** **REVELATION**  
**Frequency** once per day

With a moment spent focusing, you can locate the telltale signs of corruption no matter what means it may use to hide from your sight. For 1 minute, you can see through up to 5 feet of stone, wood, or similar barriers as if they didn't exist (though any amount of metal or denser barriers block this effect).

### LESSER BENEFIT

### GREATER BENEFIT

### LESSER BENEFIT

### GREATER BENEFIT

### LESSER BENEFIT

### GREATER BENEFIT

## NOTABLE FIGURES

**Lictor Rouen Stought:** The lawful neutral leader of the Order of the Pyre, Stought is a staunch atheist who believes all deities are a nuisance, and she would gladly see every temple in Golarion burn.

**Lictor Darcyne Wrens:** The lawful neutral leader of the Order of the Rack, Wrens is a skilled sorcerer who nonetheless sees wizards as a threat to her order's cause of quelling insurrection.

**Lictor Toulon Vidoc:** The lawful neutral leader of the Order of the Scourge, the charming Vidoc has a reputation as one of Cheliaz's greatest detectives, and is also one of the Hellknights' most politically active and diplomatic leaders.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



ORDER OF THE GODCLAW HELLKNIGHT

## ADVENTURE HOOKS

**Lone Law Officer:** A single Hellknight scours the city and surrounding countryside for leads on a shadowy organization she believes is plotting to assassinate a prominent political figure. The Hellknight has rooted out a hedge witch and an artisan who each have—unknowingly—assisted this group, known only as the Veiled Ones, but the Hellknight needs the PCs' help to determine their leaders' identities. The Hellknight knows only the assassins' target, who is the PCs' ally.

## HELLKNIGHT ARCHETYPES

The following archetypes represent fully inducted members of a Hellknight order. You can select the dedication feats for these archetypes even if you haven't yet gained three feats from the Hellknight armiger archetype. A character can't have both the Hellknight and Hellknight signifier archetypes.

### HELLKNIGHT

Hellknights are among the fiercest warriors in the Inner Sea region, as they have emerged from hell-forged trials ready to serve as faceless bastions of law wherever chaos might threaten to rear.

### HELLKNIGHT DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** Hellknight Armiger Dedication, lawful alignment, member of a Hellknight order, passed the Hellknight Test

You have forged your body to comply with the commands of your mind—orders steeped in the Measure and the Chain. You gain expert proficiency in Intimidation (or in another skill in which you're trained of your choice, if you were already an expert in Intimidation). You gain the armor specialization effects of Hellknight plate, and your resistance from that armor specialization is 1 higher than normal. In addition, you gain a +1 circumstance bonus to Intimidation checks while wearing your Hellknight plate.

**Special** You cannot select another dedication feat until you have gained two other feats from the Hellknight or Hellknight armiger archetypes.

### SENSE CHAOS

FEAT 8

ARCHETYPE

**Prerequisites** Hellknight Dedication (see above)

You sense chaos as an unsettling feeling of nervous energy. When in the presence of an aura of chaos that is powerful or overwhelming (*Pathfinder Core Rulebook* 328), you eventually detect the aura, though you might not do so instantly and you can't pinpoint the location. This is a vague sense, similar to humans' sense of smell. A chaotic creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is temporarily immune to your Sense Chaos for 1 day.

### BLADE OF LAW

FEAT 12

ARCHETYPE

**Prerequisites** Hellknight Dedication (see above)

You call upon the power of law and make a weapon or unarmed Strike against a foe you have witnessed breaking or disrespecting the law or otherwise acting disorderly. The Strike deals two extra weapon damage dice if the target of your Strike is chaotic. Whether or not the target is chaotic, you can convert the physical damage from the attack into lawful damage.

### HELL'S ARMAMENTS

FEAT 12

ARCHETYPE

**Prerequisites** Hellknight Dedication (see above)

You've trained with your order's weapon and your Hellknight plate long enough to apply your expertise from other weapons and armor. If you have expert proficiency in any weapon or unarmed attack, you gain expert proficiency in your order's weapon as well. If you have expert proficiency in any armor or unarmored defense, you gain expert proficiency in Hellknight plate as well.

ORDER OF THE GATE HELLKNIGHT

## HELLKNIGHT SIGNIFER

Signifers are the powerful and enigmatic Hellknight spellcasters who support and sometimes lead other Hellknights on their missions to enforce unwavering law. Formidable in their own right, signifers are trained to be unstoppable forces of order and authority when they stand alongside their martial counterparts.

### HELLKNIGHT SIGNIFER DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** spellcasting class feature, Hellknight Armiger Dedication, lawful alignment, member of a Hellknight order, passed the Hellknight Test

You have bolstered your force of will with the power of the Measure and the Chain. Upon initiation, you receive a signifer mask, often devoid of eyeholes or other decorative features. The mask doesn't obscure your vision, though it makes it impossible for others to see your eyes. While wearing your signifer's mask, you gain +1 circumstance bonus to Deception checks to Lie, Intimidation checks, and Deception DCs against Sense Motive. You gain expert proficiency in Intimidation (or in another skill in which you're trained of your choice, if you were already an expert in Intimidation) as well as in your choice of Arcana, Nature, Occultism, or Religion.

**Special** You cannot select another dedication feat until you have gained two other feats from the Hellknight signifer or Hellknight armiger archetypes.

### MASKED CASTING

FEAT 8

ARCHETYPE

**Prerequisites** Hellknight Signifer Dedication (see above)

**Trigger** You begin Casting a Spell.

**Requirements** You are wearing your signifer's mask.

You harness the magical energy flowing through your eyeless mask to effortlessly protect you from visual effects. You Avert your Gaze.

### GAZE OF VERACITY

FEAT 10

ARCHETYPE

**Prerequisites** Hellknight Signifer Dedication (see above), ability to cast focus spells

You can channel your mask's power to pierce through lies and see the truth in any situation. Increase the number of Focus Points in your focus pool by 1. While wearing your mask, you can cast the *glimpse the truth* cleric domain spell (*Pathfinder Core Rulebook* 393) as a divine focus spell.

### SIGNIFER'S SIGHT

FEAT 10

ARCHETYPE

**Prerequisites** Hellknight Signifer Dedication (see above)

The magic flowing through your signifer's mask allows you to see in the dark, and the mask dampens the distraction caused by sudden flashes of bright light. While wearing your signifer's mask, you gain darkvision. Additionally, if you are dazzled while wearing your signifer's mask and the target is concealed only because you are dazzled, you reduce the flat check DC to target that creature from 5 to 3.

### SIGNIFER ARMOR EXPERTISE

FEAT 12

ARCHETYPE

**Prerequisites** Hellknight Signifer Dedication (see above)

You've spent enough time helping your comrades equip medium and heavy armor that you spread your own expertise to those armors as well. If you have expert proficiency in any armor or unarmored defense, you also gain expert proficiency in medium and heavy armor.

## ADVENTURE HOOKS

**Commandeered Supplies:** A group of merchants who normally supply the PCs with gear has been served a requisition order from the local Hellknight order, whose tight-lipped members only insist that the sellers' wares are needed for a mission of utmost importance in the wilds outside of town. The Hellknights are paying the merchants fairly, but reports of monsters massing in the wilderness and possible corruption among the knights' ranks prompt the PCs to get involved.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



ORDER OF THE PYRE HELLKNIGHT



## THE KNIGHTS OF LASTWALL

Among the first atrocities perpetrated by the Whispering Tyrant after his emergence from his prison-fortress in 4719 AR was the transformation of the guardian nation of Lastwall into the desolate, undead-haunted waste known as the Gravelands. While the vast majority of the nation's cities and soldiers were wiped out in that grim event, a fraction of Lastwall's knights survived and helped the remaining citizens of Lastwall escape. From among those battered crusaders and ragtag refugees rose a new knightly order: the first rays of dawn upon the horizon, the first flickers of a new Shining Crusade—the Knights of Lastwall.

While the knights place the Whispering Tyrant's destruction, Lastwall's reclamation, and the defeat of undead and necromancers above other goals, they also seek to keep the spirit of Lastwall alive through their deeds. The order's members are typically paragons of good in all forms, from justice and heroism to charity and redemption. Even the most driven knights reject the notion of descending into evil to fight evil; while they may temporarily ally with evil creatures in times of need, a typical knight never allows himself to become tarnished by such associations or permits evil to occur on their watch.

The knights have no true headquarters or official leaders; their belief in centralized leadership died with Vigil, and the knights now seek to build consensus rather than follow authority, though senior or especially accomplished members garner influence and respect among their fellows. Members are encouraged to consider themselves first among equals, as anyone who is willing to lay down their life against the hordes of the Whispering Tyrant should be considered worthy. If a knight should stray from the proper path, a trio of knights seeks out the wayward member to investigate matters and, if necessary, aid their comrade's rehabilitation. When members of the order gather in numbers, they most often travel in military fashion, packing light and establishing temporary camps. In cases where centralized command is required, such as large-scale battle, particularly inspiring or tactically minded knights are elected to serve as commanders for the conflict's duration.

While the Knights of Lastwall are not officially a religious organization, the nature of their goals attracts many people of faith. Followers of all the major gods of good can be found among the order, from Erastilian rangers to Iomedaeen paladins or Shelynite bards, and devotees of the empyreal lord Ragathiel are particularly common. Followers of most neutral deities are largely welcome as well, so long as their hearts are good—with some exceptions. Worshipers of Abadar, for example, have faced some resistance from other knights; while



Abadarans consider it their duty to bring order to Lastwall and contain the undead crisis, many knights fear unscrupulous members of Abadar's clergy may attempt to profit off the devastation.

There are two major subfactions among the Knights of Lastwall. The Shining Sentinels are crusaders and defenders at heart, striving to keep the plague of undeath from spreading, protecting innocents from evil, and shielding the weak from the depredations of the strong. They are the most concerned with keeping the legends, heroes, and spirit of Lastwall alive, seeing themselves as the heirs of Lastwall's cause and serving as a living memorial to all of the previous heroes who sacrificed their lives. They currently seek to rally the nations of Avistan to a second Shining Crusade against the Whispering Tyrant. Shining Sentinels are primarily based in the city of Vellumis on the shores of Lake Encarthan, but they pursue their crusade across all of Avistan. Understanding that the might of entire nations will be required to defeat Tar-Baphon, sentinels travel to noble courts to persuade rulers to lend aid or promise future support to the fledgling crusade, or to town squares and city streets to recruit idealistic youths and local heroes. Some sentinels travel in search of wrongs to right or innocent folk to defend, or to conduct righteous personal quests and strengthen themselves for the conflict to come; such knights might find themselves drawn into parties of good-hearted adventurers, where they protect their comrades

with all of their skill. In battle, sentinels favor defensive tactics such as shield walls or choke points, prioritizing the survival and protection of innocents.

Conversely, the Crimson Reclaimers seek to take the fight to their foe directly. While they cooperate with the Shining Sentinels, it is an open secret that reclaimers are more disillusioned and jaded than their fellows—most feel some measure of betrayal by the failures of their leadership in the days leading up to Lastwall's destruction, and they are skeptical of Shining Sentinel idealism. Still heroes at heart, the majority of reclaimers occupy the Gravelands, harrying the Tyrant's forces and undermining his plots while protecting those refugees that remain. Though these efforts seem doomed to fail, many reclaimers are skilled veterans who are no strangers to putting their life on the line for the cause. They are also bolstered and protected by a mysterious rite known as the Crimson Oath, first sworn by Clarethe Iomedar, the so-called Sunset Angel. Most Crimson Reclaimers swear this oath upon joining, and it grants them some measure of power against the constant horrors of the Gravelands. Among the order, only a few know the true nature of the oath, though rumors abound among the ranks that the rite is connected to a powerful and hidden patron whom many Reclaimers believe to be an emissary of Ragathiel. While some Reclaimers find this secrecy disquieting, Clarethe's charisma, heroism, leadership, and devotion to the cause are enough to quell most concerns.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halfings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



## KNIGHTS OF LASTWALL

CG LG LARGE MILITARISTIC

Righteously vowed foes of the  
Whispering Tyrant

**Influence and Scope** regional

(greater Avistan; moderate [Shining  
Sentinels]); territory (Gravelands;  
strong [Crimson Reclaimers])

**Goals** reclaim and rebuild Lastwall;  
protect Avistan and beyond from  
the undead; destroy the Whispering  
Tyrant, his minions, and other forces  
of undeath

**Headquarters** decentralized (temporary  
camps or councils)

**Key Members** Avalorex, mysterious  
wandering soothsayer; Clarethe  
Iomedar, inspiring Crimson Reclaimer  
warrior; Watcher-Lord Ulthun II, stoic  
Shining Sentinels recruiter

**Allies** champions; the churches of  
Iomedae, Pharasma, Sarenrae, and  
other good deities; the Magaambya;  
psychopomps; the Taldan government

**Enemies** necromancers, pallid angels,  
sahkils, Seal-Breakers, the Whispering  
Way, undead, other minions of the  
Whispering Tyrant

**Assets** armaments, contacts, influence,  
magic items, training

**Membership Requirements** any of  
the following: refugee of Lastwall,  
previous membership in the Knights of  
Ozem, sponsorship by a knight in good  
standing and approval from two others

**Accepted Alignments** LG (LG, NG;  
Shining Sentinels) or CG (any non-evil;  
Crimson Reclaimers)

**Values** cooperation, dedication,  
diplomacy, martyrdom, zeal (Shining  
Sentinels); courage, dedication, loyalty,  
steadfastness, zeal (Crimson Reclaimers)

**Anathema** aiding or abetting evil  
undead or creating undead; betraying,  
abandoning, or refusing reasonable  
aid to fellow knights, refugees of  
Lastwall, or travelers in the Gravelands;  
committing wanton acts of evil, cruelty,  
or selfishness

## WITHIN THE KNIGHTS OF LASTWALL

Among the Knights of Lastwall, all proven members—known as knights vigilant or knights reclaimant, depending on their role within the order—are considered equal. Novice or newly recruited members are known as squires until they prove themselves worthy of the responsibility of being a knight. A would-be member might become a squire after completing an excursion into the Gravelands, helping to defeat an undead threat, or rescuing innocents from undead horrors. However, mighty deeds alone are not enough to earn the title of knight; would-be knights are also judged for their dedication to mercy, selflessness, and other ideals of good, as well as their devotion to the order's cause.

## THE FINAL LORD OF LASTWALL

It takes a truly exceptional personality to stand up and carry on in the face of utter defeat. What causes some individuals to be viewed with admiration in the face of failure when so many others in the same position are treated with contempt is a mystery for the ages, but one thing has proven true for the former Watcher-Lord of Lastwall, Ulthun II—the rich, powerful, and noble all love a displaced royal. Though his nation was lost and he was forced to retreat, Ulthun and his retinue arrived to a hero's welcome in Absalom. Some of this was due to the recent siege that Absalom faced from Tar-Baphon's forces, which engendered a natural empathy toward those who had fared worse against the Whispering Tyrant; some was due to the quick and natural friendship Ulthun found with Acting Primarch Wynsal Starborn, due to their common military background. But much of it seems due to pure fancy, as people became wrapped up in half-true tales of gallant heroism and a rightful heir to a lost throne.

Neither Ulthun nor most of the Shining Sentinels that still look to him are entirely happy with their newfound celebrity, as the fall of Lastwall seems far too bleak an affair to inspire such curiosity and gossip. At the same time, it has placed Ulthun and his closest retinue in a far more valuable position than any they could find on the battlefield. Inspired bankers, nobles, and youths mean a steady stream of money, supplies, and fresh recruits to those nations threatened by the Whispering Tyrant's undead armies, and those supplies mean the difference between life and death for the Knights of Lastwall. That Ulthun remains in Absalom while others die in horrific battles means that at times he feels like a fraud and a coward, though he knows his efforts to inspire others in the war effort are just as crucial to defeating the Whispering Tyrant as individual sacrifices.

To this end, the Shining Sentinels set up an embassy to their ruined nation in Absalom's Precipice Quarter, an area of the city that likewise fell to ruin and has been abandoned ever since. Acting on the suggestion of Wynsal Starborn and feeling some kinship with the shattered district, Ulthun has made it his goal to lead by example, by both attracting people to his cause and providing a much-needed service to the community. Following in the watcher-lord's footsteps, most of the Shining Sentinels seek out similar causes in the towns and nations they visit, helping out wherever they can—and perhaps proving that the world can be made a better place.

Ulthun's trials have also had a curious impact on some other residents of the Inner Sea region: goblins. When the watcher-lord limped into Absalom with the remainder of his shattered forces, he brought a very unexpected aide-de-camp—a goblin named Zusgut—along with an entire goblin tribe. Though the city watch was skeptical, Ulthun swore by his companions and made it clear they had been critical to his escape. As a result, the goblins became something of celebrities themselves, if viewed with a tinge of apprehension as the citizens adjusted to their presence. Some of this acceptance was simply by fortune of geography, since Absalom proper has had less trouble in the past with goblins than other locales, but whatever the reason, the end result was that goblins are treated better in the city than in most parts of the Inner Sea region.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## THE CRIMSON OATH

The Crimson Oath and the mysterious entity that empowers it is a source of controversy the knights have yet confront. Many feel that any aid in the face of the undead should be welcomed, while others fear repeating mistakes that allowed the Whispering Way to infiltrate Lastwall. That no one has addressed the issue yet is a testament to how dire things truly are for the Knights of Lastwall.

Theories abound concerning the true identity of the Crimson Reclaimers' benefactor, with many knights suspecting the empyreal lords Ragathiel or Vildeis. Though this benefactor has so far remained carefully anonymous, rumors of their aid and involvement filter quickly throughout the ranks, inviting speculation on their nature and motives. Most knights who swear the Crimson Oath instinctively feel that this figure is more grim than Ulthun II or other shining heroes of Lastwall, yet intrigued by the Crimson Reclaimers: the entity has shown support for those who are wounded by their experiences but who still maintain their will to fight the good fight. It is this tenacity that attracts many of the Crimson Reclaimers—while many knights have been robbed of their innocence and can no longer put their faith in heroic tales that too often prove to be cruel lies, they are still willing to stand up and fight to ensure no one else has to suffer the same indignities. To have a

benefactor who accepts the Crimson Reclaimers in all their broken glory and perhaps understands them in a way that none of their more idealistic companions can is a boon none of the Crimson Reclaimers treat lightly.

Much as Ulthun's goblin aides have raised questions, the anonymous benefactor of the Crimson Reclaimers has spurred no shortage of controversy. Rumors persist of undead hiding among the Crimson Reclaimer's ranks, concealed from detection by an unknown power—supposedly those who suffered unwilling transformation into undeath at the hands of the Whispering Tyrant and his forces. And while none of the knights have proof or can name any examples, rumors continue to circulate of undead monsters that were given means to maintain their personality or were freed from their servitude by the Crimson Oath. Much like all things related to the Crimson Reclaimers, this rumor has led to a clash of viewpoints; some consider this purported power to be a gift of ultimate mercy, while others hold concerns that such an incredible boon could only spring from potent necromantic magic.

## KNIGHTS OF LASTWALL OPTIONS

The following feats and equipment are uncommon, but characters who are members of the Knights of Lastwall have access to them (see the sidebar on page 65 for more information).

## RELATIONS

**Geb:** Unusually, the knights have chosen to ignore the undead of Geb for the moment, as longtime knights and many Crimson Reclaimers maintain that the order must focus its efforts on one ancient necromantic empire at a time.

**Taldor:** The Knights of Lastwall actively seek alliances to support their cause. Among their closest allies is the nation of Taldor, which still proudly recalls the first Shining Crusade.



LASTWALL CHAMPION

## KNIGHTS OF LASTWALL CLASS FEATS

The following class feats are available to Knights of Lastwall. Those with the champion trait are champion class feats. Those with both the champion and fighter traits are both champion class feats and fighter class feats; when you take one of these feats, it loses the trait that doesn't apply to your class.

### EVERSTAND STANCE

FEAT 1

UNCOMMON CHAMPION FIGHTER STANCE

**Requirements** You are wielding a shield.

You brace your shield with both hands, enhancing its potential for both offense and defense. When in this stance, you wield the shield with both hands. When wielding a shield this way, increase the weapon damage die of the shield's boss or spikes by one step, and increase the shield's Hardness by 2 when using the Shield Block reaction.

### EVERSTAND STRIKE

FEAT 4

UNCOMMON CHAMPION FIGHTER PRESS

**Prerequisites** Everstand Stance (see above)

**Requirements** You are wielding a shield in two hands.

Your follow-up blow leaves you an opening to set your shield. Make a Strike with the wielded shield. If the Strike hits and deals damage, you also Raise your Shield.

### LIGHT OF REVELATION

FEAT 4

UNCOMMON CHAMPION

You've learned to call upon light to reveal what is hidden. You gain the *light of revelation* devotion spell. Increase the number of Focus Points in your focus pool by 1.

### SUN BLADE

FEAT 4

UNCOMMON CHAMPION

You can unleash burning sunlight from your sword or spear. You gain the *sun blade* devotion spell. Increase the number of Focus Points in your focus pool by 1.

### IMPASSABLE WALL STANCE

FEAT 8

UNCOMMON CHAMPION FIGHTER

**Prerequisites** Attack of Opportunity

You refuse to let foes past your guard. As long as you are in this stance, when you critically hit with an Attack of Opportunity triggered by a move action, you disrupt that move action.

## KNIGHTS OF LASTWALL FOCUS SPELLS

The Knights of Lastwall use powerful magic in their efforts to fight wickedness. The *invoke the Crimson Oath* focus spell is unique to the knight reclaimant archetype (page 95).

### INVOKES THE CRIMSON OATH

FOCUS 2

UNCOMMON EVOCATION

**Cast** >> somatic, verbal

**Area** 20-foot cone

Brandishing your weapon and shouting the final line of the Crimson Oath, you unleash a blast of destructive ruby energy. You must be wielding a melee weapon, and you perform this spell's somatic component by swinging the weapon in a downward arc. You deal normal melee damage for your weapon, including all appropriate bonuses, penalties, modifiers, and properties, to each creature in the spell's area; they must each attempt a basic Fortitude save. A creature that critically fails this save also suffers any additional effect you would normally inflict with your weapon on a critical hit; if the creature that critically fails its save is also immune to critical hits, it merely fails the save instead.

You can convert all the physical damage from this spell into positive damage against all undead creatures in the area.

## LIGHT OF REVELATION

UNCOMMON DIVINATION LIGHT REVELATION

**Cast** ◆◆ somatic, verbal

**Range** 30-foot emanation

**Duration** 5 minutes

You shed a luminous aura, illuminating a 30-foot radius with bright light. You and all allies in this area gain a +1 status bonus to Perception checks to detect hidden or undetected creatures, as well as hidden objects, doors, and other features.

## SUN BLADE

UNCOMMON EVOCATION FIRE LIGHT POSITIVE

**Cast** ◆◆ somatic, verbal

**Range** 60 feet; **Targets** 1 creature

You fire a ray of burning sunlight from your weapon. You must be wielding a sword or spear to cast *sun blade*, and you perform this spell's somatic component with the weapon. Make a spell attack roll. The ray deals 1d4 fire damage. If the target is evil, the ray deals an additional 1d4 good damage, and if the target is undead, the ray deals an additional 1d4 positive damage (both effects apply against creatures that are both evil and undead). If you are in an area of bright natural sunlight, increase the die size of each damage die by one step (from d4 to d6).

**Critical Success** The ray deals double damage.

**Failure** The ray deals full damage.

**Heightened (+1)** The damage increases by 1d4 fire, 1d4 good, and 1d4 positive (or 1d6 of each type of damage in bright natural sunlight).

## KNIGHTS OF LASTWALL EQUIPMENT

The following equipment is available to Knights of Lastwall. The fauchard and armored skirt are common items.

### ARMORED SKIRT

### ITEM 0

**Price** 20 sp; **Bulk** 1

These armor-plated skirts, which are also known as armored kilts, are favored by Knights of Lastwall for their versatility and aesthetic appeal. An armored skirt can be donned with 2 Interact actions when it's worn with light or medium armor, or as part of donning heavy armor.

