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LOST OMENS

KNIGHTS OF LASTWALL

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This book refers to several other Pathfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at paizo.com/prd.

APG

Advanced Player's Guide





CHAPTER 1: INTRODUCTION



INTRODUCTION

Welcome to *Pathfinder Lost Omens Knights of Lastwall*! This book takes an in-depth look at one of the newest organizations to arise in the Age of Lost Omens, the stalwart and virtuous Knights of Lastwall. These knights in shining armor dedicate their lives to protecting the innocent, defeating evil, and bringing light to the darkest corners of their world. The Knights of Lastwall help those in need and inspire hope across the Inner Sea, championing good wherever they go.

When the realm of Lastwall was devastated by the Whispering Tyrant, the ancient necromancer whose prison Lastwall's people had guarded for centuries, the Knights of Lastwall formed from survivors of the cataclysm. At first focused on the immediate concern of saving as many as they could, the order soon grew to accommodate multiple strategies. Some knights stayed behind, searching for remnant survivors or fighting a desperate war against the conquering undead forces, while others journeyed to foreign nations in search of allies to take up the fight. Now, the ruins of Lastwall are but one of many battlefields for the knights.

Members of the order can be found across the lands of the Inner Sea region, each fighting for the future of the people around them. From the haunted shadows of Geb to the shattered territory of Sarkoris, the

horror-shrouded decadence of Caliphass to the mists of the Lake Encarthan, the political battleground of Taldor to the grand metropolis of Absalom, the Knights of Lastwall travel forth... and recruit. Every ancestry and ethnicity, every gender and bond of love is found among the order's ranks, for everyone who champions good is welcome here.

Armored warriors aren't their only recruits. A knight might be a champion of Iomedae, goddess of valor, raising a shield in defense of a small hamlet. They might be an impassioned bard, stirring the hopes of common folk and fellow heroes with bold tales and glorious speeches. Perhaps a stealthy shadow, moving unseen through a camp of brigands to challenge their undead leader. Or a leaf-armored sprite on a corgi mount, swinging their sword to hamstring a hungry corpse. A star-seared oracle divining enemy movements and safe paths in sidereal shadows. A studious sorcerer searching ancient texts for clues to the Tyrant's next vile scheme. Everyone, from the humblest novice to the proudest veteran, has a part to play in this grand war against evil.

The Knights of Lastwall are particularly inviting to those who wish to reinvent themselves, for the philosophy of the order stresses that everyone has the potential to rise above their past deeds or the expectations of society.

The organization might welcome a former evildoer and help them find redemption in good deeds, or provide community and camaraderie to a late-blooming girl who wishes for a place where nobody calls her by a boy's name. In cases where a person simply seeks a new life and a chance to start over, the Knights of Lastwall stand with open arms for anyone willing to do good and help others.

To be a Knight of Lastwall is to dedicate oneself to the ideals of purest good. Knights are warriors against evil, champions of the downtrodden, and figures of inspiration all in one. A knight is implacable and merciful, cunning and forthright, relentless and restrained—warrior, slayer, guardian, but also diplomat, healer, rebuilder. Such is the life of a knight: not merely defeating evil but building goodness in its place. With every deed and every breath, the knight makes the world a better place.

Knights of Lastwall is composed of four sections. Chapter 1 lays out how the Knights of Lastwall formed, as well as the history of Lastwall and its deathless foe. This chapter includes in-depth information on life as a knight and how the order relates to other groups in the Lost Omens setting, such as the Pathfinder Society and the Magaambya academy.

Chapter 2 discusses individual knights, how they organize themselves, and whose example each knight seeks to follow. Details include the major and minor factions a knight might belong to within the order, such as the forward-thinking and inspiring Shining Sentinels and the cunning and passionate Crimson Reclaimers. Entries list faiths common among the knights and provide a deeper look at the reclaimers' enigmatic Crimson Oath, the source from which knights reclaimant draw their mystical powers. The section concludes with information about particularly notable Knights of Lastwall: heroic leaders, wandering recruiters, enigmatic wizards, and more.

Chapter 3 showcases the mechanical side of the order. Here you will find new feats for your favorite classes and archetypes, including expansions on the knight reclaimant, knight vigilant, and Lastwall sentry archetypes presented in previous publications. This section also includes new magic items and mundane equipment for your characters to use against the forces of evil. A selection of new spells discovered, devised, or distributed by the knights concludes this section.

Chapter 4 looks at the Knights of Lastwall in the context of the Lost Omens setting, focusing on relevant regions of Golarion and the knights' endeavors there. From undead-plagued ruins of Lastwall, now called the Gravelands, to the demon-scarred wastes of Sarkoris, where a previous knightly crusade drove out an incursion from the Abyss, the Knights of Lastwall can be found all over the Inner Sea.

While this book is a largely comprehensive resource, you can learn more about the Knights of Lastwall in *Pathfinder Lost Omens Character Guide*, where the order was first detailed, and in *Pathfinder Lost Omens Legends*, where you will find in-depth entries about knights such as **Kalabrynnne Iomedar** (LG female human champion) and her child **Clarethe** (CG nonbinary human knight reclaimant), two of the most iconic Knights of Lastwall, and **Ulthun II** (LG male human champion), former lord of Lastwall.

ADAPTING THIS BOOK

Groups that want to make use of the content in this book in non-Golarion or non-Knights of Lastwall campaigns should have a relatively easy time. Much of the material presented here functions as a foundation for any knightly order. The Knights of Lastwall are more disparate than many knightly orders, but their individual groups or factions can each represent distinct knightly orders in other worlds and settings. The rules options within this book are suitable for knights in general, regardless of their affiliation, and many of these options are also suitable for undead-heavy campaigns, whether or not the characters are knights.

RUNNING A KNIGHTS OF LASTWALL CAMPAIGN

Campaigns that centrally feature the Knights of Lastwall can take many forms. The most obvious is a clash with the Whispering Way—necromancers who believe that undeath is the apex of existence, from whose ranks the Whispering Tyrant arose—or other undead powers, from local malefactors to vampire barons or mummy pharaohs. This could be a glorious crusade or a desperate guerrilla war.

While the knights are a focused group with a specific goal, this doesn't mean they're suited only for campaigns involving such undead powers. The order's mission is to promote good, stop evil, and gather allies, and this is conducive to many urban-focused games. Knights in a city might navigate the web of local politics to stop a tyrant's rise or a secret cult, all while recruiting squires and securing noble support for the cause.

Knights can appear in other campaigns as well. Many knight recruiters travel alone or with a retainer and might join other heroes to aid in their noble goals. Likewise, the organization and its members are far-ranging enough that they might offer aid where player characters are members of an allied or sympathetic organization, like the Pathfinder Society or the Magaambya, or simply good folk doing good deeds.

The Knights of Lastwall are a friendly and accepting lot, but players might face them as foes. Particularly chaos-prone or destructive Firebrands, Gorumites, or Calistrans—or, conversely, particularly stringent or oppressive Hellknights or Abadarans—might come into conflict with the knights until they repent their ways and repair their harms. If the player characters are outright villains, the knights will be even more intent on stopping them. Woe betide a party of Whispering Way adherents should the knights catch them!

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HISTORY

TIMELINE

The following events are some of the most significant and formative in Lastwall's history.

- 1524 AR Aroden, the Last Azlanti, arrives in the Arcadian nation of Xopatl and befriends a local adventurer named Arazni.
- 1491 AR Arazni dies from her wounds after beheading the Tlocach, the Serpent of Seven Hills.

The crusader nation of Lastwall was born to fight the Whispering Tyrant, and it died at the Whispering Tyrant's hand.

When the wizard-king Tar-Baphon arose as the lich known as the Whispering Tyrant in 3203 AR, he assembled an army of humans and orcs in central Avistan and began subjugating surrounding areas. The empire of Taldor decreed that the Whispering Tyrant's depredations must not stand, and they formed the Shining Crusade to defeat his evil armies and vanquish the tyrant. Taldan armies joined with the righteous Knights of Ozem and the Kraggodan dwarves for the crusade. These forces established a beachhead on the northwest shore of Lake Encarthan, at the site that would become the city of Vellumis, and then pushed north.

The glories and setbacks of the Shining Crusade can and do fill volumes of history books. In short, after generations of fighting, the crusaders established a large, defensible area between Lake Encarthan, the mountains of Ustalav, and the Fangwood Forest. To bolster their forces, they summoned the demigod Arazni, the Red Crusader and herald of Aroden, god of humanity. Worried that Arazni might forsake them, the crusaders chose to bind her into service rather than request her aid, an arrogance that planted the seed of mistrust that would lead to her defeat. Arazni became the patron saint of the Shining Crusade, and the victories she achieved inspired ever more crusaders to flock to the front lines.

The crusaders' greatest loss came at the Battle of Three Sorrows in 3823 AR. The Whispering Tyrant captured Arazni, and the crusaders had pushed deep into the Ustalav mountains to recover her. At this battle, the Whispering Tyrant hurled Arazni's corpse into the ranks of the stunned crusaders. The loss of their patron saint was nearly enough to cause the crusade to fail entirely. Yet at the same battle, Iomedae, leader of the Knights of Ozem, defeated one of the Whispering Tyrant's chief lieutenants, the mohrg Erum-Hel, and drove him from the battlefield. Taking heart from this victory, the crusaders recovered Arazni's body and withdrew.

The crusaders retreated to their great stronghold of Fort Lorrin. Arazni's body lay in state, her loss inspiring as much zeal and fervor from the crusaders as her presence in life.

The Knights of Ozem recovered, renewed their push into the mountains, and cornered the Whispering Tyrant in his fell fortress at Gallowspire.

Outside Gallowspire, the crusade's leader, General Arnisant, faced off against the Whispering Tyrant in single combat. Tar-Baphon wanted to decisively end the conflict, and so he cast a *wish* to bring Arnisant's beating heart into his hand. The Whispering Tyrant didn't factor in the general's magic *Shield of Aroden*, forged by the god himself. The shield shattered in 12 pieces as it defended Arnisant from the spell, and one of the pieces lodged itself in the Whispering Tyrant's withered hand as a perversion

of the spell's intent. The shield's positive energy weakened the lich and drove him back into Gallowspire.

The crusaders won the battle, but their supplies and resolve had worn very thin. After a serious discussion about whether to risk invading Gallowspire to finish the Whispering Tyrant for good, the crusaders decided instead to seal the lich inside his fortress. One of their most



GENERAL ARNISANT

powerful priests, Narthoc, placed the Great Seal upon Gallowspire to keep the lich and his minions imprisoned forever.

The crusaders retreated to Fort Lorrin and resolved to keep a careful watch over the Whispering Tyrant's prison. They would be the last wall of defense to keep the world from suffering from his evil again. They enshrined the remaining 11 pieces of the *Shield of Aroden*—now known as the *Shattered Shield of Arnisant*—in the castle at the city's heart. Thus was the nation of Lastwall born, and its capital city of Vigil grew around Fort Lorrin.

The Whispering Tyrant's forces were soon broken, and his threat seemed wholly contained. Not all of the Whispering Tyrant's lieutenants were imprisoned with him in Gallowspire, but those who remained outside the sealed fortress kept their heads down and operated from the shadows. The crusaders shifted their focus, working hard to keep the invading orc hordes contained in Belkzen to the north and destroying the undead that occasionally strayed from Ustalav's mountains. The orcs were far more successful in retaliating, and the border towns between Lastwall and Belkzen changed hands for centuries. The great border fortresses of Castle Firrine and Castle Everstand arose during these years and helped the crusaders maintain control of Lastwall.

Mere watchfulness doesn't befit zealous crusaders. The Knights of Ozem sought a new enemy to fight, and their eyes turned southward to the undead-ruled nation of Geb. Geb, the ghost king of that country who gave it his own name, was another wizard tyrant. This new generation of crusaders hoped to recapture the glory of their forebears by embarking upon a second crusade against him.

The endeavor ended in disaster. The ghost king captured the seven leaders of the Knights of Ozem before the main bulk of their forces even reached Geb's shores. He converted them into graveknights and sent them back to Lastwall with a single task: to humiliate the nation by stealing the corpse of Arazni from Vigil. The graveknights succeeded, returning Arazni's body to Geb. Through twisted and indescribably cruel magic, Geb wrenched Arazni's soul from the Great Beyond and reanimated her as a lich. Calling her his queen, Geb set Arazni as ruler of his nation, with the seven graveknights as her court, her consorts, and her jailers.

LASTWALL'S FALL

Meanwhile, the Whispering Tyrant was far from idle in his prison. He hurled all the necromantic magic he could muster against the Great Seal that bound him, to no avail. Out of desperation, he turned to positive magic instead, focusing his energies and his study on the holy shard of the *Shattered Shield of Arnisant* in his palm. He learned that through it, he could force a connection with the other 11 fragments of the shield. This connection allowed him to create a magical resonance that would unleash a storm of mixed positive and negative energy from another fragment. He called this cataclysm the *Radiant Fire*. Tar-Baphon could ignite the other fragments and destroy Vigil, where they were all enshrined, but he had a more cunning plan to engineer both revenge and escape.

Tar-Baphon commanded a lieutenant who had avoided imprisonment to steal the shield fragments, replacing all but one with fakes. The real fragments were scattered to different points in Lastwall to prepare for the Whispering Tyrant's release in 4719 AR. The first test of the *Radiant Fire* in the remote town of Roslar's Coffin utterly destroyed the town, but with the unanticipated side effect of empowering a group of heroes with splinters of the shield's magic.

Arazni's tenuous spiritual connection with the Whispering Tyrant, her murderer, provided her glimpses of the lich's plan. She fled from Geb and her graveknight wardens and made for Lastwall to thwart Tar-Baphon's schemes. She prompted the heroes bearing the shield splinters from Roslar's Coffin—who had died in the blast but returned from the realm of the dead—to warn the Knights of Ozem about the Tyrant's new power.

- | | |
|---------|--|
| 1 AR | Aroden raises the <i>Starstone</i> from the Inner Sea and becomes a living god. |
| 896 AR | Aroden mortally wounds the wizard-king Tar-Baphon on the Isle of Terror. |
| 1121 AR | Aroden encounters Arazni, who has become an angel, and names her his herald. |
| 3203 AR | Tar-Baphon returns as a lich, the Whispering Tyrant; unites the orc holds of Belkzen; and terrorizes central Avistan for centuries. |
| 3754 AR | Taldor launches the Shining Crusade against the Whispering Tyrant. |
| 3801 AR | The Shining Crusade secures a beachhead on the shore of Lake Encarthan, which becomes the city of Vellumis. |
| 3816 AR | The mortal Iomedae joins the Shining Crusade and becomes leader of the Knights of Ozem. |
| 3818 AR | The Knights of Ozem summon Arazni to battle the Whispering Tyrant, using magic to force her appearance rather than beseech her aid. |
| 3823 AR | Tar-Baphon torments and murders Arazni, hurling her corpse amid the Knights of Ozem. They bring the corpse to Vigil to lie in state. |
| 3825 AR | As the Shining Crusade continues to gain ground, the Whispering Tyrant's forces begin constructing large sepulchers: underground storage complexes stacked with preserved corpses. |
| 3827 AR | The Whispering Tyrant is imprisoned in Gallowspire. The priest Narthoc forges the Great Seal to bind Tar-Baphon and his servants deep in Gallowspire, as the crusaders' resources are too few to finish him for good. Ustalav is returned to its people. |
| 3828 AR | The Shining Crusade ends; its crusaders form the nation of Lastwall to defend the area against the orc threat and any resurgence of undead. |

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- 3832 AR Iomedae, hero of the Shining Crusade, takes the Test of the *Starstone* and becomes Aroden's herald.
- 3877 AR A faction within the Knights of Ozem launches a new crusade against the undead nation of Geb.
- 3889 AR The Knights of Ozem's Second Crusade ends in a complete rout, and Geb captures its seven leaders.
- 3890 AR The leaders of the Second Crusade, now animated as graveknights, steal Arazni's corpse from Lastwall and return with it to Geb, who animates Arazni as a lich.
- 4237 AR The orcs of Belkzen assault Lastwall and retake the city of Urgir.
- 4517 AR Lastwall's northern border, the Hordeline, falls to Belkzen. Castle Everstand is magically erected by a crusader's lucky draw from a *deck of many things*.
- 4606 AR Aroden dies. Many of his worshippers turn to worship of Iomedae.
- 4707 AR Orc raiders from the Twisted Nail hold overrun the small village of Roslar's Coffin in southern Lastwall, displacing its residents.
- 4708 AR Crusaders push back the orc lines. Roslar's Coffin is reclaimed from the orcs, and its residents return.
- 4717 AR Agents of the Whispering Tyrant replace all but one of the fragments of the *Shattered Shield of Arnisan* with fakes, in preparation for unleashing the *Radiant Fire*.
- 4719 AR The Whispering Tyrant obliterates Vigil, escapes Gallowspire, and overruns Lastwall; Lastwall becomes the Gravelands. In Vellumis, the events of Reforging Week bring together the shattered remnants of the fallen nation's defenders as the Knights of Lastwall. The Whispering Tyrant is defeated and retreats to the Isle of Terror.

The warning came too late; the crusaders in charge were too full of misplaced confidence and self-importance to take the threats from a backwater village seriously. The second blast of the *Radiant Fire* obliterated the city of Vigil. Before the nation could comprehend the loss of its capital, along with its most seasoned and decorated defenders, a third blast leveled Gallowspire. The prison fortress fell, and the Whispering Tyrant walked free for the first time in 900 years.

Arazni faced the Whispering Tyrant near the haunted monastery of Renchurch in Ustalav. She goaded the lich into using another fragment of the *Radiant Fire*, hoping to trick the megalomaniacal villain into destroying himself, but the Whispering Tyrant avoided destruction. Arazni, on the other hand, was destroyed in the blast. Her gamble paid off; the strange energies of the *Radiant Fire* finally severed Geb's hold over her, and granted her freedom and agency at last. She ascended to become a deity of survivors, the abused, and those who will not let others dictate their fates.

A fourth *Radiant Fire* detonation at the fortress of Hammer Rock freed several undead forces that the Whispering Tyrant had stationed there, allowing him to proceed with his ultimate goal: besieging the city of Absalom, blasting apart the cathedral housing the legendary *Starstone*, and becoming a god. He marshaled his forces outside Absalom in anticipation of his attack. Absalom's First Guard and the heroes who were empowered by the *Radiant Fire* tricked the Whispering Tyrant into unleashing another blast; this time, they reversed the power to destroy the fragment embedded in his hand, vaporizing his body on the spot. The Whispering Tyrant's plans for godhood were thwarted and his *Radiant Fire* neutralized, forcing him to reform and rebuild in his lair on the Isle of Terror. His withered hand still grips the ground at the center of a field of devastation outside Absalom, an undead-haunted territory now called the Tyrant's Grasp.

RISE OF THE KNIGHTS OF LASTWALL

The Knights of Ozem were broken and their capital destroyed, but the order was reborn as the Knights of Lastwall. There was no single event that marked this transition; rather, a weeklong concatenation of disparate events in Vellumis invoked this rebirth, collectively called the Reforging. There's now a general understanding that the deities of good were guiding events in that week, shaping the future of the Knights of Lastwall, though none of the events seemed extraordinary at the time. The weather was cool and clear, and if each morning's mists somehow washed away bits of the city's soot and tarnish, it wasn't overt enough to be seen as miraculous at the time.

The week began with a call for skilled smiths to reopen the shuttered Encarthan Forges, Vellumis's largest smithy that closed when its owners fled the city. The smiths found ingots and working tools aplenty—the collection was far too heavy for the evacuees to take—and an open call went to the weary knights and crusaders to bring their battered and broken weapons and armor for repair or replacement. Exchanging a notched and blunted sword for a fresh one does more than improve a warrior's battle worthiness; it bolsters their resolve. The two-day Reforging became as much a moral inspiration for the flagging knights as it was physical.

The following evening, **Aylunna Varvatos** (LG female human cleric), the highest-ranking cleric of Iomedae in Lastwall, gave her landmark Evacuation Homily that inspired and steadied the knights' resolve yet further. Two days later, a Shelynite champion named **Fauros Halfden** (NG male tiefling human knight) recited the spontaneous anthem, "Vigil of our Hearts," which miraculously spread through the city in a single hour and remains one of the most popular songs of the Knights of Lastwall. During this week, the squire Clarethe Iomedar arrived at Vellumis aflame with the inspiration of her secret patron. She formed the Crimson Reclaimers faction and rode out to aid a band of knights, earning her title of "Sunset Angel." The Magaambyan teacher

Janatimo (CG male half-elf bard) also arrived during this time, sharing stories of hope and magic to soothe the weary.

By the end of the Reforging, the zeal of the Knights of Lastwall had ignited. The organization planned to spread throughout the world—to Absalom to support the Watcher-Lord in exile from his nation, to Taldor to rekindle the valor and fervor of the Shining Crusade, and to anywhere the knights can lend aid and receive it in turn.

KNIGHTS OF LASTWALL TODAY

A fair number of people in the Inner Sea region were completely unaware of the Knights of Lastwall's existence in the immediate aftermath of the Whispering Tyrant's escape. For the first few weeks after Lastwall's fall, the general assumption was that all of the Lastwall's citizens, knights included, were dead. Even with the magic and advancements in communication available to the Inner Sea's people, news can travel slowly throughout the region, and it was several weeks before the general populace heard otherwise.

As the first Lastwall survivors fled the Gravelands to the greater Eye of Dread region, news of surviving knights finally began reaching the populace. Knowledge of the Knights of Lastwall was quick to spread and with it, support for the knights. Many Avistani citizens took to accepting Lastwall refugees, sharing supplies with the Knights of Lastwall, or generally helping in whatever way they could. As with many large-scale disasters, however, this support dwindled after the initial explosion. Though there are still those who offer aid, much of the Inner Sea's population has moved on to other matters, be they widespread problems or personal issues. The knights still seek help where they can find it but must spend much more time and energy to obtain the support that they need.

Many Knights of Lastwall continue with missions into the Gravelands and surrounding regions, clearing the area of undead, rescuing displaced innocents, reclaiming key locations, and more. Others take on diplomatic missions instead. These knights seek audience with rulers and ordinary people alike, asking for aid across the entire social strata. These endeavors vary in success, and sometimes support comes from the unlikely of allies.

While the existence of the Knights of Lastwall was something many people in the Inner Sea were unaware of in the wake of Lastwall's destruction, there are few today who remain unaware of the Knights and their efforts. Indeed, the fame of the Knights of Lastwall rivals that of other large organizations like the Magaambya or Pathfinder Society, thanks in no small part to the aggressive and passionate efforts of the knights in a few short years. Inner Sea children play "Knights and Bones" alongside other common games like cooper tag or prismati, and adults often set aside spare silvers or extra supplies to donate to the next knights who ride through town. While the future of the Knights of Lastwall is uncertain, it's clear that they will stand to face it with valor.

4720 AR

The Knights of Lastwall hold the soot-stained city of Vellumis against hordes of undead and use it as the locus of evacuation efforts.

4722 AR

Present Day. The Knights of Lastwall have spread throughout the Inner Sea region, seeking allies in their battle against the Whispering Tyrant and his minions throughout the Gravelands.



THE WHISPERING TYRANT

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LIFE AS A KNIGHT OF LASTWALL

RECRUITMENT TECHNIQUES

Seeking out new members for the Knights of Lastwall is a varied process. In some cases, a knight joins the ranks in the heat of battle, taking up arms against undead alongside other Knights of Lastwall. These recruits are forged in combat, and the current Knights of Lastwall typically meet with the individual once the situation is resolved.

To outsiders, the Knights of Lastwall constantly crusade to destroy undead and evil throughout the Inner Sea, stopping only to catch a breath between battles. While this assessment isn't entirely untrue, the knights are more than career soldiers; they're valiant individuals furthering the cause of good, on the battlefield and off. These efforts take many forms and the Knights of Lastwall seek to swell their ranks with anyone willing to take up arms—be they literal or figurative—against evil.

BECOMING A KNIGHT

Becoming a member of the Knights of Lastwall is simple, though being recognized as a true knight is less so. One needs only to seek out an existing member, such as a recruiter who travels from city to city or a knight-itinerant who combats smaller evils throughout Avistan, and ask to join. No oath is laid upon untested recruits to travel farther or battle harder than they are able; the path of the knights is thorny, and even the most passionate recruiters stress that there is no shame in failing to measure up.

Given the demands of coming crusades against the Whispering Tyrant and other evils, Knights of Lastwall are loath to turn away anyone. Even rough stones might be cut and polished to reveal gleaming gems, after all. While the Knights of Lastwall are always in need of more members, they carefully weigh this against the perils of lax recruitment. Many knights recall the so-called “low templars” of dubious character who plagued the Mendevian Crusades, and thus judge recruits not only for their will to fight and skill at arms, but for their moral convictions and purity of spirit. The knights turn away the openly corrupt and wicked outright (assuming stronger responses aren't required); they judge others for their potential to rise above their base natures.

Recruiters carefully consider those who seem unfit for battle, more for their sake than for the order's. Crusading is a dangerous business, and the knights would rather save innocent lives than spend them fruitlessly in war—a merciful intent that's sometimes mistaken for pity or condescension by those so judged. However, anyone who is refused twice and asks a third time is accepted on the spot for their dedication and relentless spirit, a tradition dating back to the first desperate sallies into the Gravelands. Even those who can't fight, whether due to shattered spirit or failing flesh, can still aid the order as support, medics, recruiters, or in numerous other roles, each vital to victory in its own fashion.

Recruits who prove competent at combat or other useful skills—and whose hearts are deemed to hold the potential for the righteous selflessness of the knights—may advance to the rank of squire, the lower rank of the order, by swearing a simple oath: “Upon my honor and by my courage, I shall become all that is good in this world; in the name of Lastwall and in its memory, I shall oppose all that is evil in this world.” These squires form the majority of the order's permanent forces.

They're observed in service, judged for worthiness, and, if possible, aided in achieving the purity of heart and warrior skill a knight must seek to exemplify.

Not all knights begin their journey as recruits. Those already known to their peers as warriors of honor at the order's formation became the first knights, and survivors of Lastwall



NEW RECRUIT

whose reputations for courage and selflessness were already established are still accepted directly to the rank of knight. Others who prove themselves independently of the knights, whether through military skill or goodness of heart, are accepted directly as squires, where they're considered for knighthood alongside other candidates.

To be truly considered a knight, one must be sponsored by other knights—ideally three, but a single can serve. Such induction bears minimal ceremony; the squire offers their shield (or staff, religious symbol, or the like) to their sponsor and kneels, whereupon the sponsor declares them knighted upon the implement and takes their hands, lifting them to their feet as a full Knight of Lastwall.

A KNIGHT'S TRAINING

While there are countless paths to developing skills a knight should value, the process for the majority of squires and knights is an active one. Knights have little time for the dedicated theory instruction common in Lastwall's war colleges. They impart fundamental truths during their time with recruits and squires, trusting in time and experience to let those seeds take root and flourish.

Combat training for recruits is likewise focused on fundamentals: how to dodge a zombie's clumsy-but-lethal strikes or a skeleton's wicked claws, how to strike with a sword or aim a crossbow, how to ride a horse into danger and out again. Spellcasters are trained in maintaining focus during combat and in the tactical use of magic.

Once recruits have the basic skills required to survive battle and fulfill their purpose, such as first aid proficiency for a medic, they are encouraged to find opportunities to hone their skills while doing good in the world. Many knights are fond of saying the best trainer is experience, in war and in peace. Adventuring is an ideal method for up-and-coming knights to learn needed skills; it not only grants opportunities to do good for others, but also teaches how to care for allies, work as a team, and help other adventurers onto the path of good.

The ideal knight defends the weak and seeks peace and the preservation of mortal life, only fighting when necessary. Recruits and squires are encouraged not only to master whatever forms of warfare they choose, but also to study diplomacy and negotiation. A mortal life ended by a knight's hand is regretted, never celebrated. Healing—whether through medicine, alchemy, or magic—is another skill useful to any knight and is encouraged among recruits. Knowing one's enemy is vital too, and would-be knights are wise to study a diverse range of theoretical disciplines. Those who travel alongside regular companions may instead focus on specific fields, allowing their companions to cover their weaknesses. Skills that increase self-sufficiency, such as understanding the repair of equipment, are actively encouraged.

Certain subsets of knights, especially Crimson Reclaimers, find virtue in stealth and survival skills. The former is useful for guerrilla warfare and avoiding unnecessary conflicts on the way to one's objective, while the latter can be important as a healing ability in hostile locales. Supply chains are never guaranteed, and hunger can be as deadly as any ghoul or ghost. Additionally—perhaps surprisingly for a knightly order—thieving arts are encouraged, as having subtle methods of gaining access to dens of evildoers offers valuable tactical advantage, and deadly traps are all too common from foes of the order.

Among Shining Sentinels and like-minded knights who serve as much as recruiters as protectors, diplomacy is viewed as only one arrow in an archer's quiver. While deception and intimidation can be used for evil, cunning and charismatic knights can put them to righteous use as well. A foe deceived

Having proven themselves in combat, these individuals are quick to join the ranks, usually traveling with the same knights they fought alongside.

In other cases, specific recruiters travel to settlements seeking prospective knights. Some recruitment campaigns include training camps that teach locals fighting, medical techniques, and other basics. Though not all who take part join the Knights of Lastwall, the training is useful for smaller settlements looking to defend themselves from greater undead threats.

Watcher Lord Ulthun II makes use of Absalom's printing presses to produce countless fliers and leaflets asking for interested parties to visit him in the city's Precipice Quarter to learn more about joining the Knights of Lastwall. From here, Ulthun conducts training and sends new knights throughout the Inner Sea.



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KNIGHTLY SLANG

Though they lack any official organization, the Knights of Lastwall maintain a number of core slang staples. Beyond their endeavor to do good and root out evil, the knights share several phrases and terms among their disparate groups.

Ash: Cover, camouflage, invisibility, and other effects that aid knights in stealth missions. "Find some ash to hide in." "Wizard, ash the scout!"

Bones: Corporeal undead, particularly mindless ones. "A hisser and a bunch of bones over the next hill."

into revealing information or tricked into captivity is a foe defeated without bloodshed on either side, while a frightened enemy might be persuaded to lay down arms—potentially the first step on the road to redemption.

KNIGHTS OF LASTWALL CODE

Somewhat surprisingly, the Knights of Lastwall lack an explicit, mandatory code. Having no such code avoids conflicts with the codes of other powers knights might serve, and attempts to bridge the idealistic aims of the order with the realistic demands of the world. An ironclad code might keep knights on the proper path, but it also can exclude alternative solutions or entangle the knights in a philosophical dilemma. Instead, they're encouraged to bear in mind certain guidelines, tempered by wisdom to set those guidelines aside if circumstances demand.

Knights should always put evil undead to rest. Necromancy and contagious curses enslave the dead and corrupt their souls, and a knight should right these wrongs wheresoever they transpire. Likewise, other evils should not be ignored. If within their power to do so, a knight should bring evildoers to justice. Social evils are no exception; abuses of power or authority should be protested and opposed, bigotry should be smothered in education and justice, violence within families should be halted, and their victims should be not only protected but empowered.

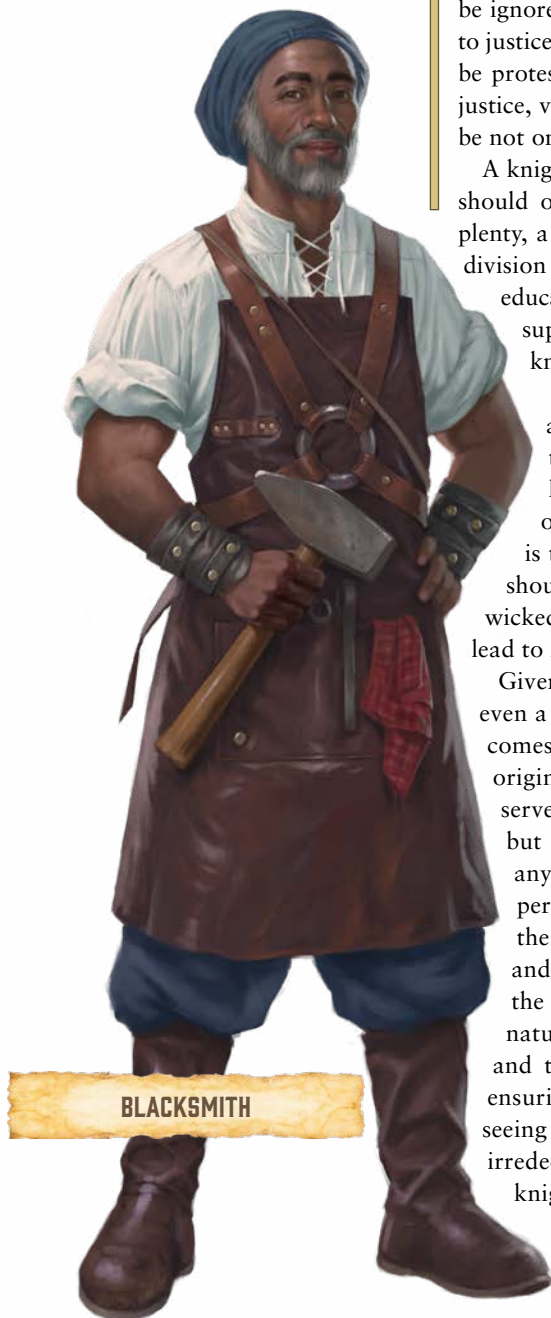
A knight is not merely a warrior; if force of arms can't provide, a knight should offer aid regardless. Where people go hungry while others have plenty, a knight provides alms to the needy or arranges a more equitable division of resources; where ignorance holds society back, a knight offers education between missions or sends for dedicated teachers; where supernatural corruption poisons the land upon which people rely, a knight purifies it.

More than anything else, a knight seeks to exemplify good, purity and truth; to neither excuse nor ignore evil, but to wisely choose their battles; to not merely slay evil, but to deny it a foothold in hearts and souls. A knight should never commit or condone acts of evil in service to a greater good, for good gained by evil means is tainted. However, if evil beings seek to better themselves, a knight should be understanding of stumbles and errors, for the rise from wickedness is a thorny and difficult path and harsh chastisement may lead to relapse.

Given the harshness of the world and the fallibility of mortal hearts, even a full-fledged knight may lose their way. When word of such a fall comes to their fellow knights, a Tribunal of Three is formed. This role originally belonged to a particular trio of intermarried knights who served the Prismatic Ray—the union of Desna, Sarenrae, and Shelyn—but as the order has grown, the role has been expanded to include any knight. Three knights, generally two who know the subject personally and one who doesn't, investigate the ill turn and seek out the errant knight. They offer assistance, correct misunderstandings, and gently but inexorably chastise as needed. If evil has come from the knight's deeds, the Tribunal helps them achieve absolution. The nature of this absolution is threefold: redemptive, helping the knight and those led astray find the path of good once more; restorative, ensuring that harms done are undone as best able; and rehabilitative, seeing that no further evil will come of what was done. In cases of truly irredeemable evils, the Tribunal acts quickly and decisively to bring the knight to an end.

KNIGHTS OF LASTWALL ROLES

While Knights of Lastwall are accustomed to fighting alone or in small numbers, the field of battle sometimes demands more



BLACKSMITH

organized roles. Since its formation, the order has developed certain designations for knights' roles in war, so each member might serve at their best.

Adamants are what most imagine when they think of a Knight of Lastwall: heavily armored or protected warriors who form a bulwark against evil, impervious to its assault. The key to the adamant role isn't armor, but defense. Vudrani monk-knights clad only in cloth and turning aside blows bare-handed stand shoulder-to-shoulder with Taldan crusaders in full plate and tower shield, each a single stone in an indestructible wall—if not each a wall unto themselves.

Vindicators focus on offense against evil. The hulking warrior hefting a butchering axe, the elf slinking behind enemies with rapier poised to strike, and the mounted cavalier riding full tilt with lance leveled all claim the title of vindicator. This role is particularly common among Crimson Reclaimers, whose passion for their crusade is so great they wouldn't quit the Tyrant's conquered lands. The reclaimers believe their blades will prove the wisdom of their decision to stay and fight.

Angelfeathers focus on ranged combat, whether through martial feats of archery and guncraft or through the practice of deadly magic. The flowery title comes from a lauded aasimar archer of the reclaimers, whose adeptness at protecting her fellow knights with long-range precision strikes earned her the deed name Angel Eyes. Many angelfeather knights idolize her, though such attention ill-suits the sweet but shy young woman.

The exchanging of blows isn't the only concern of knights. Sunbeams are scouts, sentries, and other knightly observers. Their vigilance allows the knights to maintain a presence even in grim realms. Diviners, oracles, and far seers observe far fields and futures in motion, and sometimes watch squires from a distance to judge their worthiness for knighthood.

The order holds healers in particularly high regard. Tourniquets are knights whose aptitude for healing is their greatest skill, whether magical or mundane. Alchemists, doctors, and clerics all share the title, along with the responsibility of saving the lives of knights, innocent folk, and even enemies, for an enemy today is a captive tomorrow, and perhaps an ally the next day.

Finally, members of the order who master no magic and wear no armor are accorded the same respect as other knights, if not more. Cooks, quartermasters, stable hands, and all such members wield the title of pillar. Kalabryne Iomedar, most respected of the Shining Sentinels, said of such workers at the formation of the order, "These humble hardworking people are the pillars upon which our entire enterprise depends, and without whom it shall surely fail." This role is occasionally extended to knights who show great service to the order as a whole, or to knights whose greatest strength is the hope and heroism they inspire in others; some claim it as a gesture of humility, forsaking all accolades and honors that don't belong to those who never take the field.

KNIGHTS OF LASTWALL SQUADS

While its aims are mighty and its members' convictions are strong, the Knights of Lastwall are far from monolithic. In fact, it's rare for knights to gather in number at all. Most form small groups of only a handful of knights, squires, and recruits—normally, three to seven combatants and a smattering of supporters. Such small parties don't need unwieldy supply chains and more easily avoid the notice of evil forces. These parties are known as Lights.

The makeup of Lights can be as varied as any gathering of heroes. Lights commonly include one member of each role (one adamant, one vindicator, and so on). Diversity, both of skill and method, is the watchword of the Knights of Lastwall. Occasionally, members of a single role comprise Lights,

Cassie: A young knight in training. Sometimes used to refer to other bystanders in need of knightly protection. "Get a line of knights between the bones and cassies!"

Hisser: An enemy necromancer or similar magic user of the sort common among the Whispering Way. "The hisser in charge is watching from the ruined tower."

Mant: Shortening of adamant role, a fortified knight position, or an exceptionally tough knight or squad. "We led the headless rider right into a mant." "We set a mant in the narrowest part of the valley."

Plume: Nickname for angelfeathers, a term for knights who focus on ranged combat. "Plume, take out the hisser!"

Right Hand: An important figure among the Whispering Tyrant's forces. Named after the hand the Tyrant lost in his assault on Absalom. "Scouts think there's a Right Hand leading the enemy forces."

Silver: A weapon or other effect, or sometimes an individual, capable of taking out especially hard-to-crack threats or obstacles. "We need a silver for this bone golem!"

Smoke: Incorporeal undead. "Watch out for smoke in the walls!"

Spark: An elemental or elementally aligned creature such as a marid, typically used to provide specific energies to overcome foes. "Tell the wizard to call a spark to deal with that dragon!"

Twist: A healer or healing, referencing the twisting of bandages. Sometimes a stiff drink, referencing elaborate garnishes, or a combination of both. "Twist the fallen before they bleed out." "Gave her a twist to keep her fighting."

Wrath: A crushing assault that routs living foes and wipes out undead ones. "The battle ended in a wrath." "If we don't wrath them, we're done for."

Wrath and woe: A simple curse. Alternatively, a command to perform a last ditch, all-out attack or similar all-or-nothing gambit. "Forward! For wrath and woe!"

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KNIGHTS-CASSISIAN

As with many other knightly orders throughout the Inner Sea, the Knights of Lastwall have their own tradition of taking on squires. These youthful assistants—called cassisians, or “cassies” for short, to distinguish them from adult members of squire rank—assist with delivering messages, equipment upkeep, and various other vital tasks as they develop the skills and moral spirit required for future knighthood.

When Lastwall fell, refugees weren't only soldiers and knights; numerous children were homeless and orphaned, with nowhere to go even if they escaped the tainted land. The cassisian tradition began with these children. The knights gathered these seeds of Lastwall's final crop and saved them to plant anew when the order's grand goal is achieved.

Not all cassisians are orphans of Lastwall. Some ran away to join, while others were sent to serve by parents hoping to give them a brighter future—or, for more wayward youths, to instill discipline. Knights take in orphaned children of any ancestry, and more than a few goblin and orc knights began their careers as adoptees. The particulars of cassisian-related policy vary from knight to knight and group to group. As a general rule, sentinels try to keep cassisians far from the battlefield, while reclaimers are much more sanguine about such things. Any knight, no matter their oath or creed, does their all to keep a cassisian safe. Cassisians train early and run through countless drills in knightly survival techniques. A child may lack the strength to wield a blade, but they can be taught to hide, sneak, and signal for aid.

most often where multiple parties converge as part of a specialized military action, but such circumstances are exceptionally rare.

Lights usually travel on foot with an eye toward unobtrusiveness. While some all-mounted parties engage in quick raids or swift scouting operations, horses are hard to hide and feed. Food supply is a paramount consideration. With supply chains vulnerable and foraging unreliable, ration tonic formulas and *staves of providence* are more prized than magic swords among veteran knights. Solutions for noncombat challenges are important as well, from mundane rope and *emerald grasshopper talismans* for addressing obstacles to *potions of water breathing* and *potions of swimming* for dealing with aquatic perils. Pillar quartermasters maintain a broad stock of such items for knights to equip themselves. The larger the mission group, the more pillars take command of supply needs, though each Light strives to maintain a certain level of self-sufficiency.

At times, knights gather in smaller groups. Where two or three knights travel alone, such covert parties (known as Sparks) receive as much additional material support as can be spared, with an eye toward covering gaps in skillsets via additional spell lore or alchemical formulas, consumables, or more powerful magical items. A few knights, particularly among the Crimson Reclaimers, prefer these smaller formations to maximize stealth and to lower resource needs. Vindicator assassins and angelfeather snipers are especially known for such maneuvers, accepting the not-insignificant risk in exchange for the potential of a devastating spree of ambushes or snipes.

Knights rarely form into groups larger than Lights, preferring the decentralized and self-sufficient nature of such command structures. In most cases where larger numbers are required, multiple Lights are deployed, each with its own mission, fallback plans, and support structure. Large-scale units—consisting primarily of squires and recruits with a few knights to lead them—are known as Blazes, and generally are deployed only in the largest of actions or when circumstances demand, such as an unforeseen attack on a knight training camp.

A KNIGHT'S RESPITE

As committed as the Knights of Lastwall are to the cause, they also recognize spending all of one's energy focusing on knightly efforts can ultimately be a harmful endeavor. Kalabryne Iomedar was the first to demand the fledgling Knights of Lastwall take a day to rest after several long days of work in the immediate aftermath of Lastwall's fall. While these first knights expected a simple night's rest before returning to their efforts, they were surprised when Kalabryne called for an evening of light revelry. Although many felt that such celebrations were inappropriate at the time, the reinvigoration that came afterward was undeniable. Since then, the Knights of Lastwall have followed Kalabryne's lead and taken their rest as seriously as any mission.

Every squad, regardless of their task, takes the evening before a mission for a light day of rest and preparation. While these are rarely intense festivities, the general goal is for the knights to relax and enter a clear and refreshed mindset before their mission. This day of rest is typically known as a “star's call,” referring to most knights sleeping early before missions, or before the stars call a knight to sleep. Resting during missions is typically limited to standard breaks and sleeping. Knights on particularly long missions might take a whole or part of a day for dedicated relaxation. These respites are known as a “moon's call” as most of these times of rest take place out in the field, beneath open skies.

Once a mission is complete, the Knights of Lastwall tend to undertake their most serious relaxations and times of celebration. These festive breaks are large affairs with feasting, singing, games, and more. If only a

small squad undertook the mission, they might partake in more subdued celebrations, but still maintain a hopeful and upbeat energy. Since revelry tends to last well into the night, sometimes continuing through dawn, knights refer to these celebrations as “sun’s call,” noting that celebration should come to an end once the sun comes up. Though a sun’s call is meant for knights to relax, they usually invite locals to join in the celebrations to help lift spirits among citizens. This is particularly common in the Gravelands, where revelry can help ease minds that have experienced the region’s horrors.

A KNIGHT'S END

There comes a day in the lives of many knights where the road comes to an end. For most, this is simply due to old age. Many Knights of Lastwall were once among the ranks of the Knights of Ozem, and old age was already a looming specter. These knights tend to move away from direct combat and move on to more supporting roles, acting as consultants, strategists, or diplomats. Such knights might still draw a blade on rare occasions, but they’re hardly the type to be called when battle starts. Among the Knights of Lastwall, many of these semi-retired knights are known as “sheaths.” The name isn’t a suggestion that such knights have chosen to give up the blade and direct missions, but instead that they have earned the right to a somewhat more peaceful life. For many, there is just as much glory in a full life in service of the cause of good as having fallen valiantly on the field of battle.

In other cases, knights might have to stop—or at least slow down—their endeavors due to an injury or other affliction. A severe injury can keep a knight bedridden for weeks or even months, during which time they’re unable to fight at full strength. These knights still help as they can, offering their wisdom from their beds or helping with lighter tasks alongside pillars. If a knight were to face a disability such as the loss of a limb, they have a few different options for their future. Many choose to fight on, acquiring a prosthesis or other assistive item, or even adapting their tactics to continue their fight. Some knights prefer to continue on with the life of a sheath, helping to support the cause as much as possible. Of course, some also take the occasion of such a loss to end their career as a knight. The rigors of a new life might be something the individual chooses to confront and overcome in a different environment, most likely returning to their home. These knights are no less valiant for moving on, however, and their fellow knights will honor them with a retirement ceremony as they would any who loses their life.

Unfortunately, the most common end for knights is death. The forces of evil rarely take prisoners, and death comes for many. Whenever possible, knights bury their dead in safe places, typically those untainted by undead or other evils. In places where that’s impossible, knights do their best to sever limbs on a corpse before moving on or giving it a simple burial. This practice minimizes the threat of the body were it to rise as an undead. In either case, religious rites and prayers are performed over the body or burial site to minimize the chance of returning in undeath.

Iomedean tradition requires her faithful be buried without serviceable weapons or armor, and this tradition continues among the Knights of Lastwall. Supplies can be scarce on some fronts, and any blade, including that of a dead knight, is still sharp enough to cut down a foe. Another tradition is that of the knight’s death rites, a set of requests knights share with their squad mates in case of death. Much like a will, a death rite provides instructions such as asking to be buried in their homeland or sending a cherished token to a loved one. The rites can be hard to undertake, however, and every rite always ends with “All else failed, let me remain, take my blade, and fight on.”

LIGHTS' NAMES

Each Light is given a name by its members—their peers or even outsiders—for easy identification and to establish an aesthetic. Some knights prefer inspiring and fanciful titles, while others favor the functional, and still more favor grim, intimidating monikers.

Common inspirations for such names are the lost or fallen. When Kalabryne Iomedar (see page 45) takes the field, it’s most often in the company of Gwyndria’s Grace, an all-mounted force of her most trusted lancers, healers, and advisors. Everstand’s Draw is a team of adamants specializing in rapid deployment and stealth, allowing it to rise up as swiftly and unexpectedly as its namesake.

Others select names to signal a secondary allegiance, whether factional, divine, or national. The Dozen Roses (see page 34) often form Lights with a rose-themed title, like the all-sorcerer Radiant Roses or the Gentle Thorns, ex-Kuthites who both wield and wear green-lacquered spiked chains. Burning Sun’s Mercy, led by a priestess from the eponymous orc hold, is composed of Sarenites from all corners of Golarion, while the Kiss of Caliphas is a majority-genderfluid band of dhampirs specializing in spy work and surgical strikes.

Lights created by outside forces are often assigned temporary names representing functionality and efficiency. Clarethe Iomedar (see page 43) assigns red-themed names—generally with a number or other distinction, such as Ruby Seven or Scarlet Scythe—with all Rubies or Scarlets on a mission forming their own collective force. Members who choose to remain together after their assignment is complete are free to select a new name; many choose to retain part of the initial name to honor their origins.

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RELATIONSHIPS

OTHER ALLIES

The following are a number of additional allies offering their support to the Knights of Lastwall.

Firebrands: The Firebrands' ideals and willingness to place themselves in harm's way to protect others makes them natural allies to the Knights of Lastwall. (It also provides the Firebrands a perfect excuse to show off.) Ships flying the Firebrands' crossed swords grant Lastwall's refugees free passage out of the Gravelands, and there have been multiple reports of Firebrands aiding knights against agents of the Whispering Way. The knights have responded in kind, coming to the Firebrands' aid whenever they defend the oppressed and weak.

Hellknights: Soon after Tar-Baphon returned, Lictor Resarc Ountor offered to support the Knights of Lastwall with his Hellknights of the Order of the Godclaw. Although Lastwall refused their help, fearing the ideologies and methods espoused by the Hellknights would clash with their own convictions, Ountor couldn't stand idle. The lictor has ordered his Hellknights to hunt down members of the Whispering Way and Church of Urgathoa, deeming them accomplices of Tar-Baphon in Vigil's destruction and his attack on Absalom.

Order of the Palatine Eye: From Ustalav, the mysterious Esoteric Order of the Palatine Eye fed the Knights of Lastwall information about the movements of the Whispering Tyrant's forces, vowing to cooperate more openly with them when the time was right. However, the knights recently lost all contact with members of the Order and additional attempts to reach out have proved futile.

The magnitude of the Knights of Lastwall's goals attracts friends and foes in equal measure. Below are several of the more notable groups with a connection of some kind to the Knights of Lastwall.

ALLIES

The following are some of the Knights of Lastwall's more notable allies.

ABSALOM

Former Watcher-Lord of Lastwall, Ulthun II, had to flee to Absalom after the fall of Vigil. Ulthun and his battered company of knights were received as heroes, and the Knights of Lastwall have found a surprising number of allies in the city. The most important of these allies is Acting Primarch Wynsal Starborn, who has become close friends with the former lord of Lastwall. While Ulthun hopes his friendship with Starborn will help him convince Absalom's Grand Council to take more proactive actions against the Whispering Tyrant, rumors circulate through the city speculating Wynsal plans to nominate Ulthun for the position of Primarch of Absalom. If this happens, it could put Ulthun in a position of responsibility to Absalom he doesn't wish for, but it would also ensure a far-stronger alliance between the powerful city-state and the Knights of Lastwall.

Meanwhile, Ulthun is dedicated to revitalizing the Precipice Quarter, the city's ruined district that serves as the home of the newly founded embassy of Lastwall. From this embassy, he undertakes massive recruitment efforts, calling on citizens and visitors alike to take up arms for a cause that directly affects Absalom more than the city realizes. The Whispering Tyrant's attempt at besieging the city a few years back still lingers in the citizenry's mind and Ulthun uses this in his recruitment efforts. His words, along with the memory of the brave heroes who held Tar-Baphon back that day, inspire more people to join the cause every day.

BELKZEN

The orcs of Belkzen refused to join the Whispering Tyrant when he demanded their service, and in the Battle of Nine Broken Skulls, they achieved a seemingly impossible victory against the lich's armies. Soon after, Ardax the White-Hair, leader of the newly formed alliance of orc holds, sent emissaries to all who might accept diplomatic overtures from Belkzen. These emissaries brought invitations to form a coalition to withstand the attacks of Tar-Baphon. Against all odds, Kalabrynn Iomedar answered this call for an alliance and in a tense meeting where both sides kept their hands near weapons at almost every turn, Ardax and Kalabrynn agreed to cooperate.

The knights now provide Belkzen with much-needed supplies and medicines, while Kalabrynn took a small group of orc warriors with her to Vellumis. Orcs and knights have worked together to reoccupy and now defend Castle Everstand, a fortress originally meant to keep Belkzen orcs out of Lastwall.

FAITHS

Believers of all major good deities have joined the Knights of Lastwall, but three churches have gone above and beyond, providing financial and military support to their cause. The Knights of Lastwall have sworn to defend these churches' ideals and heed their call if they ask for support, as long as it's for just and honorable goals.

The church of Iomedae has always held a prominent presence in Lastwall. With the Whispering Tyrant's resurgence, Iomedaeans have closed ranks with the knights to confront the same threat the Inheritor faced in the Shining Crusade. This church called its followers to aid the knights, a call that has been answered by hundreds of believers and well-seasoned soldiers, such as those who until recently fought against the demons of the now-closed Worldwound.

The followers of Pharamasma loath any who mock the natural cycle of life and death by creating or becoming undead, and the faith has sent squads of slayers to join the Knights of Lastwall in the Gravelands. These slayers regularly work alongside the Crimson Reclaimers, taking the battle to the undead. Still, the Pharasmins view the secretive Crimson Oath with particular apprehension.

The church of Sarenrae has dispatched both its altruistic and militaristic factions to aid the knights. While the followers of the Dawnflower fight the undead as fiercely as anyone, their work saving lives is where they truly shine. They have taken on the role of healers for combatants and refugees, something for which the knights are most grateful.

MAGAAMBYA

The Magaambya's community members were among the first to rally with the Knights of Lastwall, and they've proven invaluable allies in the fight against the Whispering Tyrant. Magaambyans have joined the knights on patrols and raids into the Gravelands, providing support while also taking on administrative tasks. They primarily aid in coordinating refugee evacuation efforts, all while keeping track of the approximate positions of the Knights of Lastwall companies in the region. Their most crucial endeavor, however, is their research toward cleansing the Gravelands of Tar-Baphon's corruption. The *Radiant Fire* both created masses of undead and mutated existing life with overabundances of positive energy. Finding a way to rid the region of these elements is critical if people are to thrive there again. The knights aid the agents of the Magaambya in any way they can to further their investigations. If anyone can discover how to restore Lastwall to its former glory, it's the Magaambyans.

PSYCHOPOMPS

Among the knights' allies, the most unexpected are undoubtedly the psychopomps. At first, these elusive reapers only aided the knights when battles seemed lost, showing themselves as little as possible and disappearing as quickly as they came. Recently, they've begun to appear near numerous camps, keeping watch, accompanying knights on patrol, and generally lending support to the cause. The knights have no explanation for the rise in psychopomp aid, and all attempts to discuss the matter with the psychopomps—even by Pharasmins among the knights—have been fruitless.

TALDOR

Amid the instability still lingering in its government due to the recent war for the throne, Taldor has found a common cause in the fight against Tar-Baphon's resurgence.

Pathfinder Society: The Pathfinder Society has welcomed many former Knights of Lastwall into its ranks. This, along with the Society's opposition to the Whispering Way, has led to the knights and Society members working together more frequently. The knights are especially close with members of the Vigilant Seal. This faction's utmost dedication to "protect, contain, and destroy" any unleashed evil (including those accidentally released by other Pathfinders), while ensuring the safety of innocents, mirrors the knights' own ideals.

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OTHER FOES

The following are other groups that could serve as antagonists to the Knights of Lastwall.

Firebrands: While the Firebrands aren't exactly enemies of the Knights of Lastwall, the group of rebels and daredevils can prove a nuisance at times. Their carefree, risk-taking attitude often leads to Firebrands charging into the Gravelands without considering the consequences. This is usually to save others from danger, but sometimes, it's an opportunity for glory and a riveting tale. Unfortunately, the lack of planning results in many of them needing rescue themselves, which drains time and resources from the Knights of Lastwall, who have to help the unlucky daredevils.

