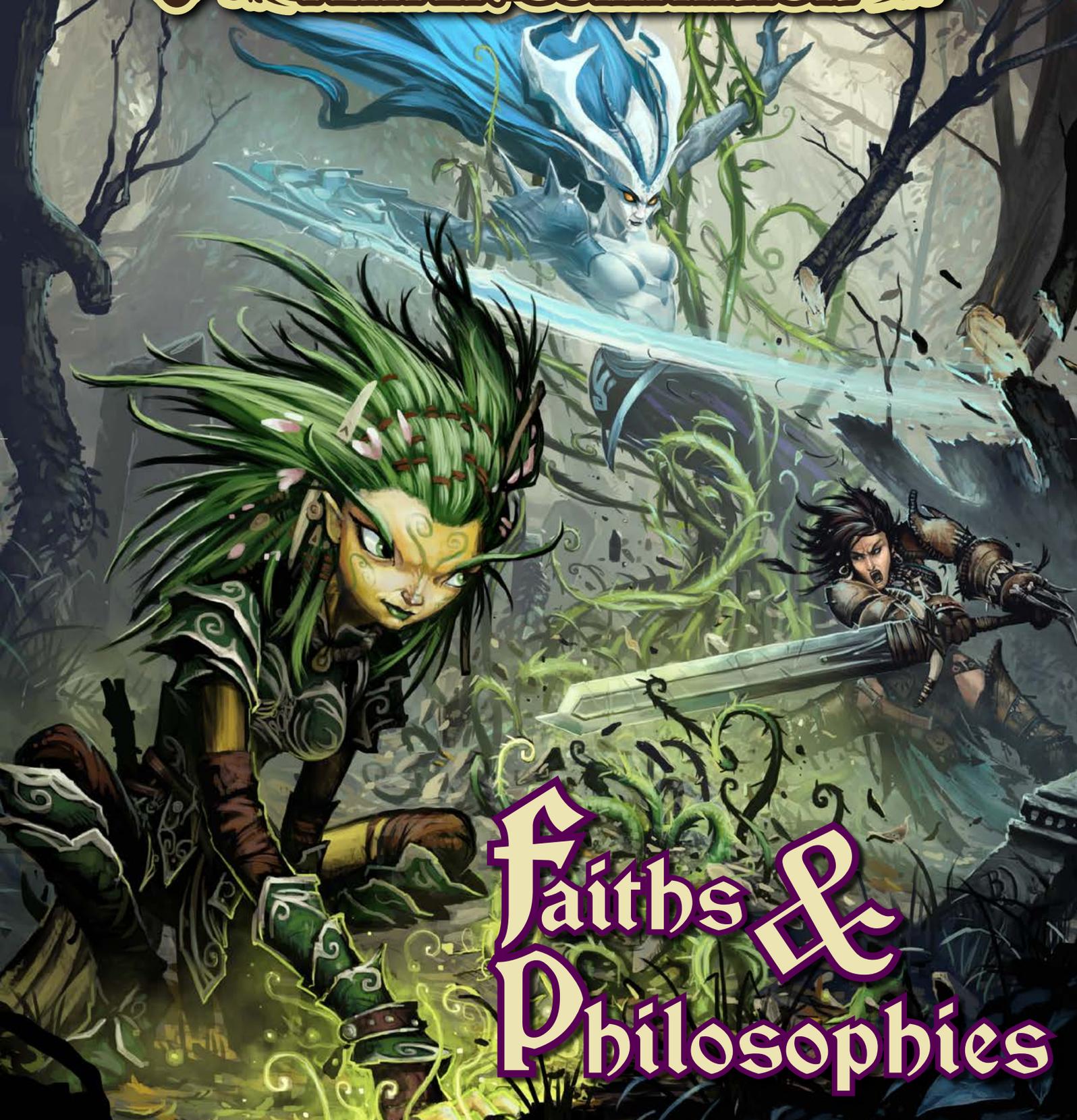


PATHFINDER[®]

PLAYER COMPANION[™]



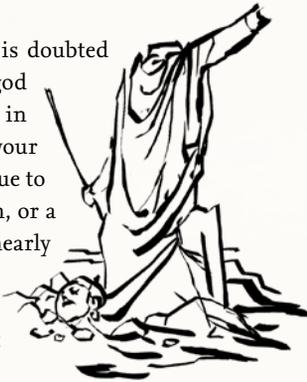
Faiths & Philosophies

Lifelong Belief...

The following new faith traits are designed to reflect the ways in which your character's worldviews, personalities, and even abilities are influenced by their spirituality or philosophy. Additional traits can be found on the inside back cover.

Abject Belief

You cling tenaciously to a faith that is doubted by many, perhaps based around a god who has vanished, or was never a god in the first place. You refuse to forsake your beliefs despite all evidence, perhaps due to a need to belong, respect for tradition, or a religious experience. As a result, it is nearly impossible to convince you of your deity's absence. You gain a +2 trait bonus on Will saving throws against fear effects.

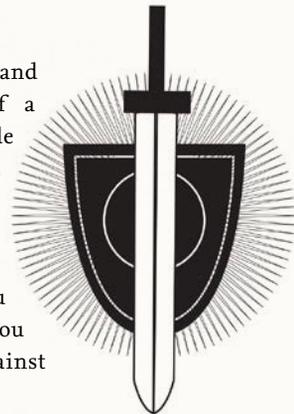


Born free

You were introduced to an individualistic belief as a youth. Thriving under the promise of control of your own destiny, you soon began to demonstrate the truth of this ideal. Though others may mock you for your unwillingness to go along with a group or accept the easy security and comfort promised by more ecclesiastical faiths, you know that the revelations and destiny you seek can only be brought about through your own actions and individual search for meaning. Once per day, after you roll a saving throw against a compulsion effect, you can choose to roll again as an immediate action before the result of the saving throw is announced. You must keep the new roll, even if it is worse.

Bound by Honor

Your code of honor, obligations, and taboos stem from the shame of a misspent youth. Now, a personal code reminds you how to live, and you have an impressive ability to resist temptation. Once per day, if a mind-affecting effect would compel you to take an action that would cause you to lose Honor Points (see page 8), you may make a new saving throw against the original DC to end the effect.



Crisis of faith

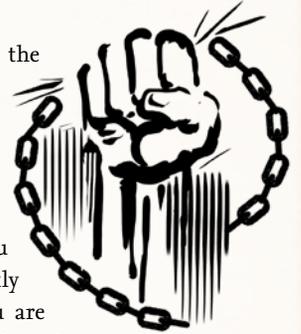
You were raised to uphold a specific set of tenets, and you never had reason to doubt their veracity. Recent events, however, have undermined that certainty, and you now find yourself wondering if any of the universal truths you once believed in can actually hold up to scrutiny. Perhaps you witnessed a mentor or church official fall from grace or violate your shared tenets. Maybe you watched a friend injured terribly despite (or because of) her pure faith. Whatever the case, your shaken confidence grants you a +1 trait bonus on saving throws against illusions. You may replace any other faith trait with the Crisis of Faith trait whenever you gain a level. This replacement is permanent until you receive *atonement*.

Devout Visionary

As a child, you had a strange vision while suffering from a terrible illness, and only found your way back to the mundane world by following the call of a spiritual leader—perhaps a shaman's drum or a druid's lilting poetry. Since then, you have studied symbolism and dreams in the hope that you might understand your own vision, though your lessons prove just as helpful to others. You gain a +1 trait bonus on Will saving throws against spells and effects that grant the confused or dazed condition. Once per day as a full-round action, you may grant an adjacent ally a new Will saving throw to end an effect that grants the confused or dazed condition.

Divine Denier

You can't bring yourself to accept the authority of the gods, even though friends might hound you relentlessly to change your ways. Perhaps you're a Rahadoumi objecting on ideological grounds, or perhaps you just want to be left alone. Your doubt causes you to shrug off divine magic more quickly than others. Once per day when you are affected by a divine spell, you may reduce that spell's duration to half (minimum 1 round) for you alone.

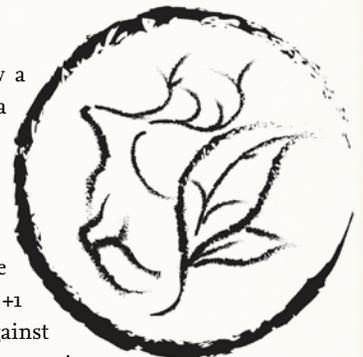


Monastic

Either your parents sent you to be raised in a monastery, or you traveled there yourself later in life in order to escape the conflict and distractions of the greater world. There you learned to eschew the material concerns that plague so many and cloud their minds, instead embracing an ascetic lifestyle. You readily let go and step away from trouble, free from any tie or baggage that might slow your path to enlightenment—figuratively or literally. Once per day as a swift action, you gain a +1 trait bonus to Armor Class as long as you are wearing no armor, not using a shield, carrying a light load, and have nothing in your hands. This bonus lasts for 1 minute.

Nature Worshiper

When you were young, you saw a dead creature's body fertilize a field. Witnessing the connection between life and death moved you to recognize your own connection with the world, and ever since you have revered nature and feared death less. You gain a +1 trait bonus on saving throws against death effects and effects that use negative energy, such as energy drain and inflict spells.



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ON THE COVER



Lini, a member of the Green Faith, and Amiri, whose curses evoke Gorum's name, take on a Daughter of Urgathoa in Ben Wootten's action-packed cover!



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Paths of Prestige</i>	POP
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Campaign</i>	UCA
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Combat</i>	UC
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM



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For Your Character

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

FOCUS CHARACTERS

This Player Companion provides new options particularly well suited to members of the following classes.

BARDS

Bards are versatile characters, and thus often required to fill varied roles in a party or community, including those of clergy and healers. The arcane healer archetype (page 13) allows bards to support parties with more clerical abilities. A bard taking feats from throughout the book can round out his abilities to fill a more faith-based role.

DRUIDS

Druidism itself is covered in detail on pages 10–11, including the Green Faith initiate archetype. New druid domains based on the totem spirits of the Shoanti and Mwangi peoples are presented on pages 24–25, giving druids a better connection to the spirits of the land.

MONKS

Though not divine characters, per se, monks make a good fit for devout followers of faiths and philosophies that require personal perfection and dedicated training. The meditation rules on page 19 are particularly geared toward monks, who can take any of the provided feats in place of the standard monk bonus feats as they advance in level.

ORACLES

Spontaneous divine casters who gain power from an innate connection to some greater force—rather than from devoting themselves to prayer or study—oracles may or may not participate in organized religions. The juju mystery (page 14) provides oracles with new options based on the worship of enigmatic spirits known as wendo.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of race or class. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of type, focus, or background.

CODES OF HONOR

Members of any class can gain more notoriety and influence in the ranks their respective faiths by advancing the philosophy's aims and goals. Honor-bound PCs will find several new tools to advance as adherents of their chosen organizations (page 9). This book includes information on Ichimeiyō, the Knights of Ozem, the Prophets of Kalistrade, and the assassin cultists of the Red Mantis.

MEDITATION

Any character can make use of meditation feats (page 19), which focus the mind and body toward a specific goal. Characters can take multiple linked meditation feats to gain extraordinary new abilities.

PANTHEONS

Pantheists, characters who actively worship more than one deity, can gain some divine power from their devotion to a cadre of thematically linked gods. These can include racial pantheons, archdevils and demon lords, Vudra's myriad deities, and more. Several prominent pantheons and the benefits of dedicating oneself to their worship are presented on page 21.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Faiths & Philosophies*.

- 1 How large a role will my character's faith play over the course of the campaign?
- 2 What deities or philosophies can we choose from when creating a character background?
- 3 Will the campaign incorporate any rules subsystems, such as the honor system presented in *Pathfinder RPG Ultimate Campaign*?

TRAITS

Numerous faith traits offer different background options for pious souls.

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DID YOU KNOW?

When naming the gods in the Pathfinder campaign setting, Editor-in-Chief F. Wesley Schneider suggested Gozreh for the nature deity, a reversal of film director Werner Herzog's surname. Herzog's films often portray nature as a dangerous force to be reckoned with—an outlook we wanted to emphasize in the setting.

RULES INDEX

In addition to the various class-specific rules mentioned on the previous page and the new faith traits presented on the inside front and back cover of the book, this Player Companion contains the following new rules elements, many of which can be of use to characters of all races, classes, and backgrounds.

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Belief on Golarion



“Faith is more than simply following the whims of a more powerful being or gaining access to magic. It is bigger than reading the signs and following orders. It is greater than a spell and more ancient than any artifact. It is stronger even than the gods—though it may often be rooted in their glory—and older than the gods as well. In essence, faith is a recognition that the world is connected in ways no mortal can ever completely understand. It is a way to find one’s place amid that web of interconnections, to touch eternity from within the confines of history by consciously playing a part in an endlessly unfolding mystery. Even those of opposing beliefs cannot deny the power each being gains by drawing on an ideal greater than the self. Opponents are simply playing their own, opposite roles in the dancing, twining currents of time’s boundless river.”

*—Amvirak Twin-Souls,
Meditations and Revelations*

Faith is one of the most powerful forces on Golarion. This book depicts the ways belief can shape the paths of heroes, whether it comes from religious organizations that call adventurers to arms or individualistic codes that give an adventurer reason to keep traveling and fighting instead of retiring safely after the first dungeon. Faith is one of the great organizers of culture, shaping the world through its strictures and conflicts. Knowing how your friends and enemies see the world is a valuable tool in determining how to deal with them.

Religions and philosophies vary tremendously in their scope and focus. Most people on Golarion have a measure of respect for at least one religion or philosophy, and many are devout believers. Their faith can color their entire worldview, from what they consider worth their time to the extents they go to in pursuit of their goals—in addition to their concern about what divine assistance will answer their calls and prayers.

Though not everyone feels the need for belief to shape her perspective, most agnostics at least pay lip service to some ideal that gives power and purpose to the people around them, just to be safe. Some actively deny all religion, relying on their own strength or wits alone, but even many of those who deny that the gods deserve worship still follow codes of honor or other philosophies that unite them with their fellows and inform their views of the world.

MODES OF BELIEF

The countless beliefs spread across Golarion can be divided into the four broad groups presented below, though some fall into multiple categories. These categories have less to do with a faith's dogma than its structure—how the faith is organized and taught. Getting a sense of the different options can help you decide which style of belief is best for your particular character, and each section notes classes that are commonly drawn to that mode of belief.

COMMUNAL

Communal beliefs are built on national, cultural, racial, or other group identities. They prescribe duties and privileges specific to the group, maintaining its unique identity over time and keeping longstanding traditions alive. Religions and philosophies that are communal reflect concerns that are relevant to the group and its traditions as a whole. In some societies, weak or nonexistent law enforcement leaves a communal belief as the only institution to mediate between people. Though some groups hold up their communal beliefs as superior to others, many are simply different—the members of a tribe might be proud of the influence of their heritage without looking down on foreigners for not sharing in it. These beliefs usually engender loyalty between members.

Cavaliers, paladins, and those concerned with honor are commonly attracted to the lawful bent demonstrated by the majority of communal philosophies, and bards often find their cultures' beliefs inspiring.

Ichimeiyo, Rahadoumi atheism, some pantheism, and ancestor worship are examples of communal philosophies.

ECCLESIASTICAL

Ecclesiastical beliefs are those centered around deities and mediated primarily by priests such as clerics and adepts. In addition to a deity or deities, all ecclesiastical groups share the assumption that there is at least one ultimate authority on their respective principles (such as a deity, divine herald, or high priest) who understands more than everyone else and teaches and leads those who understand less. Lawful and neutral deities usually have well-structured hierarchies among their clerics, and the leaders of such movements often wield a great deal of authority over those below them. Members are expected to defer to the judgment of their superiors. Ecclesiastical religions serving chaotic deities, on the other hand, tend to be disorganized, often so much so that they begin to resemble individualistic traditions.

Many ecclesiastical traditions strive to inspire patience and a respect for authority among believers—though individual prophets and visionaries might buck the power structure to attempt sweeping changes and reforms within a faith, potentially creating sectarian conflict or instigating clashes with other faiths. Such is the case for the sample diatribe presented on pages 16–17. Though Father Jask Henbok is an Iomedean, his views are more extreme than most in the church.

All clerics and most inquisitors and paladins follow ecclesiastical traditions as members of deity-based churches, and some druids and other divine casters do as well.

Well-defined churches dedicated to deities and pantheons are, as a rule, ecclesiastical in structure.

