

PATHFINDER[®]

PLAYER COMPANION[™]

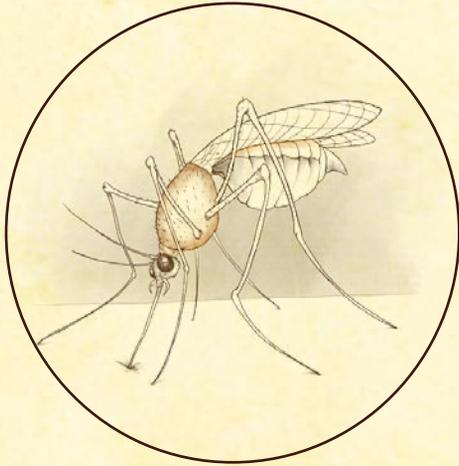


People of the River

River Dangers

As important as winding waterways are to Golarion's commerce and culture, travel along them is not for the timid. Here are some common dangers your characters might experience on

the river, as well as references to the rules information on such dangers or rules options from Pathfinder RPG sources that can help the heroes handle these hazards.



DISEASE

The tributaries that feed waterways sometimes flow through septic swamps and forgotten battlefields, and they're often breeding grounds for insect swarms that carry a variety of illnesses. The river vermin are especially pernicious, and when adventurers find insects creeping into their bedrolls or foul water seeping into their drinking supply, it's often too late for them to do much about their predicament if they're not prepared ahead of time. Possible remedies for these perils can be found below.

Rules Reference: Diseases (*Core Rulebook* 557); Heal, "Treat Disease" (*Core Rulebook* 99).

Rules Option	Type	Source
Diagnose disease	Spell	<i>Ultimate Magic</i> 216
Heal	Skill	<i>Core Rulebook</i> 98
Healer's kit	Item	<i>Core Rulebook</i> 161
Purify food and drink	Spell	<i>Core Rulebook</i> 328
Remove sickness	Spell	<i>Ultimate Magic</i> 234
Repel vermin	Spell	<i>Core Rulebook</i> 333

FAUNA

The river is not only home to scattered villages and bustling townships; it's also the natural habitat for numerous breeds of carnivorous creatures that are often driven into a frenzy by the proximity of abundant food. The specific animal dangers—whether they're river crocodiles or mountain lions—depend on the particular river, but adventurers can guard themselves against the predations of some of the most common bestial foes with magic, equipment, and good sense.

Rules Reference: Creature Types, "Animal" (*Bestiary* 306).

Rules Option	Type	Source
Bear trap	Item	<i>Ultimate Equipment</i> 76
Calm animals	Spell	<i>Core Rulebook</i> 252
Charm animal	Spell	<i>Core Rulebook</i> 254
Detect animals or plants	Spell	<i>Core Rulebook</i> 266
Hide from animals	Spell	<i>Core Rulebook</i> 296
Wild empathy	Class feature	<i>Core Rulebook</i> 50



WHITEWATER RAPIDS

Well-traveled rivers are usually carefully mapped, but it's not uncommon to find oneself on uncharted waters or to discover that a torrential rainfall has transformed a calm flow into a frothy disaster. Suddenly plunging over hidden rocks and waterfalls will test even the most seasoned river-goer's swimming proficiency, as well as the waterproofing of important items like books and bottles.

Rules Reference: Aquatic Terrain, "Flowing Water" (*Core Rulebook* 432).

Rules Option	Type	Source
Alter river	Spell	Page 26
Area map	Item	<i>Ultimate Equipment</i> 58
Hanspur's floating vessel	Spell	Page 26
River guide (trained hireling)	Service	<i>Ultimate Equipment</i> 98
Survival	Skill	<i>Core Rulebook</i> 107
Swim	Skill	<i>Core Rulebook</i> 108



PATHFINDER

PLAYER COMPANION

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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>Ultimate Equipment</i>	UE
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		

ON THE COVER



Kieran Yanner shows us why it's important to always carry a sword on trips in merrow country. Hope that raft is sturdier than it looks!



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Printed in the U.S.A.

For Your Character

FOCUS CHARACTERS

This Pathfinder Player Companion highlights rules options specific to characters of the following classes and ethnicity, in addition to elements that can apply to other characters.

BARBARIANS

Those Kellid barbarians who seek to dismantle the Technic League's leadership (as well as its robotic minions) will find value in the Numerian liberator archetype on page 7. The new barbarian rage powers on the same page give these tribal warriors even more ways to defeat their foes.

KELLIDS

This book presents three race traits specifically for Kellid characters (see pages 18 and 20), general details on both Numeria (pages 6–7) and its people (pages 18–19), and the Numerian liberator and galvanic saboteur archetypes (pages 7 and 25)—all perfect for fleshing out PCs eager to take on the Technic League.

SORCERERS

Magic often runs in the veins of Numerians and Riverfolk, giving them abilities ranging from power over rivers to channeling the forces of alien technology. A whole new bloodline enables sorcerers of any race to embrace the power of nanites (see page 19), while many of the spells on pages 26–27 are available to sorcerers of all types.

WITCHES

Two new witch archetypes represent the popularity of this arcane and oft-nefarious path among those living along the Sellen River—the veneficus witches of Daggermark (see page 8) are master poisoners, while hags of Gyronna (see page 23) forgo the powers of the divine in favor of representing their goddess's will through dastardly curses and tools of betrayal.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character used in the Pathfinder Roleplaying Game, regardless of the character's focus or type.

BACKGROUND TRAITS

With 28 brand new character traits (see page 3 for the whole list), coming up with a fitting background story for river-savvy characters has never been easier. Whether you're using regional traits inspired by your hero's homeland in Numeria or the River Kingdoms or you're looking at campaign traits to ensure your adventurer is prepared for the dangers of the Iron Gods Adventure Path, this volume has you covered!

LIFE ON THE RIVER

River life can be rich for those who know how to exploit the resources beneath the water and on the shore, but there are many dangers along the river as well (see the inside front cover). Pages 22–23 present details on the various deities that river-goers turn to in times of need, while pages 24–25 provide some mundane ways to deal with river hazards.

MAP OF THE SELLEN RIVER

The expansive map on the center spread of this book (pages 16–17) shows the entire flow of the Sellen River, one of the longest known river systems on Golarion, including its confluents and distributaries, the names of the largest cities and towns on the river banks, and the rough locations of dozens of sites

QUESTIONS TO ASK YOUR GM

Asking your Game Master the following questions can help you get the most out of *Pathfinder Player Companion: People of the River*.

- 1 Are we playing the Iron Gods Adventure Path? If not, are the campaign traits on page 31 available to our characters?
- 2 Will our campaign take place around the Sellen River or in one of the River Kingdoms? Would it make sense for my character to be from a River Kingdom or Numeria?
- 3 Will river travel be a large part of our adventures? Will we spend much time on or near the banks?

that promise adventure, treasure, or refuge. In addition, on the inside back cover, readers who want a peek at what life is like along some of the Inner Sea's other river systems can glean such insight from a Pathfinder's journal entries on three famous rivers.

RIVER GAZETTEER

Each of the many River Kingdoms operates with its own set of rules, but adventurers needn't be worried about wandering these realms in ignorance with the spoiler-free details provided here on eight of the most prominent kingdoms (see pages 8–15) as well as neighboring Numeria to the west (see pages 6–7). New rules options complement each gazetteer entry and allow players to steep their characters in the rich culture and history of their chosen nation.

DID YOU KNOW?

Many of the River Kingdoms were first detailed in *Pathfinder Campaign Setting: Guide to the River Kingdoms*, which was written by 22 different authors! With the forthcoming *Pathfinder Online* video game, thousands of players from all around the world will be able to design River Kingdoms of their very own!

RULES INDEX

The following new rules options are located on the indicated pages throughout this book.

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Wary	Regional (Daggermark)	8
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Down by the River



Rivers are roads built by the gods and given life by flowing water. Wherever it runs, a river defines the people and the cities through which it passes. The river brings food, it brings floods, and its waters operate at once as a trade route, border, and path for invasion. A river is the lifeblood of an empire, carrying trade and transport, but it's also filled with the blood of warriors and farmers, spilled when reavers come down it seeking plunder and vengeance.

Throughout Golarion, rivers are the frameworks on which many societies are built. In New Stetven, where Lake Reykal pours into the East Sellen, foodstuffs from across Brevoiy are loaded onto trade boats and sent to feed Mendevians and Sarkorians who dwell where the Worldwound has made farming difficult. Without the Sphinx, Osirion would be barren and sparsely inhabited, and the wild lands of Varisia would be all but unnavigable without the waterways that shoot through its rocky interior.

There is more to a river than its strategic value geographically. The water's current both powers mills that feed villages and carries timber from deep forests to lumberyards across Avistan and Garund. Schools of spawning fish provide food and income to hamlets and sprawling cities alike. In high mountain ranges, minerals trickle into streams that become treasure-laden creeks and rivers where prospectors sift through silt in search of fortune.

Rivers hold danger as well—after all, where there is prey, there are predators. The black-backed crocodiles of the

Sphinx are as dangerous to fishers as they are to fish, and the countless biting, stinging, hungry creatures of the Vanji Jungle's waters terribly hazardous. Pirates and raiders use waterways to bypass the larger cities that stand between them and the vulnerable rural farmlands beyond. In more remote regions, thieves rig complex traps to waylay trade barges and passenger freights, plucking wealth from the water and from anyone foolish enough to travel unprotected.

When war comes to Golarion, the world's rivers become murky with blood. Because so many countries use waterways as borders, the armies that cross them and the warriors who defend those borders often do their fighting and their dying on the banks of rivers. When Taldor's grand Armies of Exploration pushed north thousands of years ago, it was the Sellen they traveled along and mapped. In Mendev, the Egelsee serves a role of incredible strategic importance, providing fresh water and a supply route for the capital of Nerosyan to feed the theocracy's endless war against the demonic hordes of the Worldwound.

The rivers of Golarion are paths that connect allies and separate enemies. Through them, even the most remote peoples of Avistan and Garund can reach the Inner Sea, and from there the rest of the world. No matter the location of their headwaters or estuaries, the Inner Sea region's rivers are vital for providing food, permitting travel, and launching daring adventurers on heroic journeys.

THE SELLEN

In all of Golarion, there is no river quite like the Sellen. Starting at the massive Lake of Mists and Veils and traveling nearly 1,200 miles before it empties into the Inner Sea at Star Bay, the Sellen is fed by hundreds of tributaries and the runoff from half a dozen mountain ranges. The variety of its headwaters means that the Sellen runs smooth and calm year round, untroubled by seasonal flooding or drought. Its stability makes it perfect for traffic, and a steady flow of traders, pilgrims, and adventurers rely on the massive river for safe passage. If river waters are Golarion's bloodstreams, then the Sellen is one of the world's most important arteries.

At the heart of the Sellen's watershed are the River Kingdoms, which couldn't exist in their current form without it. Each winding branch links the settlements between a headwater and the Sellen's distant mouth, attracting castaways and free spirits and providing opportunities for entrepreneurs and troublemakers. The river's wending, shifting banks define the area, its mores, and its freedoms. Wherever you are in the Kingdoms, the Sellen is always near, and with it the chance to leave your past behind and find a better life.

Besides the River Kingdoms, the Sellen laces its way through several prominent and powerful nations. From decadent Taldor to strange Numeria, every country that it touches is impacted by the river's steady flow. It serves as the eastern border for the reclusive elven kingdom of Kyonin, where it is patrolled by shadowy rangers who emerge from the river's foggy banks to counter any incursions. Where it is fed by the springs of the Five Kings Mountains, dwarves keep watch over it as a key source of fresh water.

The Sellen moves more than trade and wanderers. An entire crusade, led by the faithful of Iomedae, rides the broad back of the river to Mendev to stand against the demonic hordes that have risen from the Worldwound. As paladins of the Inheritor rub shoulders with smugglers whose illicit cargo lies hidden among boxes of holy texts and blessed weaponry destined for the front, the river has an unpredictable and sometimes demoralizing effect on this migration of holy warriors. The trip from Cassomir to Nerosyan is long, and the pitfalls for the feeble of faith are many. The banks of the Sellen are littered with the homesteads and broken dreams of crusaders who never finished their journeys, waylaid by doubt or mortal care. For every paladin who stands vigil in Mendev, a dozen more plow the fields of Artume or scavenge the wreckage of Starfall, hoping to forget the disappointed gaze of their goddess.

HOW TO USE THIS BOOK

People of the River is intended to provide players with a foundation for characters who live in or originate from lands through which the Sellen River flows, particularly the River Kingdoms and Numeria. The material herein is designed to be particularly useful for groups planning to play the Iron Gods Adventure Path, the Kingmaker Adventure Path, *Pathfinder Module: The Emerald Spire Superdungeon*,

OTHER RIVER KINGDOMS

The various domains that make up the River Kingdoms are famous for their constantly fluctuating titles and borders. This book covers eight of these kingdoms in detail, but they are not alone on the banks of the Sellen. More details on the following smaller kingdoms can be found in *Pathfinder Campaign Setting: Guide to the River Kingdoms*.

Artume: This kingdom without a king teeters on the brink of collapse.

Cordelon: An abandoned elven settlement, Cordelon was once a place of great beauty and grace, and is now home to a motley group of humans.

Heibarr: The wreckage of the tollgate built across the Sellen in contravention of the River Freedoms stands watch over the haunted ruins of Heibarr.

Hymbria: Only elves dedicated to the reclamation of Sevenarches are allowed beneath the trees of this secretive outpost.

Liberthane: Despite the odds, the people of Liberthane hope to save their homeland of Galt from its endless bloody revolutions.

Loric Fells: The mist-fouled canyons of this rocky land are home only to trolls and other monstrosities.

Mosswater: The once-luminous halls of Mosswater lie in ruin, their occupants driven away by hordes of merrows.

Nystra: The wealth of Nystra lies unclaimed after all of its inhabitants vanished in just a single afternoon.

Outsea: This kingdom of briny water is magically maintained to allow its population of merfolk and sahuagin to survive far from the sea.

Protectorate of the Black Marquis: A land built on extortion and bribery, the Protectorate is as corrupt as it is unforgiving.

Riverton: This theocracy, where drowning and revelation go hand in hand, is dedicated to Hanspur the River Rat.

Scrawny Crossing: This abandoned ferry crossing is haunted by an unseen force that emerges only when it rains.

The Stolen Lands: This swath of marshes and forests is a no man's land of contested borders and bloody rivalries.

Touvette: A militaristic realm of secular purity, Touvette has no interest in the meddling of gods or their servants.