Hellknights: The Hellknight Order of the Scourge, under the leadership of Lictor Toulon Vidoc, has been investigating the disappearance of Absalom's Primarch, Lord Gyr of Gixx. An unknown source has provided them with evidence pointing to Acting Primarch Wynsal Starborn as the culprit behind Lord Gyr's disappearance. The friendship between Starborn and the former Watcher-Lord of Lastwall, Ulthun II, had already made Vidoc and his Hellknights wary of the knights. But rumors of Starborn's plans to nominate Ulthun as the new primarch has made Vidoc all but certain that Ulthun and

his Shining Sentinels are part of a conspiracy to seize power in Absalom. As a preemptive measure, Vidoc has ordered his Hellknights to disrupt the operations of the Knights of Lastwall on Absalom and the Starstone Isle.

Now he needs a way to find out if other important figures among the knights are part of the conspiracy or are true defenders of the people, as they claim to be.

Walkena's Faith: In the temple-city of Mzali, the undead god-king Walkena rules with an iron fist, slowly extending his influence throughout the Mwangi Expanse.

From the most influential aristocrat to the humblest beggar, all Taldans grew up hearing tales of the glorious victory the kingdom achieved over the Whispering Tyrant in the Shining Crusade, and many dream of repeating their ancestors' heroic exploits. Now, Grand Princess Eutropia has taken the first step that could mark the beginning of a second Shining Crusade by sending a contingent of her Ulfen Guard to the Gravelands. While her people have widely acclaimed this action, the nobles who still oppose the princess are dissatisfied, believing her energy should be focused on Taldor first and the rest of the world second. The Knights of Lastwall now perceive Eutropia as a champion of the ideals of good and have taken to assisting her, whenever possible, in her efforts to revitalize Taldor.

ENEMIES

The Knights of Lastwall have a number of significant foes.

GEB

The nation of Geb is an abomination to the Knights of Lastwall. There the undead thrive under the rule of the ghost king after whom the nation is named. Most of Geb's living citizens are little more than slaves who, after dying, are raised as mindless undead to continue serving. In the past, the Knights of Lastwall's predecessors, the Knights of Ozem, attempted to invade the nation and overthrow its despot. The endeavor ended with several knights deformed into graveknights, who then returned to Lastwall and stole the body of Aroden's former herald, Arazni, at the command of the ghost king. The Knights of Ozem attempted to retrieve Arazni's body, only to find that Geb had resurrected her as a lich, forcing her to serve as his queen. Though Arazni has since freed herself from bondage, Lastwall's animosity toward Geb has only increased.

In recent times this has grown worse, as Geb is the only place in Avistan where the Whispering Way is allowed to operate openly, sometimes even in tandem with the government. While Geb doesn't seem particularly interested in the Knights of Lastwall or the resurgence of the Whispering Tyrant at the moment, the knights are always on the alert for the possibility of these two mighty undead forces joining against them. Even if Geb chooses to remain distant from Tar-Baphon's machinations, the knights view him as a dangerous enemy. If and when the campaign against the Whispering Tyrant ends, Geb is next on the knights' list.

MALYAS

Tar-Baphon had a number of powerful undead allies and servants that hid in the shadows, awaiting the Whispering Tyrant's return for centuries. At the northern end of Ustalav looms the imposing castle Kronquist, the ancient keep of the vampire lord Malyas, who once conquered the region in the name of the Whispering Tyrant. Before going silent, the Esoteric Order of the Palatine Eye sent disturbing reports to the Knights of Lastwall about the disappearance of several citizens in the castle vicinity. Investigations into these disappearances led to the discovery that Malyas has amassed a large number of vampires to his side, reinforced with hundreds, even thousands of thralls. The knights fear the day is nearing when Malyas leaves Kronquist at the head of a vampire army to join his former master—or worse, that it has already come.

URGATHOA

At best, followers of wicked deities see the Knights of Lastwall as a nuisance; at worst, they're enemies to be destroyed. Among the latter camp, the church of Urgathoa is especially active in its fight against the knights. Much like the Whispering Way's followers, the Pallid Princess's faithful see undeath as the ultimate victory, a way to transcend earthly limitations. Clerics of the goddess of undeath and excess have flocked to the Isle of Terror to support the undead

armies of Tar-Baphon. As if this weren't enough, small groups of knights and refugees have increasingly become targets of the faith's Reaping ritual, where clerics of Urgathoa hold a slaughtering spree against innocents. The frequency with which this ritual occurs seems to have increased in recent months.

Because of Urgathoans' atrocities and their heinous ideology, the knights will often show them no mercy. Many speak of eradicating the cult altogether in the few places where it's allowed to practice openly, such as Geb. For the time being the knights' main goal remains defeating Tar-Baphon and protecting those who lost everything during the fall of Lastwall, leaving the destruction of the Pallid Princess's faithful as a byproduct of protecting innocents.

USTALAV

Lastwall refugees have been poorly received in Caliphas, the port city and capital of the divided nation of Ustlav. Many of those who went there to escape Tar-Baphon's resurgence have been abused, beaten, even murdered by locals. Concerned by these reports, the Knights of Lastwall have attempted to broach the topic with Prince Ordranti III, ruler of Ustlav, along with several prominent nobles, but none of them have replied to these entreaties. The continued silence from those who control the majority of Ustlav, coupled with the nation's reluctance to openly declare itself against the Whispering Tyrant, has led some knights to believe that Ustlav has allied itself with Tar-Baphon. Others believe Ustlav is just trying to avoid direct conflict with the Isle of Terror but agree they can't trust the nation's leaders.

These events aren't all that concerns the knights regarding Ustlav. Virlych, the southwest region of Ustlav where the prison-fortress of Gallowspire stood for hundreds of years, has always been a den of undead and cultists of the Whispering Way. Tar-Baphon retreated to the Isle of Terror after his defeat outside of Absalom, but he appointed a powerful ally to oversee the region on his behalf. Geir, a resourceful and loyal demilich who once again swore allegiance to the Whispering Tyrant as he did in the past, oversees the region from the infamous library of Ghasterhall, which serves as the headquarters for the Whispering Way.

WHISPERING WAY

The cult of undeath known as the Whispering Way is the most prominent enemy of the Knights of Lastwall. The members of this nefarious organization believe life is a disease, an imperfect form of existence that must be replaced by the eternal alternative of undeath, free from fear and pain. Tar-Baphon was a prominent member of the Whispering Way in life, which culminated in his transformation into a lich and emergence as the Whispering Tyrant.

Even after the lich king was imprisoned in Gallowspire thanks to the efforts of General Arnisant in the Shining Crusade, many Whispering Way followers continued to serve Tar-Baphon, working to ensure his return. After centuries, they succeeded. They stole and placed the shards of Aroden's shield in crucial locations, which allowed him to use the weapon he'd been developing while in prison—the *Radiant Fire*—to break free from his seal and destroy Lastwall in one fell swoop.

Even members of the Whispering Way who don't follow Tar-Baphon see him as a champion of their cause. He represents a force capable of making their dream of a world free from life a reality, and the knights are an obstacle to achieving that perfect world. The Knights of Lastwall work continuously to hinder the Whispering Way's plans anywhere they come across them, no matter how big or small they seem.

Walkena claims all Mwangi people are a family who must unite under him against foreign influences, branding all who associate with foreigners as traitors. Thus, the god-king regards the Magaambya's alliance with the Knights of Lastwall with contempt. Walkena maintains loyal groups of mercenaries and soldiers to watch over the most important trade routes in the Mwangi Expanse, harassing foreigners and those who trade with them. The Knights of Lastwall are targeted with particular spite by these groups when their business takes them to the region.

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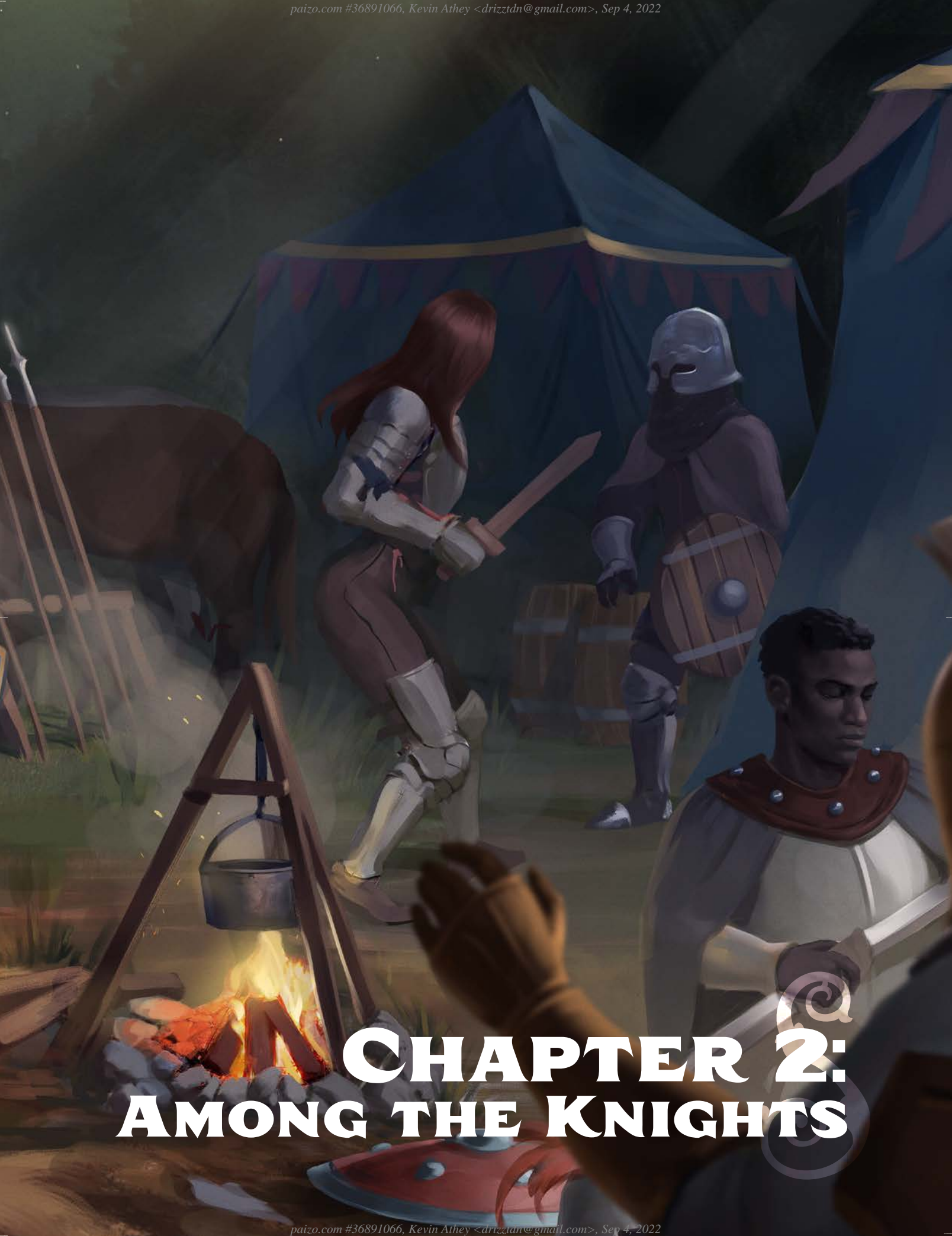
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WHISPERING WAY CULTIST





CHAPTER 2: AMONG THE KNIGHTS

FACTIONS

MINOR FACTIONS

The following are some of the smaller factions found within the Knights of Lastwall.

Chroniclers of Lastwall: Sifting through battered ruins and destroyed settlements is common for this group of knights dedicated to recovering lost relics, records, pieces of art and more.

Copperheads: Copperheads help acquire and manage the knights' money. Some raise funds, hosting events in honor of Lastwall's dead that range from passing a mug around a tavern to formal foreign balls. Others ensure the knights' money is well spent, making favorable trade deals and rooting out financial opportunists who may seek to exploit the knights' name.

Factions have played an important part in the Knights of Lastwall from the organization's earliest days. After the fall of Lastwall, as survivors came together to form the new order, many dealt with the loss of loved ones by looking for others who shared their approach to avenging and honoring the lost nation. Swearing to not just put their faith in leaders, but in one another, like-minded knights quickly moved from late-night discussions over shared campfires to pledges to fight and travel together. As these groupings gained popularity, they became more formal, adopting names, crests, and codes of behavior to distinguish themselves from each other and attract new recruits. The continued call to defeat the hordes of the Whispering Tyrant and reclaim Lastwall appeals to adventurers from all walks of life, and with almost as many approaches to the order's goals as there are members, the number of factions continues to grow.

The de facto leaders of the two best-known factions in the Knights of Lastwall, Watcher-Lord Ulthun II of the Shining Sentinels and Clarethe Iomedar of the Crimson Reclaimers, are both supportive of the growth of other factions within the knights. Ulthun in particular sees them as a tool for recruitment that will help the knights grow their numbers. With an overwhelming force needed to defeat the Whispering Way, he welcomes any and all who can find a niche for themselves, no matter how small. This includes absorbing existing groups of adventurers, who are sometimes willing to join as a unit if the knights will respect their beliefs and create a place for their fellowship. Clarethe isn't as publicly enthusiastic about promoting other factions, leading more by action than policy, but she's aware the rumors about the Crimson Oath can make some wary to join, and welcomes prospective knights finding their own way to strike at the forces of the Whispering Tyrant.

While there's no formal process by which the Knights of Lastwall recognize a new faction, several unofficial methods have become widely used to measure whether a group's purpose and renown have spread widely enough. The "three-camp rule" holds that any group that's known by three different camps or councils at least a day's journey apart is at least a minor faction, while the "smith's choice" rule counts a faction as official when one of the smiths who serves the knights in Vellumis or Absalom elects to keep the faction's favored equipment on hand. Finally, a faction can gain legitimacy by attracting the attention and respect of at least two existing factions, usually through the righteous deeds of one of its knights or a particularly successful campaign.

Squires looking for a faction primarily rely on word of mouth and personal experience, often traveling to larger camps to meet knights from a range of factions and making their decision based on each faction's choices in battle. Once a new recruit chooses a potential faction, they will travel with and fight alongside their choice, only becoming a full-fledged member after a season's passing. This helps to



WING SQUAD KNIGHT

avoid moving from one faction to another, a practice that's generally frowned upon as causing unnecessary conflict.

Once the member decides to join a faction, they take great pride in the group they've chosen. While no faction may disparage or turn against another, and all see themselves as knights first and factions second, the feeling of deep camaraderie and purpose within a faction reinforces each knight's commitment to the order as a whole.

MAJOR FACTIONS

The Shining Sentinels and Crimson Reclaimers are by far the largest and most renowned of the factions. The sentinels, who see themselves as the embodiment of the spirit of Lastwall and the direct inheritors of its cause, envision a second Shining Crusade against the Whispering Tyrant and recruit widely. Between their efforts, good works, and the fame of their leader Ulthun II, former Watcher-Lord of Lastwall, they've attracted both people and resources in their fight against Tar-Baphon and his forces. Despite their idealism and bold vision, sentinels are cautious in battle, preferring defensive stances to protect innocents, like those lost in the fall of Lastwall, against a direct assault.

Crimson Reclaimers, by contrast, focus more on the immediate fight against Tar-Baphon than grand ideals. Wary of the promises of any leader after Lastwall's fall, they put their trust in actions and work to defeat the Whispering Tyrant's forces within the Gravelands. The mysterious Crimson Oath taken by most within the faction helps to make this possible, protecting them against the corruption of the Gravelands, but the source of the oath also drives rumor and suspicion. Crimson Reclaimer leader Clarethe Iomedar's embrace of the oath has led many to trust in its power, but others, believing the oath is a gift of an emissary of Ragathiel, are unsure whether its benefits are worth the secrecy and uncertainty about his motives.

While the Shining Sentinels and Crimson Reclaimers are the most well-known of the knights' factions, they're far from the only ones. In the Gravelands, the reclaimers often fight side-by-side with the Mendevian Order of the Shining Swords, which has sent support in a bid to reclaim some of the glory of the Mendevian Crusades and put greater distance between Mendev and some of its more unscrupulous allies. Mendev isn't the only nation to come to Lastwall's aid—the Uzunjati who traveled to the area with Magaambyan wizard Janatimo when Lastwall fell have developed a faction known as the Vellumis Scholars, which records stories of the knights and attempts to heal the Gravelands from its corruption through magic. The contingent of the Ulfen Guard sent by Grand Princess Eutropia to aid Lastwall has grown into Eutropia's Vanguard, a faction known both for its precise and effective fighting style and boisterous celebratory parties.

OLD LOYALTIES

While joining a faction can provide a sense of purpose and belonging, it doesn't erase the bonds and obligations knights already have to their own countries, guilds, or fellow adventurers. New knights attempting to appease multiple factions often try to do it all in one battle, attempting to balance relic-hunting, defending innocents, and various guild demands at the same time. This lack of focus can be deadly on the battlefield, especially if not communicated, leading many factions to ask new recruits to either renounce or publicly claim their other loyalties so all are aware of where they stand. While factions, and the knights as a whole, are sympathetic to wanting to serve multiple causes, that sympathy quickly ends when the life of a fellow knight is on the line. The primary loyalty among the knights must always be to whoever stands beside them and puts their trust in them during battle.

Echoes of Glory: Echoes lay the groundwork for recruitment by spreading the word of the knights' good deeds and publicly decrying the evil of the Whispering Tyrant.

The Grizzled Grays: These older members focus on strategy and organization over battlefield heroics, ensuring squires receive mentoring, camps communicate, and supply lines are maintained.

The Herders: Hundreds of animals, livestock or otherwise, found themselves displaced after Lastwall's destruction. The Herders dedicate themselves to finding animals in dangerous locations and moving them to new, safe homes.

Kurgess's Hand: Fitness and good health are important to survival for knights in the field. Unfortunately, some adventurers are unprepared for the grueling, long-term missions common for the Knights of Lastwall. Kurgess's Hand is a group of instructors, medics, and nutritionists who travel between camps to help ready knights for their missions. They teach basic exercises, stretches, and dietary knowledge to help maximize knights' chances for success while carrying out dangerous tasks.

Looking Glass: The spellcasters of the Looking Glass make use of divination magic to aid in a variety of tasks. Based out of a caravan that travels back and forth across the Gravelands, these diviners use their magic to keep track of knights on missions, provide reconnaissance, and help locate knights lost on the field.

The Vigilant: Dedicated to the memory of the fallen city of Vigil, the Vigilant diligently root out agents of the Whispering Way hiding within the knights' midst who seek to tear the order apart from within.

Wing Squad: The knights' constant travel in and around forests has earned the attention of a number of sprites over the years. The fey have banded together into their own group of cavaliers and scouts who make use of their magical abilities in combat.

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THE SHINING SENTINELS

SHINING SENTINEL CHARACTERS

The Shining Sentinels are focused primarily on the defense of others.

Champions, fighters, and other characters with options that help mitigate damage to others are common among the sentinels.

Sentinel spellcasters tend to focus on abjuration as well as healing magic.

By far the most wide-ranging and social of the factions, the Shining Sentinels are what most folk of the Inner Sea envision when they think of the Knights of Lastwall: a knight in shining armor, shield at hand, ready to defend the innocent from whatever evils may arise. Certainly, the sentinels are the most broadly distributed knights, with knights vigilant—the common name for knights among the sentinels—fighting injustice and recruiting squires in every corner of the Inner Sea and beyond. While their numbers aren't yet enough to fight every evil of Avistan while supporting good elsewhere, the Shining Sentinels work ceaselessly toward that hour.

The Shining Sentinels' central theme—the core tenet of their philosophy and approach to the world's evils—is preparation. The Whispering Tyrant's schemes are laid over decades to endure for centuries, and so his would-be dethroners must be equally forward-thinking. While the sentinels can't prepare for every contingency, their plans and preparations may yet prevent the Tyrant from achieving dominion over Avistan and beyond.

The sentinels' strategy requires a grand army of crusaders to crush the Tyrant's forces and put him to rest once and for all. To this end, they travel forth and fight evil in the name of the Knights of Lastwall. They hope in doing so, they can inspire others to take up arms, whether in defense of their communities or in the greater fight against the Tyrant and other world-threatening evils.

Symbols and appearances are of great importance to the sentinels, for every knight vigilant and their squire represents the entire order in the eyes of those they protect. Most sentinels are particular about personal cleanliness and hygiene as a result. Sentinels who fly banners often favor a golden sun upon a field of sky blue, while others might wear tabards, cloaks, or tunics in these colors.

RELATIONS

The Shining Sentinels often serve as the public face of the Knights of Lastwall, so outsiders largely consider them as they would the order in full. Sentinels often seek to personify the storybook ideal of the “knight in shining armor,” for stories are a powerful source of inspiration to the people the knights protect and the potential squires they court. In Taldor and Ustalav especially, where the legacy of the Shining Crusade is most favorably recalled, knights vigilant present themselves as heirs to that centuries-old conflict. And after a fashion they are, for the founding of Lastwall was the Crusade's final act, and Lastwall's destruction gave rise to its eponymous knights. The Shining Sentinels are resolved that the cycle will end with them. The Tyrant won't be sealed away, but instead be sent to Pharasma once and for all.

Within the Knights of Lastwall, the Shining Sentinels have a reputation as being reliable and honorable, if not always quick to respond. While no knight would doubt their devotion or willingness to lay down their lives in service, sentinels' focus on the long-term strength of the order and preparation and reputation leads some knights to consider them unnecessarily slow to take up arms, even valuing honor over lives saved. The sentinels, while not quite so concerned with their internal reputation as the order's, are nonetheless aware of this; they encourage knights vigilant to study and prepare during peaceful moments so they react swiftly and knowledgeably when evil arises.

SHINING SENTINEL DEFENDER

Among outside groups, the Shining Sentinels have a few allies, and they're always seeking more. The Magaambya, the ancient Mwangi university of magic, offered aid in the wake of Lastwall's destruction, which the knights were able to parlay into a loose alliance. Kalabrynnne Iomedar maintains the order's relationship with the Magaambya via the Uzunjati bard Janatimo (*Legends* 60). Likewise, the sentinels have recently entered into an alliance with Korvosa's legion of redeemed women warriors, the Scarlet Rose. Their relative nearness to the Gravelands makes the Rose well-placed to offer aid to the knights when the time comes, and former Gray Maidens who can no longer turn away from conflict are welcomed among the order in both combat and noncombat roles.

While the relationship has only begun to develop, the sentinels' focus on knowledge and preparation has also led them to seek an alliance with the Pathfinder Society—the Society's stockpiles of lore and experienced field agents would greatly bolster the knights' strength and knowledge, while the sentinels offer to leverage their own legitimacy to improve the Society's somewhat checkered reputation in certain regions.

As for enemies, the sentinels don't have any particular conflicts outside of those who oppose the Knights of Lastwall as a whole. Most necromancers and despots are less concerned with the knights' internal politics than with destroying the ones who threaten them. The sentinels' emphasis on knowledge and scholarship serves as an ironic mirror to the Whispering Way, and members of both groups take great satisfaction in ridding the world of their opposites.

MEMBERSHIP

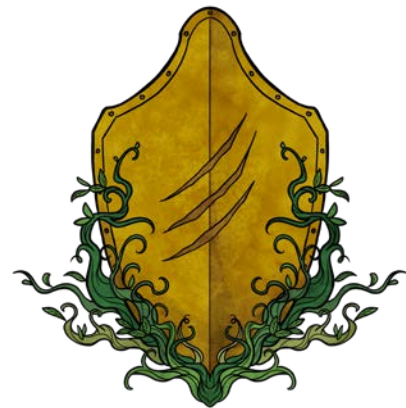
It isn't particularly difficult to join the Shining Sentinels faction. Anyone who's managed recognition as a full-fledged Knight of Lastwall is likely worthy, the sentinels assume. If one isn't, well, all the more reason to bring them in and set a good example. As long as they don't bring shame to the order—or, to a lesser extent, to the sentinels in the eyes of their fellow knights—membership is easily attained and maintained.

When the opportunity presents itself, a new sentinel is inducted properly by their comrades. The affair is simple, like most of the order's rituals; present sentinels encircle the inductee, and each asks them a single question. This can be anything from "Why do you seek to join us?" to inquiries about deeds the inductee has performed or questions of how one should act in a rhetorical scenario where lives are at stake. While this is largely a formality, it also serves to set the tone for new sentinels and gives their comrades a sense of the inductee's moral instincts.

Leaving the Shining Sentinels is a difficult task, at least without leaving the order entirely, if only because it's difficult to do one without the other. Insubordination is hard to quantify in an order of knights defined by equality, and the itinerant duties of many sentinels make absence the norm. Even when an avowed sentinel takes to the Gravelands among the reclaimers, in many sentinels' eyes the knight is still a sentinel first and foremost. The only certain way is to swear the Crimson Oath. The change that comes over many reclaimers, the sense of passion uncaged, often causes sentinels to treat the former sentinel as a pure reclainer henceforth—sadly, perhaps, but without rancor. A knight is still a knight.

TRAINING

Shining Sentinels place great value in training and learning. "Know your enemy" is a tenet of strategy older than the Inner Sea itself, and sentinels seek to live by it. Forewarned is forearmed. Of course, a recruit who only learns theory and doesn't practice has little usefulness when so much good needs to be done. As such, any sentinel is encouraged to take an active approach to training, or at least to spend some time in service to good



THE LUMINOUS OATH

After numerous complaints from fellow sentinels, Beirivelle Starshine (page 42) penned the following to serve as a sister to the Crimson Oath. More poetic and elegant, even singsong, it's highly typical of her work. While less ubiquitous than its sister oath, Sentinels who know it often recite it in unison before battle; Beirivelle frequently uses it to inspire courage.

*My blade is at hand, my armor
it gleams,
My shield shines bright as an
angel's plume;
I stand protector of innocent dreams,
And ne'er shall quake 'neath shadow
of doom.*

*Though I tread these war-torn
weary domains,
With the light of hope my heart
is aglow;
As for each of the Tyrant's
deathless thanes,
We gird a stalwart and
mettlesome foe.*

*As one knight of many, our
souls aflame,
Together at arms an adamant wall;
And thus our voices in
chorus proclaim
This Luminous Oath: the Tyrant
shall fall!*

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THE ULTIMATE SACRIFICE

The Shining Sentinels' utmost duty is to guard innocent lives from the world's evil.

Shining Sentinels, like many champions of good, are prepared to lay down their lives for innocents and their allies. When a Shining Sentinel dies in service to the cause, they're honored by their fellow knights. In addition to appropriate funereal rites, the knights set down their name in the rolls of the order, never to be erased or forgotten, while bardic knights compose tales of their deeds to be shared widely and told often.

A knight's panoply—weapons and armor—is a special case. It's not buried or passed on to heirs but is inherited by another knight. This is a sacred charge; inheritors are expected to know the "lineage" of inherited arms and armor by heart, and to honor previous owners before and after battle.

while they train. Squires might help reap grain and build homes by day, then receive instruction in sword or spell by torchlight; more experienced knights might seek out hidden wisdom in the towns they pass through or acquire bestiaries to read as they travel.

Given their iconic status as knights in shining armor, it's common—though by no means mandatory, as various monastic knights prove—for sentinels to master the use of armor. This serves both as a survival technique and aesthetic statement, and those who wear lighter armor often acquire burnished plating (*Pathfinder Lost Omens Grand Bazaar* 104) for similar reasons. This is true even of sentinels who choose magic over swordplay. More than one vampire or graveknight has sneered at a heavily armored knight held at bay by their minions, only to be laid low by a barrage of spellfire.

Many Shining Sentinels make use of shields. From the light buckler to the hefty tower shield, shields can serve as important a tool as any blade or spell in combat. The sentinels have a specialized training that focuses on shield use, from their obvious use to block attacks to more creative uses as makeshift wedges or sleds. This training also teaches knights how to work together to form shield walls and defend each other during combat. Most sentinels undertake this training even when they don't intend to use a shield in combat. A shield can be useful in all sorts of situations, so the training is invaluable. Many sentinels take shields with them on missions, usually strapped to their backs, just to keep one on hand. In addition to providing extra defense for a knight's back, the spare shield is useful to hand off to innocents so they can defend themselves in times of danger.

Combat isn't the only solution to evil, however, and in fact is one of the least preferred methods of the Shining Sentinels. This isn't out of cowardice but a respect for life: the lives of allies, those caught in the crossfire, and even of enemies. For this reason, sentinel training strongly emphasizes the development of social skills: better to talk foes out of evil actions, bring them back into the community, and help them heal the hurts caused.

Diplomacy isn't the only power a sentinel's voice might carry. Those who refuse the peaceful path might still be frightened or browbeaten into laying down arms, even tricked into compliance, allowing their redemption to proceed later. The latter course sits poorly with the most honor-minded knights, who are particularly common within the Shining Sentinels, but the good that comes of it and the lives saved speak for themselves.

Outside of social skills, their emphasis on saving lives drives many sentinels to master one form of healing or another, whether magical, alchemical, or mundane. The stereotype of knights as champions of good deities belies their open-minded and accepting nature, and a not-insignificant number of Rahadoumi physicians practice—and teach—their medical arts among the Shining Sentinels without ill will or derision. Of course, in many cases the best medicine is preventative rather than palliative, and another stereotype of the heavily armored is their slowness. Sentinels often train for increased speed or seek magic to accelerate them in moments of need. After all, an impenetrable wall is of little use when it doesn't divide the violent from the innocent.

MISSIONS

The most vital goal of the Shining Sentinels, at the present phase of their grand strategy, is keeping the Whispering Tyrant and his numerous minions contained within the Gravelands, while extracting any innocents or survivors still trapped in the territory. The ideal method is under heavy debate among the sentinels—some argue for a wall or magical barrier, like the *wardstones* that once caged demons within the Sarkoris Scar, while others counter that efforts would be better spent on preparing for a final assault against the lich's forces, especially since the *wardstones* ultimately failed, placing their reliability in question. Certainly, no knight wishes for the Tyrant's empire

to last for a century as the Worldwound did. For now, a common task for aspiring knights vigilant is to patrol the borders of the Gravelands, fighting back undead and aiding the living.

For all that the sentinels' feelings about their crimson counterparts might be mixed with frustration or disappointment, the aggressive strategy of the knights reclaimant puts them in the perfect position to locate and contact remnants of Lastwall's people, and knights vigilant work with the reclaimers in seeking out such refugees and escorting them to safety. A significant number of sentinels—though still a minority compared to the reclaimers—actively work behind enemy lines, offering aid and counsel as they fight their guerrilla war or fortifying hidden fastnesses where knights might regroup and resupply.

Unfortunately, the Tyrant's lair on the Isle of Terror is even more difficult to contain. In the absence of naval resources, the sentinels are seeking more novel solutions, accumulating water-breathing magic and experimenting with mechanical submersible armor. Inventors are always welcome in Vellumis as a result, and knights vigilant are sometimes deployed to seek out and recruit such innovators to the cause. Sentinels are an increasingly common sight in the Grand Duchy of Alkenstar; not merely for this reason, but also for the tiny nation's close proximity to Geb, which many knights consider an inevitable foe.

In this quest to contain the Tyrant's lair, some are instead courting particularly strange allies. Ustalav's southern coasts have long been home to renegade populations of ulat-kini (also known as skum), and a few knights vigilant have put out a call for dedicated redeemers to help bring the aberrations into the light. Aberrant life is still life, after all. Others court azarketis from Absalom or other aquatic populations of more compatible moral viewpoints, hoping to train and import aquatic forces to maintain the vigil—and, in time, to serve as a vanguard for the great crusade against the Tyrant.

These aren't the only strange allies the sentinels court. Emissaries, many of them selected by Kalabrynn herself, travel across Avistan and beyond in search of allies or pledges of support, from the courts of Brevoyn and Mendev—the former for its renowned swordlords and the latter for its experienced crusaders—to the hobgoblins of Oprak and the orcs of Belkzen. Of late, the elder Iomedar has been searching for the ideal diplomatic delegation to a particularly unusual court: that of Sorshen, runelord of New Thassilon and decamillennial archwizard. After all, what better counter for an ancient wizard than an even older one? And, if rumor is to be believed, her faith in a redeemed demon goddess of exiles makes her a perfect fit for the refugees of Lastwall and redemption-loving knights. The plan isn't without its critics, however, and many are wary of keeping a former runelord as an advisor, let alone a direct ally.

Gathering allies and strengthening the walls of their vigil are only parts of the strategy. What the knights need now is knowledge. As the order's diviners scry and inquire into the Tyrant's present plots, Shining Sentinels scour the world for any remaining writings of Aroden, hoping the dead god left behind some scrap of lore that might serve as the Tyrant's final undoing. While some have proposed reaching out to Arazni—who has no love for the Tyrant and once fought him herself, and whose status as Aroden's former herald makes her a potential source of information—many among the sentinels recall the betrayal of the Knights of Ozem, and they're deeply loath to trust the goddess. Still, not all knights feel this way, and if one were to encounter her and come away with useful knowledge, perhaps the tide of opinion might turn.

SHINING SONGS

A fair number of Shining Sentinels employ songs during their missions. In addition to helping pass the time, many sentinels make use of music to soothe their wards. The horrors of the Gravelands become more tolerable behind the song and shield of a knight. During combat, some sentinels play or sing energetic or thrilling music to create a tempo for combat. These knights learn to attack and defend to a rhythm, sometimes intentionally training to specific tunes that help keep their composure in combat.

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SHINING SENTINEL WARRIOR

THE CRIMSON RECLAIMERS

CRIMSON RECLAIMERS CHARACTERS

Survival is key for Crimson Reclaimer missions, be it subsisting in dangerous wilds or eluding capture in undead-ridden ruins. Many Crimson Reclaimers are investigators, rogues, or rangers, and they use their skills to endure the hardships of their tasks. Crimson Reclaimer spellcasters include clerics, wizards, and witches who rely on abjuration, divination, and transmutation magic to increase their chances of survival.

If the Shining Sentinels are the unbreakable shield of the Knights of Lastwall, the Crimson Reclaimers are the order's inexorable sword, plunging deep into the enemy's chest to rend its heart. Unwilling to wait for their fellow knights to stir the nations of Avistan to war, the reclaimers take the fight directly to enemy territory, saving innocents caught in the tumult and undermining the Whispering Tyrant's plots at every opportunity. Despite their seemingly reckless aggression, reclaimers are neither foolhardy nor intemperate, though individual members have their moments. Reclaimers use every trick in the book to fight undead occupiers without being captured or eradicated, from aggressive scouting (often a euphemism for surgical strikes to eliminate enemy leaders and disrupt the Tyrant's top-heavy chain of command) to guerrilla warfare.

The Crimson Reclaimers have no universal symbols of identification; their eponymous color can be a death sentence when camouflaging themselves from enemy scouts. In fact, the reclaimers use one symbol only as a decoy, a skull with a sword through it: a trap to weed out false knights or to fool evildoers. Other knights say that you know a reclaimer—a real one—with just a look. There's something in their eyes, an intensity like the eye-searing blaze of the setting sun. There's something in their stance, a relentless, heavy grace like a prowling tiger or a dragon tensed to spring into flight. There's something in their voice, a resonant thrum like an angel's wrath or a devil's purr. What use has one such as that for tabards or banners?

While the Crimson Reclaimers focus on the Gravelands and the lost nation of Lastwall, individual knights reclaimant fight oppression or undeath anywhere in the Inner Sea region, from Mechitar to Westcrown. All it takes is one person willing to take up arms against evil, a spark that ignites the inferno.

RELATIONS

The Crimson Reclaimers have a mixed reputation among other Knights of Lastwall, though no one questions their dedication or conviction. Those of a more traditionalist or tactical bent, or who hold honorable combat in high regard, consider the reclaimers' decision to immediately begin the battle against Tar-Baphon to be wasteful or their methods of combat objectionable. While perhaps not personally sharing the reclaimers' urgency, others consider the faction a vital counterbalance to the order's slower, more passively defensive factions. The majority of knights consider the reclaimers a useful and important facet of the order.

Outside the Knights of Lastwall, opinions of the Crimson Reclaimers run the gamut. The swashbuckling daredevils of the Firebrands appreciate the reclaimers' hatred of injustice and eagerness to act—even if they seem a bit humorless to the Firebrands—and knights reclaimant and Firebrands often collaborate where their interests converge. Ironically, Hellknights also appreciate the reclaimers' unrelenting zeal and single-minded dedication. Reclaimers sometimes work alongside Hellknights they consider more morally upstanding, such as those of the orders of the Torrent or the Pike. More tyrannical Hellknight orders, however, can end up on the receiving end of reclaimer tactics.

The Crimson Reclaimers quite deservedly earned the ire of necromancers across the Inner Sea, particularly the deathless sages of the

CRIMSON RECLAIMER SCOUT

Whispering Way. Their necromantic philosophy gave rise to the Tyrant himself, and they did his bidding in secret during his long incarceration within the death-soaked Gallowspire. Even a hint of Whispering Way activity draws reclaimers down like scarlet lightning, for wherever the philosophy arises, sleepless dead soon follow suit. The necromancers respond in kind, sending their minions to eradicate or harass reclaimers without hesitation.

As an established nation of the dead, Geb is a contentious topic among the reclaimers. Many, particularly survivors of Lastwall, concur with their sentinel brethren that the order must maintain focus on one ancient autocrat at a time. There are those, too, who consider Geb the lesser evil. While no knight wishes evil to go unpunished, the Garundi nation is comparatively peaceful and diplomatically minded, unlike the malignant and conquest-hungry Tyrant. Its evil can wait its turn while they conquer the horror of Avistan. Still, reclaimers are nothing if not passionate about their causes, and more than a few already plot the fall of the Blood Lords of Geb.

The reclaimers prefer directly eliminating enemy leaders—lesser undead are notoriously dependent on both tactical and direct commands, after all—and the faction is always hungry for new intelligence on the Tyrant's lieutenants, such as Urgathoan harbinger **Lysithea Sorrowscythe** (NE female pallid angel warlord), or Princess **Misoyvel** (NE female elf lich) and her vampiric lashunta handmaidens. The reclaimers often call these strategic lynchpins “right hands” in mockery of the Tyrant's recent defeat at Absalom's walls.

MEMBERSHIP

Joining the Crimson Reclaimers is, on a superficial level, very easy. If you join the fight and work with the rest behind enemy lines, you're a reclaimer, or at least pass for one. But there's more to being a true Crimson Reclaimer. A knight reclaimant must be someone their comrades can trust when lives are on the line, and they always are—someone who won't back down when things look their worst.

There's no particular ceremony to taking on the crimson mantle. Reclaimers have little business with ceremony, but they do have the Crimson Oath. Anyone traveling with the reclaimers for any length of time soon knows the oath by heart, so often do the veterans repeat it. While it's not an official prerequisite for reclaimerhood, it may as well be.

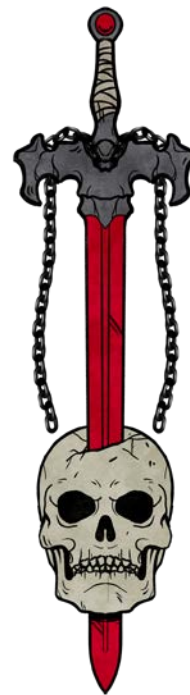
The oath is deceptively simple, but it's not about the words. Anyone can learn to recite the verse like an Abadaran schoolchild, but the oath should be spoken with passion, with fire, with absolute conviction. Reclaimers listen to would-be members in their recitations, listening for the moment when rote delivery becomes raw declamation.

The reclaimers draw the most dogged and stubborn knights. While there's nothing stopping them from changing factions, it rarely happens. Sometimes, a knight has seen too much, given too much, and needs to walk away, temporarily or for good. Their comrades don't begrudge them. There's no dishonor in doing your part and stepping away—as long as you don't leave your comrades in the lurch. There's walking away, and then there's deserting, and the reclaimers are far less forgiving of the latter.

TRAINING

Crimson Reclaimer training is an intense affair; when one's life and mission depend on trustworthy allies, and a single weak link can doom a whole Flame, making sure one's comrades are at peak skill must be a priority. Many reclaimers dedicate what little downtime they have to honing the skills of recruits and squires. Reclaimers find it most efficient to induct members with existing skills (and living survivors in the Tyrant's domain often possess strong survival skills), but they welcome recruits of all levels.

While open combat with the Tyrant's forces is inevitable, reclaimers prefer decidedly unfair fights when possible. Even the greenest recruit needs



THE CRIMSON OATH

Every knight who joins the Crimson Reclaimers must swear the Crimson Oath. For some knights, this initial swearing is the only time they utter the oath. For many others, the oath is part of the routine of preparing for combat, either uttered while donning armor, sharpening a blade, or just before joining a fight.

*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!*

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SWEARING THE OATH

For the knights reclaimant, the Crimson Oath is a source of power; more importantly, it is a source of clarity. An oathsworn knight is no longer just a mortal; they are a force, a striding storm of wrath and ruin, a visitation of vengeance upon evil.

Swearing the oath—truly swearing it—is a tempering, overwhelming trial.

One hasn't really sworn it until one has poured their heart and soul into it, and when they do, they never forget how it feels. The heart blazes in the chest; the coppery taste of blood washes the tongue; the ears pound like thunder.

The oath is not priestly power, bound by edict and anathema. Once one has sworn to wield it, it stays with them, for good or ill. Therefore, be vigilant that you don't fall to evil, for the oath offers no warnings.

to know how to sneak and set up ambushes, and most reclaimer training places stealth above even combat proficiency in importance. Foraging, finding shelter, and navigation are vital for keeping reclaimers fed and moving, and training aims to instill understanding of all-terrain survival as well.

Stealth and survival are essential foundations for knights reclaimant, but they don't ignore martial skills. Reclaimers practice with a variety of weapons, particularly the bastard sword—unofficially considered the weapon of the reclaimers by some—or the rapier, which exemplifies their subtle-yet-lethal approach to warfare. Knights learn how to wear armor quietly. Magically inclined members study the most efficient magics to employ against various undead threats. The faction strongly encourages combat-ready healing techniques, whether alchemical, magical, or mundane; the wounded can't afford to linger, and the dead can't be left to rise again.

Violence is only one facet of the reclaimer art of warfare. Freeing captive populations, gathering intelligence, and spreading misinformation are all integral to the knights' aims in the Gravelands and other hostile bastions of necromancy. The most quick-witted and silver-tongued reclaimers study the art of deception, particularly disguise. These "sinister knights," with the aid of their eponymous rune-marked armor, pose as newly risen undead champions such as graveknights to infiltrate enemy strongholds. Once inside, sinister knights free captives and aid their escape, eliminate important commanders, plant misinformation, sabotage siege engines or magical works, and perform other acts of spycraft and sabotage. This controversial practice—seen by some other knights as dishonorable at best and outright villainous at worst—is highly risky, for sinister knights must work alone or with limited aid, but the tactical advantages are unparalleled.

Many reclaimers consider debriefing and analysis an important part of their training. Taking the time to consider where things went wrong or when things went right during a mission can teach invaluable lessons. Reclaimer knights are aware that a single weakness to a tactic or fighting style can spell certain doom for one's self or an ally, so minimizing flaws in technique can save lives. Additionally, reclaimers do their best to share as much as they can from the missions they undertake. It's impossible for training to account for every possibility on a mission, especially with the ever-changing nature of undead and evil. Sharing new developments in enemy tactics, information on new undead, and details on a foe's magic can keep all knights up to speed for their next mission.

A fair number of reclaimers make use of animal companions and familiars in their reconnaissance efforts. In addition to serving as excellent scouts, these creatures rarely draw the attention of undead. A squirrel within the forest or a hawk above a field are hardly strange sights, and even intelligent undead rarely pay any mind to the sight of an animal in the field. Reclaimer rangers, druids, and other spellcaster versed in primal magic create entire squadrons of animal assistants to help disseminate important information to teams out on the field. It's not uncommon for a group of knights to encounter a small animal during their travels bearing short messages or even simple stones with one or two glyphs that serve as a code to help knights on mission.

Artisans who practice their art on the move are vital to the war effort. Magical creators are particularly respected, as the mobile knights particularly value minor items like *healing potions* or *bird feather tokens*, but the skill to patch shields or mend blades is worth an entire Flame when need is pressing. Reclaimers also tend to avoid becoming attached to any particular piece of equipment, including their weapons. A reclaimer sometimes moves from one mission to another with very little time to rest in between. Many reclaimers will drop off their worn equipment at a camp for repairs, swapping equipment out for "fresh" pieces so they can move on with little delay. This method

sometimes leads to a single blade or piece of armor changing hands dozens of times before returning to its original owner.

MISSIONS

While the Crimson Reclaimers' overall goal is to break the Tyrant's one-handed grip on fallen Lastwall, Absalom was not built in a day. Every zombie de-animated, every coffin splintered, and every *soul cage* shattered brings the goal that much closer. While each victory helps, the reclaimers strive to accelerate the timetable wherever possible.

Of the Tyrant's many lieutenants, none is more threatening to the reclaimers than Lysithea Sorrowscythe. The pallid angel is an angelic servant of Urgathoa, epitomizing the Pallid Princess's love of ruthless slaughter and ruinous spellcraft. Lysithea is a cruel warlord. The bloody-winged butcher has slain many knights and refugees with her immense scythe and deadly fireballs, and many more with her brilliant command of the battlefield. To stem the gory tide, Clarethe Iomedar issued a high-priority quest to her fellow knights: send Lysithea back to Abaddon in pieces!

Of course, this is no easy task. Like many fiends, the pallid angel has powerful magic at her command, including teleportation, and her tactical aptitude makes her difficult to outmaneuver. However, Lysithea hosts decadent feasts at an ancient temple of Urgathoa deep in the Hungry Mountains—the same temple in which she was imprisoned long ago by Arazni, before the Tyrant slew the goddess—and Clarethe recently acquired the temple's location. If the knights can infiltrate a feast, they may be able to defeat her without reprisal.

Princess Misoyvel is another primary military target for the reclaimers. In life, the elven changeling hailed from the mysterious realm of Sovyrian. She is easily identified by her floor-length mane of living hair and by her monumental sense of self-importance. The elven lich takes great pride in maintaining her undead form, still appearing much as she did in life, and she makes no secret of her desire to become the Tyrant's queen consort, or perhaps to take his horned crown for herself.

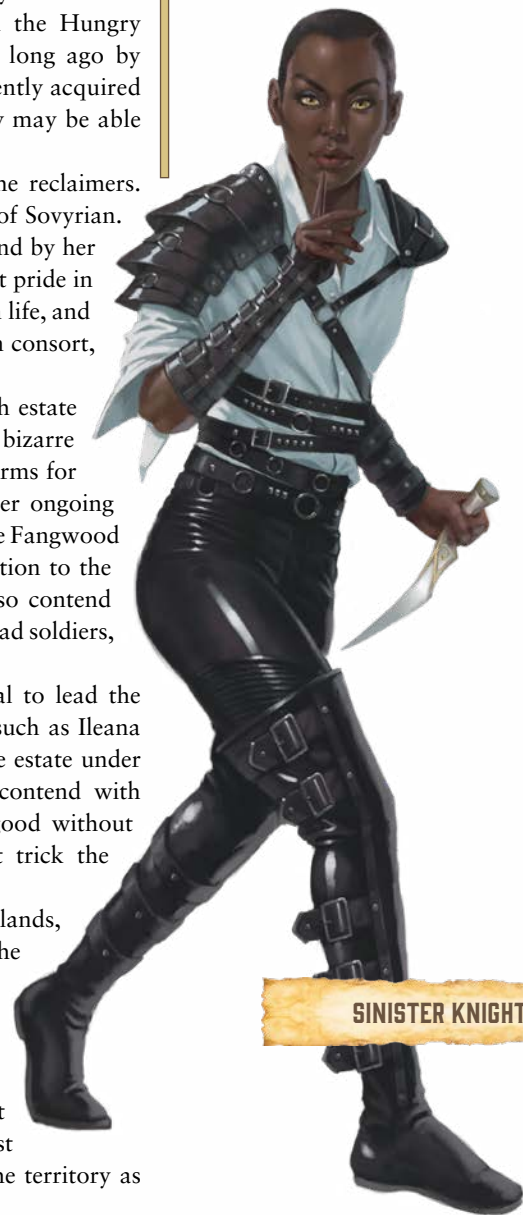
Misoyvel's location is no secret: the proud lich built a lavish estate in the ruins of Roslar's Coffin, where she experiments on the bizarre life raised by the *Radiant Fire*, breeding the most promising forms for war and releasing failed experiments into the countryside. Her ongoing corruption of nature has drawn the ire of Gendowyn, Lady of the Fangwood (page 55), who decreed the lich should be eliminated. In addition to the princess's powerful primal magic, would-be purifiers must also contend with her mutated creations, a small army of garden-variety undead soldiers, and the Princess's Handmaidens, a trio of lashunta vampires.

Rumor has it that the handmaidens seek a suitable general to lead the princess's army. A sinister knight—or actual vampire knight, such as Ileana Tessthake (page 44)—might be able to bluff their way into the estate under such a pretense, though any obviously living beings must contend with the handmaidens' thirsts. Of course, defeating a lich is no good without eliminating the *soul cage*. Anyone attempting regicide must trick the princess or her handmaidens into revealing its location.

While the reclaimers' current quest is the recovery of the Gravelands, some knights reclaimant are already planning an assault on the Isle of Terror and the establishment of a beachhead. Prethea Soless (page 113) already led an incursion onto the isle. Several Ulfen viking-knights formed training camps on the shores of Lake Encarthan and are instructing their fellow knights in the art of amphibious assault. This stratagem won't work without adequate intelligence, so these reclaimers have a legendary quest for any knight brave and sure enough: to scout as much of the territory as possible and find the ideal target for the initial assault.

THE CRIMSON CHALLENGE

Members of the Crimson Reclaimers often find themselves with long travels or waiting for long periods of time during their missions. To help pass the time, many of the knights call upon the "Crimson Challenge," a lighthearted means of daring each other to feats like footraces, climbing trees, or holding one's breath. The origin of the Crimson Challenge is unclear, but most knights have adopted the tradition of issuing the challenge. At times, a Crimson Reclaimer may attempt a particularly risky or dangerous act, like wading into enemy forces, and later state that they received the Crimson Challenge from a deity, the voice of a fallen comrade, or simply their own heart.



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OTHER GROUPS

WORKING TOGETHER

Even with distinct grouping in the form of factions, many of these groups still come together on missions. Rarely is a mission strictly for a single faction, and knights are welcome to join with any mission they feel confident in partaking. As a result, it's not uncommon for members of Crimson Reclaimers to work with the Charcoal Battalion and the Final Epitaph, for example. The only limiting factor in joining a mission is a knight's courage and the needs of other missions.

While the Shining Sentinels and Crimson Reclaimers are the two largest factions within the Knights of Lastwall, several other groups within the organization hold respect and loyalty among the knights.

THE CHARCOAL BATTALION

General Azaersi, leader of the Ironfang Legion and ruler of the nation of Oprak, offered a battalion of able-bodied warriors to the fight the Whispering Tyrant as a gesture of goodwill to the Knights of Lastwall. She made one request in exchange: that she may call the Knights of Lastwall her allies, and that they would call the Ironfang Legion the same if asked.

Debate over accepting the gift and its conditions fragmented the knights. Even Kalabrynn and Clarethe Iomedar were split on the decision. The general arrived in person to convince the knights this was no ploy. She candidly described Oprak as young, vulnerable, and wrongly mistrusted. She asked how her soldiers, willing to die for the Knights of Lastwall's cause, should take being rejected. Clarethe, one of the most influential knights and the loudest voice against accepting the offer, reversed her stance. Any remaining dissenting voices fell silent.

Oprak's Charcoal Battalion arrived with not only the expected hobgoblins soldiers but also goblins, stone giants, and a curious number of oreads, all adorned in stone armor blackened by fire. While the initial reaction at the Charcoal Battalion's arrival was one of hesitancy and suspicion, the battalion's obvious combat prowess and tactical skill was more than enough to silence any doubters among the Knights.

Lieutenant **Govre** (LN male hobgoblin living monolith) and **Egni** (CG female goblin liberator of Cayden Cailean) lead missions with a combination of flaming weapons and fire-resistant rock armor. They employ a number of Oprakan siege weapons and make heavy use of alchemical concoctions to destroy undead in large swaths. Other knights worry about their safety on such explosive guerrilla missions, but so far it's difficult to argue with the results. Most of the Charcoal Battalion prefer the isolation their methods bring.

THE DOZEN ROSES

A band of former Gray Maidens known as the Dozen Roses joined the war effort before the order's alliance with the Scarlet Rose. Roses now work throughout Varisia and New Thassilon in the knights' name. Originally numbering the eponymous dozen, the Roses have since accepted other scarred soldiers into the fold. Now more garden than bouquet, the group numbers just under a hundred.

The Roses are overwhelmingly Shelynites, reflecting the leanings of the original dozen, but faith is no barrier to membership. What matters are one's scars—physical, emotional, mental—and the desire to overcome them. Like the Gray Maidens, many Roses are haunted by past sins, seeking to redeem themselves or to drown trauma in heroism. The Roses intentionally have no leader, although the warriors view two members in particular as mentors. **Patran Wardroxan** (NG male human phalanx fighter), an ex-Maiden who realized his gender in



GINALTA HAVENBROOK

the wake of Queen Ileosa's downfall, helps suffering Roses work through their hurts in a healthy manner. **Ginalta Havenbrook** (LG female human shield master) serves as ambassador to the knights' leadership and inspires fellow Roses in her diplomatic endeavors.

The Dozen Roses stand out for their love of swashbuckling theatrics and romantic affectations, including many magically conjured roses or showers of petals to show their spirit. They prefer rescue missions, diplomatic and courtly affairs, and similarly dashing deeds. It's tradition for a Rose to introduce themselves as, for example, "the Ninth Rose," with the number varying from two to eleven, chosen by whim and varying from introduction to introduction. No Rose is ever first or last, though.

EUTROPIA'S VANGUARD

When word reached Oppara that Grand Princess Eutropia was recruiting an unprecedented number of Ulfen warriors to bolster her personal guard, many of her opposers feared she planned to eliminate them once and for all. Instead, the princess announced she was sending a contingent of the Ulfen Guard to aid the Knights of Lastwall in the Gravelands. News reached the knights before the Ulfen delegation itself, and the group was already known as Eutropia's Vanguard by the time it arrived.

While numbering just over a few hundred Ulfen warriors, Eutropia's Vanguard proves its prowess in combat over and over. **Klor Kolson** (LN male human drengir) commands the vanguard, appointed by his father and captain of the Ulfen Guard, Kol Kodranson. Young Klor's daring tactics ensured victory in many desperate situations, earning him the respect of his warriors and allies. A number of knights consider the Vanguard's bold methods to be reckless at times, but Klor and his warriors always manage to walk the razor's edge between fearlessness and foolishness.

Eutropia's Vanguard was ordered to offer any aid the Knights of Lastwall needed to defeat the Whispering Tyrant; it goes wherever asked, working with any of the knights' allies without objection and with great effectiveness, living up to the guard's reputation for following the Taldan crown's orders without personal or political ties. The revelries these fierce warriors throw after a particularly successful mission are infamous.

THE FINAL EPITAPH

Known for facing most affairs with restraint, Pharasma, the Mother of Souls, shows rare zeal regarding the undead she abhors. Though uncharacteristic in intensity for the Lady of Graves, her feelings on the subject surprise no one. This ardent and well-known stance sends many followers of Pharasma on pilgrimages to Gallowspire to dam the undead uprising. Some crusaders aspire to face Tar-Baphon himself, although they understand falling to the Whispering Tyrant guarantees their bodies' and souls' addition to his undead armies.

The pious often operate from passion rather than strategy, so Knights of Lastwall recruiters bring Pharasmin adventurers into their ranks not by convincing them of the benefits of membership—Pharasma's worshippers often share her pragmatism—but by finding them before they make a foolhardy sacrifice. Once recruited, Pharasmin knights volunteer more than most, and comply with any order that doesn't require patience.

Whether operating together or assigned to a broader unit, Pharasmin knights share a philosophy they call the Final Epitaph: they consecrate the remains of the undead they destroy and the sites they expunge. The practice is both religious and functional, as the holy water of the Lady of Graves works with particular potency in eradicating undead curses and disease.