INDIVIDUALISTIC

The tenets of individualistic beliefs are rooted in the power of the self. Some groups that encourage individualistic belief also have a religious component, holding up a god or ideal as the model for the individual to aspire to, but others merely teach about the potential locked within each person. The focus of any individualistic path is on the power of each person to carve out her own destiny and choose her own way of relating to the world. These philosophies and religions often tout practical benefits that lure in ambitious new practitioners.

Many fighters and rangers practice individualistic beliefs, appreciating the freedom to work out their own directions in life. Sorcerers and rogues gravitate toward these beliefs for similar reasons, but especially because they're commonly accustomed to relying on their own wit and luck to get by in difficult situations. Monks and wizards, on the other hand, often appreciate the way that an individualistic path encourages them to grow beyond worldly limits and attain their full potential.

Sangpotshi, the Prophecies of Kalistrade, the Whispering Way, and many codes of honor are individualistic beliefs.

SHAMANISTIC

Shamanistic beliefs rely on the guidance provided by certain special people who are particularly well equipped to interact with the divine world. These chosen individuals, commonly called shamans, are different than ecclesiastical priests in that they intercede with many different divine forces on behalf of themselves or their adherents, rather than dedicating themselves to a single one. Non-shamans who hold shamanistic beliefs generally rely on shamans to interact with and interpret the spiritual world on their behalf. Although these lay believers generally have little personal experience of the divine outside of certain shared rituals, a few lucky (or unlucky) souls stumble upon their own brief contact with divinity, such as a chance encounter with a powerful spiritual being or a vision glimpsed in a fever dream. A shaman might reach out to deities or revere the natural world through druidism and the Green Faith, but could also cut deals with a variety of entities, from empyreal lords and archfiends to kami and fey.

The most well-known shamans are druids and oracles, although witches and summoners sometimes take on similar roles due to their compacts with powerful beings. Shamanism is also common among barbarians, who might prefer its rooting in the concrete, physical world or who experience the divine during rages and other ecstatic emotional states.

Druidism, juju, and totemism are shamanistic systems of belief.

Atheism

Denial of Divine Authority

Centers of Belief: Bachuan, Rahadoum, River Kingdoms (especially Touvette)

Common Believers: Bards, philosophers, sorcerers, summoners, wizards

Compatible Beliefs: Codes of honor, druidism, monasticism, Whispering Way

Incompatible Beliefs: Any religion based around deities

On Golarion, “atheism” usually denotes the belief that those beings commonly called “gods” are not worthy of the authority and reverence bestowed upon them by others. Atheists rarely doubt the existence of deities, and generally acknowledge that deities are very powerful beings, but deem them no more than that. Instead of gods, they tend to revere ideals such as goodness or freedom, philosophies such as the Prophecies of Kalistrade or diabolism, or nothing in particular. Though some scholars argue that the term “atheist” is incorrectly applied to these people—preferring terms such as “dystheists” or “misotheists”—such distinctions are lost on a generally religious society, and most accept the more common term.

LAWS OF MAN

The Laws of Man came out of a rejection of all things godly in the nation of Rahadoum, as part of a successful effort to put an end to the religious strife that was tearing the country apart during the Oath Wars. As a belief system, the Laws of Man are linked to Rahadoumi culture; the philosophy has little following outside of that nation, but is the law of the land within its territory. Under the Laws of Man, all demonstrations of faith in a deity are banned within Rahadoum under the principle that divine aid comes at too high a price—a seductive form of indentured servitude that extends even after death. Other sorts of divine magic, such as druidism explicitly divorced from a deific patron, aren’t banned, though their practitioners are often suspected of secret religious leanings. The philosophy’s tenets also move the government to provide its citizens some of the best education in the Inner Sea region, so that they can better make decisions regarding their own destinies.

Followers of the Laws of Man are known for having a dark but honest sense of humor that demonstrates a keen awareness of their own mortal limitations and the need to rely on each other. Though theists often portray Rahadoum’s Pure Legion as brutal witch hunters, most Rahadoumis are not bloodthirsty—they simply do what’s necessary to protect their way of life, exiling those they see as fundamentalists devoted to undermining and enslaving their secular nation.

The active prohibition against religion forces Rahadoum to call upon secular healers to pick up the slack. Bards are in high demand, as their supportive and healing

magic shines without divine magic to steal its thunder. Alchemists are also well-regarded, and serve among the nation’s principal healers.

Supporting Options: Godless Healing feat^{ISWG}, surgeon alchemist archetype^{UM}, hidden priest archetype^{ISM} (for clerics living under this philosophy), songhealer bard archetype^{UM}.

OTHER ATHEISTS

Not all atheists follow the Laws of Man. In the River Kingdom of Touvette and in the Tian nation of Bachuan, the priests have also been cast out, but the blessings of benevolent gods have been replaced by collectivist beliefs and systems designed to maximize the common good. Although as human institutions, they have significant flaws (both nations are gripped by unquestionably authoritarian leaders), these places have managed to eliminate most religious strife and divinely inspired manipulation of the populace, albeit at the cost of persecuting their religious citizens or forcing them underground. Many Prophets of Kalistrade (discussed on page 9) have no interest in deities, but unlike the institutional atheism of the Laws of Man, they don’t actively quash the religion of others.

Individualistic atheists who reject the gods without the support of a government tend to have trouble getting by, since they lack a strong social institution to help them without divine aid—though some are perfectly willing to receive divine magical aid so long as they don’t have to be the ones worshiping the gods. Some gods encourage their clerics to withhold their aid from atheists, but most don’t, perhaps hoping to win over souls through indirect missionary work. Atheists outside areas of atheist majority are widely distrusted and persecuted by religious folk who fear and misunderstand them, or who are unable (or unwilling) to make the distinction between refusing to tie yourself to a god and denying the gods’ very existence.

Atheism attracts self-reliant loners, such as witches and some rogues. It also appeals to those who, like many wizards and sorcerers, view the divine power to control reality as something that can be learned or developed with effort rather than prayer.

Supporting Options: Careful Speaker feat^{ISWG}, Godless Healing feat^{ISWG}, surgeon alchemist archetype^{UM}, hedge witch archetype^{UM}, hidden priest archetype^{ISM}.

ATHEIST FEATS

These feats provide options to help atheists fight or resist divine powers.

ATHEIST ABJURATIONS

Your critical attitude toward the divine allows you to determine the best ways to remove divine influence.

Prerequisite: Divine Defiance.

Benefit: You gain a +2 bonus to your caster level whenever you use an abjuration spell to dispel or counter a divine spell, or send an extraplanar outsider summoned or called by a divine caster back to its home plane.

DIVINE DEFIANCE

You distrust, disrespect, or doubt the gods, which helps you fight off their power.

Benefit: You gain a +2 bonus on saving throws against divine spells and the spell-like abilities granted by levels in a divine casting class.

Special: In certain circumstances, some outsiders and creatures of other types might have a strong connection to a specific deity they work for as agents and servants. These creatures' spells and spell-like abilities should likewise be affected by this feat, regardless of the creatures' planar origins or sources of magical power, subject to the GM's discretion.

DIVINE DENOUNCER

You choose to resist rather than serve the gods.

Prerequisite: Divine Defiance.

Benefit: You gain a +2 insight bonus on Bluff, Diplomacy, Intimidate, Knowledge, Perform (oratory), and Sense Motive checks involving any divine spellcaster or outsider that casts spells as a cleric.

FOCUSED DISBELIEF

So certain is your disbelief in the authority of the gods that you can brush aside their spells without effort.

Prerequisite: Divine Defiance.

Benefit: You gain spell resistance equal to 11 + your character level. This spell resistance applies only against spells and spell-like abilities covered by the Divine Defiance feat. You can lower this resistance for 1 round as a standard action.

ICONOCLAST (COMBAT)

You know how to turn a holy symbol into a weapon against her followers.

Prerequisite: Divine Defiance, Improved Sunder, Power Attack, Intimidate 3 ranks.

Benefit: When you succeed at a sunder combat maneuver against a holy or unholy symbol, you can attempt an Intimidate check to demoralize as a free action. This demoralization affects all followers of the deity or philosophy whose symbol you sundered who saw you sunder it and are within 30 feet. If you destroyed the symbol, you gain a +5 bonus on your Intimidate check. You can use this feat when sundering any physical holy symbol—it doesn't have to be the hand-held variety commonly used by clerics and other divine spellcasters.

SEEDS OF DOUBT

You have learned to plant the seeds of your own doubt in the minds of others by way of your hexes.

Prerequisite: Hex class feature, Divine Defiance.

Benefit: As long as a creature is subject to one of your hexes, it gains a +1 luck bonus on Will saving throws and can't help but doubt and resist divine magic. Whenever an affected creature is subject to a divine spell or spell-like ability granted by a divine spellcasting class, that creature must attempt a saving throw if at all possible, even if the effect is harmless, cast by an ally, or cast by the creature itself.



Codes of Honor

Systems to Sanctify and Perfect

Centers of Belief: Druma, Lastwall, Tian Xia

Common Believers: Cavaliers, clerics, monks, paladins

Compatible Beliefs: Atheism, monasticism, pantheism

Incompatible Beliefs: Churches of chaotic gods, druidism

Codes of honor are beliefs built around firm restrictions on behavior. These restrictions generally serve to set a practitioner apart from non-practitioners, often making them better, stronger, more holy, or more perfect in some way. Codes may apply to initiates into a specific organization, members of a specific culture or social class,



or lone individuals who strive to be all that they can be by sticking to unbending standards. What they all share is a distinctive lawful streak and a strong emphasis on self-control.

ICHIMEIYO

Lawful Tian Warriors

Ichimeiyō is a strongly communal warrior's code built upon three simple principles. The first, "One Body, One Soul," prescribes full commitment to any undertaking to achieve one's potential, and not sabotaging one's duties with half-hearted effort. The second principle, "Honor Is All," proclaims that, without honor, martial glory is just so much bloodshed, and promises and laws are only empty words. The third principle, "Without Service, Nothing," directs followers to commit completely to a worthy liege who will properly direct the honorable warrior. Followers of this code live and die by their reputations, but some uphold the letter of its law without abiding by the spirit.

Supporting Options: Samurai alternate class^{UC}.

KNIGHTS OF OZEM

Lawful Good Crusader Knights

The Knights of Ozem are an order of knights originally founded in service to Aroden. Since that god's death, the knights have found a new patron in Iomedae. The code of the knights is similar to that followed by Iomedae's paladins and many other knightly orders, emphasizing chivalry, fairness, justice, weapon mastery, strategy, and the opposition to evil forces such as the Whispering Tyrant, the orcs of the Hold of Belkzen, and the demons of the Worldwound. The ideal Knight of Ozem is an unbreakable bulwark against monstrous hordes as well as an impeccable manager of her troops. Most knights are cavaliers, fighters, and paladins, who are drawn to the group by its noble mission as well as its long history of glorious victories.

Supporting Options: Oathbound paladin archetype^{UM}, undead scourge paladin archetype^{APG}, Knight of Ozem prestige class^{POP}.

PROPHECIES OF KALISTRADÉ

Lawful Neutral Ascetics and Mercantilists

The Prophecies of Kalistrade offer the hope of eventually achieving vast wealth to anyone willing to follow its strict tenets. A strongly individualistic tradition, it teaches that only those with the resolve to adhere completely to its rules of self-denial deserve wealth and success. A significant number of the prophecies' followers are atheists, and smug about avoiding the hazards that come with worshipping a god. Prophets of Kalistrade are renowned for their focus, resolve, and ruthlessness in all business dealings. Lawful bards and rogues make excellent prophets, as they are well adapted to talking their way out of most problems.

Supporting Options: Prophet of Kalistrade prestige class^{POP}.

RED MANTIS ASSASSINS

Lawful Evil Assassin Cultists

The notorious Red Mantis assassins share a code that is both ecclesiastical and communal, and which instills in them a perverse reverence for the mantis god Achaek—He Who Walks in Blood. To them, every assassination is a divine ritual. They do their best to conceal their true identities, making the Red Mantis an impersonal force of death throughout the Inner Sea region. To maintain the sanctity of their sacrifices as well as the group's reputation, they ensure that no part of the job is handled poorly—payment is always collected, no haggling is allowed, no jobs other than assassination are accepted, and no victim is resurrected for long.

Supporting Options: Red Mantis assassin prestige class^{ISWG}.

HONOR POINTS

If you use the honor rules presented in *Pathfinder RPG Ultimate Campaign*, you can use the following tables of honor point adjustments for the codes of honor described above. These examples of events that would cause you to gain or lose honor points are guidelines; the GM should adjust them as appropriate to the situation and campaign.

ICHIMEIYO CODE

Event	Honor Points
Make a major personal sacrifice in the interest of your lord	+6
Publicly dedicate yourself to overcoming a difficult challenge or foe ¹ until you succeed at the task	+4
Swear fealty to a lord	+4
Challenge and defeat in single combat someone who has publicly dishonored you	+3
Destroy a shrine dedicated to an opposing power	+2
Protect a shrine from marauders	+2
Perform an action against your alignment because of a sworn oath ²	+1
Publicly expose a liar	+1
Help your lord gain honor points	+1/2 ³
Cause your lord to lose honor points	-1/2 ³
Be convicted of a petty crime	-2
Be drunk in public	-2
Be caught in a lie	-4
Slay an honorable opponent who has surrendered	-5

¹ CR at least 2 higher than APL.

² The oath must be to someone with more honor points than you.

³ Equal to half the number of points gained or lost by your lord.

KNIGHTS OF OZEM CODE

Event	Honor Points
Ascend to the rank of general	+15
Actively defend the seals on Gallowspire	+10
Push back enemy battle lines	+6

Acquire one or more sworn lieutenant	+4
Learn an important clue about Arazni's future plans	+3
Offer sanctuary and defend that offer	+3
Defeat a challenging demon or undead creature*	+2
Protect a site holy to Iomedae against attackers	+2
Protect an innocent against significant odds*	+2
Start a popular war	+2
Be convicted of a petty crime	-2
Refuse to aid someone who helped you	-3
Use violence to solve a problem when negotiation was an option	-3
Be caught in a lie	-4
Offer sanctuary and betray it	-4
Start an unpopular war	-6
Fail to keep a popular war popular	-8

* CR higher than APL.

PROPHECIES OF KALISTRADO CODE

Event	Honor Points
Become the richest person in a metropolis or nation	+30
Become the richest person in a large city	+15
Make more profit off of a loophole in a contract than on the initial contract	+4
Outwit a more honorable prophet in a business deal ¹	+3
Exploit a loophole in an agreement	+2
Go without basic comforts despite easily affording them	+2
Roll 30 or higher on a Profession check to make money ²	+2
Conserve your resources so that you never exhaust them	+1
Give money to those who have not earned it	-2
Violate a sexual or dietary prohibition of the prophecies	-3
Touch a person who does not follow the prophecies	-5
Wear an outfit that is not primarily white	-5

¹Your respective honor scores must differ by at least 20 points.

²You can gain honor points this way no more than once per month.

RED MANTIS CODE

Event	Honor Points
Join the Vernai, the order's ruling council	+50
Eliminate all clues to your identity from before you joined the Red Mantis	+5
Assassinate a target despite challenging defenses*	+3
Identify and approach a new client unsolicited	+2
Kill a victim again after he is brought back from the dead	+2
Leave no clues after an assassination that would allow any investigation to progress	+2
Avoid being delayed or sidetracked by a clever ruse	+1
Complete an assassination and receive payment	+1
Punish someone for improper use of a sawtooth saber	+1
Be identified while in disguise	-1
Perform an assassination without a mantis mask	-1
Fail to kill a target or allow him to remain alive when he is resurrected after you killed him	-3
Perform tasks other than assassination for a client	-5
Perform an assassination without being paid	-8
Assassinate a rightfully sitting monarch	-20

* CR at least 2 higher than APL.

Druidism

Nature-Centered Animism

Centers of Belief: Andoran (Arthfell Forest, Verduran Forest), Nirmathas (Fangwood), River Kingdoms

Common Believers: Druids, fey, gnomes, explorers

Compatible Beliefs: Erastil, Gozreh, juju, Pharasma, Tamashigo, totemism

Incompatible Beliefs: Abadar, Old Cults, Rovagug, Urgathoa, Whispering Way

Druids revere and draw power from the natural world, seeing in the endless cycle of creation and destruction a single great pattern into which all existence is interwoven. Although most people see no difference between druidism and the Green Faith, the distinction is an important one. While anyone capable of drawing on the magic of nature's essence can become a druid, the Green Faith refers specifically to the most prominent tradition of druidism and nature-worship, with its own histories, techniques, and dogma. Adding to the confusion is the fact that while druids make up the majority of the Green Faith's adherents, members of other classes are also welcome to share the faith—if not the deepest secrets of druidism.