Other Nations: Aside from Numeria and the River Kingdoms, the Sellen also winds through or borders Andoran, Brevoy, the Five Kings Mountains, Galt, Kyonin, Mendev, Razmiran, Taldor, Ustalav, and the Worldwound.

or the *Pathfinder Online: Thornkeep* module—this book supplies helpful setting information and will aid players in establishing their characters' backgrounds in the region. It is also an excellent resource for players of any campaign that takes place near or on a river system. Rivers are universal, both in storytelling and in the world of Golarion, and they provide an excellent narrative structure and thematic hook for any character's background story or motivation.

Numeria

"I can see them still—my ancestors—when the night sky is clear and the stars are bright. They guide my tribe to hunting grounds and tell me how to follow the migrating elk when I can no longer hear the voices of the earth. Without the stars, we are lost."

—Nuege, chieftain of the Bonegrass tribe

NUMERIA

Land of Fallen Stars

Alignment: CN

Capital: Starfall (32,400)

Notable Settlements: Aaramor (1,490), Castle Urion (1,240), Chesed (59,690), Dravod Knock (1,288), Hajoth Hakados (6,780), Iadenveigh (2,300), Lackthroat (1,940), Torch (4,320)

Ruler: Kevoth-Kul, the Black Sovereign of Numeria

Government: Barbaric monarchy

Major Races: Humans (Kellids)

Major Religions: Desna, Gorum, Iomedae, Nethys

Languages: Hallit

There is little to draw settlers to Numeria. Its harsh plains and barren mountains, while possessed of stark beauty, are very sparse in natural resources. Situated on the northern bounds of the Sellen River basin, Numeria is a land of equal parts majesty and desolation. The land's most valuable resources came from the sky eons ago, in an event buried in legend and remembered only as the Rain of Stars by the shamans and sages of nomadic Kellid tribes. Long ago, the elders claim, a mountainous meteor of flaming steel plummeted to the ground, trailing debris as it fell and scattering relics of mysterious, unearthly magic across Numeria. More than artifacts fell, though, as the land was washed in strange energies that continue to corrupt and mutate the denizens of this star-touched region.

Numeria's native Kellid population has lived alongside the remnants of alien technology for thousands of years now. The Rain of Stars permanently altered both the physical and societal landscape of Numeria. The capital of Numeria, Starfall, is nestled at the base of the greatest of these extraterrestrial artifacts, a mountain-sized chunk of ancient technology called Silver Mount. A cabal of corrupt arcanists known as the Technic League rules over this wreckage, and they are bathed in the tainted effluence that flows from the Mount as they dig out mysteries they barely comprehend and rarely control fully.

The Black Sovereign, Kevoth-Kul, rules Numeria. This towering man was once a great Kellid warlord with ambitions of conquest, but according to local Kellids, Kevoth-Kul's heart was corrupted by the powers inside Silver Mount and his conquering spirit turned to brooding self-indulgence.

The greatest mysteries of Numeria lie hidden within the mechanical wreckage that dots the Numerian Plains and the Sellen Hills, including Silver Mount. From these ruins, the Technic League unearthed the enigmatic gearsmen, powerful automatons that the League employs as guards, soldiers, and enforcers. Though useful, the gearsmen occasionally disobey their masters' orders and act of their own accord. Some claim that an alien force within Silver Mount directs the robots; if this is true, none can guess the goals or capabilities of this hidden force. Those Kellids who live beyond the control of the Technic League whisper that the same unknowable force that controls the gearsmen also led to the ultimate downfall of Kevoth-Kul. Increasingly, agitators among the tribes speculate about what great things Numeria could achieve if the disparate Kellid tribes united against the Technic League, casting off its magical science and the corruption that lurks in the heart of the Mount.

NUMERIAN LIBERATOR (BARBARIAN ARCHETYPE)

The Kellid barbarians that roam Numeria's badlands have a healthy mistrust of technology and its corruptive influence. Since the cataclysmic Rain of Stars millennia ago, these warriors have developed numerous techniques and skills to protect themselves from the strange mechanical monsters that roam Numeria. While many native Kellids oppose the Technic League and its espousal of foul alien artifacts, the most stalwart and staunchly dedicated of these technophobic traditionalists refer to themselves as Numerian liberators.

Class Skill: A Numerian liberator gains Stealth as a class skill and removes Climb from her list of barbarian class skills.

Hard Hitter (Ex): At 2nd level, a Numerian liberator can make devastating attacks against objects and foes with breakable components. Damage dealt by the barbarian's attacks ignores an amount of an object's or creature's hardness (if any) equal to 1/2 her class level. This ability replaces the uncanny dodge.

Disruptor: At 5th level, for any foes in a Numerian liberator's threatened area, the DC to cast spells defensively increases by 1. The DC increases by 1 again for every 5 levels thereafter (to a maximum increase of 4 at 20th level). If the barbarian gains the disruptive rage power (*Pathfinder RPG Advanced Player's Guide* 74), the two abilities stack. This ability replaces improved uncanny dodge.

Hide from Constructs (Su): At 14th level, a Numerian liberator can control her movement, breathing, body temperature, and other physiological signs to confuse the artificial visions of constructs. At will, the barbarian can make herself undetectable to constructs as if she were affected by a *hide from undead* spell that instead

hides the subject from constructs. Intelligent constructs receive a Will save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) to see through this effect. The barbarian must expend 1 round of rage for each round she uses this ability. This ability replaces indomitable will.

Rage Powers: The following rage powers complement the Numerian liberator archetype (rage powers marked with an asterisk [*] are detailed in this section): deadly accuracy^{UC}, energy absorption^{APG} (fire), energy resistance^{APG} (fire), greater energy resistance^{APG} (fire), gearbreaker*, guarded stance, lethal accuracy^{UC}, low-light vision, night vision, rolling dodge, reflexive dodge^{UC}, surprise accuracy.

KELLID RAGE POWERS

The Kellids of Numeria are known throughout Avistan for their ferocity. The following new rage powers represent just a few of the tricks and tactics Kellid barbarians have developed to combat the unique dangers of Numeria.

Breathtaker (Ex): The barbarian's blows take the air from her foes' lungs. While raging, whenever the barbarian makes a successful melee attack against an opponent that is holding its breath, in addition to any other effects caused by that attack, the opponent loses a number of rounds of breath equal to the barbarian's Strength modifier.

Gearbreaker (Ex): Once per round while raging, whenever the barbarian makes an attack against a construct, she can ignore an amount of that construct's hardness equal to her barbarian level. This ability must be used before the attack roll is made. A barbarian must have the smasher rage power (*Advanced Player's Guide* 76) before selecting this rage power. This power stacks with hard hitter.

Raging Grappler (Ex): While raging, the barbarian grapples her foes with the power and viciousness of a river crocodile. As long as she is raging, whenever the barbarian succeeds at a check to start a grapple, she can choose to deal damage as if she had also succeeded at a check to maintain the grapple. In addition, while she is raging, whenever the barbarian succeeds at a combat maneuver check to maintain a grapple, she can choose to give herself, the target of her grapple, or both the prone condition as a free action while continuing to maintain the grapple.

Water Sense (Ex): The barbarian's senses are no longer fooled by the

rippling surface and confounding reflections seen in water that is being used as cover by her foes. While the barbarian is raging and on land, opponents in the water gain only partial cover from her attacks, instead of improved cover. In addition, while on land and targeting an opponent in water, she takes only a –1 penalty on attacks with ranged weapons (including thrown weapons) for every 5 feet of water they pass through (instead of the usual –2 penalty for every 5 feet of water).

REGIONAL TRAITS

The following regional traits are available to characters from Numeria.

Ancestral Weapon: You have inherited a sacred tribal weapon wielded by your forebears since the days before the Rain of Stars, and you were trained in its use from a young age. Select either cold iron or silver. You begin play with a masterwork melee weapon made of the material of your choice. You must be proficient with this weapon, and its combined cost cannot exceed 500 gp. You gain a +1 trait bonus on attack rolls with weapons made of the selected material.

Blighted Physiology: Exposure to the corruption that seeps through every drop of water and grain of dirt in Numeria has altered your body. Horrific growths beneath your skin provide you a +1 natural armor bonus to AC, but your body does not work as a normal creature's would. You become sickened for 1 round anytime you receive magical healing.



Daggermark

"Anarchy in Daggermark? Far from it. In other River Kingdoms, people die all the time in pointless crimes and drunken fights. When someone's killed in Daggermark, though, you can be sure someone put thought into the murder, and arranged it with good reason."

—*Jorv Garo, citizen-captain*

DAGGERMARK

City of Assassins

Alignment: CN

Capital: Daggermark (27,460)

Notable Settlements: Wilkesmont (1,190)

Ruler: Martro Livondar, Lord of Daggermark and Lord Captain of Horse

Government: Anarchy

Major Races: Dwarves, humans (Keleshites, Kellids, Taldans)

Major Religions: Cayden Cailean, Norgorber

Languages: Common, Hallit, Kelish

Daggermark is the unofficial capital of the River Kingdoms, proudly hosting the Outlaw Council every year and boasting the most populated city in the region. Despite this, Daggermark has great difficulty retaining a leader of its own. The real power in Daggermark is split, belonging in equal portions to the Assassins' Guild and the Poisoners' Guild. Any citizen may hire a student assassin once per year, and only members of the military are exempt from assassination. In the last century, no would-be ruler of Daggermark has held the post for more than a few years (and many considerably less); all have either fallen to an assassin's blade or fled before one could strike. The current ruler of the city, Martro Livondar, has thus far avoided this fate by declaring himself captain of the cavalry, a move that is seen as both ignoble and ingenious by his rivals.

Daggermark's tradition of legal assassinations can be traced back to central Casmaron. When the city-state of Yenchabur, a place known for its quasi-religious assassins' guilds, was destroyed in a rain of fire, the survivors fled west and eventually settled in the River Kingdoms. As the city of Daggermark expanded, the teachings of the Yenchabur assassins likewise flourished. People of many races now travel to Daggermark to learn the Three Precepts of the Assassin: Life, Death, and the Vessel Between.

Despite the kingdom's reputation, not every adventurer from Daggermark is a poisoner or cutthroat. Many citizens make an honest living by selling their crafts and homemade wares to travelers headed up the Sellen. Yet regardless of their professions, all Daggermark natives know trust can be twisted as easily as a dagger, and deciding who to trust in the City of Assassins is just as important as making a living.

VENEFICUS WITCH ARCHETYPE

Veneficus witches specialize in poisons—brewing both magical and traditional concoctions, and applying them to weapons, traps or even her potent hexes. Whether they're members of Daggermark's Poisoners' Guild or followers of Gyronna, veneficus witches are commonly found in the River Kingdoms.

Poisoner: A veneficus witch can select the following alchemist discoveries as hexes, major hexes, or grand hexes, as indicated below. The witch's effective alchemist level is equal to her witch level for the purpose of qualifying for these discoveries. Unless otherwise noted, these alchemist discoveries can be located in the *Pathfinder RPG Advanced Player's Guide*.

Hexes: Concentrate poison, poison conversion (*Pathfinder RPG Ultimate Combat* 24), sticky poison.

Major Hexes: Malignant poison (*Pathfinder Player Companion: Dungeoneer's Handbook* 27), nauseating flesh (*Ultimate Combat* 24).

Grand Hexes: Poison touch (grand discovery).

Poison Use (Ex): At 2nd level, a veneficus witch cannot accidentally poison herself when applying poison to a weapon.

Toxic Words (Ex): At 2nd level, whenever a veneficus witch targets a single creature with a hex, she can imbue her hex with a dose of injury or contact poison she is holding. The DCs of her hex and the poison are each reduced by 2; if the creature fails its save against the hex, the poison is expended and the creature must succeed at a Fortitude save against the poison or become poisoned. At 10th level, the DC of the witch's hex and poison are each reduced by only 1 and the witch can imbue her hexes with inhaled and ingested poisons as well. This ability replaces the witch's 2nd- and 10th-level hexes.

Hexes: The following witch hexes complement the veneficus witch archetype: blight, cauldron, disguise, poison steep.

Major Hexes: The following major hexes complement the veneficus witch archetype: cook people, witch's brew.

Grand Hex: The following grand hex complements the veneficus witch archetype: eternal slumber.

REGIONAL TRAITS

Characters from Daggermark gain access to the following regional traits.

The Vessel Between: The assassin ushers her victims from the kingdoms of the living to the kingdom of the dead. You gain a +1 trait bonus on attack rolls that would deal sneak attack damage on a hit.

Wary: You survived an assassination attempt once. You gain a +1 trait bonus on opposed Perception and Sense Motive checks. One of these skills is always a class skill for you.

Echo Wood

"New settlers to Echo Wood find the forest uncannily difficult to navigate. If you insist on exploring, I recommend you hire a local hunter or one of the savages to guide you."

—Iliara Starcloak of the Goldenfire Order

ECHO WOOD

The Forest Stronghold

Alignment: CN

Capital: Thornkeep (630)

Notable Settlements: Fort Inevitable (960), Fort Riverwatch

Ruler: Tervin Blackshield, Baron of Thornkeep

Government: Dictatorship

Major Races: Goblins, half-elves, halflings, humans (Chelaxians, Kellids, Taldans, Varisians)

Major Religions: Gorum, Green Faith, Hanspur, Iomedae

Languages: Common, Hallit, Varisian

The Echo Wood is a sizable forest that many call home, and that borders the western settlement of Mosswater. (For more about the surrounding area, see *Pathfinder Online: Thornkeep*.) The small town of Thornkeep on the western edge of the River Kingdoms owes its rising fortunes to several nearby factors, including the resource-rich forest of Echo Wood, the Azlanti and goblin ruins that dot the surrounding landscape, and the destruction of the neighboring rival settlement of Mosswater half a century ago. Additionally, because of its close proximity to the Crusader Road, pilgrims and travelers making their way to or from Mendev typically stop at this trading settlement.

Ostensibly a barony, Thornkeep operates more like a syndicracy. The baron's loyalists jostle for power against various mercenary companies, criminal gangs, and indigenous groups. Prominent mercenary companies include the martial Blue Basilisks, the arcane Goldenfire Order, and the rustic Hunters' Guild. The Three Daggers thieves' guild is Thornkeep's largest faction, but it faces competition from newcomers, particularly a gang known as the Ironjaws. The Wolfmanes, a local Kellid tribe, share an uneasy peace with Thornkeep. Goblins—remnants of the Kingdom of Zog—are prevalent in the forest, as well as in the town itself.

WIZARD ARCANE DISCOVERIES

The following arcane discoveries have been made by explorers of the Echo Wood as well as the leaders of Thornkeep's wizard guild, the Goldenfire Order. A wizard can learn an arcane discovery in place of a regular feat or wizard bonus feat. Arcane discoveries first appeared on page 86 of *Pathfinder RPG Ultimate Magic*.