Gromlis Shatterblade (N male dwarf battle priest of Pharasma) leads the Pharasmin knights. He uses his divination skills and battle prowess to plan

OTHER FACTIONS

The following are a few smaller factions of import to the knights.

The Crooked Watch: Formed by dozens of goblins who fled the Gravelands with Watcher-Lord Ulthun, the Crooked Watch became an additional guard patrolling the Puddles and Precipice Quarter districts of Absalom. The Shining Sentinels trained most goblins of the Crooked Watch in the basics of combat as they traveled to Absalom, and its members took the tactics and ideals of the knights to heart.

The watch was seen merely as a curiosity at first; many in Absalom believed the goblins' actions to be a performance of sorts. However, through their continued efforts and achievements, the goblins earned the respect of the citizens. Members of the watch know how much they and their people owe to the Knights of Lastwall, and they work alongside the knights no matter how mundane or dangerous the task at hand.

The Hushers: The Hushers are an unofficial faction within the Pathfinder Society. It consists of hundreds of members unwilling to forgive the atrocities committed and the many Pathfinder lives taken by Tar-Baphon and the Whispering Way in their assault on Absalom. These Pathfinders track down signs of the Whispering Way and its agents throughout Avistan. Once they locate any leads, they relay their information to the Knights of Lastwall, all the while keeping tabs on the group or individuals they have encountered.

Most Hushers prefer to work in small teams and use methods that attract little attention, allowing them to stay close to their targets while still working on Pathfinder Society tasks. Capitalizing on both the Pathfinder Society and the Knights of Lastwall's resources, the Hushers are the closest thing the knights have to an intelligence network.

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KNIGHTS OF LASTWALL RELATIONS

People with a myriad of different backgrounds, ideologies, and mindsets join the Knights of Lastwall in their fight against the Whispering Tyrant.

Therefore, it's not surprising that conflicts occasionally arise between the knights and their allies.

Perhaps one of the most notorious clashes is with the Belkzen orcs.

Lastwall and Belkzen maintained decades of hostile relations with each other, during which both sides shed much blood. In the minds of many knights, Belkzen orcs are still recent enemies; in turn, the orcs harbor deep resentment against Lastwall. Similarly, many knights find it difficult to consider the forces sent by Oprak as trusted allies. While Lastwall has no history of conflict with this young nation, this distrust hampers some operations where both sides are involved.

Some of the harshest clashes have been with the Pathfinder Society and the Mendevian crusaders. The former's penchant for claiming lost relics leads to arguments or even direct conflicts when the relics belong to the surviving families of Lastwall.

The crusaders criticize the Shining Sentinels for diverting resources to the evacuation of the Gravelands, arguing that a full-force frontal assault to exterminate the undead would save more lives than any other act.

At the end of the day, however, the Knights of Lastwall remain strong in their values and maintain kinship with their allies due to shared convictions.

Squabbles fall to the side and harsh words are forgotten when innocents need protection. Drawn blades are redirected toward Tar-Baphon's undead armies to ensure that everyone in the Inner Sea region has a future free from the yoke of the Whispering Tyrant.

and lead assaults against undead hordes, particularly among the Gravelands. He is a fierce warrior, and his efficient and solemn approach to combat inspires awe among his fellow knights.

ORDER OF THE SHINING SWORDS

News of the Tyrant's resurgence reached Mendev when a small delegation of Knights of Lastwall sought help in the region. Word spread among the Mendevian crusaders, and the Church of Iomedae called on its followers to join the knights' cause. Chancellor Irahai realized it was in Mendev's best interest to send a unified group of crusaders to represent the kingdom. So, she formed a new order to march in aid of the knights and called for volunteers. Hundreds of crusaders answered the call, and the Order of the Shining Swords was born.

Fearing that so-called "low templars" and others might join for riches and glory, Irahai gave command of the order to crusaders who were once close to Queen Galfrey. Among these is **Horgus Gwerm** (LG male human treasurer), a once-selfish man who was reforged in the fires of the Fifth Mendevian Crusade. With Gwerm's help, many Shining Swords set out immediately for the Gravelands. In addition to personal insignias, the order flies a banner with twin swords representing the goddess Iomedae and her herald Galfrey. In addition to Gwerm's leadership, a large number of Worldwound veterans count among the ranks of the Order of the Shining Swords. Rumors among the Knights of Lastwall say that this includes one of the powerful heroes that helped lead the charge during the final days of the crusades, but that might just be wishful thinking on the part of the knights.

The Shining Swords split into several companies that established fortified encampments throughout the Gravelands, the largest near Vellumis. They fight head-on against the region's undead menaces, often working side by side with the Crimson Reclaimers. The Mendevian crusaders' relentless efforts to destroy the evils that blight the land make them some of the knights' most trusted allies.

RAMPART WARBAND

The orcs of the Rampart Warband defended the northern border of Lastwall before formally joining the knights. Between the region's natural predators and opportunistic bandits, a contingent of Belkzen orcs feared for Lastwall's safety. These orcs built and occupied a north-facing bulwark near the southern border of Belkzen, using their regular hunting patrols to watch for—and hopefully deter—unwelcome visitors.

When raiding parties from Belkzen traveled to their southern border, hoping to raid Lastwall, they were greeted by the Rampart Warband. The warband's diplomats convinced the raiders to turn away, noting that the fall of Lastwall's knights would lead to the rise of the Whispering Tyrant. These raiding parties usually suspected they were being tricked, but most found the words of their fellow orcs convincing enough and returned home. When words were not enough, the Rampart Warband resorted to violence to keep Lastwall safe and to prevent a return to the old ways under Tar-Baphon. When the Whispering Tyrant broke free from Gallowspire and Lastwall fell, the orcs who defended Lastwall mobilized to counter the incoming undead threat. Former Knights of Ozem recognized the warband's banners from the strange fortification that was built with its back to Lastwall. Given the opportunity for diplomacy, the orcs convinced the knights of their mutual goals. Fortunately, their arguments aligned with Beirivelle Starshine's recent decree for outreach and acceptance.

Undead animals have more in common with the creatures they were in life than they do with humanoid undead. The Rampart Warband's experience fighting Belkzen's megafauna uniquely qualifies them to face the great undead beasts that frighten the average Knight of Lastwall. **Krommar Keepbreaker**

(N female orc hunter) and her partner **Ulamar Keepbreaker** (CN female half-orc tracker) share their expertise with fighting beasts, translating what techniques they can toward fighting undead and other foes. When not hunting undead animals, members of the Rampart Warband act as diplomats to their fellow orcs of Belkzen.

VULTURE KNIGHTS

Andoran's famed Eagle Knights fight slavery in all its forms. They believe a life without freedom is akin to living death. As such, some Eagle Knights equate undeath to slavery. A handful who believe this philosophy most fervently volunteered for deployment as a military attachment to their fellow knights, the Knights of Lastwall.

Officially, they are still Eagle Knights in name, but because of their specialized training to track, identify, and destroy undead, the Knights of Lastwall call them Vulture Knights. The Andoren soldiers adopted the name unofficially but wholeheartedly, and the squad's leader, Captain **Meero Tahn** (LG nonbinary halfling champion of Iomedae), requisitioned a giant vulture mount named Bojayaia. This giant vulture follows its instincts to circle around dead and rotting meat. The other Vulture Knights recognize this as an indicator of the whereabouts of corporeal undead. Vulture Knights spread out along Bojayaia's flight path, closing in on the target as she descends, and then striking the surrounded target by land and air.

While the Gravelands do not take kindly to attention-grabbing attire, an Eagle Knight takes their uniform seriously. With permission, the Vulture Knights wear black with obsidian vulture head epaulets in lieu of the traditional blue with golden eagles. Andoren through and through, the Vulture Knights take their posting and their mission seriously. They believe they serve the Knights of Lastwall best by maintaining their devotion and adhering to the discipline they learned as Eagle Knights.

VELLUMIS SCHOLARS

The Magaambyan wizard Janatimo and dozens of his Uzunjati were traveling to Lastwall to study the legendary fragments of Aroden's shield when Tar-Baphon reemerged. They rushed to Lastwall's aid and saved countless lives working with the Iomedean priest Aylunna Varvatos. Soon, the Magaambyans established a permanent camp in Vellumis, where they continued to organize the evacuation of refugees across Lake Encarthan. Their strong presence in the city inspired the name by which they are known today.

Janatimo returned to the Magaambya but left a capable group of scholars, spellcasters, and chroniclers in his stead to aid the knights. Under the tutelage of **Blooming Viper** (NG female gnoll spellsinger), Vellumis Scholars provide support by managing supply chains, developing magical equipment for the knights, and sharing knowledge in old songs and stories. Vellumis Scholars have two other important goals. The first is to find a way to heal the Gravelands from the corruption that overwhelms the region. The second is to understand the *Radiant Fire*'s workings and prevent anything like it from being used again by Tar-Baphon or his followers.

Vellumis Scholars frequently join the Shining Sentinels and Crimson Reclaimers in patrols and incursions to the Gravelands, providing direct support and obtaining firsthand samples to further their studies. As Uzunjati collectors of tales, these scholars also keep accurate records of events in the campaign against the Whispering Tyrant, stories that may one day inspire others to fight for what is right and good.

FOLLOWING ORDERS

Though many of these factions are formed from adventurers, heroes, and warriors with connections to other groups, they ultimately answer to the Knights of Lastwall. In some cases, like with Eutropia's Vanguard, members have explicit orders to follow the command of the Knights. In other cases, the faction members have an agreement in place. While working with the Knights of Lastwall, members of these other factions are also knights. Prior responsibilities can take priority, however, and these other faction members have open leave to return to other duties if the need arises. So far, none have made use of this condition, which speaks to the commitment that these factions have in aiding the knights.

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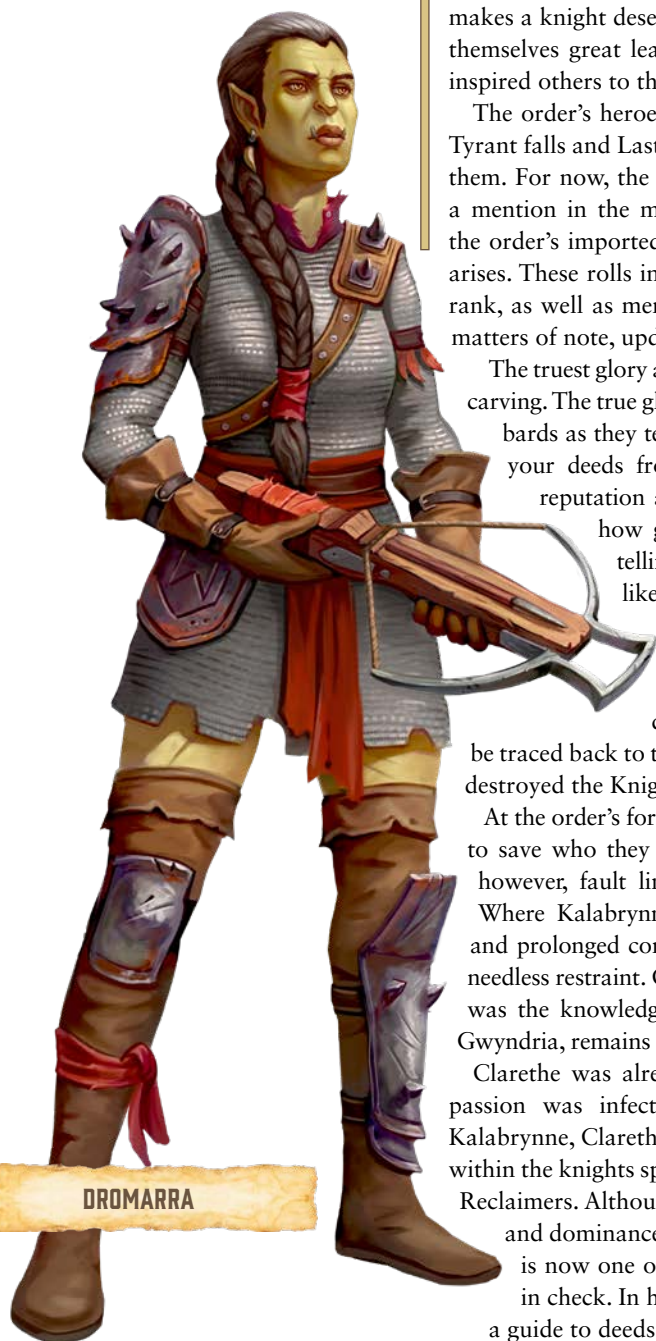
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NOTABLE FIGURES

LOCAL CELEBRITIES

Try as the knights might to remain humble, the people they help can sometimes grow a fondness for specific knights. Certain knights garner reputations among the communities they help. While many knights dislike the attention, some choose to wield their celebrity to inspire others.



DROMARRA

Despite its recent formation, the Knights of Lastwall count more than their share of veterans, heroes, and legends among their numbers. This is due to the order's tempestuous rise from ruin, with veterans and novices thrust together into tempering flame. In many ways, the knights reflect the Age of Lost Omens itself, its chaos and uncertainty a crucible for the righteous. Where knights of ages past might be planted as icons for glory or dragged to obscurity by the threads of inexorable fate, now heroes must rise of their own resolve.

And heroes arose. In the following pages, you will find inspiring visionaries, cunning tricksters, impassioned warlords, and more, each worthy of knighthood in their own fashion. In an ironic twist, humility is what makes a knight deserving of exaltation. Few of these figures aspired to make themselves great leaders or renowned heroes, but their actions and efforts inspired others to their example.

The order's heroes aren't celebrated with statues or portraiture; until the Tyrant falls and Lastwall is rebuilt, there would be no safe space to showcase them. For now, the greatest physical record of the knights' achievements is a mention in the membership rolls, printed by the dozens in Vellumis by the order's imported printing press and delivered to knights as opportunity arises. These rolls include names and titles of all known members of knight rank, as well as memorials for the dead, word of places in need, and other matters of note, updated as resources permit.

The truest glory a knight receives, though, is not in print or script, canvas or carving. The true glory is in stories, to have your name spoken breathlessly by bards as they tell their tales, to receive an informal title commemorating your deeds from the most respected of the order, to be known by reputation as a champion of the innocent and a foe of evil. This is how greatness is measured among Knights of Lastwall—one telling at a time, the vector of one's personal story spreading like ripples in a pond as knights spread the word.

Of course, not all take to fame with great delight... nor always with proper humility. Knights who let pride rule them can expect anything from gentle chiding to dire admonition. The knights' emphasis on humility can be traced back to their early days, when a clash of egos sundered and nearly destroyed the Knights of Lastwall.

At the order's formation, the knights were a monolith, a ragtag band trying to save who they could from Lastwall's ruin. As the situation developed, however, fault lines began to form, their epicenter a parent and child. Where Kalabryenne Iomedar saw the knights' mission as one of rescue and prolonged containment, Clarethe Iomedar seethed at what she saw as needless restraint. Compounding the younger Iomedar's confused frustration was the knowledge that the body of her mother and Kalabryenne's wife, Gwyndria, remains behind enemy lines and was possibly already enslaved.

Clarethe was already renowned for her boldness and heroism, and her passion was infectious. After a particularly emotional argument with Kalabryenne, Clarethe stormed out, summoning her loyal followers. This split within the knights spawned the factions of the Shining Sentinels and Crimson Reclaimers. Although the Iomedars and their followers made amends, pride and dominance left their marks. Despite her outspoken bluster, Clarethe is now one of the order's foremost advocates for keeping one's pride in check. In her words, pride is a tool to inspire and strengthen, never a guide to deeds or decisions.

MINOR FIGURES

Even the humblest Knight of Lastwall can make a difference. The following individuals are of note among the Knights of Lastwall.

Angel Eyes (NG female aasimar human sniper): This silver-eyed young woman is shy and unassuming, easily embarrassed by praise, yet her deed name—so ubiquitous that few knights know her by any other—makes her legendary among reclaimers. Capable of casually putting arrows through eyes at a half-mile distance, Angel Eyes is counted as a savior of many knights and is namesake for the angelfeather role.

Dromarra (CN female half-orc crossbow ace): No knight really knows when Dromarra made her first appearance on the battlefield. Reports of packs of destroyed undead, each slain by a crossbow bolt, made the rounds quickly among camps. After several weeks, Dromarra finally presented herself in Vellumis, another kill in tow, and quietly offered her skills in the continued hunt for undead.

Gorion the Glad (LG male orc diplomat): Kalabrynn herself inducted Gorion into the knights early on. The former raider smoothly distinguished himself as a persuasive speaker, and he's one of Kalabrynn's favored emissaries. Gorion quickly became enchanted with Ileana Tesstake (page 44) when he guarded a caravan with the reclusive poet through the Gravelands. However, Gorion is too shy to openly declare his interest. Instead, he writes love poems and sends them anonymously to the Ustalavic reclaimer. Ileana is intrigued by the poetry but has no way to trace the source—to say nothing of her own troubles.

Jinto Nivartes (NG male human warpriest of Kazutal): Jinto was originally part of a delegation from Arcadia visiting Absalom on a diplomatic mission. This mission coincided with Tar-Baphon's attack on the city, and Jinto was quick to leap to the city's defense. Emboldened by the courage that the city's defenders showed, Jinto was quick to join the Knights of Lastwall in their continued efforts against the armies of the undead. Since then, he's been a major force for good on the battlefield, wielding spell and machete with grace and leading many battles.

Sir Malton dis Boltarin IV (LG male paladin of Iomedae): Hailing from a long line of Iomedean knights based out of Egorian, Sir Malton was quick to take arms when the word of the Whispering Tyrant's machinations reached him. His lineage preceded him when he arrived at Vellumis, and many other knights were quick to try to join him on his missions. Ever humble, Sir Malton chose to serve as a squire to a new knight and offers his skill in servitude to this knight and the cause as a whole.

Songswayer the Knightly Sprite/Shinslayer the Spritely Knight (CG genderfluid melixie sprite cavalier): This sprite is practically inseparable from their corgi mount. Knights identify the sprite's shifts of gender—and personality—by their breathless personal narration. Songswayer is male, obsessed with courtliness and diplomacy, while Shinslayer is female and focuses on martial prowess. The two interject each other's narrations only occasionally.

Tamielldlara (CG female changeling elf ranger): Once a Tanglebriar ranger, Tamielldlara grew frustrated with the eternal stalemate against Treerazer. Now she raises her twin blades against the Tyrant as a knight reclaimant, using the skills she honed in her fight against the demon lord to aid her in the Gravelands.

Torbrahn (NG nonbinary dwarf inventor) and **Tiae Thunderpick** (CG female gnome alchemist): Torbrahn dreaded a quiet life of repairing old-fashioned tools. The knights offered an escape—and a chance to revolutionize the mining industry. Now, the inventor works with his gnome fiancé, Tiae, on tunneling machines to undermine enemy positions, new weapons and armor for knights, and other cutting-edge innovations. Working alongside Clarethe Iomedar was a major moment for Torbrahn, prompting him to come out as nonbinary-masculine.

NO TRUE LEADER

The Knights of Lastwall are unusual among military organizations for their decentralized leadership. All knights are of equal rank, as are all squires, all cassisians, and all recruits, with no single figure given permanent authority. This deceptively simple arrangement encourages critical thinking among knights and requires them to build consensus rather than simply following orders from an autocratic structure.

This doesn't mean that a command structure is never present among knights, nor that leadership is wholly absent. When large-scale action is required, a number of available knights approves action, and the knights elect a temporary leader to plan the campaign and direct resources. Leadership in these cases is largely meritocratic, with veterans of previous campaigns called upon, although charismatic knights sometimes make their names here.

Less pressing issues of the day are often included in the knights' membership rolls, with knights sharing their thoughts in meetings or messages. Should a topic prove contentious, available knights are called to Vellumis or another suitable common ground to discuss in person, with the aim of quick, agreeable, and righteous decisions. This system has worked smoothly thus far, but arranging meetings grows more difficult as the order spreads geographically.

Conflicting orders are rarely a concern. By the time a knight has achieved that rank, the order trusts their judgment and relies upon their dedication. Orders are rarely issued beyond a presentation of a situation and a call for knights to act. The exception is during campaigns, when cohesion is at its most vital. Knights are expected to abide by orders within that context. Should they refuse, a Tribunal of Three (page 14) is formed to investigate, though actual consequences are rare. This is generally an opportunity to improve mutual understanding rather than a court-martial.

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AVALOREX

PIERCING THE VEIL

Avalorex is truthfully a morrigna tasked with claiming Tar-Baphon's soul. Despite his personal power, Avalorex, whose true name is **Vyralt** (N male morrigna eminence), knows he needs allies to erase the Whispering Tyrant and his influence from Golarion. Vyralt takes many forms, including Avalorex, Found, and a variety of forgettable squires. He's aided by Wivver, his nosoi confidant, and a dozen vanths.



Avalorex (CG male gnome seer) is an enigmatic gnome seer with verdigris skin, vibrant copper eyes, and white hair pulled into a long braid. He wears a tattered gray cloak that moves of its own volition, interposing itself between harm and acting as an additional hand. Believing Tar-Baphon's continued existence will bring about cataclysm, Avalorex uses his impressive divination abilities to aid the Knights of Lastwall in destroying the Whispering Tyrant. Good-natured, with a dry sense of humor and sharp wit, Avalorex is fond of making mischief, often speaking in riddles or obscure languages, and guiding his fellow knights to revelations rather than enlightening them plainly. Lost items inevitably turn up in Avalorex's possession, causing many to suspect he was once a thief or grifter who retains a compulsion for palming objects. These acts of larceny drive the smirking gnome into conflict with Aylunna Varvatos (page 41), who considers such acts a disgrace to the order. That Avalorex promptly returns these "lost" items to their owners with a look of surprise does little to sway the cleric.

Avalorex is a diviner who claims his name means "all-knowing" in Draconic. Many knights, including Beirivelle Starshine (page 42) and Kalabrynne Iomedar (page 45), rely heavily on his visions and wisdom, while others, like Ileana Tessthake (page 44), suspect him of drawing power from corrupt sources. Avalorex appears across the Inner Sea region without fanfare, using his powers to persuade potential supporters to offer aid, convince virtuous souls to join the knights' ranks, and to warn the vulnerable of looming disaster. As he's fluent in countless languages, recruits from as far away as Jalmeray have joined as squires, invited by the silver-tongued gnome personally or through dreams. Avalorex regularly offers knights advice, though always cryptically and without context. Many knights suspect Avalorex spies upon them, watching for signs of dishonorable conduct. Some claim they've seen the gnome pull secrets from animals, especially spiders, and even corpses.

Avalorex is an unreliable member of the Knights of Lastwall. He appears rarely and on his own terms. None see him come or go, and his penchant for sending Wivver—his songbird familiar that speaks in riddles—to attend meetings in his stead tries the patience of more than a few knights. Despite this, Avalorex always seems to be in the right place at the right time: present to save lost knights, protect the innocent, and heal those on the brink of death.

On the war front, Avalorex rarely cooperates with other units or fights personally. Instead, he scribes upon prominent undead and dispatches knights hand-picked from other units to destroy them. Although these attacks seem disjointed, Avalorex insists they're well-timed tactical strikes chosen to give the knights their best chance of success. Avalorex is currently stalking Ilweft, a bodak assassin who killed the sylph knight Siridia Windblessed. Additionally, he is gathering a team to retrieve a crystal decanter from Torgate, a hilltop ruin guarded by twin witchfires.

In addition to his familiar, Wivver, Avalorex is aided by countless spider spies. Many assume another one of his allies is an unusually clever wild horse that appears across the Gravelands to carry desperate knights and survivors to safety, dubbed Found. That Avalorex and the horse have never been seen together does little to squash these rumors. Despite his appearance, his eccentric nature and odd powers lead many to suspect Avalorex is a disguised copper dragon, azata, or fey.

AYLUNNA VARVATOS

From the time she first learned to speak, **Aylunna Varvatos** (LG female human cleric of Iomedae) always had an attentive flock. Her precocious utterings as a young girl surprised those who noticed her accompanying her father while he scrubbed the floors of the Cathedral of Sancta Iomedaea in Vigil. That a janitor's daughter could speak so well at such a young age was a wonder, but more so were the plain truths she gave, truisms about hard work and duty that she'd heard her parents share before her mother's premature death. The priests offered to entertain Aylunna while her father worked to polish the golden marble and stained glass, and they took her in when her father died in an untimely accident. She was soon teaching Iomedae's doctrine to other children visiting the cathedral, and the "little preacher" became something of a sensation.

As Aylunna advanced through the ranks of the clergy, she worked hard to shed her reputation as a child prodigy. She avidly studied rhetoric and oratory and soon became one of the cathedral's best speakers, which brought her to the attention of the city's precentors martial and the watcher-lord himself. Her wise counsel was always appreciated, but she was reluctant to leave the cathedral for more than a few hours. By 4699 AR, at the age of 30, Aylunna was anointed a second sword knight of Iomedae and became the highest-ranking cleric of Iomedae in Vigil. She presided over all functions of the cathedral that was her home.

Like so many others, Aylunna's life was permanently altered when the Whispering Tyrant demolished Vigil with the *Radiant Fire*. Aylunna fled with several other evacuees to Vellumis, but she didn't rest; instead, she realized the disorganized evacuation was in dire need of leadership. Aylunna found herself to be the highest-ranking cleric of Iomedae in all of Lastwall. She called together the weary knights of the city and gave perhaps the greatest sermon of her career—the Evacuation Homily—in which she called for selfless, prayer-guided rules to provide succor to refugees. The few surviving copies of the Evacuation Homily are deemed sacred relics, and it's a puzzle why so many have recently gone missing.

Aylunna still lives and works in Vellumis, operating primarily from the soot-stained Ivory Basilica that was once one of Lastwall's loveliest churches. It can never replace the Cathedral of Sancta Iomedaea in Aylunna's heart, but it's her home for now. From there, she oversees the training of new champions and clerics in the Knights of Lastwall. She's usually accompanied by **Timberward** (N wood golem guardian), an angel-shaped wood golem sent by Arazni to protect Vigil's evacuees; its wooden feathers rarely shed but are rumored to impart divine protection.

Aylunna is a small woman with soft eyes and an expressive face, particularly when she's orating. Her eyes have a perpetually sad, haunted look from witnessing the death of her city and the fall of her nation. Novices find her surprisingly approachable outside her many scheduled lectures and sermons, and she's always willing to give advice—sometimes offering divinely inspired words of counsel before she's even asked a question.

Aylunna has a great deal of respect for Ulthun II (page 48) and wishes he would come to Vellumis more often. She knows Veena Heliu (page 49) well, as they escaped Vigil together on the same refugee ship, but the two women have different leadership styles and rarely work side by side.

INHERITOR'S BLESSING

Rumors abound as to how Aylunna survived the attack on Vigil, with the most popular theory being that she has earned a blessing greater than that of most priests of Iomedae. Depending on the rumor, the blessing grants Aylunna immortality, superhuman strength, unparalleled magic, and more. Aylunna has yet to discredit any of these rumors, which only further fuels speculation.



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BEIRIVELLE STARSHINE

A LOST SONG

Knights who have traveled with Beirivelle say that she sometimes sings in her sleep. This dreaming song seems to have some kind of magical power, with many knights claiming the sound of her singing was able to soothe their wounds. Beirivelle is unaware of any ability to sing in her sleep, but the idea of this dream song has her curious as to what might actually be happening.



One of the order's rising stars, **Beirivelle Starshine** (NG female human redeemer bard of Shelyn) is an increasingly prolific presence across Avistan's communities and noble courts. Wholly devoted to her goddess and her cause, the knight vigilant stays on the move, trying to prove herself worthy of her recently attained status as a true Knight of Lastwall. Wherever she goes, Beirivelle spreads word of the knights and their need for recruits to fight the Tyrant's forces, while combating evil great and small, protecting the common folk, and lending a hand to anyone and everyone she meets.

Beirivelle calls herself late-blooming as a matter of course. Once upon a time, she was the youngest son of Absalom's House Arnsen, destined for an arranged marriage and an undistinguished life, but in the wake of the Tyrant's assault on the city, she decided life was too short to keep living a lie. Within a fortnight, she'd left her house and affianced arrangement behind—the former after a vicious argument with the patriarch, the latter out of amicable agreement, as the other bride-to-be's tastes didn't run feminine—and set out to find both her destiny and her womanhood. Before long, her journey brought her before Kalabrynn Iomedar (page 45), and Beirivelle knew she'd found her place.

Beirivelle is sweet, humble, and hopelessly romantic; her innocently eager delight in trysts is increasingly common knowledge among her fellow knights, as is the ease of making her blush. She possesses all the courtly manners of her noble birth and happily employs them with those she aids, as well as with potential recruits or patrons. In addition to her disarmingly sweet face, Beirivelle is easily identified by her hair, bewitched to the pale blue hue of moonberries, and by the dainty way she moves, even in a breastplate and armored skirt.

Among Beirivelle's highest aspirations is to bring entire existing organizations into the fold as allies of the Knights of Lastwall. She recently succeeded in brokering an alliance with Korvosa's Scarlet Rose (page 34)—arranged, if rumors are to be believed, over a candlelit dinner with Filarina Grantsliem, the Rose's leader and a fellow Shelynite. With confidence and enthusiasm freshly bolstered by success, she's in search of similar regional allies. Beyond her official duties as a recruiter for the order, Beirivelle also goes out of her way to meet other late-blooming girls like herself, including those not yet bloomed at all, to help them find their own paths.

In addition to her official duties, Beirivelle is always looking for new stories. Like any good bard, she knows one of the best ways to gather tales is to find a story in the making and join in, especially if there's good to be done along the way. The starry-eyed knight has adventured alongside everyone from undead-crushing orc skullhunters to kidnapper-hunting Torrent Hellknights, aiding her allies with her divine powers, bardic magic, and a recently acquired trusty *sturdy shield*. If a situation she encounters is beyond her strength, Beirivelle happily spins her words to recruit adventurers or even combat-ready locals, trusting in her ability to protect them.

Recently, Beirivelle has been considering the advantages of courting hawkish anti-Geb factions in the nation of Nex. After all, once the Tyrant is defeated, Garund's notorious nation of undead is the obvious next target for the knights. Unfortunately, her initial attempts to penetrate Nex's byzantine political structure were all but useless; for the moment, Beirivelle has returned to looking for allies who might help her find and court the proper factions.

CLARETHE IOMEDAR

Few individuals are as influential within the Knights of Lastwall as **Clarethe Iomedar** (CG nonbinary human vindicator). The so-called Sunset Angel singlehandedly split the order in twain with her charisma and reputation. The divide has since healed and the order strengthened in unity, with Clarethe calling her most loyal comrades to her side to take the fight directly to the Tyrant's forces and reclaim the Gravelands. She discovered the mysterious power that energizes the knights reclaimant, and she was the first to swear the Crimson Oath that grants access to its might. To this day, Clarethe is the only knight who knows from whence the oath's power flows.

Clarethe is boisterous and brash, a stark contrast to her mother's immaculate dignity. While she isn't above mildly embarrassing others with keen observations, off-color humor, or rough gestures, her demeanor serves the purpose of keeping her fellow knights at ease in the high-stress environment of the Gravelands. Clarethe is particularly fond of bestowing deed names on comrades, and many knights bear these appellations with pride.

She is unquestionably among the most ardent of the Knights of Lastwall, refusing to quit the front lines while the dead rule Lastwall's ruins. The broad-shouldered, androgynous, and charming warlord possesses uncanny charisma combined with her insistence on sharing the risks of her fellow knights, which has earned her the ironclad loyalty of her comrades-in-arms. Clarethe is surrounded in mystique. In addition to her stewardship of the oath's mysteries, strange tales surround the younger Iomedar, from murmured conversations with her sword to the ancient songs she sings in the thick of battle. Beirivelle Starshine (page 42) seeks out such tales and spreads them far and wide, and many suspect the maiden knight of harboring more than comradely affection for the reclaimers' paragon.

While no knight is officially ranked above their fellows, it's certainly no secret that Clarethe inspires more than her share of loyalty, and many knights reclaimant will set aside less-pressing duties at her request. Clarethe's missions are often enigmatic, suggesting a source of intelligence beyond standard reconnaissance. While squires sometimes suspect the hand of Avalorex (page 40), the gnome's tendency toward mischievous half-truths is one of the few things that truly annoys the veteran reclaimer, and longtime knights have heard Clarethe reprimand the wizard on more than one occasion (which, for his part, only seems to encourage Avalorex).

Few relationships between individual knights are as well-known as that of Clarethe and her surviving mother, Kalabryne Iomedar (page 45). Still wary from past struggles, the Iomedars are happy to limit themselves to good-natured sniping and embarrassing stories. Clarethe made it known that anyone who can provide her with embarrassing tales regarding Kalabryne will be dearly rewarded, as she can't quite beat the elder Iomedar's "werewolf story." Of course, if the story is false, or so shameful as to invite disrepute on the family, Clarethe may be inclined to deal out retribution instead of reward.

MYSTERIOUS BLESSING

Rumors fly about the Crimson Oath, suggesting anything from pacts with the vengeful spirits of Tar-Baphon's victims to a mandate from Ragathiel.



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ILEANA TESSTHAKE

A TAINTED BLOODLINE

Ileana is unsure if the vampire that caused her transformation had any other spawn. While there was no evidence to point one way or the other, Ileana's instincts seem to suggest she has other "kin" out among the Gravelands. If this is true, there is a chance that there are others like her struggling with their vampiric nature, possibly seeking to do good or find a way to cure themselves of their vampirism, like Ileana.

Ileana Tessthake (CG female vampire poet) swore the Crimson Oath to protect her homeland of Ustalav, which now faces its most ancient fear. She didn't expect her career as a knight to end with a vampire's fangs in her neck, but far more surprising was what came after. With her creator staked, she should have become a vector for the void's evil, but Ileana's mind is still her own... even if her appetite isn't.

Despite her growing love for Lastwall, Ileana is still an Ustalavic woman at heart. Her love of dark poetry and fascination with the occult led her to study the bardic arts, and she still has her prized first edition of Adivion Adrissant's *On Lineal Potentia*, signed for her by the author. She has turned her curiosity to an infinitely more pressing question: Can the dead live again?

A brooding gothic beauty even before her affliction, undeath has sharpened Ileana's allure and reclusiveness. Those who can get past her veil of shyness and desperate secrecy find her by turns lonely and standoffish, pouting one moment and reaching out the next. Given her own awful thirst, the young woman is particularly sympathetic to those suffering mundane addictions, and strives to help them endure their addiction without moralizing or judging.

Ileana's closest bond is with Clarethe Iomedar (page 43), who acts as a mentor and confidant. While Ileana's condition is all but public by now, Clarethe was the first in which she confided, and her reassurances have done much to keep Ileana's will resolute, while her passionate arguments on the young vampire's behalf have eased the burden of suspicion. Duty also placed Ileana alongside Beirivelle Starshine (page 42) on occasion, and she has the redeemer's promise to send along any pertinent rumors.

Ileana's ultimate quest—second only to her knightly duty, and sometimes superseding it—is a cure for her condition, but it eludes her. She sold her sword, a prized family heirloom, to afford a rare resurrection ritual. When the ritual had no effect and it was clear her resurrection was unattainable, Ileana nearly died again from anguish. Desperate for hope, the vampire seeks any hint of relics or places that might grant her new life.

By dint of great effort, Ileana remains innocent of the taste of blood. The hunger never really goes away (nor is she foolish enough to think that giving in would quell it), but she manages it. When the blood scent rises in the presence of the wounded, Ileana recites the Crimson Oath continuously; to her relief, the oath seems to soothe her hunger pangs.

In battle, Ileana murmurs her favorite poems or weaves occult spells as her rapier dances. The rapier is something of a mystery to the brooding poet. In the aftermath of selling her family sword, Ileana chanced upon a mysterious stranger, robed in scarlet and armored as a crusader of old. Seeing her unarmed, the stranger pressed a magnificent rapier upon Ileana over her protests. While the weapon is potent indeed, the young knight can't help but suspect two things: first, this is but a sliver of its potential, and second, there will be a price for this gift one day.

During her daily slumber—Ileana takes all the night watches now—the young vampire suffers terrible recurrent dreams: battlefields of butchered knights, and her standing among the fallen, blood-soaked and alone. Ileana worries the dream foretells some catastrophe to come, despite the death of prophecy, but so far has shared her vision with no one, not even Clarethe. She tells herself it's only a dream, but she fears it may be her destiny to make it real.



KALABRYNNE IOMEDAR

Advisor to the Knights of Lastwall, **Kalabrynnne Iomedar** (LG female human paladin of Iomedae) doesn't live on the battlefield like most knights. Instead, her home is among the training grounds and war rooms of the knights, fostering the skills of new knights and veterans alike while offering her wisdom in the ongoing campaign against the Whispering Tyrant.

Kalabrynnne followed a typical path to knighthood. Growing up in Vigil, constant exposure to the Knights of Ozem, the iconography and teachings of Iomedae, and the shadow of Gallowspire molded her views of the world. She heard the call as a teen, dedicating her life to chivalry for the betterment of others. She didn't know there was an emptiness in her heart until it was filled, like a sword fitting perfectly into a sheath.

Knighthood was not Kalabrynnne's only passion. Her heart also called out to the honorable Gwyndria Iomedar, an Iomedean priestess. Their love withstood the scrutiny typically cast on relationships between an aristocratic noble and a knight, and the Iomedar family blessed their marriage. They lived together in Vigil for decades, raising their child, Clarethe, into adulthood.

Then Vigil fell. The devastation of the Holy Citadel of Light claimed untold lives, Gwyndria among them. The death of her beloved marked Kalabrynnne in many ways beyond her crushed spirit and broken heart. Kalabrynnne held strong, rallying what survivors she could from the fallen capital and leading the retreat across the collapsing Lastwall toward Vellumis. Once there, she gathered the knights and soldiers that still stood, organizing the scattered warriors into the Knights of Lastwall.

Shortly thereafter, her fellow crusaders appointed her advisor to the Knights of Lastwall. Kalabrynnne felt equally honored and concerned about the appointment. Where the Knights of Ozem followed a hierarchy, the Knights of Lastwall believed all knights held equal status. The Gravelands crisis left no time for the politics and bureaucracy of ranks. Kalabrynnne worried that assigning an honorary title like "advisor" would lead to an unregulated and unofficial hierarchy. Her worries were quickly assuaged, though, as many leaders rose to the occasion during those early days. She soon saw the Knights of Lastwall rallied behind a cause, following an individual only as long as necessary for a given mission, and keeping the ideals of the organization above any perceived hierarchy.

Since then, Kalabrynnne further seated herself in her role as advisor, serving both as a recruiter and emissary. She meets with royalty, generals, and youths answering the call, establishing mutually beneficial relationships and bolstering the ranks of the Knights of Lastwall. Although she prefers taking a sword to undead over taking a royal to dinner, diplomatic missions feel like a way Kalabrynnne can continue Gwyndria's legacy. She doesn't keep her blade idle for long; she's a regular member of patrols outside Vellumis, and she leads the charge during missions of great import.

Even the ardent Knights of Lastwall feel fear stepping into the Gravelands. Most fear the grotesque horrors they might face or the possibility of becoming a vile creature. Kalabrynnne fears a reunion. Her beloved's body was left behind, and her imagination haunts her with countless ways the Whispering Tyrant could use Gwyndria against them. Despite this, she also hopes for the day it happens, when she puts to rest both her fears and Gwyndria's spirit.

LOST FRIENDS

Although she remains a stalwart leader for her fellow knights, Kalabrynnne is not without her personal worries. In particular, she has a number of close friends from Vigil that she's yet to locate. While she expects many of them to have lost their lives in the attack on the city, she still longs to confirm the exact fate of her friends. When missions bring knights close to the ruins of Vigil, Kalabrynnne sometimes ask for knights to keep an eye out for **Ordilon Habinshal** (NG male dwarf baker) and **Patrivini Yaskin** (N female human stable hand). Even confirming the fate of her former neighbors will do much to ease Kalabrynnne's heart.



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KHAGRIG DAYBREAK

BELKZEN GIN

With little growing in Belkzen's hardscrabble wastes, the orcs in the area traditionally distill liquor from the native juniper trees of their mountain regions. The resulting gin is renowned for its surprisingly clear, crisp taste and an alcoholic kick that resembles a sledgehammer to the sinuses.

When one sees a Knight of Lastwall in full gallop astride a majestic steed, odds are good that **Khagrig Daybreak** (NG male orc animal handler) had a hand in training both. Khagrig considers the mounts and beasts of burden of the Knights of Lastwall to be just as important to the cause as the knights themselves and devotes his life to their proper use and care.

Khagrig was born into the Burning Sun hold of Belkzen, eschewing time with his fellow orcs in favor of tending and training the hold's animals. As the orcs of Belkzen typically favor large and unusual mounts, his community greatly prized his skill in handling these tempestuous beasts. Curious about rumors of Sarenrae-worshipping orcs, Kalabrynn Iomedar visited the hold and inspired Khagrig with tales of the Knights of Ozem's noble cause. Khagrig soon decided to join her. The other crusaders were initially skeptical of the lanky, tight-lipped orc, but his skills and faith were undeniable, and they soon accepted Khagrig into their ranks. Khagrig was securing a new source of Ustalavic light riding horses in Caliphas when the Whispering Tyrant and his agents struck. He rushed back to find his fellow crusaders reduced to a few hardscrabble survivors going by a new name: the Knights of Lastwall. Khagrig readily swore their new oath, recognizing that his skills would be required more than ever if the knights were to survive.

While officially stationed in the northeastern Gravelands, Khagrig travels broadly, offering his expertise to disparate and far-flung knights to strengthen the group. The stoic orc often helps mounted knights, particularly from Taldor, break their habits of chivalric combat; "the dead don't fight fair" is his common refrain.

Khagrig also focuses on strengthening bonds between mount and rider, and the tricky practice of riding more unusual mounts. His specialties include dinosaurs and megafauna, but there are few mounts Khagrig hasn't taken for a test ride. His insights into animal behavior can be applied to a wide variety of creatures.

Some of Khagrig's former pupils claim that his empathy for animal companions bestows an almost supernatural connection, as if mount and rider act as one cohesive whole in the heat of combat. Khagrig simply smiles when questioned about these claims.

Not every knight rides a mount into battle, so Khagrig also teaches knights to fight on foot. Much of this training is dedicated to drilling them on how to not break under the terror of a mounted charge, and to bring large threats—monstrous mounts in particular—down as a cohesive unit. Khagrig typically drafts one of the knights' spellcasting members to create an illusory mount and rider, simulating the experience with minimal risk to those under his tutelage.

Khagrig loves and evangelizes traditional orc gins. While most knights—and indeed most creatures—find them unpalatable at best, he swears by unique blends of Belkzen juniper, other native botanicals, limited filtration, and fortifying strength. "A good drink should hit like a blunted lance," he says, though most remain dubious. Safety remains a consideration, and knights and squires alike are warned to never enter Khagrig's chambers carrying an open flame.



BUTTONS AND FENN TUNWALKER

Any knight looking to face battles with equal parts ingenuity and determination is well-served to spend time with **Buttons** (CG female keenspark gnome scavenger) and **Fenn** (NG male jaric halfling impervious messenger), a pair famed for battlefield exploits and longstanding love.

While the Tunwalkers have been married for decades, neither expected the relationship. In her early days, Qora “Buttons” Tun thought of herself as a loner. Skilled with turning trash into treasure, she left Jovvox in search of unique battlefield cast-offs, traveling alone until a quest to find a Kenabres *wardstone* shard turned into a fierce 2-day defense of refugees in the Defender’s Heart inn. After Buttons and her impromptu fighting force successfully held off their enemies despite being armed only with furniture and bar ware, she was recruited for the Fifth Mendevian Crusade. Buttons proved invaluable on the battlefield, able to turn anything into a weapon or defensive tool. Often, she’d reappear from the shadows long after a battle ended wearing a hodge-podge of makeshift clothes and armor, carrying supplies from behind enemy lines. As the seer Avalorex archly put it during one particularly bloody conflict just before the fall of Lastwall, “The battle’s not won until Buttons is done.”

Not all were charmed by Buttons’ success on the battlefield. Fenn Songwalker initially joined the Fifth Crusade after splitting with his bill-band “Fenn and the Fire Fists” over his use of their sparring sessions to deliver messages in and out of Kenabres under the nose of overzealous inquisitors. Immediately suspicious of Buttons’ disappearances during battles—and convinced she was somehow in thrall to Khorramzadeh the Storm King, the balor warlord of the Worldwound—Fenn began tracking her movements and gathering evidence of her so-called illicit activities. On the eve of his promised revelation of her deceit, Fenn and Buttons disappeared. Neither was seen until two weeks later, when they reappeared as the newlywed Tunwalkers. Though neither will say exactly what happened during that fortnight, they agree on two things: she knew he was watching her from the very beginning, and he got exactly what he deserved. The two have been inseparable ever since. They were seen for years on the field of combat, outfitted in whatever Buttons could scramble together. They used their smaller size to scout, deliver messages, and quickly dispatch enemies. During the fall of Lastwall, they saved countless citizens and carried notes for the critically wounded from the Gravelands.

Buttons and Fenn have settled down somewhat, putting much of their energy into tracking down recipients of these last messages of Lastwall while making sure squires and younger knights are ready for what dangers they may face in the world. Both feel that more could have been saved from Lastwall if the knights had been better trained to survive. Many a knight under the Tunwalkers’ guidance carries a button somewhere as they embark on their adventures, gifts from Buttons and Fenn as a mark that they’re ready for combat. Buttons keeps a collection of any that are returned to her from the fallen, and she and Fenn have been known to seek knights who’ve fallen from contact, using the forays as training missions for newer knights. Whether or not knights ever officially come out from under the Tunwalkers’ wings, their devotion to their charges and to each other stands as a symbol of hope in the midst of chaos.

LOVE ON THE BATTLEFIELD

For many knights, the crusade to do good and rid the world of evil comes above all other things. Life, however, has a way of sidetracking one’s goals, and the Knights of Lastwall are no different. Knights falling in love is a regular occurrence, and none are bigger proponents for following one’s heart than Buttons and Fenn. Acting as adoptive parents of sorts, Buttons and Fenn are happy to share in the joy that comes with love and even share advice to knights seeking to give in to their emotions. The couple even officiate ceremonies whenever possible, and many knights seek the Tunwalker blessing for their marriages and heart bonds, believing that the couple’s words provide good luck.



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ULTHUN II

BATTLE-FORGED ALLIES

Ulthun has made many connections as a diplomat, but he knows that not all who parley with him harbor altruistic intentions. While new batches of recruits train, Ulthun looks to establishing rapport with mercenaries and, more preferably, good-natured adventurers. He's more comfortable turning to such individuals to escort the knights' diplomatic emissaries or to otherwise support the Shining Sentinels' tasks in Absalom and beyond.

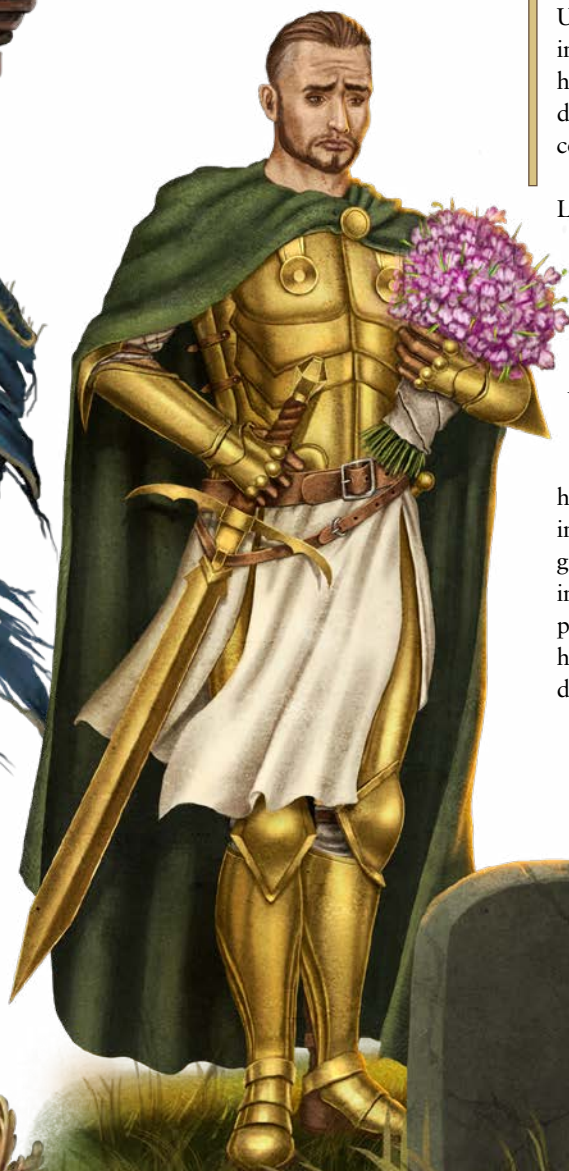
The last Watcher-Lord of Lastwall and a reluctant visionary, **Ulthun II** (LG male human paladin of Iomedae) serves as the de facto head of the Shining Sentinels and, by extension, the Knights of Lastwall. Much has changed since his initial appointment as Lastwall's leader. Ulthun experienced more tragedy in a few years than most have the misfortune of witnessing in a lifetime. Following Lastwall's fall to the Whispering Tyrant's machinations, he led knights and refugees alike, including a refugee goblin tribe, to Absalom. The city's officials met them with open arms and allowed them to establish an embassy in the Precipice Quarter. Thereafter, Ulthun has spearheaded initiatives to bolster the surrounding community and the growing Knights of Lastwall, all while nurturing better relations between goblins and Absalom's other citizenry.

Driven by necessity, Ulthun temporarily sheathed his sword in exchange for quill and conversation. Arranging recruitment, meeting government officials, entertaining heads of state, and other such activities fill his daily schedule. Ulthun followed advice from his good friend, Acting Primarch Wynsal Starborn, in how to present himself, nowadays donning civilian attire while attending to his affairs in and around Absalom. He cuts quite a figure in an armored coat designed to invoke aristocratic elegance with the style of the working class, complemented by a custom tabard featuring Iomedae's religious symbol.

To his quiet embarrassment, Ulthun has become the face of the Knights of Lastwall. Many paraphernalia feature the likeness of the golden-armored Watcher-Lord and his fellows, wielding shield and sword in the name of justice. Tales conveying their exploits inspire potential recruits. Still, chagrin besets him whenever his handsome features and presentation garner him attention, if not favor, among prospective supporters; he maneuvers these situations with a practiced grace that only further endears him. Even on peaceful excursions, Ulthun keeps his trusted blade at his side as a matter of readiness, though many view it a fitting mark of his place among the Knights of Lastwall.

Ulthun dedicated himself to a more supportive role with the same gusto he would in marching in any crusade. The knights' numbers grow by the day, in part due to his outreach to people from all demographics, drawing in the good-hearted and the opportunistic. He coordinates recruitment drives with input from Kalabryne Iomedar (page 45), whose insights both inspire and prepare new recruits for life among the knights. The elder Iomedar doesn't hesitate in sharing her scruples regarding Ulthun's propaganda and politicking, despite the good intentions behind his advocacy. While Ulthun can manage her

concerns, he finds himself in an increasingly strained—albeit still professional—relationship with the younger Iomedar, Clarethe. He understands the Crimson Reclaimers' efforts in more distant lands and attempts to convey the importance of his current station in Absalom in securing resources for their work. Ulthun knows all too well that Clarethe views his current fervor in growing the knights from a seat in Absalom as tantamount to abandoning the nation he and his people once knew while writing the more bitter than sweet epilogue of fallen Lastwall.



VEENA HELIU

With her fiery temper and mercurial personality, **Veenu Heliu** (CG female half-elf sorcerer) was something of an iconoclast in the straitlaced and regimented nation of Lastwall. She discovered and mastered her sorcerous magic at a young age, guided by her elven father, who proudly claimed she wielded the strongest dragon's blood magic in their family for generations. Her destructive spellcraft was ideal for the battlefield, and she quickly drew the attention of Lastwall's crusaders, who wanted to channel her power against orc and undead foes.

Eager to demonstrate her magical might and used to getting her way, Veena bristled at formal crusader training. She instead worked with successively senior mentors among the crusaders to hone her arcane knowledge. Her clever insights defied pedantic learning, and her occasional accidents only cemented her reputation for unbridled magical power. She quickly mastered a battle tactic she calls "the kaleidoscopic doom," which serves her to this day: an expenditure of overwhelming (and often showy) magic early in a battle to demoralize foes who fear she can consistently produce the same dramatic output. Once Veena mastered every lesson her mentors could teach her, she insisted on being appointed head of the Battlemage Academy at the Crusader War College. After all, Veena argued, she'd already shown herself the superior of her competitors for the position. Within a few years, she proved as capable and unorthodox in her teaching as in her spellcasting, winnowing out staid academics and promoting lively pupils eager to unleash potent magic on the battlefield.

This exulted position didn't hold Veena's interest for long. She leveraged her successes at the Battlemage Academy into an appointment as Lastwall's Precentor Martial for Magic, one of five military advisors to the Watcher-Lord. These new, important duties gave her no reason to give up her position at the Crusader War College, and she maintained both posts in defiance of tradition. Devotees insisted she never slept, or that she managed to be in two places at once.

Veena was in Vigil when it was demolished by the *Radiant Fire*, but she remembers little. While scrambling to uncover a way to aid the beleaguered city, she glanced into a cursed book that blasted her mind into senselessness. Aylunna Varvatos (page 41) and several Pathfinders took the catatonic sorcerer with them when they fled Vigil. Veena recovered her wits in a field hospital in Vellumis, but the incident didn't teach her a jot of caution. She still loves demonstrating her power and enjoys teaching those who feel the same. She insisted on keeping her prior position as head instructor of arcane tactics among the crusaders, taking the change of venue and circumstances in stride. Veena notoriously refuses to punish accidents or insubordination, calling them "good learning experiences in our new age."

Veena is an expressive, sensual woman who enjoys physicality. She engages in vigorous exercise—though not with enough consistency to truly enhance her health—and she has excellent taste in clothing. Where she finds so many fashionable dresses in the war-ravaged Gravelands remains a mystery.

THE LADY'S LOVE

Veena's romantic relationships are a string of quick, fiery flings, though she's strictly and serially monogamous. She's masterful at departing relationships gracefully, and nearly all her former lovers carry a high opinion of her despite their heartbreak. Some of Veena's past suitors refer to her as "Our Lady," a name that borders on heresy as it's generally reserved for Iomedae.



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FAITH

THE FAITHLESS

Worship of a deity or deities is not mandatory among the Knights of Lastwall, and the organization makes it clear that all are welcome among the ranks regardless of their beliefs or lack thereof. So long as one is willing to do good, help others, and support their fellow knights, one's faith is up to them.

The Knights of Lastwall host members of numerous faiths among their ranks, a diversity some might find surprising. Far from the monolithic assembly of devotees of Iomedae, Falayna, and other crusader deities that one might anticipate, the order welcomes all kinds of righteous beliefs. The following pages detail how various faiths are represented among the Knights.

The worship of good deities of all varieties is common among the Knights of Lastwall, for the goals of these powers and the knights are often in lock step. Warrior deities give knights strength and conviction to draw their weapons against evil, while peacemaker powers speak to the knightly desire to redeem the fallen, honor life, and foster unity. Tricksters like Chaldira Zuzaristan are popular among knights who use misdirection and others' preconceptions to achieve righteous ends, and deities like Desna are common patrons for knights who favor impulse and instinct over careful preparation. Lesser-known deities, like the empyreal lord Thisamet, receive devotion from knights or their supporters who—in Thisamet's case—pray for plenty, and for adequate resources to achieve their goals and to keep their allies fed.