Druids and Green Faith followers seek to learn and represent the needs and interests of the natural world, including not only animals and plants, but also nature spirits such as fey and kami. Other faiths, such as juju, totemism, and Tamashigo, hold a similar reverence for nature, but differ in their methodology and dogma.

THE GREEN FAITH

The Green Faith is a multifaceted set of beliefs centered on the natural world which grew out of an ancient conflict between druids that worshiped different elemental aspects of the world. As a druidic belief system, it is shamanistic, but also has elements of the ecclesiastical in its strong hierarchy and an underlying current of worship of Gozreh. It teaches that all things are connected and that the natural changes of the weather, the world, and individuals over time are to be respected and celebrated rather than feared. Even death is just another change. The Green Faith is most prominent in Andoran, Nirmathas, Taldor, and Sevenarches in the River Kingdoms, but was once strongest in Sarkoris before that nation fell to the Worldwound. Though Sarkoris is believed by many to be the birthplace of the Green Faith, much of the Sarkorian druid's knowledge now lies hidden in the Worldwound or in isolated troves across the Inner Sea region.

Members of the Green Faith typically recognize and accept that all things change in time, show impartiality among people, and try to protect the natural world from exploitation by humanoids as well as from defilement by the presence of undead, aberrations, and other unnatural forces. In addition to druids, barbarians and rangers are common followers of the Green Faith.

Supporting Options: Elemental kin barbarian archetype^{APG}, Green Faith acolyte prestige class^{POP}, Green Faith initiate druid archetype (see below), nature warden prestige class^{APG}, Fey Foundling feat^{ISWG}, Green Faith Acolyte feat^{ISWG}.

UNAFFILIATED DRUIDS

Not all druids follow the Green Faith. Some, such as the matrons of the hidden Mwangi city Osibu, follow their own distinct traditions. These other traditions are generally isolated, but a few are prolific; druids in Mendev's Estrovian Forest and Iobaria follow their own traditions revering numerous nature spirits, and many druids on the continent of Tian Xia follow the philosophy of Tamashigo (discussed on page 27). Others are inspired by encounters with fey, who embody the diverse faces of nature with their strange habits and varied personalities. Fey-inspired druids are often as accepting of the change of death as Green Faith druids, but usually demonstrate a generous, if strange, sense of humor and a social bent that leads them to seek out communities of fey, unicorns, and other beings who live as part of the natural world. Still others simply find themselves called to communion with the natural world after living closely with it for a time; these loners are often true hermits, avoiding contact with even the most sympathetic humanoids, or local shamans who intercede with the natural world on behalf of rural communities. A few druids even embrace the vibrant energy of cities as their object of veneration, drawing power from and defending the surprisingly vibrant ecosystems to be found in parks, dumps, sewers, and vacant lots. They teach anyone who will listen to them about the natural rhythms of the humanoid throngs and the symbiosis that links each city with the surrounding world.

Unaffiliated druids often serve as shamans to small enclaves of nature worshipers, including barbarians and rangers. Barbarians respect the freedom of unaffiliated druidic traditions, and rangers serving small, isolated communities or ranging across uninhabited wilds often keep in touch with similarly isolated druids in the region for mutual defense and to compare notes.

Supporting Options: animal shaman druid archetype^{APG}, beast master ranger archetype^{APG}, desert druid archetype^{APG}, elemental kin barbarian archetype^{APG}, urban druid archetype^{APG}.

GREEN FAITH INITIATE (DRUID ARCHETYPE)

Druids who are initiated into the magic of nature as strict students of the Green Faith's traditions sometimes demonstrate abilities unique to their organization.

Mediator's Ear (Ex): By 3rd level, a Green Faith initiate is respected for her neutrality and even-handed attitude toward all people as well as other living things. She quickly develops some sense for others' attitudes, much as she

does with animals. A Green Faith initiate gains a bonus on Diplomacy and Sense Motive checks equal to half her druid level. This ability replaces trackless step.

Zephyr Message (Sp): At 6th level, once per day, the Green Faith initiate can cast *whispering wind* as a spell-like ability, treating her druid level as her caster level. This replaces the druid's additional daily use of wild shape gained at 6th level.

Path to Refuge (Sp): At 9th level, once per day, a Green Faith initiate can travel as if with *transport via plants* to any major Green Faith druid circle or important holy site. Each of these sites is marked with special standing stones that allow all Green Faith followers within range using *transport via plants* or *tree stride* to sense their distance and direction. At 14th level and again at 19th level, she can use this ability one additional time per day. This ability replaces venom immunity.

Secrets across Lifetimes (Sp): At 10th level, the Green Faith initiate can use *legend lore* once per week as a spell-like ability, drawing upon the knowledge of Green Faith archdruids recorded in secret across the generations in places where magic such as this can retrieve it. This ability does not require material components. This replaces the druid's additional daily use of wild shape gained at 10th level.

A Thousand Voices (Su): At 13th level, the Green Faith initiate can communicate with any creature with a language or any stone, as if using *tongues* and *stone tell*, for up to 1 minute per druid level per day. These minutes do not need to be consecutive, but must be spent in 1-minute increments. This ability replaces a thousand faces.

NATURE WORSHIPER FEATS

Any worshiper of nature, regardless of whether she associates with any particular religion, can choose to take one of the following feats to express her connection to the living world.

ANIMAL ALLY

Your respect for nature is so great that you can form a deep and lasting friendship with an animal.

Prerequisites: Nature Soul, character level 4th, must not have an animal companion or mount that advances as an animal companion.

Benefit: You gain an animal companion as if you were a druid of your character level -3 from the following list: badger, bird, camel, cat (small), dire rat, dog, horse, pony, snake (viper), or wolf. If you later gain an animal companion through another source (such as the Animal domain, divine bond, hunter's bond, mount, or nature bond class features), the effective druid level granted by this feat stacks with that granted by other sources.

DRUIDIC DECODER

You have a natural understanding of the Druidic language.

Prerequisites: Linguistics 1 rank, cannot be a druid.

Benefit: You gain a +5 bonus on Linguistics checks made to decipher writings in the Druidic language. If you have 10 or more ranks in Linguistics, add Druidic to the list of bonus languages available to you.

FRIEND TO ANIMALS

You show great respect for all living things, and they sense and return the gesture.

Prerequisites: Nature Soul, Handle Animal 3 ranks.

Benefit: As a standard action you can require all animals within 30 feet to make a Will saving throw. Animals who fail the save cannot attack you unless you attack them or one of their allies first. The DC of the Will save is equal to 10 + half your character level + your Charisma modifier.

NATURE SOUL

You are innately in tune with nature and venerate the power and mystery of the natural world.

Benefit: You get a +2 bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

WEATHER EYE

Your constant attention to the natural order and your place in it has given you a keen sense for the ebb and flow of the seasons.

Prerequisites: Survival 3 ranks, must worship nature.

Benefit: You gain a +4 bonus on Survival checks made to predict the weather. You gain a +1 bonus on saving throws to avoid the effects of extreme weather.



Fallen and false Deities

Idols without Substance.

Centers of Belief: Absalom (Ascendant Court, Shrine of the Failed), Razmiran (Thronestep)

Common Believers: Bards, charlatans, criminals, humans

Compatible Beliefs: Atheism, diabolism, totemism

Incompatible Beliefs: Most other religions

What is a god? In the Pathfinder campaign setting, there are several answers. In one sense, a god is whatever a character chooses to worship as such, from an inarguable deity such as Sarenrae all the way down to a particular stone idol or fetish. In a more technical sense, however, a deity in the Pathfinder Roleplaying Game is any entity capable of consciously granting spells to its worshipers and adherents—a creature that acts as a conduit for divine magic. Thus, the title of god can be applied to the oldest and most powerful deities like Asmodeus and Erastil, ascended mortals like Iomedae or Cayden Cailean, or demigods and powerful outsiders such as demon lords, the Eldest, or empyreal lords.

With such a wide range of creatures classifying as gods, what then counts as a false god? Though the term may be thrown around loosely by members of various faiths to disparage those who disagree with them, a false god is any worshiped creature or patron that doesn't actually have the ability to grant divine magic to its flock. For instance, the god callers of Sarkoris worship their summoned eidolons, yet these gods could be called false. Similarly, a kobold tribe that worships a dragon may receive great benefits from the creature's protection, wisdom, and magic—yet without divine spell-granting, this would also be a false god. Yet the most insidious form of false god is not the creature worshiped mistakenly, but the entity which deliberately claims godhood and uses subterfuge to fleece the unwary of their offerings.

The following pages detail several prominent false gods, as well as a god whose apparent death has robbed his church of legitimacy. Some of the worshipers of these "gods" are sadly misguided, while others couldn't care less about the god's legitimacy, so long as their homes are safe and their bellies full.

ARODEN

Aroden, a powerful and well-regarded god heavily involved in human affairs, was prophesied to return to the mortal realm in 4606 AR to usher in the Age of Glory. Instead, storms wracked the Inner Sea for weeks. When the storms abated, those who worshiped Aroden found their prayers and divinations unanswered, and their prophecies increasingly inaccurate. Though none know the cause, in time mortals came to accept that Aroden was dead.

The goddess Iomedae, herself a worshiper of Aroden before she became a goddess, accepted many worshipers of

Aroden into her church. Even powerful clerics of Aroden found that if they accepted Iomedae as their divine ruler and patron, their previous mystic powers returned in full. This is one of only a very small known number of cases where a divinity extended the full power of her clergy to those who had once worshiped another god.

For a few generations, the worship of Aroden straggled on in limited cults and ridiculed sects. Some faithful believed Aroden was simply testing their loyalty, and even though more than a century has passed since Aroden's death, some still believe their faithful worship of a god that gives them nothing in return proves theirs is the truest religion. Others still worship in the hope that if they can restore belief in Aroden among a large enough population his power would return, and thus use arcane magic and trickery to imitate full clerical power. In recent generations, a very few dedicated and honest acolytes of Aroden have found they do have divine spells available. This appears to be a result of Iomedae taking pity on the noblest of her former lord's worshipers, giving the best of them her own divine power despite their misguided worship of the dead god whose mantle she now carries.

Supporting Options: Arcane healer bard archetype (see page 13), separatist cleric archetype^{UM}, imperious sorcerer bloodline^{ARG}.

CULTS OF THE FAILED

Since being placed in the Starstone Cathedral in Absalom, the Starstone has elevated only three mortals to godhood, but thousands of aspirants have plunged into the building to face the Test of the Starstone, never to be seen or heard from again. For each of these failed aspirants, a small place of honor is erected in the nearby Shrine of the Failed. Whatever is known about the aspirant is noted, as is the best guess of local theologians on what kind of god the mortal would have become if successful.

While most of these shrines quickly fall into disrepair and are forgotten, this list of thousands of gods-that-never-were is too much temptation for some hucksters. Many cheats and criminals see it as a ripe resource for creating a false cult, whose religious fervor can be harnessed for their own purposes. The gullible always want to be told they are special, allowing these hucksters to convince a small following that some mortal is a god, if a very minor one, and to demand that action be taken to bring her to full godhood.

Much rarer, but more tenacious, are groups who believe they can elevate a failed Starstone aspirant to godhood by spreading his word. Like some of the faithful of Aroden, these worshipers truly hope that by pretending to have divine powers, they can bring immortality and divinity

to their object of worship. To them, pretending to have the power of clerics is a holy calling and not truly a “lie,” as in time their efforts will be rewarded by the granting of the powers they pretend to already have. Thus far, however, no one has succeeded in bringing about a failed aspirant’s apotheosis by sheer force of will.

Supporting Options: False Casting feat^{ISM}, charlatan rogue archetype^{UC}, arcane healer bard archetype (see below).

RAZMIR

Razmir claims to be a mortal who faced and passed the Test of the Starstone and thus become a Living God. Like Geb and Nex before him, he used his magical powers to build a nation—yet unlike those arcanists of antiquity, however, he wraps his rule in a shroud of religion. Those who worship him feel the fact that Razmir continues to exist is itself proof of his godhood. After all, what mortal would be so bold as to claim to sit among the ranks of the gods, and what gods would allow an upstart to claim false equality with them?

Outside of the Living God’s pet nation of Razmiran, however, skepticism about his divine nature runs high. The most common assumption is that he’s in fact a powerful arcane spellcaster who draws on his magical powers to warp the minds of his followers and duplicate many of the miracles that saints and champions of other faiths claim as divine gifts. Skeptics are quick to point out as well that, given his presumably vast arcane powers, Razmir could also easily help his priesthood appear to have clerical powers of their own, through covert spells and magic items.

Despite such defamation, Razmir’s tenets—promoting the acquisition of wealth and power—continue to draw many “faithful” to support him. Whether or not they truly believe his story, the fact that his rule allows them to claim a divine mandate to benefit at the expense of others makes Razmir’s adherents as militantly loyal as any other clergy.

Supporting Options: False Casting feat^{ISM}, Razmiran priest sorcerer archetype^{ISM}, Razmiran priest prestige class^{POP}.

NEW ARCHETYPE

While it’s common for people to see the ability to heal as the primary dividing line between arcane and divine magic, bards and witches (both arcane spellcasters) have access to some healing magic. This makes them ideal clergy for false or fallen gods, for they can still provide many clerical benefits to their followers. Whether their motives are pure or less scrupulous is often of little concern to those who benefit from their healing.

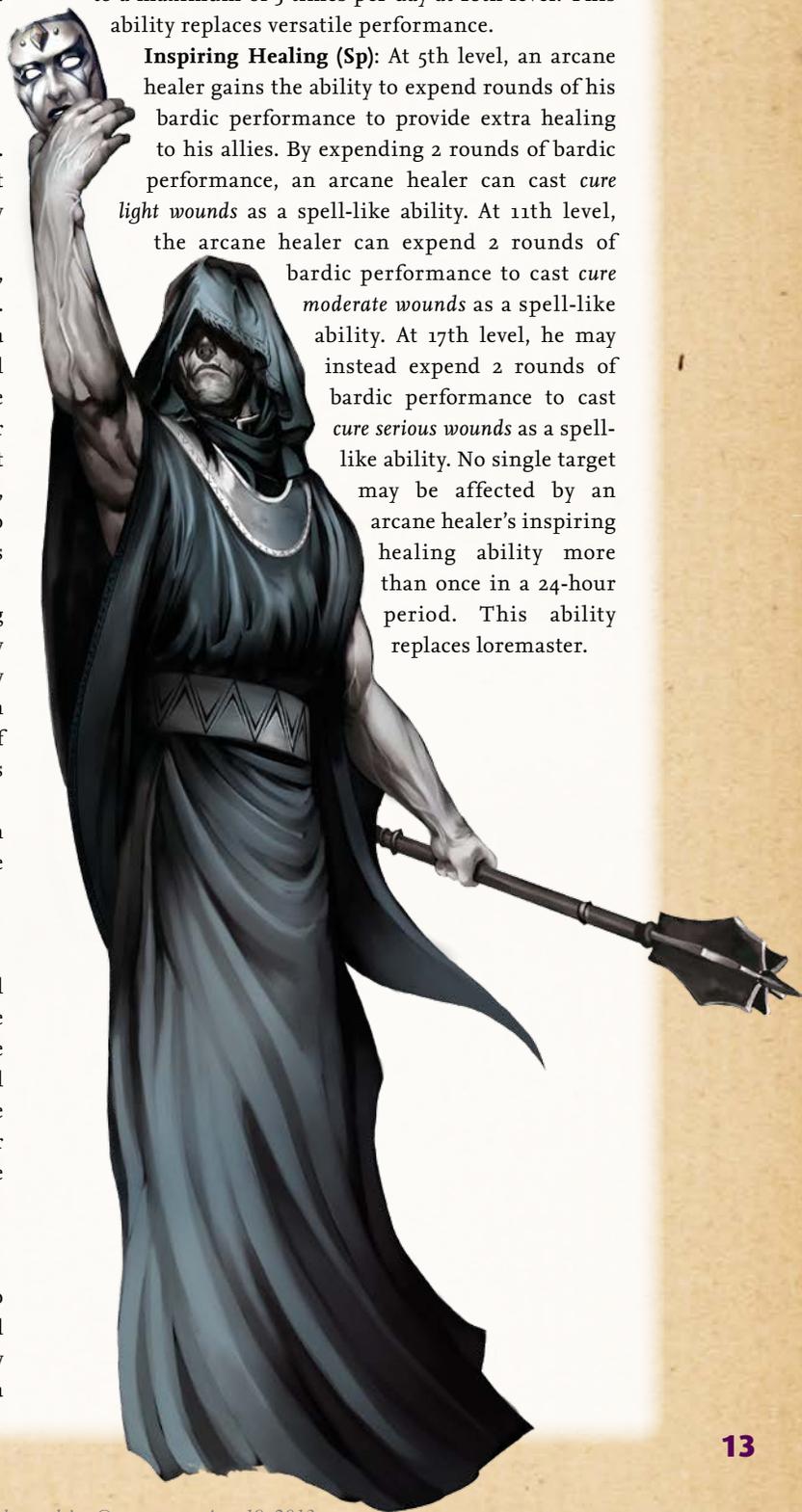
ARCANE HEALER (BARD)

Thought bards may have different reasons for wanting to heal the sick and injured, both out of pure altruism and in order to keep adventuring companions safe, the ability to heal also makes it much easier for a bard to pose as a

cleric or other divine healer, opening the door for a wide array of swindles and scams.