Ioun Bond: You can form an arcane bond with an *ioun stone*. If you choose this arcane discovery at 1st level, you

gain a dull gray *ioun stone* as a bonded object at no cost. A bonded *ioun stone* must be orbiting your head to have effect. At 12th level, you can turn a bonded dull gray *ioun stone* into another kind of *ioun stone* as if you possessed the Craft Wondrous Item feat; if you die or replace a bonded *ioun stone* that has been transformed in this way, the stone reverts to a dull gray *ioun stone*. You must have chosen a bonded object as your arcane bond to select this discovery.

Knowledge Is Power (Ex): Your understanding of physical forces gives you power over them. You add your Intelligence modifier on combat maneuver checks and to your CMD. You also add your Intelligence modifier on Strength checks to break or lift objects.

Time Stutter (Sp): You can briefly step out of time, pausing the world around you. This ability acts as the *time stop* spell, except that you gain only 1 round of apparent time. You can use this ability once per day plus one additional time for every 5 wizard levels you possess beyond 10th. You must be at least a 10th-level wizard to select this discovery.

REGIONAL TRAIT

Characters from Thornkeep or the Echo Wood can select the following regional trait.

Crusader Road Acolyte: You trained with the Hellknights at Fort Inevitable or the paladins of Iomedae at Fort Riverwatch. If you trained with the Hellknights, you gain a +1 trait bonus on saving throws against chaotic spells and the spell-like abilities of chaotic outsiders. If you trained with the Iomedae Paladins, you gain this bonus against evil spells and evil outsiders instead.



Gralton

"The tyranny of the Revolutionary Council cannot last. The true aristocracy of Galt shall not be denied."

—Lady Dela Morgayn

GRALTON

Galtan Nobles in Exile

Alignment: CN

Capital: Gralton (9,200)

Notable Settlements: None

Ruler: Governor Marnius Cherlorne

Government: Oligarchy

Major Races: Half-elves, halflings, humans (Taldans)

Major Religions: Calistria, Cayden Cailean, Erastil, Green Faith, Norgorber

Languages: Common

The city-state of Gralton was founded by nobles fleeing the Red Revolution, and it continues to attract exiles and refugees from tumultuous Galt. Though many of its citizens were once aristocrats, almost all now work as farmers, traders, or soldiers desperate to sustain their fledgling nation.

Though it has become a River Kingdom in its own right, many of Gralton's citizens still view it as a temporary home—a place to live until they can reclaim their true birthright. Memories of civil war still haunt them, so few citizens of Gralton speak openly of the atrocities in Galt for fear of offending their neighbor. Instead, they gather in secret societies of like-minded individuals to discuss various schemes to return Galt to its former state. Some, like The Hand That Takes, prepare armies to invade their homeland. Others, like the Nameless and the Wise, search for peaceful means to reclaim power.

The desperation of Gralton's citizens attracts many prophets and miracle workers. The church of Calistria is especially strong here, lending further credence to the notion that all of Gralton's citizens are possessed by a spirit of vengeance. Adventurers from Gralton more often than not seek a means to reclaim their homeland, whether by honing their own skill, winning over foreign allies, or acquiring powerful magic.

ORDER OF VENGEANCE (CAVALIER ORDER)

Often affiliated with the church of Calistria, those ex-Galtan cavaliers who subscribe to the order of vengeance seek not only to reclaim their rightful homeland, but to punish those who betrayed them.

Edicts: The cavalier must seek retaliation (legal or otherwise) for any unjustified harm to her person or property. She may not forgive even the slightest insult.

Challenge: Whenever a cavalier of the order of vengeance issues a challenge against a creature whose kind she has encountered in the past 24 hours, the cavalier gains a +1 morale bonus on attack rolls made against the target of her challenge. This bonus increases by +1 for every 4 levels the cavalier possesses.

Skills: A cavalier of the order of vengeance adds Knowledge (local) and Knowledge (nobility) to her list of class skills. Whenever the cavalier uses Diplomacy to gather information, she receives a bonus on the check equal to 1/2 her cavalier level (minimum +1).

Order Abilities: A cavalier that belongs to the order of vengeance gains the following abilities as she increases in level.

Air Grievances (Ex): At 2nd level, when the cavalier attempts to demoralize an opponent using Intimidate, the cavalier gains a bonus on her Intimidate check equal to 1/2 her cavalier level. At 8th level and every 6 levels thereafter, the penalties a cavalier's target takes for being demoralized increase by 1.

Eye for an Eye (Ex): At 8th level, the cavalier gains Critical Focus as a bonus feat. The cavalier can grant a critical feat (in place of a teamwork feat) to her allies using the tactician ability.

Retribution (Ex): At 15th level, the cavalier gains retribution, as the order of the star ability of the same name.

REGIONAL TRAIT

The following regional trait can be taken by a character from Gralton.

Noble-in-Exile: Though forced to live in the River Kingdoms, you never forget you're a Galtan noble. You gain a +1 trait bonus on Diplomacy checks while interacting with aristocrats and nobles, and a +1 trait bonus on Intimidate checks while interacting with commoners.

Lambreth

"Betrayal is a crime, and any crime must be punished twice; once for a lesson learned, and once for a lesson remembered. Remember always who rules in Lambreth."

—Lord Kamdyn Arnefax

LAMBRETH

The Blackthorn Dells

Alignment: NE

Capital: Maashinelle (2,977)

Notable Settlements: Lockridge (1,810), Sezgin (688)

Ruler: Lord Kamdyn Arnefax

Government: Dictatorship

Major Races: Elves, gnomes, half-elves, humans (Kellids, Taldans, Varisians)

Major Religions: Calistria, Desna, Pharasma, Urgathoa

Languages: Common, Hallit, Varisian

For over 150 years, Lambreth was governed by the three ruling families of its largest settlements. Yet when the nascent kingdom of Razmiran threatened to consume Lambreth, the triune made a desperate bargain with a disgraced knight of Andoran named Kamdyn Arnefax. The mysterious knight promised to lead the families' armies to victory if, in exchange, they would make him lord of all Lambreth. The triune, thinking such a promise could never be fulfilled, were surprised and elated when the knight returned victorious. Yet when one of the triune suggested delaying the new lord's coronation, Arnefax slew him and his wife and banished his family. The remaining families swore their fealty at once.

The Black Eagles, heavily armed and armored riders, enforce the will of Lord Arnefax. The dictator sometimes joins them, riding his nightmare steed and accompanied by his shadowy hounds. It's whispered that Arnefax has spies, both mortal and fey, operating throughout his demesne and even in neighboring kingdoms. Despite this relatively recent change in government, the people of Lambreth continue about their business as they always have. Though they fear their new, draconian ruler, the common folk also take a perverse pride in his influence. Swift and merciless punishment has all but eliminated crime in Lambreth—an unusual situation in the relatively lawless River Kingdoms.

Hidden amid Lambreth's countless hills and valleys are the remains of dozens of old human and goblin settlements. Lord Arnefax allows the exploration of these ruins as long as adventurers pay a tithe of their findings "for the common defense." On occasion, Arnefax hires adventurers to do jobs for him, particularly those jobs that might be seen as overstepping one or more of the River Freedoms (see page 21).

MUTATED BLOODLINES

Fey are common throughout the River Kingdoms. In Lambreth, however, the fey are far more likely to embody the unkind aspects of the First World. A sorcerer with the wildblooded archetype (*Pathfinder RPG Ultimate Magic* 70) can choose one of the following mutated bloodlines.

DARK FEY

Your powers were born of malevolent trickery and shadowy First World magic.

Associated Bloodline: Fey.

Bloodline Arcana: Whenever you cast a spell with the curse subtype, increase the spell's DC by 2.

Bloodline Powers: In your presence, senses are deceived.

Fey Fascination (Su): At 1st level, as a standard action, you can force one target within 30 feet to make a Will save (DC = 10 + 1/2 your sorcerer level + your Charisma modifier) or be fascinated for 1 round for every 2 sorcerer levels you possess (minimum 1). This is a mind-affecting, illusion (pattern) effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces laughing touch.

RETRIBUTION

One of your ancestors was unjustly executed, and your soul is infused with this forebear's vengeful spirit.

Associated Bloodline: Martyred (*Pathfinder Player Companion: Blood of Angels* 29).

Bloodline Arcana: Whenever a creature damages you, until the end of your next turn if you apply a metamagic feat to a spell that targets that creature, reduce the spell level increase of that metamagic feat by 1 (minimum 0).

Bloodline Powers: You never forgive those who wrong you.

Vengeful Strike (Su): At 9th level, once per day after a foe has damaged you in melee, as an immediate action you can deal the same amount and type of damage to your foe (maximum amount of damage equal to double your character level). At 17th level, you can use this ability twice per day. This bloodline power replaces gift of blood.

REGIONAL TRAITS

Characters from Lambreth gain access to the following regional traits.

Black Eagle Recruit: You were recruited to serve as one of Lord Arnefax's feared Black Eagles for a time, but you have since left that life. You gain a +1 trait bonus on saves against fear effects; this bonus increases to +3 if an evil outsider caused the effect.

Blackthorn Rancher: Domestic animals from Lambreth are known for their resiliency. You gain a +1 trait bonus on Handle Animal checks and Handle Animal is a class skill for you. Your animal companion or bonded mount gains a permanent +3 trait bonus to its maximum hit point total.

Mivon

"A Mivoni swordlord will demand a duel at the slightest provocation. To call one a coward is not only a grave insult, but a foolish mistake as well."

—Alton Shalakov, swordsmith

MIVON

Refuge of the Aldori Swordlords

Alignment: CN

Capital: Mivon (10,870)

Notable Settlements: Jovvox (1,450)

Ruler: Mayor Raston Selline

Government: Meritocracy

Major Races: Dwarves, elves, gnomes, humans (Kellids, Taldans)

Major Religions: Abadar, Gorum, Pharasma

Languages: Common, Hallit

When Choral the Conqueror's army invaded Rostland, the Aldori swordlords of Brevoy were divided. Those noble Houses that chose to stay were slaughtered or subsumed into the Conqueror's empire. Those Houses that retreated retained their independence, but were branded cowards by their compatriots. The retreating Brevic Houses migrated south into the River Kingdoms, and they became known as the Houses in Exile. After they easily subjugated the region's previous claimants, the Houses and their swordlords founded the city-state of Mivon on the principles of the Aldori Swordpact.

The backbone of Mivoni society is the *List of Suitors*, a monthly publication listing the results of recent duels. At the Sevier, a weekly gathering of duelists, anyone from the ages of 16 to 60 can challenge another individual to a public duel. In Mivon, duels are more than just a means to settle disputes and redress insults. A successful duelist may garner accolades, promotions, and even offers of marriage. Even non-Aldori can gain admiration and advance socially in this way, though only Aldori may hold political office.

Though its marshlands are a rich source of eels, fish, and peat, Mivon's most valuable exports are its mercenaries. Anyone seeking hired protection or soldiers of fortune would do well to consult the leaders of one of Mivon's noble Houses in Exile, who select the finest duelists from their ranks every year to serve and fight for the highest bidder—the profits going into that House's coffers. It's not uncommon for different Houses of Mivon to fight on opposite sides of the same war, and those Mivoni who garner respect in the dueling ring are sure to be selected by House leaders for contract work. Aldori (and those who hope to join their ranks) often become adventurers to hone their skills and prove themselves worthy of the title of swordlord.

DUELING FEATS

Dueling is at the center of Mivoni culture. The following feats can be used in duels (*Pathfinder RPG Ultimate Combat* 150).

CALL OUT (COMBAT)

A well-crafted insult forces an opponent to duel you.

Benefit: As a standard action, you can make an Intimidate check against a hostile target within 30 feet that can clearly see and hear you. The DC of this check is equal to 10 + your opponent's Hit Dice + its Wisdom modifier. If the target is trained in Sense Motive, the DC is instead equal to 10 + your opponent's Sense Motive bonus, if higher. If you succeed at this check, the target enters a duel with you (*Ultimate Combat* 150). The target cannot withdraw from the duel for 1 round + 1 round for every 5 by which the check beat the DC.

IMPROVED PARRY (COMBAT)

A flick of the wrist binds your opponent's weapon.

Prerequisites: Int 13, Combat Expertise.

Benefit: When you successfully parry a foe's melee attack (with a dueling parry or the parry class feature), your next melee attack against the target does not allow the enemy to apply its Dexterity bonus to AC (if any). This attack must be made before the end of your next turn.

SWEEPING DODGE (COMBAT)

A quick sweep of your cloak deflects an incoming attack.

Prerequisites: Dex 13, Dodge.

Benefit: When you make a dueling dodge while wearing a cloak, you gain evasion (as the rogue ability). If a critical hit or sneak attack is scored on you, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This feat only applies until the attack that triggered the immediate action is resolved. This feat does not stack with the *fortification* armor special ability or similar effects.

REGIONAL TRAITS

The following regional traits can be taken by a character from Mivon.

Brevoy Bandit: You fled the persecution of Brevoy authorities and wound up in Mivon. Whether or not you are guilty of your alleged crimes, you seek to build a new life amid new neighbors. Choose one Profession skill and one ability score other than Wisdom. You add that ability score's modifier in addition to your Wisdom modifier on checks with the chosen Profession skill.

Mivoni Duelist: Your training in Aldori sword fighting included several bouts in the Sevier, which has taught you how to inflict further punishment in one-on-one fights. You gain a +1 trait bonus on damage rolls when you are the only one threatening your opponent.

Pitax

"In the south, they lock art away in museums and theaters, like misers hoarding gold. In Pitax, art spills into the streets, enriching the people. Would you like to buy a song?"

—Paglio, performer-for-hire

PITAX

Tarnished Jewel of the River Kingdoms

Alignment: CN

Capital: Pitax (8,790)

Notable Settlements: Mormouth (740), Sarain (414)

Ruler: King Castruccio Irovetti

Government: Autocracy

Major Races: Elves, halflings, humans (Kellids, Taldans)

Major Religions: Calistria, Desna

Languages: Common

For three centuries, Pitax has been a haven for bandits and smuggler. But within the last decade it has blossomed into a center of arts and entertainment in the River Kingdoms. The city's fortune changed suddenly one night when Castruccio Irovetti, an émigré from Numeria, met with the patriarchs of the ruling Liacenza family over a friendly card game. Though none who knows will speak of what happened that night, in the morning Irovetti owned the Liacenza's Trade House and the crown of Pitax.

Under Irovetti's leadership, Pitax established the Academy of Grand Arts and the Red Crescent Theater. Though they aspire to great art, the teachers and students at these institutions receive little in the way of funding or artistic freedom. The most successful are usually those who feed Irovetti's appetite for vulgar spectacle.

No business occurs in Pitax without the patronage of one of the city's Trade Houses, whether Irovetti's Iron Fox or those still owned by another family (Darkwind, Serpent's Breath, and Riversong). Arguably more powerful than any of the Trade Houses, however, is the Thieves' Guild of Pitax—which is said to get a cut of every transaction (legal and illegal) in the city.