When worn with a breastplate, chain shirt, chain mail, or scale mail, an armored skirt increases the armor's item bonus to AC by 1, worsens the armor's check penalty by 1, reduces the armor's Dex cap by 1, increases the Strength score required to ignore the check penalty and reduce the Speed penalty by 2, and adds the noisy trait. This also makes the armor one step heavier (from light to medium, or medium to heavy), and you use the proficiency bonus appropriate to this adjusted armor type.

Alternatively, when wearing an armored skirt to replace appropriate portions of a set of half plate or full plate, reduce the armor's item bonus to AC by 1, lessen the check penalty by 1, decrease the Strength score required to ignore the check penalty and reduce the Speed penalty by 2, increase the armor's Dex cap by 1, and add the noisy trait to the armor. An armored skirt grants no benefit when worn by itself or with armors other than those listed here.

## FOCUS 2

## RELATIONS

**The Magaambya:** Philanthropists from the Magaambya academy were among the first to respond to the crisis in Lastwall, and they have set up a permanent camp in the city of Vellumis. While issues of culture clash and minor resentment sometimes cause problems, most Knights of Lastwall are grateful for the unexpected help.

**Whispering Way:** The aims of the Knights of Lastwall necessarily make them enemies of the Whispering Way, as well as numerous evil churches, cults, and organizations.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Knights of Lastwall  
Magaambya  
Pathfinder

### Templates

### GLOSSARY AND INDEX



LASTWALL CRUSADER

## NOTABLE FIGURES

**Watcher-Lord Ulthun II:** The former leader of Lastwall and its military now acts as the unofficial leader of the Shining Sentinels. The paladin mostly remains in Absalom to spearhead recruitment to the knights' cause.

**Clarethe Iomedar:** The nonbinary child of Shining Sentinel Kalabrynn Iomedar, Clarethe inherited her mother's talents for inspiration and tactical skill. Bold and righteous, yet impetuous, the Sunset Angel was first to swear the Crimson Oath, and her passion and courage inspire every knight reclaimant.

**Kalabrynn Iomedar:** Kalabrynn is the knight in charge of training the Shining Sentinels' newest recruits in Vellumis. Her wisdom and nobility are the example to which new knights vigilant aspire, and she serves as a surrogate mother to many orphaned squires.



LASTWALL MAGE

## CRIMSON BRAND

ITEM 9

UNCOMMON EVOCATION MAGICAL

Price 700 gp

Usage held in 1 or 2 hands; Bulk 1

These ominous swords are decorated with crimson lacquer and serve as perfect conduits for the Crimson Oath's power. The first was granted to Clarethe Iomedar by a mysterious patron who many Reclaimers believe to be an emissary of Ragathiel. A *crimson brand* is a +1 *striking wounding bastard sword*. When the wielder uses the *crimson brand* to cast *invoke the Crimson Oath* (page 90), they can generate a 60-foot line or a 30-foot cone instead of the normal 20-foot cone. Whenever the wielder would inflict persistent bleed damage on an undead creature with the *crimson brand*, they can instead wreath the creature in ruby energy, inflicting the same amount of persistent positive damage instead of persistent bleed damage.

## FAUCHARD

ITEM 0

Price 14 sp; Damage 1d8 S; Bulk 2; Hands 2; Group polearm; Traits deadly d8, sweep, reach 10 feet, trip

A fauchard is similar to a glaive, save that its cutting edge is along the concave side. Fauchards are favored by Crimson Reclaimers for hacking through waves of zombies. The fauchard is a martial melee weapon.

## LASTWALL SOUP

ITEM 1

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR

Price 3 gp

Usage held in 2 hands; Bulk L

Activate 1 minute (Interact)

Crimson Reclaimers make this rich, hearty soup using herbs that baffle the senses of the undead. A bowl of Lastwall soup is as nourishing as a full meal. In addition, for 1 hour after consuming a bowl of Lastwall soup, you gain a +2 item bonus to Stealth checks and DCs against undead.

## RADIANT LANCE

ITEM 15

UNCOMMON DIVINE EVOCATION FIRE GOOD LIGHT

Price 5,750 gp

Usage held in 2 hands; Bulk 2

When wielded in battle, these silver lances blaze with light. A *radiant lance* is a +2 *greater striking holy flaming silver lance*. When wielded in battle, the *radiant lance* sheds bright light in a 60-foot radius. On a hit against an undead creature that is specifically vulnerable to sunlight, the lance bursts with a brilliant flash of light, and that undead must attempt a DC 35 Fortitude save. If the attack was a critical hit, the undead uses an outcome one degree of success worse than the result of its saving throw.

**Success** The undead is unaffected.

**Failure** The undead is slowed 1 for 1 round.

**Critical Failure** The undead is slowed 1 for 1 minute.

**Activate** ♦♦ command, Interact; **Frequency** once per day; **Effect** You point the lance at a foe and call out, firing a beam with the effects of a 7th-level *searing light*.

## SINISTER KNIGHT

RUNE 8

UNCOMMON ABJURATION ILLUSION MAGICAL

Price 500 gp

Usage etched onto heavy armor

*Sinister knight* armor shrouds the wearer's identity in secrecy, allowing Crimson Reclaimers to pass among foes without being immediately unmasked. The wearer gains a +1 item bonus to Deception checks.

**Activate** ♦ (envision); **Effect** With a thought, the wearer activates a disguise. While the *sinister knight* armor's disguise is active, any identifying insignia or aesthetic of the armor is replaced by generic malevolent aesthetics such as spikes or demonic faces. While in the disguise, the wearer is always considered to be taking precautions against lifesense, and even a creature that successfully notices the wearer with its lifesense mistakes the wearer for an undead unless it critically succeeds at its Perception check or the wearer critically fails a Deception or Stealth check. Finally, while in the disguise, the rune attempts to counteract any effects that would reveal your alignment; on a successful counteract check, rather than negate the effect, the rune causes the effect to perceive your alignment as evil (maintaining any lawful or chaotic component of your alignment).

The wearer can Dismiss the disguise, and if the wearer's armor is removed, the disguise deactivates automatically.

## SERRATING

## RUNE 10

UNCOMMON EVOCATION MAGICAL

**Price** 1,000 gp

**Usage** etched onto a slashing melee weapon

A *serrating* weapon's bladed edge separates into jagged, swirling shards that spin along the blade. When dealing slashing damage, the weapon deals an additional 1d4 damage.

**Activate** ♦ Interact; **Effect** You brandish the weapon and focus its power, causing the serrated shards to buzz as they spin at a dizzying speed. On your next hit with the weapon this turn that deals slashing damage, the *serrating* rune adds an additional 1d12 damage instead of the additional 1d4 damage, and then the shards return to their usual speed.

## GLORIOUS PLATE

## ITEM 14

RARE EVOCATION GOOD LIGHT MAGICAL

**Price** 4,500 gp

**Usage** worn, armor; **Bulk** 4

This elegant full plate is embossed with heraldic imagery and never tarnishes or loses its shine. *Glorious plate* is +2 *resilient full plate*. In battle, *glorious plate* sheds bright light in a 10-foot radius, which enemies see as a blinding halo that obscures creatures other than the wearer. When an enemy looks at the wearer, it must attempt a DC 33 Will saving throw. The enemy is then temporarily immune for 1 minute.

**Success** The enemy is unaffected.

**Failure** For 1 minute, the wearer's allies within the *glorious plate*'s 10-foot radius of light are concealed to the enemy. Allies are concealed only while they remain within the light; if allies enter the light later, they are concealed as well.

**Critical Failure** As failure, except the wearer's allies are hidden to the enemy instead of concealed.

**Activate** ♦♦ command, Interact; **Frequency** once per 10 minutes; **Effect** The armor casts *sanctuary* on you.

## KNIGHTS OF LASTWALL ARCHETYPES

The following archetypes are uncommon but are available to members of the Knights of Lastwall (see the sidebar on page 65 for more information). Qualifying characters with the Lastwall sentry archetype (*Lost Omens World Guide* 47) can select one of these dedications even without gaining three feats from the Lastwall sentry archetype, and each of these archetypes' feats fulfills the Lastwall Sentry Dedication's special requirement despite not being from the Lastwall sentry archetype.

## NOTABLE FIGURES

**Beirivelle Starshine:** This Shelynite champion travels Avistan recruiting allies, while also helping girls raised as boys, like her, open up and find their true callings.

**Avalorex:** This enigmatic gnome seer employs divinations to prevent disasters, but he is also rumored to observe and judge potential knights from afar.

**Ileana Tessthake:** Although she is cursed with vampirism, Ileana's morality was preserved by the Crimson Oath. Now she searches for a cure.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

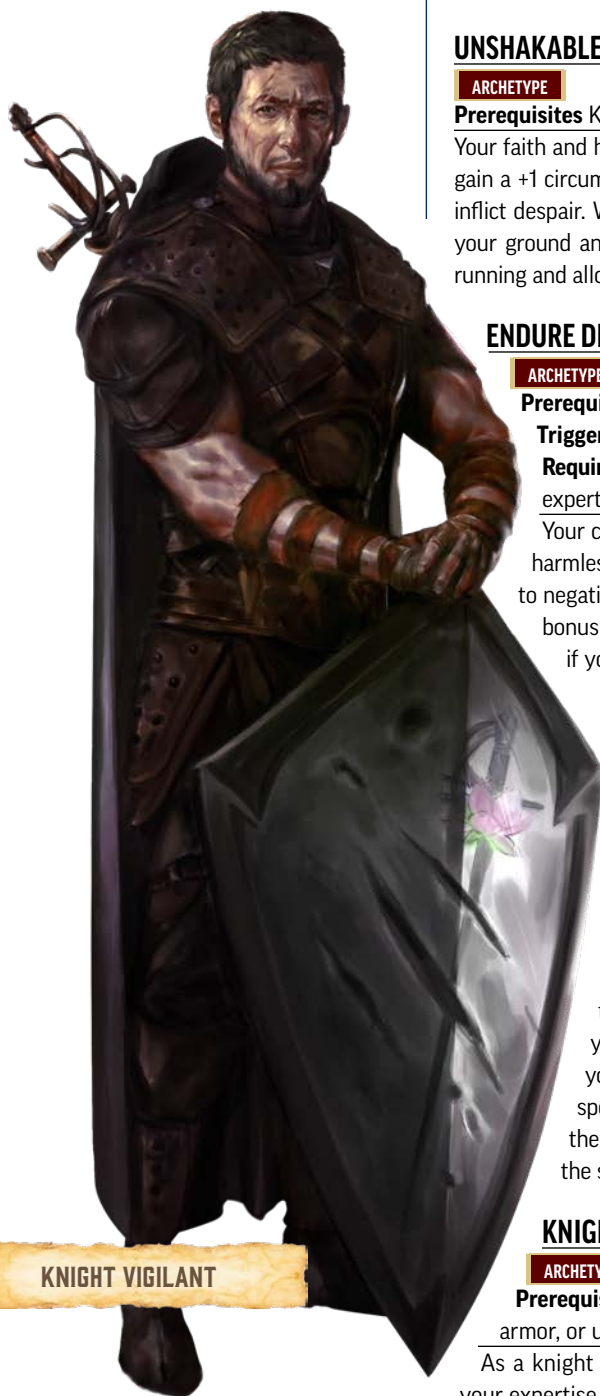


LASTWALL CLERIC

## ADVENTURE HOOKS

**Hold the Line:** The PCs visit a village that comes under attack by waves of undead. The PCs must hold back the assault or escort the townsfolk to safety, then seek out the source of the undead and end the threat.

**New Recruits:** The Crimson Reclaimers request aid from the PCs for their war effort. The PCs might need to provide reconnaissance or scouting, locate an artifact or important site, or protect allies of the knights.



KNIGHT VIGILANT

## KNIGHT VIGILANT

Taking their lead from heroic stories of the Shining Crusade, the knights vigilant stand as a courageous example of morality and honor.

### KNIGHT VIGILANT

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** trained in Religion, any good alignment, member of the Knights of Lastwall of knight rank

You are dedicated to the cause of the Shining Sentinels. You gain expert proficiency in Religion. When you are between an ally and a foe and would provide lesser cover to your ally against the foe's attacks, you twist to become even more obtrusive, providing standard cover instead.

**Special** You cannot select another dedication feat until you have gained two other feats from the Knight Vigilant archetype.

### UNSHAKABLE IDEALISM

FEAT 8

ARCHETYPE

**Prerequisites** Knight Vigilant (see above), expert in Will saves

Your faith and hope can't be shaken, and you won't flee when lives are at stake. You gain a +1 circumstance bonus on saves against fear effects and emotion effects that inflict despair. When you would gain the fleeing condition, you can choose to stand your ground and be stunned for the effect's duration as well, preventing you from running and allowing you to re-enter the fight more quickly when the effect ends.

### ENDURE DEATH'S TOUCH

FEAT 10

ARCHETYPE

**Prerequisites** Knight Vigilant (see above), expert in medium or heavy armor

**Trigger** An undead hits you with an unarmed attack.

**Requirements** You are wearing medium or heavy armor in which you have expert proficiency.

Your conviction redirects the undead's attack through your armor and then harmlessly away. You gain resistance 5 to physical damage and resistance 10 to negative damage against the triggering attack. You gain a +2 circumstance bonus on any saving throws against effects from the undead's natural attack; if you succeed at the saving throw, you get a critical success instead.

### AEGIS OF ARNISANT

FEAT 12

ARCHETYPE

**Prerequisites** Knight Vigilant (see above), Shield Block, master in Religion

**Requirements** You are wielding a shield.

Inspired by the tale of Arnisant, you transform your shield into a magic ward. Until the beginning of your next turn, you gain the following reaction:

**Absorb into the Aegis** (manipulate) **Trigger** An enemy casts a spell that targets you or an ally within 15 feet of you; **Effect** You interpose your shield's ward against the spell. Attempt a counteract check, using your Religion modifier as your counteract modifier. On a success, the spell is counteracted and your shield takes damage equal to four times the spell level as it absorbs and disperses the magical energy. On a failure, the shield takes damage equal to twice the spell's level.

### KNIGHT IN SHINING ARMOR

FEAT 12

ARCHETYPE

**Prerequisites** Knight Vigilant (see above); expert in light armor, medium armor, or unarmored defense; trained in heavy armor

As a knight in shining armor, you train daily in the heaviest armor, expanding your expertise to heavy armor. You gain expert proficiency in heavy armor.

## KNIGHT RECLAIMANT

Knights reclaimant spend much of their time amid the horrors of the Gravelands, rescuing civilians that remain and striking back against the Whispering Tyrant's agents. Accomplishing these goals requires the adoption of subtle tactics, with a focus on stealth and survival.

### KNIGHT RECLAIMANT DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** trained in Survival and Stealth, any non-evil alignment, member of the Knights of Lastwall of knight rank

You have sworn the Crimson Oath and become a full member of the Crimson Reclaimers. You gain expert proficiency in Stealth and Survival. Whenever you roll a success on a saving throw against an undead's special ability, you get a critical success instead. This applies to any abilities that come from being undead, including an undead's innate spells (but not its prepared or spontaneous spells).

**Special** You cannot select another dedication feat until you have gained two other feats from the Knight Reclaimant archetype.

### INVOKE THE CRIMSON OATH

FEAT 8

ARCHETYPE

**Prerequisites** Knight Reclaimant Dedication (see above)

You can invoke the Crimson Oath to unleash blasts of ruby energy from your weapon. You gain the *invoke the Crimson Oath* focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can regain using the Refocus activity to recite the Crimson Oath and meditate on its teachings; if you already have a focus pool, increase the number of Focus Points in your focus pool by 1. Your knight reclaimant focus spells are divine spells; when you gain this feat, you become trained in divine spell attacks and spell DCs.

### SURVIVOR OF DESOLATION

FEAT 8

ARCHETYPE

**Prerequisites** Knight Reclaimant Dedication (see above)

You gain a +2 circumstance bonus to saving throws against unnatural weather events or environmental hazards occurring in blighted or otherwise unnaturally marred regions. If you roll a success on a saving throw against such an effect, you get a critical success instead; if you roll a critical failure, you get a failure instead. This does not apply to unnatural events created or directed by active effects, such as spells that create anomalous weather or hazardous areas.

### REAPER OF REPOSE

FEAT 12

ARCHETYPE

**Prerequisites** Knight Reclaimant Dedication (see above), master proficiency in a weapon

Your skill and fervor allow you to pierce undead defenses and exploit their weaknesses. When you make an attack using a weapon with which you have master proficiency and hit an undead creature, you ignore 5 points of the creature's resistances, and the undead's weaknesses are 2 higher against your attack.

### BLADE OF THE CRIMSON OATH

FEAT 12

ARCHETYPE

**Prerequisites** Knight Reclaimant Dedication (see above)

You call upon the Crimson Oath to smite undead and then make a weapon or unarmed Strike against an undead foe. The Strike deals two extra weapon damage dice, and you can convert all the physical damage from the attack into positive damage.

## THE CRIMSON OATH

*We swear with voices cold as death,  
While yet we stand and yet draw breath,  
We shall not let the dead endure,  
Nor let them taint our lands verdure,  
We shall not falter, shall not rout,  
But cut them down and burn them out,  
We swear on Vigil's shattered walls,  
Our Crimson Oath: The Tyrant falls!*



KNIGHT RECLAIMANT

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



## THE MAGAAMBYA

Founded by Old-Mage Jatembe and his Ten Magic Warriors during the Age of Anguish, the Magaambya academy has been a beacon of learning and order for over 8,000 years. The academy lies in Nantambu in the western Mwangi Expanse, near the Buunta Flow southwest of Lake Ocota, and the contemporary Magaambya furthers Jatembe's legacy far beyond Mwangi communities. Recent developments have drawn members primarily into Avistan, but they attain and spread knowledge, further diplomatic relations, and promote safety throughout Golarion.

The Magaambya teaches an inclusive approach that touches all of its endeavors. This is most evident in Nantambu, where education spills from the colorful, mosaicked terraces of the academy's towers and into the streets. The academy houses an impressive collection of documents and its fair share of high-ceilinged lecture halls, but Magaambyans hold that the most important knowledge is learned within a community. Students are often found discussing the finer points of magic while maintaining Nantambu's canals or helping a farmer pick crops. They learn diplomacy through negotiations that have bound Nantambu to other Mwangi communities for millennia. To a Magaambyan, the world is a classroom, and while they much prefer a pragmatic path that betters one's community, they know multiple paths lead to the attainment of knowledge.

The same holds true for magic, where the Magaambya's tradition of inclusivity becomes true syncretism. Old-Mage Jatembe saw the convergence of all magic, regardless of the traditions they were based in. This confluence between the different mystic essences became the keystone of halcyon magic, the Magaambyan blending of the primal and the arcane. The Magaambyans built on their founder's work to further magical techniques, and as such have always been at the forefront of magical theory and application.

However, putting this Magaambyan philosophy into practice has its challenges. Combining different essences of magic takes great effort and long study, as does equitable diplomacy. The Magaambya's students value building a consensus and finding compromise, and Magaambyans are careful to give every participant in a negotiation a voice. They also ensure their acquisition of cultural knowledge neither erases nor erodes the culture from which it is drawn. Conscientious work is time consuming and difficult, but millennia of Magaambyan prominence speak to its value.

The Magaambya focuses learning into five specialized faculties, known as branches. While most Magaambyan endeavors are collaborative affairs with at least one member from each branch, members of individual branches tend to have similar areas of expertise.

Members of the academically focused Cascade Bearers are dedicated to the advancement of magical theory.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halfings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

Their philosophical approach to magic reaches into other magical traditions but still has a practical bent.

Although outsiders classify the Emerald Boughs as spies, Magaambyans adamantly oppose this categorization. Instead, they view the intelligence-gathering branch as a bulwark against crisis. Members live within communities to learn cultural practices and identify the potential needs of residents. They don't generally seek to influence local events to the Magaambya's benefit; rather, they genuinely wish to improve the communities in which they are embedded.

Rain-Scribes explore new territory and make sure it remains accessible for future travelers. They chart and manage wilderness areas, establish and maintain infrastructure, and guide travelers. They are also keenly aware of balance, both natural and societal.

Tempest-Sun Mages defend the Magaambya's holdings, members, and allies. More wardens than warriors, Tempest-Sun Mages end conflict using spell and speech.

Members of the Uzunjati, the oldest branch the Magaambya, are maintainers of peace and the guardians of thousands of storytelling traditions. Their name is an ancient Mwangi word for a story or collection of knowledge. Uzunjati weave captivating tales, drawing out lessons they apply to their diplomacy.

Magaambyans' focus on knowledge and safety drew them to Avistan, where recent events have had potentially global effects. In the Gravelands, the fire-blackened city of Vellumis now houses a significant Magaambyan presence.

Magaambyans join the Knights of Lastwall in defensive actions to safeguard patrols, as well as research forays into the Gravelands. The Thassilionians' reemergence brings both ancient knowledge and new nations to Varisia. The Magaambya is uncertain of Sorshen's purported benevolence and has sent an Emerald Bough-led complement to the Eurythnian port of Brinewall. These adepts keep a cautious finger on the pulse of Thassilsonian acclimation to contemporary Avistan. Cascade Bearers and Rain-Scribes lead efforts in the Sarkoris Scar, where they help disperse demons and investigate material effects of the enormous extraplanar forces released by the Worldwound's closing.

Engaging stories, magical acumen, and altruism hold an attraction for potential members, and the prestige of the school draws in many prospective students, especially from the Mwangi Expanse. The Magaambya also appeals to those preferring a self-directed, less regimented education. A would-be student often notices a Magaambyan's distinctive brooch—the Magaambya's insignia, often with animal motifs, and sometimes colored to denote branch affiliation—and inquires about membership. Such individuals need only gain the respect of a Magaambyan for a potential sponsorship and admittance. Once admitted, members freely share the Magaambya's resources with one another, such as magical tomes, cultural records, and documents they have safeguarded since the dawn of post-Earthfall human civilization.



## MAGAAMBYA

NG HUGE ACADEMIC

*Communitarian advancers of ancient knowledge and magic*

**Scope and Influence** regional (Garund, particularly the Mwangi Expanse; preeminent); territory (Gravelands, the Sarkoris Scar; moderate)

**Goals** advance magical theory, build and protect community, foster peace and cooperation, provide for the common good, spread knowledge

**Headquarters** Nantambu, Vellumis

**Key Members** Aengasi Soilseer, Demuwe Gwaro, High Sun-Mage Oyamba, Janatimo, Laughing Hyacinth, Lira Feltrell, Old-Mage Jatembe

**Allies** Gozrens, Knights of Lastwall, Mwangi, Nethysians, Pathfinder Society, Pharasmins, Storm Kindlers

**Enemies** Aspis Consortium, cults of demon lords, Mzali, Usaro, the Whispering Way

**Assets** contacts, influence, magic items, training

**Membership Requirements** earn a Magaambyan's respect, and pass an entrance interview

**Accepted Alignments** NG (any non-evil)

**Values** altruism, history as a guide for the future, magical aptitude, patience, pragmatism, storytelling, thirst for knowledge, learning from others

**Anathema** rash selfishness, disrespect of culture and tradition, unwarranted violence

## WITHIN THE MAGAAMBYA

The Magaambya accepts anyone who can prove their good intentions and has earned the trust of a Magaambyan. While not overly hierarchical, the Magaambya divides membership into ranks based on proven knowledge and aptitude: initiate, attendant, conversant, lore-speaker, and learned one. Magaambyan advancement bears little resemblance to Taldan or other Avistani academic careers. Lectures in the traditional sense are infrequent, and students instead learn through a kind of apprenticeship with a variety of higher-ranking members. The first such apprenticeship is the Perquisite, a period of public service. Students traditionally complete the Perquisite in the academy itself in Nantambu, but as the Magaambya expands, its members can be found completing their Perquisites in myriad places. Regardless of location, learning how to meet a community's needs is the first and most important lesson.

Initiates are those in the process of fulfilling the Perquisite. The Magaambya believes that diverse backgrounds mean a stronger community, so anyone can apply for initiation. Magaambyans actively interested in recruiting new students also traverse the Mwangi Expanse, seeking out those with an interest in magic and bringing them to the city of Nantambu—in many nearby villages, sending children to the Magaambya for study is an entrenched tradition. Hopefuls petition an existing Magaambyan sponsor, and if an applicant seems a good fit, a conversant then conducts a more complete interview, ideally with testimony from an applicant's colleagues or family. A successful interview can lead to acceptance, which includes a token of the conversant's approval so that it's known who granted the initiate membership. Initiates engage in manual labor, academic assistance, or other day-to-day tasks typical in their host communities (even high-ranking members will participate in these tasks on occasion, knowing that this work keeps them grounded). In exchange, the initiates are permitted to attend organized lectures, access the Magaambya's libraries, and receive advice. This practice fosters community and enables the incidental learning that comes from cooperation.