Channel Energy (Su): At 2nd level, an arcane healer gains the ability to channel positive energy as a cleric of one level lower than his level. If a creature within the channeled energy’s area of effect would be allowed a save against its effects, the DC is equal to 10 + 1/2 the arcane healer’s level + the arcane healer’s Charisma modifier. An arcane healer can use this ability once per day at 2nd level, gaining an additional use per day every four levels thereafter (6th, 10th, 14th, and 18th), to a maximum of 5 times per day at 18th level. This ability replaces versatile performance.

Inspiring Healing (Sp): At 5th level, an arcane healer gains the ability to expend rounds of his bardic performance to provide extra healing to his allies. By expending 2 rounds of bardic performance, an arcane healer can cast *cure light wounds* as a spell-like ability. At 11th level, the arcane healer can expend 2 rounds of bardic performance to cast *cure moderate wounds* as a spell-like ability. At 17th level, he may instead expend 2 rounds of bardic performance to cast *cure serious wounds* as a spell-like ability. No single target may be affected by an arcane healer’s inspiring healing ability more than once in a 24-hour period. This ability replaces loremaster.



Juju

Ritualistic Tradition of Spirit Worship

Centers of Belief: Mwangi Expanse (Kibwe, Mzali), Sargava (Kalabuto), The Shackles (Mgange Cove)

Common Believers: Druids, oracles, rangers, Mwangi humans (Bekyar, Bonuwat, Zenj)

Compatible Beliefs: Druidism, totemism, pantheism

Incompatible Beliefs: Ecclesiastical religions (particularly Abadar and Iomedae)

The tribal people of the Mwangi Expanse walk a path between the mortal world and the spirit world, or *hana juju*. Those who follow their ancient traditions believe that countless entities known as *wendo* move among mortals, shaping fate and guiding destiny. Though not gods, the *wendo* are capricious and demand worship in exchange for cooperation. Only the *wendifa*, juju oracles whose craft is passed down through oral tradition from lost civilizations, can divine what the *wendo* want. *Wendifa* lead rites and sacrifices to gain insight from the *wendo* and offer their followers some protection from the unforgiving forces of nature. *Wendifa* of great power can bend the spirits of both nature and the living to their will, earning them respect from both foes and followers.

To the uninitiated, juju is a complicated system of objects and symbols for protection and power. Some even believe it to be an organized religion with a standard set of beliefs and rituals. Those with greater experience know that juju is a living, breathing faith—an ever-evolving collection of traditions transmitted by word of mouth from one generation to the next. Fetishes, power objects, and ancient sigils are the tools of worship, but they are not the heart of juju, nor are the practices of one tribe common to all.

The heart of juju is communion with the *wendo* through elaborate rituals designed to summon the spirits, who carry messages and entreaties to hidden spiritual entities of immense power. These rituals involve idols and sacrifice, music and dance, and the crafting of *metumbe*, detailed pictograms identified with specific *wendo*. The nature of these rites can range from celebrations and offerings of food to the bloody sacrifice of intelligent beings, depending on a tribe's moral tendencies. Failing to follow the precise directions of a ritual, improperly fashioning a *wendo*'s

metumbe, or—worst of all—allowing nonbelievers or *ben kudu* (“lost ones”) to witness a ritual can bring the *wendos*' wrath, requiring even greater sacrifice to appease the spirits.

Juju is a highly personal faith, with each practitioner keeping to the rituals and taboos handed down from his family or tribe. Though they prefer to stay close to their *wendifa* for guidance, juju practitioners who travel the world follow their rituals closely, seeking guidance from the spirits while making sure to guard them from the eyes of *ben kudu*.

Rather than choosing a specific patron, most *wendifa* deal with a wide range of *wendo* according to their needs. While undead-creation exists within the faith, and is often fixated on by outsiders, it isn't indicative of the religion as a whole, and reflects merely the specific practices of individual tribes.

ORACLE MYSTERY: JUJU

Oracles with the juju mystery have the following abilities and options. *Wendifa* usually have the haunted, wasting, or tongues curse.

Deities: *Wendo*

Class Skills: An oracle with the juju mystery adds Bluff, Intimidate, Knowledge (nature), Perform (oratory), and Survival to her list of class skills.

Bonus Spells: *Speak with animals* (2nd), *hideous laughter* (4th), *fear* (6th), *charm monster* (8th), *mass suggestion* (10th), *contact other plane* (as a 6th-level spell) (12th), *summon nature's ally VII* (14th), *mass charm monster* (16th), *shapechange* (18th).

Revelations: An oracle with the juju mystery can choose from any of the following revelations.

Beast Tongue (Ex): You can communicate with a single type of animal (birds, cats, snakes, fish, and so on) as if you were constantly using *Speak with animals*. Although this ability grants you the ability to converse with such creatures, it grants you no special influence over them.

Connaissance (Su): You can spend a full-round action to attune yourself to the spirit world, gaining the benefit of a *moment of prescience* spell with the insight bonus equal to one half your oracle level (minimum 1). You may use this ability a number of times per day equal to your Charisma modifier (minimum 1), but you may only have one *connaissance* effect active at a time.

Common Wendo

Wendo	Title	Weapon	Sacred Animal
Kindo Kane	The One Who Stands at the Gate	Longspear	Panther
Sister Liiza	Sweet Sister	Dagger	Chicken
Lo Lulu	Night Lord	Blowgun	Spider
Adamde Baaka	The Jungle Spirit	Shortbow	Monkey
The Serpent King	Wise Brother	Quarterstaff	Snake
Omoro	The One Mighty and Strong	Club	Warthog
Mfuelle	The Journeyer	Shortspear	Frog
Old Ba	Old Man, The Ancient	Quarterstaff	Goat
Donma Goko	The Cliffdweller	Dagger	Swallow-tailed gull

Ensnare the Soul (Su): Your magic turns others into zombie-like servants. Add *charm person* and *dominate person* to your spell list. Creatures affected by either spell become listless and pale, appearing dead to observers (DC 20 Heal or Perception check to determine the creature is not undead). Affected creatures are slow to take any action unless you specifically direct them to do so. They are not mindless or helpless, however, and defend themselves if attacked.

Juju Senses (Ex): When casting *detect magic* and *identify*, you gain a +2 bonus on Knowledge (arcana) and Spellcraft checks to recognize auras and identify their properties. You also gain a +2 bonus on Perception and Sense Motive checks made against spirit creatures, such as outsiders, fey, and incorporeal undead. At 10th level, this bonus increases to +4.

Night Terror (Su): You send your spirit to torment another being's dreams. Once per day, you may target a creature with the effects of a *nightmare* spell. Instead of the spell's normal damage, you make a full attack, using your Charisma modifier in place of your Strength modifier, against the victim's touch AC. You deal 1d10 damage for each successful hit. You must be at least 11th level before selecting this revelation.

Path of the Snake (Su): Once per day, as a standard action, you can become incorporeal. While in this form, you gain a +10 bonus on Stealth checks and can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

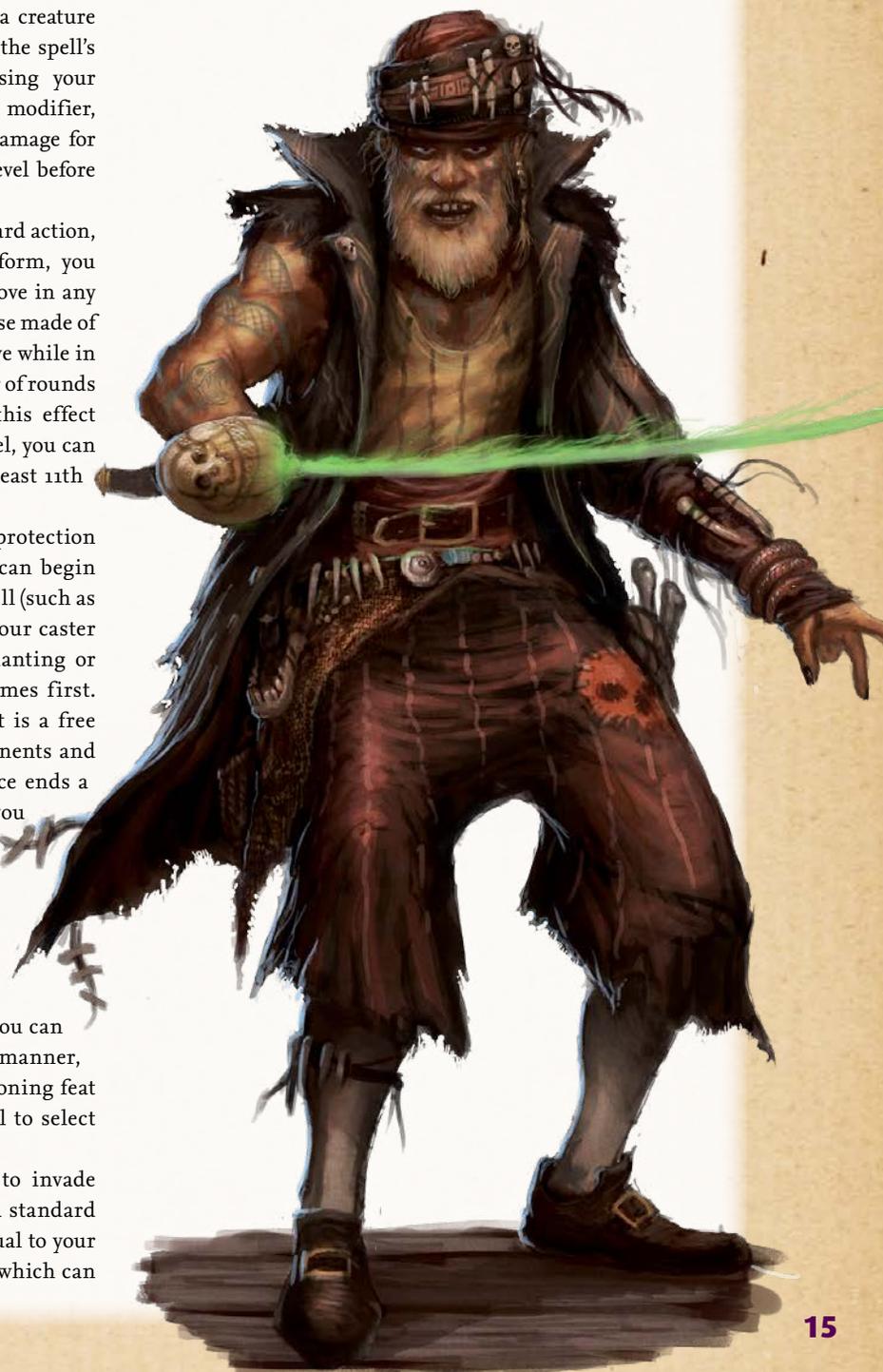
Spiritual Defense (Sp): Your chanting grants protection against your enemies. As a move action, you can begin chanting to gain the benefit of a protection spell (such as *protection from evil*) using your oracle level as your caster level. This protection lasts until you stop chanting or for the spell's normal duration, whichever comes first. Chanting after the initial round of the effect is a free action, and you can incorporate verbal components and communication into the chant; magical silence ends a chant and its protection effect. At 6th level, you can chant aloud to create a magic circle effect (such as *magic circle against evil*). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Summon Nature's Spirits (Sp): Once per day, as a standard action, you may cast a *summon monster* spell of a level up to the highest level you can cast. You may only summon elementals in this manner, but are treated as having the Augment Summoning feat when you do so. You must be at least 5th level to select this revelation.

Unwilling Host (Su): You command spirits to invade the bodies of your enemies. Once per day as a standard action you may target a number of creatures equal to your Charisma modifier within 100 feet, no two of which can

be more than 30 feet apart. Targeted creatures must make a Will save or suffer the effects of a *confusion* spell as the spirits possess them and cause them to behave erratically for a number of rounds equal to your oracle level. You must be at least 7th level to select this revelation.

Final Revelation: At 20th level, you become a master of the connections between the mortal world and the spirit world. Your knowledge enables you to gain incredible insight and control over others by manipulating spiritual energy. You gain an insight bonus equal to your Charisma modifier to your AC and on all saving throws and Knowledge checks. Additionally, once per day, you may cast extended *dominate monster* as a spell-like ability. With this ability, you may dominate a number of creatures equal to double your Charisma modifier.



Wrongful Beliefs

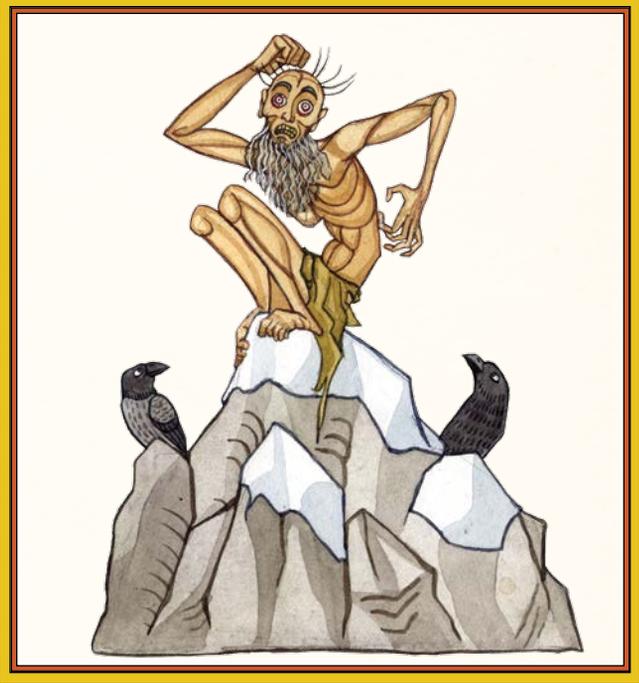
Hear me, brothers and sisters! Blessed Iomedae has spoken to me in a vision, and commanded me—her humble servant, Father Jask Henbok—to warn you of the **WRONGFUL FAITHS** that even now threaten to tear the unwary from the righteous path! Read these pages to your children, talk to your neighbors, and draw your swords, noble crusaders, for the Lady of Valor will never be content while these **FALSE PROPHETS** guide the unwary astray!



Druids and Tree-Kneelers



Everyone knows that it's good to look upon the wild places of the world, the beautiful mountains and forests and seas, and reflect on the magnificence of creation, and the generosity of the gods who grant it to us. Yet there are those who mistake the **CREATION** for the **CREATOR**! These backward people believe that divinity lies in the forest **ITSELF**, not the gods who made it. Would you follow in their footsteps, kneeling before trees, making sacrifices to squirrels, and speaking prayers to the birds? Will you trust the sparkle of morning dew on a daffodil to protect you on the battlefield? Or will you follow a goddess who **SPEAKS** to her chosen, and guides her faithful to **VICTORY**?



Hermits and Narcissists



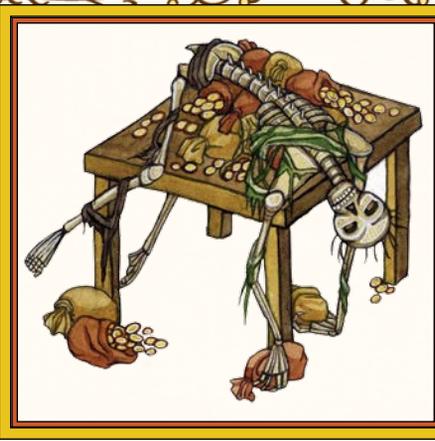
To hone one's body and mind is an admirable pursuit, but if a knife is never used, does it matter how sharp it is? The goddess teaches us to make ourselves strong so as to be the **TOOLS** of her justice. Yet there are those who see themselves as **TOO IMPORTANT** to risk their safety in the service of a cause. These selfish wastrels often call themselves monks, scholars, or philosophers, but in truth they are **COWARDS**, locking themselves away in monasteries or libraries, serving no one but themselves. **TRUE** self-perfection comes only through dedication to Iomedae's undying justice!