BARDIC MASTERPIECE

The following bardic masterpiece (*Pathfinder RPG Ultimate Magic* 21) is a Varisian work that has gained exceptional popularity in Pitax, even earning the applause of King Irovetti.

THE BEAR'S JIG (STRING, WIND)

Your music makes animals act like people.

Prerequisite: Perform (string) or Perform (wind) 11 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: In the Varisian musical *The Bear*, a lively tune plays whenever the eponymous animal tumbles onto stage. When played with skill, the song actually has the power to grant an animal temporary intelligence. Choose a non-hostile animal within line of sight that can see and hear you perform. This masterpiece affects the target as the *awaken* spell for as long as you maintain the performance. Abilities that extend the duration of a bardic performance (such as *Lingering Performance*) affect this masterpiece.

Use: 1 round of bardic performance per round.

Action: 1 full round.

REGIONAL TRAIT

The following regional trait is available to characters from Pitax.

Pitaxian Improvisation: Your quick hands can salvage even the most botched performance. Once per day after you attempt a Perform check and before the results of the roll are revealed by the GM, you can attempt a Bluff check and use the result of that check in place of your Perform check. You must use the result of that Bluff check, even if it is lower.



Sevenarches

"The connection this land has to the First World is a wellspring that must be protected for the common good. Yet mortals must be protected from it as well, for not all that comes from the fey world is meant for this one."

—Leoti, Voice of the Wind

SEVENARCHES

Ward of the Druids

Alignment: N

Capital: Sevenarches (4,340)

Notable Settlements: None

Rulers: Oakstewards (Voice of the Wind, Root of the Sapling, Bloom of the Harvest, Sharp of the Bark)

Government: Oligarchy

Major Races: Fey, gnomes, halflings, humans (Kellids, Taldans)

Major Religions: The Eldest, Green Faith

Languages: Common, Hallit, Sylvan

Before Earthfall, this region was part of the elven empire of Kyonin. Yet for thousands of years, since the elves' return in the Age of Enthronement, Sevenarches has been ruled by the Oakstewards, a sect of human druids who steadfastly refuse to allow any elves to return there. Other races may settle in Sevenarches, but they must obey any order given to them by an Oaksteward or be banished. Though an Oaksteward could legally demand almost everything a person has, generally their instructions involve caring for animals, growing certain plants, or repelling intruders. In exchange, the citizens of Sevenarches enjoy abundant crops, fecund animals, and a healthy environment.

Sevenarches is mostly farmland and wilderness, and has but a single, ivy-covered city. Also called Sevenarches, the city's mis-mash of elven ruins and rustic human structures strikes some visitors as unsettling and many others as solemn. In the settlement's central square are seven stone archways said to be magical and believed to date back to the time of the elves before Earthfall.

Fey are a significant minority in Sevenarches, but they hold considerable sway among the affairs of humans and other Sevenarches dwellers. Many live alongside the civilized races, while others dwell in their own kingdoms within a kingdom. Gateways to the First World—the realm of the fey and the birthplace of the gnome race—supposedly dot the Wilewood and the region known as the Thinlands, though few have the means to secure or even locate such extradimensional portals. Citizens of Sevenarches claim natives who display a thirst for adventure have been touched by the fey of the Wilewood. Though the Oakstewards expel any elf caught within the borders of Sevenarches, half-elves sometimes pass through by concealing their lineage.

RIVER DRUID ARCHETYPE

These druids are the guardians of rivers and the creatures that live in and by flowing water. Just as rivers pour from mountain to sea, river druids adapt to many environments and cultures. Not surprisingly, river druids are especially common in the River Kingdoms, but they can be found wherever water flows, even among underground rivers or sewer systems.

Ferrier (Ex): At 1st level, a river druid adds Diplomacy to her class skills and gains a +2 bonus on Diplomacy and Knowledge (nature) skill checks. This ability replaces nature sense.

Read The Currents (Ex): At 2nd level, a river druid gains a bonus on initiative checks and Acrobatics, Knowledge (geography), Perception, Stealth, Survival, and Swim checks equal to 1/2 her druid level when she is in, on, or adjacent to flowing water. Additionally, she cannot be tracked in such environments. This ability replaces woodland stride.

Countercurrent (Ex): At 3rd level, a river druid takes no penalty to speed or on Acrobatics or Stealth checks in shallow water up to 2 feet deep (1 foot deep for Small characters), such as streams, shallow bogs, shorelines, and partially flooded areas. A river druid (and any vehicle she pilots) isn't moved by flowing water unless she allows it. Water that has been magically manipulated to impede or boost motion still affects her. This ability replaces trackless step.

Deep Breath (Ex): At 4th level, a river druid can hold her breath for a number of minutes equal to her Constitution score (after this, she must begin making Constitution checks or risk suffocation). This ability replaces resist nature's lure.

Wild Shape (Su): A river druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2. This ability alters wild shape.

Tongue of the Sun and Moon (Ex): At 15th level, a river druid can speak with any living creature. This ability replaces timeless body.

REGIONAL TRAITS

The following regional traits can be taken by a character from Sevenarches.

Fey-Wise: You grew up around fey and are accustomed to their tricks. You gain a +1 trait bonus on saving throws against the spell-like and supernatural abilities of fey and a +1 trait bonus on Sense Motive checks against fey.

Sevenarches Seeker: You've long heard rumors about the mysterious archways of Sevenarches and have spent much of your life trying to unravel the mysteries behind the portals. You gain a +1 trait bonus on Knowledge (history) checks and Perception checks to notice secret doors, and Knowledge (history) becomes a class skill for you.

Tymon

"Leadership in Tymon is not simply a case of might makes right. Strength and speed on their own do not win fights, nor do intellect and keen senses. To defeat an opponent in the arena, the gladiator must first win over the crowd. That is why the Champion is our ruler."

—Barven Freth, arena fight manager

TYMON

City of Gladiators

Alignment: LN

Capital: Tymon (2,564)

Notable Settlements: Saad (240), Solanas (501)

Ruler: Champion Ullorth Ungin

Government: Dictatorship

Major Races: Half-orcs, Humans (Keleshites, Kellids, Taldans)

Major Religions: Gorum

Languages: Common

The city-state of Tymon was founded by the famed gladiator Maldar Tymon, a hero of Taldor's Fifth Army of Exploration. As the city's first Champion, Maldar set down the Four Rules of Law. The Rule of Blood states that any citizen who wins 10 fights in the Arena of Aroden is considered "bloodied"—a status that grants certain rights, among them the rights to own land and to carry weapons openly. The Law of Defense requires all bloodied citizens to defend Tymon against outside aggression, giving Tymon arguably the most experienced army in all the River Kingdoms. If a dispute cannot be resolved by civil means, the Law of Grievance allows it to be resolved by a duel in the arena. Finally, the Law of Succession allows anyone who has won 100 fights to challenge the current Champion to a duel to death for the right to be the new Champion.

Many adventurers from Tymon have experience in the arena. Some are veteran gladiators who want to test their skills against a wider range of opponents. Others seek new and exotic fighting techniques to bring back to the Arena of Aroden.

PERFORMANCE FEATS

The following feats affect performance combat (*Pathfinder RPG Ultimate Combat* 153). Unless you have the Masterful Display feat (*Ultimate Combat* 109), you can only apply the effect of one performance feat to each performance combat check you make.

LEAPFROG (COMBAT, PERFORMANCE)

You can use an opponent as a springboard.

Prerequisite: Acrobatics 3 ranks.

Benefit: When you spend a swift action to attempt a performance combat check after a successful charge attack or combat maneuver, you gain a +2 bonus on your performance combat check and gain a +4 bonus on your next Acrobatics, Climb, Fly, Ride, or Swim check attempted before the end of your next turn.

SECOND WIND (COMBAT, PERFORMANCE)

The roar of the crowd strengthens your resolve.

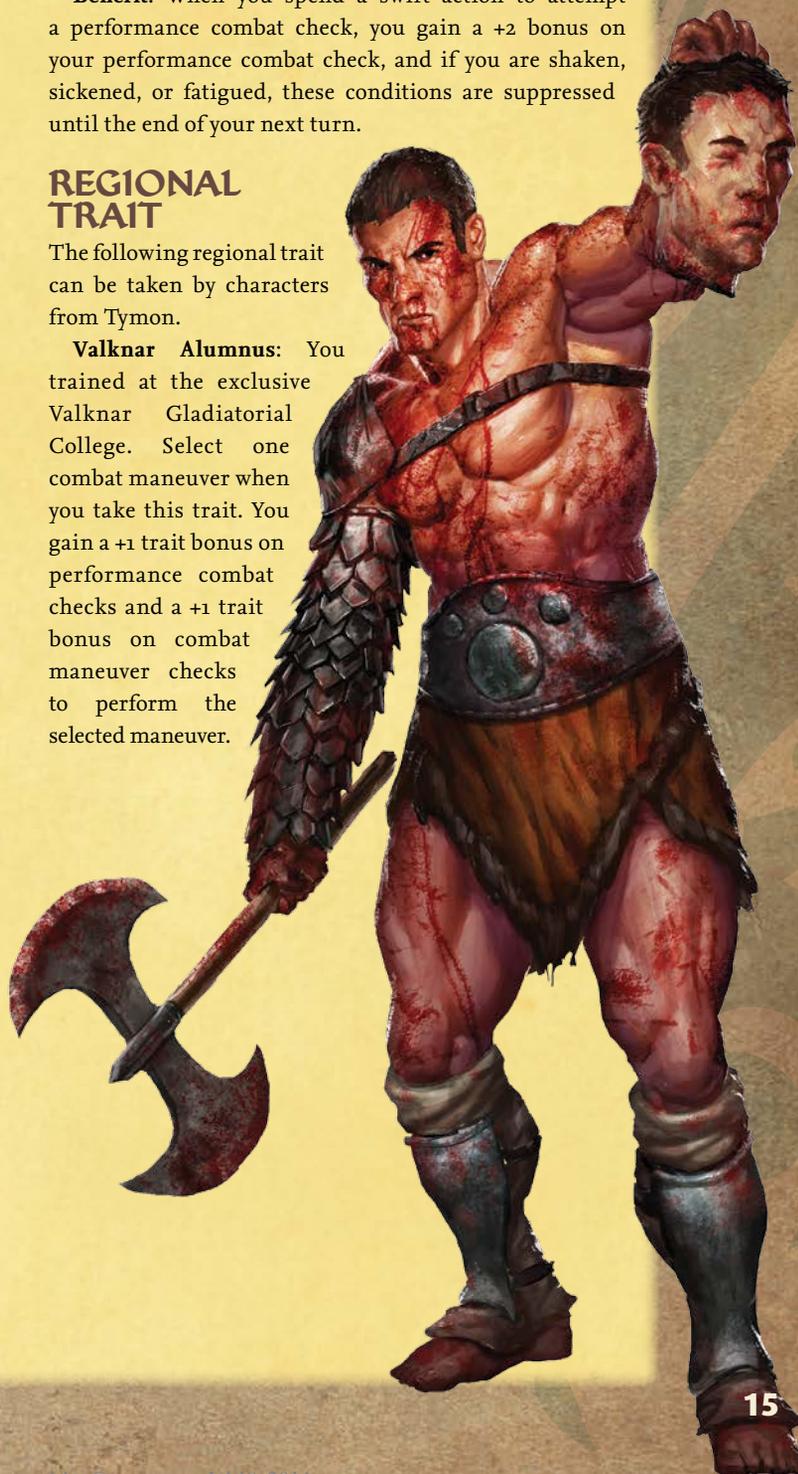
Prerequisite: Endurance.

Benefit: When you spend a swift action to attempt a performance combat check, you gain a +2 bonus on your performance combat check, and if you are shaken, sickened, or fatigued, these conditions are suppressed until the end of your next turn.

REGIONAL TRAIT

The following regional trait can be taken by characters from Tymon.

Valknar Alumnus: You trained at the exclusive Valknar Gladiatorial College. Select one combat maneuver when you take this trait. You gain a +1 trait bonus on performance combat checks and a +1 trait bonus on combat maneuver checks to perform the selected maneuver.



The Sellen River

Approximately 200 Miles



The Worldwood

Numerians

Numerians live on a border between barbarism and futurism, washed throughout with the corrupting energies of Silver Mount and its hundreds of other crash sites. The rugged landscape of Numeria breeds a hardy people of a rough temperament and a headstrong nature. The region is populated primarily by the primitive tribes of the wastelands and the profane arcanists of the Technic League, and it's this mix of savagery and science that defines the people of Numeria—they're like a greatsword forged of the most advanced metals, but wielded by the bloody hands of a barbarian. The tribes that live in the vast stretches of wasteland—beyond the reach of Starfall and the Technic League—are mighty warriors, fearless hunters, and survivalists without equal in Golarion. By contrast, those groups that have adopted the ways of the fell technology scattered across the plains are eerie magicians possessed of a dark and outlandish power that's only scarcely understood. Those wanderers who live in the shadow of these two disparate factions manage to carve out lives by carefully avoiding either group's wrath.

In addition to providing details about each group's role within Numerian society as a whole, each of the following entries includes a race trait that's available to characters who are of the indicated ethnicity or race.

TRIBAL KELLIDS

Long before Silver Mount crashed into the untamed plains of Numeria, the Kellid tribes roamed the breadth of the land. They were an honorable people, faithful to their traditions and fierce in battle. Since time immemorial, the Kellids followed the seasonal migrations of the herds. Their trackers led great bands of spear-carrying warriors to the hunt, while their shamans honored the spirits of the animals the hunters killed for food and clothing.

For the Kellids living in the trackless expanses of modern Numeria, life is much the same, though tinged with a distinctly alien evil that arrived with the Rain of Stars eons ago. The Kellids still follow the migrating herds, but the animals are often mangy or unsafe to eat; they still settle their debts in honest blood and honorable battle, though their war cries are tinged with despair and hatred for the members of the Technic League who have abandoned the old ways; and so too do the Kellids still bless their children in the spirits' names, but the Kellid oracles have either become deaf to the spirits' whispers or hear only those that are vengeful and malevolent.

Wasteland Hunter (Kellid): You are an expert hunter among your tribe. Whenever you throw a club, shortspear, spear, or javelin, reduce the penalty for throwing the weapon beyond its initial range increment by 2 (to a minimum penalty of 0). For example, a club (with a range of 10 feet) thrown at a target 25 feet away would incur only a –2 penalty with this trait.

TECHNIC LEAGUE

Kellids and other Numerians who abandon the ways of their ancestors to serve the deep mysteries of Silver Mount see their actions as a continuation of the traditions of the past, simply with new weapons. Strength has always been the rule on the harsh plains of Numeria, and what greater strength is there than that granted by the savage science that boils out of the wreckage of the Mount? Through generations of trial and error, the Technic League has peeled back the mysteries of this extraterrestrial power. In turn, this power has allowed the members of the Technic League to insinuate themselves into the halls of power, wrapping themselves in veils of religious superstition and barbaric cunning. While the Black Sovereign may sit on the throne, it is the Technic League that rules in Numeria.