Knights who worship non-good deities are somewhat contentious among the order, depending in large part on the exact motivations and areas of concern their faith claims. Abadaran knights are reminded to balance his outlook on charity with their duties, while Gorumite knights can be viewed with grave concern, given their deity's proscription against avoiding conflict through negotiation. Still, allies are allies and good is good. As long as the knight is pure of heart, the order is disinclined to judge their devotion. Conversely, Arazni's worship is nearly mainstream among Crimson Reclaimers, given the goddess's history in Lastwall and her focus on opposing the Tyrant, while death deities like Pharasma or Anubis grant their followers the power to strike down the undead and put their souls to rest.

Given their frequent duties as traveling recruiters or partisans in occupied territory, knights often must attend to their spiritual needs without direct support from a church or religious structure. It's common for them to erect makeshift shrines along well-traveled paths or in secret sanctuaries, consecrating them as best they can and worshipping as needs permit. Likewise, knights of priestly status in their church or similar structure often serve as chaplains to those of their faith when engaged in action in dangerous lands.

While faith is unsurprisingly common among the knights, the order also welcomes and supports those who don't worship any deity, whatever their reasoning or cause. The horrors of war and undeath are enough to shake the sturdiest faith, and the knights understand and respect this. The order offers emotional support to non-practicing knights in the form of meditation training and camaraderie, with empathetic members lending an ear to listen to their troubles. More than a few atheistic knights find comfort in the Crimson Oath; even with its suspected deific origin, the oath doesn't demand reverence or faith but acts merely as a pact or bargain.

OTHER NOTABLE DEITIES

While the following pages feature deities who are most popular among knights, the list is by no means exhaustive. Given the



KNIGHT OF IOMEDAE

diversity of the knights and their recruitment, nearly any compatible deity might be worshipped by both established and aspiring knights.

Worship of Abadar is somewhat contentious among the knights. While Abadar's teachings aren't incompatible with the order's focus, his complex outlook on charity and support of tyrants cause many to view his followers with concern. Abadaran knights aren't uncommon, particularly among Shining Sentinels working in cities like Absalom. These knights often seek to work within the systems of cities they visit, helping refine local government and society to produce more equitable and prosperous outcomes for all the city's people and eliminating corruption at its root. Outside civilization's embrace, these knights work to refine the structure of rural communities' defense efforts and equipment, often arranging trade deals to bring higher-quality weapons and armor into small communities.

While less contentious than Abadar, Torag is another deity whose teachings sometimes worry knights. Goblins, orcs, and other one-time enemies are increasingly represented among all facets of the order, and they remember all too well the intolerant practices of so-called "civilized nations," including Lastwall. With Torag forbidding mercy to enemies, many followers in the Knights of Lastwall risk strife with more conservative and hard-line worshippers of the god. Yet the presence of Torag's clerics, paladins, and lay adherents in diplomatic envoys is one of the strongest symbols the Knights of Lastwall can offer, proving that the conflicts of the past have well and truly been set aside. Slowly but surely, mutual understanding builds, and many followers of the Forgefather among the knights are eager to show that times are changing.

Erastil's followers are welcome among the knights largely without reservation. The god's emphasis on defense of communities speaks to Shining Sentinels, while Crimson Reclaimers often venerate him as a more vengeful figure, aiding them in reclamation of their lost homeland. Erastilean humility and focus on community aid are deeply compatible with knightly ideals, and that down-to-earth sensibility is a relief to knights more concerned with feeding and sheltering their idealistic comrades. Old Deadeye's teachings are also particularly popular among pillars, as many of these members come from smaller communities or worshipped Erastil before joining.

Cayden Cailean's doctrine of liberation and swashbuckling heroism appeals to both Shining Sentinel and Crimson Reclaimer alike. Caydenite knights often move in the same circles as Firebrands, and the two sometimes mingle indistinguishably. The Drunken God's followers are also excellent for morale, with their revels raising the spirits of even the most jaded knights reclaimant. Yet followers of the accidental god can show a more spiritual and somber side in the shadow of the Gravelands. Alcohol does more than wash away the horrors of war—it doesn't foul, even in tainted landscapes, and certain spirits even hold reputations of being able to cleanse evil influences. From sacred beer to sacramental wine to blessed sake, Cayden's followers send any promising libations to the front lines, figuring that if nothing else, they can serve as a fire starter or provide some much-needed liquid courage.

Somewhat curiously for a militant organization, the worship of Arshea is particularly common among Knights of Lastwall, especially for those whose gender expression is complex or hard-won. The Spirit of Abandon's opposition to oppression inspired many to take up a flail in Arshea's name, and social motivations drive Arshean knights to excel as recruiters and knights itinerant. Many Arshean knights admire Beirivelle Starshine in particular, despite her Shelynite faith (for is she not doing the Spirit of Abandon's work?) and follow her example in helping late-blooming girls, boys, and others find their true selves. It's no secret that Kalabrynn and Clarethe Iomedar have caused many such knights to flock to Lastwall's banner as well, as such heroic figures naturally draw in others who feel a strong kinship to them.

BLENDING FAITHS

Life on the front lines can be chaotic and confusing. In the churning melting pot of knightly duty, faiths are pressed closer together than nearly anywhere else. Champions of Iomedae, Falayna, and Ragathiel pray side by side in the ruins of an Erastilean church or in the same cramped wagon, while outside, the faithful of Calistria and Arazni share tales of vengeance and glorious ruin. In this environment, lines between doctrines and scriptures blur, and disparate faiths weave together into a tapestry of shared convictions.

A priest of one deity might quote the holy texts of another to reinforce their point or to help members of that faith feel included. Traditional rituals of common faiths become secularized, such as knights of other faiths adopting the sword-of-Iomedae gesture for reassurance. Knights have begun formulating new pantheons, assembling their patron deities in groups and bands mirroring their own diverse yet tightly bonded units. (More details on these new pantheons can be found on pages 68–69.)

One notable example, practiced mainly among Crimson Reclaimers who've spent the longest time in the Gravelands, is the spread of sacred sexual services among the knights. Originally brought to the reclaimers by Calistria's clergy, the effects on camaraderie, morale, and emotional endurance were profound. In time, the practice spread to Falaynans and Shelynites, and then to the faithful of Abadar and Arazni, and so on. Now, even some Iomedaeans and Erastil worshippers are taking their first shy steps into the practice.

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ARAZNI, THE UNYIELDING



Areas of Concern the abused, dignity, unwilling undead

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

Divine Font harm

Divine Ability Constitution or Intelligence

Divine Skill Intimidation

Domains confidence, freedom, pain, protection

Alternate Domains sorrow (*Gods & Magic* 116)

Cleric Spells 1st: *endure* (*Gods & Magic* 107), 2nd: *animus mine* (*Gods & Magic* 106), 6th: *feblemind*

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

Anathema create unwilling undead, insult Arazni

Favored Weapon rapier

Arazni has a closer association with Lastwall than virtually any other deity. As Aroden's herald, Arazni was known as the Red Crusader: an angel with furious zeal and indomitable will, protecting all who fought against evil. She was the patron saint of the Shining Crusade, and the knights who followed her in battle felt her fervor as their own. That fervor shattered at the Battle of Three Sorrows, when the Whispering Tyrant slew Arazni and cast the angel's broken body amid the stunned crusaders like a wrecked toy. Her body was stolen by yet another megalomaniac necromancer, Geb, and forced into undeath as a further insult to her legacy. For centuries, Arazni was trapped within the nightmarish confines of undeath.

Relying entirely on her own power and cunning, Arazni freed her soul from the torments of these two men, and in so doing, reached the heights of divinity. While many believe that her ascension to godhood was due to Arazni's proximity to Aroden and other powerful figures, Arazni's apotheosis was an achievement she claimed entirely on her own, and this self-reliance is something that drives her to this day.

Arazni is no longer an angel or hero but rather a grim and proud survivor. She has no need or desire for supplicants or disciples, as she feels little but contempt for those who once venerated her in her role as the humiliated and imprisoned queen of Geb. Nevertheless, she spares some affinity for those who have suffered as she has. Though she has gained a cruel streak and a thirst for vengeance, she understands that standing with dignity in the face of abusers and oppressors is the greatest possible victory.

Arazni has no centralized church or hierarchy, as befits followers who are often trapped in hostile conditions. She is worshipped by broken warriors, fallen crusaders, and those forced into awful circumstances beyond their control, including unwilling undead.

Knights of Lastwall who revere Arazni do so for varied reasons. Many thirst for the resilience and inner strength that she exemplifies, believing that if one determined woman could stand up to the world's greatest evils, perhaps they, too, can overcome their own challenges. Some, none too secretly, see her suffering as symbolic of the flaws in Lastwall that led to its failure and destruction. Though Arazni provides little contact or comfort for these worshippers, their desperate pragmatism and common foe sometimes spark her favor. Others see Arazni's battered honor as the epitome of Lastwall's fallen glory, believing a faint ghost of the Red Crusader lies buried deep within her and will someday roar forth again. Arazni considers these believers to be foolish idealists similar in nature to the crusaders who led to her many downfalls.

ARQUEROS, THE GOLDEN BULWARK

Areas of Concern bodyguards, protection, watchfulness

Alignment LG (LG, NG, LN)

Divine Font *heal*

Divine Ability Strength or Constitution

Divine Skill Athletics

Domains duty (*Gods & Magic* 114), might, protection, zeal

Alternate Domains family

Cleric Spells 1st: *endure* (*Gods & Magic* 107), 4th: *stoneskin* (appears as gold), 5th: *wall of stone*

Edicts protect those weaker than you; remain alert for danger; create, maintain, or patrol defenses

Anathema abandon others while you retreat, engage in needless destruction or bloodshed, intentionally fall asleep or grow lax on watch

Favored Weapon spear

As strong in will as he is in form, Arqueros is Lord of the Wall, guardian of Heaven, and empyreal lord of bodyguards, protection, and watchfulness. He maintains eternal vigil at Heaven's gates, resplendent in gold armor and clutching a diamond-headed spear. Whatever the truth of his heart, Arqueros is composed in the face of dire threats and is a stalwart defender who would die before abandoning his duties.

Although Arqueros's duties bind him to Heaven, he's an active defender of Golarion who commands legions across the Celestial and Material Planes. He dispatches followers to protect the innocent, defend settlements, negotiate peace, and construct fortifications. Occasionally, he dispatches groups to safeguard a specific individual, object, or location, although the importance of such charges is rarely ascertained. Arqueros strives to shelter the innocent from corruption, violence, and other evils through hard work, attentiveness, planning, and strength of arms.

Temples to Arqueros are found in cities, along contested or dangerous borders, near war fronts, and near sites of great evil. These edifices use fortifications or natural defenses in their construction, and are built to endure. All are welcome and safe within. Temples of Arqueros shelter refugees, the poor, and the oppressed; raise orphans; and tend to the elderly. Many maintain a roster of reputable and trustworthy guards who can be hired through the church.

While many among Arqueros's faithful are warriors, taking work as bodyguards, city watch members, and soldiers, Arqueros acknowledges many paths to protect innocents. Lawyers, judges, and investigators can keep both criminals and corrupt officials from preying on the public; diplomats and government officials protect nations with words and quick wits; engineers protect settlements with sturdy shelters and fortifications; and counselors and doctors heal the body and mind.



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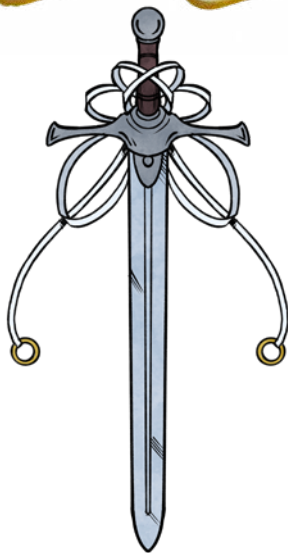
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FALAYNA, WARRIOR'S RING



Areas of Concern femininity, martial training, rings

Alignment LG (LG, NG, CG)

Divine Font *heal*

Divine Ability Strength or Charisma

Divine Skill Athletics

Domains creation, freedom, might, wealth

Alternate Domains family, perfection

Cleric Spells 1st: *true strike*, 3rd: *ghostly weapon*, 5th: *cloak of colors*

Edicts wear and make beautiful things, train for combat, recover and return lost mementos

Anathema disrupt or destroy romantic unions, enforce a dress code, cower from fights

Favored Weapon longsword

Falayna exemplifies the intersection of might and martial prowess with grace and beauty, considering these elements complementary rather than exclusive. Once upon a time, Falayna represented only feminine beauty and was the bride of an empyreal lord who considered himself an expert in weaponry and martial training. When her spouse fell in combat against the minions of Moloch, Falayna girded herself in an armored gown, reclaimed her lover's sword from the legions of Hell, and proclaimed herself to be Warrior's Ring.

While Falayna is a patron of varied cultural ideals of femininity, her faith is not limited to women or to limited conceptions of womanhood. Warrior's Ring understands and accepts all women, regardless of how they were perceived at birth. Her faithful happily welcome men who wish to cast off their culture's ideas of masculine gender roles and explore femininity or gender fluidity. More experienced followers of Falayna often help newer members explore the complexities and myriad expressions of feminine beauty, including cosmetics, jewelry, and clothing. Falayna isn't dismissive of those who don't choose to express their femininity, either. So long as one doesn't interfere or attempt to prevent anyone else's feminine expressions, they're welcome to join the ranks of Falayna's faithful.

Of all the empyreal lords, Falayna is second only to Ragathiel in worship among the Crimson Reclaimers. Women are heavily represented in the order, with some Flames composed exclusively of Falayna's followers, and the passionate womanhood of Warrior's Ring speaks to those knights who wish to epitomize beauty even on the battlefield. The tale of Falayna's fallen spouse (their identity lost to history) resonates with knights who lost beloved partners to the Gravelands or other calamities.

For the Knights of Lastwall, spending time exclusively on training is a rare luxury. Falayna's followers include many fierce warriors with a heart for battle, but also gentler souls who left quiet farmlands or roles as skilled artisans when they joined the cause. Armorers, weaponsmiths, and quartermasters of the order often follow Falayna. Particularly for Shining Sentinels, appearance is a vital aspect of quality equipment, and few faiths so neatly marry martial doctrine to the mandate to make beautiful things. Falaynans popularized the armored skirt (*Character Guide* 91) among knights, and so-called "plate-mail petticoats" are a mainstay of knightly fashion. These worshippers ply their skills as knights and pillars alike, helping to manage training schedules, craft needed tools and equipment, and prepare their comrades for the front lines in style.

GENDOWYN, LADY OF THE FANGWOOD

Areas of Concern Fangwood Forest

Alignment CN (CG, N, CN, CE)

Divine Font *heal*

Divine Ability Dexterity or Charisma

Divine Skill Stealth

Domains earth, family, luck, nature

Cleric Spells 1st: *summon fey*, 2nd: *barkskin*, 5th: *tree stride*

Edicts preserve primal areas, destroy blighted fey and agents of Cyth-V'sug, protect those who placate you with offerings

Anathema parley or make a deal with fiends, forgive those who deceive you, harm an innocent child

Favored Weapon whip

The fey queen Gendowyn might seem an unusual divine patron for the Knights of Lastwall, but it makes perfect sense to her devotees. Gendowyn is a living manifestation and representation of the natural world, a world in which the undead simply have no place. While her personal morality represents the inscrutable whims and caprices of the First World from which she hails, she recognizes the aligned goals she shares with her knightly followers and bestows her divine blessings upon them in turn.

Gendowyn's time on Golarion dates back farther than recorded history. She claims to have personally planted the first saplings that became the Fangwood forest—a claim none can either corroborate or disprove, as by mortal reckoning, Fangwood has simply always existed. Ancient Kellid writings place her presence in the region well before the founding of Sarkoris, but she received little mention until the nascent demon lord Treerazer slew Hephroma, the guardian of Fierani Forest, in 2506 AR. Gendowyn led her Accresiel Court into battle against Treerazer and his minions, taking the legendary *Spiteful Scimitar* as a war trophy, but Gendowyn was wounded in the conflict, and her forces were eventually driven into Fangwood.

Gendowyn reappeared in mortal history in 3962 AR when she entered into partnership with the dwarves of Kraggodan. Their fruitful pact lasted only eighty years, however; the treacherous handmaiden Arlantia became a devotee of Cyth-V'sug and betrayed Gendowyn. The fey queen remained imprisoned and forgotten until a band of heroes liberated her in 4717 AR. Gendowyn now devotes much of her time to healing the festering, blighted wounds left by Arlantia upon Fangwood.

The fey queen's faithful is made up of druids and rangers from the area, including the druids of Crystalhurst and the Chernesardo rangers. She also has a number of awakened animals, arboreals, and other forest creatures acting as servitors. While her influence remains relatively limited for the moment, her agents tend to be particularly devoted, and their work on healing the Fangwood is undeniable.

Gendowyn needs allies such as the Knights of Lastwall as much as they need her. No single tree grows a forest; it's through alliances that Gendowyn and Fangwood shall persevere. Fangwood Forest is adjacent to the Gravelands. Gendowyn recognizes the land's blight as a threat, so she has made a pact with the Knights of Lastwall to aid their cause. Most of Gendowyn's worshippers among the knights are young people hailing from around Fangwood, though these devotees spread word of her wherever they go.



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IOMEDAE, THE INHERITOR



Areas of Concern honor, justice, rulership, valor

Alignment LG (LG, NG)

Divine Font heal

Divine Ability Strength or Constitution

Divine Skill Intimidation

Domains confidence, might, truth, zeal

Alternate Domains duty (*Gods & Magic* 114)

Cleric Spells 1st: *true strike*, 2nd: *enlarge*, 4th: *fire shield*

Edicts be temperate, fight for justice and honor, hold valor in your heart

Anathema abandon a companion in need, dishonor yourself, refuse a challenge from an equal

Favored Weapon longsword

Iomedae was a popular deity among the Knights of Lastwall even before Lastwall fell to Tar-Baphon's destruction. Not only does she serve as the goddess of justice and valor, she is also a symbol of resilience. Like the young deity herself, carrying the torch passed to her by Aroden, the Knights of Lastwall see themselves as carrying that same responsibility to fight evil in the world. Her impact is prominent among the knights, given their favor toward standing their ground against injustice. Lastwall refugees, regardless of their affiliation with Iomedae, sometimes wear a small silver lion pendant—Iomedae's sacred animal—as reminder to act with strength and virtue.

Not all Knights of Lastwall see Iomedae the same way, even if they wear her sacred animal. Some are skeptical of her ability to lead, especially given her youth and quick ascension to deification. Some blame her and other leaders for Lastwall's demise and follow Arazni's path instead. Others are wary of her followers and their rigid interpretations of righteousness that border on hypocrisy. Though such dogmatic followers are few in number, their intensity can turn miscommunications over issues that don't involve them into violent arguments.

As it's her weapon of choice, Iomedae's followers carry longswords, many of which are passed down by family members through the generations. In the spring, followers show off their skills in choreographed sword fights during weekly performances held in town squares. In the final weeks, the top stunt performers present their act in a magnificent fashion, complete with pyrotechnics and smoke bombs. When spring ends, some of the performers travel between towns alongside priests, acting as bodyguards and intervening in conflicts where necessary.

Many Knights of Lastwall have a sword tattooed on their chest as a symbol of their devotion to the path of righteousness, their fight against evil, and their desire to restore justice. Though Iomedae's followers often have the best intentions, they sometimes meddle in affairs that don't need their assistance: speaking on behalf of those who can speak for themselves and brandishing Iomedae's name to judge those around them. Iomedae herself may intervene on such occasions, separating the knight from the issue at hand. If the knight persists in displaying sanctimonious behavior and misplaced anger, their tattoo is stripped away until they comport themselves in a better fashion. When her followers succeed in displaying true acts of courage, their tattoo glows with approval, signifying their closeness to the deity.

KAZUTAL, MOTHER JAGUAR

Areas of Concern safety, liberty, community

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains family, freedom, might, protection

Alternate Domains cities

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

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

Anathema enslave someone, force a creature to act against its will, refuse to aid an ally, enforce an unjust law

Favored Weapon machete (*Gods & Magic* 120)

Like followers of Avistani deities such as Milani, opposing tyrants is a way of life for the faithful of Kazutal. Her followers are less reckless and wild than followers of the Everbloom, however. Primarily an Arcadian deity, Kazutal teaches her followers to support the downtrodden, cooperate toward compassionate ends, and believe in the strength of love. Brought to Absalom by Arcadian travelers, the faithful of Mother Jaguar are slowly making a place for themselves in the Inner Sea region.

Kazutal's followers have direct experience with the forces that allowed Tar-Baphon to rise to tyrannize the living. During his mortal days, Aroden traveled to Arcadia, where he gained the service of Arazni, then a mortal wizard and botanist. In this phase of life, Aroden also slew Tar-Baphon for the first time, though he failed to foresee or prevent the wizard king's return in undeath.

Upon Tar-Baphon's rise, Aroden directed Arazni, child of Arcadia, to finish what he started. The Tyrant shamed and slew Arazni. The ghost-king Geb then desecrated Arazni's corpse and made her into a tyrant herself. For Kazutal, goddess of family and community, enough was enough. Her faithful would do what the arrogant heir of Azlant couldn't: avenge Arazni, overthrow the Whispering Tyrant and Geb, and exile them from the living world once and for all!

Among the Knights of Lastwall, Kazutal's followers work to unify the disparate members of the order into a cohesive whole, helping to organize and direct the complex machine of war as it builds momentum. They are among the most fervent voices in favor of community involvement, encouraging their fellow knights to both fight evil and to do good in the places they visit. Among the members of the Shining Sentinels, few are quite so dedicated to the protection of local communities as Mother Jaguar's children.

While most of Kazutal's followers maintain focus on the Tyrant, they include some of the most strident anti-Geb voices in the order. War with Geb is inevitable, delayed only by the more dire threat of the Whispering Tyrant. Followers of Kazutal also pursue rumors of Arazni's appearances in the Gravelands and elsewhere, hoping to bring the love of Lady Jaguar to the tormented exile.



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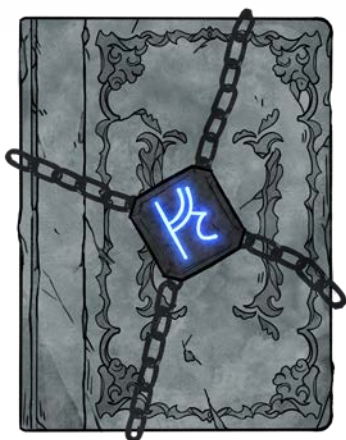
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KOLS, THE OATHKEEPER



Areas of Concern duty, honor, promises

Alignment LN (LG, LN)

Divine Font harm or heal

Divine Ability Strength or Wisdom

Divine Skill Society

Domains duty (*Gods & Magic* 114), knowledge, might, truth

Alternate Domains confidence, glyph (*Gods & Magic* 114), secrecy

Cleric Spells 1st: *unseen servant*, 4th: *suggestion*, 8th: *unrelenting observation*

Edicts seek those who break oaths and enforce just restitution, uphold your promises

Anathema lie, dishonor yourself or your family, shirk your duties, break an oath

Favored Weapon light hammer

Kols holds an important but often overlooked position in dwarven society. The son of Torag, father of the dwarven pantheon, Kols is tasked with exacting punishment on souls who shirk their responsibilities or break sworn oaths and solemn promises. He's a god of contracts and oaths, bonds and alliances, duty and honor.

Outside dwarven society, Kols is considered an eccentric patron. The divine judge hunts not lawbreakers but oath breakers: liars, swindlers, double-dealing merchants, and unscrupulous politicians. In a world where lies, deceptions, forgeries, and cheats are commonplace and accepted, Kols seems out of touch, perhaps even fanatical. To a worshipper of Kols, truth and duty are the backbone of every society and relationship, the foundation of civilization; breaking these bonds courts disaster.

Kols focuses on more than retribution against oath breakers. He's a patron of lawyers, politicians who root out corruption, and guards who uphold their duties in the face of adversity. Soldiers make up the majority of Kols's non-dwarven followers. Among military organizations, truth, loyalty, and frankness are not just virtues but necessities. Comrades-in-arms must know that an ally has their back, no matter the enemy. Leaders only deploy Kols's faithful for a virtuous cause, and his followers believe alliances forged today should strengthen over time, not weaken. When lives are on the line, there's no time for doubt and deception, only trust and duty.

Kols is a common patron among the Knights of Lastwall, who place great value on honesty and integrity. Their oaths and unity of purpose bind a nationless group of warriors and refugees into a respectable army with clear goals. His followers remain alert for signs of infiltration by the Whispering Way, agents of Urgathoa, undead in disguise, and other duplicitous or desperate servants of evil. Among the Shining Sentinels, they forge alliances with supporters, make allies of the indifferent, and ensure all who assist the war effort uphold their bargains and contracts, securing a steady stream of supplies, troops, and support to the frontline knights who need it. Among the Crimson Reclaimers, worshippers of Kols marshal other knights to their cause and ensure the Crimson Oath is taken only by those who intend to uphold it. Some among the Crimson Reclaimers suspect Kols is the mysterious patron behind the faction, or perhaps the god empowering the Crimson Oath on behalf of another, possibly as part of some divine pact.

MILANI, THE EVERBLOOM

Areas of Concern devotion, hope, uprisings

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains change, destruction, freedom, zeal

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

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

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

Favored Weapon morningstar

Symbolized by a single blooming rose grown out of bloody soil, Milani is the patron of those who war against oppression, defend the innocent, and persevere in the face of persecution. Her call to liberate the victimized and enslaved by any means necessary resonates strongly within the Knights of Lastwall; her worship has grown steadily since the nation's fall to the Whispering Tyrant. Like the knights, her followers organize in small, independent groups, eschewing traditional leadership structures. This flexibility enables them to empower the enslaved and persecuted wherever they are found.

Within the Gravelands, Milanite knights seek refugees and captives trapped in the broken remains of Lastwall, helping them flee beyond Tar-Baphon's influence. Milanites carve small roses into buildings to mark the successful liberation of innocents who would have been otherwise lost. Many who see these roses join Milani's cause and spread hope among those still struggling to escape the Tyrant's rule. These marks never include names or details; the Milanites believe in empowering everyone who fights against tyranny, enslavement, and oppression rather than glorifying specific individuals who helped them achieve these goals.

Milanite knights also help the recently liberated get back on their feet. They take the time to help these refugees find new homes, helping build them when necessary. They assist refugees in locating new work or other means to support themselves. The knights recognize that merely freeing someone from oppression is usually not enough for them to reclaim their lives. Without the means to support oneself or a proper network to aid with rebuilding a life, a person is likely to end up in another dire situation later.

Crimson Reclaimers often follow Milani, as do other knights who venture into the Gravelands. Many among the Shining Sentinels admire her worshippers' devotion to protecting the innocent. Some worship Milani to give their righteous actions more meaning and work through the guilt of surviving the fall of Lastwall by channeling it into the liberation of others. Members of all factions within the knights may sport a rose tattoo, sword mark, or vial of petals as they head into battle. Some created a version of the Sanguine Thorn caravan, rumored to operate as a traveling gathering point for Milanites. They bring weapons and supplies to innocents in need and offer to fight beside those ready to rebel against their undead oppressors.



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PHARASMA, LADY OF GRAVES

Areas of Concern birth, death, fate, prophecy, time

Alignment N (LN, NG, N)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Medicine

Domains death, fate, healing, knowledge

Alternate Domains soul (*Gods & Magic* 117), time (*Gods & Magic* 118), vigil (*Gods & Magic* 118)

Cleric Spells 1st: *mindlink*, 3rd: *ghostly weapon*, 4th: *phantasmal killer*

Edicts strive to understand ancient prophecies, destroy undead, lay bodies to rest

Anathema create undead, desecrate a corpse, rob a tomb

Favored Weapon dagger

The all-seeing and all-knowing Pharasma is feared more than she is revered among Lastwall immigrants, and with good reason. The goddess is the harbinger of death, but she also oversees time—its movement and renewal. Her followers understand nothing lasts forever, especially after the traumatic conflicts with Tar-Baphon. But where there is death, there is rebirth, and her followers carry that hope for a new life with them.

As Pharasma is both observer and keeper of time, maintaining the natural order of things is extremely important to her. The undead and anything that defies death is abhorrent to her. To assist the Knights of Lastwall in their long fight against the undead, the Mother of Souls communicates with them—often cryptically—through a deck of six cards. Each card depicts a different image: an unborn child, an hourglass, a dagger, a raven, a skull, or a whip-poor-will, the animal symbolic of the Lady herself. How the knight deciphers these images to predict the outcome of a battle or event is up to them, and clarity always comes in the most unexpected ways.

The practice of using these cards began shortly after the fall of Vigil. As the Knights of Lastwall sifted through the ruins of the city, they would occasionally find playing cards near the remnants of inns and taverns. Somehow, these six cards were always the only ones still intact, and the Knights of Lastwall took this as a sign. Since then, many knights consult the Lady's Hand before undertaking a mission, hoping that Pharasma offers another fragment of insight to future events.

Pharasma's followers bury their dead after a large funeral procession, sparing no expense to carry out the wishes of those who have died. The ceremony includes a feast to celebrate the dead. Attendees dance and embrace one another among the gravestones. Family and close friends burn paper effigies of items in the deceased's past—books, jewelry, and other valuables—so they can use the items in their next life. The actual items are given to the next of kin. If a whip-poor-will visits the funeral, it's considered a blessing from Pharasma, letting loved ones know that the dead will move on peacefully... and perhaps return as a newborn. Pharasma watches over birth as well as death, after all. When priests welcome new babies by wrapping them in black cloth, she may appear briefly and peer over the priests' shoulders to smile and wave, as if to say, "until next time we meet."

When a knight buries their dead, Pharasma grants them a memory from their loved one's past, sending a whip-poor-will as a messenger. That memory usually grants knights insight on the circumstances of the death through a vision that aids them in combat or reconnaissance.

RAGATHIEL, GENERAL OF VENGEANCE

Areas of Concern chivalry, duty, vengeance

Alignment LG (LG)

Divine Font *harm* or *heal*

Divine Ability Strength or Charisma

Divine Skill Intimidation

Domains destruction, duty (*Gods & Magic* 114),
fire, zeal

Alternate Domains ambition, confidence, might

Cleric Spells 1st: *true strike*, 3rd: *haste*, 4th:
fire shield

Edicts avenge the wronged, destroy evildoers,
lead the charge in battle

Anathema cower from combat, forgive those
who have irreparably sinned, leave allies
unwillingly in darkness

Favored Weapon bastard sword

Ragathiel is the god of vengeance and anger that fuels combat. He is viewed by Lastwall's people as an icon for avenging the fallen. The empyreal lord appears as a massive angel clad in golden armor and bearing five burning wings. He wields an enormous, burning bastard sword that legends claim was forged from the bone of a pit fiend.

Ragathiel was born of a pairing between Feronia, a demigoddess from the Plane of Fire, and Dispaten, the archdevil who rules the second layer of Hell. Feronia left Hell shortly after Ragathiel's birth, and the young empyreal lord has lived with the wrath and hatred of Hell that flows through his heart ever since. Ragathiel struggled to contain his impulses and eventually learned to wield his emotions in the service of good, fueling his passion in combat but never letting his fury overwhelm him.

During his lifetime, Ragathiel has had to repeatedly prove that he's overcome his infernal lineage. He's taken the fight to the enemies of Heaven directly, sometimes fighting alone and other times leading great armies. These battles took him to the Maelstrom, Hell, and beyond, and led to a direct conflict with his father that ended with the archdevil tearing Ragathiel's sixth wing away. Some retellings of the battle suggest the wing was surrendered rather than stolen, a trade to allow Ragathiel's allies to retreat safely from the depths of Hell. After millennia of combat, Ragathiel earned the trust of the empyreal lords and was finally welcomed into their ranks, an honor he received with aplomb.

Ragathiel teaches the lessons he's learned in life. His faith preaches how to wield fury as a force for good, how best to destroy evil, how to fight for those who can't, and how to bring powerful retribution against those who harm others. Among the Knights of Lastwall, Ragathiel is a source of might and a direct inspiration. Knights channel his anger, summoning courage on the battlefield to fight against powers that would harm the innocent and commit atrocities. As immigrants themselves, the knights also protect those displaced by war, helping them find new homes and occupations. The knights are committed to keeping migrants safe and seeking justice for any who can't act themselves.



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SARENRAE, THE DAWNFLOWER

Areas of Concern healing, honesty, redemption, the sun

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Medicine

Domains fire, healing, sun, truth

Alternate Domains *repose (Gods & Magic 116)*

Cleric Spells 1st: *ant haul*, 3rd: *fireball*, 4th: *wall of fire*

Edicts destroy the Spawn of Rovagug, protect allies, provide aid to the sick and wounded, seek and allow redemption

Anathema create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil

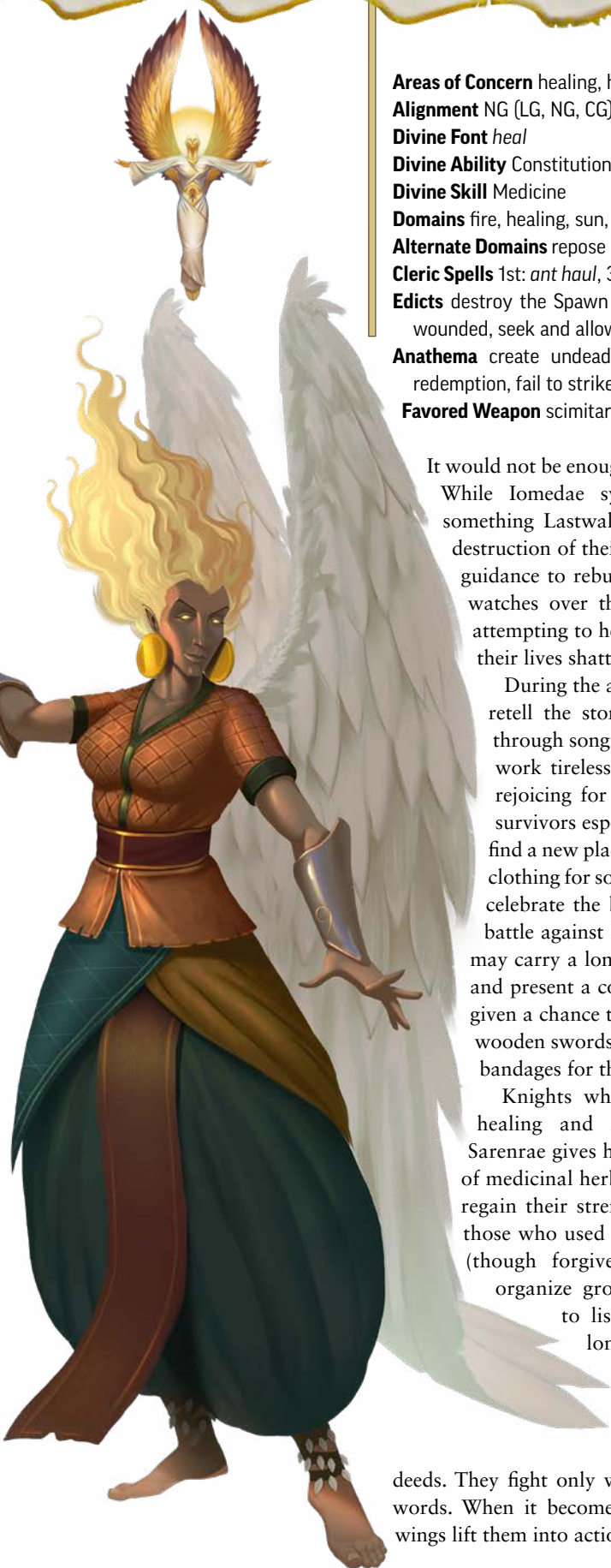
Favored Weapon scimitar

It would not be enough to say that Lastwall's immigrants adore Sarenrae. While Iomedae symbolizes resilience, Sarenrae symbolizes hope, something Lastwall's refugees desperately need. After witnessing the destruction of their homes, Sarenrae's Lastwall followers look for her guidance to rebuild what they lost and heal their trauma. Sarenrae watches over these lost people whether they follow her or not, attempting to heal the wounds inflicted upon a generation that had their lives shattered.

During the annual summer solstice festival, Sarenrae's followers retell the story of her battle against Rovagug. They celebrate through song and dance, a much-anticipated break for those who work tirelessly to survive and rebuild their lives. It's a time of rejoicing for nearly everyone under the sun, but for Lastwall's survivors especially, this holiday signifies a chance to regrow and find a new place of belonging. They don gold and blue loose-fitting clothing for song and dance, and children watch puppet shows that celebrate the bravery of Lastwall's citizens or reenact Sarenrae's battle against Rovagug. When resources are plenty, several actors may carry a long Rovagug made of cloth and paper through town and present a costumed show. At the end of the show, children are given a chance to "fight" Rovagug, tearing at the cloth puppet with wooden swords. The scraps of cloth are then collected to be used as bandages for the wounded.

Knights who follow Sarenrae typically choose her path of healing and redemption. Recognizing their valiant efforts, Sarenrae gives her followers in the Knights of Lastwall knowledge of medicinal herbs that stretch toward the sun's rays to help others regain their strength. As believers of redemption, they also guide those who used to follow the Whispering Way with great patience (though forgiveness doesn't always come as easily). Knights organize group meetings with ex-agents, expecting everyone to listen and speak without judgment. Though it's a long road to recovery, even the smallest steps toward redemption are important.

The knights enter battle with Sarenrae's wings embossed onto the backs of their armor, praying that she watches over them as they avenge evil deeds. They fight only when necessary, relying first on the power of their words. When it becomes obvious that debate will not suffice, Sarenrae's wings lift them into action.



SHELYN, THE ETERNAL ROSE

Areas of Concern art, beauty, love, music

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Wisdom or Charisma

Divine Skill Crafting or Performance

Domains creation, family, passion, protection

Alternate Domains repose (*Gods & Magic* 116)

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

Edicts be peaceful, choose and perfect an art, lead by example, see beauty in all things

Anathema destroy art or allow it to be destroyed, unless saving a life or pursuing greater art; refuse to accept surrender

Favored Weapon glaive

Shelyn is one of the most commonly worshipped deities among the Knights of Lastwall, with only crusader deities like Iomedae attracting more followers in the martial organization. Shining Sentinels are among the majority of Iomedae's worshippers, given their mandate to spread good and sway hearts toward the order's goal, but a not-insignificant quantity of Crimson Reclaimers follow the Eternal Rose, melding the love of Shelyn with the blazing passion engendered by the Crimson Oath.

For many knights, their faith in Shelyn allows them to see beyond the war against the undead to focus on what will come after. Their dreams of the Tyrant put to rest, of Lastwall and its surrounding lands restored, of rebuilt communities living in peace and beauty, serve as vibrant and inspiring visions to these crusaders, giving them the strength to push on in the face of daily horrors that would crush most. Among reclaimers, such knights are often referred to, entirely without mockery, as Dreamers. A Dreamer's presence in a Flame is often a boon to morale, keeping spirits high in the increasingly malign Gravelands.

Other knights who serve the Eternal Rose have more material or present concerns. They may fight to protect or save those they love most, rescue innocents caught in evil's grasp, or preserve the artistic works of beleaguered realms. Some of the most ardent Shining Sentinels fall into this category, throwing themselves into the fray in the name of whomever inspires them most. Many of the most popular ballads among the Shining Sentinels came from Shelynites who found inspiration on the battlefield, singing about their muses as they struck down evil.

One peculiar union of two faiths has emerged from the fall of Lastwall. Followers of the Vespine Rose are Shelynites, most often chaotic good, who've lost their beloved partners to the Tyrant's rise or other horrors. In the wake of this awful loss, these knights have begun to worship both Shelyn and Calistria, both goddesses of passion, interpreting a faith in truest love through an avenger's wrathful eye. While the mainstream faith believes that Shelyn's teachings never align with vengeance, the fact that these knights still receive Shelyn's blessings alongside Calistria's suggests more nuance to the goddess.

Shelynites most often serve the Knights of Lastwall as healers, morale counselors, and diplomats. Those with more martial callings use their signature glaives as part of phalanx formations or pike walls, keeping foes at bay while innocents escape. Vespine Rose knights often fall into the vindicator role, consecrating the undead they defeat in their lost lovers' names.



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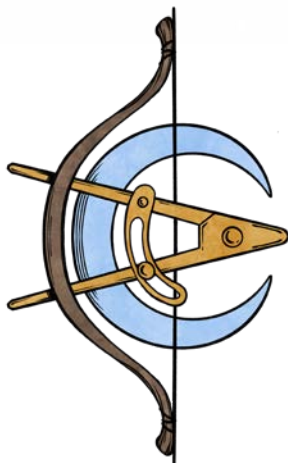
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SUYUDDHA, THE WARRIOR QUEEN



Areas of Concern battle, strategy, geometry

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

Divine Font harm or heal

Divine Ability Intelligence or Wisdom

Divine Skill Athletics

Domains duty (*Gods & Magic* 114), perfection, trickery, zeal

Alternate Domains swarm (*Gods & Magic* 117), travel

Cleric Spells 1st: *mindlink*, 2nd: *mirror image*, 5th: *strange geometry*^{APG}

Edicts study the art of warfare and strategy, strive to take and maintain control of your situation, hunt and slay hounds of Tindalos

Anathema let your emotions dictate your tactics, hunt felines for sport, permit others of your rank or lower to calculate tactics on your behalf

Favored Weapon tekko-kagi (*Gods & Magic* 121)

The Warrior Queen of the Impossible Kingdoms, Suyuddha is the patron goddess of Vudra's elite warriors, the padaprajna, and an unparalleled strategist who delights in war waged flawlessly. To Suyuddha, nothing compares to the thrill of seeing elaborate stratagems executed with absolute coordinated precision, of calculating foes' plans a dozen moves ahead and countering them before they're even conceived, of orchestrating perfect victory through intellectual superiority.

Stories of Suyuddha's deeds and cunning appear in the *Mizravrtta Brahmodya*, the grand history of creation's dawn. In early tales, Suyuddha is described as a masculine rishi—a sage—who sought unification with the primal nature of the universe and slew an asura rana whose powers clouded the inner truths of mortals. Suyuddha attained enlightenment and was forever referred to in her human guise as a feminine rishika whose pursuit of inner truth was viewed as a blessed endeavor. In another version of the legend, Suyuddha took pity on mortals who could not shed their gender and appear as they wished in the same way the divine could, and so slew a primeval asura to grant mortals the power to do the same. When Rovagug captured Suyuddha, she devised tactics to elude his wrath and calculated the immaculate geometries required by the Dead Vault, helping maneuver Rovagug into position to be sealed away.

It is said that Suyuddha travels Golarion as the mood takes her, seeking new challenges and teaching the art of war. During the Shining Crusade, a Vudrani woman appeared to counsel the knights. She gave no name, but her tactics stymied the Tyrant's hordes at every turn. She went on to found Lastwall's Crusader War College before vanishing a week and seven months later. All that remained in her chambers were seven copies of the *Mizravrtta Brahmodya* with Suyuddha's name inked in shining gold throughout. From that day, the Warrior Queen has been a part of Lastwall faith.

Suyuddha's teachings are important to the Knights of Lastwall because of their emphasis on strategy, minimizing casualties, and maximizing every advantage against the Tyrant's nigh-endless hordes.



VILDEIS, THE CARDINAL MARTYR

Areas of Concern devotion, sacrifice, scars

Alignment LG (LG)

Divine Font *harm* or *heal*

Divine Ability Constitution or Charisma

Divine Skill Medicine

Domains duty (*Gods & Magic* 114), pain, sorrow (*Gods & Magic* 116), zeal

Cleric Spells 1st: *phantom pain*, 2nd: *slough skin* (*Gods & Magic* 110; appears as streams of blood), 5th: *synaptic pulse*

Edicts sacrifice yourself in pursuit of good, champion noble causes, scar your body

Anathema joke or laugh about injustice, sacrifice others in your place, indulge in luxury

Favored Weapon dagger



When Vildeis first encountered evil, she blinded herself so she would never again witness such horrors. Vildeis senses evil keenly, and every innocent's cry echoes in her ears. The goddess is devoted wholeheartedly to the eradication of wickedness. Vildeis refuses to rest or enjoy her victories until all evil is scourged from the planes and the hearts of those within. Relentless in her pursuit, she maintains no haven and waits for no one to follow her. Vildeis believes every sacrifice that can be made to combat evil must be made, even if it means the loss of her life. Scars wrought by experience mark not only sacrifices made, evils vanquished, and lives saved, but also the pain of those who suffered and the memories of the dead.

Vildeis expects complete devotion and self-sacrifice from her followers. Hers is not a path to glory; no celebrations mark victories, and none boast of triumphs. She offers no comfort, no reward, and no encouragement to her followers, just as she takes none for herself. As long as evil exists, there can be no victory, no pleasure, and no rest. Despite countless sacrifices, Vildeis's faithful believe there is always more to give and more that must be done.

Vildeis attracts the worship of those willing to sacrifice everything, including their happiness and lives, to ensure the destruction of evil. Her followers have often seen terrible horror, survived tragedy, or already lost those whom they held most dear. Zealous, incorruptible, and dour, her worshippers willingly give up families, wealth, and comfort to battle evil without rest or reward, and would give far more if called upon—the food from their packs, the coin from their pockets, and their very lives—if it will help another or strike a blow against evil. Despite their willingness to sacrifice themselves, Vildeis's followers don't rush needlessly to death. They will have fulfilled their purpose in life only after they've fought as hard as they can for as long as they can. A worshipper of Vildeis never lets someone suffer when they could suffer in their stead. When they can't ease sorrow, they remain in solidarity for a time, refusing to let anyone suffer alone.

Although there are many evils which a follower of Vildeis might choose to fight, from pirates and slavers to tyrants and diabolists, the return of the Whispering Tyrant prompted the majority of Vildeis's worshippers to join the Knights of Lastwall, primarily the Crimson Reclaimers.



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AVATAR FORMS

Countless souls across Golarion tap into fragments of divine essence given to them by their deities to cast spells and perform miracles, but only a handful of these faithful have the conviction and spiritual fortitude necessary to cast *avatar*, a powerful spell that transforms the caster into a living manifestation of their chosen divinity: a vessel directly powered by their god. The forms and powers granted by this spell are innumerable, as each divinity grants a unique avatar to their followers. For many, this expression is simply their own form clad in the attire of their god, as if the god and follower had become one and the same. Some become beings of terrifying energy, something akin to a form of pure lightning or flame, though usually retaining some recognizable aspect of their mortal form. Others simply remain as themselves, grown to an immense size. Despite this limitless variety of expression, most casters liken the transformation to a religious rapture so intense it forever alters their view of the world.

The *avatar* spell is detailed on page 318 of the *Core Rulebook*. Seven new avatars are described below, each associated with a specific deity appearing in this book.

ARQUEROS

When casting the *avatar* spell, a worshipper of Arqueros typically becomes a resplendent figure clad head to toe in gleaming golden armor, gripping a diamond-bladed spear in a gauntleted hand and a mighty shield in the other. They gain the following additional abilities.

Arqueros Speed 60 feet, immune to immobilized; shield (15 Hardness, can't be damaged); **Melee** ♦ spear (reach 15 feet), **Damage** 6d8+6 piercing; **Ranged** ♦ gaze of the stalwart guardian (range 60 feet, visual), **Damage** 6d6+3 mental

FALAYNA

When casting the *avatar* spell, a worshipper of Falayna is typically girded in a silver breastplate and fashionable attire. They clutch a razor-edged longsword in hands bedecked in jeweled rings. They gain the following additional abilities.

Falayna Speed 70 feet, *air walk*; **Melee** ♦ longsword (reach 15 feet, versatile piercing), **Damage** 6d8+6 slashing; **Ranged** ♦ ring salvo (range 120 feet), **Damage** 6d6+3 bludgeoning

GENDOWYN

When casting the *avatar* spell, a worshipper of Gendowyn typically becomes a being of earth and living flora, with furry, hooved legs and control over nature. They gain the following additional abilities.

Gendowyn Speed 60 feet, burrow 30 feet, climb 30 feet; **Melee** ♦ whip of lashing vines (disarm, finesse,

nonlethal, reach 20 feet, trip), **Damage** 6d4+6 slashing; **Ranged** ♦ nature's wrath unbound (range 60 feet, ranged trip, versatile piercing, versatile slashing), **Damage** 6d6+3 bludgeoning

KOLS

When casting the *avatar* spell, a worshipper of Kols typically becomes a living embodiment of justice, with a tome of laws to protect the innocent, a gavel to subdue the guilty, and the wisdom and courage to discern which is which. They gain the following additional abilities.

Kols Speed 50 feet, ignore difficult terrain and greater difficult terrain, immune to immobilized; **Melee** ♦ decisive gavel (agile, reach 15 feet, thrown 40 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ pronounce judgment (auditory, nonlethal, range 120 feet), **Damage** 6d6+3 sonic

RAGATHIEL

When casting the *avatar* spell, a worshipper of Ragathiel typically grows five wings of flame upon their back and wields a flaming bastard sword. They gain the following additional abilities.

Ragathiel Speed 30 feet, fly 70 feet; **Melee** ♦ bastard sword (reach 15 feet, silver, two-handed d12), **Damage** 5d8+6 slashing plus 1d8 fire; **Ranged** ♦ flames of righteous vengeance (range 60 feet), **Damage** 4d6+3 fire plus 1d6 fire splash damage. The caster is immune to this splash damage.

SUYUDDHA

When casting the *avatar* spell, a worshipper of Suyuddha typically has shining golden eyes, tiger-like markings upon their flesh, and wears armor composed of fractal angles. They gain the following additional abilities.

Suyuddha Speed 70 feet, *air walk*; **Melee** ♦ tekko-kagi (agile, disarm, finesse, parry, reach 15 feet, trip), **Damage** 6d4+6 slashing; **Ranged** ♦ calculated countermeasures (range 60 feet, versatile bludgeoning, versatile slashing), **Damage** 6d6+3 piercing

VILDEIS

When casting the *avatar* spell, a worshipper of Vildeis typically sprouts blood-soaked wings from their back. Celestial sigils carved into their flesh recount every worthy sacrifice they've ever made. They gain the following additional abilities.

Vildeis Speed 30 feet, fly 70 feet; **Melee** ♦ dagger (agile, finesse, reach 15 feet, thrown 40 feet, versatile slashing), **Damage** 5d4+6 piercing plus 1d6 persistent bleed damage; **Ranged** ♦ cry of the martyred (range 120 feet), **Damage** 5d6+3 sonic plus 1d6 persistent mental

THE CRIMSON OATH

What is the Crimson Oath? I hear this question often from the refugees and innocents we save, or from the righteous who cannot respect power without a name and a face. Now you ask it of me. What is this power that grounds itself in a knight's blade and crackles in her voice? To what power have I, your beloved sister, pledged myself?

In truth, I know not. I have dutifully recited the words in the placid stillness of day and howled them in the bloody heat of night. I have felt their power and their peace, their wrath and their tranquility, and still I am no closer to untangling the mystery. Some knights reclaimant simply accept it, not wishing to permit doubt into their hearts in this dark hour. But curiosity has ever been my downfall, and I cannot be satiated until I know all.

The scarlet power that washes my mind clear of doubt and darkness cannot simply be a deity's answered prayer. It is too pure, too elemental. Perhaps it was the power released when Ragathiel's father tore off his Heavenly son's sixth wing, or when the Tyrant's withered hand snuffed out Arazni's light, or when the Worldwound's *wardstones* were sundered—the raw energy of righteous wrath, lashing out like a dragon's tail in search of foes to strike down.

And hosts it has found. I've yet to meet any who witnessed the moment when the Sunset Angel first swore the Oath, but all know the tale she tells. Locked in battle perilous with the Tyrant's forces, standing alone against the press of the dead, Clarethe Iomedar looked into the red sun as it brushed the horizon, and the words came to her like tinder tasting the spark. The result was transfiguring.

Those of us who have sworn the Oath, really sworn it, know each other immediately. It is a grim light in the eyes, a sense of blazing fire that threatens to consume from within. We fight not merely because it is right or needful, both though it be, but because we must; because peace eats at us like flame on a log, begging to spread.

Intriguingly, a few have experimented with modifying or expanding the Oath. While some might call it blasphemous, I think it is merely human nature. I have begun chronicling these experiments where I encounter them; perhaps I will send you a selection when next I write. Here is my favorite thus far, an expansion meant to consecrate the Oath in the eyes of the celestials Ragathiel and Vildeis, and added before the initial lines of the Oath as I set it down for you in last month's letter:

*Our hearts ablaze with sanguine fire,
Our sight eclipsed by righteous ire, (etc.)*

Similarly, other oaths have been devised and sworn by more eccentric knights reclaimant, though none with the potency of the first. Take the "Oath of the Wakening Way."

Its devotees believe the undead may be cured of their evil, whether through pure-hearted guidance or cleansing ritual. After a brush with a vampire—one quite too close for comfort—I confess that the idea is a pleasant one.

Duty calls, now. Our grim work is never done. My love to Kara and the children, and to our father.

Your loving sister,
Ileana Tessthake



CRIMSON OATH FOLLOWER

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PANTHEONS

While the Knights of Lastwall are not inherently religious, the organization's commitment to the forces of good make them a natural draw to warriors from a wide variety of philosophies. As extensive recruiting efforts bring in knights from all backgrounds further abroad, a wealth of beliefs and deities lends fresh perspective on mortality's biggest questions. More information on pantheons can be found on pages 92–93 of *Pathfinder Lost Omens Gods & Magic*.

THE ENDLESS ROAD

Areas of Concern travel, preaching, self-improvement, recruiting

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

Divine Font *heal*

Divine Ability Wisdom or Charisma

Divine Skill Society

Domains confidence, knowledge, travel, truth

Cleric Spells 1st: *share lore* (*Gods & Magic* 109), 4th: *creation*, 7th: *unfettered pack*

Edicts see the world to find your place in it, seek common bonds, share community histories

Anathema close your ears and heart to others, do not seek to better yourself, resist the call to explore new places

Favored Weapon starknife



Followers of the Endless Road pantheon are encouraged to pursue their personal journeys, to see the larger world, and to gain a more balanced perspective. If they have not found a community to call their own at the end of their traveling days, they are encouraged to pass on their knowledge for future generations. Whether this means creating their own community, writing a series of tomes, or creating works of art, they must pass on what they've learned as best they can. Followers pray to Desna (The Song of the Spheres) to bless their overland travels from her home in the stars, and to Gozreh (The Wind and the Waves) not only to help them travel over the seas and through the wilderness, but to do so without disrupting the gentle balance of nature. Finally, they call upon Gruhastha (The Keeper) for the strength needed to pursue a journey of personal exploration and self-improvement despite challenges along the way.

GRAVELADY'S GUARD

Areas of Concern destroying undead, healing, fate, battle, death

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

Divine Font *heal*

Divine Ability Constitution or Wisdom

Divine Skill Athletics

Domains confidence, death, fate, protection

Cleric Spells 1st: *magic missile*, 3rd: *ghostly weapon*, 6th: *wall of force*

Edicts destroy undead, lay bodies to rest, battle the evils of necromancy

Anathema create undead, practice necromancy, desecrate a corpse, cower from battle

Favored Weapon dagger

It is only natural for Pharasma to head a pantheon whose primary focus is destroying the undead at any cost. The Lady of Graves is joined by Arazni (The Unyielding) with her hatred for unwilling undeath, and Gorum (Our Lord in Iron), who rejoices in victory via fair combat. The devotees of this pantheon believe nothing is more important than stopping the spread of undeath and bringing swift justice to those who practice such twisted magic. This order's adherents slay undead wherever they menace innocent people, tend to wounds inflicted by the undead, perform the proper rituals to prepare a corpse for burial and safeguard it against undeath, and aid those who lost loved ones to the blight of the unliving.