Atheists and Deniers



While it may sound unbelievable, there are buffoons so damaged or ignorant as to reject religion entirely. Despite the fact that you and I can **SEE MIRACLES** every day, both in simple things and in the great magics worked by battle-priests and healers, there are some who **DENY** these truths, **BLINDING** themselves to the glory all around them. The arrogance of these deniers cannot be overstated, for in claiming to not need a god's guidance, they place themselves as high as Iomedae herself! This self-worship is a grievous sin, and should be **DRIVEN** from the impressionable with logic and sticks!

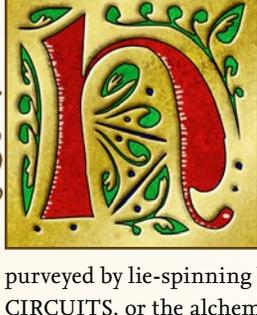


Merchants and Misers



o you really think that money can buy you happiness? That the Lady of Graves will ask for payment in order to send you to Iomedae's armored bosom, as if Heaven were some tawdry carnival PEEPSHOW? Material wealth is a TEMPTATION, and unlike petty Abadar, Iomedae knows that the measure of mortals is in the strength of their RESOLVE, not the contents of their pockets. Strive not to be rich, but to DO JUSTICE, and to see it done through strength of arms and character!

Bubblers and Liespinners



Healing is the domain of the HOLY and RIGHTEOUS—proof of a god's love and forgiveness, given to the deserving and DENIED to the sinner! Any healing magic that doesn't come from a god—such as that purveyed by lie-spinning bards on their wandering SIN CIRCUITS, or the alchemists who seek salvation in the bottom of a bottle—is by its very nature UNHOLY. The purveyor of ineffective snake oils may steal your money, but the seller of ungodly potions steals your SOUL!



Pantheists and Dabblers



so-called pantheist may claim to love all gods equally, but do you know who else may claim to love many equally? An ADULTERER! These dabblers who profess

to worship many gods in fact worship none, for that which is given too freely loses its value. If a warrior gives his fealty to many lords, then he has given it to NONE, for no man may fight on both sides of a battle. Seek not to follow the path of the dabbler, for in attempting to hedge their bets, they GUARANTEE their own loss. Lesser gods may tolerate such lip service, but Blessed Iomedae is the goddess of the RIGHTEOUS, and will not suffer anything less than total commitment and resolve.



Witches and Oracles



ould you marry a man who never told you his name? Or would you think he had something to hide? For the faithful of Iomedae, we KNOW our goddess for the BEAUTY of her RIGHTEOUSNESS, yet there are those gods who FEAR to reveal themselves, even to their own priests! In claiming to not know where their powers come from, the so-called "oracles" of these gods ADMIT that they would willingly accept EVIL into themselves! Equally damned are the witches who make SHAMEFUL PACTS with the unknown entities, trading their souls for petty magic!

Monasticism

Isolation for Perfect Focus

Centers of Belief: Jalmeray, Osirion, Tian Xia

Common Believers: Clerics, fighters, monks, paladins

Compatible Beliefs: Atheism, codes of honor, pantheism

Incompatible Beliefs: Juju, totemism

Monasticism is the practice of isolating a group of like-minded individuals from the rest of the world in an effort to devote their attention to a certain matter without distraction. Monastic traditions generally fall into one of two groups: religious practice and self-improvement. Although these groups may draw members with very different motives, they share one quality: all monastic groups seek refuge from temptations and distractions that might prevent them from reaching their goals in the outside world. Not all monasteries expect their members to stay forever; many merely train initiates for a time before allowing them to explore their own needs in a manner of their choosing after they demonstrate a certain level of mastery over the monastery's traditions.

MARTIAL MONASTERIES

Martial monasteries teach the arts of fighting as a route to self-understanding and inner peace. In order to perfect reliable techniques, monasteries sequester their students away from the influence of their homes and associates for at least short periods. In a new place, a willing student can more readily let go of the bad habits he has developed over the years and become aware of the subtleties of his own movements, his own breath, and his own mind. Fighters, monks, and magi are the most common students of typical martial monasteries.



Monastic Centers: Jalmeray (Houses of Perfection), Taldor (Monastery of the Seven Forms), Tian Xia (Dragon Temple).

Supporting Options: Sensei monk archetype^{UC}, unarmed fighter archetype^{UC}.

RELIGIOUS MONASTERIES

Religious monasteries are founded on the teachings of a particular ecclesiastical religious tradition and allow worshipers to spend their time meditating and studying without concern for political, social, or financial matters. Few churches of chaotic deities maintain monasteries, since the solitude and stability typically does not mix well with their areas of concern, but lawful religions often take advantage of monasticism. Torag, for example, sponsors monasteries near dwarven settlements, in which residents abstain from all but the most necessary interactions with the community so that they can meditate on the mysteries of metalcraft and perfect the art of smithing. The church of Pharasma maintains several secluded enclaves for those priests who seek communion with their deity's aspect as seer. Clerics of Shelyn use monasteries to perfect their arts and refresh their love of life before returning to their work among the common folk. Followers of Irori blend the religious and the martial, as they use the instruction of their god to guide their own self-perfection. A few oracles retreat to places such as these to experience their visions among a group that respects the significance of divine revelation and may aid them in the interpretations.

Monastic Centers: Mendev (Monastery of Tala), Osirion (Monastery of Tar Kuata), Varisia (Windsong Abbey).

Supporting Options: Champion of Irori prestige class^{POP}, cloistered cleric archetype^{UM}.

SANGPOTSHI

Sangpotshi is a philosophy of reincarnation, teaching that individual souls are reborn over the course of many lives, gradually accumulating experience until they escape the cycle of worldly suffering and travel to Pharasma's Boneyard and their final reward. Followers of this tradition meditate in order to unite all parts of themselves, ensuring that they never forget the lessons they have learned or falter on their path toward enlightened release. Out of respect for the power of tolerance and a strong desire to avoid evil acts, practitioners of Sangpotshi often avoid using lethal force. They prefer to avoid distractions, suffering, and selfishness, and thus attract many monks and a few self-aware rogues.

Monastic Centers: Tian Xia (Quain, Zi Ha).

Supporting Options: Monk of the lotus archetype^{APG}, reincarnated druid archetype^{UM}, reincarnated samsaran oracle archetype^{ARG}.

MEDITATION

Meditation provides some of the advantages of a monastic refuge anywhere. While meditation can help any character center herself or calm a troubled mind, those specially trained in the art can use it to unlock fantastic abilities within themselves, reflected in the following feats. These feats can be taken by any character who meets the prerequisites, but are most commonly encountered among those who have trained in a monastery.

Monks and Meditation Feats: A monk may take a meditation feat in place of a bonus feat. She must meet all of the prerequisites to take the feat as normal.

BEND WITH THE WIND

Meditation allows you to regulate your body temperature, heart rate, and other attributes to resist the elements.

Prerequisites: Wis 15, Body Control, Endurance, Meditation Master.

Benefit: For 24 hours after you meditate, you gain cold resistance 5 and fire resistance 5.

BODY CONTROL

You can directly manipulate your autonomic functions.

Prerequisites: Wis 11, Meditation Master.

Benefit: For 24 hours after you meditate, you gain a +1 bonus on Fortitude saving throws against poison, disease, starvation, and effects that would make you fatigued or exhausted. You need only half as much food to avoid starvation, half as much water to avoid dehydration, and half as much sleep to heal injuries, avoid fatigue or exhaustion, and prepare spells.

BODY MASTERY

Meditation allows you to harden your body against physical attacks.

Prerequisites: Wis 19, Body Control, Meditation Master, character level 15th.

Benefit: For 24 hours after you meditate, you gain damage reduction 2/—.

COMBAT MEDITATION (COMBAT)

Quick momentary meditation allows you to gain insight in combat.

Prerequisites: Wis 13, Meditation Master, character level 5th.

Benefit: You can meditate as a full-round action. If you do, you gain all the benefits of your meditation feats, but they last for only 1 round per character level. Combat meditation allows you to expend the +1 insight bonus granted from the Meditation Master feat to instead roll twice when attempting an ability check, attack roll, saving throw, or skill check, taking the better of the two results. You must decide to use this ability before the initial roll is made. You may only use this alternate ability in place of bonuses granted by the Meditation Master feat. You can perform combat meditation a number of times per day equal to your Wisdom modifier.

MEDITATION MASTER

When fully focused on your inner self, you can enter a deep meditative state that allows you a more perfect control over your mind and body.

Benefit: When you meditate for at least 1 hour after getting at least 8 hours of rest, you gain special insight into your situation that is nearly impartial, granting you the edge in whatever endeavor matters most during the day. After meditating, you gain a +1 insight bonus that you can apply to any d20 roll over the course of the next 24 hours without using an action. The bonus may be applied after the roll is made, but must be applied before the results of the roll are determined. Once the bonus has been used for the day, you cannot use it again until after you meditate again after another 8 hours of rest. An unused bonus fades after 24 hours.

MEDITATIVE CONCENTRATION

Meditation clears your mind, allowing you to concentrate on your spells as if not distracted.

Prerequisites: Wis 13, Combat Meditation, Meditation Master, character level 5th.

Benefit: For 1 round per character level after you perform combat meditation, whenever you attempt a concentration check to avoid losing a spell or a Fortitude save to resist a distraction effect (such as the distraction ability of a swarm), you gain a +4 bonus on the check. If you choose to use the benefits of Combat Meditation on the check, the bonus applies to both die rolls.

PERFECT AWARENESS (COMBAT)

You can set aside all irrelevant sensory information to understand your surroundings perfectly for a moment.

Prerequisites: Wis 17, Combat Meditation, Meditation Master, character level 9th.

Benefit: Once per day, you can take 20 on a Perception check as a move action.

PERFECT CENTER (COMBAT)

You can ignore almost any distraction.

Prerequisites: Wis 21, Combat Meditation, Meditation Master, character level 17th.

Benefit: You can take 10 on any skill check or concentration check, even if it is not normally allowed due to strenuous circumstances.

SLOW TIME (COMBAT)

Meditation allows you to perceive time as if it were moving more slowly.

Prerequisites: Wis 15, Combat Meditation, Meditation Master, character level 7th.

Benefit: Once per day, when you meditate as a full-round action using the Combat Meditation feat, you gain the effects of *haste* for 1 round per 2 character levels. These effects do not stack with the *haste* spell, the *speed* magic weapon special ability, or other effects granting the same result. This is an extraordinary ability.

Pantheism

Worship of Many Deities

Centers of Belief: Cheliax (Citadel Dinyar), Five Kings Mountains, Kyonin

Common Believers: Oracles, paladins, summoners

Compatible Beliefs: Codes of honor, druidism, juju, totemism

Incompatible Beliefs: Atheism, ecclesiastical faiths

Pantheists revere groups of related deities. Most people on Golarion are pantheists to some minor degree, as they offer prayers to deities other than their patrons when the other deity seems relevant to an important matter at hand, rather than relying solely on their chosen patron. However, a few carry this to its logical conclusion, adhering to a belief system that draws from the ideals of multiple gods to create a gestalt system that often resembles none of the component religions.

Supporting Options: Ancient lorekeeper elven oracle archetype^{ARG}, exarch dwarven inquisitor archetype^{ARG}, forgemaster dwarven cleric archetype^{ARG}, Hellknight prestige class^{ISWG}, Hellknight signifier prestige class^{POP}, pantheistic blessing feat (see page 21).

ALIGNED PANTHEONS

Idealistic ecclesiastical organizations and individuals sometimes choose to revere a group of gods that share a stake in an important moral and/or ethical position. Most prominently, the Hellknights of the Order of the God Claw worship a pantheon of five lawful deities. Although their pantheon includes deities who oppose each other, and none of these gods

seem likely to endorse the full range of actions taken by the Order of the God Claw, they nonetheless demonstrate divine power rooted in this group of deities and interpret the ideal way of the world from the examples of their divine patrons, picking and choosing parts of the dogma of all five. These Hellknights, unlike the more measured and dutiful members of other orders, enforce their infernally restrictive dogma upon the world with a religious fervor comparable to the most vehement of clerics or inquisitors.

Aligned pantheons generally attract members more interested in their ideals than in the dogma of any particular member deity. As a result, they readily attract lone inquisitors and others unsatisfied with the complacency of mainstream churches. Similarly, free-spirited barbarians and especially methodical monks may be drawn to pantheons built around chaos and law, respectively.

CULTURAL PANTHEONS

Some settlements, tribes, and nations develop their own pantheons of gods whose interactions with members are unique to that pantheon. These gods generally share features reflecting the culture's way of life, ideals, specializations, fears, and aspirations. In addition, as the community feels free to call upon whichever patron is most useful, they more commonly deal with deities through bargains and personal requests, ignorant of the god's agenda, and mediated by shamans rather than through prayers aimed at learning a deity's will, blending ecclesiastical and shamanistic beliefs. Cultural pantheons with influence over small regions, such as that of the Varisian town of Sandpoint, tend to be small. Those in large regions, such as Vudra or lost Sarkoris, tend to include a large number of beings, with each community, clan, or worshiper generally paying heed to only a tiny fraction of the vast multitude. For example, while gods, demon lords, empyreal lords, and others were worshiped in Sarkoris, any given clan or settlement within the region tended to revere a small sub-pantheon of only a half-dozen or so through a witch, summoner, druid, or other spellcasting intermediary.

Cultural pantheons are appealing to the leaders, champions, and visionaries of the cultures that spawn them, commonly cavaliers, barbarians, or whatever spellcasting classes serve as priests or shamans.

RACIAL PANTHEONS

Some races, such as dwarves and elves, have deities they consider their own. These pantheons generally have a prominent head deity and numerous lesser deities that are in some way subordinate to the pantheon head. Religious practices in these groups tend to be ecclesiastical and centered around the patron deity of the race; worship



of the others is practiced only when events arise that fall within a lesser pantheon member's area of concern. The aspects of gods represented in a racial pantheon express that race's experience. As a result, gods well known outside the pantheon may take on an appearance so different within it that other races would have a hard time recognizing them.

Racial deities tend to attract worshipers from the more isolated segments of that race, ones who are little influenced by the religious views of other races. Adventurers from these origins tend to be exemplars of that race's ideals, such as elven wizards demonstrating the wide range of artistry and dwarven warriors who live for the home and forge gloriously represented by the dwarven gods. For more information on the dwarven and elven pantheons, see the Pathfinder Player Companions *Dwarves of Golarion* and *Elves of Golarion*.

PANTHEISTS ON GOLARION

A follower of a specific pantheon may take the Pantheistic Blessing feat to gain access to a spell-like ability tied thematically to his or her chosen pantheon. Note that single-class clerics gain their powers through allegiance to a single deity, and therefore cannot select this feat.

PANTHEISTIC BLESSING

You are graced a small bit of divine power as a result of your veneration of a pantheon of deities.

Prerequisites: Wis 13, must worship a pantheon of deities.

Benefit: When taking this feat, select a pantheon from the list below. You gain the listed spell-like ability for your selected pantheon, usable once per day. If the granted spell allows a saving throw, the DC is equal to 10 + 1/2 your character level + your Charisma modifier.

Special: If you act out of line with the tenets of your pantheon's beliefs, you lose the ability to cast the granted spell-like ability until you have received an *atonement* for your transgression (as a cleric restoring lost class abilities).

PANTHEONS OF GOLARION

Each pantheon below notes the type of pantheon, as well as the member deities and the most common sorts of worshipers found within the faith. Additionally, each pantheon grants a spell-like ability to followers who take the Pantheistic Blessing feat. An asterisk after a deity's name indicates that he or she is the head of the pantheon.