Divine the Mystery (Kellid): Your time spent exploring the ruins of Silver Mount has taught you much about the strange ways of the metal creatures from the stars. You gain a +2 trait bonus on Knowledge



(engineering) checks to identify creatures with the robot subtype and relics of Numerian technology. When using Bluff to feint against an intelligent construct, you do not take a penalty for feinting against a non-humanoid.

OTHER PEOPLE OF NUMERIA

The Kellid tribes and their Technic League adversaries are not alone in Numeria. Due to the land's proximity to the Worldwound in the north and the River Kingdoms in the south, many groups from those areas make their homes on the Numerian borders or gradually migrate to the interior. It's not unusual to find hamlets of Brevans settled in the east, or occasional incursions of fey from the Echo Wood. The strangest inhabitants, however, are the biomechanical beings who stumble out of the ruins left after the Rain of Stars—androids. These humanoid constructs emerge knowing nothing of their past and little of the world around them.

Blood Algorithm (android): Your inhumanity extends to your very core. Pain receptors were omitted during your construction, so you gain a +2 trait bonus on saving throws against spells with the pain descriptor (*Pathfinder RPG Ultimate Magic* 138). Additionally, once per day when you are healed by a spell that targets constructs (such as a *make whole* spell), you heal 1 extra hit point per level of the spell.

NANITE BLOODLINE (SORCERER BLOODLINE)

Your conception was marked by the alien influence of Numeria. Either you were born from one of the forge-wombs scattered throughout the wastelands, or you were infected by nanites, which now course through your blood.

Class Skill: Knowledge (engineering).

Bonus Spells: *Disguise self* (3rd), *defensive shock*^{UM} (5th), *gaseous form* (7th), *miasmatic form*^{ARG} (9th), *echolocation*^{UM} (11th), *fluid form*^{APG} (13th), *magnetic field* (15th; see page 26), *iron body* (17th), *shapechange* (19th).

Bonus Feats: Blind-Fight, Combat Expertise, Dodge, Eldritch Heritage^{UM}, Expanded Arcana, Improved Disarm, Lightning Reflexes, Skill Focus (Knowledge [engineering]).

Bloodline Arcana: Whenever you cast a spell from the transmutation school and target only yourself, increase the spell's duration by 50%. This does not stack with metamagic feats or abilities such as Extend Spell.

Bloodline Powers: The microscopic nanites in your blood grant you incredible powers and alien magic.

Nanite Strike (Ex): At 1st level as a free action, you can cause nanites to flow from your body and coat the striking end of any manufactured melee weapon you wield. When you hit with a melee attack using this weapon, some of the nanites infect the blood of the victim (Poison—injury; *save* Fort DC 10 + 1/2 your sorcerer level + your Con modifier; *frequency* 1/round for 6 rounds; *effect* 1 Str damage; *cure* 1 save). At 5th level, weapons you use with this ability are treated as magical for the purposes of overcoming DR, and the poison also deals 1 point of Constitution damage. At 7th level, the damage increases to 1d2 points of Constitution damage and 1d2 points of Strength damage. At 11th level, the cure

KELLID TRIBES

The Kellids of Numeria are a nomadic people, and their numerous tribes have dominated this fierce land to varying degrees since long before the Rain of Stars. The following are some of the most prominent Kellid tribes in Numeria.

Black Horses: Decades ago, the great warlord Kevoth-Kul led the Black Horse tribe in a victorious attack against Starfall. Now, with Kevoth-Kul reigning over Starfall as the Black Sovereign, leadership of the Black Horse tribe has been left to their old leader's cousin, Krageth-Kol.

Blood Gars: The vicious Blood Gars stalk Numeria's rivers and waterways, fishing and preying on travelers.

Sunder Horns: Eschewing the nomadic ways of their Kellid brethren, the savages of the Sunder Horn tribe are brutal raiders and skilled smiths.

Tiger Lords: The Tiger Lord tribe is the widest-ranging of Numeria's native tribes. The Tiger Lords provide their mercenary services in lands ranging from the Realm of the Mammoth Lords to as far east as Iobaria in Casmaron.

becomes two successful saves. You can use this ability for a number of rounds per day equal to 3 + your Charisma modifier; these rounds need not be consecutive.

Nanite Surge (Ex): At 3rd level, once per day as an immediate action, you can cause your nanites to surge, granting you a bonus equal to 3 + your sorcerer level on any one d20 roll; this ability must be activated before the roll is made. If you already possess the nanite surge ability from another source (such as from being an android), you can use your nanite surge an additional time per day. At 9th level, you can use this ability an additional time per day.

Nanite Resurgence (Ex): At 9th level, once per day as an immediate action upon being reduced to one-quarter your maximum hit points, you can force the mechanical swarm living inside you to keep you alive. This ability functions like a *resurgent transformation* spell (*Pathfinder RPG Advanced Player's Guide* 239) using your sorcerer level as the caster level, except it is an extraordinary ability and cannot be dispelled. At 17th level, you can use this ability twice per day (though using this ability twice in one 24-hour period entails a chance of system shock and death; see the spell's description for more details). At 20th level, you never die of system shock from using this ability.

Distributed Body (Ex): At 15th level, anytime you are struck by a critical hit or a sneak attack, there is a 25% chance that your nanites scatter and reincorporate around the attack, negating the extra damage and causing the attack to deal damage as normal instead.

Living Swarm (Su): At 20th level, you and the machines within you become one. Your nanites consume and replicate your body, allowing swift and radical physical alterations with little more than a thought. You become immune to bleed effects, diseases, and poisons, and gain DR 5/—. At will, you can break down your body and move in a shimmering stream of flying nanites, as if affected by *gaseous form*.

Riverfolk

To an outsider, the River Kingdoms may seem like a fairy tale come to life thanks to its tiny kingdoms of humble farmers and petty monarchs, its wild woods filled with bandits and knights-errant, and of the fey and witches who haunt its strangest corners. Residents of the River Kingdoms faced with its mundane realities and lethal dangers are less inclined to romanticize its appeal. Life in the River Kingdoms isn't easy, but it provides something all its citizens desire: freedom. Riverfolk don't care whether you're an escaped slave or a noble-in-exile; in the River Kingdoms, you are what you make of yourself.

The following entries detail the most common groups of people to populate the River Kingdoms, as well as a new race trait for characters of the indicated race or ethnicity.

RIVERFOLK

The swampy Sellen basin has seen numerous small kingdoms (most more like baronies) rise and fall over the millennia. Not long after the elves retreated to Sovyrian, the first Kellid tribes migrated into the region from the north. At times, a powerful warlord or gifted religious leader would bring the tribes together to form a sovereign nation. Of those ancient kingdoms, only Sevenarches remains today.

Several of the famed Armies of Exploration brought Taldan colonists to the River Kingdoms. They seemed unconcerned that most of these lands were already occupied by Kellids, and the Taldan emperor granted tracts of the fertile land to several heroes of the campaign, including the gladiator Maldar Tymon. The eventual collapse of the Taldan Empire cut off these satellite kingdoms in time, forcing those who survived the subsequent turmoil to become independent nations.

In addition to these major migrations, countless small groups and individuals have over time come to call the River Kingdoms home. Its shifting landscape has long been a place for the pursued to find refuge, so criminals, heretics, deposed nobles, and especially escaped slaves all find their way to the River Kingdoms. The natural resources of these rich lands draw pioneers and prospectors, and the opportunity to rule a kingdom (no matter how small) draws would-be monarchs from near and far.

Examples of every civilized race and human ethnicity can be found among the Riverfolk. Indeed, the indifference of the locals toward these other races attracts halflings and half-orcs, who might experience significant prejudice in other areas of Avistan.

Pragmatic Polytheist (Kellid): You pray to whatever local deity will answer your prayers—and if they won't, to hell with them. You gain a +1 trait bonus on Knowledge (religion) checks and can make Knowledge (religion) checks as if trained. Once per day, you can cast *resistance* on yourself as a spell-like ability cast at your highest caster level (CL 1st if you have no caster level).

PILGRIMS

The Sellen River has long been a trade route between northern and southern Avistan, but the advent of the Mendevian Crusade has greatly increased the traffic passing through the River Kingdoms. The Crusader Road has been an economic boon to many small towns along the route, as mercenaries and templars stop to resupply before they push into the sparsely populated northlands.

Quite a few of these travelers tarry a while in the River Kingdoms. Some of these are enthusiastic crusaders who take it upon themselves to help oppressed peoples they encounter in the River Kingdoms by capturing bandits or overthrowing tyrants. More mercenary sorts might temporarily hire themselves out to these same tyrants to fight in the various border skirmishes and uprisings that define the region. A good number seek their fortunes amid the ruins of countless forgotten kingdoms that lie scattered about the riverbanks, marshes, and forests of this chaotic realm.

Missionaries often make their way to the River Kingdoms. Some are traveling to the crusades and, like their martial allies, seek to do good works along the way. Others find the culture and environment of the River Kingdoms conducive to their faith. A few religions use conversion as a means to claim territory in the River Kingdoms—most notably the one ruling the neighboring theocracy of Razmiran, which shares a violent history with nearby Lambreth.

Destined Pioneer (Taldan): Your forebears served in an Army of Exploration, and you retain that expansionist spirit. Select a terrain from the ranger's list of favored terrains on page 65 of the *Pathfinder RPG Core Rulebook*. Once selected, this choice cannot be changed. Once per day while in the selected terrain, you may move across nonmagical difficult terrain as though it were not difficult terrain until the end of your turn.

OTHER PEOPLE OF THE RIVER KINGDOMS

In the River Kingdoms, the separation between Golarion and the First World is thinner than in other nations, making fey creatures a relatively common sight. In some kingdoms the fey live openly among the populace, while in others they are practically invisible (but no less influential). As a natural consequence, gnomes are especially populous in the River Kingdoms. The Riverfolk have adapted to living alongside the fey. Quick rituals and small offerings to placate the fey are part of everyday routines, and areas claimed by these creatures (or goblins or giants) are carefully avoided.

In many ways, the fey are just as fractious as the Riverfolk. They too have alliances and rivalries—their invisible kingdoms overlay those of the humanoids,

but the borders rarely correspond. Thus, humanoids must be careful when dealing with the fey, because peaceful relations with one enclave do not guarantee a friendly reception from another.

Industrious (gnome): You are helpful and hardworking. When you successfully use the aid another action to aid an ally's Craft or Profession check, that character gains an additional +1 trait bonus on the check (in addition to the +2 bonus normally granted for successfully aiding another). If you have a racial bonus on that skill, your ally gains a +2 trait bonus instead.

RIVER RAT (ROGUE ARCHETYPE)

What highwaymen are to roads, river rats are to waterways. Skilled at hiding amid reeds and roots, these rogues strike the unwary from the shallows as others would from the shadows. Despite their strong association with banditry, river rats also make excellent guides and hunters.

Skills: A river rat gains Knowledge (nature) as a class skill instead of Knowledge (dungeoneering).

Swamper (Ex): At 1st level, a river rat gains a bonus equal to 1/2 her class level on Swim checks (minimum +1). A river rat ignores difficult terrain caused by light undergrowth and shallow bogs, and it costs her only 2 squares of movement to enter a square of deep bog or heavy undergrowth, rather than 4 squares of movement. She takes no penalty on Acrobatics or Stealth checks for

THE SIX RIVER FREEDOMS

The people of the River Kingdoms comprise numerous races and ethnicities, cultures and religions. Yet there is one thing that binds them together—or rather six: the River Freedoms. Even the most despotic rulers respect these rights, at least publicly.

Say What You Will, I Live Free: Every person has the right to speak their mind. Yet freedom of speech is not the freedom to speak without consequence, and wise Riverfolk know that choosing to keep quiet can be just as important as blowing whistles.

Oathbreakers Die: Trust is worth more than gold in the River Kingdoms. When a citizen of the River Kingdoms swears an oath, she keeps it or dies trying.

Walk Any Road, Float Any River: This freedom is taken to mean that no one may charge a toll or otherwise block any road or waterway in the River Kingdoms. This right does not, however, confer any guarantee of safety, even from the local authorities.

Courts Are for Kings: Beyond these freedoms, all other rules are malleable. Within his domain, a lord may do as she pleases. Those who break a local law do so at their own risk.

Slavery Is an Abomination: No one may take or hold a slave in the River Kingdoms. A slave who sets foot in the River Kingdoms is free for as long as he remains within its borders.

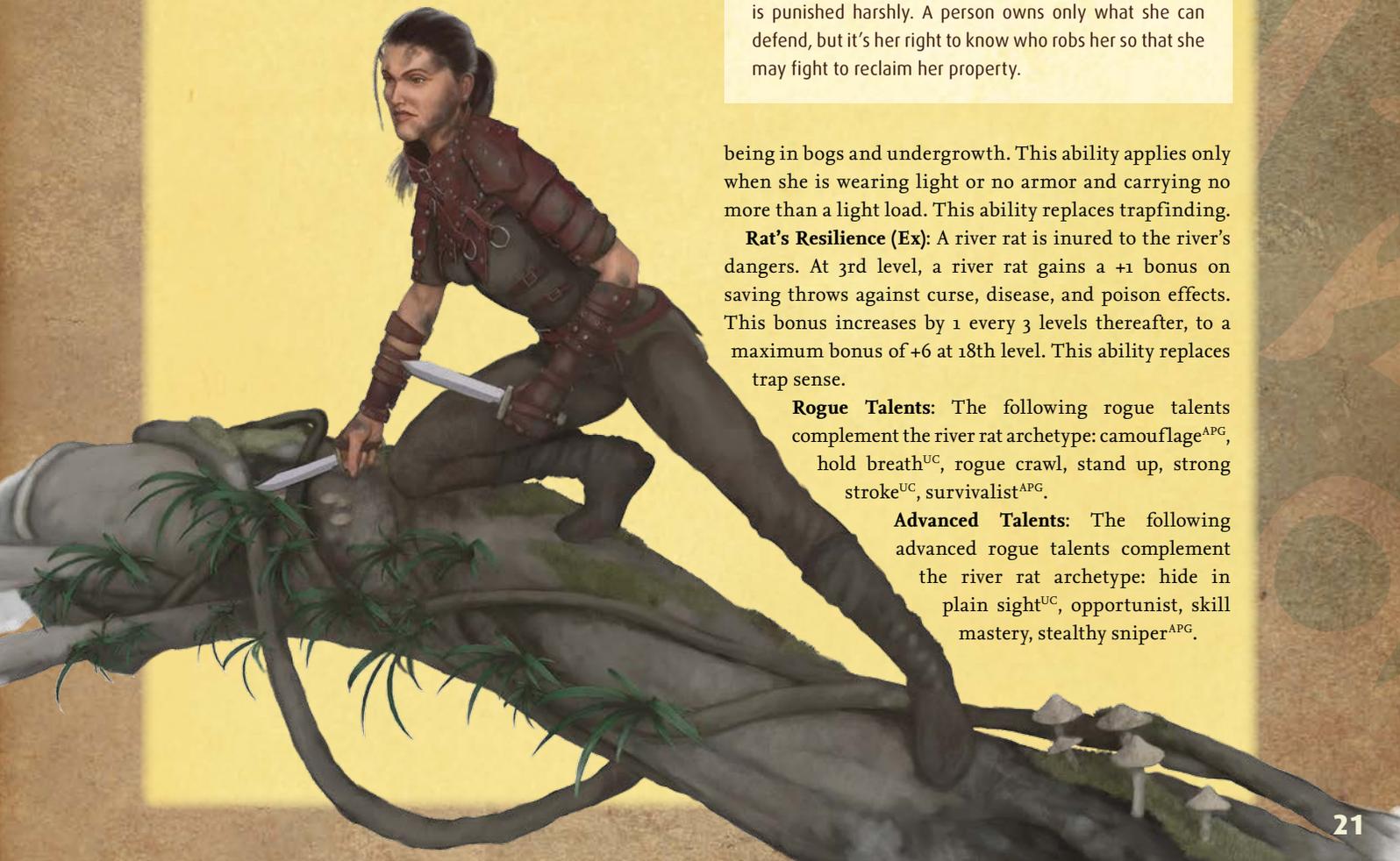
You Have What You Hold: Taking something by force is acceptable in the River Kingdoms, but common burglary is punished harshly. A person owns only what she can defend, but it's her right to know who robs her so that she may fight to reclaim her property.

being in bogs and undergrowth. This ability applies only when she is wearing light or no armor and carrying no more than a light load. This ability replaces trapfinding.