KEEPERS OF THE HEARTH

Areas of Concern protecting and defending the innocent, maintaining the spirit and traditions of a community

Alignment NG (LG, NG, CG, LN)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains family, freedom, might, protection

Cleric Spells 1st: *mage armor*, 2nd: *enlarge*, 4th: *stoneskin*

Edicts protect those in need of help, stand up to bullies, teach communities to defend themselves

Anathema prey on the weak, abuse power, sow discord in a community

Favored Weapon light hammer

Through art and tales from the continent of Arcadia, the goddess Kazutal (Mother Jaguar) is becoming increasingly popular in the Inner Sea Region due to her devotion to defending and providing for those in need, as well as fostering a powerful sense of community. Joined by Milani (The Everbloom), who opposes oppression in all forms and seeks to help those unable to protect themselves, and by Iomedae (The Inheritor) who values fighting for justice, the Keepers of the Hearth stress the importance of defending the weak and defenseless in any community, especially those unwillingly subjugated or taken advantage of. Keepers not only protect those weaker than themselves but also do their best to teach the skills necessary for a community to defend and provide for itself. Many of those most devoted to the aspect of training and teaching self-defense also look to Irori (Master of Masters) for guidance and motivation as part of their faith.

SORROW'S SWORD

Areas of Concern vengeance, reclaiming lost homelands, drawing strength from sorrow

Alignment LG (LG, CG, CN)

Divine Font *harm* or *heal*

Divine Ability Strength or Constitution

Divine Skill Intimidation

Domains duty (*Gods & Magic* 114), might, sorrow (*Gods & Magic* 116), zeal

Alternate Domains confidence, fire

Cleric Spells 1st: *true strike*, 4th: *fire shield*, 6th: *disintegrate*

Edicts avenge the wronged, destroy evildoers, lead the charge in battle, remember your community's history

Anathema cower from combat, forgive those who have committed grave offenses, abandon or deceive allies

Favored Weapon bastard sword

Sorrow's Sword gained a large following among the Crimson Reclaimers because of the pantheon's focus on duty, sacrifice, and channeling the pain of past losses into motivation to overcome any future obstacle. The two principal deities are Ragathiel (General of Vengeance), who brings his devotion to duty and revenge, and Vildeis (The Cardinal Martyr), who believes that evil should be destroyed at all costs—even self-sacrifice. For the Crimson Reclaimers, this means never forgetting the pain and trauma caused by the Whispering Tyrant in Lastwall, and channeling that grief into fuel for righteous revenge. Beyond these two major divine influences, three other deities represent values the followers of the pantheon hold dear. Gorum (Our Lord in Iron) preaches strength and victory in battle. Iomedae (The Inheritor) led the charge on many successful attacks against Tar-Baphon, so it's only natural that her legendary deeds, and sense of honor, justice, and valor speak to followers of Sorrow's Sword. Many consider Arazni (The Unyielding) to be a strong part of this pantheon, due to her edict to survive at all costs and her abhorrence for the creation of unwilling undead. Arazni's inclusion is complicated by Vildeis and Ragathiel's feelings about evil, which is why Arazni is not an official member of the pantheon among all followers.

DIVINE COMBINATIONS

Worship of pantheons among the Knights of Lastwall varies greatly. Many knights create their own personal pantheons, usually drawing from deities they worshipped before joining the organization and gods they encountered during their time as knights. While it's likely that a knight will follow a pantheon such as the Endless Road or Sorrow's Sword, it's just as likely for a given knight to worship a slightly modified version of the pantheon or a completely unique pantheon altogether.

Groups that wish to create new pantheons for their characters are encouraged to do so, but should consider a few guidelines when creating them. First, the pantheon should have an associated theme such as charity, combat, fire, or knowledge. Alternatively, themes might be focused around a culture or group of people, such as a pantheon of catfolk deities, a pantheon for forest-dwelling cultures, or a pantheon for the citizens of a specific city or nation. Second, a pantheon should have at least three associated deities. Pantheons can include more deities, but larger groups can become unwieldy and difficult to fit the theme. Finally, the associated deities should all be of relatively compatible alignments. A pantheon that includes a Lawful Evil god and a Chaotic Good god will be difficult to appropriately explain thematically and difficult to worship as a character. Consider keeping the deities within the same alignment component such as a pantheon of all Good deities or all lawful deities.

Pantheons are a great component of a character's self-expression, but it's likely that the needs of the pantheon will change as a campaign progresses. Don't be afraid to tweak a pantheon to better suit the needs of a character or a story. Groups should also be open to changing a pantheon if it proves disruptive, either narratively or mechanically.

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ALL CLASSES WELCOME

While champions, clerics, and fighters feel like obvious fits for the Knights of Lastwall, any class is potentially appropriate for the order.

Skill-centric classes such as investigator or rogue serve a vital function not only for their aptitude at stealth but their potential social graces.

Likewise, spellcasters have a significant role in the order. Divination experts watch over knights from afar.

Summoners' eidolons make fantastic scouts. Druids' transformations aid in scouting, while their primal magic is vital for cleansing tainted lands.

"Welcome to training, new recruits! Before you have a chance at saving Avistan, you must learn to save yourself, and that's what I'm here for. By the time we're finished, each of you will be ready to hold back a press of shambling dead, cut through their ranks like fresh bread, and take down the bastards raising them, all before breakfast. I'll have you swinging swords and raising shields in your sleep soon enough!

"Not that killing's all you'll learn to do here, not by a long shot. If you want to be a healer, hands up now. We always need more healers here. Excellent. You, you, and you, follow this cassie here up to that old church of Iomedae. I think they're teaching disinfecting zombie bites today, you lucky dogs. What about would-be wizards? Anyone not pass the Magaambya entrance exams but still want to learn? We've got the very best, speaking of the Magaambya: a couple of wizards fresh over the sea, a gnoll and a bloody great spider, looking for new students. Right down the path, that big tower there. Any smiths or tailors among you? Absolutely splendid! I need you to head to that tent and meet with Migra inside. Just be careful: she'll work you harder than I would have out here.

"All right, whoever's still here, first step is basic defense. It's no good slaying the dead if they take you with 'em, after all. We just got a fresh batch of practice armor—not too many holes, and the death stench is mostly washed off. Let me tell you, laundry detail's the real Gallowspire here. Find a set that mostly fits and armor up. And don't worry, we're not sending you out in this stuff. I hope.

"Armor training is important, and not just for keeping your flesh safe. People always think of armor as loud, like pots and pans banging together—and I imagine it is, if you don't bother learning. But once you're done here, you'll know how to ash the shine off the heaviest metal and move as silent as smoke through a wall. Which leads me to rule one of combat: the best way to win a fight is to never fight at all. You sneak up and take out sentries. You take to the trees and rain the second death on a hisser and his caravan of bones. You stroll by enemy formations unseen and unheard. You sneak up on a bloodsucker's coffin and stick it before it wakes. That's how you fight, that's how you don't die, and that's how we win. Now let's get started..."

—Sir Brandor the Canny, Knight of Lastwall instructor

On the following pages, you'll find new backgrounds especially suited to aspiring knights, plus new feats for the three knight-centric archetypes—Lastwall sentry, knight reclaimant, and knight vigilant—as well as for various archetypes from the *Pathfinder Advanced Players Guide*, so players can customize their bastions or medics with knightly flavor. New class feats for base classes are likewise provided. You'll also find new equipment, both magical and mundane, and a selection of new spells for knights. Knights of Lastwall members have access to all uncommon options in this chapter.



LASTWALL CRUSADER

KNIGHTS OF LASTWALL BACKGROUNDS

The following backgrounds are particularly suitable for characters in or influenced by the Knights of Lastwall.

ONCE BITTEN **BACKGROUND**

After an altercation with an undead creature, you feared you might be infected. Either through medical intervention, luck, or misunderstanding how undeath spreads, your fears abated. However, your brush with living death taught you the value of life. You do whatever you can to avoid the end you thought you'd been fated.

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

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

OZEM EXPERIENCE **BACKGROUND**

You or someone close to you worked with the Knights of Ozem before Lastwall fell. In addition to knowledge of the organization's tenets and goals, you have germane understanding of the order's history. You believe there are valuable lessons in the Knights of Ozem's exploits.

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

You're trained in the Society skill and the Warfare Lore skill. You gain the Courtly Graces skill feat.

PILLAR **BACKGROUND**

Not every Knight of Lastwall contributes to the crusade through combat. Pillars provide essential upkeep and service at camps, enjoying the same rank of knight as the crusaders and strategists for which the knights are known. You spent time as an assistant among the pillars, learning how noncombatants provide for the physical and mental wellbeing of an army.

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

You're trained in one of your choice of the Medicine, Society, or Survival skills, as well as the Labor Lore skill. You gain the Additional Lore skill feat.

RECLAIMED **BACKGROUND**

A unit of Crimson Reclaimers saved you from certain death in the Gravelands. You spent time with one or more Crimson Reclaimers as they escorted you to safety, and you've learned the ways of this faction of the Knights of Lastwall. You consider yourself forever in their debt and defend their reputation unquestioningly against any accusations of duplicity.

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

You're trained in the Intimidation skill and the Crimson Reclaimers Lore skill. You gain the Group Coercion skill feat.

RECLAIMER INVESTIGATOR **BACKGROUND**

You believe the mysterious patron of the Crimson Reclaimers has an ulterior motive that bedevils the Knights of Lastwall.

Whatever the organization gains from the pact, some mysterious force with its own agenda and a need for anonymity benefits as well. You've made it your mission to determine what that agenda is before the patron decides it has manipulated from the shadows long enough.

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

You're trained in the Occultism skill and the Crimson Reclaimers Lore skill. You gain the Oddity Identification skill feat.

SENTINEL REFLECTANCE **BACKGROUND**

Either through witnessing their deeds and devout heroics firsthand, or through reading chronicles of their exploits, the Shining Sentinels of the Knights of Lastwall inspire you. You may idealize their philosophy or one day hope to join their ranks; the Shining Sentinels are your guiding star.

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

You're trained in the Diplomacy skill and the Shining Sentinels Lore skill. You gain the No Cause for Alarm skill feat (*Advanced Player's Guide* 208).

RARE BACKGROUNDS

The following backgrounds are rare, even among Knights of Lastwall. Since you can't earn a background during play, discuss with your GM and your group before choosing a rare background.

RELENTLESS DEDICATION **BACKGROUND**

RARE

Recruiters invite many candidates like you to train to be Knights of Lastwall, but only a select few make the cut. Whereas others lose heart, your perseverance paid off. Your commitment to the cause is so clear, it overcame whatever disqualified your previous attempts to join the new Shining Crusade.

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

You're trained in the Warfare Lore skill, and you gain the Canny Acumen feat.

TYRANT WITNESS **BACKGROUND**

RARE

When Tar-Baphon broke free of Gallowspire, you saw him emerge. When the god-slaying lich obliterated Vigil and Roslar's Coffin, you scrambled to safety. And when necrotic rainfall swept through the lands and the Gallowgarden grew, you weathered the storms. Others talk of what the Whispering Tyrant's return did to Lastwall, but you were there. And it changed you.

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

You're trained in the Undead Lore skill. You can cast *disrupt undead* as a divine innate cantrip. As normal, the cantrip heightens to half your level rounded up.

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KNIGHT VIGILANT FEATS

VIGILANT ASPIRATIONS

Any character can become a knight vigilant so long as they are a member of the Knights of Lastwall and have some knowledge of religious practices.

While clerics and champions are obvious choices, characters with a focus on spell casting or using heavier armors and shields can also benefit from the archetype.

Knights vigilant are the valiant heroes from legends and children's tales incarnate. They use their skill to strike down their foes, their magical abilities to defend against evil, and their courage to lead others into the chaos of combat. Many knights vigilant are exemplars of faith, striding out into the battlefield with the power of their deity in hand.

The following archetype feats are available to characters with the knight vigilant archetype (*Character Guide* 94).

Additional Feats: 8th Shield Warden (*Core Rulebook* 149); 12th Mirror Shield (*Core Rulebook* 151)

DIVINE HEALING

FEAT 8

ARCHETYPE

Prerequisites Knight Vigilant Dedication, expert in religion, worship a deity with a divine font that grants *heal*

Although you aren't a proper champion of your faith, your deity still recognizes your efforts and provides you with a small divine ability to help others. You gain the *lay on hands* devotion spell (*Core Rulebook* 387).

You gain a focus pool of 1 Focus Point or increase the number of Focus Points in your focus pool by 1. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or perform service toward their causes. The full rules for focus spells are on page 300 of the *Core Rulebook*. You are trained in divine spell attack rolls and spell DCs. Your spellcasting ability is Charisma.

You must refrain from performing your deity's anathema or lose the ability to cast this spell until you *atone*.

INTERRUPT CHARGE

FEAT 8

ARCHETYPE

Prerequisites Knight Vigilant Dedication

Trigger A foe within reach attempts to move away from you.

Requirements You have a hand free.

You attempt to snag the foe before they run away.

Attempt an Athletics check against the higher of the triggering creature's Athletics DC or

Fortitude DC.

Critical Success You disrupt the movement.

Success You are able to slow the triggering creature down. It takes a -10-foot circumstance penalty to its Speed for the rest of its triggering movement. This penalty might cause the triggering creature's movement to end immediately based on its affected Speed.

Failure As success, but the creature instead takes a -5-foot circumstance penalty to its Speed.

PHALANX FORMATION

FEAT 8

ARCHETYPE

Prerequisites Knight Vigilant Dedication

You know how to clear a line of fire for your allies. You don't provide lesser cover to enemies against your allies' attacks.

EMISSARY OF PEACE

FEAT 10

ARCHETYPE SKILL

Prerequisites Knight Vigilant Dedication, master in Diplomacy

Even when bloodshed is inevitable, you would rather see your

foes surrender. You attempt a Diplomacy check to Make an Impression against a single foe whose Hit Points are at less than half of their maximum value, followed by an immediate Request to convince that creature to cease fighting. You take a -5 penalty to your Diplomacy check. The GM sets the DC of the Request based on the circumstances; it's generally at least a very hard DC for the creature's level. Some creatures might simply refuse, and those who agree to parley might find your arguments lacking and start fighting again.

INSTANT ARMOR

FEAT 10

ARCHETYPE

Prerequisites Knight Vigilant Dedication

A knight is nothing without their armor, and you know how to keep yours ready. You can perform a 10-minute ritual, which has the conjuration and magical traits, to divert a set of heavy armor you are wearing into an extradimensional space connected to you. While the armor is in this space, you can use a three-action activity, which has the concentrate, conjuration, and teleportation traits, to phase the armor back and instantly don it. The armor automatically phases away if you don another set of armor, if you become unconscious, or if you die. If you are incapable of wearing the armor when it phases back, it appears in your square instead.

LEAD THE WAY ➡➡

FEAT 10

ARCHETYPE

Prerequisites Knight Vigilant Dedication

You move forward, creating an opening for others to follow. Choose one adjacent ally who has a reaction available. You Stride, and that ally can use their reaction to immediately Stride. The ally must end their Stride adjacent to you. If the ally Strides in this way, they don't trigger reactions that are normally triggered by movement. You, however, still trigger those reactions normally.

GUARDED ADVANCE ➡

FEAT 12

ARCHETYPE

Prerequisites Knight Vigilant Dedication

You slowly advance on the battlefield, taking utmost caution. You either Step and Raise a Shield or Raise a Shield and Step.

VIGILANT BENEDICTION

FEAT 12

ARCHETYPE

Prerequisites Knight Vigilant Dedication, alignment permitted by the chosen deity

Unwilling to be outdone by the Crimson Reclaimers and their oath, you've petitioned the gods of good for a sliver of divine magic. Choose one of the following deities whose requirements you meet—for the Any Deity option below, you can select any of the deities with an entry on pages 52-65 or a deity the GM deems appropriate—and one of the listed spells. You can Cast that Spell once per day as a 4th-level divine innate spell, and you become trained in divine spell DCs and divine spell attack rolls. At 14th level, the spell heightens to 5th level; at 16th level, the spell heightens to 6th level. Once you've selected a deity and a spell, you can't change this selection. You don't need to worship the deity as your patron deity, as they are

willing to grant this boon on behalf of your worthy cause. You must refrain from performing your deity's anathema or lose the ability to cast this spell until you atone.

- **Any Deity:** freedom of movement, remove curse, resist energy, spell immunity, status
- **Gendowyn:** barkskin
- **Iomedae:** fire shield
- **Irori:** stoneskin
- **Kazutal:** mage armor, stoneskin
- **Milani:** fire shield, mage armor
- **Ragathiel:** fire shield
- **Sarenrae:** wall of fire

Special You can select this feat a second time at 14th level, gaining a second spell to cast once per day from your chosen deity's list or the Any Deity list, and you become an expert in divine spell DCs and divine spell attack rolls. You can select this feat a third time at 18th level. If you do, you gain a third spell to cast once per day from your chosen deity's list or the Any Deity list, and all three spells are heightened to 7th level.

INSTINCTUAL INTERCEPTION

FEAT 14

ARCHETYPE

Prerequisites Knight Vigilant Dedication, Interrupt Charge

You react to movement with hardly a thought, seeming constantly poised to spring. At the start of each of your turns, you gain an additional reaction that you can use only to Interrupt Charge.

KEEP UP THE GOOD FIGHT ↻

FEAT 14

ARCHETYPE

Prerequisites Knight Vigilant Dedication

Frequency once per hour

Trigger A foe's Strike reduces you to 0 Hit Points.

Requirements You had more than 1 Hit Point before the triggering Strike, and the Strike wouldn't kill you.

Your devotion to helping others and doing good keeps you going, even against insurmountable odds. Instead of being knocked out, you are reduced to 1 Hit Point, gain a number of temporary Hit Points equal to your level for 1 round, and increase your wounded value by 1.

EMPYREAL AURA

FEAT 20

ARCHETYPE AURA

Prerequisites Knight Vigilant, legendary in Religion

As an ultimate foe of evil and protector of the innocent, your very presence is a ward against evil. Each evil creature within 30 feet of you at the end of your turn must succeed at a Will save against the higher of your class DC or spell DC or else become slowed 1 (slowed 2 on a critical failure). On a successful save, the creature is temporarily immune for 10 minutes.

TOWER SHIELD MASTERY

FEAT 20

ARCHETYPE

Prerequisites Knight Vigilant Dedication

You've learned how to maximize the defensive abilities of your tower shield. You are constantly quickened and can use the additional action only to Take Cover behind your tower shield after you have Raised it.

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KNIGHT RECLAIMANT FEATS

RECLAIMANTS TO BE

The harsh rigors of the Gravelands require an appropriate understanding of stealth and survival techniques.

With these in hand, most any character can become a knight reclaimant. Rangers and rogues make obvious reclaimants, but any character can make use of the skills that come with being a reclaimant. Champions, fighters, and magi in particular can all benefit from the additional magical abilities.

Unlike their counterparts in the Shining Sentinels, knights reclaimant are a far cry from a knight in shining armor. A polished suit of armor does not a hero make, and knights reclaimant are well aware of this fact. Knights reclaimant move through the Gravelands and other undead-infested regions, using their skills and tactics to survive the horrors of these wastelands. This requires getting dirty and adopting whatever techniques might grant them an advantage. The hordes of the Whispering Tyrant never fight fairly, and a knight reclaimant responds in kind. Knights reclaimant use clandestine tactics and guerrilla warfare to wage war against the masses of undead. What matters most to a knight reclaimant is completing the mission and helping those in need. Honor and integrity fall to the wayside when fighting the evils of the Whispering Tyrant—but to the people they rescue, knights reclaimant are heroes nonetheless.

The following archetype feats are available to characters with the knight reclaimant archetype (*Character Guide* 95).

Additional Feats: 8th Reactive Pursuit (*Core Rulebook* 185), Scout's Warning (*Core Rulebook* 172); 12th Camouflage (*Core Rulebook* 174), Sneak Savant (*Core Rulebook* 187)

ASHEN VEIL ◆◆◆

FEAT 7

ARCHETYPE MANIPULATE SKILL

Prerequisites Knight Reclaimant Dedication, expert in Religion, master in Stealth

By smearing ash or tainted earth over your skin and armor, you shroud yourself from the dead. You become concealed to undead using vision or lifesense, allowing you to Hide and Sneak without other sources of cover or concealment. This effect lasts only as long as you continue to take no actions other than to Hide, Sneak, or other surreptitious actions. The GM determines which actions end the effect, but attacking, casting spells, activating items, and the like always do.

VOICE COLD AS DEATH ◆

FEAT 7

ARCHETYPE AUDITORY CONCENTRATE EMOTION FEAR MENTAL SKILL

Prerequisites Knight Reclaimant Dedication, master in Intimidation

Requirements You are not fatigued.

Channeling the energy of the Crimson Oath into your voice, you pronounce a threat in a tone so icy it freezes the blood. Attempt an Intimidation check to Demoralize; you don't suffer a penalty if the target doesn't understand the language you're speaking, but this otherwise functions as normal. You can't use Intimidating Glare or any other effect that would cause your Demoralize attempt to lose the auditory trait as part of using this feat. If you critically succeed at your Intimidation check, the target becomes stunned 1, or stunned 2 if the target is undead. After using this feat, you are fatigued until the end of your next turn, and you can't use this feat again until the end of your next turn.

HILT HAMMER

FEAT 10

ARCHETYPE

Prerequisites Knight Reclaimant Dedication

You know how to turn any weapon into a bone-crushing implement of skeletal destruction. Melee weapons you wield gain the versatile B trait. You can use the weapon only to deal bludgeoning damage when making melee attacks. At the GM's discretion, specific weapons might not be able to gain the versatile B trait.

FOR LOVE, FOR LIGHTNING

FEAT 12

RARE ARCHETYPE

Prerequisites Knight Reclaimant

Access A character who performs a specialized mission for Clarethe Iomedar has access to this option.

Rumors suggest this technique was pioneered by knights who undertook missions for Clarethe Iomedar at the half-moon, but many Crimson Reclaimers have since mastered it. You learn the *for love, for lightning* focus spell (see below). 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. Charisma is the key spellcasting ability for knight reclaimant focus spells.

RECLAIMANT PLEA

FEAT 12

ARCHETYPE

Prerequisites Knight Reclaimant Dedication, ability to cast divine spells

You call on the power of the Crimson Oath to gain magical aid. Choose one of the following spells: *air walk*, *dimensional anchor*, *freedom of movement*, *invisibility*, *remove curse*, *searing light*. You can Cast that Spell once per day as a 4th-level divine innate spell. At 14th level, the spell heightens to 5th level, and at 16th level, the spell heightens to 6th level. If you anger the mysterious source of the Crimson Oath's power, you lose the ability to cast the spell until you *atone*.

Special You can select this feat a second time at 14th level, gaining a second spell from the list above, *death ward*, or *flame strike*, which you can cast once per day; you also become an expert in divine spell DCs and divine spell attack rolls. You can select this feat a third time at 18th level, gaining either a third spell from the list above, *death ward*, *flame strike*, or *sunburst*, which you can cast once per day; additionally, all three spells from this feat heighten to 7th level, and you become a master of divine spell attacks and spell DCs.

SHEPHERD OF DESOLATION

FEAT 12

ARCHETYPE AURA

Prerequisites Knight Reclaimant Dedication, Survivor of Desolation (*Character Guide* 95)

You know how to keep others alive in the Gravelands' murkiest shadows. Allies within 10 feet of you gain the benefit of Survivor of Desolation. If you are a champion, this aura is a champion aura, even though you gained it from Knight Reclaimant instead of a champion feat or feature.

CRIMSON OATH DEVOTION

FEAT 14

ARCHETYPE

Prerequisites Knight Reclaimant Dedication, ability to cast focus spells

You've made the Crimson Oath a part of yourself; you mumble it in your sleep and recite it under your breath as you march. You become an expert in divine spell attacks and spell DCs. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

THE TYRANT FALLS! ♦♦♦

FEAT 20

ARCHETYPE

Prerequisites Knight Reclaimant Dedication, Invoke the Crimson Oath (*Character Guide* 95)

Frequency once per day

You've reached the apex of the Crimson Oath's power. The oath's power is overwhelming—too much for a mortal frame—but victory is worth any price. When you use this feat, you cry out the final line of the Crimson Oath, unleashing unbridled power for 1 minute. You can Dismiss this effect. While this effect is active, you gain the following effects:

- At the beginning of each of your turns, you become drained 1 or increase the value of your drained condition by 1 if you are already drained. You can't reduce the value of your drained condition or remove it while The Tyrant Falls! is active. While The Tyrant Falls! is active, your drained condition does not penalize your Fortitude save.
- You can cast *invoke the Crimson Oath* (*Character Guide* 90) at will without expending Focus Points. When you do, increase the area to a 40-foot cone.
- You gain resistance to all damage equal to half your character level.
- Any melee weapon you wield gains the reach trait if it didn't already possess it, or increases its reach by 5 feet if it already has the reach trait. Your Strikes with that weapon deal an extra 2d6 positive or negative damage (whichever is more effective against the target).

NEW FOCUS SPELLS

The following focus spell is available to characters who take the For Love, For Lightning feat (see above).

FOR LOVE, FOR LIGHTNING

FOCUS 6

UNCOMMON ELECTRICITY EVOCATION

Cast ♦♦♦ material, somatic, verbal

Duration sustained for up to 1 minute

Requirements You are wielding a sword or spear made partly or wholly of metal.

When you Cast the Spell, you plunge the required weapon into the ground, where it crackles with crimson lightning. When you Cast the Spell, and the first time during each of your subsequent turns that you Sustain the spell, the crimson lightning arcs. When the weapon arcs, one enemy of your choice within 30 feet of the weapon takes 3d12 electricity damage (basic Reflex save). If you Interact to draw the weapon from the ground, the spell ends.

Heightened (+2) The damage increases by 1d12.

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LASTWALL SENTRY FEATS

SENTRY AMBITIONS

Shield-using classes like champion, druid, and fighter are good fits for Lastwall sentries, but any character who fights undead could consider taking the archetype. The sentries' abilities are useful in all undead campaigns.

Sworn to combat the Whispering Tyrant and his minions, Lastwall sentries are formidable warriors who train to destroy undead and resist the ravages of necromancy. The training these sentries received in Lastwall allows them to track down undead with an almost-supernatural skill. This training has proved pivotal on the battlefield as Lastwall sentries serve as the frontline for the Knights of Lastwall. Though the original academies that taught the first Lastwall sentries are now destroyed, the sentries continue their combat traditions, training new generations of knights to act as the first line of defense against the Whispering Tyrant's hordes. Much like in the days of Lastwall, new sentries have to swear an oath to defend the people of the Gravelands and work to clear the area of the evils of undeath. Whether an individual is originally from Lastwall or not, they can still swear the necessary oaths to become a sentry.

The following feats are available to characters with the Lastwall sentry archetype (*World Guide* 47).

ALWAYS READY

FEAT 4

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

Extensive training against undead has taught you to cover your weak points, even when you think that you're alone. You aren't flat-footed to hidden, undetected, or flanking undead of your level or lower. However, the undead can still help their allies flank. If all of your opponents are undead, you gain a +1 circumstance bonus to initiative rolls; the GM determines whether to apply this bonus if undead are disguised as another type of creature, if another type of creature is disguised as undead, or if there are additional opponents you haven't noticed who aren't undead.

BLESS SHIELD

FEAT 4

ARCHETYPE DIVINE

Prerequisites Lastwall Sentry Dedication, you worship a good-aligned deity

Your uttered prayers become an aegis, drawing the blessing of your deity across the surface of your shield. Until the beginning of your next turn your shield, any shield boss, or shield spikes gain the effects of a *ghost touch* property rune. Additionally, damage you take as a result of an incorporeal creature's Strike can trigger your Shield Block reaction, even if the damage isn't physical damage.

FAMILIAR FOE

FEAT 4

ARCHETYPE SKILL

Prerequisites Lastwall Sentry Dedication, expert in Religion or Undead Lore

You regularly face off against undead and can identify many with a glance. You gain a +1 circumstance bonus on skill checks to Recall Knowledge about undead. Whenever you roll a critical failure on a check to Recall Knowledge about undead, you get a failure instead.

FINAL REST

FEAT 4

ARCHETYPE SKILL

Prerequisites Lastwall Sentry Dedication

As stubborn in death as you are in life, you vow you'll never aid your hated enemies. You can't be transformed into an undead, except by effects that originate from an artifact or deity. Undead creatures that touch your corpse take 1 positive damage each time they do, or 1d6 positive damage each time they expose themselves to your corpse in a more thorough manner, such as by biting or carrying your corpse.

NONLETHAL TAKEDOWN

FEAT 4

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

You prefer to use nonlethal means against living opponents, but the weapons you carry are lethal enough to destroy undead. You don't take the normal -2 circumstance penalty when attacking nonlethally with a weapon that lacks the nonlethal trait.

PRACTICED OPPOSITION ➡

FEAT 6

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

You've battled more undead than you care to remember, often with little time to prepare between foes, forcing you to rely on experience and muscle memory to guide your blade. Attempt a check to Recall Knowledge about an undead you can see and then Strike that undead. If your attempt to Recall Knowledge is successful, your Strike treats the target's resistances as 5 lower. The target is then immune to your Practiced Opposition for 24 hours.

REPULSE THE WICKED ➡

FEAT 6

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

Trigger An undead within your reach critically fails an attack roll targeting you.

You use your foe's failure as an opening to push them away. You attempt to Shove the undead.

SACRED ARMAMENTS

FEAT 6

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

Through the power of your faith or the blessing of a priest, your weapons are fully effective against incorporeal creatures. Weapons you wield have the effects of a *ghost touch* property rune for as long as you wield them.

FLASHING SHIELD ⬠

FEAT 8

ARCHETYPE

Prerequisites Lastwall Sentry Dedication, you worship a good-aligned deity

Trigger You use the Shield Block reaction, and the opponent that triggered the Shield Block is undead and adjacent to you.

Your shield flares with holy light as you block the attack, searing the undead with the power of your faith. The triggering undead takes positive damage equal to half your level and becomes flat-footed for 1 round.

NECROMANTIC BULWARK

FEAT 8

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

Regular exposure to necromantic effects left you better able to defend against them. When you have your shield raised, you gain your shield's circumstance bonus to saving throws against effects that would deal negative damage. If you have the Shield Block reaction, negative damage you take can trigger the reaction, even though the damage isn't physical damage.

GRAVE SIGHT

FEAT 10

ARCHETYPE

Prerequisites Lastwall Sentry Dedication, Grave Sense (*World Guide* 47)

Your ability to sense undead has improved. You sense undead as an imprecise sense (*Core Rulebook* 464) with a range of 60 feet: an uncomfortable sensation brushes against your spirit and stinks of rot. When in proximity to an undead, you can sense its presence, but it has the hidden condition instead of the observed condition. An undead using a disguise or otherwise trying to hide its presence must attempt a Deception or Stealth check against your Perception DC to hide its presence from you. If the creature succeeds, it's undetected, and you have to use the Seek basic action to detect the creature. As with hearing and other imprecise senses, you still need to Seek to locate an undetected creature.

NO STRANGER TO DEATH

FEAT 12

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

Your regular exposure to the insidious putrescence of undeath inured you to its effects. You gain a +2 circumstance bonus to saving throws made against spells and effects with the death, disease, and evil traits. Whenever you become drained or sickened, reduce the status penalty you take from the condition by 1, to a minimum of 0.

RESOLUTE DEFENDER

FEAT 14

ARCHETYPE

Prerequisites Lastwall Sentry Dedication

You hold your shield together with the power of your faith and conviction, refusing to let wood splinter and steel shatter until the day's battles are won. If a shield would be destroyed due to damage taken during your Shield Block, the shield remains intact at 1 Hit Point instead. Its construction is weakened until you repair it, preventing you from using Resolute Defender to save the same shield again until your next daily preparations.

THWART EVIL ➡

FEAT 14

ARCHETYPE

Prerequisites Lastwall Sentry Dedication, master in Religion

Frequency once per day

Trigger A creature you can see uses a spell or ability that has the evil or negative traits.

You react instinctively when you sense evil forming, thrusting your spiritual energy toward the source to snuff out evil before it fully manifests. Attempt to counteract the triggering spell or ability using your Religion modifier as your counteract modifier.

WITHSTAND DEATH

FEAT 16

ARCHETYPE

Prerequisites Lastwall Sentry Dedication, Necromantic Resistance (*World Guide* 47)

Through repeated exposure, you've trained to resist the damage wrought by undead. Your resistance to negative damage also applies to damage dealt by the attacks and abilities of undead creatures, regardless of damage type.

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OTHER ARCHETYPES

SUITABLE ARCHETYPES

In addition to the knight vigilant, knight reclaimant, and Lastwall sentry archetypes, a number of other archetypes are good fits for Knights of Lastwall campaigns. Knights of Lastwall characters can make use of the archaeologist, archer, assassin, bastion, blessed one, cavalier, eldritch archer, herbalist, horizon walker, marshal, medic, scout, sentinel, snarecrafter, and viking archetypes, all of which are found in the *Advanced Player's Guide*. Groups wishing to make use of the free archetype variant rules (*Gamemastery Guide* 194) for their Knights of Lastwall campaign might consider limiting the available archetypes to the above list.

Knights of Lastwall specialize in a variety of techniques, even within groups like the Shining Sentinels or Crimson Reclaimers. Be they archers, medics, or something else, these specializations are represented by a variety of existing archetypes. Some of these specializations were skills and training that knights had before joining up, while others might choose to focus their techniques after joining to fill in for any gaps in the skills among their group.

The Knights of Lastwall also develop new techniques specific to their needs. The nature of their campaigns against undead requires a particular focus on fighting these monstrosities, surviving the harsh Gravelands, and defending others from undead attacks. These new techniques are represented by the following archetype feats; Knights of Lastwall have access to all the archetype feats in this section.

The following archetypes receive feats in this section as additional feats in the Knightly Training section or from other sources.

- **Archer** 6th Staggering Fire
- **Assassin** 4th Angel of Vindication, Eclipsed Vitality
- **Bastion** 4th Agile Shield Grip (page 82), Everstand Stance (*Character Guide* 90); 6th Everstand Strike (*Character Guide* 90); 8th Drive Back
- **Cavalier** 10th Stalwart Standard; 16th Wave the Flag
- **Herbalist** 4th Gravelands Herbalist
- **Marshal** 4th Push Back the Dead!
- **Medic** 8th Preventative Treatment
- **Scout** 4th Eclipsed Vitality
- **Viking** 8th Viking Vindicator

ANGEL OF VINDICATION

FEAT 4

UNCOMMON ARCHETYPE

Prerequisites Assassin Dedication (*Advanced Player's Guide* 158)

Requirements Your mark is an undead creature.

To aid with your mission of destroying undead, you've specialized in techniques to destroy them, much as other assassins learn to kill the living. When you Strike a flat-footed undead foe with a weapon that has the backstabber weapon trait, you deal 3 extra precision damage instead of 1. If the weapon is a +3 *weapon*, you deal 6 extra precision damage instead of 2. If you have the Angel of Death feat, your attacks also instantly destroy undead at 0 Hit Points, and attempts for the undead to rejuvenate—such as via a lich's *soul cage* or a ghost's rejuvenation ability—fail unless the effect's counteract level is higher than half your level when you killed the creature (rounded up), or originates from an artifact or deity. Finally, if you have the Assassinate feat and an undead mark critically fails its save against your Assassinate, it is destroyed.

ECLIPSED VITALITY

FEAT 4

UNCOMMON ARCHETYPE SKILL

Prerequisites Assassin Dedication (*Advanced Player's Guide* 158) or Scout Dedication (*Advanced Player's Guide* 188), master in Stealth

You shroud yourself in ashes that hide the vital essence sought by life-sensing undead. You're always taking

precautions when Avoiding Notice, Hiding, and Sneaking to foil lifesense, and you're concealed to any creature using only precise lifesense to observe you.

GRAVELANDS HERBALIST

FEAT 4

UNCOMMON ARCHETYPE

Prerequisites Herbalist Dedication (*Advanced Player's Guide* 176), trained in Religion

Your time with the Knights of Lastwall has taught you the secrets of creating and improving upon Lastwall soup. Add Lastwall soup (*Character Guide* 92) to your list of herbal items. At 10th level, you can make an improved version of Lastwall soup that grants a +3 item bonus. At 18th level, you can make a greater version of Lastwall soup that grants a +4 item bonus, and its nourishing properties grant you 10 temporary Hit Points that last up to 10 minutes after eating it.

PUSH BACK THE DEAD! ♦

FEAT 4

UNCOMMON ARCHETYPE AUDITORY EMOTION STANCE

Prerequisites Marshal Dedication (*Advanced Player's Guide* 180)

You call to your ally and strengthen their resolve and abilities to defend against the horrific tricks undead bring to bear. The ally gains a +2 circumstance bonus to saves against effects originating from undead. It also gains resistance to damage from Strikes made by undead creatures equal to half your Charisma modifier.

STAGGERING FIRE ♦

FEAT 6

UNCOMMON ARCHETYPE PRESS

Prerequisites Archer Dedication (*Advanced Player's Guide* 157)

You've learned how to fire at enemies to slow them down, allowing innocents and fellow knights alike time to escape. Make a ranged Strike with a weapon in the bow weapon group. On a hit, the target takes a -5-foot circumstance penalty to its Speed until the end of its turn, or a -10-foot circumstance penalty on a critical hit.

DRIVE BACK ↻

FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Bastion Dedication (*Advanced Player's Guide* 159)

Trigger An enemy within your reach Strikes an ally adjacent to you.

Requirements You have your shield raised.

You push the enemy back and attempt to intercede between the foe and your ally. You attempt to Shove the triggering enemy with your shield just as it attacks, pushing it back just after the attempt. Your shield has the shove trait for this Shove attempt. If the shove succeeds, you throw off your enemy's timing, and the enemy takes a -1 circumstance penalty on its attack roll against your ally.

PREVENTATIVE TREATMENT

FEAT 8

UNCOMMON ARCHETYPE SECRET

Prerequisites Medic Dedication (*Advanced Player's Guide* 184), Treat Condition

You provide preventative remedies and care to help your patient fight off future maladies. You Treat a Condition the target doesn't yet have, naming any condition you could normally treat with Treat Condition. The counteract check gains the secret trait, so the GM rolls it secretly. The next time within the next minute the creature would be affected by that condition, your treatment immediately attempts to reduce the condition value with the effects of Treat Condition, using the secret roll result for the check. Preventative Treatment lasts on a creature for 1 minute, until the treatment is used, or until you use Preventative Treatment again on that creature, whichever comes first.

VIKING VINDICATOR

FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Viking Dedication (*Advanced Player's Guide* 198)

You are one of the raiders eagerly planning to launch an assault by sea on the Whispering Tyrant's Isle of Terror. You gain the Sudden Charge fighter feat, though it's a viking feat for you instead. As normal when gaining an additional feat from an archetype feat, gaining Sudden Charge doesn't count toward fulfilling the special requirement for Viking Dedication. If you already had Sudden Charge, you can retrain it as part of gaining this feat. When you use Sudden Charge to Strike a target in shallow water, the target is flat-footed against your Strike, as you use the water kicked up by your passage to camouflage your angle of attack. If you have Viking Weapon Familiarity or Viking Weapon Specialist, add the bastard sword and rapier to the list of weapons in those feats.

STALWART STANDARD

FEAT 10

UNCOMMON ARCHETYPE

Prerequisites Cavalier's Banner (*Advanced Player's Guide* 164), Knight Vigilant Dedication (*Character Guide* 94)

Your banner makes it harder for your foes to push your allies around and encourages your allies to protect the innocent. Allies benefiting from your Cavalier's Banner feat also gain a +1 circumstance bonus to their Fortitude and Reflex DCs against attempts to Disarm, Grapple, Shove, and Trip. Each benefited ally also gains a +1 status bonus to attack rolls against any creature that has dealt damage to an innocent of a lower level than that ally within the last round; summoned creatures, companions, or any creatures you or your allies put into danger on purpose to attempt to gain this bonus don't count.

WAVE THE FLAG ♦

FEAT 16

UNCOMMON ARCHETYPE EMOTION FLOURISH MENTAL VISUAL

Prerequisites Cavalier's Banner (*Advanced Player's Guide* 164)

You wave your banner, inspiring allies to throw off the shackles of fear. Each ally presently benefiting from your Cavalier's Banner feat reduces their current frightened condition by 1 and can choose to immediately attempt a new saving throw against any one mental effect currently affecting them. Regardless of the result, any ally that attempts a save is temporarily immune to Wave the Flag for 10 minutes.

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KNIGHTLY TRAINING

FROM HUMBLE BEGINNINGS

Groups that wish to make use of the level 0 characters variant rules (*Gamemastery Guide* 195) in a Knights of Lastwall campaign have several options for implementing them.

The heroes could be squires, newly recruited to the Knights of Lastwall and undergoing their training. They could also be civilians rescued by the Knights of Lastwall, seeking to follow in the footsteps of their saviors. A particularly unique start to a campaign could have the heroes dead or on the verge of death because of undead. The

life-draining abilities of undead like ghosts or vampires could leave heroes in a weakened state represented by the level 0 rules.

Although many Knights of Lastwall are resolved warriors who confront evil head on and combat the forces of the Whispering Tyrant, members of this diverse organization come from all backgrounds and fulfill a wide variety of roles. Cunning scouts and trackers escort survivors from the Gravelands to safety in other nations; charming warriors compete in martial displays to win the respect and allegiance of spectators; friendly heroes perform valuable tasks and daring deeds to aid their allies; determined spellcasters wield their magic alongside troops to turn the tide of battle. The Knights of Lastwall are all this and more.

The following new feats are available to Knights of Lastwall; members have access to all the feats without separate access entries in each feat. When you take a feat with a class trait other than your own, it loses traits that don't apply to your class.

AGILE SHIELD GRIP ◆

FEAT 1

UNCOMMON CHAMPION FIGHTER

Requirements You are wielding a shield with a shield boss or shield spikes in one hand. You change your grip on the shield, allowing you to combine rapid attacks with your shield boss or shield spikes and your main weapon's Strikes in a series of swift motions. You reduce your shield boss and shield spikes weapon damage die to 1d4. As long as the weapon damage die is 1d4, your shield boss and shield spike Strikes gain the agile weapon trait. You can use Agile Shield Grip again to switch to a normal grip, returning the damage to the usual amount and removing the agile trait.

DEVOTED GUARDIAN ◆

FEAT 2

UNCOMMON CHAMPION FIGHTER

Requirements Your last action was to Raise a Shield.

You adopt a wide stance, ready to defend both yourself and your chosen ward. Select one adjacent creature. As long as your shield is raised and the creature remains adjacent to you, the creature gains a +1 circumstance bonus to their AC, or a +2 circumstance bonus if the shield you raised was a tower shield.

RELIABLE SQUIRE

FEAT 2

UNCOMMON BARD CHAMPION

You know the path to victory isn't traveled alone, and you lend aid to your companions whenever you can. You gain a +2 circumstance bonus to checks to Aid. If you roll a critical failure on a check to Aid, you get a failure instead.

RESILIENT MIND

FEAT 2

UNCOMMON CHAMPION CLERIC

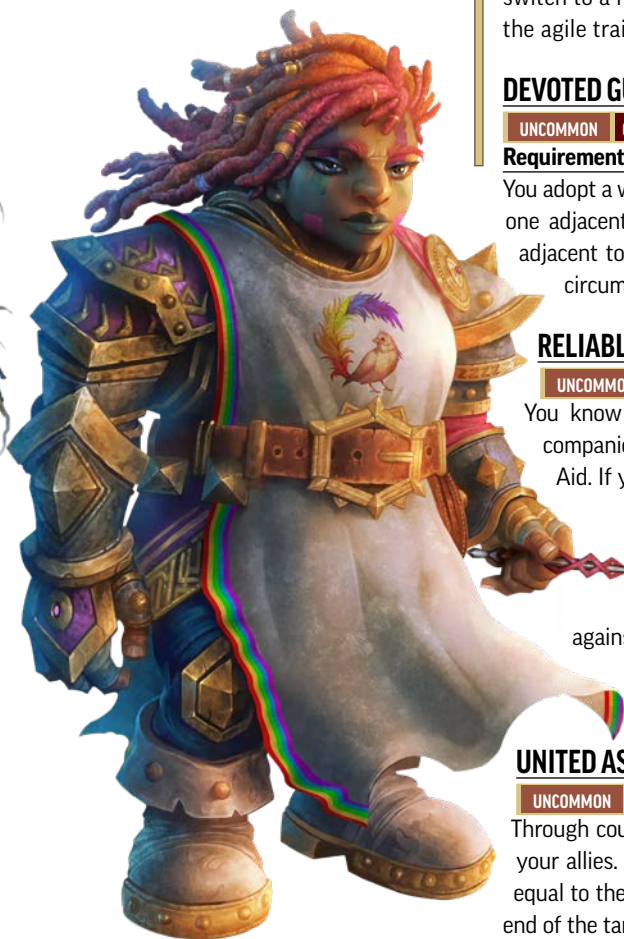
You're firm in your convictions and have girded your mind against outside influence. You gain a +1 circumstance bonus to saves against mental effects. This bonus increases to +2 against mental effects originating from undead.

UNITED ASSAULT ◆

FEAT 2

UNCOMMON FIGHTER FLOURISH RANGER

Through countless battles, you've learned you're stronger when working alongside your allies. Make a Strike. Your Strike gains a circumstance bonus to damage rolls equal to the number of other different creatures that damaged the target since the end of the target's last turn, to a maximum of a +4 circumstance bonus.



CHEMICAL PURIFICATION ◆

FEAT 4

UNCOMMON ADDITIVE 2 ALCHEMIST

Frequency once per round

Trigger You use Quick Alchemy to craft an alchemist's fire or ghost charge^{APG}, and that bomb's level is at least 2 levels lower than your advanced alchemy level.

You developed a method to chemically purify and consecrate your bombs on the fly. You include this additive mixture when crafting your alchemist's fire or ghost charge. The created bomb deals 1d4 persistent positive damage in addition to whatever damage it would normally cause. As usual for positive damage, this damage harms only undead and creatures with negative healing.

GHOST WRANGLER ◆

FEAT 4

UNCOMMON BARBARIAN DIVINE INSTINCT NECROMANCY RAGE

Prerequisites spirit instinct

Spirits around you coalesce upon your fists, enabling you to seize and harm other ghosts and spirits. Until the beginning of your next turn, your fists gain the effects of the *ghost touch* property rune, and you can make Strength-based skill checks against incorporeal creatures.

INSPIRING RESILIENCE ↻

FEAT 4

UNCOMMON BARD CHAMPION EMOTION MENTAL

Trigger You and at least one other creature become the target of a spell or effect with the emotion, fear, or mental trait that allows a saving throw, and you haven't rolled the save yet.

You show defiance in times of hardship and inspire your companions to persevere. Allies within 30 feet of you gain a +1 circumstance bonus to their Will save against the triggering effect, or a +2 circumstance bonus if the effect originated from an undead.

KNOCK SENSE ◆

FEAT 4

UNCOMMON CHAMPION FIGHTER

You attack carefully to knock some sense into a creature whose actions aren't their own. Make a Strike against a confused ally. The Strike is nonlethal and doesn't take a -2 penalty for using a weapon without the nonlethal trait; if you hit and deal damage, your ally automatically succeeds at the flat check to remove the confused condition when taking damage.

PRAYER-TOUCHED WEAPON ◆

FEAT 4

UNCOMMON CLERIC ORACLE

Prerequisites divine spells, you follow a good-aligned deity

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip divine spell.

You coat a weapon you're wielding in prayers and the divine power given to you by your deity. Until the end of your turn, the weapon deals an extra 1d6 positive damage. As usual for positive damage, this damage harms only undead and creatures with negative healing.

DETONATING SPELL ◆

FEAT 6

UNCOMMON CLERIC CONCENTRATE METAMAGIC ORACLE SORCERER WITCH WIZARD

Your spell becomes volatile and explosive. If the next action you use is to Cast a Spell that deals damage to a single target and the spell successfully damages that target, the spell explodes, dealing splash damage equal to the level of the spell cast to adjacent creatures. Unlike normally, this splash damage doesn't apply to the target. The splash damage dealt is of the same type the spell deals.

DIVINE EMISSARY

FEAT 6

UNCOMMON SORCERER WITCH

Prerequisites a familiar, you follow a good-aligned deity or patron

A GRUELING FIGHT

A Knights of Lastwall campaign can be a great way to make use of the stamina variant rules (*Gamemastery Guide* 200–201). The variant rules allow heroes to keep fighting on when others couldn't, which is a great way to showcase the determination and resolve of the Knights of Lastwall. In particular, stamina can help with the rigors that come with traveling the Gravelands or through the depths of an undead-infested dungeon like a Whispering Way hideout. Stamina rules are also a great way to represent a more gritty and dangerous game, which is fitting for some of the campaigns the Knights of Lastwall undertake.

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DUAL-CLASS KNIGHTS

Groups that make use of the dual-class rules (*Gamemastery Guide* 192–193) for their Knights of Lastwall campaigns have several possibilities for explaining these powerful heroes.

The heroes might have the blessing of the gods, allowing them to tap into greater power. In this case, you might consider requiring one of the two classes a PC takes be connected to the divine in some way. This likely requires taking champion, cleric, or oracle, but could also be represented by a sorcerer with a divine bloodline or witch with a divine patron.

Alternatively, the heroes might just represent the epitome of training and skill. They're masters of multiple fighting styles, sword and spell, or any other combination of techniques. They are likely the shining jewels of the Knights of Lastwall, representing the potential of every knight and serving as leaders and inspirations for the rest of the organization.

Your familiar is a divine emissary, sent to you by your deity or patron and infused with celestial powers. You can select one additional familiar ability each day, which must be one of the following divine emissary familiar abilities. You can't select more than one divine emissary familiar ability at a time.

Erudite Your familiar has incredible religious knowledge. Despite being a minion, your familiar gains 1 reaction at the start of its turns, which it can use only to Aid you on a Religion check (it still has to prepare to help you as normal for the Aid reaction). It automatically succeeds its check to Aid you with Religion checks or automatically critically succeeds if you're a master in Religion.

Luminous Your familiar glows with a comforting light. It sheds bright light in a 30-foot radius and dim light for the next 30 feet. It can suppress or resume this light by using an action, which has the concentrate trait.

Medic Your familiar can draw upon the power of your deity to Cast a Spell once per day. The familiar can cast the 1-action version of *heal* at a level 2 levels lower than your highest-level spell slot, which it can cast only on you. You must be able to cast 3rd-level spells from spell slots to select this ability.

Radiant Your familiar is filled with a divine radiance that makes it resistant to the forces of evil. Your familiar gains resistance to evil and negative damage equal to half your level.

SHIELD WALL ↻

FEAT 6

UNCOMMON CHAMPION FIGHTER

Trigger Your shield is raised and an adjacent ally Raises a Shield.

You use your shield in tandem with an ally's, forming a barricade. Both you and the triggering creature have standard cover as long as you remain adjacent to each other and you both have your shields raised; when this is no longer the case, the effect ends. You and your ally can't use this cover to Hide, as it's obvious you're standing there holding your shields, but you and your ally can use it to Take Cover. Normally, if you and your ally don't move, Shield Wall lasts until the beginning of your next turn, when your shield is no longer raised.

KNIGHT'S RETALIATION ↻

FEAT 8

UNCOMMON FIGHTER SWASHBUCKLER

Prerequisites trained in Athletics

Trigger An undead creature within your reach critically fails a Strike against you.

You knock the enemy's blow aside and twist, unbalancing your foe. You attempt to Disarm, Shove, or Trip the triggering creature.

RETALIATORY CLEANSING ↻

FEAT 8

UNCOMMON ALCHEMIST

Trigger You would take damage from an adjacent creature's Strike.

Requirements You're holding holy water or a bomb that deals positive damage in one of your hands.

You twist your hand in front of the blow, ensuring the enemy's attack shatters the required holy water or bomb. The creature takes the on-hit and splash damage from the holy water or required bomb, not counting any additional effects you would add or apply when you throw the bomb, such as weapon specialization or Calculated Splash. You're splashed by the holy water or required bomb, although since positive damage harms only undead and creatures with negative healing, it's unlikely you will take damage.

CONSECRATE SPELL ➤

FEAT 10

UNCOMMON CLERIC CONCENTRATE METAMAGIC ORACLE SORCERER

Prerequisites ability to cast focus spells, divine spells

You infuse a spell with the power of your faith, consecrating it. If the next action you use is to Cast a Spell that targets a single undead, you can expend a Focus Point, channeling the power of your focus spells into the primary spell. If you do, the spell you cast deals additional good or positive damage (your choice) equal to the level

of your focus spells. As normal for additional damage, this additional damage is doubled if the spell cast requires an attack roll and the result of the attack roll is a critical hit, or if the spell cast requires a saving throw and the result of the saving throw is a critical failure.

CORPSE-KILLER'S DEFIANCE

FEAT 10

UNCOMMON BARBARIAN SWASHBUCKLER

Trigger You destroy an undead foe.

You defy Tar-Baphon with every undead you destroy, using your victory to rally your allies. Allies that can see you gain a +1 status bonus to attack and damage rolls against undead for 1 round, or a +2 status bonus to attack and damage rolls against undead for 2 rounds if the undead foe destroyed was a creature of your level or higher.

HOLY LIGHT

FEAT 10

UNCOMMON CHAMPION CLERIC CONCENTRATE DIVINE EVOCATION LIGHT

Prerequisites you follow a good-aligned deity

You raise your arms to the sky and pray fervently, surrounding yourself in a beacon of holy light. The beacon sheds bright light in a 30-foot-radius, 100-foot-high cylinder centered on you until the beginning of your next turn. Evil creatures in the area must succeed at a Will save equal to your class DC or spell DC (whichever is higher) or become dazzled for 1 round.

MIRACULOUS INTERVENTION

FEAT 12

UNCOMMON CHAMPION CLERIC

Trigger An adjacent fiend or undead begins to use a reaction.

Through divine intervention or whispered prayers, you foil an enemy's response. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, you must make an attack roll or spell attack roll against its AC (your choice). On a success, you disrupt the reaction.

NECROMANTIC DEFLECTION

FEAT 12

UNCOMMON CHAMPION DRUID

You imbue your shield with life-giving energy to deflect harmful necromantic magic. When you have your shield raised, you gain the shield's circumstance bonus to your AC and saving throws against necromancy spells. If you have the Shield Block reaction, damage you take as a result of a necromancy spell can trigger that reaction, even if it isn't physical damage.

SHARED SIGHT

FEAT 12

UNCOMMON BARD CONCENTRATE METAMAGIC SORCERER

Prerequisites Soulsight (*Advanced Player's Guide* 113, 139)

You bestow the mystical vision granted to you by your muse upon your allies. If your next action is to cast a non-cantrip spell that affects one or more of your allies, all affected allies gain your spiritsense for 1 minute.

PURIFYING BREEZE

FEAT 14

UNCOMMON CLERIC ORACLE SORCERER

Prerequisites divine spells

Requirements Your most recent action was to cast a non-cantrip spell with the healing trait.

You transfer the divine essence of your magic to the air around you, cleansing it of toxins. Attempt a counteract check against each airborne disease or poison effect in a 15-foot radius around you. Regardless of your success or failure, until the beginning of your next turn, all creatures in the purified area gain a +1 status bonus to Fortitude saving throws.

RECLAIMING RELICS

Relics (*Gamemastery Guide* 94–105) are a great fit for Knights of Lastwall campaigns. Relic seeds can take the form of a variety of items. The history of the Knights of Lastwall, Knights of Ozem, and Lastwall includes a number of powerful and unique items. Swords wielded by legendary heroes, armor blessed by gods, and more could all serve as suitable relic seeds. An entire campaign could be centered around a set of relics the heroes must learn to empower to take down a powerful foe like a fearsome necromancer or even the Whispering Tyrant himself!

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EQUIPMENT

The Knights of Lastwall use a wide variety of equipment on their journeys, including standard adventuring or traveling equipment, specialized weapons and armor, or specific pieces of gear that are unexpectedly useful in campaigns against undead. All the gear, armor, shields, and weapons in this section are uncommon, and Knights of Lastwall have access to all of them.