ARCHDEVILS (ALIGNED, RACIAL, AND CULTURAL)

Deities Asmodeus* (LE), Baalzebul (LE), Barbatos (LE), Belial (LE), Dispaten (LE), Geryon (LE), Mammon (LE), Mephistopheles (LE), Moloch (LE)

Common Believers Chelaxians, devils, diabolists, tieflings

Granted Spell-Like Ability *infernal healing*^{ISWG}

ASCENDED PANTHEON (CULTURAL)

Deities Cayden Cailean (CG), Iomedae (LG), Norgorber (NE), Aroden (prior to his death), sometimes Irori (LN) and Nethys (N)

Common Believers Absalomians, adventurers, individualists

Granted Spell-Like Ability *divine favor*

DEMON LORDS (ALIGNED, CULTURAL, AND RACIAL)

Deities Abraxas (CE), Baphomet (CE), Cyth-V'sug (CE), Deskari (CE), Flauros (CE), Lamashtu* (CE), Nocticula (CE), Pazuzu (CE), Shax (CE), Sifkesh (CE), Zura (CE), many others

Common Believers drow, murderers, psychopaths

Granted Spell-Like Ability *lesser confusion*

DWARVEN PANTHEON (RACIAL)

Deities Angradd (LG), Bolka (NG), Dranngvit (LN), Folgrit (LG), Grundinnar (LG), Kols (LN), Magrim (LN), Torag* (LG), Trudd (NG)

Common Believers dwarves

Granted Spell-Like Ability *crafters fortune*^{APG}

ELDEST (CULTURAL AND RACIAL)

Deities Count Ranalc (CN), Green Mother (NE), Imbrex (LN), Lantern King (CN), Lost Prince (N), Magdh (LN), Ng (N), Ragadahn (CE), Shyka (N)

Common Believers druids, gnomes, fey

Granted Spell-Like Ability *silent image*

ELVEN PANTHEON (RACIAL)

Deities Calistria* (CN), Desna (CG), Findeladlara (CG), Ketephys (CG), Nethys (N), Yuelral (NG)

Common Believers elves, half-elves

Granted Spell-Like Ability *identify*

EMPYREAL LORDS (ALIGNED AND CULTURAL)

Deities Andoletta (LG), Arshea (NG), Korada (NG), Ragathiel (LG), Sinashakti (CG), Valani (CG), many others

Common Believers aasimars, angels, Kellids, Varisians.

Granted Spell-Like Ability *protection from evil*

ORDER OF THE GOD CLAW PANTHEON (ALIGNED)

Deities Abadar (LN), Asmodeus (LE), Iomedae (LG), Irori (LN), Torag (LG)

Common Believers Hellknights

Granted Spell-Like Ability *protection from chaos*

SANDPOINT PANTHEON (CULTURAL)

Deities Abadar (LN), Desna (CG), Erastil (LG), Gozreh (N), Sarenrae (NG), Shelyn (NG)

Common Believers natives of the Lost Coast

Granted Spell-Like Ability *sanctuary*

TALDAN PANTHEON (CULTURAL)

Deities Abadar (LN), Cayden Cailean (CG), Norgorber (NE), Shelyn (NG)

Common Believers Taldan nationalists

Granted Spell-Like Ability *shield of faith*

VUDRANI PANTHEON (CULTURAL)

Deities Chamidu (N), Dhalavei (LE), Gruhastha (LG), Irori* (LN), Lahkgya (CE), Likha (N), Ragdya (N), Raumya (NE), Suyuddha (LN), Vineshvakhi (LN), Vriitra (LE), thousands of other deities

Common Believers Vudrani

Granted Spell-Like Ability *true strike*

Religious Orders and Schisms

Variation and Violence within Churches

Centers of Belief: Lastwall, Qadira, Ustalav

Common Believers: Clerics, inquisitors, paladins

Compatible Beliefs: Codes of honor, ecclesiastical, monasticism, pantheism

Incompatible Beliefs: Atheism, juju, totemism

Churches, the institutions devoted to interpreting and serving the divine will of deities, and centers of the most prominent religions in the Inner Sea region, are commonly thought of as monolithic in their accordance with their deities' agendas. This is a misconception. All churches have divergent views within them, if for no other reason than that no two people are identical, and thus no two people relate to their deity in exactly the same way. Every so often, these divergences grow large enough that most worshipers begin to gravitate toward one practice or another, until two distinct traditions begin to form.

Often, one of these groups focuses on a smaller aspect of the deity's portfolio than the church as a whole. Perhaps this specialization provides a more nuanced view of that

aspect of the deity, a view that seems very different from the whole deity. Or the distinction may come from elsewhere, such as a revelation from the religion's patron to a little-known believer (see the example on pages 16–17) or a falsehood planted by deluded heretics.

When these variations in understanding are accepted, a religious order is maintained to keep the group connected to the main body of the church. When the variation is not accepted, a schism takes place, dividing the faithful into separate and often conflicting groups. Those in power and their agents (such as inquisitors) tend to assume they hold exclusive access to the truth, but in reality, high priests are just as capable of mistakes as initiates. Unfortunately, unwavering confidence has fueled many conflicts within churches long past the point of a rational resolution.

CHURCH OF NORGORBER

Worshipers of Norgorber are divided into four different orders, each centered around one of Norgorber's four aspects and concerned with a subset of Norgorber's whole area of concern: the Reaper of Reputation (secrets, spies, politicians); the Gray Master (thieves); Blackfingers (herbalists, alchemists, poisons); and Father Skinsaw (murder, madmen). These four orders have little to do with each other except when necessary to further the mysterious goals of their masked god, and then only when coordinated by Norgorber's direct servants. Followers of Norgorber's four aspects are as different from

each other as the aspects are: the Reaper of Reputation tends to attract rogues, bards, and statesmen; the Gray Master's worshipers are most

often skillful rogue thieves and subtle fighter enforcers; Blackfingers is revered by duplicitous alchemists and unscrupulous wizards; and Father Skinsaw attracts vicious assassins and barbarians. (For more information, see page 70 of *Pathfinder Adventure Path #59: The Price of Infamy*.)

Supporting Options: Daggermark poisoner prestige class^{POP}, hidden priest cleric archetype^{ISM}, poisoner rogue archetype^{APG}, spy rogue archetype^{APG}.

CULT OF THE DAWNFLOWER

The Cult of the Dawnflower is a militant ecclesiastical faction of Sarenrae's church which has traditionally exerted a great deal of power in Qadira, calling for territorial expansion and war against nonbelievers. It was this faction that originally led Qadira to invade and hold Osirion, and which currently supports Xerbystes II's schemes to reignite war with Taldor. Lately, however, a growing faction of Sarenrae's clergy in Qadira has begun to preach against their wayward leaders, banding together with Sarenites from other nations to extol tolerance and redemption before war and punishment. Fighters and other martial classes are often drawn to the Cult of the



Dawnflower over more peaceful branches of Sarenrae's faith, as it encourages them to seek the glory of war and defend their homeland under the auspices of a respected religion.

Supporting Options: Dawnflower dissident prestige class^{POP}, demagogue bard archetype^{UM}, heresy inquisition^{UM}, heretic inquisitor archetype^{UM}, separatist cleric archetype^{UM}.

PHARASMIN PENITENCE

Somewhere between a schism and an order, the ecclesiastical Pharasmin Penitence adheres to the main tenets of its parent faith but adds a grim fixation on worldly suffering. Penitents believe that suffering in life leads to greater rewards in the afterlife and holds that all pleasure is a distraction. Some members go so far as to become flagellants, depriving themselves of even basic pleasures and constantly seeking their own pain as an offering to Pharamasma. Inquisitors commonly follow this philosophy, as it gives them a clear and constant opponent to watch for: overindulgence among their fellow Pharasmins. Penitents typically hail from Ustalav and are judgmental, humorless, and motivated to prove their superior willingness to suffer for their faith.

Supporting Options: Evangelist cleric archetype^{UC}.

RELIGIOUS ORDER AND SCHISM INQUISITIONS

Nothing appeals to an inquisitor's talents like division and conflict within a church. To better deal with these troublesome divisions, many inquisitors are called to adopt inquisitions that further specialize their abilities to tackle the unique matters involved in repelling heretics, redeeming the lost, healing schisms, or whatever else is appropriate for their faith and their places in the organization. See *Pathfinder RPG Ultimate Magic* for more information on inquisitions.

EXCOMMUNICATION INQUISITION

Marked by your deity for your impressive will, you are among the few with the wherewithal to carry out the necessary work of removing dangerous influences from your church.

Granted Powers: You can repulse the influence of confused divine servants.

Touch of Silence (Su): With a melee touch attack, you render a target silent (as the spell *silence*, but only affecting the target) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Excommunicate (Su): At 8th level, once per day, you can silence a creature within 30 feet as a standard action. A Will save against DC = 10 + 1/2 your inquisitor level + your Wisdom modifier negates the effect. A creature that fails its save gets a second save 1 round later. If it fails the second save, the target cannot speak, provide verbal components for spells, make use of language-dependent effects, write, pantomime, or take any other action meant to communicate anything more complex than a simple affirmative or negative for 1 day.

REDEMPTION INQUISITION

Your deity inspires you with hope that wayward members of your faith can be brought back into the fold.

BUT THE DEITY SAYS...

Many wonder how it is possible for variations in a church's doctrine to crop up when it is possible to simply ask the deity's opinion on the matter through the use of mid-level spells. In practice, however, most clerics will never have the power to gain more than a handful of enigmatic hints at their deity's true opinions.

Few deities have strong opinions regarding the correct expression of a religion in the mortal world. This is in large part because mortals have so many natural limitations on their ability to learn and understand the true meaning of the faith. Their religious practices will always be merely approximations of the unfathomable truth, so attitude shifts or even overt schisms in mortal churches are rarely dramatic enough to draw direct divine attention.

Granted Powers: You reach out to your misguided fellows and give them every chance to turn back from conflict with the true faith, even if your differences come to violence.

Patient Sensibility (Su): You gain a +2 bonus on Diplomacy, Perception, and Sense Motive checks.

Redeemer's Mercy (Su): At 4th level, any weapon you wield gains the *merciful* magic weapon special ability. The weapon immediately reverts to its original abilities when you cease to wield it.

Second Chance (Sp): At 8th level, you can give an enemy a second chance to correct the error of its ways. Once per day as a standard action, you can cast *atonement* as a spell-like ability, targeting a creature that has violated the tenets of a religion you both share or that freely desires to convert to your alignment. If costly material components are required for the *atonement*, you may choose to accept a permanent negative level as a sacrifice in place of those components. The target of this effect also receives the benefits of a *cure serious wounds* spell as part of the effects of the *atonement*.

REFORMATION INQUISITION

Moved by divine disapproval of your church's mistakes, you seek to correct them however you can.

Granted Powers: You can speak with divine persuasiveness.

Inspired Rhetoric (Ex): You use your Wisdom modifier in place of your Charisma modifier when making Diplomacy, Intimidate, and Perform (oratory) checks. Perform (oratory) is an inquisitor class skill for you.

Blessed Correction (Ex): At 4th level, when you make a Diplomacy, Intimidate, or Perform (oratory) check, you may roll twice and take the more favorable result. You can use this ability a number of times per day equal to your Wisdom bonus.

Awaken Discontent (Su): At 8th level, you can deliver a stirring speech condemning the mistakes of those in power and calling for reform, causing the target of your rhetoric to be affected by *charm person* with a caster level equal to your inquisitor level and a save DC of 10 + 1/2 your inquisitor level + your Wisdom modifier. You may use this ability a number of times per day equal to your Wisdom modifier.

Totemism

Veneration of the Spirits That Dwell in All Things

Centers of Belief: Mwangi Expanse (Kibwe, Usaro), Realm of the Mammoth Lords, Varisia (Storval Plateau)

Common Believers: Bards, druids, Kellids, Mwangi Expanse natives (Zenj humans, halflings, and dwarves), Shoanti

Compatible Beliefs: Druidism, juju, monasticism

Incompatible Beliefs: Authoritarian religious sects (Abadar, Asmodeus, Torag)

In totemism, all things are believed to contain a spirit. Though not actually gods, these spirits are forces or entities capable of providing protection, guidance, and punishment. Totemists honor the spirits by creating physical representations of the animal or spiritual entity with which they are associated. To them, these objects actually contain the awareness and power of the entities they represent, making them a link between the believers and the totem spirits.

In practice, totemism varies from region to region and from person to person. A totem can be worshiped by a large group or an individual, and totem spirits might be anything from close friends or companions to cruel tyrants. Around the Inner Sea, the most common forms of totemism are those practiced among the Shoanti and certain tribes in the Mwangi Expanse.

Mwangi Totemism: In the Mwangi Expanse, various tribes (usually Zenj) combine juju (see page 14) with totemism. While they still venerate the wendo, they also worship totem spirits, recognizing their union with the things that also call their lands home. There are two types of Mwangi totem spirits: flesh totems and spirit companions.

Flesh totems are sacred creatures, their veneration passed down through maternal bloodlines. Often, the entire tribe will follow a single creature or species of animal as a flesh totem. Although some tribes revere violent, bloodthirsty totems (like the demon ape Angazhan), many flesh totems are animal spirits who guide and protect the community. It is taboo for tribe members to eat any part of a flesh totem animal; to do so is akin to eating a family member and brings immediate sickness and death.

The other type of Mwangi totem is the spirit companion, an individual totem taken by a tribe's shaman. Spirit companions are passed down from the shaman to his apprentice. They serve as protectors, advisors, and messengers to the spirit world. Causing insult or injury to this totem is the same as harming the shaman. For more information about totemism in the Mwangi Expanse, see *Pathfinder Campaign Setting: Heart of the Jungle*.

Shoanti Totemism: In Shoanti spiritual culture, the land is alive. Every animal, plant, and stone is part of this life, and possesses a unique spirit. These spirits are raw forces of nature, whose passion and wisdom are shared with those who honor them. Most people know that each of the seven

great Shoanti totems demand gratitude and respect. Life is a struggle for survival. Each day, each meal, is a gift from the spirits. A totem spirit will withdraw its favor from those who fail to give thanks or abuse that which it holds dear. Hunger, sickness, war, and death quickly fall on the homes of the selfish and prideful. Since these punishments often affect whole communities, the Shoanti are quick to punish transgressors to fend off the spirits' retribution.

The Shoanti show their love and respect for the totem spirits through elaborate ceremonies that usually include music and dance. Many of their rites involve fasting or even self-inflicted pain to show their willingness to suffer for both wisdom and survival. For more information on Shoanti faith and totemism, see *Pathfinder Player Companion: Varisia, Birthplace of Legends*.

NEW DRUID DOMAINS

In many tribal cultures, druids serve the role of shaman. Such druids may take a druidic domain associated with that spirit or with the land it calls home. For additional druid domains, see *Pathfinder RPG Ultimate Magic*.

BADLANDS DOMAIN

Granted Powers: Your spirit knows both the harshness of the drying wind and the raw beauty of painted canyons.

Subsistence (Ex): You can survive on very little food or water while helping others survive in harsh climates. When determining how long you can withstand starvation and thirst, including checks to avoid nonlethal damage, treat your Constitution score as though it were 10 points higher. Additionally, you gain a bonus equal to one half your druid level (minimum 1) on Survival checks in dry hills or desert terrain.

Wasteland Stride (Ex): At 2nd level, you may move through light or dense rubble, as well as up or down steep slopes, at your normal speed without suffering any impairment. Areas that have been magically manipulated to impede motion still affect you, however. This replaces woodland stride.

Badlands Spirit (Su): At 8th level, whenever you use wild shape to take on the form of an earth elemental, you also gain the following spell-like abilities, depending on your druid class level: *geyser*^{APG} (8th); *sirocco*^{APG} (12th), *scouring winds*^{UM} (15th). Each spell-like ability is usable once per day.

Domain Spells: 1st—*cloak of shade*^{APG}, 2nd—*feast of ashes*^{APG}, 3rd—*cloak of winds*^{APG}, 4th—*spike stones*, 5th—*wind blades*^{ARG}, 6th—*find the path*, 7th—*firestorm*, 8th—*earthquake*, 9th—*storm of vengeance*.

CROCODILE DOMAIN

Granted Powers: You are connected with the primal forces of creation and destruction and with the crocodile spirit's ancient wisdom.

Familiar: You gain a dwarf caiman familiar (*Pathfinder Player Companion: Animal Archive, Pathfinder Adventure Path #55*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Death Roll (Ex): While grappling an enemy up to one size category larger than you, you may make a grapple check to roll wildly, knocking your enemy prone and dealing 1d8 points of damage. When using this ability, you gain a bonus to your CMB equal to one half your druid level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ambush (Ex): At 6th level, you gain sneak attack +1d6. This increase to sneak attack damage stacks with sneak attack damage you may have from other sources. This sneak attack damage increases by +1d6 for every 5 druid levels you possess beyond 6th, to a maximum of +3d6 at 16th level.