Rat's Resilience (Ex): A river rat is inured to the river's dangers. At 3rd level, a river rat gains a +1 bonus on saving throws against curse, disease, and poison effects. This bonus increases by 1 every 3 levels thereafter, to a maximum bonus of +6 at 18th level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the river rat archetype: camouflage^{APG}, hold breath^{UC}, rogue crawl, stand up, strong stroke^{UC}, survivalist^{APG}.

Advanced Talents: The following advanced rogue talents complement the river rat archetype: hide in plain sight^{UC}, opportunist, skill mastery, stealthy sniper^{APG}.



River Faiths

The River Kingdoms are short on formal temples but long on religion. Any region so chaotic and dangerous inevitably pushes its people toward faiths and organizations that promise stability or prosperity. As long as a faith's tenets don't violate the Six River Freedoms (see page 21), many Riverfolk are content to recognize the doctrines of one popular religion or another. Most such religions value forges and farms over esoteric considerations, so worship in these lands is more often a personal observance than a grand ceremony. The adage "a religion is a cult with an army" lives strong in the River Kingdoms, though, and some realms with highly religious rulers have more formal services and centers of worship.

GYRONNA

The Hag Queen attracts the evil, the vengeful, and the treacherous. Good and neutral Riverfolk speak her name only as a curse or to ward off ill fortune. Though she allows only women into her clergy, men from throughout the River Kingdoms call on her in their darkest moments, especially those without the brute strength to hold what is theirs through open confrontation.

Priestesses of Gyronna wear loose, ragged smocks called "shabbles." They use their power to sow discord with no apparent plan or reason, turning love to hate and trust to betrayal, reveling in the madness that results in a family that has been torn asunder. They steal infants and replace them with demonic offspring granted to them by Gyronna. Some favored priestesses even claim to have an "evil eye" that gives them power over the minds and emotions of others. Indeed, many such worshipers possess a single bulging, bloodshot eye that throbs when they cast spells, giving some credence to this claim. Clerics of Gyronna can prepare *eyebite* as a 6th-level spell.

Shrines to Gyronna are typically piles of rocks topped with a fist-sized, spherical stone carved with an iris and prominent veins. Called "hag mounds" (or "witch scat" by the brave and the foolish), the largest are topped with a cat's eye gem. Though found in wasted, fetid places throughout the River Kingdoms, these shrines are most common in the Loric Fells, Daggermark, and the areas surrounding Outsea.

HANSPUR

Riverfolk say Hanspur wanders the Sellen River from its headwaters to the Inner Sea, posing as a mortal so he can watch how the people of the River Kingdoms observe the Six River Freedoms and the natural laws of life on the water. Though a given Riverfolk may revere whatever deity she chooses, no fisher, rafter, or river traveler ignores Hanspur while near the water.

Worshipers and supplicants alike understand that Hanspur would no more be kept in a temple than a river

would be kept in a sieve. Devotees build temporary shrines of driftwood when on shore, as well as simple rafts to worship while afloat. The great shrine of Hanspur at Kallas Lake is but a temporary flotilla of no more than a dozen rafts. Like the river, devotions to the Water Rat are neither gentle nor predictable, and may include the sacrifice of animals, criminals, or unwanted infants. Priests of Hanspur are clerics, druids, rangers, and witches, typically dressed in simple, weatherproof gear favored by Hanspur himself.

Some of the most devoted followers of Hanspur observe the tradition of "the Wander," during which such worshipers ply the river by foot and boat in search of the god or his dire rat companion, living on only what they can catch or gather during their pilgrimage. Of course, few ever see the Water Rat, but those who complete their Wander often find answers to questions they had never before even thought to ask.

OTHER RIVER FAITHS

Gods are as varied as rulers in the River Kingdoms, and one can find followers of every deity somewhere within these realms. A few stand out as particularly popular (or at least widely feared).

Cayden Cailean: The Drunken God is the favored patron of Riverfolk who simply wish to live their lives and have a good time while doing so. His shrines adorn taverns in every town and region. Mivoni give him special homage, claiming that their duels and insults pique his favor.

Calistria: The cycle of trickery, lust, and revenge begins many journeys that end in the River Kingdoms, and some who took that journey still pray to Calistria. Her worshipers are especially thick in Cordelon and other areas where elves still have a strong presence or influence.

Desna: Freedom-loving Desna embodies much of what Riverfolk revere. Though her church is viewed by some as too soft for the realities of River Kingdom life, her worshipers are common there—the kingdoms' relative freedom and diversity beckon to the faithful.

Erastil: Even a plow hand must have skill with bow and spear if he wishes to keep his crop. Worshipers of Erastil in the River Kingdoms don't waste time on long services; instead, they briefly thank Old Deadeye at mealtimes or with the occasional glance or nod at a household shrine.

Gorum: The patron of soldiers and tyrants has his greatest temples in warlike kingdoms such as Lambreth and Mivon. Priests of Gorum prize skymetal weapons coming south from Numeria, and sometimes send worshipers on quests to claim some.

Iomedae: Though not a favorite of the chaotic, freedom-loving Riverfolk, Iomedae is worshiped in this region by crusaders taking the River Road to Chesed while en route to the Worldwound. Permanent temples or shrines to her are clustered in Numeria and Liberthane.

Norgorber: Bandits, soldiers, and kings alike may all hold Norgorber in their prayers, whether they strive to achieve wealth, seek vengeance upon their enemies, or simply commit atrocities for atrocities' sake. In Daggermark, Blackfingers is highly revered among the assassins' and poisoners' guilds, and indeed, this River Kingdom is one of the few places in Golarion where a temple to Norgorber can be found in public.

HAG OF GYRONNA (WITCH ARCHETYPE)

Only female witches dare dedicate themselves to the Angry Hag, and those who do so are feared for their ability to bend minds and sow discord. Some say these witches can watch their enemies from afar and can even corrupt the minds of the most innocent or loyal, including newborn babes and cherished pets.

Patron: A hag of Gyronna must choose Deception, Trickery, Vengeance^{UM}, or Water as her witch patron.

Spells: A hag of Gyronna replaces several of her patron spells with the following: 2nd—*doom*, 6th—*obscure object*, 10th—*commune*, 14th—*repulsion*, 18th—*shapechange*.

Curdle Thoughts (Su): At 2nd level, a hag of Gyronna can insert negative emotions into the mind of a single target. She gains a +2 bonus on Diplomacy and Bluff checks to sow suspicion, hatred, or other forms of animosity. In addition, a hag of Gyronna can choose to increase the save DC of any spell with the fear descriptor she casts by 2. She can increase a spell's DC in this way a number of times per day equal to 1/2 her witch level. This ability replaces the witch's 2nd-level hex.

Sunder Hope (Su): At 8th level, a hag of Gyronna can violently dismiss her curses to counter magical boons and impose her own capricious whims. Once per day, after the hag of Gyronna has successfully affected a creature within 30 feet with a mind-affecting spell, spell-like ability, or hex with a duration of longer than 1 round, she can choose to dismiss the mind-affecting effect as an immediate action. If she dismisses this effect in response to another creature targeting her victim with a beneficial spell or ability, the witch's effect is dismissed and the caster of the beneficial spell or ability must succeed at a Will save (DC = 10 + 1/2 the witch's level + her Intelligence modifier) or the spell or ability is wasted to no effect and the targeted victim takes 1d4 points of Wisdom damage. At 14th and 20th levels, a hag of Gyronna can use this ability an additional time per day. This ability replaces the witch's 8th-level hex.

Hag Crony (Su): At 12th level, a hag of Gyronna gains a blessing from the Angry Hag in the form of an alliance with a night hag (*Pathfinder RPG Bestiary* 215). Once per week, the hag of Gyronna can as a full-round action summon the night hag from the Shadow Plane. The night hag serves the hag of Gyronna to the best of its ability as long as the witch's

FAITH TRAIT

The following faith trait is available to new characters at 1st level.

River Acumen (faith): Your connection with the river and its tributaries has blended with your reverence for the gods of the river passages so much so that you seem divinely blessed while plying river waters. You gain a +2 trait bonus on Swim checks in rivers or streams, and a +2 trait bonus on Survival checks to forage for food in or near a river or stream.

commands are consistent with the night hag's alignment and goals, but flees back to its native plane after a number of rounds equal to the witch's level or upon losing half or more of its hit points. The night hag may provide the hag of Gyronna with other favors or gifts at the GM's discretion. At 15th and 18th levels, a hag of Gyronna can call upon her hag crony an additional time per week. This ability replaces the witch's 12th-level hex.



River Survival

Life on and along the Sellen River is dangerous. Travelers and locals alike are threatened by river bandits, raiding barbarians, and strange robots, in addition to the natural hazards found in any wilderness region.

SURVIVAL TACTICS

The following new rules options are available to any characters adventuring in the environs that surround rivers.

These rules complement the environmental rules and rules for skills in the *Pathfinder RPG Core Rulebook*. Players should familiarize themselves with those rules before referring to these during play.

Catching a Creature Floating Downstream: As long as you are on a riverbank, water vessel, or overhang such as a dock or tree branch, you can attempt to catch a creature floating downstream as long as its path takes it through a space adjacent to yours. In order to successfully grab the creature, you must succeed at a Strength check (DC + 15 + 1 for every 10 feet per round the creature is traveling downstream). For example, catching a creature traveling 60 feet per round downstream would require a successful DC 21 Strength check. If the floating creature is helpless or unconscious, the DC increases by 10. If you are standing on an uneven or unstable surface, the Strength DC increases according to the Acrobatics Modifiers table on page 89 of the *Core Rulebook*. If you fail your Strength check by 4 or less, you simply fail to grab the creature and it continues downstream; failure by 5 or more means you are potentially dragged into the water as well, and must succeed at a Reflex save (DC = Strength DC above + 5) to avoid the same fate as the creature you tried to help.

You can also use a long, sturdy object such as a pole, loose tree branch, or reach weapon to pull someone out of the water from up to 10 feet away, though in this case you merely brace yourself as best you can and the creature drifting downstream must grab the object, requiring the floating creature succeed at a Reflex save (DC = Strength DC above). You don't risk being pulled into the water when using an object to catch a creature drifting downstream.

Swinging from Vines: As a full-round action, you can swing using a rope, vine, or similar aid within reach toward an opponent and make a single melee attack. You must move at least 20 feet (4 squares) and you must start on elevation that is equal or higher than that of your opponent. Your movement provokes attacks of opportunity as normal. This action is otherwise treated as a charge attack.

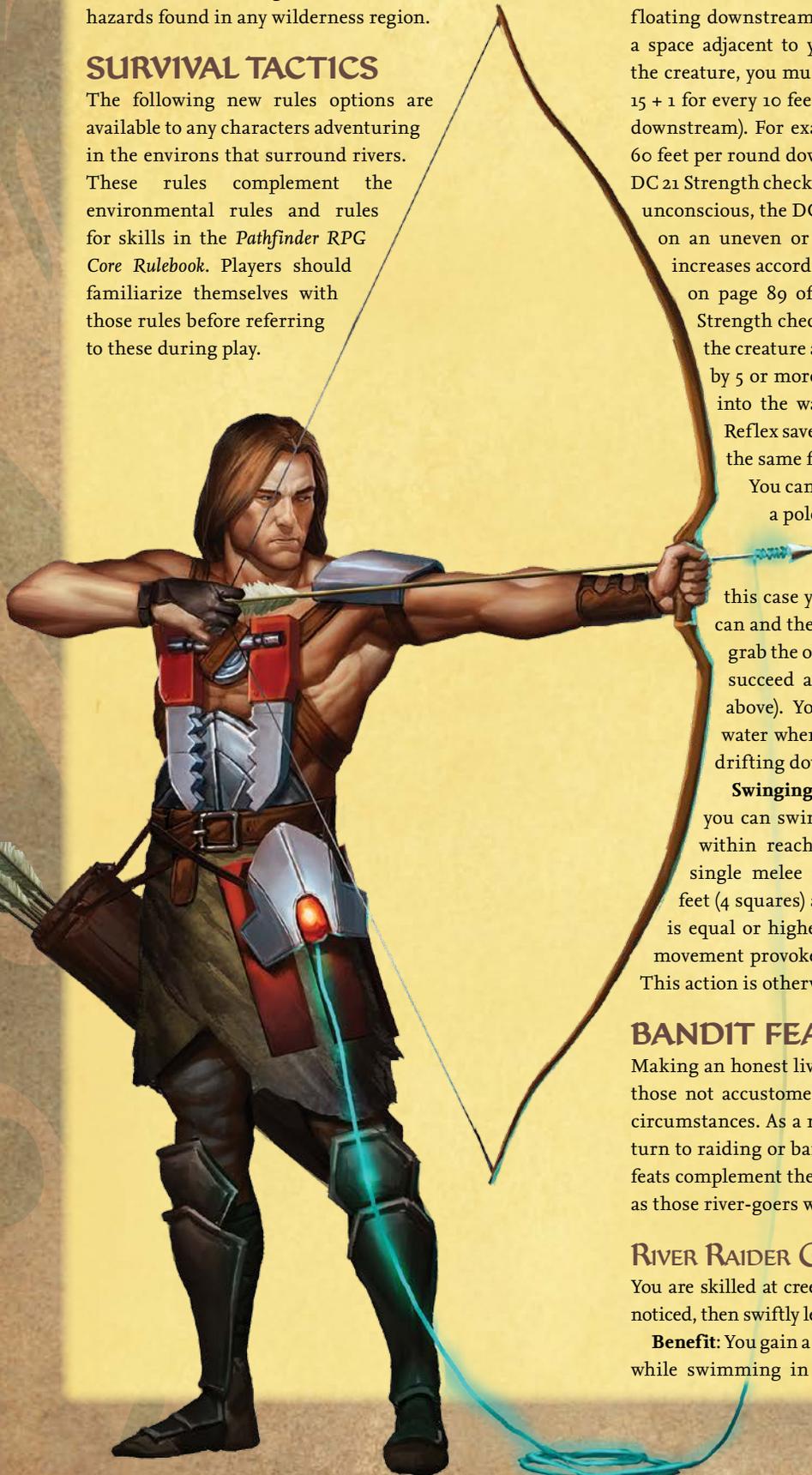
BANDIT FEATS

Making an honest living along the Sellen can be hard for those not accustomed to hard labor and less-than-ideal circumstances. As a result, many unscrupulous Riverfolk turn to raiding or banditry in order to eat. The following feats complement the tactics used by river bandits, as well as those river-goers who must fend off such predators.