TABLE 1: ADVENTURING GEAR

Item	Price	Bulk	Hands
Hollowed hilt	3 gp	—	—
Knight's maintenance kit (level 5)	50 gp	1	2
Knight's standard	5 gp	1	2
Knight's tabard (level 3)	15 gp	L	—
Portable altar (level 3)	25 gp	3	2
Traveler's cloak (level 1)	7 gp	L	—
War saddle (level 5)	50 gp	1	—

GEAR DESCRIPTIONS

Knights of Lastwall typically use the adventuring gear found on pages 287–292 of the *Core Rulebook* and the uncommon gear featured here.

Hollowed Hilt: A hollowed hilt is a weapon modification that allows a pommel to be detached and its hilt meticulously hollowed out to create a small compartment without greatly affecting its balance. Often used by knight emissaries to hide important missives, this space can hold an object of light Bulk about the size of a scroll. A creature studying the weapon can find the hilt compartment with a successful DC 20 Perception check. Any weapon with an appropriate hilt or pommel can be converted into a hollowed one by paying the equipment's price.

Knight's Maintenance Kit: This set of gear contains a repair kit, cloth rolls for storing or covering equipment, and specialized mixtures developed by the Knights of Lastwall to clean and treat armaments for continued use. This kit gives you a +1 item bonus to checks to Repair weapons, shields, and armor using the Crafting skill, and you restore an additional 5 Hit Points when you successfully Repair such items using it.

Knight's Standard: This cloth flag or banner, no larger than a few feet long, bears the symbol or heraldry of

a deity, knightly house, nation, or similar organization. A typical standard comes with a stand or pole to hold it aloft. You can instead spend 2 consecutive Interact actions to mount a knight's standard on a two-handed polearm or spear weapon; the standard is visible as long as you wield the weapon with two hands. Some individuals are inspired by the sight of a standard or demoralized by the destruction of one.

Knight's Tabard: This cloth vestment features the heraldry or symbol associated with an entity (such as a deity, kingdom, or organization). Knights typically wear it over armor and other clothing, helping them identify allies on the battlefield or distinguishing themselves in more peaceful situations. An individual wearing a tabard gains a +1 item bonus to Make an Impression on creatures who have a positive association with the entity represented on the tabard.

Portable Altar: This travel-ready kit contains a small altar featuring a deity's iconography. The altar's top can be lifted to reveal a compartment for materials of no more than light Bulk (such as candles, incense, oils, and small texts). The altar grants a +1 item

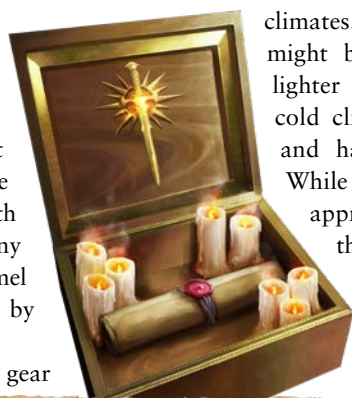
bonus to checks made to conduct religious rites using Performance or Religion.

Traveler's Cloak: These cloaks are designed to accommodate long treks through various climates. Traveler's cloaks for hot climates might be bleached white and created from lighter materials, while those intended for cold climates are made of thicker materials and have linings intended to retain heat. While wearing a traveler's cloak for the appropriate type of weather, increase the time it takes to become fatigued from temperature effects by 2 hours (*Core Rulebook* 518). A traveler's cloak has no effect at extreme or incredible temperatures.

War Saddle: Each war saddle is specifically fitted to a mount's body type and has numerous straps that can secure you on your mount. You remain mounted even if you fall unconscious until either you or someone else uses an Interact action to unfasten the straps on the saddle. A creature or effect can separate you from your mount by pulling so hard it tears the straps, but to do so, the effect's DC, attack roll, or skill check must exceed 20.



TABARD



PORTABLE ALTAR

TABLE 2: ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Armored coat	20 gp	+2	+2	-1	—	14	2	Leather	Comfort, flexible

TABLE 3: MELEE WEAPONS

Uncommon	Martial Weapon	Price	Damage	Bulk	Hands	Group	Weapon Traits
	Bladed gauntlet	5 gp	1d4 modular	L	1	Brawling	Agile; finesse; free-hand; modular B, P, or S
	War lance	4 gp	1d8 P	2	2	Spear	Deadly d8, jousting d6, parry, shove

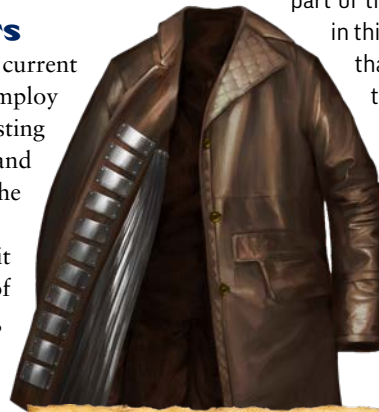
KNIGHTLY ARMAMENTS

The following are a sampling of uncommon armors, weapons, and adjustments the Knights of Lastwall use during their missions.

ADDITIONAL ADJUSTMENTS

In making the most of their current equipment, the Knights of Lastwall employ a number of modifications to their existing armaments. The following armor and shield adjustments make use of the adjustment trait.

Adjustment: Items with this trait are intended to alter existing pieces of equipment: typically armor, shields, and weapons. The given item notes which type of equipment it modifies. An adjustment that modifies armor can't modify explorer's clothing. A piece of equipment can be affected by only a single adjustment at a time. Unless otherwise noted, adding or removing an adjustment requires using a 10-minute activity and a repair kit.



ARMORED COAT

PARADE ARMOR

UNCOMMON ADJUSTMENT

Price 10 gp

Usage applied to medium or heavy armor

Parade armor is an armor adjustment that creates a set of pseudo-decorative armor to wear during noncombat functions. Any medium or heavy armor can be fashioned into parade armor, which features custom designs based on the wearer's affiliation, military branch, or rank. A particular faction typically has one uniform appearance for its set of parade armor. While wearing this armor, you gain a +1 item bonus to Diplomacy and Intimidation checks against creatures of the same affiliation as your parade armor, though the bonus to Intimidation doesn't apply when interacting with creatures of higher rank than you. The armor is slightly bulkier, increasing the Bulk by 1.

ITEM 2



BLADED GAUNTLET

THROWING SHIELD

UNCOMMON ADJUSTMENT

Price 5 gp

Usage applied to a buckler or shield

ITEM 1

These special straps and weightings fit over a shield or buckler, but not a tower shield. They are designed to let you doff and throw the shield in one swift movement. You can quickly remove the shield by spending a free action as part of the Strike to throw the shield. When thrown

in this way, the shield is a martial thrown weapon that deals 1d6 bludgeoning damage and has the thrown 20 feet trait. A shield with the throwing shield attachment can't have any attached weapons, such as shield spikes or a shield boss, and the adjustments to make it more aerodynamic make it slightly less sturdy, reducing its Hardness by 1.

ARMOR DESCRIPTION

The armor listed in Table 2 is detailed below.

Armored Coat: A custom, lightweight mail is fitted within the lining of a coat or similar apparel, physically hiding the armor while maintaining the wearer's fashion. While not nearly as protective as heavier armors, the armored coat allows the wearer to blend in more aesthetically during civilian functions. Like other suits of armor, the armored coat is custom-fitted to an individual's body type, ensuring comfort without sacrificing its defensive capabilities.

WEAPON DESCRIPTIONS

The weapons listed in Table 3 are detailed below.

Bladed Gauntlet: A dagger attached to a retractable mechanism is integrated in this gauntlet's dorsum, so a combatant can quickly arm themselves with a blade to exploit the weak points in an enemy's armor. Switching configurations on the gauntlet reveals or retracts the contained dagger as appropriate. The dagger isn't removable, and thus can't be wielded or etched with runes

separately from the gauntlet.

War Lance: This lance appears shorter and stockier in comparison to other weapons of its type. The war lance most notably features shielding integrated into its vamplate, exchanging its reach for a sturdier base when defending against attacks or attempting to overpower an opponent.

MAGIC ITEMS

The Knights of Lastwall are no strangers to the use of magic items in their campaigns. Some of the items they use trace back to the days of Lastwall, while others are new equipment either developed for current missions or recovered during their quests. Knights of Lastwall spellcasters and skilled crafters among the pillars continually innovate and create new magical equipment for use by knights.

The following are some of the magic items used by the Knights of Lastwall; the Knights of Lastwall have access to all the uncommon items listed below. The rare items aren't standard even among the knights—a character hoping to earn such an item typically must do so via a quest. *Called* weapon runes and *ghost oil* are common even among those who aren't Knights of Lastwall.

ARMOR OF THE HOLY WARRIOR ITEM 16

RARE DIVINE GOOD INVESTED MAGICAL NECROMANCY

Price 9,000

Usage worn armor; Bulk 3

Based on the armors used by the holy warriors who served under General Arnisant in the Shining Crusade, this well-polished +2 *greater resilient half plate* is decorated with religious motifs and carved with sacred scripture. While wearing *armor of the holy warrior*, your item bonus from the *greater resilient* rune increases from +2 to +3; if you upgrade to a *major resilient* rune, the item bonus instead increases from +3 to +4. An undead that critically fails an unarmed attack against you while you wear this armor takes 1d6 positive damage.

If you are evil, you're enfeebled 2 while wearing the armor. If you're undead, you also take 2d6 positive damage each round that you wear the armor.

Activate ♦♦♦ command, envision, Interact; **Frequency** once per day; **Effect** The armor casts the three-action version of a 6th-level *heal* spell.

ANOINTING OIL

ITEM 4+

UNCOMMON CONSUMABLE MAGICAL NECROMANCY OIL

Usage held in 2 hands; Bulk L

Activate ♦ Interact

Carried by many Knights of Lastwall, this amber-colored, fragrant-smelling oil is meant to prevent those who fall in battle from rising as undead. Applying *anointing oil* to a corpse casts *gentle repose* on it. The effects last for 24 hours.

The oil is repugnant to the undead. An undead creature that touches a corpse treated with this oil is enfeebled 1 until the contact is broken or the oil's effect wears off.



ARMOR OF THE HOLY WARRIOR

Type *anointing oil*; **Level** 4; **Price** 18 gp

Type *greater anointing oil*; **Level** 10; **Price** 180 gp

Applying the oil casts 5th-level *gentle repose*. The funerary rites of the Knights of Lastwall sometimes include using this type of oil on their dead if they are to be buried.

BANNER OF THE RESTFUL

ITEM 9

UNCOMMON ABJURATION MAGICAL

Price 700 gp

Usage held in 1 hand; Bulk 1

Carried by knights who expect to spend the night in the open, this simple-looking banner is accompanied by a long cross pole from which it hangs. Usually, the banner appears to be a piece of plain cloth; when activated, it automatically adopts whatever insignia the person activating it desires.

Activate 10 minutes (command, envision, Interact); **Frequency** once per day; **Effect** You plant the banner firmly in the ground, and a comfortable environment is created around it in a 20-foot radius. Those within the area are shielded against your choice of hot or cold temperatures, gaining the effects of 1st-level *endure elements*. The area created by the banner lasts for 8 hours or until it is removed from the ground.

As part of the activation, you can choose to ward the same area with an *alarm* spell. In addition to a mental alert for the person who Activates the banner, the alert sent by the *alarm* spell also includes an audible alarm with the sound and volume of a hand bell, which has the auditory trait. You choose the password as you decide to ward the area.

BARDING SADDLE

ITEM 7

UNCOMMON COMPANION INVESTED MAGICAL TRANSMUTATION

Price 330 gp

Usage worn saddle; Bulk 4

This saddle is covered with well-polished metal plates on the outside and adjusts itself to fit any mount.

Activate ♦♦ Interact; **Effect** You touch the metal plates of the saddle, and they begin to unfold and adapt to the creature, covering your mount in heavy barding (*Core Rulebook* 295). This leaves the mount covered with the barding and wearing a simple-looking saddle. The bulk of the saddle is unchanged in either form, but your mount is not affected by the restrictions, nor the benefits, of wearing barding while in saddle form. If the mount is already wearing any barding, this has no effect. You can make the barding return to its saddle form by following the same process.

BUSINE OF DIVINE REINFORCEMENTS

ITEM 15

UNCOMMON CONJURATION DIVINE GOOD MAGICAL

Price 6,000 gp

Usage held in 2 hands; Bulk 1

This long, straight, trumpet-like instrument is made of well-polished brass and adorned with imagery of angels fighting demons or religious symbols.

When played as an instrument, the busine generates powerful and harmonious notes and grants a +2 item bonus to Performance checks.

Activate ♦♦ Interact (auditory); **Frequency** once per minute;

Effect You play a few notes on the busine.

Evil creatures within 60 feet who hear the notes must succeed at a DC 34 Will save or be stunned for 1 round, or 2 rounds on a critical failure; this is an incapacitation effect.

Activate ♦♦♦ command, envision, Interact; **Frequency** once per day; **Effect** You blow into the busine and conjure a celestial with the effects of a 6th-level *summon celestial* spell, but there are no alignment restrictions to define which celestials you can call. The celestial will fight only evil creatures and leaves after all present evil creatures have been defeated or the spell's duration ends, whichever comes first. You can Sustain the Activation to extend the spell's duration, as normal. If you have a deity and the conjured celestial's alignment is one of your deity's preferred alignments, the effect functions as a normal 6th-level *summon celestial* spell instead, meaning the celestial will fight any creature, not just evil creatures, and will perform other tasks as you command.



BUSINE OF DIVINE REINFORCEMENTS



CAMPAIGN STABLE

CALLED

RUNE 7

CONJURATION MAGICAL

Price 350 gp

Usage etched onto a weapon

A *called* weapon can be teleported to its owner's hand.

Activate 1 minute (command, envision); **Effect** You imprint upon the weapon, proclaiming yourself as its owner. This allows you to use the rune's second activation until someone else uses this activation or succeeds at a Will save to prevent you from using the second activation.

Activate ♦♦ command, envision; **Effect** You extend your hand and call the weapon. If the weapon is within 100 feet of you, it appears in your hand even if it was restrained. If the weapon is in another creature's possession, that creature can attempt a Will save against your Will DC. If the creature succeeds, your bond as the owner is broken, and you can't use this activation again until you use the first activation to restore the connection.



DETECTOR STONE

CAMP SHROUD

ITEM 4+

UNCOMMON CONSUMABLE ILLUSION MAGICAL

Usage held in 1 hand; Bulk –

Activate ♦ Interact

Knights make use of this magically treated powder to help hide their camps while traveling through the Gravelands or other dangerous regions. When you toss the powder into a campfire or other sizable fire, the fire produces a thin mist that enshrouds everything in a 10-foot emanation from the fire. The mist creates protective illusions that remain for up to 12 hours and make it difficult to spot the area from afar. You can end the effect earlier by putting out the fire. Light and smoke produced in the area aren't visible from outside the area. The illusions don't prevent sound from traveling nor prevent the area or its inhabitants from being seen.

A creature outside the area that uses the Seek action or Search activity to examine the area or look for smoke and light coming from that direction can attempt a DC 18 Perception check to disbelieve the illusion.

Type minor; **Level** 4; **Price** 15 gp

Type lesser; **Level** 7; **Price** 65 gp

The mist enshrouds a 15-foot emanation, and the DC is 23.

Type moderate; **Level** 10; **Price** 175 gp

The mist enshrouds a 20-foot emanation, and the DC is 27.

Type greater; **Level** 13; **Price** 500 gp

The mist enshrouds a 25-foot emanation, and the DC is 30.

Type major; **Level** 16; **Price** 1,500 gp

The mist enshrouds a 30-foot emanation, and the DC is 35.

CAMPAIGN STABLE

ITEM 8

UNCOMMON CONJURATION MAGICAL STRUCTURE

Price 500 gp

Bulk L (when not activated)

Used to facilitate the care of mounts during long campaigns or when it's necessary to move camp frequently, this object appears to be a simple, worn wooden horseshoe.

Activate (1 minute) command, Interact; **Frequency** once per day; **Effect** You place the horseshoe on the ground and it unfolds into a spacious stable with a wide central aisle, stalls to accommodate up to eight horses, and sufficient feed and water to sustain the horses for 1 day.

The stalls can house other quadrupedal mounts, but the stable provides only horse feed, which might be unsuitable for other creatures. As a 1-minute activity, which has the concentrate trait, you can alter the shape

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of the stalls to accommodate different mounts, though the space available within the stable never changes, only the layout.

A metal horseshoe hangs inside the stable near the entrance. You can remove the horseshoe with an Interact action, which causes the stable to fold into the horseshoe, leaving it again looking as if it's made of worn wood.

DETECTOR STONE

ITEM 7

UNCOMMON DIVINATION INVESTED MAGICAL

Price 360 gp

Usage worn; Bulk –

During their journeys across the Gravelands, the Knights of Lastwall found several smoky, gemstone-like objects that knights refer to as *detector stones*. Some of the knights' Magaambyan allies believe the stones are *aeon stones* corrupted by the same energies that corrupted the Gravelands, though they don't display the characteristic orbiting behavior of *aeon stones* when invested. Despite the controversy, many knights use the stones for their ability to detect the presence of undead.

While you have a *detector stone* invested, it glows faintly when an undead creature is within 30 feet of you, unless the undead is hidden or disguised with a Deception or Stealth result of 20 or higher. An invested stone may be carried in a pocket, but some knights set them in necklaces, bracelets, or weapon hilts.

Activate ◆ envision; **Frequency** once per minute; **Effect**

You channel your life-force into the stone, empowering it temporarily. The stone can detect undead within 60 feet of you, rather than 30 feet, until the end of your turn. Undead hiding or disguising themselves must make an additional Deception or Stealth check to remain disguised or hidden from the activation, and the DC of the check is 23 rather than 20.

Activate ◆◆ envision, Interact; **Frequency** once per hour; **Effect** You focus on the stone as it glows, and your eyes glow with the same tainted light. You detect the auras of evil undead in a 30-foot radius around you and learn each aura's location and strength. This has the effects of a 2nd-level *detect alignment* spell but only detects evil undead.

GHOST OIL

ITEM 4

CONSUMABLE MAGICAL OIL TRANSMUTATION

Price 18 gp

Usage held in 1 hand; Bulk L

Activate ◆ Interact

The vials containing this translucent, unsubstantial oil are always cold to the touch. Applying *ghost oil* to a melee weapon you're wielding or carrying causes it to become semitransparent and gain the effects of a *ghost touch* rune,



GHOST OIL



GUARDIAN SHIELD

but it also makes the weapon unable to harm corporeal creatures. The oil has no effect when applied to another creature's weapon. The effect of the oil lasts for 1 minute.

GUARDIAN SHIELD

ITEM 11

UNCOMMON ABJURATION DIVINE MAGICAL

Price 1,200 gp

Usage held in 1 hand; Bulk 1

A *guardian shield* is a steel shield (Hardness 9, HP 36, BT 18) engraved with the symbol of a good deity.

Activate ◆◆ command, Interact; **Frequency** once per day; **Effect** You conjure a Medium guardian with the effects of the *spiritual guardian* spell, but it carries a shield instead of weapons and can't attack. The guardian appears in an unoccupied space next to an ally of your choice within range and uses the Raise a Shield action, granting that ally a +2 circumstance bonus to AC until the beginning of your next turn or until your ally is no longer adjacent to the *spiritual guardian*. Each time you Sustain the Activation, the guardian moves to the ally, as long as the ally remains within range, and Raises its Shield, granting its bonus again until the beginning of your next turn or until your ally is no longer adjacent to the *spiritual guardian*. When the ally receiving the AC bonus takes damage beyond the 10 that's redirected to the guardian, you can use a reaction to have the guardian reduce damage for your ally even more by interposing itself further. When it blocks damage in this way, it reduces the damage your ally takes by an additional 20 (for a total of 30 damage reduced), but Dismisses the guardian, immediately ending the activation.

KNIGHT CAPTAIN'S LANCE

ITEM 13

UNCOMMON DIVINE ENCHANTMENT MAGICAL

Price 3,000 gp

Usage held in 2 hands; Bulk 2

The appearance of this beautifully crafted +2 *disrupting greater striking lance* changes to match the armor of its wielder. It has a cloth flag attached behind the lance point that displays whatever heraldry the wielder wishes.

If a cavalier with the Cavalier's Banner feat takes the *knight captain's lance*, it instead automatically displays the banner of their pledge.

Activate ◆ Interact; **Trigger** Your attack roll with the *knight captain's lance* is a critical success; **Effect** You raise the lance, inspiring those around you. Allies within 30 feet that can see you receive a +1 status bonus to their attack rolls and damage rolls for 1 round.

SHINING SHIELD

ITEM 10

UNCOMMON ENCHANTMENT MAGICAL

Price 1,000 gp

Usage held in 1 hand; Bulk 1

Kalabryenne Iomedar commissioned the first of these shields, which have become some of the Shining Sentinels' most valued equipment, replicated among these knights. A *shining shield* is a seemingly simple wooden shield (Hardness 6, HP 24, BT 12) with the Shining Oath engraved on the inside.

While raised, a *shining shield* moves itself to provide cover for your allies. If you have this shield raised and would provide cover to an ally against a foe by standing between them, the cover you provide increases one step. Thus, if you were to grant lesser cover, you grant standard cover instead; if you were to grant standard cover, you instead grant greater cover.

Activate command, Interact;

Frequency once per day; **Effect** You shout an oath to protect the innocent and weak, and the shield gives off bright light. All enemies in a 30-foot radius around you must attempt a DC 27 Will save, with the following effects.

Success The creature is unaffected.

Failure For 1 round, the creature ignores other creatures in the area and concentrates on bringing you down. The creature will still attack anyone preventing them from attacking you, uses tactics deemed most convenient to defeat you, and works with other creatures that confront you.

Critical Failure As failure, but the duration is 1 minute.

SWIFTMOUNT SADDLE ITEM 7

UNCOMMON COMPANION DIVINATION INVESTED MAGICAL PRIMAL

Price 360 gp

Usage worn saddle; **Bulk** 2

This sturdy leather saddle was designed to improve communication between mount and rider, allowing even inexperienced knights to command their mounts in battle. A *swiftmount saddle* grants a +2 item bonus to Nature checks made to Command an Animal for anyone who is riding the creature wearing it.

Activate Interact; **Frequency** once per day; **Requirements**

You're adjacent to the creature wearing the *swiftmount saddle* and could Mount it; **Effect** You Mount the creature wearing the *swiftmount saddle*.

UNDEAD COMPENDIUM ITEM 14

UNCOMMON DIVINATION MAGICAL

Price 6,300 gp

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

The best minds among the Magaambyan, Iomedaeen, and Pharasmin Knights of Lastwall joined together to create these small, leather-bound journals. While you're holding an *undead compendium*, the information it contains slips into your mind, granting you a +2 item bonus to Recall

Knowledge checks to obtain information about undead creatures.

Activate 10 minutes (envision, Interact; auditory, linguistic);

Frequency once per day; **Effect** You study the journal, focusing on a specific type of undead creature, and as the information fills the pages, you recite it aloud to your allies. Select ghost, ghoul, graveknight, lich, mummy, vampire, wight, or zombie. You and up to four allies that hear you read the information aloud during the activation gain a +2 item bonus on attack rolls and saving throws against that type of undead for the next 10 minutes. To benefit from the bonus, your allies must listen attentively and can't perform any other activities during the activation time.



SWIFTMOUNT SADDLE

UNDEAD SCOURGE

ITEM 7

UNCOMMON MAGICAL NECROMANCY

Price 350 gp

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

An *undead scourge* is a +1 striking disrupting dagger with a bluish-white metal blade that emits a faint glow. These used to be weapons of Pharasmin undead slayers only, but the slayers have since shared these daggers with the Knights of Lastwall.

Activate Interact; **Frequency** once per hour; **Trigger** You damage an undead creature with the *undead scourge*; **Effect** You disrupt the undead's connection to negative energy. For 1 minute, the undead damaged with the dagger can't be healed by negative energy unless the effect attempting to heal the undead first counteracts the *undead scourge's* effect, with a counteract level of 4 and DC of 25. Positive energy still has the usual effects on the undead.



WHISTLE OF CALLING

WHISTLE OF CALLING

ITEM 15

UNCOMMON CONJURATION MAGICAL

Price 6,300 gp

Usage held in 1 hand; **Bulk** –

A *whistle of calling* appears to be a simple brass whistle. It changes slightly in appearance depending on the type of creature to which it's attuned, depicting small carvings of hooves, feather patterns, claws, or other appropriate motifs.

Activate 10 minutes (Interact); **Effect** You blow the whistle at different tones in the presence of a companion or another allied creature willing to be your mount. At the end of the 10 minutes, the whistle is attuned to that creature. The whistle can be attuned to only one creature at any time, but you can attune it to a new one with another 10-minute activation.

Activate Interact; **Frequency** once per day; **Effect** You blow the whistle and the creature to which it is attuned teleports instantly from as far as 1 mile away to an unoccupied space within 30 feet of you. The whistle has no effect if the attuned creature is dead, on another plane, or outside the range.

SPELLS

Magic is a crucial tool in the war against the Whispering Tyrant. Whether used to soothe the wounds of allies, bolster combatants, empower spellcasters, or destroy the forces of evil, spells and the casters who wield them are invaluable allies and maintain a respected position among the Knights of Lastwall. The following pages feature new uncommon spells for every tradition and the Knights of Lastwall have access to all these spells. Additionally, any common spells are available to all characters, even if they aren't members of the organization. The rare spells are unusual even within the Knights of Lastwall, usually requiring a knight to perform a quest for a prominent spellcaster to learn them.

BUFFETING WINDS

SPELL 1

AIR **EVOCATION** **NONLETHAL**

Traditions primal

Cast ♦♦ somatic, verbal

Area 15-foot cone

Saving Throw Reflex

You release a quick burst of wind that batters your living opponents without causing them lasting harm, while also blowing undead away. The wind deals 2d4 bludgeoning

damage, which is nonlethal against living creatures. Against undead, the winds are more vicious, and the spell loses the nonlethal trait against such creatures. Each creature in the area must attempt a basic Reflex save. On a failure, undead creatures are also knocked back 5 feet (or 10 feet on a critical failure).

Heightened (+1) The damage increases by 2d4.

CONSECRATE FLESH

SPELL 3

UNCOMMON **GOOD** **TRANSMUTATION**

Traditions divine

Cast ♦♦ somatic, verbal

Duration 1 minute

Through the strength of your faith, your body becomes infused with holy energy. You have weakness 5 to evil. Any creature that touches or damages you with an unarmed attack or non-reach melee weapon takes 1d6 good damage. Your unarmed attacks deal an additional 1 good damage. Your healing spells that restore Hit Points restore an additional 1d4 Hit Points when you initially cast them; as normal, if your healing spell restores Hit Points more than once, grants fast healing, or the like, the additional Hit Points still only apply once.

Heightened (+3) Creatures touching you take 1d6 additional good damage, your unarmed Strikes deal 1 additional good damage, your healing spells restore 1d4 more additional Hit Points, and your weakness to evil increases by 5.

DANCING SHIELD

SPELL 2

UNCOMMON **EVOCATION**

Traditions arcane, divine, occult, primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 touched shield and 1 willing creature

Duration sustained up to 1 minute

You levitate the touched shield and orbit it around a nearby ally. When you Cast the Spell and Sustain the Spell, the shield uses the Raise a Shield action to protect the target creature.

Heightened (4th) If you have the Shield Block reaction, you can use your reaction to have the target shield use Shield Block when the target creature would take damage from a physical attack, in addition to the usual trigger. In this case, Shield Block protects the target creature, rather than you. Since the shield is using Shield Block and not you, additional effects or abilities that normally apply when you Shield Block don't apply.

DESPERATE REPAIR

SPELL 5

UNCOMMON **TRANSMUTATION**

Traditions arcane, primal

Cast ♫ verbal; **Trigger** A shield within range would be

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reduced to 0 Hit Points by a damaging effect; **Requirements** The triggering shield had more than 1 Hit Point before taking damage.

Range 60 feet; **Targets** 1 shield

You hold a shield together with the power of your magic, forcing wood and steel to fuse back together. The shield remains at 1 Hit Point and isn't destroyed. Its construction is weakened until someone takes the time to repair it, preventing *desperate repair* or a similar ability from saving the same shield until your next daily preparations.

DETECT CREATOR

SPELL 4

RARE DETECTION DIVINATION

Traditions arcane, divine, occult

Cast 10 minutes (material, somatic, verbal)

Range 1 mile; **Targets** 1 destroyed undead

Duration sustained

You examine the remains or spiritual residue of a destroyed undead creature to locate that undead's creator, perhaps a necromancer or vampire. If the creator is within range, you can sense the direction to them. If the creator is within 100 feet, you sense their presence within 100 feet, and the spell ends; you can't further home in on their location. If there's lead or running water between you and the undead's creator, this spell can't locate them. This spell fails automatically if the undead doesn't have a specific creator or the specific creator isn't on the same plane.

DIVIDING TRENCH

SPELL 3

UNCOMMON EARTH TRANSMUTATION

Traditions arcane, primal

Cast >>> material, somatic, verbal

Range 120 feet

Duration 1 minute

You dig an earthen trench across the surrounding terrain, which must be soil, clay, sand, or other soft earth, but not flooring or stone. The trench is 5 feet wide, 5 feet deep, and up to 15 feet long. You can shape the trench's path, but it must be one continuous line. You must conjure the trench in an open space so it doesn't pass through any creatures or objects. Creatures inside the trench have cover from creatures outside the trench, and creatures outside the trench have cover from creatures inside the trench. Particularly small creatures in the trench might have more cover against other creatures who aren't close to the trench's edge, and in turn, those creatures might have more cover against small creatures in the trench; the GM determines the amount of additional cover, if any. Entering or leaving the trench requires an additional 5 feet of movement but doesn't require any kind of check and isn't considered difficult terrain. At the end of the spell's duration, the trench disappears and all creatures in the trench remain in their spaces on solid ground.

Heightened (+2) The trench's maximum length increases by 15 feet.

EMPATHIC LINK

SPELL 2

UNCOMMON DIVINATION EMOTION MENTAL

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 willing creature

Duration 1 hour

You forge a bond between yourself and the target, enabling you to feel each other's emotions. You and the target can communicate empathetically, sharing emotions, at a distance of up to 1 mile.

Heightened (4th) You can target up to 4 willing creatures, and the duration increases to 8 hours.

ENHANCE SENSES

SPELL 4

UNCOMMON DIVINATION

Traditions arcane, divine, occult, primal

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

You enhance the target's senses. The target gains low-light vision, and all of the target's imprecise senses have their distances doubled. If the target already has low-light vision, they gain darkvision.

Heightened (+2) The number of targets increases by 1.

ERASE TRAIL

SPELL 2

UNCOMMON ABJURATION

Traditions primal

Cast >> somatic, verbal

Range 100 feet; **Area** 40-foot burst

You drastically reduce all signs of one specific creature's passage from the area, including footprints, handprints, dirt, and minor changes caused to the surrounding environment, like the bending of grass. The DC of checks to Seek or Search and discover such signs within the area gains a +4 status bonus or is equal to your spell DC, whichever is higher. This spell doesn't repair objects the creature damaged, return slain creatures to life, or remove objects or garbage left behind. It also doesn't prevent others from noticing that the creature's trail ends or begins abruptly outside the area. Finally, this spell doesn't hide the creature from sight or prevent them from leaving new signs of their presence after this spell is cast.

Heightened (+2) The range increases by 100 feet, the area increases by 20 feet, and you can remove all signs of 1 additional creature's passage from the area.

FORCED MERCY

SPELL 1

UNCOMMON EMOTION ENCHANTMENT MENTAL

Traditions divine, occult

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

You soften the target's blows, ensuring they avoid vital areas and cause no lasting harm. All physical damage dealt by the target to living creatures becomes nonlethal and all persistent bleed damage dealt by the target is reduced to 0. This effect doesn't incur the typical -2 circumstance penalty for nonlethal attacks with a lethal weapon or attack. An unwilling target must attempt a Will save. A willing target can choose to critically fail their saving throw.

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Critical Success The creature is unaffected.
Success The creature is affected for 1 round.
Failure The creature is affected for 1d4 rounds.
Critical Failure The creature is affected for 1 minute.
Heightened (4th) The range increases to 100 feet, and you can target up to 8 creatures.

LIFE PACT

SPELL 3

UNCOMMON HEALING NECROMANCY

Traditions divine, occult, primal

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** up to 6 willing creatures

Duration 10 minutes

Using your life force or spirit as a conduit, you bind the targets in a mystical pact. If one of the targets is about to take damage that would reduce it to 0 Hit Points, all other targets immediately lose 3 Hit Points and the triggering target regains a number of Hit Points equal to the Hit Points lost this way, just before taking the damage. If this healing is enough that the triggering target is no longer reduced to 0 Hit Points, they remain conscious. Once the triggering target has regained Hit Points from the other targets, the spell ends.

Heightened (+1) Increase the number of Hit Points lost by 1 for each target other than the one reduced to 0 Hit Points. The target reduced to 0 Hit Points regains that many additional Hit Points.

LOCK ITEM

SPELL 2

UNCOMMON ABJURATION

Traditions arcane, primal

Cast >> somatic, verbal

Range 30 feet; **Targets** 1 object held by 1 creature and the creature holding it

Saving Throw Reflex; **Duration** varies

One object held by a creature becomes fused to that creature's hand and can't be put down. To Disarm or Steal the item, the result of the skill check must exceed the spell's DC or the normal DC, whichever is higher. To voluntarily drop the weapon, the target must spend an Interact action rather than a free action, and then succeed at a Reflex save. On a failed save, the action is wasted, but on a success, they drop the item and the spell ends. An unwilling creature must attempt an initial Reflex save against *lock item*. A willing creature can choose to critically fail the saving throw.

Critical Success The creature is unaffected.

Success The creature is affected for 1 round.

Failure The creature is affected for 4 rounds.

Critical Failure The creature is affected for 1 minute.

Heightened (+2) You can target either 1 additional object held by the same creature or 1 additional object held by 1 additional creature.

MARTYR'S INTERVENTION

SPELL 3

UNCOMMON HEALING NECROMANCY

Traditions divine, occult, primal

Cast > verbal; **Trigger** A creature within range would take damage that reduces it to 0 Hit Points; **Requirements** You don't have the wounded condition.

Range 60 feet; **Targets** 1 living creature

You shield a creature in dire need with your own life force, taking the harm upon yourself to save their life. The target is reduced to 1 Hit Point instead of 0 Hit Points. All remaining damage that was prevented from harming the target creature is instead dealt to you. Both you and the target become wounded 1; targets who are already wounded increased their wounded value by 1.

PURIFYING ICICLE

SPELL 1

UNCOMMON COLD EVOCATION POSITIVE

Traditions divine, primal

Cast >> somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude

You evoke life essence into the form of water and freeze it, then launch the icicle at a foe. Make a spell attack roll. On a success, the icicle deals 2d6 piercing damage and 1d6 cold damage, and if the target is undead, the icicle deals an additional 1d4 positive damage. On a critical success, the target takes double damage and takes a -10-foot circumstance penalty to its Speeds for 1 round as the icicle lodges inside them before melting away.

Heightened (+1) The piercing damage and cold damage each increase by 1d6. The positive damage increases by 1d4.

RADIANT BEAM

SPELL 4

UNCOMMON EVOCATION GOOD LIGHT

Traditions divine, primal

Cast >> somatic, verbal

Area 120-foot line

Saving Throw basic Reflex

You fire a beam of blinding light from your outstretched hands. The beam deals 5d10 good damage. On a failed saving throw, a creature becomes dazzled for 1 round, or dazzled for 4 rounds on a critical failure.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *radiant beam* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the target.

Heightened (+1) The damage increases by 1d10.

SCOURING PULSE

SPELL 5

UNCOMMON EVOCATION LIGHT POSITIVE

Traditions arcane, divine, occult

Cast >> somatic, verbal

Range 120 feet; **Area** 10-foot radius, 60-foot-tall cylinder

Saving Throw Reflex

You inundate the area with concentrated positive energy, which scours away the stain of undeath. Each creature in the area takes 6d8 positive damage and must attempt a basic Reflex save. Creatures that fail the save also take 1d8 persistent positive damage. Creatures that take persistent positive damage from *scouring pulse* are wreathed in a heatless halo of light. They emit bright light in a 5-foot radius preventing them from being concealed; if the creature is

invisible, they're concealed while affected by *scouring pulse*, rather than being undetected.

Heightened (8th) The positive damage increases to 9d8 damage, and the persistent positive damage increases to 2d8. Creatures remain suffused in light for 1d4 additional rounds after removing the persistent positive damage.

SIGN OF CONVICTION

SPELL 3

UNCOMMON CONJURATION

Traditions divine

Cast ◆◆ somatic, verbal

Duration sustained up to 1 minute

You conjure the religious symbol of your deity into the air above you in the same space you stand in, wielding the power of your faith to smite your foes. This religious symbol is immobile, made of pure magical force, and can't be damaged. As long as you Sustain *sign of conviction*, you gain a +1 status bonus to AC and saving throws and are immobilized. The DC for any effect to force you to move out of your space (such as the Shove action) is equal to your spell DC or the normal DC, whichever is higher. If you stop being immobilized or are moved out of your space, *sign of conviction* immediately ends.

When you Cast the Spell and each time you Sustain the Spell, the religious symbol emits a blast of energy at a target within 100 feet. Make a spell attack roll that deals 2d10 damage on a success (see below for determining damage type) and double damage on a critical success. You can Sustain the Spell multiple times in the same round to emit an array of blasts.

If you worship a good deity, the spell gains the good and light traits, deals your choice of either fire or good damage, and emits bright light in a 20-foot burst. If you worship an evil deity, the spell gains the evil and darkness traits, deals your choice of cold or evil damage, and reduces the light level in a 20-foot burst to dim light if it would be brighter. If you worship a neutral deity, the spell gains the force trait and deals force damage.

Heightened (+2) The damage increases by 1d10.

SYNCHRONIZE STEPS

SPELL 1

UNCOMMON ENCHANTMENT

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 2 willing creatures

Duration sustained up to 1 minute

You link the minds of two targets, enabling them to move in tandem. When one of the targets Steps, the other target can use a reaction to Step. When one of the targets Strides, the other target can use a reaction to Stride.

Heightened (5th) The range increases to 60 feet, and you can target up to 10 willing creatures.

WALL OF VIRTUE

SPELL 3

UNCOMMON EVOCATION LIGHT

Traditions arcane, divine

Cast ◆◆◆ material, somatic, verbal

Range 120 feet

Duration 1 minute

You create a translucent wall of light, which draws power from the celestial realms. You create either a 5-foot-thick wall in a straight line up to 60 feet long and 10 feet high or a 5-foot-thick, 10-foot-radius ring with the same height. The wall sheds bright light for 20 feet on each side and dim light for the next 20 feet.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *wall of virtue* attempts to counteract the darkness.

Any creature that crosses the wall or is occupying the wall's area at the start of its turn takes 1d8 good damage and 1d8 positive damage.

Heightened (+2) The good damage increases by 1d8, and the positive damage increases by 1d8.



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CAMPAIGNS

Undeath is the broken mirror upon which life and death reflect at once. The vacant nothingness within ambulant skeletons who mindlessly repeat basic tasks can also be found in laborers working the same dull jobs day after day. The rotting faces of zombies, soullessly shambling toward unattainable gratification, resemble those who've lost their hopes and dreams to life's hardships. Haunted spirits forever dwell on that which meant more to them than life itself, their obsession all that remains of the bright soul that once drove them. The Gravelands teem with reminders of the dangers of misspent lives and the legacy they can leave behind on the Material Plane.

Only the Knights of Lastwall look forward to deployment to the Gravelands. Whereas others who face undeath hope never to set eyes upon such mockery of life again, the Knights of Lastwall charge headlong toward it. They risk life, limb, and legacy, facing horrors capable of perverting their bodies and souls. "If we don't come for them," the Knights of Lastwall believe, "they will come for us all."

The Knights of Lastwall fight to destroy the undead hordes unleashed by the Whispering Tyrant, Tar-Baphon, and to rout his cultists, the Whispering Way. Because every life lost in the Gravelands is one more soldier in the

Whispering Tyrant's undead army, Knights of Lastwall dedicate their lives to doing all they can to stop him. If the day comes that they fall, they wish to die knowing the damage they did in life outpaces the atrocities their animated bodies might do in death.

Some say the Knights of Lastwall know no fear. That's wrong. Knights of Lastwall know constant fear. Months in isolation surrounded by unliving nightmares can break even the most devout crusader's spirit. As a result, the Knights of Lastwall monitor their mental well-being as much as their physical safety. Peppered throughout the Gravelands are crusaders sitting in circles, sharing. They talk about the world they left behind, and the one they hope to return to. They express how the abominations they've faced make them feel. They smile together. They cry together. The bonds they form reinforce that they're stronger together, and that they must take care of one another.

This is also why Knights of Lastwall can be found away from the new Shining Crusade. The knights can't afford to be overwhelmed by constant deployment; a tired or wounded mind puts a capable body at risk. However, allowing soldiers to take leaves of absence would dangerously thin their ranks. Instead, the organization seeks out talent exchanges. Neighboring and distant

nations see value in expanding their military's experience to include fighting undead and in testing the mental fortitude of their soldiers in the face of new heights of terror. Commonly, one or two knights in need of rest travel to these nations to join their forces as advisors, instructors, or strategists. In exchange, the nations send a battalion of capable troops to patrol lower-threat areas under strict supervision of the knights.

Diplomatic missions also present opportunities to leave combat behind. Although known for their missions in the Gravelands, the Knights of Lastwall deploy throughout the Eye of Dread and beyond. In the northern lands, sometimes collectively called Belkzen, the local orc population turned from enemies to an unknown quantity. Before the knights can trust the orcs wholly as allies, their intentions must be investigated. To the west and the south, nations including Molthune, Nirmathas, and Oprak represent the best opportunities for the knights' supply chains. These nations must be convinced that the Shining Crusade is a worthy investment of their resources. To the east, Ustalav is already plagued by undead and has little to offer in return for the help of the Knights of Lastwall. Some strategists feel sending aid to Ustalav requires assets the organization doesn't have. Suggesting mercy missions to help Ustalav sparks debates about balancing virtue and realism.

Outside the Eye of Dread, assignments take on a different tone. Nations beyond the immediate impact of Tar-Baphon's return might have to be persuaded that the Whispering Tyrant affects them. Engorged with propaganda and national pride, some countries need convincing Tar-Baphon even exists. Chivalry can teach diplomacy, but many Knights of Lastwall would rather face a vampire in a drinking contest than have to convince supposedly reasonable citizens that water is wet.

Knights of Lastwall dedicate their lives solely to the betterment of the world. No rank boasts personal accomplishments. No behavior gets rewarded beyond participation in the Shining Crusade, with an exception for the enlistment of new recruits. The organization's devotion to Iomedae begins and ends with devotion to justice and honor, with no religious filibustering obscuring the Lady of Valor's areas of concern. When Tar-Baphon's armies of undead rise up, the Knights of Lastwall march forth.

BEYOND KNIGHTS OF LASTWALL CAMPAIGNS

Knights of Lastwall are heroes through and through, though playing a Knight of Lastwall doesn't necessarily require being part of a knight-related campaign. Knights of Lastwall characters can be part of most any adventuring party. A knight is likely to join with an allied group, such as the Magaambya or the faith of a good deity like Sarenrae or Torag. The knight could travel down to the Magaambya in hopes of learning magical techniques to take back to the Gravelands or to help out an allied faith in their time of need.

Alternatively, a knight might have left the organization to seek out other opportunities due to an injury, change of outlook, or other reasons. Such knights might join a different organization like the Pathfinder Society or a local authority group like the Eagle Knights as their next step in life. They might even become adventurers, freelancers, or mercenaries, living an independent life, but still holding to their ideals and values from their days as a knight.

Knights might have a more difficult time with less scrupulous groups. Joining up with the likes of Firebrands or even outright thieves and liars can lead to tension for a Knight of Lastwall. Many knights live to do good and can end up clashing with immoral party members. Depending on the situation, however, a knight might be right at home with breaking the law. While working to thwart an evil tyrant, a knight might go against the established rules to spread good through the region. A good knight isn't necessarily a spoilsport, and many knights are willing to look the other way to help further the causes of good in the long run.

MISSIONS BEYOND THE GRAVELANDS

Rarely, Knights of Lastwall deploy on pilgrimages, long-term missions with a great deal of independence and only vague goals.

Three tenets define a pilgrimage.

- A pilgrim raises awareness of the threats of Tar-Baphon.
- A pilgrim gathers intelligence on local Whispering Way activity.
- A pilgrim exemplifies the virtues of the Knights of Lastwall.

Beyond these tenets, keeping a journal, and writing progress reports, pilgrims operate autonomously.

Some pilgrims establish a base of operations in a remote, troubled area. Acting as self-appointed sheriffs and spiritual advisors, these pilgrims hope to influence those around them through heroic example and to dissuade violence with their presence. Once the locals develop fighting spirits worthy of Iomedae, the pilgrim moves to the next troubled land that needs them.

Other pilgrims take on personal crusades. They seek out morally upstanding adventurers to work with in the fight against evil. Spoils get shared with the Shining Crusade. Fame means a larger audience through which to spread the organization's message. When the pilgrimage ends and the knight must return to the crusade, the bonds they formed with their fellow adventurers often turn allies into new recruits, or at least trustworthy swords and spells for hire.

One group in particular with which pilgrims often cross paths is the Pathfinder Society. World-spanning, brave, and devoted to a cause, Pathfinders might not be completely virtuous, but they're reliable. Neither the Knights of Lastwall nor the Pathfinder Society prohibits membership in both organizations, though some knights are leery of the temptation of short-term goals for which the Society is known. As long as a pilgrim truly believes what they do adheres to the three tenets of pilgrimage, a Knight of Lastwall might become a Pathfinder.

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THE GRAVELANDS



Lastwall, the nation of honorable crusaders tasked with protecting the world from a terrible evil, failed in its charge. The Whispering Tyrant broke free and devastated Lastwall's capital while his agents committed murder, arson, and worse to spread terror and death throughout the land. They broke Lastwall, and the Gravelands replaced it. The history of the region is thus necessarily split in two: the crusader nation of Lastwall as it existed until 4719 AR and the recent devastation called the Gravelands.

Lastwall was a land of surprising bounty. Bordered by the Tourondel River to the south and the Path River to the north, it boasted rolling fields and ranch lands. The northern portion of the vast and impenetrable Fangwood Forest stretched into western Lastwall, shielding the bountiful land from the rougher western badlands that formed the border with the orc nation of Belkzen. Foresters and lumberjacks drew from the abundance of the Fangwood, but only along its borders; the woodland quickly becomes tangled and wild with strange monsters and even stranger fey within. The ranchers, farmers, and orchardists of eastern Lastwall

lived a relatively idyllic existence and could focus on working their land, breeding horses, and providing anything else the crusaders who guarded them might need. Lake Encarthan contained fish and other resources in abundance, and many travelers and traders plied its coasts. Life was often harder on the inland borders due to active skirmishes with Belkzen to the north and northwest and the occasional dangerous monster along the border with Ustalav to the north. Otherwise, most residents of Lastwall had a comfortable life.

The bounty came at a staggering cost. Lastwall formed almost 900 years ago in 3828 AR. At that time, the land had been ravaged by the devastations of the lich Tar-Baphon, called the Whispering Tyrant, but crusaders from across the Inner Sea region—chiefly an order called the Knights of Ozem—flocked to oppose him. This time of glorious heroics was called the Shining Crusade. During a pivotal battle, the Whispering Tyrant shattered a magical shield wielded by the crusader's general, and a fragment of the holy shield burned within the palm of the lich's hand. He retreated into his fortress Gallowspire, and the crusaders sealed him and his minions within it. The crusaders vowed to watch over the wizard-king's prison for all time and formed the nation of Lastwall to fulfill this oath. Though the Whispering Tyrant was imprisoned, the orc hordes he



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commanded in Belkzen remained. Lastwall's crusaders soon found themselves in a drawn-out war against them. Great fortresses like Castle Everstand and Castle Firrine arose during these times, and great crusader cities of Vigil and Vellumis flourished under the firm, but fair, governance of the Knights of Ozem. A measure of peace and bounty came to Lastwall, remaining for centuries.

The imprisoned Whispering Tyrant learned of a connection between the magical shield fragment in his hand and the other pieces, kept as relics of the Shining Crusade by the complacent champions of Lastwall. The Whispering Tyrant had several agents in the nihilistic death cult called the Whispering Way to work his ill intent on the outside world and he commanded them to steal these fragments and plant them in key positions. Over the dreadful summer of 4719 AR, the Whispering Tyrant overloaded six of the fragments with magical power, creating a monumental blast of mixed positive and negative energy called the *Radiant Fire*. He used this power to obliterate key targets, including the capital of Vigil and Gallowspire itself, so he could walk free at last. Great heroes denied him the *Radiant Fire* and drove him back to his lair on the Isle of Terror, but Tar-Baphon still hungers for domination over the region that was once his.

However, the Whispering Way didn't remain idle while its leader destroyed strategic targets with the *Radiant Fire*. Well-coordinated arsons, combined with summer heat, created devastating fires across Lastwall. Meticulously

planned assassinations ensured the crusaders were hindered in their response. The Whispering Way poisoned crops, unleashed plagues, and loosed undead in unprecedented numbers to terrify the countryside. The nation's leader, Watcher-Lord Ulthun II, fled to Absalom, and many surviving knights fled to the port city of Vellumis to evacuate the nation. Thousands were left abandoned in lands crawling with undead.

The bounty of Lastwall is gone—the land blighted and sickly in many places, tainted by necromantic rituals the Whispering Way now openly performs. Each isolated farmstead and walled city the dead overrun simply adds more bodies to their rotting hordes.

This time, however, the orcs aren't on the Whispering Tyrant's side. Orcs can raid freely in the nation that stopped their hordes for generations, but the undead pose as much a menace to them as to humans. The leaders of Belkzen at first rebuffed and then outright refused the Whispering Tyrant's demand to join him as they'd done a millennia ago. He was enraged by this betrayal. Only a few orc and goblin bands have sworn fealty to the Whispering Tyrant and enact his will in the Gravelands.

Prior to Lastwall's fall, the nation had strong ties with the distant nation of Taldor and the neighboring countries of Nirmathas and Ustalav. Taldor has long been on a slow decline into decadence, but stories of bygone glories still thrill their courts, and the stories of the Shining Crusade are among the best memories in

IMPORTANT PEOPLE

The following are some of the allied inhabitants of the Gravelands who aid the Knights of Lastwall.

Beroldim (LG male dwarf mortician 11) This fastidious dwarf came from Highhelm with a specific mission. He'd heard of the uncounted dead found beneath the castle of Hammer Rock and he knew that hundreds of unknown dwarves who'd died in the Shining Crusade could be among the dead there. He came with a company of resolute dwarven mercenaries to reclaim the fortress. Each day, Beroldim and his assistants bring their genealogical

the fading empire. The rangers of Nirmathas weren't as disciplined as the crusaders, but their zeal at fighting evil was just as strong, and the two nations saw eye-to-eye on many matters. Although Lastwall bordered Ustalav, there was little overland travel between the two nations; Ustalav's border province, Virlych, is a desolate, mountainous region haunted by undead and still poisoned by the Gallowspire's lingering evil. The people of Ustalav shunned the region, and many were glad that Lastwall took on the responsibility of patrolling it for dangers on their behalf.

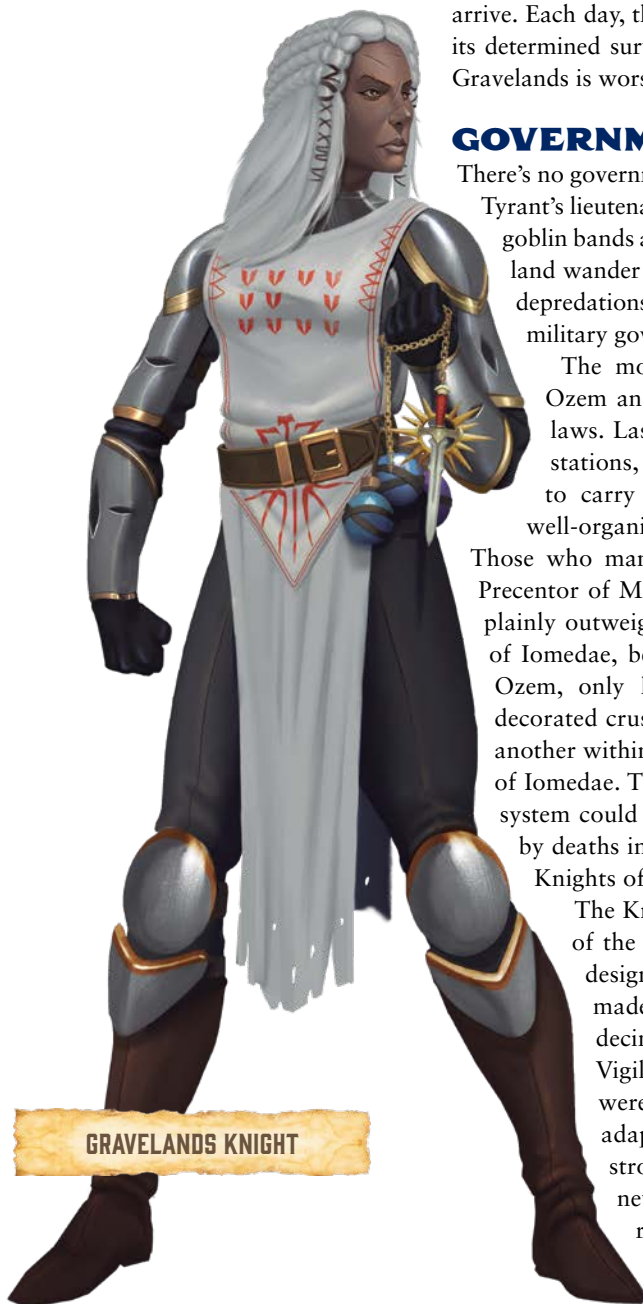
Survivors in the Gravelands rely on these alliances more than ever. Support and supplies are desperately needed, and the foreign nations that once purchased Lastwall's grain and livestock are now slow to provide with aid. The crusaders who remain—now calling themselves the Knights of Lastwall—walk a delicate balance of pleading with old allies and showing strength against the evil loose in their nation. Today, the most aid comes from Absalom, where Watcher-Lord Ulthun II has inspired the wealthy and influential in that city with tragic tales of being a leader in exile. Absalom is far from the Gravelands and the assistance, though significant, is slow to arrive. Each day, the Gravelands become more infested with evil as more of its determined survivors are transformed into undead. The situation in the Gravelands is worsening, and hope is the commodity in shortest supply.

GOVERNMENT

There's no government at all across most of the Gravelands. The Whispering Tyrant's lieutenants might coordinate undead hordes or send loyal orc and goblin bands against key targets, but most of the malevolent forces of the land wander freely and leaderless. The only leadership to oppose these depredations is that of the Knights of Lastwall, which has replaced the military government of the Knights of Ozem.

The most obvious differences between the fallen Knights of Ozem and the new Knights of Lastwall are in their approach to laws. Lastwall was oppressively bureaucratic and legalistic. Way stations, travel papers, magical marks demonstrating a right to carry weapons, and more showed the crusaders wanted a well-organized society along the lines of a rigid military hierarchy. Those who managed to foil or sidestep the bureaucracy, such as the Precentor of Magic Veena Heliu, succeeded only when their raw talent plainly outweighed their disruption of traditional systems. The church of Iomedae, being no less formal and organized than the Knights of Ozem, only lent further bureaucratic hierarchy to the nation. A decorated crusader might have one rank within the Knights of Ozem, another within the nation's civil government, and a third in the church of Iomedae. This complicated structure was viewed as a benefit as the system could easily elevate lower-ranking people to fill vacancies left by deaths in the field, even across organizations. The best talent, the Knights of Ozem believed, would rise to the nation's top positions.