Attendants are initiates who have fulfilled the Perquisite and proven their worth to their peers, who refer them to a higher-ranking Magaambyan for advancement. The Perquisite traditionally lasts five seasons, though Magaambyans outside Nantambu have begun expediting the process based on the capabilities of the initiate, among other factors. Attendants' responsibilities involve organizing work efforts, aiding in logistics of field studies, and arranging classes. For the latter, attendants are expected to recognize an educational need and arrange for its fulfillment; regularly scheduled classes are uncommon. Attendants may accompany field studies or receive mentorship from higher-ranking members. Attendants are also traditionally the first rank to begin study of syncretic halcyon techniques. Finally, to direct their future development, attendants establish an affiliation with one of the five branches.

Conversants have accumulated enough practical, cultural, and academic knowledge to be a self-directed boon to the Magaambya. Magical talent is not required to achieve this rank—the Magaambya takes a broad view of education and capability—but many of its members have magical aptitude. Conversants direct special projects and arrange field operations, both furthering their own training and mentoring lower-ranked members. With their freedom to self-direct, conversants are the first rank to engage in the proud Magaambyan tradition of making prospective mentees track them down in the field—the journey, conversants say, is just as capable a teacher.

Lore-speakers demonstrate mastery of Magaambyan techniques. This includes magic—so far, only spellcasters have been granted the rank of lore-speaker. They are leaders in their communities whose magical acumen, practical skill, and broad knowledge mean they can capably address a variety of potential problems. They oversee Magaambyan efforts in a region or direct courses of study. Most work towards broad-reaching goals, such as brokering alliances, establishing transportation routes, or pursuing major magical theorems.



Learned ones are the heads of the five branches. They volunteer for their positions, but a prospective candidate is elevated to the position only with the other learned ones' approval and that of a majority of Magaambyans. Learned ones are thoughtful and powerful individuals who recognize the importance of their positions.

## MAGAAMBYAN MASKS

Once a Magaambyan student reaches the rank of attendant, they are granted the right to wear a personal mask that is acknowledged by the teachers and other students at the academy. This mask is an abstract representation of the outward magic that the attendant chooses to focus on, the internal magic that is an intrinsic part of the attendant, and the attendant's true spiritual face, symbolizing the blending of all four essences of magic. These masks almost always take the form of animals, as the true form of these concepts is both impossible to depict in the material world and too personal to share with others.

The mask begins as a mere construction of wood and paint, carved into the shape of an animal the attendant feels a powerful connection to; while some students choose more prestigious animals over those of personal importance, this often results in the mask's magic becoming unruly and acting out in undesirable ways. The mask serves as a focus for the attendant's magic by

bridging the physical and spiritual realms, causing the mask to gain a life and mind of its own. As the attendant continues to grow, their spirit leaves more and more of an imprint on the mask, until the mask houses the attendant's true magical self. Once this occurs, the bond between mask and attendant cannot be severed unless the mask is destroyed, freeing the attendant's spiritual face to be released back into the attendant's body. A side effect of this process is that the Magaambyan's spiritual self, usually limited to appearing only in otherworldly dreams or visions, is granted far more power over the world—and over the Magaambyan themselves. Although the attendant can control the mask, the mask can also exert its influence over the attendant or even manifest as a familiar (see the Mask Familiar feat on page 101). This can sometimes seem jarring to those who witness it for the first time, as the odd personality contained within can seem like a completely different person than the attendant, but to the Magaambyans, the mask is simply another facet of the student.

Not every Magaambyan chooses to wear a mask; some prefer to contact their spiritual selves the old-fashioned way, while others feel uncomfortable allowing something so personal to be seen by others, even in an abstract form. Others, such as the Magaambya's magic warriors, subsume their whole identity into the mask, disguising every other aspect of themselves.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## RELATIONSHIPS

**Knights of Lastwall:** Magaambyans work alongside Shining Sentinels to defend lands newly threatened by undeath. They also join Crimson Reclaimers on sallies into the Gravelands, where they both study the unique magic left by Tar-Baphon's *Radiant Fire*.

**Pathfinder Society:** The Society's involvement in affairs across Golarion—sometimes with disruptive results—is a source of interorganizational tension. Nevertheless, the Society's contacts and knowledge occasionally lead to joint ventures with Magaambyans.

## MAGAAMBYAN OPTIONS

Magaambyans learn techniques to harness the power of the following options.

### HALCYON SPELLS

Through hard study, Magaambyans can meld arcane and primal spellcasting. Halcyon spells are spells from the arcane or primal spell list. You don't gain new halcyon spells via the normal means you typically use to gain spells; instead, you gain new halcyon spells and new spell levels of halcyon spells only through feats. Halcyon spells are prepared or cast just like other spells granted by your class; for example, a wizard who gained halcyon spells would add them to their spell list and their spellbook, while a sorcerer would add them to their spell list and their spell repertoire. If you have more than one arcane or primal spellcasting class, you add halcyon spells to all such classes.

Each time you cast a halcyon spell, decide whether it is an arcane or primal spell. You can't heighten a halcyon spell beyond your maximum spell level of halcyon spell, even if you have higher-level spell slots, and you can't select a halcyon spell as a signature spell.

Each time you gain a level and learn new spells, and each time you gain a halcyon feat, you can swap out one of your old halcyon spells for a different halcyon spell of the same level; this is in addition to any swapping from your class, such as via a sorcerer's spell repertoire class feature. You can also swap out halcyon spells by retraining during downtime. If you have a spellbook, when you swap out a halcyon spell, you lose the spell from your spellbook entirely.

### MAGAAMBYAN MAGIC ITEM

The following magic item is uncommon, but characters who are Magaambyans of at least attendant rank have access to it (see the sidebar on page 65). PCs who start a game as members of the Magaambya typically begin at attendant rank.

#### SCROLLSTAFF

#### ITEM 1

UNCOMMON

MAGICAL

TRANSMUTATION

Price 12 gp

Usage held, 1 hand; Bulk 1

A band of pliant wood encircles the head of this slender mahogany staff. The Magaambya created the first *scrollstaves* millennia ago, and even the few *scrollstaves* found beyond the organization often incorporate Magaambyan iconography as an homage to their source.

A *scrollstaff* serves as a weapon just like an ordinary staff and can be improved via runes like any other staff. In addition, if you are capable of creating magical scrolls, you can inscribe a single scroll onto the staff's head for the same cost as normal for Crafting the scroll. If necessary, you can embed a required material focus into the staff as part of the same Craft activity. As long as you are holding the staff, you can cast the spell from the staff's head. Casting the written spell works just like casting from a scroll, but you can perform the necessary material component with the staff, even if you don't have a free hand.

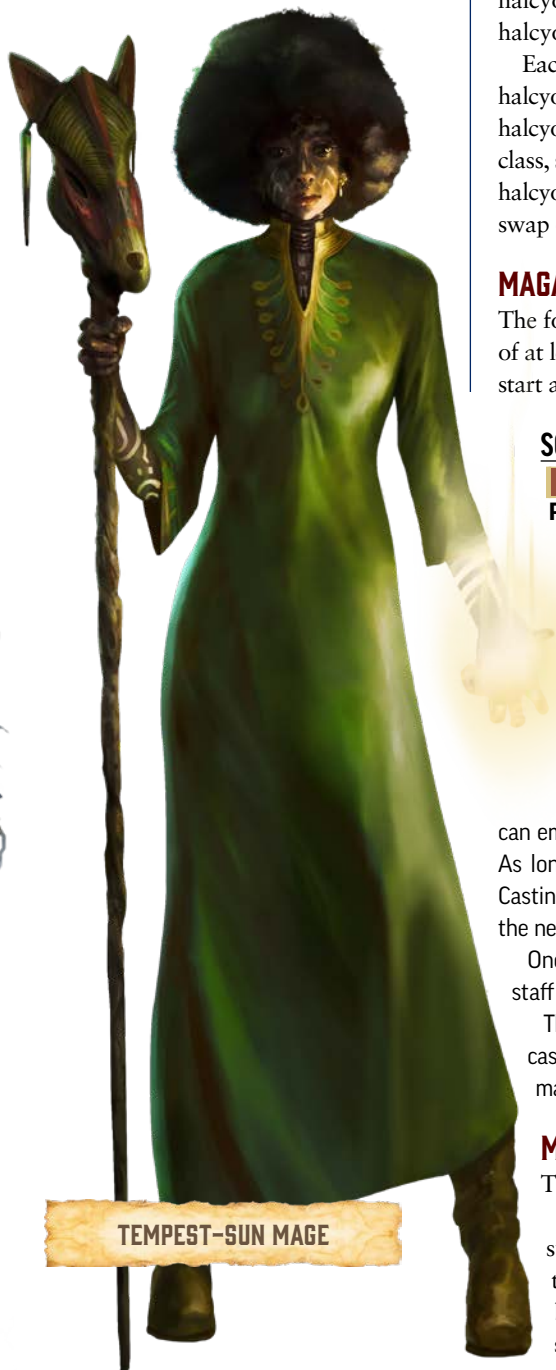
Once you cast the inscribed spell, any material focus remains embedded in the staff until removed as an Interact action.

The staff can hold only a single scroll at a time. If you inscribe a new scroll before casting the previous spell, you replace the existing spell and remove any previous material focus as part of the Craft activity to write the new scroll.

### MASK FAMILIAR ABILITY

The following ability is available only to mask familiars (page 101).

**Mask Freeze:** When in mask form, your familiar can hide its obvious supernatural qualities to pass as a simple, unassuming mask. It doesn't need to Impersonate to fool a passing glance, and it gains a +4 circumstance bonus to its Deception DC against an active observer Seeking or otherwise studying it.



TEMPEST-SUN MAGE

## MAGAAMBYAN ARCHETYPES

The following archetypes represent many Magaambyans. These archetypes are uncommon, but characters who are Magaambyans of at least attendant rank have access to them (see the sidebar on page 65 for more information). PCs who start off a campaign as members of the Magaambya typically begin at attendant rank and thus have access to these archetypes.

### MAGAAMBYAN ATTENDANT

Magaambyans attendants have become full members of the Magaambya and begun to learn the secrets of the university. Not all Magaambyan attendants necessarily have this archetype, and this archetype doesn't represent the abilities of all attendants; rather, the archetype represents many of those who have affiliated with a branch and are pursuing conversant rank.

#### MAGAAMBYAN ATTENDANT DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** trained in Arcana or Nature, member of the Magaambya of attendant rank

You devote much of your study to halcyon magic. You gain the ability to cast a single arcane or primal cantrip of your choice, (as is normal for cantrips, it is heightened to a spell level equal to half your level, rounded up). If you weren't already, you become trained in that tradition's spell DCs and spell attack rolls, with Intelligence as your spellcasting ability if you choose arcane or Wisdom as your spellcasting ability if you choose primal.

Regardless of whether you choose an arcane or primal cantrip, you also either become trained in Arcana or Nature, or an expert in one of those skills in which you were already trained.

When you gain this feat, choose to affiliate with the Cascade Bearers, Emerald Boughs, Rain-Scribes, Tempest-Sun Mages, or Uzunjati. This grants you additional feats available to only that branch.

**Special** You cannot select another dedication feat other than Halcyon Speaker Dedication until you have gained two other feats from the Magaambyan Attendant or halcyon speaker archetype.

#### MASK FAMILIAR

FEAT 4

ARCHETYPE

**Prerequisites** Magaambyan Attendant Dedication (see above)

Your mask takes on a personality of its own, allowing it to serve as your familiar. Though you can still wear it as a mask, you can detach it from your face to grant it a bodily form of colored light that allows it to move around; usually, this is a miniature form of the animal the mask represents. Detaching or reattaching the familiar to transform it is a two-action activity. Even in mask form, the familiar can move around on its master's face and speaks in a distinct voice (if it can talk). It is easily recognized as more than a simple mask unless the familiar succeeds at a Deception check to Impersonate a mask. Other than its appearance and the fact that it can be worn, it functions as other familiars. Your mask familiar has access to the mask freeze familiar ability (page 100).

#### ADAPTIVE MASK FAMILIAR

FEAT 6

ARCHETYPE

**Prerequisites** Mask Familiar

Your mask familiar adapts quickly to material form, allowing it to gain more familiar and master abilities. You select four master and familiar abilities each day instead of two.

#### CASCADE BEARERS FLEXIBILITY

FEAT 6

ARCHETYPE METAMAGIC

**Prerequisites** Magaambyan Attendant Dedication (see above), Cascade Bearers affiliation

## RELATIONSHIPS

**Whispering Way:** The nefarious organization practices necromancy for ill ends and dismantles communities from within—antithetical to the Magaambyan philosophy. The Magaambya's recent presence in the Gravelands means frequent confrontation with the Whispering Way, and Emerald Boughs agents are alert for any sign of this insidious adversary.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



MAGAAMBYAN ATTENDANT

## NOTABLE FIGURES

**Aengasi Soilseer:** A Tempest-Sun Mage attendant who helped defend the Magaambyan contingent's caravan on its long journey from Garund. She now leads one of Vellumis's regular patrols.

**Demuwe Gwaro:** A Cascade Bearers lore-speaker, Demuwe oversees research of the Gravelands' powerful magic, an elk-antlered mask fastened to their belt.

**High Sun-Mage Oyamba:** The Tempest-Sun Mage learned one has long kept the Magaambya running smoothly and preserved its alliances. He hopes to extend this peace to Avistan.

**Frequency** once per day

**Requirements** You haven't yet acted on your turn.

You call upon your Cascade Bearer training to help you adjust a spell for the current situation. Until the end of your turn, you gain a single metamagic feat from the druid class or the wizard class that has a level requirement of no more than half your level.

## EMERALD BOUGHS ACCUSTOMATION

FEAT 6

ARCHETYPE SKILL

**Prerequisites** Magaambyan Attendant Dedication (page 101), Emerald Boughs affiliation, expert in Society

You are comfortable and socially capable in almost any cultural context. When you use the Society skill to Subsist, if you roll a critical failure, you get a failure instead; if you roll a success, you get a critical success instead; and if you roll a critical success, you can provide for another additional creature. Furthermore, when you attempt a Society check to Recall Knowledge about cultural practices and roll a critical failure, you get a failure instead.

## RAIN-SCRIBE SUSTENANCE

FEAT 6

ARCHETYPE

**Prerequisites** Magaambyan Attendant Dedication (page 101), Rain-Scribes affiliation

You use the power of your Rain-Scribe magic to draw on a stream of primal power for sustenance. You don't need to eat or drink and need only 6 hours of rest to feel well rested. You must still rest at least 8 hours and spend 1 hour of preparation to regain resources usable only a limited number of times per day, such as spell slots.

You can draw on primal power to stay awake and alert while otherwise resting your body and mind, gaining the full benefits of an 8-hour rest without falling asleep. When you do, you lose the other benefits of Rain-Scribe Sustenance for 1 week while your primal energies recharge.

## TEMPEST-SUN REDIRECTION

FEAT 6

ARCHETYPE METAMAGIC

**Prerequisites** Magaambyan Attendant Dedication (page 101), Tempest-Sun Mages affiliation

If the next action you use is to Cast a Spell from your spell slots that damages other creatures, you can bend some of that spell's offensive energy, protecting allies in the area and boosting your own defenses against certain foes. Select any number of targets of the spell and reduce the spell's damage to those targets by an amount equal to the spell's level. Until your next turn, when one of those targets damages you, that damage is reduced by twice the spell's level.

## UZUNJATI STORYTELLING

FEAT 6

ARCHETYPE CONCENTRATE SKILL

**Prerequisites** Magaambyan Attendant Dedication (page 101), Uzunjati affiliation, master in a Recall Knowledge skill

You tell a quick story or begin telling a longer tale. This is most useful when you want to prove your scholarly credibility or impress someone quickly. Roll a check with a skill that can be used to Recall Knowledge in which you have expert proficiency, using the result entry for the Perform action (*Pathfinder Core Rulebook* 250). Like Performing, Storytelling rarely has an effect on its own, but it might influence the DCs of subsequent Diplomacy checks against

CATFOLK CASCADE BEARER

the observers—or even change their attitudes—if the GM sees fit. This action is not a Performance and cannot be used in place of anything that requires you to Perform.

## CASCADE BEARERS SPELLCASTING

FEAT 10

### ARCHETYPE

**Prerequisites** Magaambyan Attendant Dedication (page 101), Cascade Bearers affiliation  
Your Cascade Bearer training allows you to broaden the horizons of your halcyon spells further than most Magaambyans, weaving in spiritual magic. You can select halcyon spells from the divine or occult spell lists in addition to the arcane or primal spell lists, though they are still halcyon spells (so you choose when casting if they are arcane or primal spells). You gain a halcyon cantrip and a halcyon 1st-level spell.

## EMERALD BOUGHS HIDEAWAY

FEAT 10

### ARCHETYPE

**Prerequisites** Magaambyan Attendant Dedication (page 101), Emerald Boughs affiliation  
You use Emerald Bough techniques to create a small extradimensional space called a *hideaway* that lasts as long as you are conscious. The *hideaway* functions as a *type I bag of holding*, but has no Bulk and takes no hands; it holds one object with a maximum Bulk equal to your highest mental ability score modifier; as you open the *hideaway* with pure thought, activating it to retrieve an item is a free action with the envision component instead of a single action with the Interact component. The *hideaway*'s access point appears as an obviously magical gap within 1 foot of your body. Only you can access the *hideaway*; you can use an Interact action each round to physically hold it open for another person. A successful *dispel magic* spell or similar effect against your spell DC and the *hideaway*'s counteract level of 2 expels the object; the object is also expelled if you become unconscious. After a successful *dispel magic* spell or when you become conscious again, the *hideaway* immediately reforms with no additional action from you. You can also dismiss the *hideaway* (if it is empty) or re-form it using a single action with the envision component.

## RAIN-SCRIBE MOBILITY

FEAT 10

### ARCHETYPE

**Prerequisites** Magaambyan Attendant Dedication (page 101), Rain-Scribes affiliation

You surround yourself in a mantle of Rain-Scribe magic and Stride twice; difficult terrain does not reduce your Speed, even if the difficult terrain has been manipulated by magic. Your magic clears the difficult terrain in each square you entered; until your next turn, those squares aren't difficult terrain for any creature walking through them (or are normal difficult terrain if they were previously greater difficult terrain).

## TEMPEST-SUN SHIELDING

FEAT 10

### ARCHETYPE

**Prerequisites** Tempest-Sun Redirection

**Trigger** You or an ally within 30 feet takes damage.

You transform unrealized spell energy into a protective shield. If you're a spontaneous spellcaster, expend a spell slot; if you're a prepared spellcaster, expend a spell prepared in a spell slot. Reduce the triggering damage by an amount equal to four times the level of the expended slot or spell.

## UZUNJATI RECOLLECTION

FEAT 10

### ARCHETYPE

### SKILL

**Prerequisites** Uzunjati Storytelling, master in a Recall Knowledge skill

You tell a story spontaneously from nearly forgotten facts, delving into your memory and entertaining your audience in the process. Recall Knowledge with a skill in which you have master proficiency, then use Uzunjati Storytelling with the same skill. You gain a +1 circumstance bonus to your skill check for Uzunjati Storytelling from the added details.

## NOTABLE FIGURES

**Janatimo:** The self-titled Speaker of All the World's Tales first advocated the Magaambyan presence in Avistan and does what he can to aid the Gravelands' scattered populations.

**Laughing Hyacinth:** This white-blossomed leshy Rain-Scribe helps keep the Sarkoris Scar's roads clear of demonic threat.

**Lira Feltrell:** The ex-Galtan Lira leads the Magaambyan presence in New Thassilon, seeking out knowledge of the runelords.



ANADI RAIN-SCRIBE

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

## ADVENTURE HOOKS

**Alley Ambush:** An Emerald Bough attendant evaluating a community for aid is discovered by the captain of the town guard, who is actually a Whispering Way agent. The captain orders the Magaambyan's arrest, and the PCs arrive just in time to intervene.



HALCYON SPEAKER

## HALCYON SPEAKER

One of Old-Mage Jatembe's central lessons was that magic was magic, no matter what the source. Though the Magaambya seeks to hold true to Jatembe's teachings by aiming to understand magic of all kinds, the mages of the Magaambya have found the most success with magic rooted in the material world. Halcyon speakers are powerful conversants who epitomize the Magaambyan practice of blending arcane and primal magic, seeing both traditions as flowing from the same wellspring.

### HALCYON SPEAKER DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** Magaambyan Attendant Dedication, member of the Magaambya of conversant rank (page 101)

You devote much of your study to halcyon magic. You gain access to two common Halcyon cantrips and two common 1st-level halcyon spells (see halcyon spells on page 100). In addition to being able to cast your halcyon spells via your arcane or primal spell slots, you also gain a 1st-level halcyon spell slot. You can use your halcyon spell slots to spontaneously cast your halcyon spells.

**Special** You cannot select another dedication feat until you have gained two other feats from the halcyon speaker archetype.

### DUALISTIC SYNERGY

FEAT 8

ARCHETYPE METAMAGIC

**Prerequisites** Halcyon Speaker Dedication (page 101)

If your next action is to Cast a Spell from your spell slots, you gain a benefit. If the spell is arcane, you can attempt a skill check to Recall Knowledge with a +1 status bonus to the check after casting the spell, or a +2 status bonus if the spell is 7th level or higher. If the spell is primal, you gain a number of temporary Hit Points equal to the spell's level for 1 round. If the spell is a halcyon spell, you gain both benefits.

### PERSISTENT CREATION

FEAT 8

ARCHETYPE

**Prerequisites** Halcyon Speaker Dedication (page 101)

You can cast *creation* as an innate spell at will, choosing whether it is arcane or primal each time. The created object lasts until you spend 1 hour not within its immediate vicinity or until it is destroyed. Such objects are called persistent creations. If you cast *creation* again, any persistent creation you previously created with the spell immediately disintegrates.

### HALCYON SPELLCASTING INITIATE

FEAT 10

ARCHETYPE

**Prerequisites** Halcyon Speaker Dedication (page 101)

Your knowledge of halcyon magic increases. You gain two common 2nd-level halcyon spells and two 3rd-level halcyon spells. You also gain a 2nd-level halcyon spell slot and a 3rd-level halcyon spell slot. These and all future halcyon spell slots work like the 1st-level halcyon spell slot you gained from Halcyon Speaker Dedication.

### SHARED SYNERGY

FEAT 10

ARCHETYPE

**Prerequisites** Dualistic Synergy

You can grant the benefit from Dualistic Synergy to an ally within 30 feet instead of yourself, either allowing that ally to Recall Knowledge, granting that ally temporary Hit Points, or both, depending on the spell's tradition.

### CHARGED CREATION

FEAT 12

ARCHETYPE

**Prerequisites** Persistent Creation

Your magic is drawn to your persistent creations. While you are within 30 feet of

and have line of effect to your persistent creation, you can use it as the origin point for your line or cone spells. For instance, a *lightning bolt* could originate from the persistent creation rather than from you.

## FLEXIBLE HALCYON SPELLCASTING

FEAT 12

### ARCHETYPE

**Prerequisites** Halcyon Spellcasting Initiate

You broaden your ability to channel your power into halcyon magic. You gain one more common halcyon spell of each level of halcyon spell you can cast other than your highest (you do not gain an additional cantrip). You also gain one additional halcyon spell slot for each level of halcyon spell you can cast, other than the highest.

## HALCYON SPELLCASTING ADEPT FEAT 14

### ARCHETYPE

**Prerequisites** Halcyon Spellcasting Initiate; master in either Arcana or Nature, expert in the other

You refine your halcyon magic. You gain two common 4th-level halcyon spells and two 5th-level halcyon spells. You also gain a 4th-level halcyon spell slot and a 5th-level halcyon spell slot. Your proficiency rank in either arcane or primal spell DCs and spell attack rolls advances from trained to expert.