RIVER RAIDER (COMBAT)

You are skilled at creeping up on watercraft without being noticed, then swiftly leaping over the side and into combat.

Benefit: You gain a +2 bonus on Swim and Stealth checks while swimming in calm or rough water. In addition,



if you're able to act in a surprise round and start it in water, you can take both a move and a standard action. You still can't take a full-round action during the surprise round.

Normal: You can take only a move or a standard action during a surprise round in which you can act.

WATERWAY CASTER

You have learned to cast spells while sailing on or swimming in even the most turbulent waters.

Benefit: You automatically succeed at any concentration checks required to cast a spell while being subjected to vigorous or violent motion while either swimming or on a ship. You gain a +4 bonus on concentration checks to cast spells underwater.

GALVANIC SABOTEUR (RANGER ARCHETYPE)

The transformation of the great warlord Kevoth-Kul into the hedonistic Black Sovereign a few decades ago was difficult for the people of Numeria to accept. Many Kellid locals blame Kevoth-Kul's change on the influence of the Technic League and view both the League and their mechanical minions with a mix of fear and distrust. Some Kellid rangers have since developed skills to defeat the League's robotic enforcers and devious arcanists.

Class Skills: A galvanic saboteur adds Disable Device and Knowledge (arcana) to his list of class skills and removes Handle Animal and Knowledge (dungeoneering) from his list of class skills.

Favored Enemy (Ex): At 1st level, a galvanic saboteur must select construct creatures as his first favored enemy. This ability alters favored enemy.

Reprogram (Ex): At 1st level, a galvanic saboteur can improve the initial attitude of a mindless construct. This ability functions as wild empathy, except only against mindless constructs. The ranger can use this ability against constructs with an Intelligence score, but he takes a -4 penalty on the check. This ability replaces wild empathy.

Lucky Dodge (Ex): At 3rd level, a galvanic saboteur can dodge the precise attacks of even the most technologically advanced foes. The ranger gains a luck bonus to AC against attacks that target his touch AC as long as his opponent's type matches that of his first favored enemy. This luck bonus is equal to 1/2 the ranger's favored enemy bonus against that creature type. At 8th, 13th, and 18th levels, the ranger gains this luck bonus to AC against attacks that target touch his AC as long as his opponent's type matches his second, third, and fourth favored enemy, respectively. A galvanic saboteur's animal companion (if he chose one for his hunter's bond) also gains this luck bonus. This ability replaces favored terrain.

Technological Trapsmith (Ex): At 7th level, a galvanic saboteur can rig technological traps using the remains of destroyed constructs with the clockwork or robot subtype. To successfully rig such a trap, the ranger must spend 1 minute working on the destroyed construct and succeed at a Disable Device check (DC = 10 + the construct's HD). On a failure, the trap doesn't function and the construct's

COMBAT TRAIT

The following combat trait is available to new characters at 1st level.

Splash Attack (combat): You catch others off-guard when a confrontation escalates. As long as you are standing in or adjacent to water, or holding at least a pint of liquid (including insoluble liquids like oil or alchemist's fire), you can perform a dirty trick combat maneuver to blind a foe within reach without provoking an attack of opportunity. If you select the Improved Dirty Trick feat, you gain a +2 trait bonus on dirty trick combat maneuvers to blind foes as long as you are standing in or adjacent to water or holding a pint of liquid.

remains are ruined. On a success, the ranger creates a mechanical trap with the following statistics.

RIGGED CONSTRUCT TRAP

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location (all spaces occupied by the construct's remains); **Reset** none

Effect blast of electricity (1d6 electricity damage/2 HD of construct); Reflex negates (DC = 10 + 1/2 the ranger's level + his Intelligence modifier); multiple targets (all targets within 5 ft. of construct's remains)

Other types of destroyed constructs can serve as suitable materials for a rigged construct trap (at the GM's discretion). Constructs destroyed by *disintegrate* or similar effects that leave no intact remains cannot be used to create a rigged construct trap. This ability replaces woodland stride.

Static Strike (Ex): At 8th level, the galvanic saboteur has gathered enough parts and scrap from his constructed enemies that he can infuse some of his attacks with a bit of their alien energy. Once per day as a standard action, the ranger can make a static strike as a melee attack at his full base attack bonus. If the attack hits, it deals an additional 1d6 points of electricity damage and the ranger can make an additional attack at his full base attack bonus against a foe that is adjacent to the previous foe and still within his reach, as if he had Cleave, except he doesn't take a -2 penalty to his AC and the second attack deals an additional 2d6 points of electricity damage. At 12th level, the ranger can continue to make attacks against adjacent creatures, as if he had Greater Cleave, with each hit increasing the amount of electricity damage dealt to the next foe in line. The ranger can use this ability twice per day at 14th level and three times per day at 20th level. This ability replaces swift tracker and camouflage.

Sensor Evasion (Su): At 17th level, a galvanic saboteur has mastered the art of evading technological and magical observation. He can use the Stealth skill against constructs and magical sensors (such as those created by *arcane eye* or *clairaudience/clairvoyance*) even while being observed. This ability replaces hide in plain sight.

Spells of the River

Riverfolk and Numerians pursue magic with the same rugged passion that informs all aspects of their lives. As a result, local experimentation has produced a variety of spells unique to the River Kingdoms and Numeria.

ALTER RIVER

School transmutation [water]; **Level** cleric 4, druid 4, sorcerer/wizard 5

Casting Time 1 standard action

Components S, V, M (silt from a dry riverbed)

Range medium (100 ft. + 10 ft./level)

Target area of river up to 5 ft. wide/2 levels and 10 ft. long/level

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You alter the flow of water in a natural freshwater channel such as a river, stream, or waterfall. The first version of this spell alters the speed of a river's flow. The second diverts the course of the targeted river.

Alter Current: The river's current increases or decreases in speed by up to 1 mile per hour per 2 caster levels you possess. A typical placid river travels at a rate of up to 2 mph (no effect on local movement); a swift river travels 2–4 mph, moving creatures and objects 10 to 40 feet downstream per round; and an area of river rapids travels 7–10 mph, moving creatures and objects 60 to 90 feet downstream per round. Altering the speed of the current alters the difficulty of swimming in the water accordingly.

Divert River: The river diverts its course in a direction of your choosing. The river flows in the general direction indicated, but otherwise conforms to the shape of the local terrain. This spell cannot cause a river to flow uphill, though the river surges over its natural banks and inundates terrain lower than its average depth. Creatures in the path of the redirected river are in danger of being swept away; if directed properly, this spell causes a flood. See Aquatic Terrain on page 432 of the *Core Rulebook* for more details.

Alter river can be made permanent with a *permanency* spell. Clever application of spells such as *move earth* can be combined with this spell to likewise make the river's new course permanent.

DETECT METAL

School divination; **Level** alchemist 1, bard 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S, F (a magnetized nail or nugget of ore)

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You detect any metal objects or creatures within a 60-foot cone. You can specify all metal objects or one or more specific types of metal (such as silver, cold iron, or a type of skymetal) when you cast this spell; in the case of the latter, you detect only objects or creatures made of the specified metal.

HANSPUR'S FLOTSAM VESSEL

School conjuration (creation); **Level** cleric 2, druid 2, ranger 1, summoner 1

Casting Time 1 minute

Components V, S, M (driftwood branch or river rat's tail)

Range close (25 ft. + 5 ft./2 levels)

Effect raft large enough for caster and one passenger/2 levels

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

This spell assembles a sturdy raft and oars from driftwood, reeds, and other river detritus. The smallest raft created by the spell is roughly 5 feet square, increasing by an additional 5 feet square for every 2 caster levels you possess. Each 5-foot section of the raft can carry two Medium passengers or 300 pounds of cargo. The vessel functions as a normal raft, except it is not slowed or damaged by nonmagical river hazards such as rapids or shallows, and it is always considered to be traveling downstream for the purpose of calculating travel speed, regardless of its actual direction.

MAGNETIC FIELD

School abjuration; **Level** alchemist 6, cleric 7, magus 6, sorcerer/wizard 7, summoner 6, witch 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft.-radius emanation

Duration 1 round/2 levels (D)

Saving Throw Reflex negates (object; see text); **Spell**

Resistance yes (object)

You create a spherical magnetic field that surrounds you to a range of 30 feet and follows you for the duration of the spell. Unattended metal objects in range—including weapons, armor, and anything made primarily out of metal—are pulled violently toward you, stopping just short of your space and falling harmlessly to the ground. Objects secured to a nonmetallic fixture remain where they are unless a forceful tug would be enough to detach them. Loose objects weighing more than 500 pounds are not affected. If the magnetic field would cause a dangerous metal object such as a sword or anvil to intersect a square occupied by a creature, that creature must succeed at a Reflex save or take damage as if from an improvised weapon of the object's size (or smaller or larger, at the GM's discretion).

A creature in the area wearing metal armor, wielding a metal weapon, or holding a metal object must succeed at a Reflex save or be dragged 5 feet closer to you in a straight line, as if affected by the pull universal monster rule (*Bestiary* 303). A creature can drop a metal object it's holding as a free action to avoid the effect if it's not wearing metal armor; a creature being dragged by its shield can loosen it as a move action and drop it as a free action. Creatures made entirely or mostly of metal take a –2 penalty on their Reflex saves. Creatures that fail their saves by 5 or more are pulled an additional 5 feet closer for every increment of 5 by which they failed their saves.

RESONATING CLANG**School** transmutation; **Level** bard 2**Casting Time** 1 standard action**Components** S, F (bell, chimes, gong, or cymbals)**Range** 30 ft.**Area** 30-ft.-radius burst, centered on you**Duration** 1 round/level**Saving Throw** Reflex negates; **Spell Resistance** yes (object)

You create a loud, resonating clangor that causes metallic objects to vibrate wildly. Affected creatures wielding metal weapons take a -1 penalty on attack rolls, while creatures using metallic tools take a -1 penalty on associated skill checks. Creatures wearing metal armor increase the armor check penalty of their armor by 1. These penalties increase by 1 at 8th caster level and every 4 caster levels thereafter (to a maximum of -4 at 16th level).

To be affected by the spell, an item must be composed primarily of metal. Nonmetallic objects with metal components (such as studded leather armor or padded armor with armor spikes) are not affected. Creatures made of metal take the penalties described above on attack rolls, damage rolls, skill checks, and Reflex saves.

RIVERSIGHT**School** divination (scrying); **Level** cleric 3, druid 2, inquisitor 3, ranger 2, witch 3**Casting Time** 1 minute**Components** V, S, F/DF (a smooth river stone)**Range** see text**Target** nonmagical freshwater waterway**Effect** magical sensor**Duration** 1 minute/level (D)**Saving Throw** none; **Spell Resistance** no

You can view events transpiring along a natural watercourse you touch. You can see anything on or within the river as if you were present at that location, or you can observe anything happening within 15 feet of the river's banks as if peering from the water's surface. Moving your point of view to a different location along the river is a standard action, though your perception can follow something moving along the river as a free action.

The range of this spell is affected by whether you are attempting to gaze up or downriver—if viewing a location downriver, you can view any spot within 2 miles per caster level; if viewing upriver, you can view any spot within 1/2 mile per caster level. The magical sensor created by this spell can travel only as far along the river as your range and the river permits; obstructions such as dams and reservoirs halt the sensor, as does an estuary flowing into the sea or other body of saltwater.

SABOTAGE CONSTRUCT**School** transmutation; **Level** bard 5, inquisitor 5, sorcerer/wizard 6, witch 6**Casting Time** 1 standard action**Components** S, V**Range** touch**Duration** 1 round/level**Saving Throw** Will partial; **Spell Resistance** yes

This spell functions as *confusion*, except that it affects only constructs. When you are rolling for a confused construct's behavior, a result of 26–50 indicates the construct twitches spasmodically. On a successful Will save, the construct is confused for only 1 round.



Magic Items

The following magic items have been scavenged from the ruins of ancient River Kingdoms, the rubble of Numeria's myriad technological ruins, and other sites around the ages-old Sellen River.

BLACK EAGLE'S BLADE		PRICE 14,350 GP
SLOT none	CL 8th	WEIGHT 8 lbs.
AURA moderate conjuration		



This +1 *greatsword* is made of blackened steel and embodies the Lambreth ideal that all crimes must be punished twice. Once per day after the wielder slays a creature with the *Black Eagle's blade*, the wielder can empower the weapon to become a +2 *bane greatsword* as an immediate action; the sword's *bane* ability is keyed to the same creature type as the one that the wielder killed to activate the effect. This effect lasts for 8 rounds or until the wielder kills a second creature with the weapon, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST 7,350 GP
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Craft Magic Arms and Armor, *summon monster I*

DROWNING MEDALLION		PRICE 1,000 GP
SLOT neck	CL 10th	WEIGHT 1 lb.
AURA moderate conjuration		



Often crafted by the people of Riverton and sold to traveling river-goers, this small stone disk is etched with the symbol of waves and affixed to a silver chain. If the wearer falls unconscious from drowning while

wearing a *drowning medallion*, she can remain unconscious for up to 10 minutes before she must start attempting Constitution checks to avoid asphyxiation. One round after emerging from the substance that caused the wearer to drown (usually water), the wearer regains consciousness at 0 hit points and the medallion crumbles to dust.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *air bubble* (*Pathfinder RPG Ultimate Combat* 222)

METALSEEKER SWARM		PRICE 5,500 GP
SLOT none	CL 5th	WEIGHT 3 lbs.
AURA faint conjuration		

In its inert state, a *metalseeker swarm* is a heavy, 2-inch-square cube of textured Numerian steel. Once per day on command, the cube disintegrates into a cloud of countless Fine flying constructs that resemble mechanical fireflies. These fireflies cluster and flutter about in a 60-foot-radius spread around the user, homing

in on Tiny or larger masses of metal and illuminating them as though the objects emitted candlelight. The fireflies continue to highlight metal objects for 5 minutes before swarming back into cube-form in the user's hand.