Domain Spells: 1st—*touch of the sea*^{APG}, 2nd—*savage maw*^{ARG}, 3rd—*water walk*, 4th—*strong jaw*^{APG}, 5th—*legend lore*, 6th—*mass owl's wisdom*, 7th—*true seeing*, 8th—*mass heal*, 9th—*regenerate*.

PANTHER DOMAIN

Granted Powers: You share the power of the Hunter in Darkness. The potent magic of an ancient predator spirit flows through you.

Hunter's Senses (Ex): You gain the ability to augment your senses on command. As a standard action, you grant yourself the scent special ability and improved vision. If you have normal vision, you gain low-light vision. If you have low-light vision, you gain darkvision out to a range of 30 feet. If you have darkvision, the range of your darkvision increases by 30 feet. You may use this ability a number of minutes per day equal to your druid level, in 1 minute increments. Dismissing these augmented senses is a free action.

Move in Darkness (Ex): At 8th level, in areas of normal or magical darkness, you gain a +2 bonus on Stealth skill checks and initiative checks for every 4 druid levels you possess, to a maximum bonus of +10 at 20th level.

Domain Spells: 1st—*true strike*, 2nd—*darkness*, 3rd—*deeper darkness*, 4th—*moonstruck*^{APG}, 5th—*commune with nature*, 6th—*mislead*, 7th—*true seeing*, 8th—*nine lives*^{ARG}, 9th—*greater spell immunity*.

VULTURE DOMAIN

Granted Powers: Yours is the power of death and rebirth. Your spirit soars above all and moves with the flow of unseen currents.

Death's Companion (Ex): Your totem grants you protection from the harbingers of death. As an immediate action, you gain a +2 bonus on saving throws against disease, death spells, and death effects that lasts a number of rounds equal to your druid level. This bonus increases by 2 at 6th level and

every 5 levels thereafter, to a maximum of +8 at 16th level. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Agent of Rebirth (Sp): At 8th level, you may expend a quantity of special oils worth 1,000 gp to cast *reincarnate* as a spell-like ability usable once per day. Additionally, when using this ability or casting *reincarnate* as a prepared spell, you have some influence over the physical form that the reincarnated spirit will take. When rolling against the spell's incarnation table, you may roll twice and choose between the two results.

Domain Spells: 1st—*deathwatch*, 2nd—*glide*^{APG}, 3rd—*death knell*, 4th—*death ward*, 5th—*breath of life*, 6th—*circle of death*, 7th—*resurrection*, 8th—*finger of death*, 9th—*winds of vengeance*^{APG}.



Other Philosophies

Diverse Minor Traditions

Centers of Belief: Andoran, Cheliax, Geb

Common Believers: Barbarians, oracles, witches, wizards

Compatible Beliefs: Atheism, monasticism, pantheism

Incompatible Beliefs: Codes of honor, totemism

Not all philosophies take the place of religion, and Golarion has many, from political philosophies to shared methods of looking at the world. Political philosophies include communism (practiced in Bachuan in Tian Xia), monarchism (practiced in the majority of Inner Sea nations), and authoritarianism (practiced primarily in young nations). Agnosticism, the belief that the truth of divine matters is unknowable by mortals, is a common choice for those uninterested in divine truth and who are content to make their own way in the universe (especially arcane spellcasters).

COMMON RULE

Common rule is the controversial, individualistic political ideal that people are fit to govern themselves, and that the authority to rule must be given freely by the general populace, not claimed as a divine mandate automatically granted to kings and queens. All people are held to deserve a voice in the government that acts on their behalf and serves their interests of defense and public policy. It has thus far been practiced on a wide scale only in Andoran and Galt. While it has flowered as a road to peace and prosperity in Andoran, it has unfortunately produced only bloody mob rule in Galt. Proponents of common rule are widely characterized as either virtuous champions of the common folk or trouble-making busybodies convinced they know better than thousands of years of tradition. It's true that common rule proponents rarely have much respect for what is old simply because it has managed to go unchallenged for so long, but how open they are to having their own ideals questioned varies. The most fervent champions of common rule tend to be idealistic fighters who come from a common background or philosophical types such as wizards, as well as clerics of Cayden Cailean. (For more information, see page 42 of the *Inner Sea World Guide*.)

Supporting Options: Golden Legionnaire prestige class^{POP}, Gray Gardener prestige class^{POP}.

DEMIGOD WORSHIP

Demigods include a vast array of godlike beings. Although rarely as powerful as conventional deities, they nevertheless still manage to attract worshipers with their more specialized portfolios. Followers of demigods are as diverse as their countless patrons, but these devotees often share a few common traits. They are usually desperate in some way, either hungry for power they cannot get on their own, despairing for liberation from a terrible burden, or in need of a spiritual connection no typical god seems able to provide. These individuals usually act alone or as a part of a small and secretive cult, since worship of most of these beings is often looked upon as strange, if not suspicious.

Most outsider demigods offer unusual abilities or rewards in exchange for a price in keeping with their natures and interests. Though their small cults may have their own ecclesiastical traditions, most outsider demigod worship is shamanistic or individualistic, since these demigods usually require at least a little esoteric knowledge to tap into their powers, and outsiders usually enter into surprisingly personal relationships with their cultists. Demigod worshipers generally dwell at the fringes of society, ignored or untouched by the wider culture of the Inner Sea region.



The primary exception is the archdevils, each of whom maintains his own ecclesiastical organization under the auspices of Cheliah.

Groups of demigods commonly worshiped on Golarion (as well as sources of more information) include:

- Archdevils (powerful devils and rulers of Hell; see *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1*).
- Demon lords (competing rulers of the Abyss; see *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*).
- The Eldest (mysterious fey entities of the First World; see *The Inner Sea World Guide*).
- Elemental lords (masters of the elemental planes; see *The Inner Sea World Guide*).
- Empyrean lords (angels, azatas, and agathions who have attained divinity; see *Pathfinder Campaign Setting: Chronicle of the Righteous*).
- Great Old Ones (unknowable creatures of madness from beyond the stars; see *Pathfinder Adventure Path #46*).
- Horsemen of the Apocalypse (the harbingers of famine, death, pestilence, and war; rulers of the daemons of Abaddon; see *Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol. 3*).
- Psychopomp Ushers (vigilant, dispassionate stewards of dead souls; see *Pathfinder Campaign Setting: Inner Sea Bestiary*).

See *Pathfinder RPG Bestiary 3* for information on additional demigods, including the asura ranas, kyton demagogues, oni daimyo, and rakshasa immortals.

Supporting Options: Careful Speaker feat^{ISWG}, demonic prestige class (*Lords of Chaos*), diabolist prestige class (*Princes of Darkness*), mystery cultist prestige class (*Chronicle of the Righteous*), Pantheistic Blessing feat (see page 21), souldrinker prestige class (*Horsemen of the Apocalypse*).

DIABOLISM

Diabolists idolize the perfect and unyielding law of Hell, and hold that Hell's orderliness is the only appropriate model on which to base a society. Although diabolists point to Asmodeus and the archdevils as role models worthy of respect and emulation, many are unwilling to worship such wicked creatures directly, for obvious reasons. Indeed, due to its status as a philosophy rather than a religion, diabolism is widely studied by scholars in many societies that would never permit outright devil worship. Although some students are quick to point out that these are only philosophical ideals rather than realistic expectations, diabolism holds many distasteful things to be necessary, given the example of Hell. The suppression of free will is necessary to avoid rebellion and build reflexive loyalty. Harsh rulers distinguished for their cruelty, discipline, and cleverness are necessary to keep the rabble from going astray or falling to chaos and ruin. Punishment is necessary to reduce misconduct and prevent mutiny. Slavery is necessary to keep the unworthy from wielding power they do not deserve. Even evil and pain are necessary to give context

and meaning to good and kindness. Most diabolists are academics, court advisers, and military personnel, commonly training as bards, cavaliers, and wizards. They are particularly common in Cheliah.

Supporting Options: Diabolist prestige class (*Princes of Darkness*), Hellknight prestige class^{ISWG}, Hellknight signifer prestige class^{POP}.

TAMASHIGO

Tamashigo teaches that all or nearly all things and qualities have spirits suffusing and protecting them, such as the powerful kami. Respecting these spirits smooths the path of destiny, while disregard for them attracts their ire in unpredictable ways. Spirits can be appeased with offerings and the construction of shrines in the home and at sites of great natural beauty. Tamashigo's teachings imply that there is no such thing as good or bad luck, and that all events are the will of some being or another to whom a respectful person can appeal, against whom a brave or foolish person can fight, and whom a clever person might outsmart. Those who subscribe to these beliefs often react to this knowledge with great calm, satisfied that their awareness and respect will allow them to curry favor with benevolent spirits and deflect the ire of more dangerous ones. Tamashigo is popular among oracles and witches, who feel they have insight into the spirit world, and rangers, who appreciate spirits taking some of the responsibility for the safety of the wilds where they are worshiped.

Supporting Options: Spirit ranger archetype^{APG}.

WHISPERING WAY

In the much the same way as diabolists extol the virtues of law and the order of Hell, members of the Whispering Way exalt undeath as the ultimate state of being. This individualistic oral tradition reveres no deities or founders; instead, its members dream of a dead world where they rule as the lords of the living dead. Many members quest after lichdom or another form of undeath, which they see not as a curse, but rather as a way of transcending their mortal limitations. Although the group has no patron, they idolize Tar-Baphon, the Whispering Tyrant, as their fallen king and wish to release him as a means of beginning the final end of the living world. Followers of the Whispering Way are chillingly efficient, and are always interested in finding one more secret they can use as leverage against undead rivals or the living creatures they know will one day be massacred and reanimated. They are most often necromancers or sorcerers with the undead bloodline, excellently equipped to explore the marvels of undeath, although a few are vampires or other intelligent undead of any class.

Supporting Options: Agent of the grave prestige class (*Pathfinder Adventure Path #45*), gravewalker witch archetype^{UM}, Necromantic Affinity feat^{ISWG}, undead lord cleric archetype^{UM}.

Spells

When Earthfall leveled the first great human empires, one man brought the light of learning and magic back to the world. Even today, Old-Mage Jatembe is revered by scholars, and those rare few of his spells still known are fascinating in their ability to esoterically blend and split arcane and divine magic in a seamless fashion unknown to modern thaumaturgy.

BLOOD SONG

School evocation; **Level** bard 4

Casting Time 2 minutes

Components V, S, M (the caster's blood)

Range touch

Target creature touched; see text

Duration 1 day or until discharged (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *imbue with spell ability*, with the following exceptions: only bard spells of the conjuration (healing), enchantment, and transmutation schools can be transferred; the imbued spells last for 1 day; and the subject isn't beholden to any principles regarding the imbued spells' use.

As part of the casting, the caster must shed some of his blood (or an equivalent humor). If the caster isn't susceptible to bleed damage, regardless of the reason, he can't cast *blood song*. For each spell that is imbued using *blood song*, the caster loses 5 hit points, which can't be regained by any means until the spell ends or is discharged.

HALLUCINOGENIC SMOKE

School conjuration [poison]; **Level** cleric 4, witch 4

Casting Time 1 standard action

Components S, M (tobacco leaves, ingested)

Range personal

Target you

Duration 3 rounds/level or until discharged; see text

Saving Throw Fortitude partial; **Spell Resistance** yes

Dark gray smoke seeps from your eyes, ears, and mouth for the spell's duration, though the smoke doesn't significantly hamper your vision. Upon casting the spell, you may immediately exhale the smoke in a 30-foot cone or do so in a later round as a standard action, ending the spell. Each living creature caught within the cone must succeed at a Fortitude save or be nauseated for 1 round per caster level as it is wracked with waves of nausea and disorienting visions. If it succeeds at its Fortitude save, the creature is instead sickened for 1d4 rounds.

If you don't expel the smoke by the end of the spell's duration, you suffer the spell's effects instead.

If you cast *augury* during the duration of *hallucinogenic smoke*, treat your caster level as 5 higher when determining the chance for a meaningful reply. Additionally, you know whether a result of "nothing" resulted from a failed or successful *augury*.

JUNGLE MIND

School divination (scrying); **Level** druid 5, oracle 5, ranger 4

Casting Time 1 minute

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level

Saving Throw Will negates (see text); **Spell Resistance** no

You merge your mind into the jungle's social hierarchy,



mystically establishing yourself as a master of wild beasts and an apex predator. You attain knowledge about the general animal population in a radius of 1 mile as *commune with nature*, and you then select one type of animal (such as birds, cats, snakes, or fish). For the duration of the spell, you can sense the location, movement, and size of creatures of this type in the area, though you can't discern species or individual identity. In addition, you improve the starting attitude of animals of the chosen type by one step for the duration of the spell.

As a full-round action, you may focus on a single animal that you can sense with this spell to establish a mental link. You can read the animal's surface thoughts as *detect thoughts*, and can see, hear, and smell what the animal is experiencing using your own Perception skill. If you target another creature's animal companion, the spell ends if the animal succeeds at a Will save. Using this ability reduces the spell's remaining duration to 1 round/level, and the selected animal is treated as the scrying sensor.

Despite the name, *jungle mind* functions within any terrain.

LAY OF THE LAND

School divination; **Level** cleric 2, bard 2, druid 2, ranger 2, witch 2

Casting Time 1 minute

Components V, S, M (a piece of soil from the land to be memorized)

Range personal

Target you

Duration 1 day

Saving Throw none; **Spell Resistance** yes

In a flash of recognition, you learn about the geography of your surroundings within a radius of 1 mile per 2 caster levels (minimum 1 mile). This instant familiarity grants you an insight bonus equal to your caster level (maximum +5) on Knowledge (geography) checks and Survival checks to avoid getting lost so long as you remain in the affected area.

Additionally, for the duration of the spell you can make Knowledge (geography) checks regarding the affected area as though you were trained in that skill.

SOURCE SEVERANCE

School abjuration; **Level** cleric 6, druid 6, witch 6

Casting Time 1 standard action

Components V, S, M (an unworked lodestone)

Range 5 feet

Area 5-ft.-radius emanation, centered on you

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** see text

You create an invisible barrier that surrounds you and moves with you, inhibiting one category of magic. When you cast this spell, choose either arcane or divine magic. This spell functions like *antimagic field*, but it suppresses only spells of the chosen type and supernatural and spell-like class abilities from classes that grant spellcasting of the selected type. Magic items, other spell-like abilities, and other supernatural abilities are unaffected.

BOOK OF THE SERPENT'S PATH

Mwangi folklore paints Old-Mage Jatembe as the finest mage who ever lived, and even foreign arcanists with any historical perspective recognize that he was one of the most influential and legendary figures of the Age of Anguish. Jatembe and his Magic Warriors strode the expanse as heroes and cultural treasures, valued as icons and inspirations long after their disappearance and presumed deaths. The *Book of the Serpent's Path* features in a great number of songs and tales of Jatembe's heroism, as both a journal and a teaching tool.

Despite the tome's legendary status, the book appears to be a humble text bound in snakeskin. In fact, the pages are comprised of cunningly jointed slats made from the heartwood of a dozen different trees. Pyrography covers each slat, lovingly crafted prose burned into the wood by fire and magic. Separating the slats and fitting them together in new configurations reveals a collection of elegant magical formulae, which includes all of the spells in this article and numerous spells that straddle the druid and sorcerer/wizard spell lists.

According to orthodox scholarly thought, Old-Mage Jatembe himself created most of these spells, a notion supported by several entries in the book. The Magaambya, which currently holds the book, continues to espouse this legend, though even the Tempest-Sun mages might privately admit that they don't know whether Jatembe created the spells or merely compiled them. Adepts of the Pathfinder Society aware of the book's history suspect the latter, given the snakeskin binding and Jatembe's rumored study of the *Skull of Ydersius*. The sheer diversity of the spells suggests a divine hand and more-than-mortal viewpoint of the magic world.

While this spell is in effect, you must succeed at a concentration check (DC 20 + twice the spell level) to cast any spell, whether arcane or divine. If you fail at the check, you lose the spell as if you had cast it to no effect.

TECTONIC COMMUNION

School divination; **Level** druid 7

Casting Time 1 hour

Components V, S, DF

Range personal

Target you

Duration Instantaneous

Tectonic communion functions as *commune with nature* with an even greater range. In outdoor or natural underground settings, the spell operates on a radius of 100 miles per caster level, extending even underground without penalty.

For every 2 caster levels above 13th, you may glean an additional fact from the list presented in *commune with nature*. Communities, dungeons, and signs of civilization (such as roads, farms or other constructions and settlements) exist as dark and unknowable blots in your perception of the spell's area; you're aware of their location and existence, but can't discern any information regarding them.