## FULMINATING SYNERGY

FEAT 16

### ARCHETYPE

**Prerequisites** Dualistic Synergy

When you draw upon your spells' synergy, you create a physical manifestation of their magical resonance and invoke it to harm a foe. When you use Dualistic Synergy, choose a damage type: acid, cold, electricity, or fire. In addition to Dualistic Synergy's normal effect, a foe within 30 feet of you takes an amount of damage of the chosen type equal to the spell's level. If the spell already deals damage of the chosen type, combine the damage before applying weaknesses and resistances.

## HALCYON SPELLCASTING SAGE

FEAT 18

### ARCHETYPE

**Prerequisites** Halcyon Spellcasting Adept; legendary in either Arcana or Nature, master in the other

Your command over halcyon magic is nearly unmatched. You gain two common 6th-level and 7th-level halcyon spells. You also gain a 6th-level halcyon spell slot and a 7th-level halcyon spell slot. Your proficiency rank in either arcane or primal spell DCs and spell attack rolls advances from expert to master.

## SYNERGISTIC SPELL ◆

FEAT 20

### ARCHETYPE METAMAGIC

**Prerequisites** Halcyon Spellcasting Initiate, Fulminating Synergy, legendary in Arcana and Nature

You combine your synergy and spells into a fantastic web of magic, allowing you to cast two spells at once. If the next action you use is to Cast a Spell from one of your halcyon spell slots, after that spell resolves, you can Cast another Spell as a free action. This spell must be cast from one of your halcyon spell slots and be a spell that would normally take two actions to cast.

## ADVENTURE HOOKS

**Mining Wrongs:** An Uzunjati-led team heads negotiations over mineral deposits claimed by two towns. Diplomacy becomes a call to arms when surveyors are set upon by bugbears.

**Storm Survivors:** A Tempest-Sun Mage and a Rain-Scribe are the only Magaambyans left from a larger group after a persistent manifestation of living lightning. They encounter the traveling PCs and ask for help ending the threat.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



UZUNJATI SPEAKER



## PATHFINDER SOCIETY

The exploits of heroes have long stirred the hearts and inspired the souls of common folk the world over. But the daring adventurers of the Pathfinder Society live the deeds recounted in tales, and they share their awe-inspiring discoveries with the world at large in a series of volumes called the *Pathfinder Chronicles*. Their stories tell of fallen empires, wondrous magic, and mysterious creatures thought lost to time or never before chronicled by the people of the Inner Sea region.

The Pathfinder Society was founded roughly four hundred years ago as the base of operations for a loose-knit group of adventurers, from which they could publish their tales. Since its establishment, the Pathfinder Society has grown in prestige and influence not only across the Inner Sea region but around all of Golarion. The Society's agents have had a hand in countless events, ranging from small-scale tomb exploration to world-spanning conflicts with malevolent powers—sometimes ones unearthed by the Society's own exploits. Whatever the outcome of their adventures, it is the agents' duty to report their discoveries to one of many lodges now scattered across Golarion, adding to the tales immortalized in the *Pathfinder Chronicles* and ensuring that their stories live on through the ages.

Individual agents' reasons for joining the Society are as diverse as the agents themselves: some seek knowledge for its own sake; some seek glory, riches, or both; others are thrill-seekers and daredevils; and some serve the needs of one of the society's ever-evolving factions. While some agents are recruited outside of traditional channels, most prospective members travel to the Society's Grand Lodge in Absalom, where they undergo intensive tests and training. Three deans, called the Masters of Scrolls, Spells, and Swords, oversee this training process. The Scrolls train recruits in history, knowledge, and observation; the Spells provide training in lore and theory related to magic spells, creatures, places, and objects; and the Swords ensure recruits learn combat techniques and survival.

Many Pathfinders favor one aspect of their training more than the others, but they must gain the approval of all three deans to become a full-fledged agent. Once approved, a Pathfinder initiate undergoes an individually tailored test called the Confirmation. In many ways, this test acts as the initiate's first mission as a Pathfinder, and afterward the initiate becomes a field agent—a true Pathfinder, with equal status to all other agents.

There is no official membership in the Society's three branches, but agents often continue to associate with their peers from the Scrolls, Spells, and Swords, and undertake missions that favor the goals of a particular branch.

Those who identify with the Scrolls often stay within the safe confines of the lodges as they peruse dusty tomes



and catalog discoveries. This lifestyle sometimes prompts derision from other Pathfinders, but those within the Scrolls maintain that their time in lodges and libraries is well spent. After all, Golarion's glorious past can't be witnessed firsthand—usually, it can be discovered and relived only through the study of ancient texts. Nevertheless, many such agents also travel Golarion alongside other Pathfinders to achieve fame by chronicling Golarion's mysteries, searching for wealth, or conducting field research.

In the course of their missions, Pathfinders often encounter strange magic, whether in the form of magical creatures, enchanted items, cursed places, or actual spells. Followers of the Spells excel on such missions, using their knowledge of magic to bypass dangers, protect their companions, or defeat their enemies. Though the agents who most commonly associate with this group are those who study and prepare spells, some are not spellcasters at all. Many wish to study magic for its own sake or in order to overcome magical threats.

The Pathfinder Society relies on those who favor the Swords to support the more scholarly branches. These agents have a simple, if dangerous, directive: keep their fellow Pathfinders alive. Going well beyond simple combat skills, students of the Swords train to survive the unique threats of Golarion's many ancient places, such as traps, obscure hazards, and desolate environments scoured by magic. The philosophy of the Swords isn't

about fighting fairly; survival is first and foremost. While those who identify with the Swords often leave academic affairs to other Pathfinders, that isn't always the case, and Swords can enjoy the thrill of discovery as much as any other agent.

The Decemvirate—a group of masked leaders often called “The Ten” by other Pathfinders—oversees the overall goals and trajectory of the Pathfinder Society, but it leaves the operation of the local lodges and the details of organizing expeditions in the hands of veteran Pathfinders called venture-captains. Venture-captains have full authority over Society operations within their assigned region, often a nation or a portion thereof. The best-known venture-captain is Ambrus Valsin, who runs the Pathfinder's Grand Lodge in Absalom.

Although the Pathfinder Society allows members with all manner of motivations, methodologies, and allegiances, each must abide by a general code of behavior. They all are expected to undertake missions of exploration and discovery, report their findings, and cooperate with other Pathfinders despite their differences. Venture-captains typically handle any breach of this code at the local level, but particularly egregious conduct violations—such as attempting to steal or conceal a major discovery from the Society, or directly harming another Pathfinder—might go all the way to the Decemvirate, who handle serious offenses in an efficient and impartial manner.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



## PATHFINDER SOCIETY

**N** **HUGE** **ACADEMIC** **WAYFARING**

**Adventuring scholars of historical lore**

**Scope and Influence** global (varies by region), local (Absalom; strong)

**Goals** understand the wonders of Golarion's past and present by exploring important sites, recovering artifacts, and chronicling adventures

**Headquarters** Grand Lodge, Absalom

**Key Members** The Decemvirate, Eliza Petulengro, Master of Scrolls Kreighton Shaine, Master of Spells Sorrina Westyr, Master of Swords Marcos Farabellus

**Allies** Cyphermites; Magaambya; countless minor alliances maintained by venture-captains, such as those with the governments of Magnimar, Mendev, Nirmathas, Osirion, and Vidrian

**Enemies** Aspis Consortium, Molthune, Razmiran, Red Mantis, Technic League

**Assets** contacts, financing, influence, magic items, training, transportation

**Membership Requirements** present oneself at the Grand Lodge in Absalom, prove one's aptitude in physical and mental challenges, undergo arduous training under the Masters, and pass the test of Confirmation; alternatively, earn a field commission through outstanding efforts

**Accepted Alignments** N; individual members can be any alignment so long as they abide by the Society's authority, though evil members are typically self-serving rather than malicious

**Values** camaraderie, cooperation, exploration, proper documentation of findings, self-promotion through publication, world travel

**Anathema** fail to explore, report, and cooperate; defy the will of a venture-captain or the Decemvirate

## WITHIN THE PATHFINDER SOCIETY

The overwhelming majority of Pathfinders are field operatives. These agents come from all walks of life, but all of them share a drive for adventure and exploration. Most initiates undergo about 3 years of training at the Grand Lodge in Absalom before they become Pathfinder agents in their own right. Field agents live dangerously, but those who survive numerous missions eventually attain the rank of Seeker. While Seekers are technically peers of other Pathfinders, they command greater status and respect thanks to their history of service to the Society.

The Pathfinder Society's global scope requires dozens of local leaders to run its operations. These venture-captains maintain lodges where agents can rest, resupply, conduct research, and embark on missions. The venture-captains are many and varied, and word travels quickly between them; an agent who sours a relationship with one venture-captain, or particularly impresses them, may find that their reputation precedes them to other lodges. Venture-captains maintain relations with local governments as best they can, and these local allegiances can lend the Society extraordinary influence, but there are many places where the Society has done more harm than good. In these areas, and those far from a Pathfinder Society lodge, agents must act with greater discretion.

Most agents ally themselves with one of several prominent factions within the Society. These factions vary broadly in their ideologies and methods, but all of them work—for the most part—to further the Society's goals. Faction leaders direct agents to undertake missions in pursuit of that faction's goals. Their interests occasionally place these factions at odds with one another, though outright opposition is increasingly rare. Over the years, new factions arise and old ones fade into obscurity, typically in conjunction with major events.

While the faction leaders are influential, the people with the greatest power in the Society are an enigmatic group known as the Decemvirate. Nine members of "The Ten" conceal their identities with the aid of Decemvirate helms, magical artifacts that—if the stories are to be believed—Pathfinder agents discovered in ancient Azlant. The final member, Eliza Petulengro, revealed her identity following the destruction of the tenth Decemvirate helm, and acts as the liaison between the Decemvirate and rest of the Society in order to bring greater transparency to the leaders' actions. The Ten usually leave the operations of the Society to the venture-captains, faction leaders, and the three Masters of Scrolls, Spells, and Swords. When the Decemvirate does intervene, they act with decisiveness and pragmatism, and their stern rulings earn the respect, if not admiration, of the Society's agents.

## PATHFINDER SOCIETY FACTIONS

The following four factions are currently the most common and popular groups within the Pathfinder Society. Smaller factions come and go within the Society based on the needs of the organization, the desires of its various members, and other factors. While most Pathfinders ally with only one or two factions at a time, some revel in serving a variety of these groups.

### ENVOY'S ALLIANCE

The Pathfinder Society has weathered many difficult circumstances in recent years. While it has overcome each of these hardships, each victory has come with a cost. Having seen countless lives lost over the years, many Pathfinders have concerned themselves with the well-being of their fellow Pathfinders and the Society as whole, creating the Envoy's Alliance. Led by the Ekujae half-elf Fola Barun, this group is dedicated to the recruitment of new members, rescuing missing agents, and rebuilding the Society in a way that supports the members' lives and well-being as much as possible while still bolstering the Society. The Envoy's Alliance attracts many bards, champions, clerics, sorcerers, and anyone dedicated to the Society as a whole over individual goals.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## GRAND ARCHIVE

Many members of the Society join out of a devotion to the pursuit of knowledge. The Society's scholastic influence and opportunities serve as a solid foundation for many of the organization's endeavors, and the Pathfinders of the Grand Archive are dedicated to maintaining that focus. With the aid of their dwarven leader Gorm Greathammer, third prince of Kraggodan, the group is dedicated to seeking out knowledge wherever they can find it, uncovering ancient relics, and rediscovering the secrets of the past in lost tombs and ruins. These Pathfinders set out across Golarion to peel back the history of some of the world's greatest and most mysterious sites. Many alchemists, bards, monks, and wizards join up with the Grand Archive, as do Pathfinders who seek to recover lost knowledge and explore the mysteries of the world.

## HORIZON HUNTERS

The first tenet of the Pathfinder Society is that of exploration, and the thrill of traveling the world and locating forgotten ruins or discovering new lands is a driving motivation for many Pathfinders. Those Pathfinders called to explore Golarion often join the Horizon Hunters. Their leader, the half-orc venture-captain Calisro Benarry, encourages Pathfinders to undertake daring journeys. Popular Horizon Hunters

have become minor celebrities among other Pathfinders agents and sometimes serve as the face of the Society to the rest of the world. Many Horizon Hunters have their achievements, discoveries, and journals reproduced in the pages of the *Pathfinder Chronicles*. Druids, rangers, rogues, and any others with a wanderlust tend to join the Horizon Hunters.

## VIGILANT SEAL

Delving into ruins and uncovering lost artifacts is not without consequence. Tombs and treasures are often cursed, have dangerous guardians defending them, or seal away dangerous and forgotten entities. The Pathfinders of the Vigilant Seal act as the first line of defense against such dangers, recognizing that while they may be the ones who accidentally release these threats, they are also in a prime position to defeat them. Whereas the Society upholds the motto "explore, report, cooperate," this faction's focus is to "protect, contain, or destroy." The newly-returned Pathfinder Eando Kline serves as the group's leader. Many of the Vigilant Seal's members set out on far-reaching adventures to identify, locate, and defeat potential threats to Golarion, while others rise up against dangers that have already been unleashed upon the world. Many barbarians, champions, fighters, monks, rogues, and other skilled combatants fill the ranks of the Vigilant Seal.

## RELATIONS

**Aspis Consortium:** The Society has an intense rivalry with these opportunistic mercenaries, merchants, and scoundrels. Their conflicts have escalated into direct assaults on both organization's headquarters.

**Local Governments:** The Society maintains friendly relations with many local governments, even collaborating when a mission—such as seeking the source of a magical phenomena plaguing the area—benefits both parties.

## PATHFINDER SOCIETY OPTIONS

The following Pathfinder Society options are uncommon, but characters who are members of the Pathfinder Society have access to them (see the sidebar on page 65 for more information).

### EQUIPMENT

Many Pathfinders collect volumes of the *Pathfinder Chronicles*.

#### PATHFINDER CHRONICLE

ITEM 3

UNCOMMON

Price 6 gp

Usage held in one hand; Bulk L

Numerous volumes and editions of the *Pathfinder Chronicles* exist, each cataloging different adventures. *Pathfinder Chronicles* are a type of scholarly journal (*Pathfinder Core Rulebook* 291) that specifically devotes topics to Pathfinder discoveries, rather than more theoretical academic topics. Because Pathfinders have better access to these chronicles than other scholarly journals, they are particularly common among Pathfinder agents building a library of reference texts.

### MAGIC ITEMS

The following magic items are used by Pathfinders in their endeavors.

#### BI-RESONANT WAYFINDER

ITEM 6

UNCOMMON

EVOCATION

ILLUSION

INVESTED

MAGICAL

Price 200 gp

Usage worn; Bulk —

A *bi-resonant wayfinder* is inlaid with intricate platinum wires in a complex array of conduits for magical energy. These conduits control the resonant interference of *aeon stones*. A *bi-resonant wayfinder* works just like a regular *wayfinder* (*Pathfinder Core Rulebook* 617) except it has two *aeon stone* slots, and the *aeon stones* in both slots grant their resonant powers without interfering with each other. The *bi-resonant wayfinder* and the two *aeon stones* count as two items toward your investiture limit.

#### FORTIFYING PEBBLE

ITEM 4

UNCOMMON

ABJURATION

CONSUMABLE

MAGICAL

TALISMAN

Price 13 gp

Usage affixed to armor, shield, or weapon; Bulk —

Activate ♦ envision; Trigger The affixed object would take damage.

This small pebble is strangely dense and surprisingly durable, affixed to an object by a sturdy steel chain. When you activate the pebble, the affixed object takes 10 less damage.

#### PATHFINDER'S COIN

ITEM 2

UNCOMMON

ILLUSION

MAGICAL

Price 30 gp

Usage held in 1 hand; Bulk —

This coin usually resembles ancient currency. An intricate matrix of gold and platinum wires inside the coin causes it to float an inch in the air and spin if placed on a *wayfinder*.

Activate ♦ command; Requirements The coin is levitating above a *wayfinder*; Effect You give the coin a message of 25 words or fewer. The message repeats in your voice the next time the coin is floated above a *wayfinder*. A *Pathfinder's coin* can hold only one message at a time, and it replays its message only once.

VIGILANT SEAL GUARD

## PATHFINDER'S POUCH

ITEM 6

UNCOMMON ABJURATION CONSUMABLE EXTRADIMENSIONAL INVESTED MAGICAL

Price 200 gp

Usage worn belt pouch; Bulk L

This unobtrusive belt pouch is popular among Pathfinders who operate in places where the Society is not welcome. It is constantly under the effects of a 3rd-level *magic aura* spell to appear non-magical. The pouch's normal space holds as much as an ordinary belt pouch, but it also has a small extradimensional space that holds up to 1 Bulk of items. A creature actively inspecting the pouch in its ordinary state discovers the existence of the extradimensional space only on a critical success to Search the pouch (see the Concealing an Item action of the Stealth skill), though when the extradimensional space is active, it's obvious to anyone examining the pouch that it is more than it seems.

**Activate** ♦ Interact; **Effect** You switch the pouch to allow access to its extradimensional space instead of its normal space, or vice versa. This lasts until you next activate it. Items in the other space are inaccessible and hard to find until you switch the pouch back.

## SCROLL CASE OF SIMPLICITY

ITEM 4

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 100 gp

Usage held in 1 hand; Bulk –

The four different types of *scroll cases of simplicity* often bear adornments appropriate to their magical tradition, such as angelic wings or otherworldly lettering. On the inside, intricate runic diagrams spiral out to surround the scroll stored within. A scroll placed within the case can be converted into energy to cast consistently useful spells depending on its type. You must be able to cast spells of a given tradition to use a *scroll case of simplicity* of a corresponding type.

**Activate** ♦ Interact; **Requirements** The scroll case contains a single scroll of a 1st-level spell; **Effect** You transfer the scroll's energy into the scroll case, consuming the scroll, and you can immediately begin casting one of the scroll case's spells. If you use any action other than to Cast a Spell from the scroll case after activating the *scroll case of simplicity*, the scroll and its energy are lost.

**Type** arcane

The scroll case can be used to cast *alarm* or *unseen servant*.

**Type** divine

The scroll case can be used to cast *heal* or *purify food and drink*.

**Type** occult

The scroll case can be used to cast *illusory disguise* or *soothe*.

**Type** primal

The scroll case can be used to cast *longstrider* or *pass without trace*.

## SHINING WAYFINDER

ITEM 4

UNCOMMON ABJURATION DIVINATION EVOCATION INVESTED MAGICAL

Price 100 gp

Usage worn; Bulk –

A *shining wayfinder* is a polished silver compass blessed by the power of benevolent deities. It has the usual functions of a *wayfinder*, except instead of an activation to cast *light*, the *shining wayfinder* has the following two activations.

**Activate** ♦♦ command, Interact; **Effect** You hold the *wayfinder* and ask for guidance. The *wayfinder* casts *guidance* on you.

**Activate** ♦♦ command, Interact; **Frequency** once per day; **Effect** You call upon the *wayfinder's* divine blessings for yourself and your allies. The *wayfinder* casts *bless*, with an emanation centered on itself. Once per turn, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet.

## RELATIONS

**Mordant Spire Elves:** The Society's interest in the ruins of ancient Azlant puts them at odds with the Mordant Spire elves, who guard that destroyed empire's many secrets. The elves take back treasures and erase memories, but they rarely cause Pathfinder agents physical harm and are more a source of frustration than an outright enemy.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

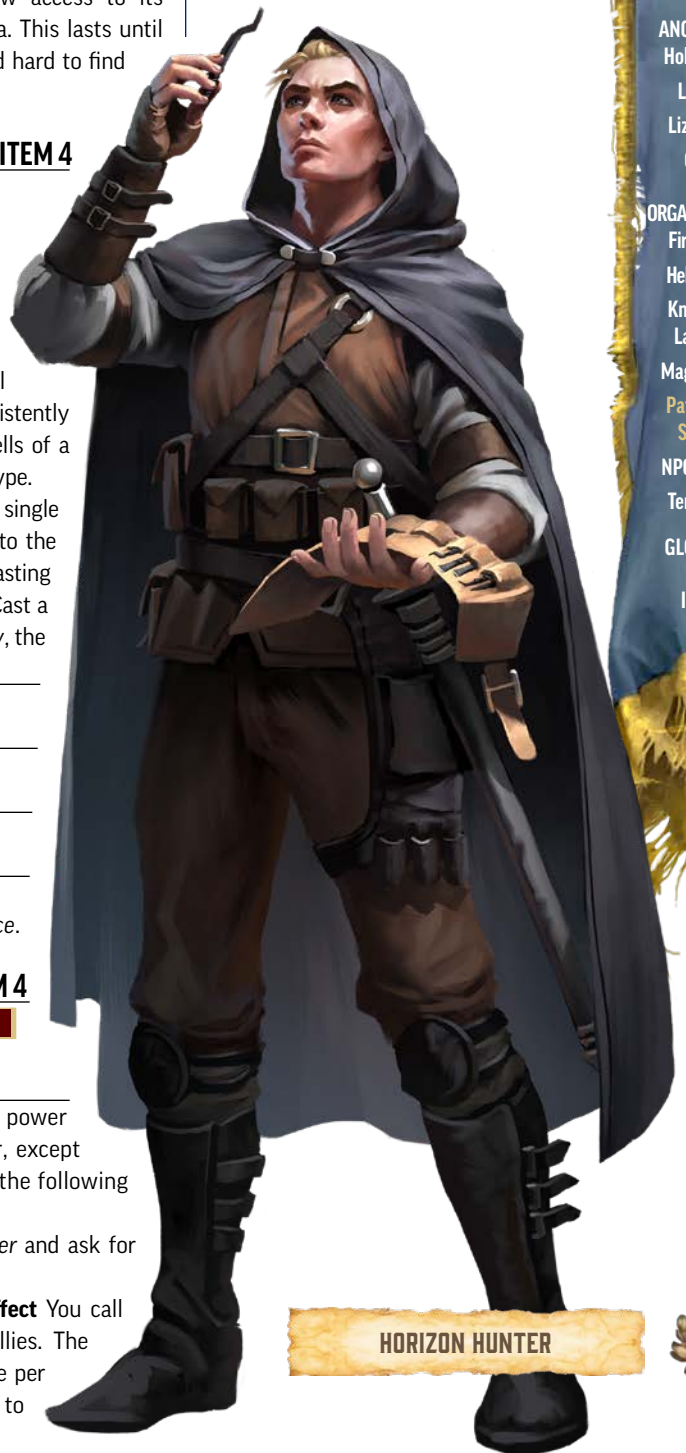
### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



HORIZON HUNTER

## NOTABLE FIGURES

**The Decemvirate:** The identities of nine of the Society's ten leaders are masked and shrouded in secrecy, as are their motivations and ultimate goals.

**Kreighton Shaine:** The Master of Scrolls, a Forlorn elf wizard, has dedicated his life to scholarship but has a well-earned reputation for eccentricity.

**Sorrina Westyr:** The Master of Spells is a cleric of Nethys, and has returned to the position after a strange experience transformed her from a human into an oread.

## VANISHING WAYFINDER

ITEM 5

UNCOMMON EVOCATION ILLUSION INVESTED MAGICAL

Price 150 gp

Usage worn; Bulk –

A *vanishing wayfinder* is crafted of ivory chased with gold and silver. It has the usual functions of a *wayfinder* and the following additional activation.

**Activate** ♦♦ command, Interact; **Frequency** once per day; **Effect** You turn the *wayfinder* in a circle while invoking its command word, gaining the effects of a 2nd-level *invisibility* spell for 5 minutes.

## PATHFINDER AGENT FEATS

The following archetype feats are available to characters with the Pathfinder agent archetype (*Lost Omens World Guide* 23).

### FORCED ENTRY

FEAT 6

UNCOMMON ARCHETYPE SKILL

**Prerequisites** expert in Athletics, Pathfinder Agent Dedication

You are trained to preserve the archaeological value of your location when entering. You don't take a penalty to Force Open doors, windows, or containers without a crowbar. If you roll a success on a check to Force Open, you get a critical success instead.

### RECOGNIZE THREAT

FEAT 8

UNCOMMON ARCHETYPE SKILL

**Prerequisites** master in a Recall Knowledge skill, Pathfinder Agent Dedication

**Trigger** Your first turn of an encounter begins, and you can see a creature.

**Requirements** You have master proficiency in a skill to identify the triggering creature.

You quickly assess the threat so you can relay the information to your team. Attempt a Recall Knowledge check against the triggering creature.