The Knights of Lastwall jettisoned much of the rigid hierarchy of the Knights of Ozem, primarily due to necessity—a system designed with a complicated network of oversight and operation made no sense after a significant majority of its people were decimated in mere weeks. This collapse was hastened upon Vigil's destruction, where so many of the nation's leaders were wiped out at once; a leadership structure that could've adapted to keep order simply was no longer there. There was strong resistance within the Knights of Lastwall to forming new chains of reporting; individual groups needed to remain flexible enough to handle zombie incursions one day, civilian evacuations the next, and targeted attacks against undead-held fortifications on the third. Most



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knights worry that a rigid command structure would prevent them from handling their tasks. While some look forward to a day when Lastwall is reclaimed and the organization's ranks can become more solidified, most knights now realize what a detriment the nation's convoluted bureaucracy had become.

Outsiders believe two branches of the Knights of Lastwall—the Crimson Reclaimers and the Shining Sentinels—pose a dangerous rift in control of the order. Internally, the schism isn't nearly as worrying. The two groups are led by a mother and daughter with a strong relationship, and their members aren't much different in their outlook. Both groups hope to restore the nation of Lastwall and put an end to the undead plaguing its lands; they simply differ on methods. Other, smaller factions in the Knights of Lastwall benefit from the apparent schism, as they can freely pursue their own goals and get support from other members. None of these factions are currently led by deceitful opportunists who might play sides off each other to advance their own aims, but the possibility is there.

GAZETTEER

Most of the Gravelands is a wasteland, overrun with wandering hordes of undead. The living citizens cluster in crumbling strongholds or on remote farms, doing their best to avoid attention. Key locations in the Gravelands are as follows.

Arwyll Stead: This small mining town far to the north of Lastwall, near the border of undead haunted Virlych in Ustalay, shouldn't have survived Lastwall's fall. Yet it still stands, and its smiling citizens welcome travelers with cautious glances to the surrounding hills, insisting the mines are safe shelter if the undead come near. This cheery welcome is all a ruse; no living people remain in Arwyll Stead. Its citizens are all shapeshifting undead led by **Habaak Skinmold** (LE totenmaske [*Pathfinder Bestiary* 2 262] illusionist 13). They lure incautious travelers into the blood-soaked mines for gruesome slaughter.

Bastion of Light: This temple to Sarenrae is located near the ruined town of Roslar's Coffin. It has changed hands many times between orcs, monsters, and Whispering Way cultists, but it's currently occupied (and fortified) by Sarenite orcs led by the pious **Uirch** (CG male orc warpriest 10). Uirch and his band split their focus between restoring the Bastion of Light to its former glory and hunting undead who come near their new home.

Castle Everstand: One of the two principal fortresses that once guarded the Belkzen border, Castle Everstand has perhaps the strangest origin of any castle in the Inner Sea region. In the summer of 4517 AR, Sergeant Strom Gauntwood was faced with annihilation: the orc berserkers converging on his position at the Kestrel River outnumbered his troops ten to one. Making a desperate gamble with a *deck of many things*, Strom drew the card to conjure a mighty keep on the bluff overlooking the river. The impromptu fortification allowed his men to hold the line until reinforcements arrived. Gauntwood descendants commanded the fortress, eventually named Castle Everstand, for two centuries until Lastwall fell to the Whispering Tyrant. The castle was abandoned in 4719 AR after a sudden assault by masses of undead that overwhelmed residents. The attack, combined with the disappearance of the castle's

ledgers and counting boards into Fallowdeep to toll the dead. He doesn't mind working among corpses, but recent skittering noises give him pause.

Cablin the Golden (NG agender aasimar human trader 5) Cablin operated a general store in the small town of Thamben's Ford and was known to provide a discount in exchange for a good story. When a horde of ghouls depopulated the next town over, the residents of Thamben's Ford fled. Cablin gathered his goods into a large wagon and, instead of heading south to Vellumis with everyone else, headed north to help those who stayed behind. A gifted storyteller, Cablin shares messages of hope as well as tools, food, and news.

Deelgeen (N female halfling chaplain 8) A Pharasmin who served Chap "Old Man" Dortrot for decades,



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Deelgeen is just as much a fixture of Dortrot Ranch as are its stables and paddocks. When fires raced across the lands, she did what she could to put them out but was left with severe scarring that even her magic couldn't cure. She sees to the ranch hands who defend Dortrot Ranch and provides much-needed assistance against undead who threaten them.

Ebnet Gurge (NG female human warden 5) Chief warden of the now-destroyed village of Valdar, Ebnet lead her fellow townspeople from the undead hordes to the temporary safety of Castle Everstand. The castle wasn't much of a refuge, as undead led by a lofty Daughter of Urgathoa breached the gates and magically forced Ebnet to start murdering her former neighbors. She regained control of her senses as the townspeople fled onto a rescue boat but noticed the fear in their eyes and hated herself for what she'd done. She now roams the Gravelands alone, hunting undead.

Edolina Gauntwood (LG female human cavalier 9) This scion of the honorable Gauntwood family would make an excellent Knight of Lastwall were she not twisted with bitter hate toward the organization. She's the eldest daughter of Captain Thaum Gauntwood, the last commander of Castle Everstand, and she blames the Knights of Lastwall for not securing the castle when it sat empty for a year. She fervently believes the castle contains clues pertaining to her father's mysterious disappearance just prior to the destructive *Radiant Fire* but has been unable to overcome the undead that have recently occupied the castle.

Hendle Dortrot (LN male human rancher 6) is the last scion of the Dortrot ranching empire. Hendle oversees his surviving ranch hands in the hastily fortified complex of the

captain, Thaum Gauntwood, led to the fall to Tar-Baphon's forces. The Knights of Lastwall seek to reclaim the keep in the future, but for now, their focus remains elsewhere.

Castle Firrine: Constructed on an upthrust of land where the Esk and Kestrel River meet, Castle Firrine has long been a supply station and field hospital for crusaders battling Belkzen forces. Unable to keep the fortress supplied, the crusaders abandoned it shortly after Lastwall fell, and they removed the many icons of Iomedae and Gorum once housed there. Now, none live within the abandoned fortress beyond rats. Across the Kestrel from the castle is a lonely lighthouse atop a half-collapsed earthworks hill dating from the Shining Crusade. Naderi's Bastion, as the lighthouse is called, sometimes shines its light across the river onto Castle Firrine.

Dortrot Ranch: Once one of Lastwall's finest horse ranches, Dortrot Ranch provided steeds for Lastwall's cavalry for generations. Sweeping fires across the plains did far more damage than the undead, burning herds alive in their fenced paddocks. The residents of the ranch have come together under the family's last surviving scion, **Hendle Dortrot** (LN male human rancher 6), and a Pharasmin named **Deelgeen** (N female halfling chaplain 8). They've turned the ranch house and surrounding buildings into a survivalist compound to keep nearby zombies and vampires at bay, but their resolve and stores of horse meat are both wearing thin.

Hallein Town: This rough-and-tumble community on the Path River used to be entirely focused on mining salt from the Virlych hills and trading it with river merchants, but when the traders stopped coming, the townsfolk were left to fend for themselves. They narrowly avoided destruction at the hands of an overconfident skultaker, which gave the people the necessary courage to claim independence. The inaccessible hills surrounding the town keep most roving bands of undead away, and the townspeople converted much of the space to grow crops such as asparagus, garlic, mint, and cranberries. Alchemists created several concoctions from salt, garlic, and other herbs that effectively deter many types of undead but have yet to share their formulas with others.

Hammer Rock: The crusader castle known as Hammer Rock was built on a dwarven fortress called Glerhadrang, which itself was built atop a sprawling subterranean complex called Fallowdeep. Fallowdeep is a repository for tens of thousands of preserved corpses harvested from the battlefields of the Shining Crusade, set aside in case the Whispering Tyrant needed to animate an army at a moment's notice. He blasted Hammer Rock with the *Radiant Fire* to recover his gruesome stores, only to find the fractious custodians had devolved into infighting since Fallowdeep was sealed away. Surprisingly, the dwarf-built and crusader-reinforced castle survived the attack, though the landscape around it is blasted and lifeless. A company of dwarves under the command of **Beroldim** (LG male dwarf mortician 11) holds the castle and catalogs the dead in Fallowdeep.

Northern Fangwood: Although Lastwall has undergone dramatic changes in becoming the Gravelands, anyone deep inside Fangwood might never know the difference. The wood has always been tangled and impenetrable, filled with primal magic and rifts to the First World. Seven hundred years ago, a handmaiden to the ageless fey ruler Gendowyn imprisoned her mistress and infected the forest with a creeping plague called the Darkblight. The Darkblight twisted plants and fey alike into monstrous and hungry forms, making the Fangwood actively hostile to mortal visitors. Though Gendowyn



is now free and most of the Darkblight cured, pockets of malevolence remain, and so Fangwood isn't much safer than it was in past centuries. Perhaps the greatest danger in northern Fangwood is Zedoran, an immense and ancient green dragon lairing in the forest.

Roslar's Coffe: This small community on the border between Lastwall and Nirmathas was once filled with hardy frontier folk who diligently worked the land. The village's isolation was the primary factor in its destruction; when the Whispering Tyrant sought a good location to test his *Radiant Fire* far from the crusader's eyes, he destroyed the entire hamlet. A strange, poisonous fog clings to its ruins, and the only place of safety is the nearby Bastion of Light.

Three Pines Ford: Situated on the Tourondel River's north bank mere miles from the nation of Nirmathas, Three Pines Ford was long the chosen site of diplomatic negotiations between the two nations. Now, it's the staging point of many Nirmathan rangers who have come to Lastwall's aid. The rangers provide an abundance of food and clothing, though they have little else to offer; they nevertheless see the value in assisting those who fight against the undead massing at their border.

Vaishau: Vaishau was once one of the Whispering Tyrant's forts, protecting the road to Gallowspire. It fell to the knights of the Shining Crusade centuries ago, but its tainted water, freezing winters, and toxic natural gas vents made it impossible to hold. The knights leveled the fortress and salted the ground with powdered silver and cold iron to prevent undead from retaking it. It nevertheless harbors incorporeal undead who are drawn to something buried deep beneath the ruins. A trio of dread wraiths who crave a higher position in the Whispering Tyrant's favor have been doing their best to whip these spectral undead into a small army, with dreadfully effective success.

Dortrot manor and outbuildings. He's always interested in more help to repel the zombies and vampires that plague his lands, and he hopes to restore his family's dwindling line of Lastwall palfreys and Dort chargers.

Janatimo (CG male half-elf bard 13) is a lore-speaker of the Magaambya academy of magic and head of the school's branch responsible for training storytellers and inspirational orators. Never one to remain at the academy in the Mwangi Expanse for long, Janatimo was one of the first people to come to Vellumis to offer aid to the fallen nation. He's responsible for bringing other Magaambyans to the Gravelands to erect magical wards and provide sustenance and courage to refugees. He travels between Nantambu and the Gravelands, trading knowledge and magic between the two.

Malacaih Quentin (LN male human lighthouse keeper 7) is a retired soldier and keeper of Naderi's Bastion, a lighthouse across the Kestrel River from Castle Firrine.

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A devout adherent of Arazni since she overwhelmed him with her majesty during Lastwall's final days, this elderly man has maintained his vigil even as Castle Firrine emptied and undead infested the land.

The undead don't come near the lighthouse, perhaps due to some protection by Naderi, goddess of tragedy. Malacaih doesn't understand the nature of this protection but he offers rest and respite to travelers.

Edolina Throsk (LN female human ex-knight 10) was a well-connected and wealthy Knight of Ozem posted in Three Pines Ford. The Whispering Way kidnapped her husband and children to force her into murdering several important Nirmathan delegates, but heroes rescued her family before she could fulfill the demands.

Magdelina was stripped of her knighthood though not her wealth. She has become a fervent hunter of the Whispering Way, and anyone

Vellumis: The largest and most cosmopolitan city in Lastwall was always the port city of Vellumis. Its whitewashed buildings, shining arches, and elegant spires loomed high over its expansive docks jutting into Lake Encarthan, presenting an image of beauty and purity to visitors. That beauty is now stained with soot from fires set by the Whispering Way and splashed with the blood of innocents murdered in the streets. Almost immediately after the *Radiant Fire* destroyed Vigil, Vellumis became the embarkation point for fleeing refugees. The few leaders remaining in the nation congregated here, doing their best to coordinate relief efforts. Unsurprisingly, Vellumis is where the Knights of Lastwall have their strongest presence in the Gravelands, and they work hard to keep this city free of undead, Whispering Way saboteurs, and shady opportunists.

Vigil: The capital of Lastwall was almost wholly destroyed by the *Radiant Fire* detonation in Castle Overwatch at the heart of the city. Most buildings were leveled, though a few ballista towers, once part of the city walls, still stand. These lonely towers now look out over the rubble haunted by ghosts of the slain. Several subterranean structures survive beneath Vigil, including the ossuaries beneath the Cathedral of Sancta Iomedaea and a shrine to Arazni called the Redoubt of the Red Crusader. As this redoubt is one of the most intact and defensible areas within Vigil's ruins, the Knights of Lastwall are keen to reclaim it—unfortunately, a wrathful draconic creature called **Grimquill** (LE male peluda [*Bestiary* 2 196] wyrmwraith [*Pathfinder Bestiary* 3 296] 15) repels the living and undead alike.

PEOPLE

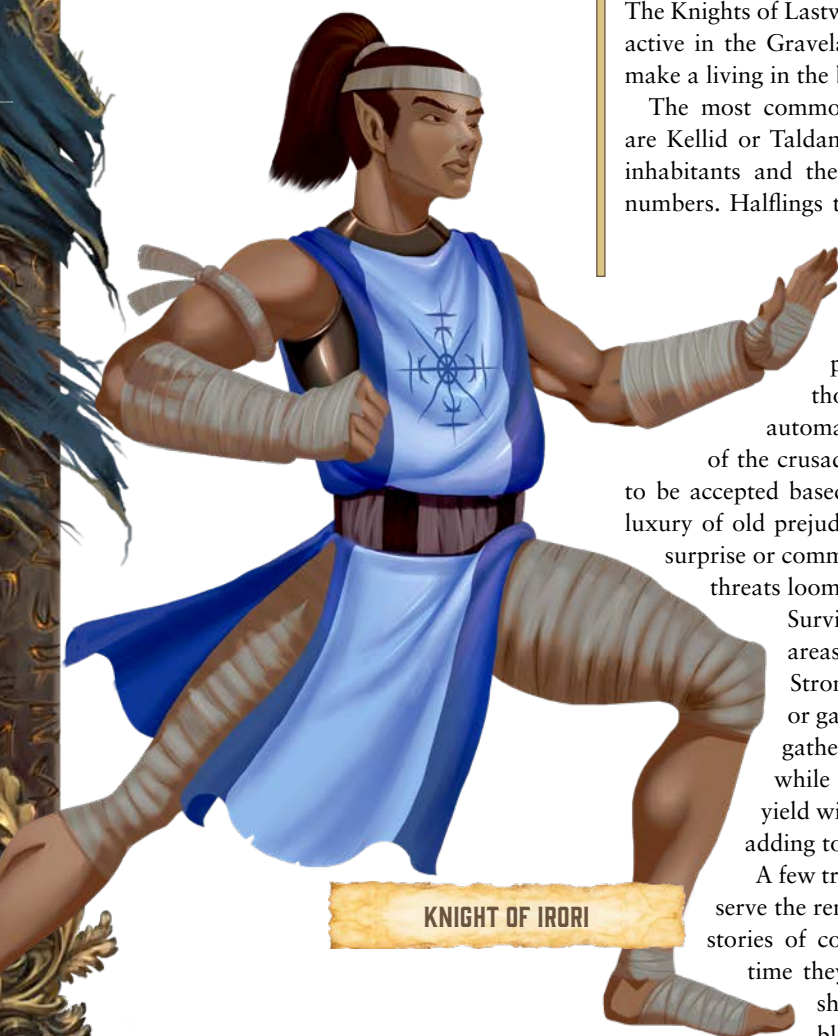
The Knights of Lastwall are the best-organized and most-encountered people active in the Gravelands, but there are other survivors doing their best to make a living in the blighted region.

The most common ancestry was, and remains, human. Most of them are Kellid or Taldane, with the former descended from the land's original inhabitants and the latter arriving during the Shining Crusade in great numbers. Halflings tend to congregate wherever there are humans, and in

Lastwall, they generally took roles as squires, camp cooks, or field assistants. Like Kellids, dwarves have been present in the region for thousands of years and are thus also common. Orcs and half-orcs are present due to Lastwall's repeated contact with Belkzen, though orcs formerly received poor treatment as they were automatically assumed to be spies or traitors. With the demise of the crusader leadership, orcs and half-orcs are much more likely to be accepted based on their actions, as the Gravelands doesn't have the luxury of old prejudices. Other ancestries are uncommon enough to evoke surprise or comment, but all types of people are welcome when a greater threats loom.

Survivors in Lastwall generally cluster in or near fortified areas: walled towns, old castles, mines, and similar structures. Strongholds positioned close to natural resources, like rivers or game trails, are the safest, but hunting, farming, fishing, or gathering wild berries is never free of danger and best done while the sun is bright. The fact that the land produces less yield with each passing year worries the hardscrabble survivors, adding to their fear of the wandering undead.

A few travelers and traders still venture across the Gravelands to serve the remaining small communities. All of them have whispered stories of coming across a homestead that was occupied the last time they came through, but which now is the domain of the shambling dead or abandoned with wide-open gates and blood-splashed doors.



KNIGHT OF IRORI

Prior to Lastwall's fall, most religious people in the nation worshiped Iomedae (other battle-minded faiths, such as those of Torag and Gorum, also saw worship, albeit in smaller numbers). While Lastwall wasn't a theocracy, Iomedae's church was the most powerful among these faiths, with members of the clergy also serving in the military and government. When the government of Lastwall fell, the church's hierarchy crumbled apart too. Although Aylunna Varvatos remains the highest-ranking priest of Iomedae in Lastwall, she doesn't stand on ceremony or titles. Other faiths have since blossomed in the Gravelands because divine magic of any kind is particularly potent against the undead and because faith provides many with comfort when hope is thin. Followers of Pharasma, Ragathiel, Sarenrae, and Shelyn are now at least as common as Iomedaeans.

CULTURE

The Chelaxian diva Quendle Strikrunner once famously quipped, "If you don't count military marches, Lastwall has no culture at all." This statement isn't an entirely fair criticism, but there's no denying that Lastwall's culture has a decidedly militaristic slant. Military marches and Iomedaeen battle hymns are among the most popular music, and fashion that doesn't bear a passing resemblance to a military uniform doesn't remain popular for long.

Literature and performing arts, like operas and plays, most often commemorate past victories or tragedies. Since many in Lastwall consider their greatest days to be those of the Shining Crusade, literature is often set in this historical period. Books, plays, and poems that date from the crusade remain perpetually popular due to their association with that period, regardless of literary merit.

Festivals and celebrations formed a large part of Lastwall's culture, and those who remember the fallen nation work to honor these festivities. Unsurprisingly, most of these celebrations were commemorations of military victories. The many victories of the Shining Crusade—particularly Sealing Day, which commemorates the sealing of Gallowspire with the Whispering Tyrant and his minions inside—have been celebrated for 900 years. More somber days, such as the Day of Red Rest, when Arazni's corpse was brought to the capital to lie in state, are also remembered. Celebrations have morphed over time to honor living veterans who served with honor and distinction. Remembrances honor those crusaders who gave their lives in service to the nation's defense. Local events since the Shining Crusade have also inspired holidays. The Whiteblade Festival was one of Vigil's most festive celebrations and began as a remembrance of a bloody period of civil unrest. A century ago, a revolutionary Iomedaeen priest attempted a coup in the Whiteblade War. The coup was remembered every 10 years as a time to cherish fallen friends and put aside grudges that might grow into betrayal.

There aren't enough people left in the Gravelands to hold large rallies or parades, but a family huddled on a failing farm might light a few candles to celebrate, or a group of knights in the field might share memories of celebrations from bygone years. There's talk of creating a somber day called the Last Watch to remember the destruction of Vigil and the many lives lost with it, but for most residents of the nation, that loss is too recent and too heartbreaking to devote a holiday to it.



EOLINA

associated with the cult, with a tendency to attack with little proof or provocation. She sometimes ranges far from Three Pines Ford to follow up on rumors of cult activity.

Uirch (CG male orc warpriest 10) A member of the Burning Suns, a group of good-aligned Belkzen orcs who fanatically follow Sarenrae, Uirch was unwelcome in Lastwall. Alignment mattered less than ancestry to many of the crusaders, who couldn't see an orc as anything but an enemy. With Lastwall gone, Uirch returned to the Bastion of Light, a place he'd slipped across the border to see when the vicious Twisted Nail orcs threatened nearby Roslar's Coffin. This time, Uirch has brought several like-minded kin with him, and they work hard to restore the Sarenite temple.

Rovan Ysdane (NG agender dhampir human ranger 6) The child of a pairing between a now-slain vampire from Ustalav and a Varisian traveler, Rovan had a difficult time dealing with their undead lineage during their early years. They channeled that frustration into training to slay undead, and Rovan is now an expert hunter. They travel throughout the Gravelands, offering services as a guide and a sword for hire.

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RECLAIMING WHAT WAS LOST

Much more than Lastwall's cities and fields were lost to the Whispering Tyrant's forces. Lastwall's culture, while decidedly military focused and a bit antiquated, was deep and beloved before its fall. Glories of the Shining Crusade still feature prominently in art, literature, and music.

Although the first concern of any mission into the Gravelands is to rescue the living and quell undead activity, most knights also work to preserve all the cultural elements of

KNIGHTS OF LASTWALL MISSIONS

The Knights of Lastwall don't have an overarching command structure to plan grand strategies, but they nevertheless have specific goals they're trying to achieve in the Gravelands. The following adventure hooks are appropriate for characters at or near the indicated levels.

Reclamation of Vigil (Level 5): Vigil is much more than a town, or even a capital—it's a symbol of all that Lastwall once had, and all it has lost. Retaking Vigil from the forces that claim it would be an important victory that many Knights of Lastwall pursue with zealous vigor. The PCs might not be the mightiest heroes among the Knights of Lastwall, but the organization needs all the brave souls it can find. The PCs are asked to retake one of the freestanding ballista towers that once anchored Vigil's walls, which is now overgrown with a profusion of foliage. Several snapping flytraps (*Bestiary* 160) tended by a malevolent twigjack (*Bestiary* 2 270) named Splintertrick defend the tower.

When the PCs overcome Splintertrick's traps and snares and reach the top of the tower, they spy a large force of knights moving cautiously through the ruins, headed right into a trap. Several zombie hulks, hidden behind crumbled walls, stand ready to shove the walls onto the knights. The PCs must dash through the ruins to get close enough to shout a warning. Unfortunately, they come across a gurgist mauler (*Bestiary* 3 175) named Burgin who was helping to command the zombie hulks but got distracted by looting an old armory. Once the PCs defeat Burgin, they discover he'd already found a few valuable weapons, including a *caterwaul sling* that makes enough noise to warn the knights.

The alerted knights turn the tables on the ambushers and scatter them, although two zombie hulks (*Bestiary* 341) catch sight of the PCs and stampede in their direction. Hailed as heroes, the PCs might be asked to undertake other missions to help reclaim the ruined capital.

Recover Castle Everstand (Level 9): The undead in Castle Everstand are apparently leaderless, but the Knights of Lastwall need help to reclaim the fortress. A cult of Gorum with knowledge of the fortress hides in the area and might know a secret way in. Consisting of embittered ex-crusaders and battle-hungry orcs, these warriors have been drawn together through shared faith and a distrust of the Knights of Ozem. The Knights of Lastwall need intermediaries to negotiate with the Gorumites and offer their pick of the relics of Gorum's faith still resting in Castle Everstand. Negotiating with the fierce and proud Gorumites poses the first challenge for the PCs.

The secret tunnels into Castle Everstand are only large enough for a handpicked team to enter, and the PCs are trusted with this task. They must contend with the wraiths (*Bestiary* 335) and specters (*Bestiary* 2 248) that haunt the subterranean darkness, unaffected by the fetid air that inflicts realistic hallucinations. Emerging in the castle, the PCs discover **Nhurina** (NE female ghoulish cleric of Urgathoa 10) undergoing a task on behalf of Tar-Baphon: to capture the magic of the card from the *deck of many things* that created Castle Everstand in the first place. If the fortress can be unmade and remade in a different location at will, it will provide the Whispering Tyrant an unstoppable advantage. The PCs must defeat Nhurina and claim the esoteric notes describing the process. Perhaps Veena Heliu can interpret the notes and reclaim Castle Everstand as a mobile fortress for the Knights of Lastwall.

Evacuate Hallein Town (Level 16): The skultaker (*Bestiary* 300) called the Bonequicken Fiend that was thwarted from destroying Hallein Town on the Path River has reappeared and set its sights on the town once more. The Knights of Lastwall dispatch the PCs to save the town and evacuate its residents. The knights don't know that the skultaker has allied with the ghost **Kaltia** (CE female dwarf ghost 16), who has long haunted the region.

They've raised the bones of all crusaders and undead lying in the Path River, stretching back to the battles of the Shining Crusade, and formed them into a bone ship (*Bestiary* 3 34) called the *Path of Death* to attack



KNIGHT OF SHELYN

the town. The PCs arrive just as the *Path of Death* does, and they must keep it from destroying the town with its bone cannon.

The PCs learn that the few rocky paths from the village collapsed from Kaltia's stone-shaking wails, so there's no way for people to easily leave. The heroes must help the town's alchemists create a concoction to fuse the bones on the *Path of Death* so the vessel can safely carry the townspeople away. The Bonequicken Fiend is loath to abandon its revenge and assaults the PCs on the departing ship's deck. As it fights, the skulltaker separates the fused bones, which threatens to reanimate the *Path of Death*. The PCs must use their magic and alchemy to keep the *Path of Death* solidly fused while fighting the skulltaker or else fight two powerful forces with the evacuees caught between.

GRAVELANDS DANGERS

The Gravelands is one of the most dangerous areas of the Inner Sea. There's no telling what the Whispering Tyrant has in store for the lands he once called his own; while he might not be actively wringing life and hope from the desolate region, his presence is nevertheless felt throughout the area. Dangers of the Gravelands include the following.

Undead Hordes: Large bands of mindless undead roam the Gravelands with impunity. For the most part, these hordes are clattering skeletons or shambling zombies who are difficult to fight but somewhat easy to trick or outrun. Most of the undead creatures were once crusaders or orcs, their corpses animated from past battles or the more recent blight of the *Radiant Fire*. These hordes aren't filled only with mindless undead; slaving packs of ghouls and militant gangs of wights also patrol Lastwall, preparing ambushes and enacting sabotage.

New Undead: The power of the *Radiant Fire* likely transformed a large number of the region's creatures into new types of undead. The Gravelands is the perfect place to create your own custom undead, using the creature building guidelines found on pages 56–73 of the *Gamemastery Guide*. These new undead can keep players on their toes, especially if they've learned a lot about the undead featured in the *Bestiaries*. For a quick method of creating new undead, consider using the undead adjustments on pages 72–73 of *Book of the Dead*. These adjustments allow you to turn most creatures from the *Bestiaries* into undead variants.

Tyrant's Lieutenants: Many of the Whispering Tyrant's undead subcommanders, once imprisoned with him in Gallowspire, freely walk the Gravelands. These unique, powerful creatures are a cross-section of undead types, including intellectual lichs, towering daughters of Urgathoa, and cunning vampires. Although some work to implement intricate schemes planned by the Whispering Tyrant, most are opportunists who advance their own agendas of terror to draw the Tyrant's notice.

Wicked Humanoids: Just because someone is alive in the Gravelands doesn't make them an ally. Opportunistic scavengers pick over abandoned ruins and blood-stained settlements, seeking gold and gems they're willing to fight for. Bloodthirsty raiders demand crops and treasures from survivalist enclaves, sometimes threatening to draw the undead hordes' attention if not bought off. Bands of orcs raiders roam freely through the region, slaughtering living and undead alike. Necromancers delight in studying the "ecology of undeath" across the Gravelands, contributing to the undead with their malign, unfettered experiments.

Carnivorous Plants: The *Radiant Fire* wasn't merely a detonation of negative energy; the Whispering Tyrant empowered its blasts by blending and amplifying negative energy with the positive energy of the *Shattered Shield of Arnisan*. Although the inner radius of a *Radiant Fire* blast is usually suffused with negative energy, a ring of positive energy that enlarges plants, empowers fey, and encourages a fecund yet sinister growth surrounds this area. The blast created many carnivorous plants, including monstrous

Lastwall they can find. Hundreds of pieces of art—mostly statuary and military paintings—and thousands of books have been recovered from manors, fortresses, and ruined cities. These pieces are almost always shipped to Vellumis or Caliphas for safekeeping; from there, many are carefully packaged and sent to Absalom. Watcher-Lord Ulthun II has received so much of his fallen nation's cultural artifacts that he has commissioned a cadre of attaches and rented several city warehouses to store it all.

Many bards work hard to preserve more ephemeral pieces of art, such as plays and music, by putting on performances in Vellumis and elsewhere. This task is often bittersweet, as so much of Lastwall's performance art was dedicated to preserving the nation's past glories, so the fact that there's no nation left to glorify is particularly tragic.

The architecture of destroyed cities like Vigil is unrecoverable, but even the glories of surviving cities like Vellumis have suffered. Primarily built in the Chelaxian White style, Vellumis's gleaming, whitewashed buildings resembled vibrant sails on the shore of Lake Encarthan. The Whispering Way's arson stained the buildings with soot, giving the city a perpetually grimy look. Residents scrub the buildings, and while not as white as they once were, the structures look markedly less gloomy.

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UNDEAD WARDS

Many spellcasters from the Magaambya, the academy of magic in the Mwangi Expanse, came to Vellumis shortly after the Whispering Tyrant was defeated outside Absalom. They've focused on treating the wounded and assisting with evacuations, but their magical efforts have been arguably more significant.

The Magaambyans have developed wards to keep undead at bay, inscribing magic on wooden or stone pillars. The wards work best if they're elevated, particularly if they receive sunlight for a few minutes each day. Undead grow increasingly uneasy, even pained, the closer to they get to the wards, but the wards' effects rarely extends more than a few hundred feet, which is enough to protect a single farmstead or watch post. Large areas, like Vellumis, are ringed with several ward-scribed posts with overlapping areas.

The Magaambyans aren't the only ones who have offered undead wards. Crusaders from Mendev who've joined the Knights of Lastwall have brought with them the *wardstones* that kept demons of the Worldwound at bay. With the closure of the Worldwound, *wardstones* aren't as vital to demon fighting efforts, and crusaders are putting them to better use. Skilled spellcasters altered their magic to prevent undead from passing them, at the cost of reducing their range of effectiveness. These altered *wardstones* are most effective against mindless undead, who are wholly unable to cross between them. Priests of Iomedae, Sarenrae, and other good deities worked hard to consecrate areas to keep undead at bay. This consecration usually remains effective only if the area is inhabited and maintained, as undead forces have priests of their own who delight in desecrating areas and breaking holy protections.

varieties never encountered. Many carnivorous plants are animated and have since spread throughout the Gravelands seeking meat.

Mutated Monsters: Warped energies of the *Radiant Fire* seeped into Lastwall's soil, poisoning creatures passing through. Several benign creatures have mutated into living, monstrous forms, driven to violence and madness by this taint. The most common among these are mortics (*Bestiary* 3 174), humanoids who have been infused with a fragment of unlfe by the Gravelands' corrupted land.

Wandering Encounters: The following wandering monster tables allow you to summon threats at a moment's notice. Each is presented as a moderate challenge for a specific party level. You can generally throw these encounters at a party one level lower or higher than its listed level and expect a fair fight. Encounters that are easy for your players' characters let them feel like powerful heroes, while encounters far above their level teach them valuable lessons about knowing when to retreat.

FOREST DANGERS

d%	Result	Threat	Source
1-3	1d4 grave robbers	Moderate 1	<i>Gamemastery Guide</i> 208
4-7	2d4 zombie shamblers	Moderate 1	<i>Bestiary</i> 340
8-10	1 yellow musk creeper and 1d6 thralls	Moderate 2	<i>Bestiary</i> 2 300-301
11-13	1d4 bandits	Moderate 2	<i>Gamemastery Guide</i> 208
14-18	1d3 assassin vines	Moderate 3	<i>Bestiary</i> 2 26
19-22	1d3 trailgaunts	Moderate 3	<i>Bestiary</i> 3 274
23-26	1 scythe tree	Moderate 4	<i>Bestiary</i> 2 235
27-32	2d4 bandits	Moderate 4	<i>Gamemastery Guide</i> 208
33-38	2d4 shambler troops	Moderate 5	<i>Bestiary</i> 3 302
39-44	1d3 skeletal hulks	Moderate 5	<i>Bestiary</i> 299
45-50	1d4 sulfur zombies	Moderate 6	<i>Bestiary</i> 3 303
51-56	2d4 harpy skeletons	Moderate 6	<i>Bestiary</i> 3 236
57-62	1 witchfire	Moderate 7	<i>Bestiary</i> 2 293
63-68	1 zombie dragon	Moderate 7	<i>Bestiary</i> 3 303
69-74	2d4 specters	Moderate 8	<i>Bestiary</i> 2 248
75-80	1 dezullon	Moderate 8	<i>Bestiary</i> 94
81-84	1d4 baykoks	Moderate 9	<i>Bestiary</i> 3 29
85-88	1d4 graveknights	Moderate 9	<i>Bestiary</i> 191
89-92	1d4 giant flytraps	Moderate 10	<i>Bestiary</i> 160
93-94	2 skeleton infantries	Moderate 11	<i>Bestiary</i> 3 237
95-96	1d3 viper vines	Moderate 12	<i>Bestiary</i> 2 287
97-98	1 wemmuth	Moderate 13	<i>Bestiary</i> 326
99	1 warsworn	Moderate 14	<i>Bestiary</i> 323
100	2 zomoks	Moderate 15	<i>Bestiary</i> 2 303

HILLS DANGERS

d%	Result	Threat	Source
1-3	1d6 ghouls	Moderate 2	<i>Bestiary</i> 169
4-7	1 orc commander and 1d4 orc veterans	Moderate 3	<i>Bestiary</i> 257
8-11	3 dhampir wizards	Moderate 3	<i>Bestiary</i> 95
12-15	1d8 zombie brutes	Moderate 4	<i>Bestiary</i> 341
16-19	1 zombie hulk	Moderate 4	<i>Bestiary</i> 341
20-24	1 soul eater	Moderate 5	<i>Bestiary</i> 2 247
25-29	1 specter	Moderate 5	<i>Bestiary</i> 2 248
30-34	1 vampire count and 1d3 vampire spawn rogues	Moderate 6	<i>Bestiary</i> 320
35-39	2d4 wights	Moderate 6	<i>Bestiary</i> 332
40-47	1d3 skeletal hulks	Moderate 7	<i>Bestiary</i> 299

patron #3687291 Kevin Arley <drizzdn@gmail.com> Sep 4, 2022

48-55	1 roiling incant	Moderate 7	<i>Bestiary</i> 3 215
56-63	1 cult leader and 1d6 necromancers	Moderate 8	<i>Gamemastery Guide</i> 230
64-71	1 vrykolakas master	Moderate 8	<i>Bestiary</i> 2 276
72-76	2 zombie dragons	Moderate 9	<i>Bestiary</i> 3 303
77-81	1 lich	Moderate 10	<i>Bestiary</i> 220
82-86	1d6 dread wraiths	Moderate 11	<i>Bestiary</i> 2 298
87-92	1d3 tomb giants	Moderate 12	<i>Bestiary</i> 3 110
93-96	1 wemmuth	Moderate 13	<i>Bestiary</i> 326
97-99	1 lesser death	Moderate 14	<i>Bestiary</i> 197
100	2 warsworns	Moderate 16	<i>Bestiary</i> 323

PLAINS DANGERS

d%	Result	Threat	Source
1-8	1d8 crawling hands	Moderate 1	<i>Bestiary</i> 2 56
9-11	1d3+1 festrogs	Moderate 2	<i>Bestiary</i> 3 98
12-15	1 shambler troop	Moderate 2	<i>Bestiary</i> 3 302
16-19	1d3 assassin vines	Moderate 3	<i>Bestiary</i> 2 26
20-23	2d6 skeleton guards	Moderate 3	<i>Bestiary</i> 298
24-27	1 baobhan sith	Moderate 4	<i>Bestiary</i> 2 33
28-32	1 scythe tree	Moderate 4	<i>Bestiary</i> 2 235
33-37	1d3 necromancers	Moderate 5	<i>Gamemastery Guide</i> 230
38-42	2d4 zombie brutes	Moderate 5	<i>Bestiary</i> 341
43-47	1 greater shadow and 1 shadow	Moderate 6	<i>Bestiary</i> 289
48-55	1d3 shamblers	Moderate 6	<i>Bestiary</i> 290
56-63	1 dread wraith	Moderate 7	<i>Bestiary</i> 2 298
64-71	1d3+1 gurgist maulers	Moderate 7	<i>Bestiary</i> 3 175
72-76	1 clacking skull swarm	Moderate 8	<i>Bestiary</i> 3 244
77-81	1d3 bulettes	Moderate 8	<i>Bestiary</i> 48
82-86	1 devourer	Moderate 9	<i>Bestiary</i> 2 78
87-91	3 lifeleecher brawlers	Moderate 9	<i>Bestiary</i> 3 176
92-94	1d3 graveknights	Moderate 10	<i>Bestiary</i> 191
95-97	1 viper vine	Moderate 11	<i>Bestiary</i> 2 287
98-100	1d4 skeleton infantry	Moderate 12	<i>Bestiary</i> 3 237

WATERWAYS DANGERS

d%	Result	Threat	Source
1-3	1d4 bandits	Moderate 2	<i>Gamemastery Guide</i> 208
4-7	1d6 draugr	Moderate 3	<i>Bestiary</i> 2 102
8-11	1d4 river drakes	Moderate 3	<i>Bestiary</i> 131
12-15	1d4 brood leech swarm	Moderate 4	<i>Bestiary</i> 2 156
16-19	2 bog mummies	Moderate 4	<i>Bestiary</i> 2 177
20-24	1d4 revenants	Moderate 5	<i>Bestiary</i> 2 227
25-29	1d4 will-o'-wisp	Moderate 5	<i>Bestiary</i> 333
30-34	1d4 giant mosquito	Moderate 6	<i>Bestiary</i> 2 175
35-39	1d4 sea drakes	Moderate 6	<i>Bestiary</i> 2 101
40-47	1d3 skeletal hulks	Moderate 7	<i>Bestiary</i> 299
48-55	1 giant snapping turtle	Moderate 7	<i>Bestiary</i> 2 269
56-63	1d4 giant slug	Moderate 8	<i>Bestiary</i> 2 244
64-71	1d4 dread wraith	Moderate 8	<i>Bestiary</i> 2 298
72-76	1d3 water orms	Moderate 9	<i>Bestiary</i> 2 289
77-81	1 sea serpent	Moderate 10	<i>Bestiary</i> 288
82-86	1d3 catoblepas	Moderate 11	<i>Bestiary</i> 2 48
87-92	1 ravener husk	Moderate 12	<i>Bestiary</i> 2 224
93-96	1 demilich	Moderate 13	<i>Bestiary</i> 222
97-99	2 worm that walks	Moderate 14	<i>Bestiary</i> 2 297
100	1 bone ship	Moderate 16	<i>Bestiary</i> 3 34

UNDEAD TRAINING

Every prospective Knight of Lastwall must be trained to fight undead. Novices receive this training from hardened veterans who have grim stories of past undead encounters. In populated areas like Vigil, the knights put novices in small cadres to learn together. More commonly, a veteran teaches a single novice at a time, in a relationship reminiscent of squires in the Knights of Ozem.

The first thing a novice learns is to keep a variety of weapons at hand and when to employ them. Bludgeoning damage, as from clubs and maces, is most useful against bony foes like skeletons. Slashing damage, as from swords or axes, works best against fleshy foes like zombies. Bows are great for remaining at range, but some undead don't care about piercing wounds and implacably stride into melee. Everyone in the Gravelands should be prepared for an all-too-close encounter with the dead.

Even warriors who fight with mundane weapons learn about energy types that are useful or dangerous to deploy against undead. Positive damage is the best to use against undead of any kind, as it's effective against all types. Always avoid using negative damage, as it heals undead rather than harming them. It's also usually a poor idea to use cold damage; some creatures chilled by the grave are resistant.

All undead share several immunities. They can't be affected by death effects or knocked unconscious, and they can't be affected by disease, paralysis, or poisons.

Prospective knights might not learn the details of every variety of undead, but they at least learn which types are mindless and which aren't. Mindless undead can't be affected by mental effects, but they're generally easier to trick or distract.

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Eye of Dread

When the Whispering Tyrant escaped his imprisonment at Gallowspire, he destroyed the nation of Lastwall, taking the lives of countless innocents and reshaping north-central Avistan. Although his efforts to ascend to godhood were foiled, the Whispering Tyrant remains a terrifying adversary. A formidable wizard and immortal lich, he numbers among the most powerful beings in the Inner Sea region and commands armies of undead from his seat of power on the Isle of Terror.

Beyond the grasp of the Whispering Tyrant lie five disparate nations, each still reeling from recent upheaval and the rise of new enemies: orc-held Belkzen, longtime foes Nirmathas and Molthune, newly founded Oprak, and haunted Ustalav, a land long tainted by necromantic magic. Despite the prejudices these nations hold for one another, the rise of a far greater foe has drawn them together, forcing them to work in tandem, or at least in parallel, to survive. Now, one-time enemies make peaceful overtures, trade routes are strengthened, and technological innovations are shared, along with military techniques and fighting styles. In the face of undead hordes and massive loss, the ties binding the living together have become stronger than the differences keeping them apart.

The Eye of Dread is a very different place than it was a decade ago. Nations have fallen, new enemies have arisen, and the living muster for war against armies of the dead and a foe who even divinities have failed to destroy.

BELKZEN

The orcs of Belkzen have long been fractured, divided into numerous holds with shifting territories, enemies, and goals. In a millennium, they've united only twice, once under the rule of the legendary orc warlord Belkzen and once as soldiers in Tar-Baphon's army. When Tar-Baphon escaped Gallowspire and destroyed Lastwall, many assumed Belkzen would join him, but the orcs refused and sent back Tar-Baphon's envoys in pieces. When Tar-Baphon deployed troops in retaliation, the orc holds united to fight off invasion. Now, the orcs of Belkzen battle roaming undead and ghoulish spies while living under threat of war. Although most welcome the fight, they bristle at embracing their former enemies and detest the thought of foreign aid.

Overlord **Ardax** (NE male orc barbarian rogue) keeps the bickering orcs united, knowing their fragile alliance is integral to survival. He courts numerous allies to augment his forces, from red dragons and gargoyles to General Azaersi of Oprak and Queen Sorshen of New Thassilon. He actively seeks envoys to contact the Shoanti, who the orcs begrudgingly respect, and the

Varisians, whose long-ranging connections could prove useful to the war effort. War bands bearing diplomatic missives protect Ustalav's borders from undead attacks and escort survivors from the Gravelands to safety in Nirmathas. Kalabryne Iomedar has dispatched knights to meet with Ardax in Urgir. These knights were granted land near Belkzen's borders from which to launch assaults into the Gravelands.

Amid this turmoil, tensions run high. Few knights trust the orcs' intentions, and many orcs are outraged at the knights' presence. Although these groups rarely interact, they often attack targets simultaneously, to great success. The few orcs who deign to fight alongside the Knights of Lastwall are often impressed with the foreigners' strength and zeal, which mirror their own fearlessness and combat prowess.

From her base at Utar Caldera, **Shirak the Sighted** (CE female changeling orc battle oracle) challenges Ardax's rule and leads her Death's Edge hold in strikes against the Knights of Lastwall, hoping either the knights' retaliation will drive orcs away from Ardax and to her, or that the knights' lack of retaliation will be seen as cowardice. Since her attacks regularly coincide with dark nights and dense mist, some suspect she's a vampire allied with Tar-Baphon.

ISLE OF TERROR

Located at the center of Lake Encarthan, the Isle of Terror is home to the Whispering Tyrant and his most powerful servitors. Roiling waters and powerful void storms surround the island's rocky coasts. Draugr patrol beneath the waves alongside Olkarest, a zombie kraken, while graveknights mounted on skavelings soar the skies under the able command of the ravener Nharvode. The island itself is occupied by Tar-Baphon's lieutenants and elite troops, most of whom are undead. These troops also include beings from the Negative Energy Plane, which periodically aligns with the Isle of Terror and inundates the island with deadly negative energy. Powerful wards and ancient traps, including the Blight Bower and fabled Well of Sorrows, further protect the island from intruders, alongside mundane hazards like toxins and bloodthirsty flora.

Many among the Knights of Lastwall plan for the inevitable assault on the Isle of Terror, though no official attacks have been attempted yet. The bay around Fort Landing is the only plausible landing site, and the fortress is expected to be well-defended. Seers and clerics devote countless hours to divining effective strategies to survive the island's dangers, though they've made little headway. In the meantime, knights trained in sailing and naval combat fight minor undead on

Lake Encarthan, both to protect surrounding nations and to whittle down the forces under the Whispering Tyrant's control.

A growing number of knights led by **Alamir Dresk** (CG male half-elf champion of Iomedae) grow impatient and lobby to invade the Isle of Terror, arguing the longer the knights wait to strike, the more powerful the Whispering Tyrant becomes. Inspired by Alamir's passionate pleas, **Prethea Soless** (CG female catfolk swashbuckler), a beloved and promising protege of Kalabryne Iomedar, led an incursion to the Isle of Terror. A magical dispatch from Prethea indicating she and her crew arrived on the island caused rampant speculation. Alamir and those who share his views urged fellow knights to follow Prethea's example, while others argue Prethea is bait in a trap meant to take countless lives. Kalabryne has yet to offer her opinion publicly on the matter.

MOLTHUNE AND NIRMATHAS

Longtime enemies once part of the same nation, Molthune and Nirmathas put aside their hostilities when the Ironfang Legion attacked them. The brutal war, spearheaded by the hobgoblin general Azaersi, resulted in widespread destruction and the founding of Oprak. When the Whispering Tyrant destroyed Lastwall, both Molthune and Nirmathas were still recovering and unable—or unwilling—to offer aid.

Nirmathas borders the Gravelands and faces considerable peril, although it remains insulated from the worst of the Whispering Tyrant's terrors thanks to the Knights of Lastwall who patrol the Gravelands' borders. Believing it's only a matter of time before the Whispering Tyrant's armies march on Nirmathas, the nation devotes considerable effort to rebuilding its strongholds, aided still by the knights. Nirmathas extended a peace treaty with Oprak and placed hostilities against Molthune on hold. Other knights clear the remaining blight from Fangwood Forest to earn the favor of Gendwyn, a godlike fey queen.

Trusting in its well-trained troops and fortifications, Molthune remains confident despite the return of the Whispering Tyrant. Content to use Nirmathas as a living shield, Molthune maintains its borders, dominates trade routes, and turns a profit selling supplies to less-fortunate neighbors. Its only concession to fear is its growing navy, which Molthune keeps close to its shores with weapons aimed at the Isle of Terror.

Among these feuding nations, the Knights of Lastwall help where they can. They trade with Molthune for supplies, which they use to equip and feed fellow knights and desperate survivors of the Gravelands. They urge Molthune to maintain peace with Oprak and refocus anger on Molthune's true enemy, the Whispering Tyrant. The scholar **Tervil Millweed** (CN nonbinary halfling investigator) leads a contingent of

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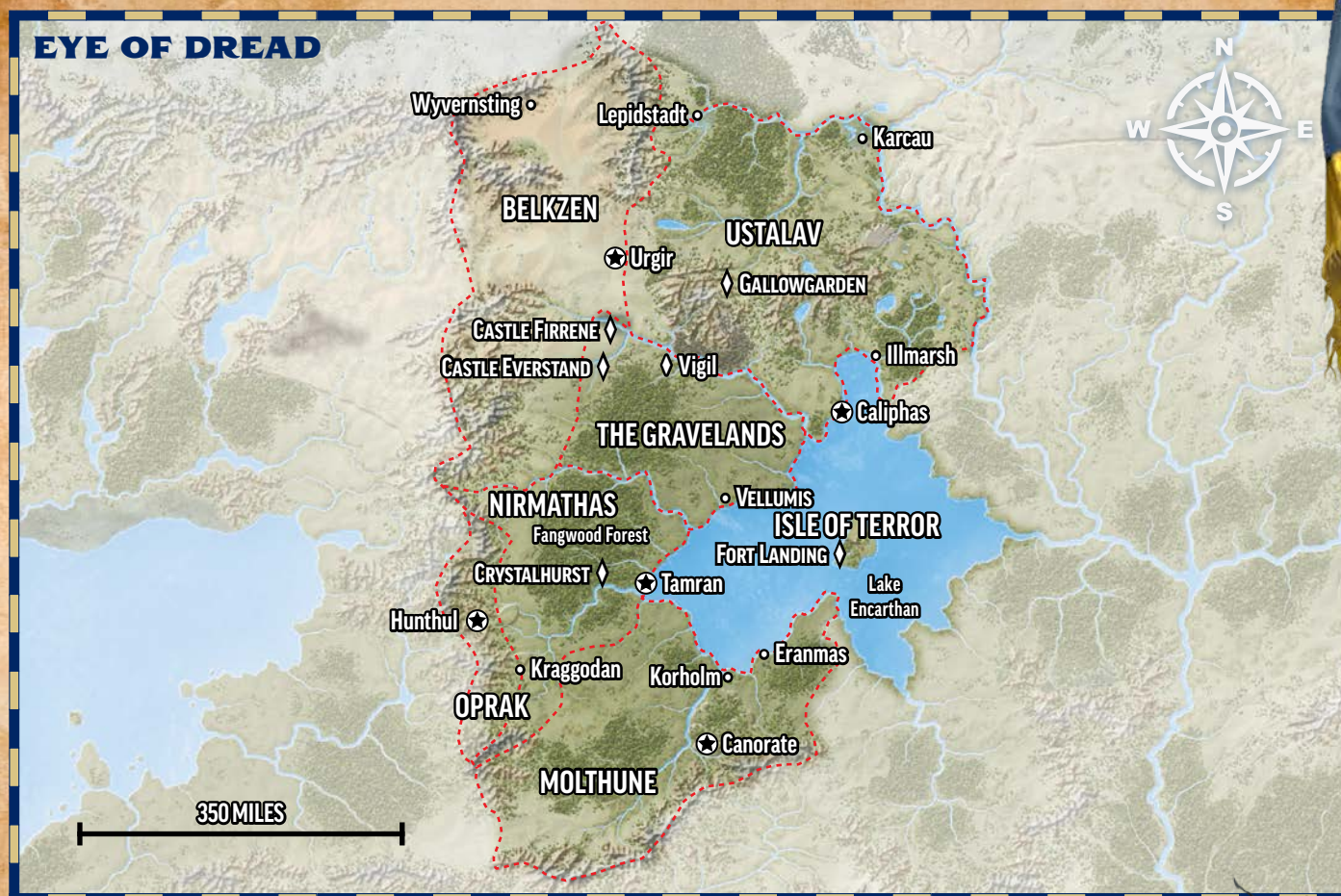
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ADDITIONAL READING

More info can be found about the Eye of Dread region on pages 36–47 of *World Guide*. For information on specific topics, seek the following sources:

Belkzen, Orcs: *Ancestry Guide* 48–50, *Legends* 16–17

Isle of Terror, Tar-Baphon: *Legends* 104–105

Oprak, Hobgoblins: *Ancestry Guide* 32–35, *Legends* 26–29

knights on a surveying mission in the foothills of the Menador Mountains in search of the lost tomb of the Bluewing Knight, said to be buried alongside a powerful religious relic. Much to Tervil's chagrin, they've been ordered to keep their search secret to prevent Molthune from interfering with the expedition.

OPRAK

Oprak is a young nation that earned its status through war. Located in the Mindspin Mountains, the nation is a haven for hobgoblins and other “monstrous” ancestries that are commonly shunned. Dimensional pathways controlled by **General Azaersi** (LE female hobgoblin swashbuckler) via a powerful artifact called the *Onyx Key* allow access to the true heart of Oprak, the Onyx Citadel, located within the Plane of Earth.

Never one to move without careful planning, General Azaersi takes a measured approach to the impending war. Although she's certain Oprak can remain isolated from the Whispering Tyrant's predations, she recognizes the threat the lich poses to her nation's standing—being recognized as a nation means little if Avistan falls to undead hordes. Thus, Oprak stepped up almost immediately in the wake of Tar-Baphon's release.

As part of her agreement for keeping the *Onyx Key*, Oprak is required to aid Nirmathas and Nidal in times of need. Though the letter of the agreement makes clear that this aid is in the form of food and other basic supplies, General Azaersi sent forces to defend the Fangwood Forest, which later joined with the Knights of Lastwall. The war on Tar-Baphon has provided Oprak opportunities to earn trust from other nations and the Knights of Lastwall. General Azaersi intends to use this conflict to strengthen her position as an ally, earning coin, trade agreements, and other benefits in exchange for aid and foot soldiers.

A cryptic riddle delivered to two dozen Knights of Lastwall via talking bird directed these specially selected individuals to Oprak on a diplomatic mission. The knights complied, believing the order to have come from Avalorex, an eccentric ally of the Knights of Lastwall. Although they expected to receive further orders upon arrival, none came. Instead, the knights were invited into Oprak to meet with a surprised General Azaersi. Although she expected the knights to approach her, she hadn't expected each knight would be a “monster” of the kind her nation had been founded to shelter. Without further orders, the knights, led by **Essaru** (LG male iruxi warpriest) and **Reyda** (NG female strix ranger), chose to aid General Azaersi by teaching her troops new fighting styles and combat tactics helpful in destroying undead. In the time since their arrival, these chosen knights have learned a great deal about the general's intentions and the *Onyx Key*. They've made it their mission to convince the citizens of Oprak to fight Tar-Baphon not for payment, but because it's the right thing to do.

USTALAV

Ustalav is no stranger to the Whispering Tyrant, for the lich conquered the nation long ago, and its lands have yet to recover. Although Ustalav's citizens know well how to identify and combat undead, the nation's response to the Whispering Tyrant's rise is disorganized at best.

In Soivoda, Ustalav's heartland, citizens have been overrun by refugees escaping Lastwall's destruction. The citizens deeply mistrust these asylum seekers; any could be a spy for the Whispering Tyrant, a sleeper agent working for the Whispering Way, or an undead in disguise. Violence between locals and refugees has broken out in many Ustalavic settlements, with fear driving the populace on both sides to drastic and bloody measures. Amid this



HOBGOBLIN KNIGHT

political turmoil, the Knights of Lastwall have attempted to spread peace and understanding, protecting refugees and diverting the locals' anger toward their true enemies—the Whispering Tyrant and his undead forces in Virlych. Secretly, the knights track the Whispering Way, hoping to pry the organization's secrets from its members' lips.

In the northern Palatinates, the citizens have organized a volunteer militia equipped with experimental technology and vehicles powered by clockworks and steam engines. These forces are slow to mobilize, as they require a great deal of training. Here, the Knights of Lastwall train alongside the militia to wield this strange technology to gain an edge over the Whispering Tyrant. Additionally, the knights strive to convince local councils to protect not only themselves, but their nation, by dispatching troops to protect Ustalav's southern borders. In the region's many educational institutions, the knights delve into old libraries in search of knowledge useful in defeating Tar-Baphon and the Whispering Way.