Magic Items

Although the most dedicated devotees might eschew material crutches in their pursuit of enlightenment, many disciples have developed tools that both augment their prayers and punish those who would impugn their philosophies.

GLOVES OF PERSONAL PURITY		PRICE 1,000 GP
SLOT hands	CL 1st	WEIGHT —
AURA faint divination		

These long, white, elbow-length gloves are typical of those Kalistocrats wear to avoid making direct contact with the unenlightened. The wearer gains a +2 insight bonus on saving throws against disease and poison spread by contact, and against effects that occur when the wearer touches another creature (such as the effects of a babau's protective slime ability).

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *anticipate peril*^{UM}, *resistance*

HAND WRAPS OF BLINDING KI		PRICE 10,000 GP
SLOT hands	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		



These fine silk wrappings—covered in mystic symbols and diagrams of the wearer's pressure points—wind around the wearer's hands and wrists. When the wearer spends ki to make an additional attack, he can spend 1 additional point

of ki to use the Stunning Fist feat with the attack, even if he has already used the feat that round.

If the wearer is a monk using an archetype that replaces Stunning Fist with a different feat that's usable a number of times per day equal to his monk level, *hand wraps of blinding ki* allow that feat to be used a second time instead of allowing him to use Stunning Fist.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, ki pool class ability

KALISTOCRAT'S COIN		PRICE 1,100 GP
SLOT none	CL 1st	WEIGHT —
AURA faint abjuration and transmutation		



This silver coin bears the symbol of the Prophecies of Kalistrade on one side, and its other side is inscribed with one of the many rules that lead to enlightenment. When the coin is

placed in a non-magical bag or purse and the command word is spoken, the coin reduces the weight of any coins, gems, or jewelry carried in the bag by half. In addition, the container becomes the focus of an *alarm* spell that's triggered if the container is opened without the command word being spoken. Most *Kalistocrat's coins* have a mental alarm. The coin doesn't function for containers of other materials, and

a container can benefit from only one *Kalistocrat's coin* at a time.

CONSTRUCTION REQUIREMENTS	COST 550 GP
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Craft Wondrous Item, *alarm*, *feather fall*

LESHY MULCH MANUAL		PRICE VARIES
Fungus leshy		1,875 GP
Gourd leshy		1,125 GP
Leaf leshy		800 GP
Seaweed leshy		3,600 GP
SLOT none	CL varies	WEIGHT 5 lbs.
AURA varies		

A *leshy mulch manual* is a fragile, bark-bound book containing a dozen pages of coarse, grainy paper. The book includes information and incantations that help in crafting a leshy. The instructions grant a +3 competence bonus on skill checks made to create a leshy, reduce the number of ranks in Knowledge (nature) needed to create a leshy by 2, and allow the user to treat her caster level as 2 higher for the purposes of creating a leshy. The book can also be chopped up and mixed into the soil used to grow a leshy, replacing the normal crafting cost for the leshy. When a leshy is cultivated from this soil, a spirit is automatically lured into the body, with no percentile roll required.

CONSTRUCTION REQUIREMENTS	COST varies
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Fungus leshy	1,250 GP
Gourd leshy	750 GP
Leaf leshy	500 GP
Seaweed leshy	2,250 GP

Craft Wondrous Item, *plant growth*, *summon nature's ally III*

PANTHEISTIC CLASP		PRICE 3,000 GP
SLOT neck	CL 3rd	WEIGHT 1 lb.
AURA faint abjuration		

A simple clasp dangles from this fine brass chain. As a standard action, the wearer can attach a single holy symbol to the clasp. The wearer gains a +2 sacred bonus on saving throws against spells and effects with an alignment descriptor that matches the alignment of the deity represented by the attached holy symbol.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *corruption resistance*^{APG}

PROPHETIC PARAPHERNALIA		PRICE 2,000 GP
SLOT none	CL 9th	WEIGHT 3 lbs.
AURA moderate divination		



This roll of tanned horsehide contains pockets that hold ceremonial gear such as incense, candles, and tiny bells as well as a small, carved stone idol in the shape of

a totem spirit such as a dragon or other creature known for its wisdom. Anyone who unrolls the kit and spends 10 minutes performing a special ritual either increases her caster level by 1 for any divination spell she begins casting immediately after concluding the ritual, or gains a +3 insight bonus to any one skill check she makes in the next hour. Alternatively, she may spend all remaining uses of the kit in an hour-long ritual to cast *commune*, asking one question for every two remaining uses in the kit.

A newly created set of *prophetic paraphernalia* has 10 uses. When all of the uses are expended, the stone idol crumbles into powder.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
Craft Wondrous Item, <i>commune</i>	

PROFITIOUS METUMBE		PRICE 8,000 GP
SLOT neck	CL 7th	WEIGHT 1 lb.
AURA moderate abjuration		

This polished talisman of darkwood inscribed with the pictogram of a specific wendo hangs from a loop of twine. The wearer gains a +2 luck bonus on saving throws against witch hexes, spells and abilities with the curse descriptor, and any spells or effects that would force the wielder to reroll a die or roll multiple dice and take the worst result.

Once per day when the wearer is targeted by such a spell or effect that doesn't normally grant a saving throw, she can make a Will saving throw to negate the effect. If she attempts the save against a spell, the save DC is equal to 10 + the spell's level + the caster's primary casting ability bonus (Cha for sorcerers, Int for wizards, Wis for clerics, and so forth). If she attempts the save against a non-spell effect, the save DC is equal to 10 + half the HD of the effect's source + the source's Charisma modifier.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>hex ward^{UM}</i>	

SHIELD OF COUNTLESS CAUSES		PRICE 11,157 GP
SLOT shield	CL 5th	WEIGHT 10 lbs.
AURA faint enchantment		



Dozens of pages of scripture cover the face of this +2 *heavy wooden shield*, each detailing in word or illustration the tenets of a knightly order. While worn or carried, the shield acts like a *phylactery of faithfulness*, except that it only functions for actions that

would violate the edicts of the wearer's cavalier order. A newly created *shield of countless causes* has 5 charges. By expending 1 charge and studying the shield's texts for 10 minutes, the wielder can regain the use of his order abilities as if 24 hours had passed. By expending 3 charges and studying the shield's texts for 8 hours, the wielder can change his order. When the last charge is used, the shield remains a +2 *heavy wooden shield*.

CONSTRUCTION REQUIREMENTS	COST 5,657 GP
Craft Wondrous Item, <i>atonement</i>	

TOME OF HERETICAL REVELATION		SLOT NONE
AURA strong abjuration	CL 17th	WEIGHT 5 lbs.



This thick book appears to be an educational treatise filled with philosophical insights. Anyone who reads from this cursed book and has a patron deity

must make a DC 20 Will save or be overcome by a crushing sense of doubt and hopelessness as she loses all faith in her deity's teachings. Anyone who fails this save loses all divine spellcasting ability, as well as class abilities from classes that grant divine spells, and she can't gain additional levels in those classes. She can regain her abilities and advancement potential if she atones (see the *atonement* spell description). Succeeding at the Will save still leaves the reader shaken for 10 minutes.

INTENDED MAGIC ITEM
<i>manual of bodily health, manual of gainful exercise, tome of understanding, tome of leadership and influence</i>

VEST OF SHED SERVITUDE		PRICE 4,000 GP
SLOT chest	CL 7th	WEIGHT 2 lbs.
AURA moderate necromancy		

This pale leather vest's surface is decorated with a web of vein-like ridges. Once per day as an immediate action when you are struck by a critical hit or sneak attack, your shed blood or flesh coagulates into a short-lived guardian that appears in any adjacent square and follows your commands. This guardian has all the abilities of a homunculus, except that its type is undead. If the triggering attack inflicted bleed damage, the homunculus also gains the giant simple template. This homunculus lasts for 7 rounds before melting, and it doesn't deal damage to you when it's destroyed.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>animate dead, mirror image</i>	

WARDEN'S CUDGEL		PRICE 12,150 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA faint transmutation		



Commonly created by members of the Green Faith, this type of +1 *greenwood club* is made from knotted wood, is covered in thorns and vines, and looks as though it is still alive. Twice per day when the wielder hits a target with a *warden's cudgel*, vines, leaves,

and roots instantly grow from the target's square in a 15-foot radius. These plants remain for 1 minute and are treated as difficult terrain and natural plant growth for the purposes of the woodland stride class feature. If the area already has brush and trees in it, the plants in the affected area instead grow as the overgrowth version of *plant growth*.

CONSTRUCTION REQUIREMENTS	COST 6,150 GP
Craft Wondrous Item, <i>plant growth</i>	

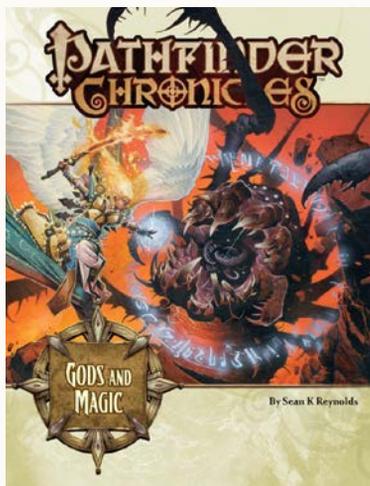
Next Month!



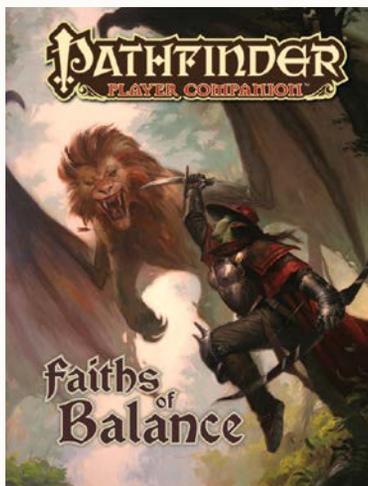
The vile hordes of the Abyss have been unleashed, and all Golarion quails beneath their insane rampage! Fortunately, not all mortals are the easy prey that the demons expect. Grab your sword or cast *protection from evil*, because it's time to take the fight to the fiends with *Pathfinder Player Companion: Demon Hunter's Handbook!* Within these pages you'll learn everything you need to know about demons, from the best ways to battle them to the blasphemous secrets of enslaving them. Plus pick up some new spells, magic items, campaign traits for the new Wrath of the Righteous Adventure Path, and more! Whether you're a Mendevian crusader or a demonic victim bent on revenge, this book is for you!

WOULD YOU LIKE TO KNOW MORE?

A character's faith is one of the key defining features of any inhabitant of Golarion, and there are many options available to reflect this important decisions in a character's build. The following sources provide more details on the faiths of the world and scores of new character options for members of all religions.



Looking for information on one of Golarion's many deities? Look no further than *Pathfinder Chronicles: Gods & Magic*, which features new spells and magic items related to dozens of gods from the campaign setting.



Some characters dedicate themselves neither to the forces of good nor the agents of evil, but rather cold logic and justice. *Pathfinder Player Companion: Faiths of Balance* presents character options for just such neutral PCs.



Righteousness isn't just for clerics and paladins! For tons of game-changing options for good-aligned characters of any class, be sure to check out *Pathfinder Player Companion: Champions of Purity!*

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...Unshakable faith

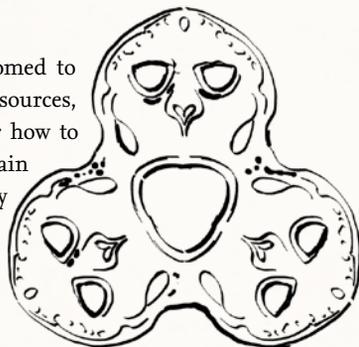
The following new faith traits are designed to reflect the ways in which your character's worldviews, personalities, and even abilities are influenced by their spirituality or philosophy. Additional traits can be found on the inside front cover.

Priest-Blessed

You were guided to maturity by a trusted priest of an ecclesiastical tradition, who inspired you and made you understand that the authority exerted by a religious hierarchy is a blessing rather than a restriction, allowing the faithful to always feel confident in their direction and the righteousness of the guided actions. Now, your faith wells up whenever you are aided by divine magic, and you find it easy to open up to the magic and succor of any faith, seeing the similarities between all such traditions. Three times per day when you are the target of a harmless divine spell, you may increase its caster level by 1 for purposes of its effect on you alone.

Proxy of Many

As a pantheist, you are accustomed to calling on aid from a variety of sources, and have a pragmatic sense for how to best make use of any ally. You gain a +2 trait bonus on Diplomacy checks made to request a favor from a creature that has not performed a favor for you in the past week. This bonus increases to +4 if you have performed a favor for that creature since it last did a favor for you.



Religious Reformer

You have spent many years studying the tenets of your faith, and now believe that the dominant factions within the church have deviated from its true meaning and purpose. Rather than breaking with your misguided church, you've decided to stand up and fight to reform the organization you love. You have fervently studied scripture and steeled your will to combat the divergent beliefs of your peers. You gain a +2 trait bonus on Knowledge (religion) checks that pertain to your own religion or spiritual practice, and you gain a +2 trait bonus on saving throws against spells cast by others who worship your god or adhere to your philosophy.

Self-Actualization

Inspired by stories of mortals ascending to godhood, you're certain that you can do the same, and do all you can to hone your talents and reach your utmost potential. Once per day, when you take 20 on a roll or check, you can complete the action in only five times the normal amount of time for that action, rather than 20 times the normal amount.



Totemist

You grew up in a culture where the touch of totem spirits was felt in everyday life, their subtle urgings constantly guiding you and keeping you safe. As a result, you learned quickly to ask for their help when trouble arises. Once per day, you may call upon your totem's wisdom as a standard action. You gain the benefits of *guidance*, except that the granted competence bonus is equal to half your character level (minimum +1). This is a supernatural ability.



Traditionalist

You spent a part of your youth far away from your homeland and your people. The experience of being a stranger in a strange land taught you to appreciate the support and understanding of the other members of your communal belief, and to never take it for granted. Though you still respect other cultures, you have come to see the way in which your particular culture keeps the knowledge of your people and their history alive, and feel that you have a responsibility to guard their traditions even when you are far from home. You gain a +1 trait bonus on Knowledge (history) and Knowledge (local) checks, and one of those skills (your choice) becomes a class skill for you.

Wendifa Apprentice

For a time during your childhood, you were left in the care of a juju oracle or wendifa, who saw your potential and taught you simple juju magic to influence the weak-minded for brief periods of time. You can use *daze* as a spell-like ability once per day, using your character level as your caster level (minimum 1). The save DC of this effect is Charisma-based. The dazed individual looks ashen and deathly for the duration of the effect.



Zealot's Bearing

Your fiery passion for your faith or philosophy is obvious to everyone around you. Those who share your convictions automatically find themselves wanting to defer to your zealous authority, making you a natural leader of your faith. Unfortunately, your scorn for those who haven't yet seen the wisdom of converting is equally obvious, and makes you a poor ambassador or missionary to the "ignorant masses" (as you not-so-secretly think of them). You gain a +2 bonus on Diplomacy and Intimidate checks when dealing with adherents of your faith or philosophy, but a -1 penalty on Diplomacy and Intimidate checks when dealing with anyone else.



What Do You Believe?

There's more to faith than simply choosing a god. In the Pathfinder campaign setting, dozens of different religions, traditions, and philosophies war for people's hearts and minds—sometimes with reasoned arguments, and sometimes with bloodied swords. Whether as a servant of a powerful deity, a devotee of a world-shaping philosophy, or a zealous atheist, it's time to claim the power of your convictions with this guide to devotion—religious or otherwise.

Beliefs are nothing without champions. With *Faiths & Philosophies*, characters of every class can make their convictions work for them. Inside this book, you'll find:

- ▶ Detailed overviews of Golarion's more esoteric spiritual traditions, from druidism and atheism to juju and pantheism, all with new rules to customize your character's mechanics, from the arcane healer bard archetype to the juju oracle mystery.
- ▶ New honor point systems for groups like the righteous Knights of Ozem, the mercantile Prophets of Kalistrade, and the terrifying Red Mantis assassins.
- ▶ A new system of meditation feats to help characters of any class unleash their greatest potential in battle.
- ▶ New traits tied to your character's spiritual and philosophical views.
- ▶ Information on codes of honor, false and deceased gods, monasticism, religious schisms, and philosophies for all manner of irreligious characters!
- ▶ New inquisitions to help purge nonbelievers, druid domains to help you draw power from your totem spirit, feats to help atheists defy the gods, spells and magic items usable by characters of any class and philosophy, and more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game, but can easily be incorporated into any fantasy world.



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