### EVERYONE DUCK!

FEAT 10

UNCOMMON ARCHETYPE

**Prerequisites** Pathfinder Agent Dedication

**Trigger** You fail, but don't critically fail, an attempt to Disable a Device on a trap.

You intentionally set off the trap, but you take special precautions to protect yourself and your allies from the trap's effects. For the next 2 rounds, if the trap rolls a critical success on an attack roll, it gets a normal success instead, and if anyone rolls a critical failure on their saving throw against the trap, they get a normal failure instead.

### EDUCATED ASSESSMENT

FEAT 12

UNCOMMON ARCHETYPE SECRET

**Prerequisites** Pathfinder Agent Dedication

You attempt to Recall Knowledge about a creature, and the GM uses the same secret roll result against the creature's Deception or Stealth DC, giving you the information from a Battle Assessment (*Pathfinder Core Rulebook* 184). You might get a different degree of success on the Recall Knowledge check than what you get for the Battle Assessment. If you have the Battle Assessment feat, you gain the effects of Educated Assessment whenever you Recall Knowledge (such as with the Automatic Knowledge feat).

## PATHFINDER SOCIETY ARCHETYPES

The following archetypes are uncommon, but are available to members of the Pathfinder Society (see page 65 for more information). Qualifying characters with the Pathfinder agent archetype (*Lost Omens World Guide* 23) can select one of these dedication feats even if they have not gained three feats from the Pathfinder agent archetype, and each of these archetypes' feats fulfills the Pathfinder Agent Dedication's special requirement despite not being from the Pathfinder agent archetype.

GRAND ARCHIVE RESEARCHER

## SCROLLMASTER

Members who align themselves with the Scrolls branch of the Pathfinder Society are fervent seekers of lore, experts in esoterica, and masters of the wealth of knowledge at the Society's disposal. In addition to maintaining and researching the Society's massive collection of tomes and artifacts, these scholars are also eager to adventure in order to add to the Pathfinder's archives. They take tremendous pride in their ability to thoroughly observe, research, and catalog creatures and events. Members of the Scrolls value knowledge and preparation above strength and cunning, and they work to hone their intellectual skills. As a Scrollmaster, you are an elite member of this arm of the Society.

### SCROLLMASTER DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** expert in any Lore skill, member of the Pathfinder Society affiliated with the School of Scrolls

Your experience chronicling adventures and discoveries grants you heightened discernment and memory. For 24 hours after learning a prominent fact—such as the name of an NPC you have met, the details of your mission briefing, and similar information—you can recall it without attempting a check, though this doesn't allow you to automatically memorize long strings of numbers or text. You also gain a +2 circumstance bonus to checks to remember a detail that has come up before in the current adventure, even if it was more than 24 hours ago.

If you have the Thorough Reports feat (*Lost Omens World Guide* 23) and have expert proficiency in the skill you're using to Recall Knowledge, your circumstance bonus to Recall Knowledge about creatures from that feat increases to +4.

**Special** You cannot select another dedication feat until you have gained two other feats from the Scrollmaster archetype.

### LORE SEEKER

FEAT 8

ARCHETYPE

**Prerequisites** Scrollmaster Dedication (see above)

You see what others don't, and you've developed magical tricks to find hidden truth. You can cast *comprehend language*, *restore senses*, and *see invisibility* as innate spells, each once per day. If you could already cast spells, these spells are of the same tradition. Otherwise, they are arcane spells, you use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for arcane spells.

### UNRAVEL MYSTERIES

FEAT 8

ARCHETYPE SKILL

**Prerequisites** master in a Decipher Writing skill, Scrollmaster Dedication (see above)

You can understand the true meaning of texts quickly, and even when you get lost or hit a dead end, you aren't discouraged from making further attempts to get to the bottom of things. When you Decipher Writing, you need only half as long as usual (reducing the time from about 1 minute to about half a minute per page), and if you fail, you don't take the usual -2 circumstance penalty to further checks to decipher that text.

### FONT OF KNOWLEDGE

FEAT 10

ARCHETYPE

**Prerequisites** Scrollmaster Dedication (see above)

Experience or focused study have granted you mastery of a number of topics. When you know about something, you know about it in great detail. When you succeed at a check to Recall Knowledge, you gain additional information or context. When you critically succeed at a check to Recall Knowledge, at the GM's discretion, you might gain even more additional information or context than normal.

## NOTABLE FIGURES

**Marcos Farabellus:** The easygoing and popular Master of Swords passes on the skills he learned as a mercenary commander to Pathfinder recruits so they can survive the dangers they face in the field.

**Ambrus Valsin:** The Steward of the Grand Lodge is not above assigning strenuous missions as punishment to those Pathfinder agents who irritate him or cause him more work.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



PATHFINDER SCROLLMASTER

## ADVENTURE HOOKS

**Trouble in the Ranks:** A popular venture-captain has gone missing, and the PCs discover signs of treachery when they try to track them down.

**Grudging Guidance:** The PCs, in search of a long-lost ancient ruin, find that an eccentric creature holds the location—but they must persuade it to share its knowledge with them.

## SPELLMASTER

Those who train under the Master of Spells concern themselves with all matters related to magic. Though not all members of the School of Spells are spellcasters, those who would become Spellmasters of the highest rank and influence have at least some spellcasting capabilities.

### SPELLMASTER DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** Intelligence, Wisdom, or Charisma 14; ability to cast focus spells; member of the Pathfinder Society affiliated with the School of Spells

As a Spellmaster, you are adept at identifying magic. You gain a +2 circumstance bonus when you Identify Magic with a skill in which you are trained or better. If you have the Wayfinder Resonance Tinkerer feat (*Lost Omens World Guide* 23), you can change the cantrip you chose for that feat each day during your daily preparations.

**Special** You cannot select another dedication feat until you have gained two other feats from the Spellmaster archetype.

### SURREPTITIOUS SPELLCASTER

FEAT 8

ARCHETYPE

**Prerequisites** Spellmaster Dedication (see above)

You've learned that it pays for a Pathfinder to be able to cast spells without being noticed. You gain the Conceal Spell wizard class feat (*Pathfinder Core Rulebook* 210), though it's not a wizard feat for you. You also gain a +2 circumstance bonus to Stealth checks to Conceal a Spell and to Deception checks to conceal verbal components.

### WARD CASTING

FEAT 10

ARCHETYPE

**Prerequisites** Spellmaster Dedication (see above), Steady Spellcasting

**Trigger** You attempt a flat check for Steady Spellcasting, but you haven't rolled yet. You carefully ward your spell by drawing from a mantle of magical energy you prepared to protect your casting, increasing your chance of retaining the spell. You reduce the DC of the flat check for Steady Spellcasting from 15 to 10.

### SPELLMASTER'S RESILIENCE

FEAT 12

ARCHETYPE

**Prerequisites** Spellmaster Dedication (see above)

Your experience with a specific type of harmful magic makes you more resistant to it. Choose a magical tradition (arcane, divine, occult, or primal). You gain a +1 circumstance bonus to saving throws against spells and effects with that tradition's trait and resistance 5 to all damage from spells and effects with that tradition's trait. The effect must have actually been cast or created with that tradition, rather than simply being on that tradition's spell list.

### ABSORB SPELL

FEAT 14

ARCHETYPE

**Prerequisites** Spellmaster Dedication (see above), spell repertoire or ability to prepare spells

**Frequency** once per 10 minutes

**Trigger** You critically succeed at a saving throw against a foe's spell, and that spell is of a level you can normally cast.

You absorb a spell and store it in your body. If you are a spontaneous spellcaster, you can cast the triggering spell once during the next 10 minutes, even if it's not on your spell list as if it were in your repertoire. If you are a prepared spellcaster, you can replace one of your prepared spells of the same level with the absorbed spell, but you must cast the absorbed spell within 10 minutes or you lose that spell slot for the day. You cast the spell at the same spell level as the spell you absorbed, but the spell is of your magical tradition and uses your spell DC, spell attack roll, and other statistics to determine its effects.



PATHFINDER SPELLMASTER

## SWORDMASTER

Though the ultimate goal of the Pathfinder society is to learn, knowledge cannot be spread if those who discover it fail to come back alive. The Master of Swords teaches recruits to survive, to defend other Pathfinders, and to defeat the Society's enemies. The swordmaster embodies these skills, focusing on practicality and ignoring ideals or methods that interfere with their ability to overcome any challenge.

### SWORDMASTER DEDICATION

FEAT 6

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** Strength, Dexterity, or Constitution 14; member of the Pathfinder Society affiliated with the School of Swords

Your Swords training taught you to never lose hold of your weapon. You gain a +2 circumstance bonus to your Reflex DC when foes attempt to Disarm you. If you have the Deft Cooperation feat (*Lost Omens World Guide* 23) and critically succeed on a check to Aid an ally's attack roll or skill check, you gain a +2 circumstance bonus from Deft Cooperation (instead of a +1 bonus) the first time you attempt an attack roll or attempt a skill check where the bonus would apply.

**Special** You cannot select another dedication feat until you have gained two other feats from the Swordmaster archetype.

### HARRYING STRIKE

FEAT 10

ARCHETYPE ATTACK PRESS

**Prerequisites** Swordmaster Dedication (see above)

Your attack prevents a foe from pursuing your allies. Make a melee Strike, adding the following effects in addition to the normal effects of the Strike.

**Critical Success** The target takes a -15-foot status penalty to its Speeds until the start of your next turn.

**Success** The target takes a -10-foot status penalty to its Speeds until the start of your next turn.

**Failure** The target takes a -5-foot status penalty to its Speeds until the start of your next turn.

### SHOULDER CATASTROPHE

FEAT 12

ARCHETYPE

**Prerequisites** Swordmaster Dedication (see above)

**Trigger** An enemy critically succeeds at a Strike against an adjacent ally.

You've trained to protect your allies by diverting the worst attacks to yourself. The enemy doesn't double the damage from the triggering Strike but instead applies the normal damage to both you and your ally. Both of you take any effects that would happen on a hit that dealt damage, such as poison, but neither of you are subject to any effects that would happen only on a critical success.

### DEATH'S DOOR

FEAT 14

ARCHETYPE

**Prerequisites** Swordmaster Dedication (see above)

**Frequency** once per 10 minutes

**Trigger** You take damage that would reduce you to 0 Hit Points.

You continue to fight when others would fall. Just before taking the triggering damage, you gain temporary Hit Points equal to twice your level. If you have Hit Points remaining after gaining these temporary Hit Points, you aren't knocked unconscious, nor do you suffer the other effects of being reduced to 0 Hit Points. Any temporary Hit Points that remain after applying the damage last for up to 4 rounds.

## ADVENTURE HOOKS

**Chasing the Serpent:** The PCs pursue ruthless Aspis Consortium mercenaries who stole a volume of the *Pathfinder Chronicles* detailing the location of a dangerous artifact from the sunken ruins of ancient Azlant.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

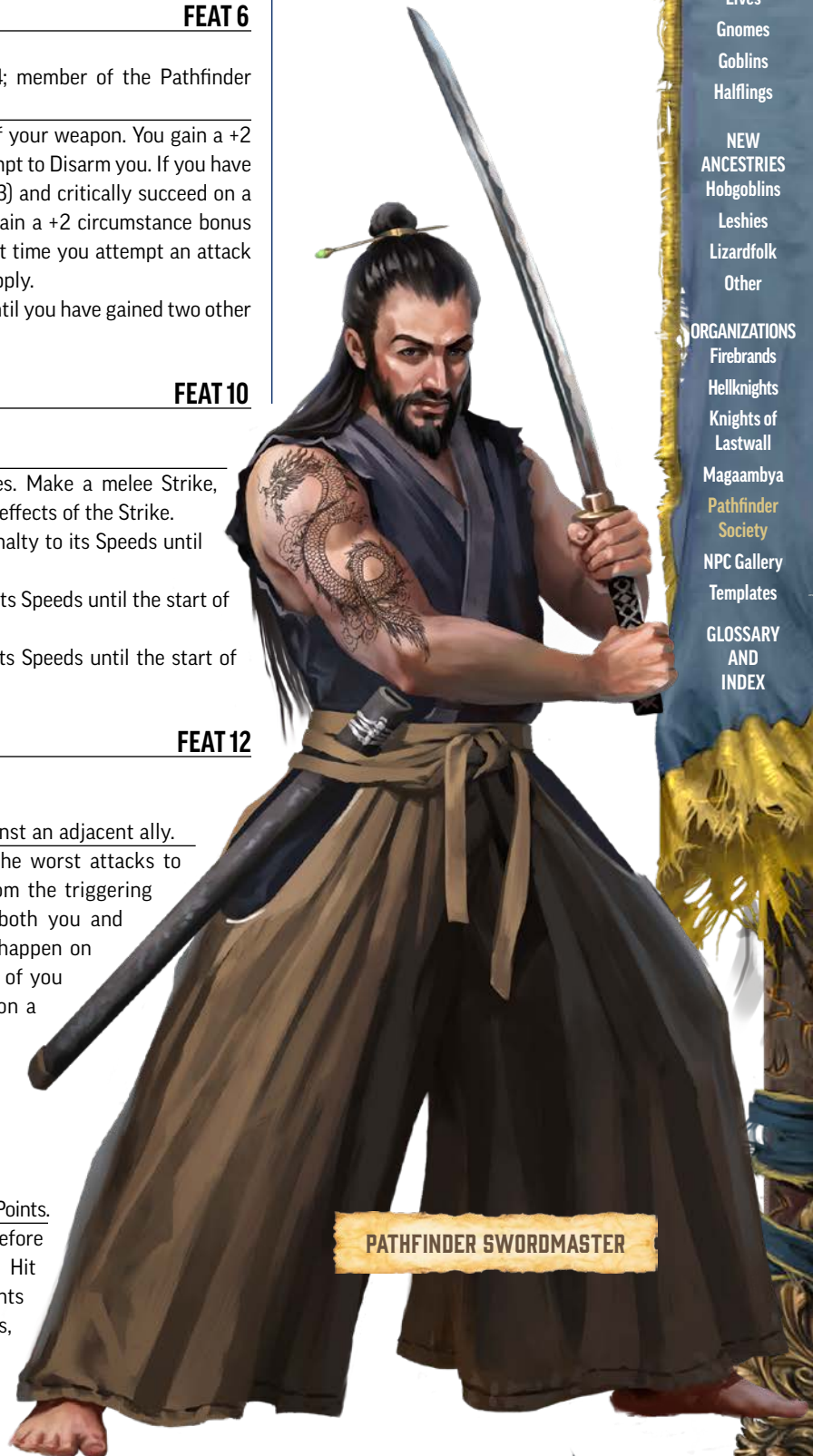
### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX



PATHFINDER SWORDMASTER



## NPC GALLERY

This section provides a number of stat blocks for members of the five organizations presented previously in this book. Each entry contains two NPCs whom you, as the GM, can use in your game—one representing a lower-ranking member and one representing a higher-ranking member—as well as some flavor to help guide their use in play. These lower- and higher-ranking members are designed to represent typical and generic members of the organization. If you wish to present specific higher-ups or reoccurring characters of an organization, you are encouraged to create a unique NPC with their own abilities, backstory, traits, and statistics. However, if you need a unique persona on short notice, each of these provided NPCs also has a sample background and personality that is appropriate for the organization they are meant to represent. If you quickly need a character, you can use these backgrounds for that purpose, as well as to inform tactical and roleplaying decisions made by these NPCs.

### THEME TEMPLATES

Even with these provided NPC statistics, it might still be challenging to flesh out the full ranks of a major organization, as you might need many different members of varying level and rank. The final part of this section

presents a number of theme templates that you can apply to an existing creature or NPC stat block to help meet the need for your encounter or story. These templates are intended to provide a different set of abilities and equipment that grant a generic creature the appropriate flavor to present a character that is part of an organization without having to create a new set of statistics from scratch.

If you'd like to create your own theme templates, you can use these existing adjustments as a framework, though creating a creature or NPC from the ground up is recommended when possible and when time permits. These templates are fast and easy ways to make adjustments that are roughly balanced and that contain significant flavor of the organization.

### USING THEME TEMPLATES

A theme template provides a number of changes or additional equipment, skills, and abilities that you apply to the creature. Each of the templates in this book briefly introduces the organization the template is meant to represent, followed by a recommendation for effective roleplaying when using a creature with the template.

### ALL CREATURES

This entry applies to all creatures that have the theme template applied, regardless of level. For example, if a

template states to add the lawful trait and remove the chaotic trait, that would alter a creature's alignment from chaotic evil to lawful evil.

## ABILITIES

After any alterations that apply to all creatures, the templates list different entries based on the level of the creature to which the template is being applied. For example, a 5th-level creature would receive both the ability listed under the 1st Level or Higher entry and the 4th Level or Higher entry. Each of these entries are cumulative, meaning it's possible for a creature to gain several abilities or changes based on its level. When you add a theme template at a higher level that grants numerous additional abilities, you should strongly consider removing one of the creature's original abilities to compensate, especially if the new abilities are highly advantageous for the creature. A theme template might even specifically instruct you to remove additional abilities. An alternative, depending on the target level, is to raise the creature's level by 1 and adjust its numerical statistics accordingly, adding the template's abilities without taking anything away. Either way, a template adds abilities based on the creature's final level; for example, if you raise a 6th-level creature to 7th level, adjust its numbers, and add a template, the creature would gain the template abilities from the 7th Level or Higher entry. If the theme template provides a creature with an innate spell or ability that requires a DC, use an appropriate DC based on the creature's level.

## SKILLS

In some cases, a template lists one or more skills that should be added to the base creature's skills. The creature gains this skill as a primary or secondary skill, depending on if it has a good associated ability modifier. For example, a creature with a +5 Dexterity modifier that gains the Acrobatics skill should gain it as a primary skill, while a creature with a -1 Dexterity modifier should instead gain Acrobatics as a secondary skill. If the creature already had the skill, increase it to a higher bonus.

## EQUIPMENT

If a creature gains new equipment from a theme template, this equipment should not alter any of the creature's statistics, aside from adding a new Strike if it gains a new weapon, even if the new equipment would normally do so. For example, if a creature gains the Hellknight theme template and replaces its leather armor with Hellknight plate, the Hellknight plate itself would not alter the creature's AC (although the creature would increase its AC by 1 due to the 1st Level or Higher entry). At your discretion, you can make adjustments for the new equipment, but if you do so, you might give the creature more advantages and disadvantages than the template accounts for.

## THEME TEMPLATES AND MONSTERS

While these theme templates are mainly intended to be applied to existing NPC stat blocks, they can be applied to other creatures with ease. This can help you create unique or otherwise interesting NPCs, such as a minotaur who is a member of the Pathfinder Society or a ghost who serves the Whispering Way. When using these templates, use the one that most represents the creature's intended affiliations; while it is technically possible to have a creature that is a member of multiple organizations, such as a character who is a member of both the Pathfinders and the Hellknights, using more than one template is not recommended, and any templates with mutually incompatible instructions (such as one template that requires the creature to remove the chaotic trait and gain the lawful trait and one template that requires the creature to remove the lawful trait and gain the chaotic trait) should not be combined.

## MONSTROUS MEMBERSHIP

While Golarion is a setting that often focuses on humans, members of any intelligent ancestry can and have joined these organizations. The following list is a sample of creatures from the *Pathfinder Bestiary* that are appropriate to use with specific organization templates.

**Aldori Swordlords:** Changeling (*Bestiary* 62), ghaele (*Bestiary* 33), werebear (*Bestiary* 330).

**Aspis Consortium:** Changeling (*Bestiary* 62), tiefling (*Bestiary* 262), wererat (*Bestiary* 229).

**Bellflower Network:** Deep gnome (*Bestiary* 74), djinni (*Bestiary* 163), satyr (*Bestiary* 284), sprite (*Bestiary* 308).

**Eagle Knights:** Aasimar (*Bestiary* 263), copper dragon (*Bestiary* 121), ghaele (*Bestiary* 33), phoenix (*Bestiary* 261).

**Firebrands:** Brass dragon (*Bestiary* 117), catfolk (*Bestiary* 54), ghaele (*Bestiary* 33), pegasus (*Bestiary* 260), satyr (*Bestiary* 284), sprite (*Bestiary* 308), tengu (*Bestiary* 310).

**Hellknights:** Centaur (*Bestiary* 60), efreeti (*Bestiary* 164), fire giant (*Bestiary* 172), hobgoblin (*Bestiary* 207), shaitan (*Bestiary* 164), medusa (*Bestiary* 234).

**Houses of Perfection:** Djinni (*Bestiary* 163), efreeti (*Bestiary* 164), janni (*Bestiary* 162), marid (*Bestiary* 165), shaitan (*Bestiary* 164), stone giant (*Bestiary* 170), tengu (*Bestiary* 310), troll (*Bestiary* 314).

**Knights of Lastwall:** Aasimar (*Bestiary* 263), duskwalker (*Bestiary* 262), ghost (*Bestiary* 166), horned archon (*Bestiary* 27), pegasus (*Bestiary* 260), unicorn (*Bestiary* 316).

**Lion Blades:** Doppelganger (*Bestiary* 103), tiefling (*Bestiary* 262), tengu (*Bestiary* 310).

**The Magaambya:** Arboreal (*Bestiary* 24), catfolk (*Bestiary* 54), naiad (*Bestiary* 246), dryad (*Bestiary* 246), lizardfolk (*Bestiary* 230), leshy (*Bestiary* 218).

**Pathfinder Society:** Deep gnome (*Bestiary* 74), janni (*Bestiary* 162), stone giant (*Bestiary* 170), lizardfolk (*Bestiary* 230), leshy (*Bestiary* 218).

**Red Mantis Assassins:** Doppelganger (*Bestiary* 103), rakshasa (*Bestiary* 274), werewolf (*Bestiary* 330).

**Whispering Way:** Dhampir (*Bestiary* 95), ghost (*Bestiary* 166), graveknight (*Bestiary* 191), lich (*Bestiary* 221), vampire (*Bestiary* 320).

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## VANTON FINCH

Vanton is a bold and dashing rogue, but he also considers himself a romantic at heart. He can never resist a chance to show off for beautiful onlookers, even when his bravado gets him into trouble. Vanton makes sure to keep up with society, and has a cursory knowledge of all the most fashionable plays, songs, and most importantly, love sonnets. Though he may seem like nothing more than a shallow performer with an overstuffed ego, Vanton Finch can be truly brutal in a fight if his life is on the line—the same flippant tricks he uses to put on a show in front of bystanders can also be used as deadly feints and unfair combat tactics.

## FIREBRANDS

Wherever oppression or an opportunity for daring adventure can be found, the Firebrands can be found chasing after. PCs might find the Firebrands to be allies in a quest for righteous rebellion or justice against slavery, or they might find these dashing daredevils to be friendly—or not so friendly—rivals for the same treasure. The charming scoundrel presented here could easily be a low level freedom fighter or foil for the PCs, or might serve as crew for the privateer captain on page 119. The privateer captain can serve as a transport willing to take the PCs to the most dangerous locations, an intermittent ally that provides a timely rescue when least expected, a competing explorer, or a powerful and deadly enemy.

## CHARMING SCOUNDREL

*This handsome gnome sports an impressive coiffure and a flashy costume that catches the eye.*

While most Firebrands enjoy the attention their exploits bring, the charming scoundrel takes this to extremes, often boasting about their daring exploits and attempting to parlay stories of their notorious deeds into free drinks or lodging. The scoundrel sees little harm in taking credit for any activities attributed to the organization, provided that intervention from local law enforcement seems unlikely. They are likely to take on high-profile jobs for the Firebrands just for the thrill of later recounting the narrow scrapes of their adventure.

The charming scoundrel is as dramatic in combat as outside of it, often darting from opponent to opponent and disorienting foes with flashy swordplay. If a battle is going well, the scoundrel will often shout taunts at slow-footed opponents or encouragement to allies. While prideful and competitive, the scoundrel is a pragmatist at heart and will opt to add a tale of a cunning escape to their repertoire if the odds seem stacked against them.