In the southern province of Virlych, where the Whispering Tyrant was once imprisoned in Gallowspire, necromantic magic has warped the land, and undead have drastically increased in number. The Ustalavic military watches the borders to Virlych warily, marking the nation's only organized defense against the Whispering Tyrant. Here, the Knights of Lastwall work alongside the military, bolstering defenses and sharing knowledge, while simultaneously launching forays into Virlych to battle the undead head-on. A contingency of knights led by **Elamee Hoppins** (NG female gnome alchemist) searches dangerous Gallowgarden and the ruins of Gallowspire for *Rivenshard*, a mysterious object rumored to hold power over the Whispering Tyrant.

A UNITED EFFORT

Knowing they must stand together or risk falling alone, the nations within the Eye of Dread prepare for war against the Whispering Tyrant, although how much each nation is willing to cooperate remains in flux.

Belkzen devotes itself wholeheartedly to war. Under the guidance of Overlord Ardax, the orcs recruit allies from within their own lands, neighboring nations, and distant realms and organizations to their cause—an act which does much for the war effort. Despite its willingness to fight, Belkzen lacks the food necessary to maintain a prolonged campaign, and procuring such sundries is of paramount importance to the united orc nation. In addition to seeking aid from Ustalav and Oprak, it works to establish trade with the Varisians and Shoanti who share its western border.

Nirmathas readies its militias for war, but it can only sustain its own people and is hesitant to leave the shelter of its forests. Due to their location, the Nirmathans have few they can turn to for aid, leaving them at the mercy of their old enemies in Molthune. Nirmathas barter with Gendowyn and her fey allies for permission to harvest more of the forest's bounty during the war.

Molthune is willing to provide food to both Nirmathas and Belkzen through trade—at inflated costs that make it undesirable. It remains unwilling to offer military support. The feeling of anger and betrayal at Nirmathas's alliance with Oprak remains and Molthune goes out of its way to avoid aiding the hobgoblin nation.

Oprak's troops march on, even where they aren't called, grinding the masses of undead with their machine of war. The Onyx soldiers have saved the lives of many displaced squads, and the sight of the Oprak banner now brings relief and inspiration rather than suspicion.

Ustalav offers the least to the war effort, as it remains fractured and insulated. If the nation can overcome its fears and suspicions, however, it could provide much to the burgeoning alliance, including food, knowledge, and technology.

OLD GRUDGES

Perhaps the greatest threat to regional unity in the Eye of Dread is Molthune, which cleaves tightly to old grudges and rivalries. Molthune and Nirmathas have been at war for decades; although Nirmathas is willing to put aside their differences in the face of the Whispering Tyrant, Molthune remains steadfast in its animosity. Molthune offers aid only for financial benefit and has no intention of wasting resources or troops protecting old enemies from older enemies. In fact, the nation seems content to use Nirmathas as a shield against the oncoming undead hordes.

While Molthune regards Belkzen as a distant enemy beneath notice and Ustalav as a paranoid neighbor with which it would rather not socialize, its citizens seethe against Oprak. Although Nirmathas suffered the majority of casualties and damage during the Ironfang Invasion, Molthune's pride was dealt a great blow, for Azaersi and most of her troops were once members of Molthune's "monstrous" military units. Although Nirmathas put the past behind it and signed nonaggression agreements with Oprak, which it recently extended for five more years, Molthune refuses to officially maintain the promise of peace. Although the two nations ostensibly remain allies, tensions are high, and most believe it's only a matter of time before one nation attempts to take advantage of the other—a scenario likely to occur while the threat of an undead war distracts the region. The Knights of Lastwall are working hard to mend relations between Molthune and Oprak, believing conflict between the two would prove disastrous.

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ABSALOM

GOBLIN KNIGHTS

Though some in the city were skeptical when Ulthun II first arrived with Zusgut and an entire goblin tribe in tow, the overall opinion of goblins in Absalom has changed for the better. Particularly in the Precipice Quarter, goblins can now be found in a wide variety of professions and locales. Word has spread that a few stubborn goblins have even become stable hands, determined to overcome their aversion to horses.

Goblin Recruitment: Among the small but growing number of goblin members of the order, the main item on the agenda is recruiting. Not only do these goblins wish to gather more numbers to further the goals of the Knights—such as gathering recruits to fight in Avistan and help those in need in Absalom—they also want to spread the word to their kin that there's at least one city that's become more accepting of their kind. Some focus on recruiting within the city itself, but the restless also escort caravans to different regions or take pilgrimages to faraway lands, sometimes joining with followers of The Endless Road or adventuring parties. One tempting goal for this burgeoning goblin contingent is to form a caravan of their own to travel between goblin tribes abroad, spreading the word and gathering those sympathetic to the cause.

Goblin Resettlement: For those goblins entering Absalom who don't wish to join the Knights of Lastwall, there remains the question: what now? Many arrive without a place to call home and with no means of income. Luckily, more and more receive help from the Knights of Lastwall, especially those who follow The Offering Plate. Not only knights seek places for new goblins of Absalom to live, they also help them find employment.

Many miles from their lost home, a growing number of Lastwall knights have found themselves heading for Absalom—not only the City at the Center of the World, but a center of operations based around the last known location of the Whispering Tyrant. There, they seek the guidance of their unofficial leader Ulthun II and lend themselves to worthy causes both in and around the enormous city. Never forgetting their ultimate goal to return home and exterminate all trace of the Whispering Tyrant and his undead minions, these representatives of the organization focus on helping those in need and recruiting new members to their ranks. Those too restless to stay in Absalom and help with organization and recruitment eagerly ship off to Avistan to join the fight.

ABSALOM

Because of its sheer size, Absalom faces enough challenges to keep new recruits busy for years just within its walls. Having set up a makeshift embassy in the Precipice Quarter, Ulthun II oversees various projects throughout the dilapidated district, hoping to revitalize the area and make it safe for Absalom's inhabitants to thrive once more. The former Watcher-Lord has made it a priority to aid those still caught up in the damage caused by the Whispering Tyrant.

When Ulthun II first arrived in Absalom with his band of refugees and misfits, they lived and worked out of a hastily erected camp in an abandoned corner of the Precipice Quarter. As his recruitment and rebuilding efforts increased, so too did the number of those wishing to join his cause, all needing a place to work and live. The group eventually requisitioned an empty blacksmith's shop and attached housing as an official headquarters for their operations. They worked hard to organize, making use of any abandoned equipment to repair the building and update it to their needs. Though the knights aren't necessarily new to the Precipice Quarter anymore, they regularly upgrade their headquarters as need demands, having now requisitioned the buildings on either side of the blacksmith's shop as well. Ulthun is always grateful for an extra pair of hands that want to help with the never-ending repairs, piles of paperwork, and other odd jobs that invariably pop up.

Scores of buildings still stand empty in the once-prosperous Precipice Quarter, where a devastating earthquake forced most citizens to flee decades ago. As much as Ulthun would like to accommodate everybody, the former Watcher-Lord worries that he might run out of space to house all who come to him in their time of need. He would like to make better use of some of the abandoned structures, but they all need to be examined for safety before he feels comfortable letting the needy inhabit them. Not only do these buildings need to be inspected for structural integrity and earthquake damage, some have served as hideouts for criminals, while others have been taken over by natural or occult forces and now house dangerous creatures, including restless undead. Ulthun recommends that any recruits who take on efforts to scout and repair housing for refugees do so with utmost caution.

Because of the severe flooding for which the city's Puddles district is named, there's no shortage of citizens in need who call on the Knights of Lastwall for a helping hand. Similar rebuilding efforts in the Puddles work to salvage abandoned buildings for future use, with occasional interference from the cutthroat gangs who run the area.

GREATER KORTOS

Though there's plenty to do within the metropolis of Absalom, the Knights of Lastwall also lend their services to the greater Starstone Isle and the Isle of Erran. Northeast of Absalom lies the wasteland now known as Tyrant's Grasp—the site where the Whispering Tyrant's skeletal hand has clutched desperately to the earth ever since his explosive defeat. While the lich king himself appears to have been banished for now, strange power seems to emanate from this grisly relic. The Knights of Lastwall keep a close watch on this region; not only do undead wander the desolate grounds in droves, but cultists of the Whispering Way have been known to make pilgrimages to the site of their master's defeat. Patrols of Lastwall knights work in tandem with those of the First Guard to secure the area, constantly vigilant for suspicious behavior. The knights also receive help from Shevala Iorae, the Venture-Captain of the Pathfinder Society who managed to find an entrance to the Tower of Nex, maintaining a vigil over Tyrant's Grasp from a mile above ground. She alerts the knights if she notices anything out of the ordinary in the area.

Whenever shipments of goods, supplies, or recruits come through the port in Diobel for the Knights of Lastwall, they prefer to send a contingent down the western road to meet the ship, just in case. Not only can the journey between the two cities be fraught with danger, such as harpies or bandits, but cutpurses, swindlers, and smugglers within the dockside town are always eager to make some coin however they can.

On the Isle of Erran, north of the Starstone Isle, the Knights of Lastwall have a growing presence in the southern port city of Escadar. Due to the settlement's reputation as a naval town with plenty of vice and misguided youth, it should come as no surprise that recruiters find Escadar to be fertile hunting grounds. Not only are there the poor souls down on their luck after spending too much at pubs or gambling parlors, but for those looking to leave their old life behind, joining the navy or the Knights of Lastwall can sound mighty tempting. Aside from recruiting tourists, the knights also visit Escadar to maintain beneficial relationships with Absalom's navy and the azarketi who dwell there.

KNIGHTS OF THE STARSTONE

Upon his release from his prison beneath Gallowspire, Tar-Baphon set his eyes on the City at the Center of the World. Specifically, he sought to breach the Starstone Cathedral and the *Starstone* within. While a brave set of heroes was able to stop the Whispering Tyrant outside the city, his near-successful attempt lingers in the memories of many citizens.

A number of Knights of Lastwall have dedicated to themselves to learning all they can about Tar-Baphon's scheme in order to prevent the lich from ever achieving his goal. Dubbing themselves the Starwatch, this group of knights focuses on learning about the Starstone Cathedral and the divinity granting powers of the *Starstone*. While efforts have been slow going for the moment, the Starwatch knights seem to have learned a fair amount of the history of the meteorite that contained the legendary stone within.

Starwatch has named the meteorite the Cagebreaker as an allusion to the destructive power the meteorite held. The knight's efforts have been able to trace Cagebreaker's exact trajectory during Earthfall. They've also noted the massive amount of debris that the Cagebreaker rained down on Golarion before its impact. While the Starwatch has yet to fully investigate the properties of this debris, they believe there may be other important fragments that broke off Cagebreaker that could be the key to stopping Tar-Baphon's plans. The knights hope they can use these to destroy the lich once and for all, but they are preparing for the eventuality that they will need to destroy the *Starstone* itself to prevent it falling into the wrong hands.

ADDITIONAL READING

A brief overview of Absalom and the Starstone Isle can be found on pages 12–23 of *World Guide*. Full details on the city are found in *Absalom, City of Lost Omens*. Further information on Ulthun II is found on pages 114–115 of *Legends*.

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BROKEN LANDS

DEMONIC TRAINING

When facing demonic threats, it always pays to be as well-equipped (and well-informed) as possible. At bare minimum, those expecting to face demonic opposition should seek out cold iron weapons. While more costly than regular iron and steel, cold iron is deeply harmful to demons. Demons are also well-known for their susceptibility to damage and effects from spells that deal good-aligned damage, such as the *divine lance* and *divine wrath* spells cast by a worshipper of a good-aligned deity.

Even a humble vial of *holy water* can prove exceedingly potent when compared to its common availability and low price—while no advanced versions exist, demonic vulnerability to good increases commensurate with their power. Thus, *holy water* might prove a viable alternative to swords and spells and can be made even more effective with the *holy cascade* spell.

Though exceptions exist, for the most part, demons suffer metaphysical harm when confronted with deeds or actions antithetical to their sinful nature. Spurning the advances of a succubus, cleansing the corruption of a hezrou, healing the wounds dealt by a babau or shemhazian demon—as countless as mortal sins might be, their opposite acts of virtue are equally numerous. This knowledge allows a team of knights, when prepared and aware of their foe in advance, to glean secondary utility from spells not normally considered offensive in nature. For instance, a group of knights preparing to face a treachery demon would do well to prepare spells and abilities that pierce illusions and lies. As always, readiness is key, but when faced with a demon of unknown sinful providence, it never hurts to try mercy and kindness in addition to swinging cold iron blades.

Sometimes the keenest weapon against a demon is a good act.

The Knights of Lastwall active in the Broken Lands generally don't see themselves as heroes, but rather as dutiful servants performing hard yet necessary work. Those they serve—primarily Mendevian pilgrims, Razmiri refugees, and Sarkorian re-settlers—are, more often than not, incapable of providing monetary or material recompense, and in the knights' opinion, they shouldn't have to. To a Knight of Lastwall operating in the Broken Lands, the relieved smile of a rescued traveler or housed refugee is worth more than their weight in gold.

While the Broken Lands don't harbor large, roaming bands of undead, there are still dangers aplenty to be found. Every day, Razmir's insidious cult spreads further into Avistan, leading people down a path of false faith and draining the common folk's coffers to enrich Razmir's own. Pilgrims to and from Mendev—and, indeed, the citizenry of the River Kingdoms as a whole—suffer predation from river bandits and roadside brigands. And in the Sarkoris Scar, there are the demons, countless fiends left stranded with the defeat of Deskari in what once was called the Worldwound.

A small (though not insignificant) number of knights have taken it upon themselves to serve as wandering patrols along the Sellen and the major trade roads of the River Kingdoms. While few in number, the knights' extensive training and skill in martial combat, spellcasting, and negotiation serve them well. These knights prefer, when possible, to get at the root of the banditry issue rather than hack and cleave people who may suffer just as much as those they rob. The knights have thus started a kind of informal information network, keeping each other apprised of lucrative employment opportunities and anything else that might offer a prospective bandit a better, more honest life.

These same knights also operate within Razmiran where they use the clout they've earned from reducing river piracy to resupply at the trade port of Xer. The Church of Razmir begrudgingly tolerates the Knights there but would certainly ban them from Razmiran's shores if they knew these resupply visits also served as cover for operations to ferry refugees out of the nation. Sympathetic merchants load "special cargo" aboard the knights' river vessels, which are then sailed out of Razmiran's waters and into the River Kingdoms. The refugees are then give new lives and new opportunities. The knights only free a few refugees on any given supply run but hope to expand their operation in the coming years—assuming they aren't caught and sentenced to a grisly public execution for their activities.

If any knight can be said to manage the Razmiran smuggling operation, it's **Candel** (NG nonbinary changeling human spy), herself a former Razmiri citizen who has since sworn the Oath. Candel's network of spies and informants focuses primarily on those about to or having already received retribution for political dissidence or other offenses against Razmiri law. Rumors indicate Razmir has concocted a diabolical plot to disrupt the network's continued viability, however, and Candel is on the lookout for knights with the skillset needed to put a stop to what would likely be a brutal crackdown on "illicit exports."

Reports of a massive dragon sighting near the Lake of Mists and Veils on the northern shores of Brevoys has drawn a number of knights to the area. Although knights typically train to combat undead, the opportunity to fight a dragon could provide invaluable experience, as raveners and other undead dragons are likely to be found among the Whispering Tyrant's most powerful combatants. Unfortunately for the knights, it's almost impossible to move

through Brevoy without becoming embroiled in local politics. Even if they manage to avoid becoming placed on one side of a line or another between the quarreling houses, the political state of the nation makes it difficult physically traverse the region. Finding the correct passes, paying the correct taxes and so forth is a daunting task.

The seemingly inevitable civil war is the perfect diplomatic and intellectual exercise for the knights, however. Maintaining the peace between the noble houses is proving to be the ultimate diplomatic trial by fire, and the Knights of Lastwall have started seeing Brevoy as a sort of training ground for improving international relationships. Knights can hone their diplomatic skills in a few short weeks in Brevoy before moving on to other regions to aid with other negotiations. The squabbling houses have yet to notice the rotation of knights, but the locals are thankful for the work that the knights do outside of noble courts.

In most places where the Knights of Lastwall operate, there are clear victories to be won, glorious battles against a singular force to rally against. In the case of the Sarkoris Scar, the great victory has already been achieved. The knights view their task here as clearing away the final remnants. When their work is done, when the final demon wandering the land has been slain and every cultist driven out, there will be no fanfare, parades, or celebration, only a satisfied sigh, the sheathing of a blade, and the contentment of a hard job well done. These knights would have it no other way; they require no glory to complete their task—its completion is reward enough. If there are idealists among the knights of the Sarkoris Scar, it's those who believe this quest will be completed within their lifetimes. These knights prepare for a time when their unique perspective—that toppling the Tyrant is only half the battle—will be needed in the Gravelands and beyond.

Still, there remains plenty to do. The demons are still out there, and the Sarkoris refugees attempting to resettle the land need protection and material aid in order to succeed. Efforts to provide for the people of Sarkoris are led by two knights in particular: **Shandelia Artress** (LG female half-elf diplomat) and **Tanderval** (NG male human fixer). Shandelia is a regular sight in the Mendevian capital of Nerosyan, where her silver tongue and disarming smile have served her well in convincing the upper class to open their coffers for the resettlement efforts. Shandelia hopes to win **Irabeth Tirabade** (LG female half-orc paladin of Iomedae; *Legends* 52) to her cause, as the support of the famed paladin would be a tremendous boon, but so far Irabeth has rebuffed her efforts. Shandelia is always willing to accept fellow knights to serve as envoys and help her distribute funds and supplies to the resettlers—on paper the task might seem boring, but with demons and stray cultists abound, the reality is anything but.

Tanderval, meanwhile, has spent the better part of two years attempting to convince the Black Sovereign **Kevoth-Kul** (CN male human barbarian; *Legends* 74) to share with the knights the secrets of the metallurgic innovation known as sovereign steel. To this end, Tanderval has served Kevoth-Kul as a freelance problem-solver, assisting the Blades of Aaramor clan's fight against demonic incursions in northern Numeria. Tanderval's proximity to the Black Sovereign has also allowed him to acquire some unique technological weapons and equipment to share with the Knights of Lastwall. The distribution of these items might be slow, but every piece seems to be successful when deployed against the undead. Tanderval might be a victim of his own success, however, as the Black Sovereign has taken quite a shine to the handsome knight and fears that once Tanderval has access to sovereign steel, he's likely to depart Numeria permanently—something Kevoth-Kul is loath to see occur.

ADDITIONAL READING

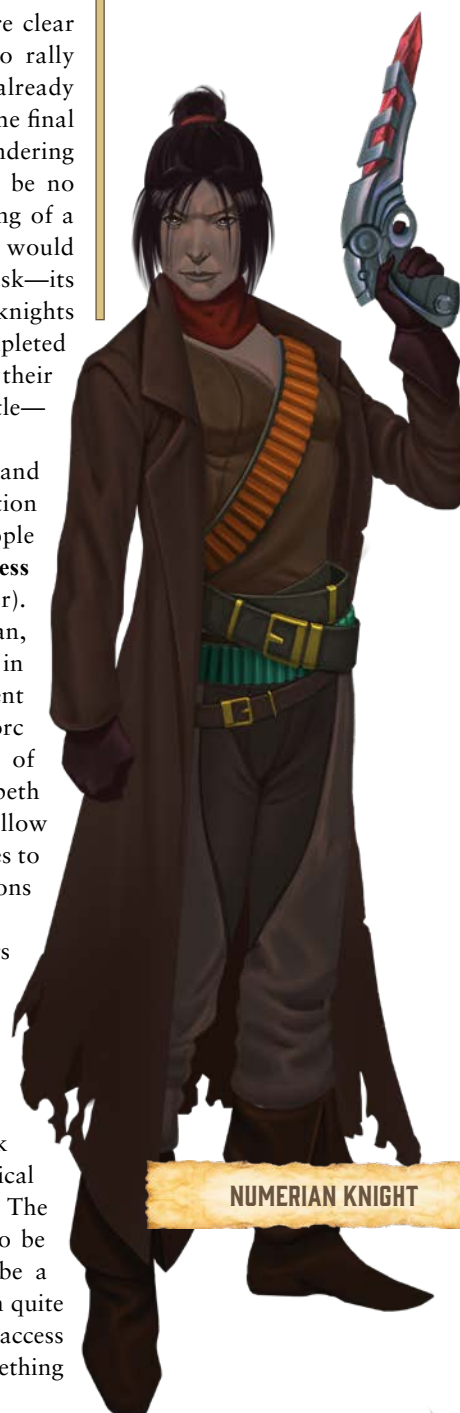
More info can be found about the Broken Land region on pages 24–35 of *World Guide*. For information on specific topics, seek the following sources:

Mendev, Crusades: *Legends* 54–55

Numeria, Kevoth-Kul: *Legends* 74–77

Razmir, Razmiran: *Legends* 92–93

Sarkoris Scar, Worldwound: *Legends* 52–53



NUMERIAN KNIGHT

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SHINING KINGDOMS

KNIGHTLY POLITICS

The Knights of Lastwall often rely on diplomacy as much as martial prowess, though they can more easily train for the latter. Emissaries typically gain courtly acumen prior to joining the order, eventually mentoring future diplomats.

Ayrault de Riouxelle (CN nonbinary half-elf): Ayrault trained in statecraft during their formative years. Due to their family's prolonged exile from Galt, they found little use for their skill.

Instead, they indulged in high society. Through a happenstance meeting with Ulthun II, Ayrault became smitten with the knights, and Ulthun especially. They've joined as a diplomat who wields words far sharper than their blade, and they've bent more than a few ears about supporting the knights' cause.

Euwain Gadheart (LG male human): This storied individual served as a knight for over 20 years. With a brutally candid approach to politics—an honesty honed through military experience—Euwain embodies the knights' ideals to either a refreshing or suffocating degree, depending upon who you ask.

Zizer (NG male goblin): Ser Zizer of the Crookedtoes met the Knights of Ozem during the exodus from Lastwall, their tales of valor and violence capturing his attention. Later, he became a vocal advocate for the Knights of Lastwall. With them, he saw an opportunity for fellow goblins to find adventure and fortune, and for a good cause to boot! Though the title of "Ser" was initially self-imposed, Zizer has filled his role as emissary to goblin-kind with an infectious enthusiasm that endearingly affects Ulthun's propaganda.

Winslet (LN female changeling): More rogue than knight, Winslet often travels throughout the Shining Kingdoms, particularly Taldor and Galt. She parleys with less socially

A knight's work never ends as long as evil runs rampant and there's good deeds to be done—thus do the Knights of Lastwall travel to every corner of the Shining Kingdoms. While they act benevolently to realize their organization's ideals, times have necessitated gaining alliances and support from the region's political powers by merit of their actions. Knights operate in the field and in the courts of varying nations, their efforts on either front molding their plans in the other.

In the Shining Kingdoms, Andoran is among the most welcoming to the Knights of Lastwall. With both sides eager for alliances, it was simple for the order to establish direct communication between its leadership in Absalom and the People's Council, including Supreme-Elect Andira Marusek. The knights received the council's blessing to migrate displaced peoples from Lastwall, providing them opportunity to find new homes and ample work in the young nation. Knights stationed in the area also serve as ambassadors, smoothing over conflict as needed between peoples; others were dispatched to aid in curtailing the slave trade within Andoran's sphere of influence, at times putting the knights in direct conflict with Chelaxian mariners. Cemented by similar national ideals, the Knights of Lastwall and Andoran have a straightforwardly positive relationship.

Shortly after the first Knights of Lastwall appeared in Grand Princess Eutropia's court to request assistance for their cause, Taldor rallied a contingent of Ulfen Guard to aid in the Gravelands. This initial move inspired Eutropia's people, striking a nostalgic chord with many Taldan citizens. After a brief period of Taldan support, the knights found their aid drying up as Taldan tastes move to the next passing interest. Appealing to Grand Princess Eutropia for further aid is a political priority for the order. While the effectiveness of Eutropia's troops is unquestionable, further Taldan support—particularly that of the military—could prove a decisive factor in the coming conflict with Tar-Baphon. As skilled as the Knights of Lastwall are in combat, the tangle of Taldan politics is one of their mightiest foes yet. Noble houses vie for power, and great promises are easily broken in constant attempts at greater political influence, repeatedly leaving the knights with empty words. The knights established an embassy in Oppara, and through their emissaries' inquiries and acts of philanthropy, they've stayed abreast of Taldor's current affairs. Aside from Tar-Baphon's looming presence, most of Taldor's problems seem more internal, from religious cults to prospective coups. These issues compound public unrest and tie up military resources in maintaining order. The knights offered their contingents mustered at the embassy to aid in such matters, but Eutropia found more use in their efforts to aid local citizenry. She welcomes refugees from Lastwall, offering them new starts while reaping their labor to bolster Taldor's infrastructure. The knights take care not to overstep in their political efforts, lest they receive a mandate to vacate their embassy.

Moving northward, the ever-tumultuous politics of Galt create a great need for protection and stability, or at least a semblance of it. The knights sent squads of relief workers with generous escorts and envoys. These groups travel throughout the nation, providing aid—such as food, healing, and counsel—where their presence seems most needed, though each has express orders to evacuate should the nation's political tensions come to a violent head. Diplomats continuously work to strengthen the knights' relationship with the Galtan government, using the external

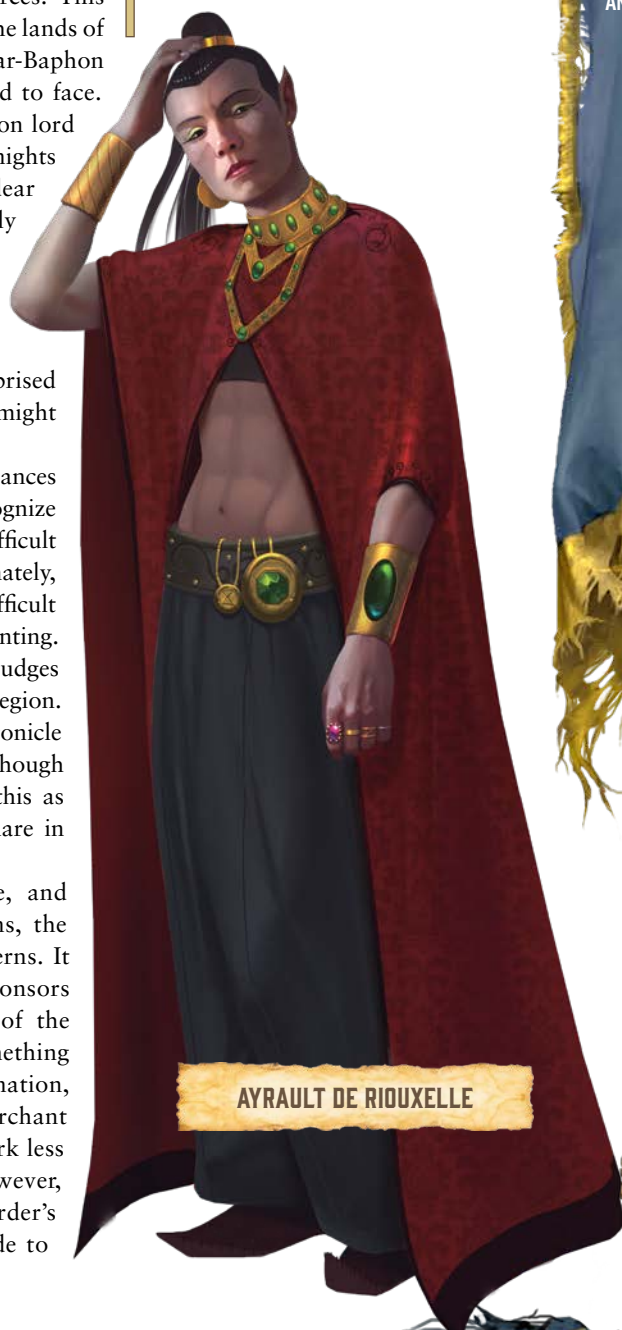
threat of Tar-Baphon as a basis for such talks, though instability threatens to make their efforts moot. One knightly diplomat theorized that while Camilia Drannoch continues consolidating support for the Revolutionary Council, the Galtan leader has other plans in the works that are more important to her—plans more than likely contrary to the Gray Gardeners and, quite possibly, the *final blades*. Whether Camilia will tap the knights directly to help with such matters remains uncertain, so their emissaries continue to observe the nation's political conflicts, evaluating whether they should involve themselves in this powder keg. In Galt, the knights mainly counts their small victories; their efforts to connect with the populace—disenfranchised or otherwise—have attracted a fair number of recruits to their organization.

Following an invitation from Queen Telandia Edasseril of Kyonin, the knights sent emissaries to curry favor with one of the more stable nations among the Shining Kingdoms. While they garnered some token promise for support, Kyonin's problems within and without keep its generosity at bay. The knights sent a contingent of paladins and clerics to the elven kingdom to aid in combating Tar-Baphon and his undead forces. This cooperation reemphasized another of Kyonin's needs: to reclaim the lands of Tanglebriar. Treerazer would be a fearsome foe, rivaled only by Tar-Baphon in recent memory, and one the knights are currently ill-equipped to face. The queen works to stifle any intent to go to war with the demon lord among her people. However, therein lies an opportunity: if the knights make headway in returning Tanglebriar to elf hands, they'll endear themselves among a fair proportion of the population, especially those from Kyonin's southern regions. The knights could secure an outpouring of support for their future endeavors, all accomplished through good deeds. They dare not invite Telandia's ire by openly inciting battle against Treerazer, but through the aid of allies and adventurers, the knights remain apprised of those growing sentiments, waiting for the greater parts they might yet play.

Just south of the forests of Kyonin, knights work to create alliances between the dwarves of the Five Kings Mountains. The knights recognize that as long as the five kingdoms remain fractured, it will be difficult for any one kingdom to provide support to their efforts. Unfortunately, though bridging the gap between five different kingdoms is difficult enough, dwarven stubbornness makes the task all the more daunting. The effort has been slow to say the least, as generations-old grudges and longstanding contracts seem to arise out every cavern in the region. To bolster their efforts, the knights have begun an initiative to chronicle an official record of family lineages among the five kingdoms. Although the task is massive, knights seem to have an easier time with this as dwarves are more forthcoming with family history, proud to share in their ancestral tradition.

An old saying goes, "Wars are fought with men, mettle, and money." Even with the Knights of Lastwall's noble intentions, the last of those factors remains one of the order's primary concerns. It looked toward the prosperous nation of Druma to establish sponsors for future campaigns and supply lines for its forces north of the Five Kings Mountains. Receiving Druman aid requires something in return, and for the knights sent to the mercantile-focused nation, that exchange involves their service. Knights often escort merchant caravans and patrol major trade routes. Many consider this work less than glamorous, though it's commonly filled with action. However, armaments and supplies are trickling in from Druma to the order's garrisons throughout the Shining Kingdoms—a welcomed trade to support their continued efforts in the region.

acceptable entities, evaluating possible relationships that could benefit the order without visibly marring its reputation. This task proves difficult but necessary when dealing with mercenary companies, independent guilds, and trading cartels, among others. Winslet refuses to completely write off these potential allies, foreseeing a day where their support will prove crucial to the knights' victory.



AYRAULT DE RIOUXELLE

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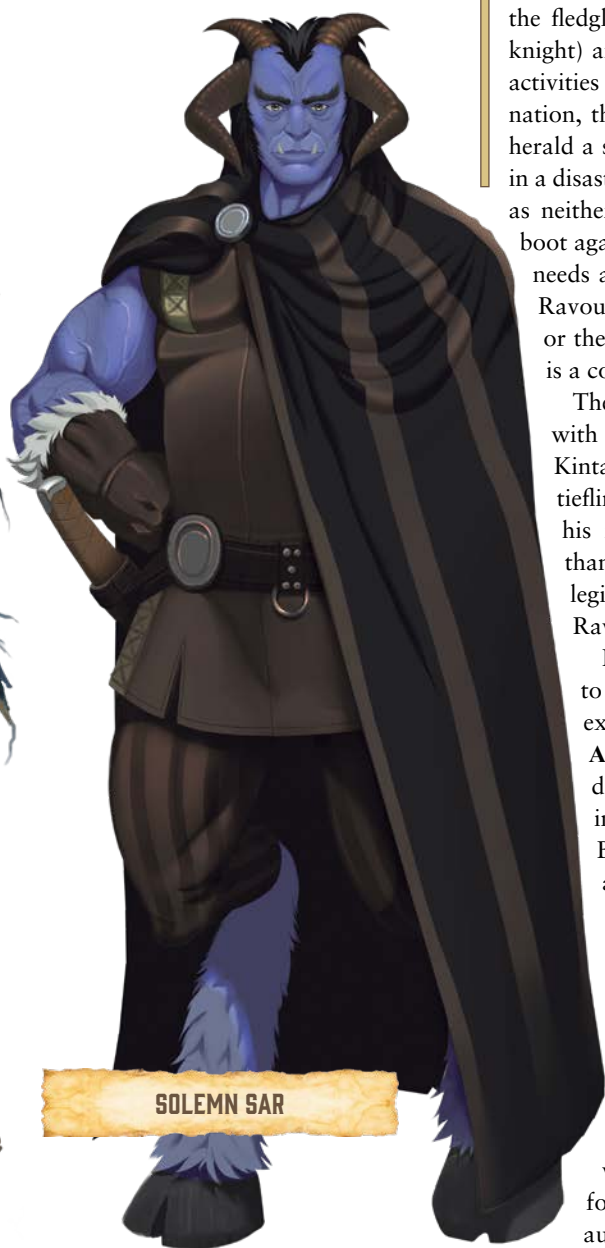
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OTHER CAMPAIGNS

KNIGHTS FROM BEYOND

Powerful knights are capable of traveling past Golarion into the Great Beyond. Outside of the Boneyard, most knights will rarely travel the multiverse, but the planes offer some of the greatest allies the Knights of Lastwall might ever find. Knights who manage to reach the good planes might have the opportunity to convince angels, archons, and other celestials to provide their support in the fight against evil. Even a single celestial ally could make a world of difference.



SOLEMN SAR

While the Knights of Lastwall are stretched thin in northern and eastern Avistan, they still find members—typically small units of Shining Sentinels—to assist communities in trouble throughout the Inner Sea and beyond. These rare few recognize that no region is entirely free from injustice and suffering, and where a knight can provide aid, they are honor-bound to do so. These knights are, more often than not, native children of the lands they assist, individuals or groups who answered Lastwall's call and now return to help the people of their homelands.

While **Domina Bainilus** (CG female human aristocrat) and the Silver Ravens of Ravounel busy themselves with international threats and the pressures of maintaining a newly founded nation, a group of Shining Sentinels see to the country's smaller problems. These knights work with Firebrands, the Bellflower Network, and even the Hellknight Order of the Torrent to ensure independence for Ravounel's people, and see to it that any Chelaxian citizen suffering under the rule of House Thrune can find a new life within the fledgling nation's borders. Spearheaded by **Caliwell** (NG male human knight) and **Ephense** (LG female halfling knight), the Knights of Lastwall's activities in Ravounel provide another beacon of hope for the people of the nation, though some worry that the pair—devout Iomedaeans both—may herald a second attempt at the Glorious Reclamation, embroiling Ravounel in a disastrous war with Chelias. The duo does its best to assuage these fears, as neither knight wishes to see Ravounel crushed under Chelias's hellish boot again, but lingering doubts remain. Most people reason that Ravounel needs all the friends it can get. The two knights have won over many of Ravounel's citizens by lending a hand in everyday tasks; the sight of one or the other hanging laundry or delivering a neighbor fresh-baked bread is a common one.

Their duties in Ravounel led the knights into a friendly partnership with **Solemn Sar** (CG male tiefling human merchant), a salt merchant in Kintargo. Despite his name, Solemn Sar is anything but; the gregarious tiefling's boisterous laughter carries across a crowded marketplace, and his frequent profanity includes creative epithets that astound more than offend. His connections in all strata of Ravounel society and legitimate business makes excellent cover for operations across the Ravounel-Chelias border.

In the Mwangi Expanse, a unit of knights offered their assistance to the nation of Vidrian, where the now-independent state's tenuous existence is at risk from threats within the Expanse and beyond. **Aayose** (LG male human protector) and his cadre of knights perform a diverse array of duties, occasionally crewing ships to repel Chelaxian invaders still seeking to reclaim their lost colony, working with the Bright Lions to end the threat of Mzali and its god-king Walkena, and staving off monstrous incursions that threaten the borders and outlying lands of Vidrian. They also serve as emissaries between the Knights of Lastwall and the Magaambya, sharing what information they can with the school to further local knowledge. Their numbers are few, and the work is hard, but those in Aayose's unit serve with honor and distinction.

Aayose always seeks more knights and has begun inducting promising young squires to the cause. His depiction of the ruin that is the Gravelands has resonated with Vidrian's people; without vigilance, Aayose warns, Vidrian could become a mere footnote in the history books—something neither he nor his rapt audiences ever wish to see. The simple refrain that ends Aayose's

stories, “never again,” carries multiple meanings: Never again will the people of Vidrian be put under the yoke of foreign powers, just as never again will Lastwall’s utter destruction be repeated anywhere on Golarion.

After Arazni’s liberation from imprisonment in Geb, many knights feel there is little they can do in that undead-ruled nation in their present state. Not so, says **Harnassa Sancris** (CG female human instigator), a short, fiery Garundi woman, and her small faction of Shining Sentinels. Those living in Geb require as much support and protection as anyone, they reason, and a nation where undeath is not only common practice, but a condition protected and encouraged by law, is an affront to the knights’ honor that can’t be left unchallenged. What can one small unit of knights possibly achieve in a land where evil has reigned for millennia?

In answer, Harnassa has conceived an audacious plan: kill and permanently lay to rest all 60 Blood Lords in one single, bloody night. With the active rulership shattered, mortal members of Gebbite society can throw off the shackles of rule and depose the ghostly archmage Geb himself. Harnassa’s fellow knights have insinuated themselves into the courts of more than a dozen Blood Lords, often posing as minor scribes and servants—those with access to secure areas but whose presence is easily overlooked. Spellcasters hide their magical skills, and Harnassa has developed a fighting style using secreted daggers infused with sacred energies that is just as deadly and far more subtle than any sword. The plan is desperate and perilous, with slim chance of success, but Harnassa and her compatriots’ certainty in its necessity grows with each day they are exposed to Geb’s dread nobility and its vile excesses.

Harnassa relies upon a solid relationship with some local Firebrands. Their goals align well, and the Firebrands’ more extensive network of spies and informants allow Harnassa and her knights a far greater reach. The Firebrands build support among common folk while the knights engage in their subterfuge within Geb’s higher echelons. Both groups recognize their chances for success are low, but where evil reigns, those of good heart must act. To do otherwise would allow evil to win by default, and whether knight or Firebrand, neither plans to go down without a fight.

BEYOND THE INNER SEA

If Knights of Lastwall who serve outside Avistan are highly uncommon, those who travel to lands beyond are rare in the extreme. Perhaps a dozen fully sworn knights traveled beyond the Inner Sea; the following are a few notable examples.

Kaspansa Chir (NG female halfling cavalier) is a halfling whose family emigrated from Vudra to Absalom generations ago. Kaspansa always wanted to travel to her family’s homeland; after taking the oath, she decided to take her knightly ideals to Vudra. Kaspansa’s travels in Vudra eventually brought her to the Narhari Desert, where she joined with the Desertbloom Irregulars, an elite squad of halfling slingers and skirmishers from Justinpur, to fight against the undead monks of Adhaarm and Vinpinna.

Recently arrived on the shores of Arcadia, Knight **Rigrumple Vladebick** (NG male gnome champion) and his squires offered assistance to the people of Segada; however, they have been so far rebuffed as foreigners. The Segada high council suggested the unit can prove its good intentions by clearing out some of the old ruins along the Grinding Coast. These ruins, left by the Razatlan Empire millennia ago, are full of unquiet spirits and still-active traps. The eradication of this threat would be an immense boon.

In the city of Goka in Tian Xia, the Knight **Ahn Jae-shin** (LG female human swordmaster) is actively recruiting squires. As soon as she has enough recruits, Jae-shin hopes to serve as a general problem solver across Tian Xia; several of its nations suffer under evil rule, and Jae-shin sees a chance for the Knights of Lastwall to make a difference on her home continent.

ADDITIONAL READING

For information on specific topics, seek the following sources:

Geb, Impossible Lands: *World Guide* 72–83, *Legends* 44–45, 80–81

Mwangi Expanse, Magaambya: *Lost Omens Mwangi Expanse, Character Guide* 96–105, *Legends* 60–66, 96–101

Ravounel, Old Cheliax: *World Guide* 96–107, *Legends* 8–11, 94–95

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GLOSSARY AND INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on. New rules content is marked with an asterisk (*).

Abadar Lawful neutral god of cities, law, and wealth. Known as the Master of the First Vault. *Gods & Magic* 12-13

Abaddon A vast wasteland plane that is the source of the river Styx and home to the fiends known as daemons. The plane is neutral evil. *Gamemastery Guide* 142

Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle. 116-117, *Absalom, City of Lost Omens*

Absalom Reckoning The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4722 AR.

Abyss An endless winding plane full of dangerous chasms and home to the fiends known as demons. The plane is chaotic evil. *Gamemastery Guide* 142

Age of Lost Omens The age brought about by the death of Aroden, ranging from 4606 AR to the modern day. *World Guide* 8-9

Alkenstar A city-state located in the central Mana Wastes. The city is known for unique technologies, including firearms. *World Guide* 74-76

Andoran A relatively young nation in southern Avistan known for its adherence to democracy and personal freedom. *World Guide* 122-124

Arazni Neutral evil god of the abused, dignity, and unwilling undeath. Known as the Unyielding. 52, *Gods & Magic* 54

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *World Guide* 6-7

archetype feats 80-81*

Aroden Lawful neutral god of humanity, innovation, history, culture, and fulfillment of destiny. Known as the Last Azlanti. Now deceased. *World Guide* 14, 21

Arqueros Lawful good empyreal lord of bodyguards, protection, and watchfulness. Known as the Golden Bulwark. 53

asura rana The most powerful asuras, who dwell in desecrated holy sites and the wilds of Hell.

avatar forms 66*

Avistan One of Golarion's continents. It makes up the northern half of the Inner Sea region. *World Guide* 7

Azlant One of the greatest nations during the Age of Legend. The empire was destroyed during Earthfall, and its ruins remain as islands in the Arcadian Ocean. *World Guide* 8, 62-63

backgrounds 73*

Bellflower Network This secretive organization is dedicated to the liberation of halfling slaves, especially in Cheliox. *Character Guide* 65

Boneyard A plane where the souls of the dead travel in

the afterlife. Home to the monitors known as psychopomps. The plane is neutral. *Gamemastery Guide* 142-143

Brevoy A nation in northeastern Avistan. Known for its political uncertainty. *World Guide* 26-28

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. 118-119, *World Guide* 24-35

Calistria Chaotic neutral goddess of lust, revenge, and trickery. Known as the Savored Sting. *Gods & Magic* 16-17

Cayden Cailean The chaotic good god of bravery, ale, freedom, and wine is also known as the Drunken Hero. *Gods & Magic* 18-19

celestial Creatures who hail from or have a strong connection to the good-aligned planes.

Chaldira Zuzaristan The neutral good halfling goddess of battle, luck, and mischief. Known as the Calamitous Turn. *Gods & Magic* 58

Cheliox A nation in southwest Avistan. Known for its ties to diabolic rule. *World Guide* 98-100

class feats 82-85*

Common An alternate name for Taldane, the most widespread language in the Inner Sea region.

Desna Chaotic good goddess of dreams, luck, stars, and travelers. Known as the Song of the Spheres. *Gods & Magic* 20-21

Draconic The ancient language of dragons.

Druma A nation in southern-central Avistan. Known for its prominent trade and great wealth. *World Guide* 124-125

Eagle Knights A state-funded military sworn to defend Andoran. Some branches work to end slavery in the Inner Sea region. *World Guide* 122-123

Earthfall A cataclysmic event in -5293 AR, in which a rain of meteorites fell upon Golarion and caused massive destruction.

Empyreal Lords Powerful celestial beings, demigods, and gods that represent the tenets of good. *Gods & Magic* 82-85

equipment 86-87*

Erastil Lawful good god of family, farming, hunting, and trade. Known as Old Deadeye. *Gods & Magic* 22-23

Esoteric Order of the Palatine Eye A secretive organization dedicated to working against the Night Heralds and Whispering Way. *Gods & Magic* 94

Eye of Dread The region in central Avistan consisting of the Gravelands, Lake Encarthan, Molthune, Nirmathas, Oprak, and Ustalav. 112-115, *World Guide* 36-47

Falayna Lawful good empyreal lord of femininity, martial training, and rings. Known as Warrior's Ring. 54, *Gods & Magic* 83

Fangwood Forest A large forest spanning the Gravelands and Nirmathas. *World Guide* 40

feats 74-85*

Firebrands A rebellious organization known for its members' daredevil acts and their work in fighting oppression. *Character Guide* 66-75

First World A plane that overlaps the Material Plane and is said to be a "rough draft" of existence. It is home to vibrant landscapes and fey. *Gamemastery Guide* 141

Five Kings Mountains A region in southeast Avistan considered the center of dwarven civilization in the Inner Sea region. *World Guide* 125-126

Galt A nation in eastern Avistan. Known as a land of constant political upheaval and revolution. *World Guide* 126

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8

Garundi A common human ethnicity in the Inner Sea region spanning the nations of northern Garund. *Character Guide* 6

Geb A nation in eastern Garund that's a haven for undead. *World Guide* 76-77

Gendowyn Chaotic neutral fey goddess that watches over the Fangwood Forest. Known as Lady of the Fangwood. 55

Goka A large city-state in western Tian Xia.

Golarion Golarion is the most important world in the Lost Omens campaign setting. *World Guide* 6-9

Gorum Chaotic neutral god of battle, strength, and weapons. Known as Our Lord in Iron. *Gods & Magic* 24-25

Gozreh Neutral god of nature, the sea, and weather. Known as the Wind and the Waves. *Gods & Magic* 26-27

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. 100-111

Great Beyond The collective name for all of the planes of existence of the known multiverse. *World Guide* 9-10

Heaven A plane that embodies order and compassion and is home to the celestials known as archons. The plane is lawful good. *Gamemastery Guide* 143-144

Hell A cruel, constructed plane separated into nine distinct layers and home to the fiends known as devils. The plane is lawful evil. *Gamemastery Guide* 144

Hellknights A collection of knightly orders with a strict focus on maintaining order and upholding the law. *Character Guide* 76-85

House Thrune Thrune is the ruling noble house of Chelax.

Impossible Lands The region in eastern Garund that consists of Geb, Jalmeray, the Mana Wastes, and Nex. *World Guide* 72-83

Inner Sea region The collective name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea.

Inner Sea This sea cradled between Avistan and Garund was created by the reshaping of the region during Earthfall.

Inner Sphere The center of the Great Beyond. It consists of the Astral Plane, Elemental Planes, Energy Planes, Ethereal Plane, the First World, the Material Plane, and the Shadow Plane. *Gamemastery Guide* 138-140

Iobaria This nation in western Casmaron is an unsettled frontier after a number of plagues.

Iobarian This human ethnicity is located primarily in Iobaria. *Character Guide* 10

Iomedae Lawful good goddess of honor, justice, rulership, and valor. Known as the Inheritor. 56, *Gods & Magic* 28-29

Irori Lawful neutral god of history, knowledge, and self-perfection. Known as the Master of Masters. *Gods & Magic* 30-31

Isle of Erran A small island off the northern coast of Starstone Isle. It is home to Absalom's navy. *World Guide* 21

Isle of Terror A small island in the center of Lake Encarthan that serves as the Whispering Tyrant's center of operations. It is racked with terrible storms and home to undead horrors. *World Guide* 41

Jalmeray An island nation off the eastern coast of Garund, Jalmeray is home to immigrants from the distant region of Vudra. *World Guide* 77-79

Jaric This halfling ethnic group mostly dwells in the Barrier Wall mountains of Garund. *Character Guide* 41

Kazutal Neutral good goddess of safety, liberty, and community. Known as Mother Jaguar. 57, *Gods & Magic* 64

Keenspark gnome This gnome ethnic group has an affinity for arcane magic. *Character Guide* 31

Kellid A human ethnicity in the Inner Sea region, originating among the mountains and steppes of northern Avistan. *Character Guide* 7

Kintargo Kintargo is the capital of the nation of Ravounel.

knight reclaimant feats 76-77*

knight vigilant feats 74-75*

Kols The lawful neutral dwarven god of duty, honor, and promises is also called the Oath-Keeper. 58

Kortos The island that Aroden raised along with the Starstone and on which Absalom was built. Also known as Starstone Isle. *World Guide* 14

Kraggodan A dwarven Sky Citadel located in the southern Mindspin Mountains in Nirmathas.

Kyonin A nation in central Avistan. Known as the center of elven culture in Avistan. *World Guide* 127-128

Lake Encarthan A large lake located in central Avistan, Encarthan is used to facilitate trade throughout the region. *World Guide* 41

Lake of Mists and Veils A large lake in northeastern Avistan. *World Guide* 28

Lastwall A destroyed nation that was founded to watch over Gallowspire, the former prison of the lich Tar-Baphon. *World Guide* 40-41

Lastwall sentry feats 78-79*

Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes on the Outer Sphere. Home to the monitors known as proteans. The plane is chaotic neutral. *Gamemastery Guide* 144

Magaambya The oldest academy of arcane learning in the Inner Sea Region. Located in the city of Nantambu. *Character Guide* 96-105

magic items 88-91*

Material Plane The plane that encompasses the known universe, including Golarion and its solar system. Located within the Inner Sphere. *Gamemastery Guide* 138-139

Mendev This nation located in northeastern Avistan is a launching point for crusades against the demons of the Sarkoris Scar. *World Guide* 28-29

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Milani The chaotic good goddess of devotion, hope, and uprisings. Known as the Everbloom. 59, *Gods & Magic* 66

Molthune This nation in central Avistan is dominated by its military and is at war with Nirmathas. *Character Guide* 42

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. *The Mwangi Expanse*

Mzali A temple-city located on the southern reaches of the Mwangi Expanse. *The Mwangi Expanse* 220–231

Nantambu A city-state located on the western edge of the Mwangi Jungle. *The Mwangi Expanse* 232–245

Negative Energy Plane A plane located within the center of the Shadow Plane and filled with destructive energy. Also known as the Void. *Gamemastery Guide* 139

New Thassilon This young nation in northwest Avistan is home to time-displaced Thassilonians. *World Guide* 113–115

Nex A nation located on the eastern coast of Garund, Nex is a center for arcane study. *World Guide* 80–81

Nidal This nation along the southwest coast of Avistan is watched over by Zon-Kuthon. *World Guide* 102–103

Nirmathas A nation located in central Avistan, Nirmathas is known for its vast wilderness and war with Molthune. *World Guide* 43

Numeria This nation in northeast Avistan is known for unique technology salvaged from a fallen starship. *World Guide* 29–30

Old Cheliox This region in southwest Avistan consists of Cheliox, Isger, Nidal, and Ravounel. *World Guide* 96–107

Oprak A nation in central Avistan, Oprak is home to hobgoblins who won the land by force. *World Guide* 44

pantheons 68–69*

Pathfinder Society This globe-trotting organization is dedicated to exploration and the reclamation of lost relics. *Pathfinder Society Guide*

Pharasma Neutral goddess of birth, death, fate, and prophecy. Known as the Lady of Graves. 60, *Gods & Magic* 38–39

Plane of Earth An Elemental Plane permeated with solid stone, endless caverns, and rich mineral veins. *Gamemastery Guide* 139–140

Plane of Fire An Elemental Plane covered in dancing flames, seas of magma, and clouds of ash. *Gamemastery Guide* 140

Ragathiel Lawful good empyreal lord of chivalry, duty, and vengeance. Known as the General of Vengeance. 61, *Gods & Magic* 84

Ravounel This young nation in southwest Avistan is known for its successful uprising against Cheliox and continued push for individual freedoms. *World Guide* 104–105

Razatlan A nation located in central Arcadia and the seat of what remains of the former Razatlani Empire.

Razmir Lawful evil god of law, luxury, obedience, and the nation of Razmiran. Known as the Living God. *Legends* 92–93

Razmiran A nation located in central Avistan. Known as the home of Razmir and his church. *World Guide* 30–31

River Kingdoms This region in northeast Avistan is made up of dozens of small kingdoms struggling for dominance. *World Guide* 31–32

River Styx A vast river that originates in Abaddon, traverses the Outer Sphere, and ends at the base of Pharasma's Spire in the Boneyard.

Rovagug Chaotic evil god of destruction, disaster, and wrath. Known as the Rough Beast. *Gods & Magic* 40–41

Runelord A powerful wizard that ruled in ancient Thassilon. Each runelord is tied to an aspect of sin magic.

Sarenrae Neutral good goddess of healing, honesty, redemption, and the sun. Known as the Dawnflower. 62, *Gods & Magic* 42–43

Sarkoris Scar A region located in northern Avistan. The previous site of the demonic Worldwound. *World Guide* 32–33

Shackles A collection of islands off the western coast of Garund, the Shackles are known for rampant piracy. *World Guide* 67–68

Shelyn Neutral good goddess of art, beauty, love, and music. Known as the Eternal Rose. 63, *Gods & Magic* 44–45

Shining Kingdoms The region in southeast Avistan consisting of Andoran, Druma, the Five Kings Mountains, Galt, Kyonin, and Taldor. 120–121, *World Guide* 120–131

Shoanti Members of this human ethnicity are common across the Storval Plateau, the frontiers of Varisia, and beyond. *Character Guide* 8

Silver Ravens This rebel group helped liberate the city of Kintargo and establish the nation of Ravounel.

spells 77, 92–95*

Starstone A unique gemstone that crashed to Golarion during Earthfall. It was eventually raised by Aroden and placed within the Starstone Cathedral in Absalom. Mortals can attempt to ascend to godhood by reaching the stone and taking the Test of the Starstone.

Starstone Isle Another name for Kortos. *World Guide* 14

Suyuddha Lawful neutral goddess of battle, strategy, and geometry. Known as the Warrior Queen. 64

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128–129

Tanglebriar This large swamp in southern Kyonin is the domain of the demon lord Treerazer. *World Guide* 128

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. *Legends* 104–105

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *World Guide* 9

Torag Lawful good god of the forge, protection, and strategy. Known as the Father of Creation. *Gods & Magic* 46–47

Treerazer A powerful demon lord banished to Tanglebriar, a swamp in southern Kyonin. Known as the Lord of the Blasted Tarn.

Ulifen This human ethnicity is common in the northern reaches of Avistan. *Character Guide* 9

Urgathoa Neutral evil goddess of disease, gluttony, and undeath. Known as the Pallid Princess. *Gods & Magic* 48–49

Urgir Urgir is the unofficial capital of the Hold of Belkzen.

Ustalav A nation located in northern central Avistan. Countless terrors roam the region. *World Guide* 45

Varisia A region in northwestern Avistan. Known as a frontier land and home to ancient Thassilonian ruins. *World Guide* 116–117

Varisian This human ethnicity is common throughout Avistan, particularly in and around Ustalav and Varisia. *Character Guide* 9

Vidrian This young nation along the western coast of Garund only recently broke free of oppressive colonial rule. *The Mwangi Expanse* 274–287

Vildeis Lawful good empyreal lord of devotion, sacrifice, and scars. Known as the Cardinal Martyr. 65, *Gods & Magic* 84

Vudrani A common human ethnicity in Vudra, Vudrani are also

found in Jalmeray and the surrounding regions. *Character Guide* 9

Vudrani The language of the Vudrani people.

Whispering Tyrant Another name for the lich Tar-Baphon. *Legends* 104–105

Whispering Way A group of cultists dedicated to spreading undeath and serving the lich Tar-Baphon. *Character Guide* 65

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Abyss to spill forth and destroy the region. It has since been closed, and the demon-blighted land is now known as the Sarkoris Scar. *World Guide* 26, 32

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