## CHARMING SCOUNDREL

## CREATURE 4

CG SMALL GNOME HUMANOID

**Perception** +8; low-light vision

**Languages** Common, Gnome, Sylvan

**Skills** Acrobatics +12, Athletics +7, Deception +11,

Diplomacy +9, Intimidation +9, Medicine +9, Performance +9, Society +7, Stealth +10, Theater Lore +7, Thievery +10

**Str** +1, **Dex** +4, **Con** +2, **Int** +1, **Wis** +0, **Cha** +3

**Items** hand crossbow (20 bolts), sap, studded leather armor

**AC** 21; **Fort** +9, **Ref** +13, **Will** +9

**HP** 54

**Deny Advantage** The charming scoundrel isn't flat-footed to flanking, hidden, or undetected creatures of 4th-level or lower, or creatures of 4th-level or lower using surprise attack.

**Speed** 25 feet

**Melee** ♦ shortsword +12 (agile, versatile S), **Damage**

1d6+6 piercing

**Melee** ♦ sap +9 (agile, nonlethal), **Damage** 1d6+2 bludgeoning

**Ranged** ♦ hand crossbow +12 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

**Advancing Flourish** ♦♦ The charming scoundrel Strides twice. If they end their movement within melee reach of an enemy, they can Feint.

**Sneak Attack** 2d6

## PRIVATEER CAPTAIN

*A faint crust of salt rimes the coattails of this mariner, and her steely eyes gaze from beneath the brim of her tricorne hat.*

Dismissively called a pirate or thief by some, the privateer captain commands a loyal crew that plies the waters of the Inner Sea and beyond. Privateers work for their own profit and reputation, of course, but they also commit themselves to keeping the sea-lanes free from navies that strive to enforce land law on the unbounded waves. Tyrants and slavers are their favorite targets, and many a greedy colonizer or trafficker in flesh has been sent to the bottom of the sea after the captain liberated their cargo. Generally, however, the privateer captain is willing to spare prisoners so that they might be ransomed and spread tales of Firebrands' actions across the region.

The privateer captain is often at the vanguard of boarding parties. Many call on the power of the fickle goddess Besmara to strengthen their crew in battle and sanctify each shipboard raid. As at home in water as on deck, a privateer captain will gladly leap into the sea to pursue a foe or rescue a fallen crewmate. Though the privateer captain might run under a false flag or attempt to deceive a foe before battle, they generally honor agreements to surrender and make a point to keep their word, particularly when dealing with other Firebrands.

### PRIVATEER CAPTAIN

CG MEDIUM HUMAN HUMANOID

**Perception** +21; see invisibility

**Languages** Aquan, Common

**Skills** Acrobatics +20, Athletics +17, Deception +21, Religion +23, Sailing Lore +19, Thievery +22

**Str** +1, **Dex** +4, **Con** +3, **Int** +0, **Wis** +5, **Cha** +3

**Items** +1 chain shirt, +1 crossbow (100 bolts), moderate healing potion (2), +1 striking rapier, scroll of remove fear

**AC** 30; **Fort** +19, **Ref** +20, **Will** +23

**HP** 175

**Speed** 25 feet

**Melee** ♦ **rapier** +21 (deadly 1d8, magical, disarm), **Damage** 2d6+5 piercing

**Ranged** ♦ **crossbow** +21 (magical, range increment 120 feet, reload 1), **Damage** 1d8+5 piercing

**Divine Prepared Spells** DC 30; **6th** *blade barrier*, *harm* (×4), *repulsion*; **5th** *breath of life*, *control water*, see invisibility (already cast); **4th** *freedom of movement*, *silence*, *water breathing* (already cast); **3rd** *blindness*, *dispel magic*; **2nd** *faerie fire*, *resist energy*, *water walk*; **1st** *air bubble*, *bane*, *gust of wind*; **Cantrips** (6th) *chill touch*, *detect magic*, *know direction*, *light*, *shield*

**Cleric Domain Spells** 2 Focus Points, DC 30; **6th** *downpour* (Pathfinder Core Rulebook 391), *tidal surge* (Pathfinder Core Rulebook 397)

**Reach Spell** ♦ (concentrate, metamagic) If the next action the privateer captain uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, extend its range to 30 feet.

**Sink or Swim** ♦ (divine, evocation, water) **Frequency** once per day; **Effect** The privateer captain exerts their influence on a surrounding body of water. For 1 minute, if an ally within 60 feet rolls a success on an Athletics check to Swim, they get a critical success instead, and if any enemy within 60 feet rolls a failure on an Athletics check to Swim, it gets a critical failure instead. For the ability's duration, enemies within 60 feet of the privateer captain treat the water as turbulent (if it was not already rougher), requiring an Athletics check DC of 20 to Swim, or the water's usual DC, whichever is higher.

## STELLA FANE

Captain Stella Fane was the victim of a greed-fueled mutiny when a Chelaxian slaving ring bought her crew and first mate out from under her. No one is certain how she survived—many whisper that she didn't, and the Stella who returned to the seas is actually a ghost. The rumors aren't true, but Stella doesn't correct them. Now armed with a new ship and crew, Stella is on a mission of vengeance against her former shipmates, the slavers of Chelax, and anyone else who dares support either.



### CHARACTER GUIDE

#### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

#### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

#### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society

#### NPC Gallery

Templates

#### GLOSSARY AND INDEX

## MYRA BLOODFORGE

Myra felt damned even before she heard of the Hellknights. Her clan was disgraced, stripped of its true name, and cast out from the Five King's Mountains before she was born, for reasons unknown. Many dwarves believe the Bloodforge clan to be cursed, and it's certainly true that many of her family have suffered terrible fates. Abandoned by her kin, Myra turned to the Order of the Gate instead, intending to call forth fiends and practice dark magic to enforce order in the world, and perhaps to break the ill fate that holds her family hostage.

## HELLKNIGHTS

Firm believers in enforcing the law at any cost, Hellknights are often based in Cheliax, but they travel to all across Golarion to enforce their ideals of order. This rigid viewpoint and intolerance for dissent means that PCs can just as easily find villains in these Hellknights as they can allies; an agent of the Hellknight Order of the Chain might aid the PCs in subduing a vile and violent criminal, or might hunt down the PCs due to mild infractions of unjust laws. The Hellknight armiger presented here might be an unrepentant enforcer seeking to quell rebellion among the oppressed, a dedicated monster hunter, a censor of artistic innovation, a savior to victims of kidnapping, a spy and torturer, or a lawful crusader against demonic incursions. Hellknight paravicans, meanwhile, are absolute exemplars of their orders, and PCs who encounter them will likely find themselves in the midst of momentous events.

### HELLKNIGHT ARMIGER

*This menacing dwarf wears a suit of armor emblazoned with the symbol of her Hellknight order, and she wields a mighty flail.*

Armigers are the foot soldiers of the Hellknights and form the largest group of members for most orders. Whatever their specific reasons for joining the organization, armigers share the Hellknights' dedication to spreading the rule of law across Golarion. This commitment sees them serving in a variety of missions, whether it be rooting out bandits and crooks, imprisoning smugglers and black marketeers, or investigating rumors of sedition. While frontier villagers sometimes welcome the assurance of safety that the Hellknights bring, free thinkers and historians chafe at the restrictions on movement and expression that armigers enforce.

Although armigers are not yet full knights, those who underestimate them have made a grievous error. Once ordered to take a position or eliminate a foe, an armiger is unerring in fulfilling their order. During battle, they wade eagerly into the fray, targeting servants of chaotic gods and those they observe using underhanded tactics.

### HELLKNIGHT ARMIGER

### CREATURE 4

LN MEDIUM DWARF HUMANOID

**Perception** +11; darkvision

**Languages** Common, Dwarf

**Skills** Athletics +12, Hell Lore +8, Intimidation +10, Religion +10, Society +7

**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +3, **Cha** +0

**Items** composite longbow (20 arrows), half plate, war flail

**AC** 22; **Fort** +12, **Ref** +10, **Will** +10; +1 status to all saves vs. fear

**HP** 75; **Resistances** mental 5

**Attack of Opportunity** ⤴

**Speed** 20 feet; ignores 5 feet of speed reduction from being encumbered

**Melee** ♦ war flail +13 (disarm, sweep, trip),

**Damage** 1d10+6 bludgeoning

**Ranged** ♦ composite longbow +10 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+4 piercing

**Weapon Mastery (Flail)** When the Hellknight armiger scores a critical hit with their war flail, their target is knocked prone.



## HELLKNIGHT PARAVICAR

Face covered by a menacing helm and body clad in ornate plate, this figure projects an aura of immutable authority.

Each order of Hellknights is led by a powerful paravicar, a general in charge of dictating the order's tactics and the administration of its resources. Within the order, the word of these figures is law, and members from the lowliest squire to the most senior knight follow commands from a paravicar with unswerving devotion. Paravicars see their personal dedication to the order's edicts as an example for all members and hold themselves to the same high standards as their underlings. Though they seldom need to call upon them, paravicars use their considerable infernal powers to reinforce their positions in the Hellknight's hierarchy.

In combat, paravicars take direct command of their troops of knights and armigers. Paravicars are experienced campaigners who prefer calculated tactical gambits to hot-headed, risky maneuvers that could leave their forces exposed. If pressed into combat, paravicars use their abilities to demoralize their foes and compel enemies to become their allies or to flee the field.

## HELLKNIGHT PARAVICAR

## CREATURE 11

LN MEDIUM HUMAN HUMANOID

**Perception** +20

**Languages** Common, Infernal

**Skills** Arcana +16, Deception +21, Intimidation +23, Religion +21, Society +16

**Str** +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +3, **Cha** +5

**Items** +1 striking crossbow (20 bolts), lesser healing potion, +1 Hellknight plate (page 80), +1 striking morningstar

**AC** 30; **Fort** +19, **Ref** +19, **Will** +24

**HP** 145

**Speed** 25 feet

**Melee** ♦ *morningstar* +21 (magical, versatile P), **Damage** 2d6+8 bludgeoning

**Ranged** ♦ *crossbow* +19 (magical, range increment 120 feet, reload 1), **Damage** 2d8+4 piercing

**Divine Spontaneous Spells** DC 30, attack +20; **6th** (3 slots) *crisis of faith*, *spellwrack*, *spirit blast*, *summon fiend*, *true seeing*; **5th** (4 slots) *command*, *crushing despair*, *banishment*, *heal*, *summon fiend*; **4th** (4 slots) *air walk*, *dimensional anchor*, *discern lies*, *suggestion*; **3rd** (4 slots) *blindness*, *crisis of faith*, *enthrall*, *fear*; **2nd** (4 slots) *darkvision*, *detect alignment*, *faerie fire*, *flaming sphere*; **1st** (4 slots) *bane*, *charm*, *command*, *ray of enfeeblement*; **Cantrips (6th)** *detect magic*, *forbidding ward*, *light*, *produce flame*, *shield*, *sigil*

**Sorcerer Bloodline Spells** 3 Focus Points, DC 30; **6th** *diabolical edict* (Pathfinder Core Rulebook 403), *embrace the pit* (Pathfinder Core Rulebook 404), *hellfire plume* (Pathfinder Core Rulebook 405)

**Steady Spellcasting** If a reaction would disrupt the Hellknight paravicar's spellcasting, they can attempt a DC 15 flat check. On a success, the action isn't disrupted.

**Universal Obedience** ♦ (divine, manipulate)

If the next action the Hellknight paravicar uses is to Cast a sorcerer Spell with the linguistic trait, the spell affects its target as if the target and the Hellknight paravicar shared a common language. The target must have a language.

## SERGIA NOVELLIA

The battle to enforce order is the driving force behind all Hellknights, but it's more personal for Sergia Novellia. In her early days as an armiger, she and her companions accidentally fell through a rift to the Plane of Shadow and fell prey to the cruel ministrations of the velstracs. Though eventually rescued by a pair of Nidalese shadowcallers, Sergia returned with scars on both mind and body. She now hides her features behind terrifying armor, though she actually delights in the gruesome appearance it gives her. Sergia serves the rigid Order of the Godclaw to enforce her iron control on both society and herself.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society

### NPC Gallery

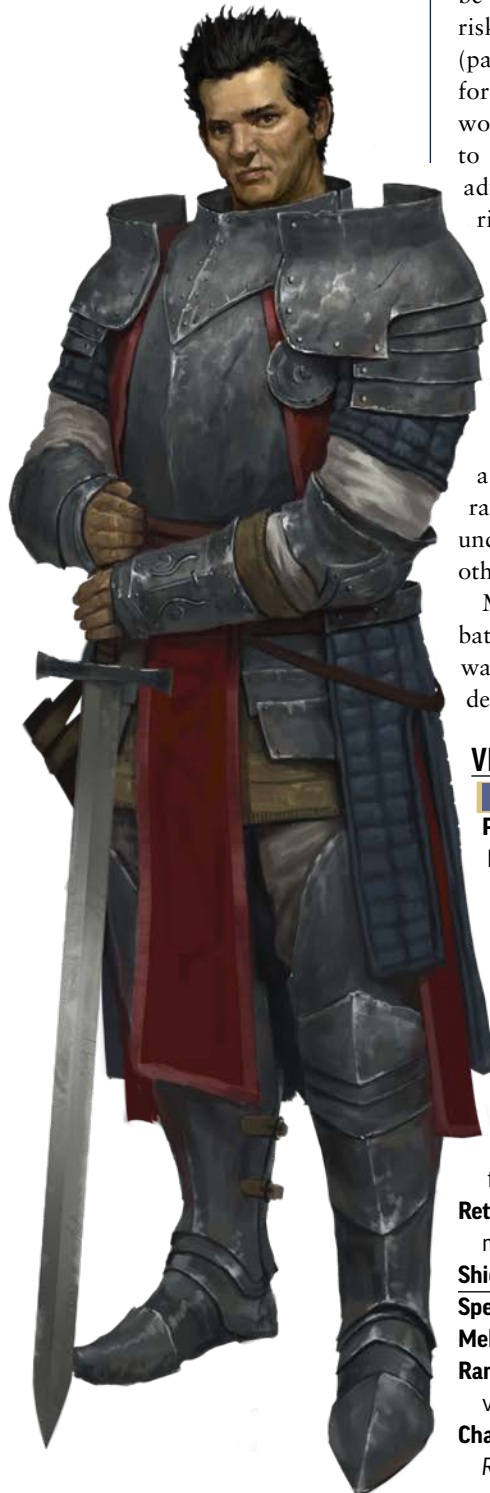
Templates

### GLOSSARY

AND  
INDEX

## AVILL RANSFORD

When Avill's sister chose the path of the crusader, Avill was supportive, eagerly reading all of his sister's letters about her training and religious studies. The final missive Avill received was bursting with pride, as his sister reported that she had been assigned to Vigil. Only months later, Tar-Baphon destroyed the city. Avill now wields a sword in his sister's honor and in his sister's place.



## KNIGHTS OF LASTWALL

Though the nation of Lastwall is shattered and its leaders have fled, the courage of those who once defended its shining walls remains strong. The Knights of Lastwall are found in places of great calamity, escorting civilians and beating back the undead. Should the PCs ever venture into a crisis zone, they may likely as not see the Knights of Lastwall there as well, be they forming an armored wall to defend the innocent or creeping through deathly wastelands where even the bravest know mortal fear. Unless the PCs are evil or unwitting dupes of Tar-Baphon's agents, the Whispering Way, these knights mostly serve as precious allies in realms where friendly faces are rare. The virtuous defender (see below) could be a member of a knightly squad or a recruiter seeking those willing to risk their lives to save Avistan from a terrible peril. The veteran reclamer (page 123) is likely found in the depths of the Gravelands or other truly forsaken realms, where even the slightest misstep can lead to death or worse. Such cunning but virtuous souls might request help leading people to safety, act as a guide through unknown territory, or offer valuable advice and information about dangerous creatures or traps the PCs might risk encountering.

### VIRTUOUS DEFENDER

*With his well-worn plate armor and mighty shield, this tall figure appears ready to stand against any foe.*

Even with the fall of the nation of Lastwall, many people still dedicate their lives to opposing the forces and schemes of the Whispering Tyrant. Styling themselves the Shining Sentinels, they see themselves as a bulwark against the further spread of the Tyrant's influence. When not rallying troops to battle against their sworn foe or protecting villages from undead incursions, these knights travel the Inner Sea in hopes of recruiting other righteous souls to fight against the undead hordes.

Many Shining Sentinels are servants of good deities, such as Iomedae; in battle, they turn their god-given powers against their foes. These virtuous warriors put the safety of their companions before their own and often hold defensive positions to protect their allies.

### VIRTUOUS DEFENDER

### CREATURE 4

LG MEDIUM HUMAN HUMANOID

**Perception** +10

**Languages** Common, Varisian

**Skills** Diplomacy +12, Intimidation +11, Religion +9, Shining Crusade Lore +8, Survival +9

**Str** +4, **Dex** +0, **Con** +3, **Int** +0, **Wis** +1, **Cha** +3

**Items** composite longbow (20 arrows), full plate, longsword, steel shield (Hardness 7, HP 30, BT 15)

**AC** 22 (24 with shield raised); **Fort** +12, **Ref** +6 (+9 vs. damaging effects), **Will** +12

**HP** 70

**Shield Ally** The virtuous defender's shield is studier in their hands. The statistics for the shield above include this benefit; it's a normal steel shield for anyone else.

**Retributive Strike** ☞ The virtuous defender can Step to put the foe in reach before making a melee Retributive Strike.

**Shield Block** ☞

**Speed** 20 feet

**Melee** ☞ longsword +12 (versatile P), **Damage** 1d8+6 slashing

**Ranged** ☞ composite longbow +8 (deadly 1d10, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+4 piercing

**Champion Devotion Spells** 1 Focus Point, DC 19; **2nd** lay on hands (Pathfinder Core Rulebook 387), veil of confidence (Pathfinder Core Rulebook 398)

## VETERAN RECLAIMER

*This grizzled half-orc wields a longbow with the familiarity of a woman who considers it more as an extension of her body than a weapon.*

When Lastwall fell, many of the former Knights of Ozem became disheartened and scattered, wandering aimlessly through the wilds of the Inner Sea. Though the horrific events that led to the fall of Lastwall shook their faith in the traditional hierarchy of the Knights, they hardened their resolve to hunt all undead from the face of Golarion. These Crimson Reclaimers still see the Whispering Tyrant as their primary foe, but they can be found in many of the most haunted regions of the world, living off the land and hunting the restless dead.

While heroism and fervor for their cause still burns in their heart, veteran reclaimers have lived long enough to lose their taste for tales of courtly valor and valiant last stands. They have learned the value of caution and thus engage their enemies from range and use terrain to their advantage. They are quick to strike back at enemies that harm their allies, knowing staunch teammates are essential in the face of the world's many horrors.

## VETERAN RECLAIMER

## CREATURE 11

CG MEDIUM HUMAN HUMANOID ORC

**Perception** +24; darkvision, low-light vision

**Languages** Common, Orcish

**Skills** Acrobatics +20, Athletics +19, Intimidation +15, Medicine +19, Nature +18, Religion +20, Survival +22

**Str** +4, **Dex** +5, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

**Items** +1 striking bastard sword, +1 breastplate, +1 striking composite longbow (100 arrows), dagger, lesser healing potion

**AC** 29; **Fort** +20, **Ref** +23 (successes are instead critical successes), **Will** +19

**HP** 195

**Speed** 25 feet; ignores the effects of non-magical difficult terrain

**Melee** ♦ *bastard sword* +21 (magical, two-hand d12), **Damage** 2d8+8 slashing

**Melee** ♦ *dagger* +21 (agile, versatile S), **Damage** 1d4+8 piercing

**Ranged** ♦ *composite longbow* +22 (deadly 1d10, magical, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+6 piercing

**Ranged** ♦ *dagger* +21 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

**Crimson Vengeance** ♦; **Frequency** once per round; **Requirements**

The veteran reclaimer is wielding a ranged weapon with reload 0.

**Effect** The veteran reclaimer makes two Strikes with the required weapon against a target that has attacked the veteran reclaimer or one of their allies within the last round (the multiple attack penalty applies normally). If both hit the creature, combine their damage for the purpose of resistances and weaknesses.

**Nature's Edge** Enemies are flat-footed to the veteran reclaimer in areas of natural difficult terrain or in areas of difficult terrain resulting from a snare.

**Vengeful Edge** When attacking a creature that attacked the veteran reclaimer or one of their allies within the last round, the veteran reclaimer has a multiple attack penalty of -3, or -2 with their dagger.

**Weapon Mastery** When the veteran reclaimer critically hits a creature who attacked the veteran reclaimer or one of their allies within the last round, the reclaimer applies the weapon's critical specialization effect.

## RUTHAL IRONROAR

The constant battles between Belkzen and Lastwall resulted in prejudice on both sides, and Ruthal never found her life in either land pleasant. For many years, Ruthal lived alone in the wilderness, avoiding other people. Yet when Lastwall began to crumble, the half-orc found she couldn't turn her head the other way. Though her moods are capricious and her social skills out of practice, Ruthal is a true angel to those that she rescues.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society

### NPC Gallery

Templates

### GLOSSARY

AND  
DEX

## KAMOU ODHIAMBO

Kamou's merchant family has traveled to cities across the Mwangi Expanse, and Kamou has put his kin's secret routes and trading alliances to good use when escorting others through the wilderness.

## MAGAAMBYA ADEPTS

Incredible events have rocked the lands of Avistan over the past 10 years, from whole cities reappearing out of a loop in time to magical explosions vaporizing the prison of Gallowspire. These marvels, both terrible and awe inspiring, inevitably attracted the attention of the Magaambya academy, home of scholars of magic in all its forms. Scholars, emissaries, and spies alike have now established Magaambyan centers in the north, seeking to learn and to help those they can along the way.

### RAIN-SCRIBE

*This sharp-eyed half-elf wears weather-beaten gear that would easily blend in with any natural terrain, and carries an elaborately carved walking staff.*

When a group of adepts leaves the Magaambya, whether to investigate a magical phenomenon, conduct a diplomatic mission, or visit scholars in a distant land, a Rain-Scribe often serves as their guide. An expert in travel through difficult environments, the Rain-Scribe provides for their companions while helping them avoid the many hazards of travel in the Inner Sea. Rain-Scribes are some of the most well-traveled members of the academy, and most have secured alliances or promises of safe passage through the lands where they walk.

Should the Rain-Scribe or their companions be attacked on their journeys, the scribe is a capable combatant who strives to turn their communion with the natural world into their greatest advantage in battle. Whether by using primal magic against their foes or striking unseen from the underbrush, the Rain-Scribe assures that no opponent threatens their traveling companions for long.

### RAIN-SCRIBE

### CREATURE 4

NG MEDIUM ELF HUMAN HUMANOID

**Perception** +13; low-light vision

**Languages** Common, Druidic, Mwangi

**Skills** Acrobatics +9, Arcana +7, Athletics +8, Nature +12, Stealth +11, Survival +12

**Str** +2, **Dex** +3, **Con** +1, **Int** +1, **Wis** +4, **Cha** +0

**Items** composite longbow (20 arrows), hide armor, scimitar, scroll of speak with animals

**AC** 21; **Fort** +9, **Ref** +9, **Will** +12; +1 status to all saves vs. poison

**HP** 54; **Resistances** poison 2

**Speed** 40 feet (from longstrider)

**Melee** ✦ scimitar +9 (forceful, sweep), **Damage** 1d6+2 slashing

**Ranged** ✦ composite longbow +10 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+1 piercing

**Primal Prepared Spells** DC 21, attack +11; **2nd** acid arrow, entangle, spider climb; **1st** gust of wind (×2), longstrider (already cast); **Cantrips (2nd)** detect magic, electric arc, know direction, light, tanglefoot

**Druid Order Spells** 2 Focus Points, DC 21; **2nd** tempest surge (Pathfinder Core Rulebook 400)

**Chameleon Step** ✦✦ (illusion, primal, visual); **Frequency** once per day; **Requirements** The Rain-Scribe must be in natural terrain. **Effect** The Rain-Scribe shifts their coloration and the coloration of their gear to match the surroundings and then immediately Sneaks, even while being observed. The Rain-Scribe must end their movement concealed or behind cover to remain hidden or undetected.



## TEMPEST-SUN MAGE

A wooden mask carved with a stoic leopard's features covers the face of this scholar. Her long cloak is embroidered with the names of fellow tribe members.

The Tempest-Sun Mages are the chosen protectors of the Magaambya academy and the lands that surround it, watching from the skies for any sign of incursion approaching from the surrounding jungle. They are known as much for the close bonds that they form with their companions as for their extensive knowledge of magical forces, and many mages inscribe the names of important allies on their clothing or gear as reminders of the reason for their vigilance and dedication. The diligence and power of the Tempest-Sun Mages has ensured that no invading force has ever come within 20 miles of the university they defend.

When the Tempest-Sun Mages are not defending the academy itself or accompanying envoys or teachers to distant locales, they use their mastery of arcane and primal magic to keep watch in the surrounding city and beyond, keeping an eye on the balance of power throughout the whole of the Mwangi Expanse. This magical intelligence often allows them to foresee threats to the academy or any nearby towns before such threats can even organize and approach.

While Tempest-Sun Mages generally prefer to disable or incapacitate enemies, and readily call upon on their companions from the Uzunjati to reason with foes when possible, they do not hesitate to unleash lethal force against dangerous or implacable enemies, often taking to the air and raining down elemental fury. In particular, these mages have little tolerance for demons, having previously suffered attacks from the worshippers of the demon lord Angazhan who inhabit the city of Usaro.

## TEMPEST-SUN MAGE

## CREATURE 11

NG MEDIUM HUMAN HUMANOID

**Perception** +18

**Languages** Common, Mwangi

**Skills** Acrobatics +18, Arcana +23, Diplomacy +16, Intimidation +16, Magaambya Lore +23, Medicine +19, Nature +21, Survival +21

**Str** +0, **Dex** +4, **Con** +3, **Int** +5, **Wis** +3, **Cha** +1

**Items** +1 crossbow (20 bolts), +1 explorer's clothing, lesser healing potion, Magaambya mask, staff of abjuration

**AC** 28; **Fort** +19, **Ref** +20, **Will** +21

**HP** 145

**Speed** 30 feet

**Melee** ♦ *staff of abjuration* +16 (two-hand d8), **Damage** 1d4+2 bludgeoning

**Ranged** ♦ *crossbow* +20 (range increment 120 feet, reload 1), **Damage** 1d8+2 piercing

**Arcane Prepared Spells** DC 30, attack +20; **6th** *chain lightning*, *tangling creepers*, *elemental form*; **5th** *cone of cold*, *fireball*, *sending*, *wall of stone*; **4th** *dimension door*, *fly*, *freedom of movement*, *wall of fire*; **3rd** *haste*, *mind reading*, *slow*, *stinking cloud*; **2nd** *endure elements*, *false life*, *obscuring mist*, *see invisibility*; **1st** *create water*, *fleet step*, *gust of wind*, *unseen servant*; **Cantrips (6th)** *detect magic*, *light*, *mage hand*, *produce flame*, *tanglefoot*

**Wizard School Spells** 2 Focus Points, DC 30; **6th** *elemental tempest* (Pathfinder Core Rulebook 406), *force bolt* (Pathfinder Core Rulebook 407)

**Mask Bond** ♦ (arcane) **Frequency** once per day; **Trigger** The Tempest-Sun Mage has not acted yet on their turn; **Effect** The Tempest-Sun Mage expends the power stored in their bonded item, which is their mask. This gives them the ability to cast one spell they prepared today and already cast, without spending a spell slot. They must still Cast the Spell and meet the spell's other requirements.

**Reach Spell** ♦ (concentrate, metamagic) If the next action the Tempest-Sun Mage uses is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, extend its range to 30 feet.

## TAHENKOT

Strong-headed and never satisfied, Tahenkot has always approached her studies and ambitions with the force of a bull smashing through a wall. She prides herself on her skill at magical flight and teaches others to fly according to her exacting standards. Though her attitude can be off-putting to some, Tahenkot knows what she's worth and refuses to accept any less.



## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

## SIORA QINNDOVE

An heir to two wealthy families, Siora grew up used to getting her own way. But Siora wound up becoming interested in archeology and the act of investigating every nook and cranny of an unknown artifact. Seeing that lost cities were hard to find and often contained things money couldn't buy, Siora joined the Pathfinder Society, loaded down with every piece of expensive gear that could prove useful.

## PATHFINDERS

The Pathfinder Society is a large and influential organization seeking to learn and share their knowledge to others, and its members can be found even in the least likely of places. PCs who are members of the Pathfinder Society might accompany a Pathfinder field agent (see below) or get news and assignments from a Pathfinder venture-captain (page 127).

### PATHFINDER FIELD AGENT

*This half-elf woman looks dressed to travel anywhere and prepared for any eventuality she might find along the way.*

No two field agents follow the same path to join the Pathfinder Society, nor the same path once they embark on their first expedition. The Society's treacherous missions require all types of adventurers, from seasoned combatants to ruin delvers and experts in the occult. Some field agents are highly specialized, filling a single role in a larger group of Pathfinders, while others branch out into a broad range of abilities.

This field agent seeks the thrill of discovering lost treasures from the Inner Sea's many ancient ruins. She scouts ahead for her team, keeping an eye out for enemies, traps, and other dangers. In fights, she is cautious and practical, preferring to stay mobile and out of sight. She sneaks in for a finishing blow when victory is certain.

### PATHFINDER FIELD AGENT

### CREATURE 4

N MEDIUM ELF HUMAN HUMANOID

**Perception** +11; low-light vision, trap finder

**Languages** Common, Elf

**Skills** Acrobatics +12, Arcana +8, Athletics +6, Deception +6, Diplomacy +6, Pathfinder Society Lore +11, Stealth +12, Survival +8, Thievery +10

**Str** +0, **Dex** +4, **Con** +3, **Int** +2, **Wis** +2, **Cha** +0

**Items** *comprehension elixir, minor healing potion, infiltrator's elixir, rapier, shortbow (20 arrows), studded leather armor, thieves' tools*

**Scout's Warning** **Trigger** The field agent is about to roll a Perception check for initiative. **Effect** The field agent audibly or visually warns their allies of imminent danger. This ability gains the auditory trait if the warning is audible, and the visual trait if the warning is visual. Any ally who is able to hear the agent (if the warning is audible) or see the agent (if the warning is visual) gains a +1 circumstance bonus to their initiative roll.

**AC** 21 (22 against traps); **Fort** +10, **Ref** +13, **Will** +11; +1 circumstance to all saves vs. traps

**HP** 60

**Deny Advantage** The field agent isn't flat-footed to flanking, hidden, or undetected creatures of 4th level or lower, or to creatures of 4th-level or lower using surprise attack.

**Speed** 25 feet

**Melee** ♦ rapier +12 (deadly 1d8, disarm), **Damage** 1d6+6 piercing

**Ranged** ♦ shortbow +12 (deadly d10, range increment 60 feet, reload 0), **Damage** 1d6+2 piercing

**Mobility** When the field agent takes a Stride action to move half their Speed or less, that movement does not trigger reactions.

**Sneak Attack** 2d6

**Surprise Attack** On the first round of combat, any creatures that haven't acted yet are flat-footed to the field agent.

**Trap Finder** The field agent has an intuitive sense that alerts them to the dangers and presence of traps. They gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if they aren't Searching, they still get a check to find traps. They can disable traps that require a proficiency rank of master in Thievery.

## PATHFINDER VENTURE-CAPTAIN

*The barnacle-crusted armor of this dwarf hints at a thousand exciting tales.*

The venture-captains of the Pathfinder Society rose through the ranks of the organization by following a unique path. An individual venture-captain has overcome numerous challenges, and each has countless stories to tell—and the scars to go with them. Each venture-captain maintains a lodge somewhere in the Inner Sea, where Pathfinder agents can rest, share stories, and set out on new missions. The venture-captain assigns these missions themselves, and they can draw on the significant resources of the Pathfinder Society—as well as any local allies they have—to ensure the missions' success.

This venture-captain operates a lodge that also serves as a tavern. His interest in epic tales led him to join the Society, and he gladly shares these stories with interested parties. Opportunistic field agents can gain the venture-captain's favor by recovering unique and valuable liquors. The venture-captain hopes to one day publish a Pathfinder Chronicle of his own.

### PATHFINDER VENTURE-CAPTAIN

### CREATURE 11

NG MEDIUM HUMAN HUMANOID

**Perception** +20

**Languages** Common, Dwarf

**Skills** Alcohol Lore +20 Bardic Lore +16, Diplomacy +21, Occultism +16, Performance +19

**Str** +5, **Dex** +1, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4

**Items** +1 striking composite longbow, +1 half plate, minor sturdy shield (Hardness 8, HP 64, BT 32), +1 striking warhammer, wayfinder

**AC** 32 (34 with shield raised);

**Fort** +22 (successes are instead critical successes), **Ref** +18, **Will** +19

**HP** 195

**Unshakable** Anytime the venture-captain gains the frightened condition, reduce its value by 1.

**Attack of Opportunity** 2

**Shield Block** 2

**Speed** 20 feet

**Melee** ♦ warhammer +24 (magical, shove), **Damage** 2d8+11 bludgeoning

**Ranged** ♦ composite longbow +20 (deadly 1d10, magical, range increment 100 feet, volley 30 feet), **Damage** 2d8+8 piercing

**Occult Spontaneous Spells** DC 27; **Cantrips** (3rd) detect magic, inspire competence, inspire courage, read aura

**Bardic Lore** The venture-captain can Recall Knowledge on any topic using their Bardic Lore skill.

**Paragon's Guard** ♦ (stance) While the venture-captain is in this stance and wielding a shield, their shield is always raised.

**Weapon Mastery (Hammer)** The venture-captain has spent hours training with the hammer. They gain access to the critical specialization effect of all simple and martial hammers.

## KHOUMROCK BLACKTHANE

The epitome of a salty sea dog, Khoumrock has experienced a lot in his tenure as a Pathfinder. Sunk and trapped beneath the waves, kidnapped by alghollthus, rescued from alghollthus—if there's an adventure to be found underwater, Khoumrock has experienced it. These days, Khoumrock prefers to keep his feet on solid ground, though he's always eager to share his stories to wide-eyed new recruits. For all his hardships, nothing has ever matched the wonders and thrills of the mysterious world he traversed below the ocean, and Khoumrock is happy to help others explore that incredible place—and live to tell tales of their adventures.

### CHARACTER GUIDE

#### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

#### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

#### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

#### GLOSSARY AND INDEX



## THEME TEMPLATES

The following adjustments allow you as the GM to replicate creatures and NPCs that belong to specific organizations. As a reminder, when you add a theme template at a higher level that grants numerous additional abilities, you should strongly consider removing one or more of the creature's original abilities to compensate, or consider raising the creature's level by 1 and adjusting its numbers accordingly so as to add the template's abilities without taking anything away. Either way, a template adds abilities based on the creature's final level; for example, if you raised a 6th-level creature to 7th level, adjusted its numbers, and added a

template, it would gain the template abilities listed in the 7th Level or Higher entry.

### ALDORI SWORDLORDS

Aldori swordlords are masters of combat trained in the Aldori dueling sword. They value honor above everything.

**1st Level or Higher:** Remove the creature's melee weapons (if any) from its items. Add the Aldori dueling sword (*Lost Omens World Guide* 28) to the creature's items with a Strike at the same bonus as its best melee Strike.

**4th Level or Higher:** Add Intimidation to the creature's skills. The creature gains the Duelist's Edge free action (*Lost Omens World Guide* 35).

**7th Level or Higher:** Remove one of the creature's reactions (if any) from its available options, and replace it with the Attack of Opportunity reaction.

**12th Level or Higher:** The creature gains the Unnerving Prowess free action (*Lost Omens World Guide* 35).

**17th Level or Higher:** The creature gains the Saving Slash reaction (*Lost Omens World Guide* 35).

### ASPIS CONSORTIUM

Members of the Aspis Consortium are always seeking ways to earn more coin. They are unscrupulous and aggressive in their methods, and put finances above morality.

**All Creatures:** Add the evil trait. Remove the good trait.

**1st Level or Higher:** Add Deception or Thievery to the creature's skills.

**4th Level or Higher:** The creature gains the rogue's surprise attack class feature.

**7th Level or Higher:** The creature can cast *invisibility* once per day as an innate arcane spell.

**12th Level or Higher:** The creature gains the rogue's deny advantage class feature.

**17th Level or Higher:** The creature gains 9th-level *nondetection* as a constant innate arcane spell, which also affects the creature's items.

### BELLFLOWER NETWORK

Members of the Bellflower Network fight against slavery where they can, liberating slaves and helping those in need.

**All Creatures:** Add the chaotic trait. Remove the evil and lawful traits.

**1st Level or Higher:** Add Acrobatics to the creature's skills, with a bonus 2 higher when used to Escape.

**4th Level or Higher:** Increase the creature's Speed by 5 feet.

**7th Level or Higher:** Add Deception to the creature's skills. It gains the Unfettered Halfling ancestry feat, even if it isn't a halfling.

**12th Level or Higher:** The creature can cast *freedom of movement* once per day as an innate divine spell.

**17th Level or Higher:** The creature gains the Foil Senses and Slippery Secrets skill feats.

### EAGLE KNIGHTS

The Eagle Knights are a military group dedicated to fighting tyranny and defending their homeland, Andoran.



ALDORI SWORDLORD

They risk their lives to fight injustice and champion the rights of the individual.

**1st Level or Higher:** Add Diplomacy and Society to the creature's skills.

**4th Level or Higher:** The creature can cast the *inspire competence* (Pathfinder Core Rulebook 386) and *inspire courage* (Pathfinder Core Rulebook 386) composition cantrips once per day each as innate divine spells.

**7th Level or Higher:** When using the Aid reaction, if the creature rolls a success, it gets a critical success instead.

**12th Level or Higher:** Remove one of the creature's reactions (if any) from its available options, and replace it with the Attack of Opportunity reaction.

**17th Level or Higher:** The creature can cast 9th-level *freedom of movement* once per day as an innate divine spell.

## FIREBRANDS

Firebrands tend to be rebellious liberators or boastful daredevils. They seek to draw attention to themselves.

**All Creatures:** Add the chaotic trait. Remove the lawful trait.

**1st Level or Higher:** Add Acrobatics and Athletics to the creature's skills.

**4th Level or Higher:** Increase the creature's Speed by 5 feet.

**7th Level or Higher:** Add Deception, Diplomacy, or Intimidation to the creature's skills. If you added Deception, add the Confabulator skill feat; if you added Diplomacy, add the Glad-Hand feat; and if you added Intimidation, add the Battle Cry feat.

**12th Level or Higher:** The creature can cast 3rd-level *heroism* once per day as an innate occult spell.

**17th Level or Higher:** The creature gains the Bravo's Determination feat (page 75).

## HELLKNIGHTS

Hellknights are disciplined individuals who seek to maintain order and quell chaos. The myriad Hellknight orders are all highly structured and regimented. This template gives a low-level creature significantly more treasure than the normal maximum for its level, due to expensive armor; adjust the total treasure in your adventure accordingly.

**All Creatures:** Add the lawful trait. Remove the chaotic trait.

**1st Level or Higher:** Remove the creature's armor (if any) from its items. Add splint mail to the creature's items. If the creature wasn't wearing heavy armor before this adjustment, its Speed is reduced by 5 feet and it gains +1 AC.

**4th Level or Higher:** The creature gains resistance to mental and slashing equal to half its level.

**7th Level or Higher:** Add Hellknight plate to the creature's items instead of splint mail. The creature can cast *discern lies* once per day as an innate divine spell.

**12th Level or Higher:** Remove one of the creature's reactions (if any) from its available options, and replace it with Attack of Opportunity. If applying the 1st-level template ability caused the creature's Speed to be reduced, that Speed is now restored to its original value.

**17th Level or Higher:** The creature's attacks deal 1d6 additional lawful damage on a hit. As is normal for aligned damage, this damages only chaotic creatures.

## HOUSES OF PERFECTION

The students of the Houses of Perfection are dedicated to the martial and mystical practices of Vudra. They are disciplined figures capable of improbable physical feats.

**All Creatures:** Add the lawful trait. Remove the chaotic trait.

**1st Level or Higher:** Remove the creature's melee weapons (if any) from its items. Replace the creature's melee weapon attacks with a fist unarmed attack that deals d8s for damage.

**4th Level or Higher:** The creature gains the *ki strike* ki spell (Pathfinder Core Rulebook 401) and gains a focus pool of 1 Focus Point. The creature's ki spells are divine.

**7th Level or Higher:** The creature's Speed increases by 5 feet. It gains the *perfect strike* ki spell (Lost Omens World Guide 83). Its focus pool increases to 2 Focus Points.

**12th Level or Higher:** The creature adds the appropriate ki spell for its School of Perfection (Lost Omens World Guide 83): *unblinking flame revelation* for Unblinking Flame, *unbreaking wave advance* for Unbreaking Waves, *unfolding wind rush* for Unfolding Wind, or *untwisting iron buffer* for Untwisting Iron. Its focus pool increases to 3 Focus Points.

**17th Level or Higher:** Choose one saving throw. When the creature rolls a success on that saving throw, it gets a critical success instead.

## KNIGHTS OF LASTWALL

Though their nation of Lastwall has fallen, the Knights of Lastwall remain vigilant against the undead. They are unwavering in their cause and fight with honor.

**1st Level or Higher:** Remove the creature's melee weapons (if any) from its items. Add a longsword and steel shield to the creature's items with a Strike at the same attack bonus. It gains the Shield Block reaction. Add Undead Lore to the creature's skills.

**4th Level or Higher:** The creature gains the Reactive Shield fighter feat.

**7th Level or Higher:** The creature gains the Necromantic Resistance feat (Lost Omens World Guide 47).

**12th Level or Higher:** The creature gains the Lastwall Warden feat (Lost Omens World Guide 47).

**17th Level or Higher:** The creature can cast the *champion's sacrifice* devotion spell (Pathfinder Core Rulebook 387) once per day as an innate divine spell.

## LION BLADES

The Lion Blades are a secret organization in Taldor, protecting the nation via espionage, intrigue, and infiltration. They creatively use every tool at their disposal.

**1st Level or Higher:** Add Deception and Stealth to the creature's skills.

**4th Level or Higher:** Observers are never granted circumstance bonuses to Perception checks due to the creature Impersonating a person of a different ancestry, age, and so on, as long as the disguise is appropriate for its size.

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW

### ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

**7th Level or Higher:** The creature gains the Lost in the Crowd feat (*Lost Omens World Guide* 131).

**12th Level or Higher:** The creature gains a +10-foot status bonus to its Speeds.

**17th Level or Higher:** The creature gains the Flicker feat (*Lost Omens World Guide* 131).

## THE MAGAAMBYA

The Magaambya is an academic institution dedicated to the study of magic, and its members are known for combining magical traditions in unique ways.

**All Creatures:** Add the good trait. Remove the evil trait.

**1st Level or Higher:** The creature can cast *detect magic* and *sigil* as innate cantrips. Decide whether these are arcane or primal cantrips when applying the template.

**4th Level or Higher:** Add Arcana and Nature to the creature's skills. It gains the Recognize Spell skill feat.

**Level 7 or Higher:** The creature gains either 2nd-level *invisibility* as an innate arcane spell or 2nd-level *entangle* as an innate primal spell. The spell can be cast once per day.

**Level 12 or Higher:** The creature gains the Quickened Casting wizard class feat.

**Level 17 or Higher:** The creature can cast 7th-level *true seeing* once per day as an innate arcane spell and 7th-level *chain lightning* once per day as an innate primal spell.

## PATHFINDER SOCIETY

The Pathfinder Society recruits members of all kinds, so long as they are willing to report, explore, and cooperate. These like-minded adventurers and explorers travel the world to seek new knowledge and experiences.

**1st Level or Higher:** Add Pathfinder Society Lore, one other Lore, and Stealth to the creature's skills.

**4th Level or Higher:** The creature adds its level to its ability modifier to determine its total modifier for any skill not listed in the creature's stat block.

**7th Level or Higher:** The creature gains a *wayfinder* and the Careful Explorer feat (*Lost Omens World Guide* 23).

**12th Level or Higher:** The creature can cast *hypercognition* once per day as an innate occult spell.

**17th Level or Higher:** The creature can cast 9th-level *true seeing* once per day as an innate occult spell.

## RED MANTIS ASSASSINS

The Red Mantis are assassins for hire who work under a strict code of rules and requirements. Once they are on the job, these tireless killers relentlessly pursue their targets.

**All Creatures:** Add the evil and lawful traits. Remove the chaotic and good traits.

**1st Level or Higher:** Remove the creature's melee weapons from its items. Add two sawtooth sabers to the creature's items, and add a sawtooth saber Strike with an attack bonus equal to the creature's highest melee Strike.

**4th Level or Higher:** Add Stealth to the creature's skills.

**7th Level or Higher:** The creature gains the Crimson Shroud feat (*Lost Omens World Guide* 71).

**12th Level or Higher:** The creature gains the Mantis Form feat (*Lost Omens World Guide* 71).

**17th Level or Higher:** The creature can cast 9th-level *invisibility* once per day as an innate divine spell.

## WHISPERING WAY

The Whispering Way is a cult of necromancers, nihilists, and undead intent on supporting Tar-Baphon, the Whispering Tyrant. They are zealous in their efforts to further the lich's goals.

**All Creatures:** Add the evil trait. Remove the good trait.

**1st Level or Higher:** Add Undead Lore to the creature's skills. It can cast *chill touch* as an innate divine cantrip.

**4th Level or Higher:** The creature can cast the *touch of undeath* (*Pathfinder Core Rulebook* 405) bloodline spell once per day as an innate divine spell.

**7th Level or Higher:** The creature can cast 2nd-level *harm*



RED MANTIS ASSASSIN

once per day as an innate divine spell; for every 2 levels it has beyond 7th, *harm* is heightened another spell level.

**12th Level or Higher:** The creature gains the Command Undead cleric class feat. It gains an additional use of its *harm* innate spell that it can use only with Command Undead.

**17th Level or Higher:** The creature gains the negative healing ability, which means the creature is damaged by positive effects that damage undead, is healed by negative effects that heal undead, and doesn't benefit from healing effects.

## STONE GIANT MONK

This sample creature was built using these theme template rules, created by applying the Houses of Perfection template to a stone giant (*Pathfinder Bestiary* 170).

### STONE GIANT MONK CREATURE 9

LN LARGE EARTH GIANT HUMANOID

**Perception** +16; darkvision

**Languages** Common, Jotun

**Skills** Acrobatics +16, Athletics +22, Intimidation +16, Stealth +16 (+20 in rocky terrain)

**Str** +6, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +0

**Items** sack with 5 rocks

**AC** 28; **Fort** +20, **Ref** +16, **Will** +16

**HP** 170

**Catch Rock** ⚡

**Speed** 40 feet

**Melee** ⚡ fist +22 (agile, reach 10 feet), **Damage** 2d8+16 bludgeoning

**Ranged** ⚡ rock +20 (brutal, range increment 120 feet), **Damage** 2d6+14 bludgeoning

**Divine Monk Ki Spells** 2 Focus Points, DC 24; **4th ki strike** (*Pathfinder Core Rulebook* 401), *perfect strike* (*Lost Omens World Guide* 83; see below)

**Big Swing** ⚡⚡ The stone giant makes a fist Strike. The target is Pushed up to 10 feet on a hit or up to 20 feet on a critical hit. If the target collides with a solid object or lands on the ground, it takes bludgeoning damage as though it had fallen the distance it moved.

**Throw Rock** ⚡

### PERFECT STRIKE

### FOCUS 2

UNCOMMON DIVINATION FORTUNE

**Cast** ⚡ verbal; **Trigger** You miss a Strike with an unarmed attack.

You call upon insight from your training to recover accuracy. Reroll the missed attack roll and keep the new result.

## CHANGELING HELLKNIGHT

This more advanced sample creature was built by applying the Hellknight template to a changeling exile (*Pathfinder Bestiary* 62) and then further altering the creature to better fit the intended concept. Since metal armor is anathema for druids, this character has replaced her druid spells with spells from a primal sorcerer bloodline and replaced her druid staff with a metal halberd.

## CHANGELING HELLKNIGHT

## CREATURE 4

LN MEDIUM CHANGELING HUMANOID HUMAN

**Perception** +13; darkvision

**Languages** Common

**Skills** Deception +13, Medicine +11, Nature +13, Stealth +10, Survival +11

**Str** +4, **Dex** +0, **Con** +0, **Int** +0, **Wis** +4, **Cha** +4

**Items** halberd, splint mail

**AC** 22; **Fort** +9, **Ref** +10, **Will** +13; +2 circumstance to all saves vs. dream and sleep

**HP** 45; **Resistances** mental 2, slashing 2

**Speed** 20 feet

**Melee** ⚡ claw +12 (agile), **Damage** 1d4+4 slashing

**Melee** ⚡ halberd +12 (reach 10 feet, versatile S), **Damage** 1d10+6 piercing

**Primal Spontaneous Spells** DC 22, attack +12; **2nd flaming sphere**, *resist energy*, **1st burning hands**, *longstrider*, *ventriloquism*; **Cantrips (2nd)** *dancing lights*, *produce flame*, *read aura*, *tanglefoot*

**Sorcerer Bloodline Spells** 1 Focus Point, DC 22; **2nd elemental toss** (*Pathfinder Core Rulebook* 404)

### CHARACTER GUIDE

#### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

#### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

#### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

#### NECESSARY INDEX

CHANGELING HELLKNIGHT

# GLOSSARY AND INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, deities, locations, organizations, and so on. New rules content is marked with an asterisk (\*).

**Abadar** The lawful neutral god of cities, law, and wealth is also known as the Master of the First Vault.

**Absalom** The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle.

**academic** (trait) Academic entities are centered around study and the pursuit of knowledge. Academic organizations are often schools or groups including students, teachers, and researchers.

**Acavna** The deceased chaotic neutral Azlanti goddess of companionship, defensive battle, and the moon. She was known as the Shield.

**Achaekek** The lawful evil god of assassins, divine punishment, and the Red Mantis is also known as He Who Walks in Blood.

**Aiudeen** This major elven ethnic group lives mostly in Kyonin. 23

**Aldori Swordlords** These acclaimed sword fighters are trained with the Aldori dueling sword. 65  
theme template\* 128

**Alijæ** One of the three subgroups that make up the Mualijæ elves, Alijæ live in the northern Mwangi Expanse. 25

**Alkenstar** This city-state in the central Mana Wastes is known for unique technology, including firearms.

**Almas** Almas is the capital of the nation of Andoran.

**Andoran** Andoran is a young nation in southern Avistan known for its commitment to democracy and personal freedoms.

**Arcadia** A continent west of the Inner Sea region, Arcadia lies beyond the ruins of Azlant.

**Arcadian Ocean** This ocean is between Arcadia and Avistan.

**Aroden** The deceased lawful neutral god of humanity, innovation, history, and fulfillment of destiny, also known as the Last Azlanti.

**Asmodeus** The lawful evil god of contracts, pride, slavery, and tyranny is also called the Prince of Darkness.

**Aspis Consortium** This prominent trade organization spans the Inner Sea region and is known for unscrupulous practices. 65  
theme template\* 128

**Avistan** This continent makes up the northern half of the Inner Sea region.

**Azlant** One of the greatest nations during the Age of Legend, this empire was destroyed during Earthfall, and its ruins lie among the islands of the Arcadian Ocean.

**Azlanti** The Azlanti are the people of the ancient empire of Azlant. 10

**Bekyar** This major Mwangi ethnic subgroup originated in southwestern Garund. 7

**Belkzen** This region in northwestern Avistan is home to orc clans.

**Bellflower Network** This secretive organization is dedicated to the liberation of halfling slaves, especially in Cheliax. 65  
theme template\* 128

**Bleaching** Gnomes who have undergone the Bleaching and survived are called Bleachlings. 29

**Bonuwat** This major Mwangi ethnic subgroup lives along Garund's western coast. 7

**Brevoy** This nation in northeastern Avistan is known for its political turmoil and uncertainty.

**Broken Lands** The Broken Lands are a region in northeastern Avistan consisting of Brevoy, the Lake of Mists and Veils, Mendev, Numeria, Razmiran, the River Kingdoms, and the Sarkoris Scar.

**Caldaru** A major Mwangi ethnic subgroup in western Garund. 7

**Casmaron** This continent is immediately east of the Inner Sea region.

**Cayden Cailean** The chaotic good god of bravery, ale, freedom, and wine is also known as the Drunken Hero.

**Chaldira Zuzaristan** The neutral good halfling goddess of battle, luck and mischief is sometimes called the Calamitous Turn.

**Cheliax** This nation in southwest Avistan has diabolic leadership.

**Cragkin** A major half-orc ethnic subgroup, Cragkin are common to the mountainous regions of western Avistan. 14

**Crown of the World** The northernmost of Golarion's continents, the Crown of the World connects Avistan to Tian Xia.

**Cyphermages** This organization of mages is dedicated to the study of ancient magic and monuments throughout Varisia.

**Desna** The chaotic good goddess of dreams, luck, stars, and travelers is also known as the Song of the Spheres.

**Droskar** The neutral evil dwarven god of cheating, slavery, and toil is sometimes called the Dark Smith.

**dwarf** Dwarves are stout folk who often live underground. 16–21  
ancestry feats\* 20–21  
heritages\* 19

**Dwarven** Dwarven is the language of dwarves.

**Eagle Knights** The Eagle Knights defend Andoran and oppose tyranny and injustice. 65  
theme template\* 128–129

**Ekujæ** One of the three groups that make up the Mualijæ elves, Ekujæ predominantly live in the western Mwangi Expanse. 25

**elf** Elves are a mysterious people with rich traditions of magic and scholarship. 22–27  
ancestry feats\* 26–27  
heritages\* 25

**Elven** Elven is the language of elves.

**Erastil** The lawful good god of family, farming, hunting, and trade is known as Old Deadeye.

**Ergaksen** One of three major dwarven groups, Ergaksen live on the surface of Golarion. 17

**Erutaki** A common human ethnicity in the Inner Sea region, Erutaki span the Crown of the World. 6

**Eye of Abendego** This enormous permanent hurricane spins between Mediogalti Island, the Shackles, and the Sodden Lands.

**fell gnome** A gnome ethnicity with an affinity for occult magic. 29

**Feychild gnome** This gnome ethnicity has an affinity for primal magic. 30

**Findeladlara** The chaotic good goddess of architecture, art, and twilight is sometimes called the Guiding Hand.

**Firebrands** A rebellious organization of daredevils known for fighting oppression. 66–75  
archetypes\* 74–75  
feats\* 71  
items\* 72–73  
NPCs\* 118–119  
theme template\* 129

**Five Kings Mountains** A region in southeast Avistan considered the center of dwarven civilization in the Inner Sea region.

**forest goblin** This major goblin subgroup is found in forests. 35

**Free Captains** The leaders of pirates in the Shackles.

**frost goblin** A major goblin subgroup found in frigid climates. 35

**Frostkin** This major half-orc ethnic subgroup is common to the far north of Avistan and the Crown of the World. 14

**Galt** Galt is a nation in eastern Avistan known for its constant political upheaval and revolution.

**Garund** One of Golarion's continents, Garund's northern portion makes up the southern half of the Inner Sea region.

**Garundi** This human ethnicity in the Inner Sea region originated in the nations of northern Garund.

**Gateborn** The largest half-elf ethnic subgroup, descended from Aiudeen elves. 10

**Geb** A nation in eastern Garund, Geb is a haven for undead.

**glimmer gnome** These gnomes have an affinity for divine magic. 30

**Gloomkin** A major half-orc ethnic subgroup, Gloomkin are common to the Darklands. 14

**gnome** Gnomes are small people skilled at magic and who seek out new experiences. 28–33  
ancestry feats\* 31–33  
heritages\* 31

**Gnomish** Gnomish is the language of gnomes.

**goblin** Goblins are a small, scrappy people with a love of songs and fire. 34–39  
ancestry feats\* 37–39  
heritages\* 37

**Goblin** Goblin is the language of bugbears, goblins, and hobgoblins.

**Golarion** Golarion is the most important world in the Lost Omens campaign setting.

**Golden Road** This region in northern Garund and part of southeastern Avistan includes Katapesh, Osirion, Qadira, Rhadoun, and Thuvia.

**Gorum** The chaotic neutral god of battle, strength, and weapons is also known as Our Lord in Iron.

**Gozreh** The neutral god of nature, the sea, and weather is sometimes called the Wind and the Waves.

**Gravelands** This region in central Avistan, formerly known as Lastwall, holds many undead and other horrors.

**Green Faith** This philosophy proclaims that natural forces are worthy of attention and respect.

**Grondaksen** One of the three major dwarven groups, Grondaksen typically live underground. 17

**half-elf** A prominent heritage in the Inner Sea region, half-elves share characteristics with both elves and humans. 10  
ancestry feats\* 15

**half-orc** A prominent heritage in the Inner Sea region, half-orcs share characteristics with both humans and orcs. 10  
ancestry feats\* 15

**halfling** Halflings are small, cheerful people sometimes considered to be lucky. 40-45  
ancestry feats\* 44-45  
heritage\* 44

**Halfling** Halfling is the language of halflings.

**Hellknights** The Hellknights are a collection of knightly orders focused on maintaining order and upholding the law. 76-85  
archetypes\* 84-85  
armiger feats\* 80-81  
equipment\* 80  
NPCs\* 120-121  
order abilities\* 81-83  
theme template\* 129

**hobgoblin** Hobgoblins are a sturdy, clever people with a propensity for militaristic order. 48-51  
ancestry feats\* 50-51  
heritages\* 49-50

**Hollowborn** Major half-elf ethnic subgroup descended from drow. 13

**Holtaksen** One of the three major dwarven groups, Holtaksen live atop mountains and along their slopes. 19

**House Thrune** Thrune is the ruling noble house of Cheliah.

**Houses of Perfection** These martial arts schools in Jalmeray emphasize techniques tied to the elements. 65  
theme template\* 129

**human** A diverse people known for their adaptability.  
ancestry feats\* 11-15  
heritage\* 11

**Ilverani** A major elven ethnic group, sometimes known as snowcasters, Ilverani live in the Crown of the World. 23

**Inner Sea** This sea cradled between Avistan and Garund was created by the reshaping of the region during Earthfall.

**Inner Sea region** A collective name for the continent of Avistan and the northern portion of Garund that surrounds the Inner Sea.

**lobaria** This nation in western Casmaron is an unsettled frontier after a number of plagues.

**lobarian** This human ethnicity is located primarily in lobaria. 10

**lomedae** The lawful good goddess of honor, justice, rulership, and valor is also called the Inheritor.

**Irori** The lawful neutral god of history, knowledge, and self-perfection is also known as the Master of Masters.

**Irrisen** This nation in northwestern Avistan is known for its constant winter and its rule by winter witches.

**Isgar** This nation in southern central Avistan is a vassal of Cheliah and home to several goblin clans.

**Jadwiga** This human ethnicity located primarily in Irrisen traces its heritage to the witch-queens of that land. 10

**Jalmeray** An island nation off the eastern coast of Garund, Jalmeray is home to immigrants from the distant region of Vudra.

**Jaric** This halfling ethnic group mostly dwells in the Barrier Wall mountains of Garund. 41

**Jistka Imperium** This ancient empire ruled northern Garund

around -3600 AR.

**Kallijae** One of the three groups that make up the Mualijae elves, Kallijae live in the northwestern Mwangi Expanse. 29

**Katapesh** This nation on the northeastern coast of Garund is known for its markets.

**Keenspark gnome** This gnome ethnic group has an affinity for arcane magic. 31

**Keleshite** In the Inner Sea region, this human ethnicity is common among the nations of the Golden Road. 6

**Kellid** A human ethnicity in the Inner Sea region, Kellids come from the mountains and steppes of northern Avistan.

**Knights of Lastwall** The remaining knights of former Lastwall endeavor to put an end to the Whispering Tyrant. 86-95  
archetypes\* 93-95  
class feats\* 90  
equipment\* 91-93  
focus spells\* 90-91  
NPCs\* 122-123  
theme template\* 129

**Kols** The lawful neutral dwarven god of duty, honor, and promises is also called the Oath-Keeper.

**Kortos** The island that Aroden raised—along with the Starstone— and on which Absalom was built, is also known as Starstone Isle.

**Kulenett** These underground dwarves live primarily beneath the mountains of Geb. 17

**Kyonin** This nation is the center of elven culture in Avistan.

**Lake Encarthan** A large lake located in central Avistan, Encarthan is used to facilitate trade throughout the region.

**Lamashtu** The chaotic evil goddess of aberrance, monsters, and nightmares is also called the Mother of Monsters.

**Lands of the Linnorm Kings** This region in northwestern Avistan is known for its harsh environs and fierce leaders.

**leshy** Leshies are living plants animated by primal magic. 52-55  
ancestry feats\* 54-55  
heritages\* 54

**Lion Blades** A secretive group of spies, the Lion Blades defend Taldor and its interests from enemies. 65  
theme template\* 129-130

**Lirgeni** A human people originally from Lirgen, Lirgeni have been displaced by the Eye of Abendego. 6

**Lissala** The lawful neutral goddess of duty, fate, reward for service, and runes is sometimes known as the Order of Virtue and worshipped by the Azlanti.

**lizardfolk** These reptilian humanoids, also known as iruxi, are extremely adaptable and patient. 56-59  
ancestry feats\* 58-59  
heritages\* 57-58

**Magaambya** The oldest academy of arcane learning in the Inner Sea Region is located in the city of Nantambu. 96-105  
archetypes\* 101-105  
magic items\* 100  
NPCs\* 124-125  
theme template\* 130

**Magnimar** One of the major city-states in Varisia, Magnimar is also called the City of Monuments.

**Mana Wastes** This region located in eastern Garund is known for its areas of dead and wild magic.

**Mauxi** A major Mwangi ethnic subgroup, Mauxi are located primarily in Thuvia and the Barrier Wall mountains. 7

**Mbe'ke** This dwarven ethnic group lives in the Mwangi Expanse. 18

**Mediogalti Island** This large island off the northwestern coast of Garund is home to the Red Mantis assassins.

**Mendev** This nation located in northeastern Avistan is a launching point for crusades against the demons of the Sarkoris Scar.

**Mihirini** A halfling ethnic group, Mihirini live in lobaria and eastern Avistan. 41

**Milani** The chaotic good goddess of devotion, hope, and uprisings is also called the Everbloom.

**militaristic (trait)** Militaristic entities have a command structure and an emphasis on armed combat in organized groups; militaristic organizations are often armies or law enforcement agencies.

**Mistborn** A major half-elf ethnic subgroup, Mistborn are descended from any of the Mualijae elven ethnicities. 10

## CHARACTER GUIDE

### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

### ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

### GLOSSARY AND INDEX

**Molthune** This nation in central Avistan is dominated by its military and is at war with Nirmathas.

**monkey goblin** This major goblin subgroup is found on Mediogalti Island. 36

**Mualijae** A major elven ethnic group consisting of three subgroups, Mualijae live in the Mwangi Expanse. 24

**Mwangi** This is a term for multiple human ethnicities originating in the Mwangi Expanse.

**Mwangi Expanse** This area in northern central Garund consists of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian.

**Mzali** This temple-city is located in the southern Mwangi Expanse.

**Nethys** The neutral god of magic is also known as the All-Seeing Eye.

**New Thassilon** This young nation in northwest Avistan is home to time-displaced Thassilonians.

**Nex** A nation located on the eastern coast of Garund, Nex is a center for arcane study.

**Nidal** This nation along the southwest coast of Avistan is watched over by Zon-Kuthon.

**Nidalese** This human ethnicity is common only in Nidal and the surrounding areas of the Inner Sea region.

**Ninshabur** This once-great empire in Casmaron was destroyed by a Spawn of Rovagug.

**Nirmathas** A nation located in central Avistan, Nirmathas is known for its vast wilderness and war with Molthune.

**Numeria** This nation in northeast Avistan is known for unique technology salvaged from a fallen starship.

**Old Cheliox** This region in southwest Avistan consists of Cheliox, Isger, Nidal, and Ravounel.

**Old-Mage Jatembe** This great wizard founded the Magaambya and helped rekindle the art of magic during the Age of Anguish.

**Oprak** A nation in central Avistan, Oprak is home to hobgoblins who won the land by force.

**Orcish** Orcish is the language of orcs and half-orcs.

**Osirion** A nation in northeastern Garund, Osirion boasts countless tombs and temples from the great empire of Ancient Osirion.

**Othoban** A halfling ethnic group, Othoban live primarily in New Thassilon and Varisia. 42

**Ouat** This sect of Pahmet dwarf monks has isolated itself in search of self-perfection. 18

**Pahmet** A dwarven ethnic group, Pahmet live in Osirion. 18

**Paraheen** This group of dwarven artisans is based in the Qadiran city of Katheer. 18

**Pathfinder Society** This globe-trotting organization is dedicated to exploration and the reclamation of lost relics. 106–115  
agent feats\* 112  
archetypes\* 112–115  
equipment\* 110  
magic items\* 110–111  
NPCs\* 126–127  
theme template\* 130

**Pharasma** The neutral goddess of birth, death, fate, and prophecy is also called the Lady of Graves.

**Qadira** A nation located in southeast Avistan, Qadira is the westernmost satrapy of the great Padishah Empire of Kelesh.

**Rahadoun** A nation located in northwest Garund, Rahadoun is known for prohibitions against religious practice of any kind.

**Rainkin** A major half-orc ethnic subgroup, Rainkin are common in the jungles of the Mwangi Expanse. 14

**Rasp goblin** One of the major goblin subgroups, Rasp goblins are common to Varisia and the surrounding regions. 36

**Ravounel** This young nation in southwest Avistan is known for its successful uprising against Cheliox and continued push for individual freedoms.

**Realm of the Mammoth Lords** This region in northern Avistan is a land of wilderness and dangerous megafauna.

**Red Mantis** These efficient assassins serve the mantis god Achaek and reside on Mediogalti Island.  
theme template\* 130

**revolutionary** (trait) Revolutionary entities use armed conflict to oppose authority. A revolutionary organization often has a loose structure of agents with loyalty to charismatic individuals.

**River Kingdoms** This region in northeast Avistan is made up of

dozens of small kingdoms struggling for dominance.

**Rovagug** The chaotic evil god of destruction, disaster, and wrath is also called the Rough Beast.

**Sandkin** A major half-orc ethnic subgroup, Sandkin are common to the deserts of northern Garund and Osirion. 14

**Sarenrae** The neutral good goddess of healing, honesty, redemption, and the sun is often called the Dawnflower.

**Sarkoris Scar** This region in northern Avistan was the site of the demonic Worldwound.

**Senghor** This city-state in the southwestern Mwangi Expanse is an important port.

**Shackles** A collection of islands off the western coast of Garund, the Shackles are known for rampant piracy.

**Shelyn** The neutral good goddess of art, beauty, love, and music is called the Eternal Rose.

**Shoanti** Members of this human ethnicity are common across the Storval Plateau, the frontiers of Varisia, and beyond. 8

**Shoreborn** A major half-elf ethnic subgroup, Shoreborn are descended from aquatic elves. 13

**Shory** This ancient empire was prominent in central Garund around –2500 AR and famous for its flying cities.

**Silver Ravens** This rebel group helped liberate the city of Kintargo and establish the nation of Ravounel.

**Sodden Lands** This region on the northwest coast of Garund is ravaged by the Eye of Abendego.

**Song'o** A halfling ethnic group, Song'o live in the Laughing Jungle of the Mwangi Expanse. 42

**Spireborn** A major half-elf ethnic subgroup, Spireborn are descended from Spireworn elves. 10

**Spireworn** A major elven ethnic group, Spireworn live within the Mordant Spire in the Steaming Sea. 24

**spriggan** Spriggans are an offshoot of gnomes reshaped by their absorption of magic.

**Snowborn** A major half-elf ethnic subgroup, Snowborn are descended from Ilverani elves. 10

**Starstone Isle** This is another name for the Isle of Kortos.

**Storm Kindlers** This sect of Gozen priests is dedicated to understanding the Eye of Abendego.

**svirfneblin** Also known as deep gnomes, svirfneblin are an offshoot of gnomes living in underground realms.

**Taldan** This human ethnicity is widespread throughout Avistan, especially in the south of that continent. 8

**Taldor** This great empire in southeast Avistan is in decline but seeks to reclaim its former glory.

**Tanglebriar** This large swamp in southern Kyonin is the domain of the demon lord Treerazer.

**Tar-Baphon** A necromancer killed by Aroden, Tar-Baphon rose again as the lich-king known as the Whispering Tyrant; he threatened the Inner Sea region for centuries before being imprisoned. In 4719 AR, he broke free to terrorize the region once more.

**Thassilonian** This is the language of the people of Thassilon and New Thassilon.

**Thuvia** A nation located in north-central Garund, Thuvia is known for its production of the sun orchid elixir.

**Tian** This group of human ethnicities originally hailed from the nations of Tian Xia, and its members are common along major Avistani trade routes, including the Crown of the World.

**Tian-Dan** A major Tian ethnic subgroup, Tian-Dan are mostly found in Xa Hoi in Tian Xia. 8–9

**Tian-Dtang** A major Tian ethnic subgroup, Tian-Dtang are mostly found in Dtang Ma in Tian Xia. 8–9

**Tian-Hwan** This major Tian ethnic subgroup is mostly found in Hwanggot in Tian Xia. 8–9

**Tian-La** A major Tian ethnic subgroup, Tian-La are mostly found in Hongal and the Shaguang desert in Tian Xia. 8–9

**Tian-Min** This major Tian ethnic subgroup has its origins in Minkai in Tian Xia. 8–9

**Tian-Shu** The largest Tian ethnic subgroup, Tian-Shu are common throughout Tian Xia. 8–9

**Sing** A major Tian ethnic subgroup, Tian-Sing are mostly found in the Wandering Isles of Minata in Tian Xia. 8–9

**Tian Xia** This continent is far to the east of the Inner Sea region, past Casmaron.

**Tien** This is the common trade language of the various Tian peoples.

**Torag** The lawful good god of the forge, protection, and strategy is called the Father of Creation.

**Uhlam** A halfling ethnic group, Uhlam are most common in the Verduran Forest. 43

**Ulifen** This human ethnicity is common in the northern reaches of Avistan. 9

**Usaro** This city of evil beings is in the central Mwangi Jungle.

**Ustalav** A nation located in northern central Avistan, Ustalav is plagued by many terrifying creatures.

**Vahrid** Most of these surface dwarves live in Rahadoum. 18

**Varisia** This frontier region in northwestern Avistan is home to the Shoanti and Varisian peoples.

**Varisian** This human ethnicity is common throughout Avistan, particularly in and around Ustalav and Varisia. 9

**Varisian** Varisian is the language of the Varisian people.

**Varki** This human ethnicity is related to the Erutaki, and they live along the mountains of northern Avistan. 10

**Verduran Forest** This large forest is in southeast Avistan, nestled between Andoran, Galt, and Taldor.

**Vidrian** This young nation along the western coast of Garund only recently broke free of oppressive colonial rule.

**Vourinoi** A major elven ethnic group, Vourinoi live primarily in Osirion and the surrounding regions. 25

**Vudra** This vast peninsula in southeastern Casmaron is home to the Vudrani people.

**Vudrani** A common human ethnicity in Vudra, Vudrani are also found in Jalmeray and the surrounding regions.

**Vudrani** Vudrani is the language of the Vudrani people.

**wayfaring** (trait) Wayfaring entities are focused on exploration and discovery.

**Whispering Way** The Whispering Way is an organization dedicated to spreading undeath; it supports Tar-Baphon.

theme template\* 128

**Yae** A major Tian ethnic subgroup, Yae are mostly found in the Saguang desert and the Barrier Wall Mountains in Tian Xia. 8-9

**Zenj** A major Mwangi ethnic subgroup, Zenj can be found throughout the Mwangi Expanse. 7

**Zon-Kuthon** The lawful evil god of darkness, envy, loss, and pain is also called the Midnight Lord.

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### ANCESTRIES

Humans  
Dwarves  
Elves  
Gnomes  
Goblins  
Halflings

### NEW ANCESTRIES

Hobgoblins  
Leshies  
Lizardfolk  
Other

## ORGANIZATIONS

Firebrands  
Hellknights  
Knights of Lastwall  
Magaambya  
Pathfinder Society  
NPC Gallery  
Templates

## GLOSSARY AND INDEX

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