Creatures in the area wearing metal armor are illuminated as if by *faerie fire*. Creatures in the area wielding metal weapons are dazzled as long as they are within range of the mechanical fireflies and continue to wield the weapons.

The mechanical fireflies glow different colors depending on the type of metal they touch, though the item bears no indication of which colors correspond to what metals, so the user must figure out the fireflies' code to glean any useful information from it.

CONSTRUCTION REQUIREMENTS	COST 2,750 GP
----------------------------------	----------------------

Craft Wondrous Item, *detect metal* (see page 26), *faerie fire*, *summon swarm*

OATH BREAKER'S BRAND		PRICE 2,500 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate necromancy		

When this iron medallion is placed between the palms of two persons willingly entering into an agreement via handshake, the accord is enforced by the brand's enchantment. If either person breaks the word of the agreement, a hideous mark appears on the top of the unfaithful creature's hand. The brand marks her as an oath breaker throughout the River Kingdoms, imposing upon her a -8 penalty on Diplomacy and Bluff checks attempted anywhere in the region as long as the brand is visible. This mark lasts for 1 year or until it is removed by *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
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Craft Wondrous Item, *mark of justice*

PLAYER'S PRIZE		PRICE 3,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA moderate necromancy		

This tiny copper statue of a featureless, dancing humanoid is sometimes awarded to the winners of contests at Pitax's Academy of Grand Arts. The power of a *player's prize* comes not from possessing it, however, but from giving it to an unsuspecting audience member. By inscribing a personal rune on his *player's prize*, a bard can cause whoever carries the item (knowingly or not) to be more susceptible to his bardic performances. Once inscribed, a *player's prize* can not be keyed to any other creature. Devious bards use Sleight of Hand to drop their *player's prize* on rivals' or foes' persons, usually in a backpack or in among other gear where it would be difficult to locate.

A creature carrying a *player's prize* keyed to a bard within 30 feet takes a -2 penalty on Will saves against that bard's bardic performances, as well as a -2 penalty on opposed skill checks against any skill checks the bard attempts using his versatile

performance class feature. These penalties remain as long as the affected creature continues to carry the *player's prize*.

Once per day as an immediate action, the character whose personal rune is inscribed on the *player's prize* can speak the item's command word to cause the statue to instantly appear in his hand. The character must be within 30 feet of the *player's prize* to activate this ability.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
----------------------------------	----------------------

Craft Wondrous Item, *bestow curse, telekinesis*

OAKSTEWARDS' FAVOR		PRICE 6,550 GP
SLOT neck	CL 11th	WEIGHT —
AURA moderate conjuration		



This palm-sized wooden badge is covered in intricate Druidic script that bears the hallmark of the Oakstewards of Sevenarches. Occasionally given as a gift to those who aid the druids, an *Oakstewards' favor* gives the wearer a +4 competence bonus on Handle Animal checks and increases the DC of any enchantment spells the wearer casts against animals by 2.

If the *token of favor* is broken apart and added to boiling water, it becomes a nourishing porridge that feeds up to eight Medium creatures. This meal cures all ongoing sickness and nausea effects, and provides the benefits of *neutralize poison* and *remove disease*. In addition, for 24 hours after eating the porridge, subjects gain a +2 luck bonus on Will saves against fear.

CONSTRUCTION REQUIREMENTS	COST 3,275 GP
----------------------------------	----------------------

Craft Wondrous Item, *charm animal, heroes' feast, neutralize poison, remove disease*

RIVERCLUB RING		PRICE 1,000 GP
SLOT ring	CL 1st	WEIGHT —
AURA faint conjuration		

Popular among Riverfolk who prefer to work their waterway unarmed, this simple bronze band can transform into a handy weapon in a pinch. When the wearer of a *riverclub ring* plunges her hand into at least 1 gallon of water as a move action, she can pull forth a club made of animated water. The weapon maintains the shape, solidity, and statistics of a masterwork club of the wielder's size so long as she holds it, dealing damage as normal, except that it deals 1 additional point of damage against creatures with the fire subtype. The club turns back into a puddle of water again as soon as the wielder loosens her grip around it.

CONSTRUCTION REQUIREMENTS	COST 500 GP
----------------------------------	--------------------

Forge Ring, *icicle dagger* (*Pathfinder RPG Ultimate Magic* 224)

RIVERSEER PLATE		PRICE 5,000 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA moderate divination		

This disc of thick green glass is 12 inches in diameter and has a small, stylized image of a boat acid-etched into its center.

When set against the deck of a waterborne vessel, the plate warns of nearby obstacles on or under the water, presenting them as glowing green silhouettes on the glass in relation to the boat etched on the plate's center. A *riverseer plate* warns of inanimate dangers within a 300-foot radius beyond the vessel in which it is set, providing a +6 competence bonus on sailing checks to navigate the vessel around potential dangers (see *Ultimate Combat* for the full rules on sailing checks).

Once per day, a creature can apply a drop of blood to a *riverseer plate's* surface. For 5 minutes thereafter, the plate marks the location of Small or larger animate creatures in the water around the vessel, presenting them on the plate's surface as glowing red dots.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Wondrous Item, *detect animals or plants, riversight* (see page 27)

SHIELD OF HAGS		PRICE 20,273 GP
SLOT shield	CL 7th	WEIGHT 5 lbs.
AURA moderate necromancy		



Found with disturbing frequency amid treasure caches in the wilderness of Loric Fells, this +1 *light wooden shield* has what appears to be a human face stretched across its front, with the weathered skin held in place by thick iron studs. Three times per

day on command, the open mouth of the face can emit one of the two following effects:

- A burst of terrified screams that causes creatures in a 30-foot cone to become panicked as if by the *fear* spell. A successful DC 16 Will save causes a creature to become shaken for 1 round instead.
- A tortured voice pleading for help. Anyone within 60 feet of the shield hears the voice in her own language, spoken as if by a member of her own race.

CONSTRUCTION REQUIREMENTS	COST 10,713 GP
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Craft Magic Arms and Armor, *fear, tongues*

STEELBONE FRAME		PRICE 6,000 GP
SLOT armor	CL 5th	WEIGHT 35 lbs.
AURA faint transmutation		

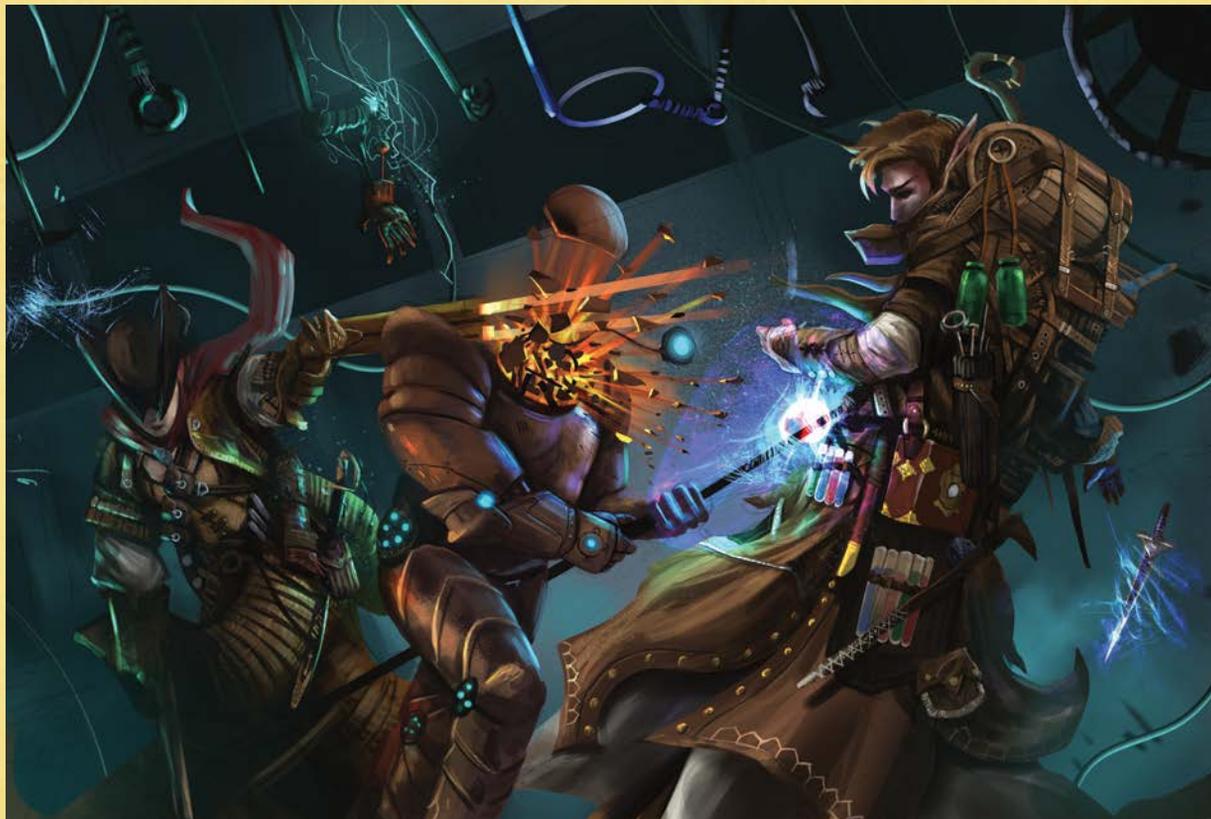
Fashioned from the salvaged mechanical "bones" of the first gearmen that issued forth from Silver Mount, this gear-jointed, metal exoskeleton can be affixed to or removed from a suit of medium or heavy armor in 10 minutes. While attached, the enchanted frame bears some of the armor's burden, reducing the armor's check penalty by 2. In addition, three times per day, the wearer of a medium or heavy suit of armor attached to a *steelbone frame* can ignore the armor's reduction to his speed for 1 round.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, *bull's strength, longstrider*

IRON GODS

Player's Guide



Set in the harsh lands of Numeria, a realm where savagery and super-science exist side by side, the Iron Gods Adventure Path incorporates a number of science-fiction themes alongside its more traditional fantasy offerings. So while there'll still be dragons, orcs, magic swords, and potent spells, PCs in this campaign will also face robots, cyborgs, and aliens armed with technological weapons and gear—monsters, hazards, and wondrous prizes brought to Numeria thousands of years ago during a singular event known today as the Rain of Stars.

CHARACTER TIPS

Although technology plays a key role in the Iron Gods Adventure Path, your fresh, new, 1st-level character does not yet possess any of these ancient marvels of super-science. He may have heard stories of the wonders of Silver Mount, the terrors of the Felldales, or the strangeness of the metal gearsmen who serve the Technic League, but no character starts Iron Gods with any high-tech gear. This will, of course, change soon enough as you begin your adventures!

So, how should you prepare for the dangers that await you in the Iron Gods Adventure Path? Just keep the following in mind when creating your character. These hints, suggestions, and character options are designed to help you create characters that are perfectly suited to

jumping right into—and excelling over the course of—this epic campaign.

Homelands: Iron Gods begins in the town of Torch in southern Numeria. At the beginning of the second adventure, the PCs leave Torch for good as they embark on a grand quest. Because of this, the Iron Gods Adventure Path works just as well for PCs who call Torch home as it does for PCs who are newcomers to the area.

Languages: Hallit is the regional language of Numeria, and while most of the region's inhabitants speak both Hallit and Common, when dealing with barbarians or other characters living in remote locales, knowledge of Hallit will be invaluable. Other languages, particularly Orc, will also come in handy throughout parts of the campaign.

In addition, a unique language exists in Numeria—Androffan. This is the language spoken and written by the alien crew whose ship crashed into Numeria back during the Rain of Stars over 9,000 years ago. Androffan is spoken by robots and some members of the Technic League, and writings can be found in the technological ruins scattered throughout Numeria. Note that you can gain this language for free by taking the Numerian Archaeologist campaign trait. You can also learn Androffan by investing a skill rank in Linguistics. However, this rare language cannot be chosen as a bonus language granted by an above-average Intelligence.

CAMPAIGN TRAITS

The following campaign traits tie characters to the Iron Gods Adventure Path. Each trait explains your link to Numeria, and gives you a built-in reason to be in the town of Torch when the adventure begins. If you're from Torch, you should pick one of the seven core races or android (see *Pathfinder Campaign Setting: Inner Sea Bestiary* or *Pathfinder Player Companion: People of the Stars*) as your character's race. If you're a recent arrival, feel free to choose a race from any Pathfinder product (subject to GM approval, of course).

Several traits refer to technological items or the Technologist feat. Your GM has additional information on these rules options, which can be found in *Pathfinder Campaign Setting: Technology Guide*. For more information on the town of Torch as well as additional advice for character building, make sure to check out the full *Iron Gods Player's Guide*, available as a free PDF at paizo.com!

Against the Technic League: For whatever reason, you have a grudge against the Technic League. No matter the root cause, you're convinced that the League is somehow responsible for the troubles facing Torch today. Choose either weapons or spells. If you choose weapons, you gain a +2 trait bonus on all damage rolls made against targets you know are associated with the Technic League. If you choose spells, increase the save DC of your spells by 1 when you target such a foe.

Local Ties: You have ties to a prominent local in the town of Torch: the missing wizard, Khonnir Baine. He may have been your tutor, or a friend or business associate of your family. He may even have been your adoptive father, in which case you likely have a bond of friendship or rivalry with his adopted daughter Val. Your association with Khonnir has given you insight into how technology works. Choose Disable Device or Knowledge (engineering). You gain a +1 trait bonus on checks with this skill, and it is a class skill for you. In addition, you are treated as if you possessed the Technologist feat for the purposes of resolving checks associated with that skill. If you gain the Technologist feat, your trait bonus for the selected skill increases to +3.

Numerian Archaeologist: You've studied Numeria's eerie technological ruins extensively. You gain Androffan as an additional language. In addition, you possess a knack for technological items; when you use a timeworn technological item, roll twice when determining any glitches the item might cause and choose which result to use as your actual result. Talk to your GM for more information about resolving glitches.

Robot Slayer: The strange steel automatons that plague the wilds of Numeria are a blight upon the world! You gain a +1 trait bonus on attack rolls against robots and a +1 dodge bonus to AC against attacks made by robots.

Skymetal Smith: You've long hoped to work with skymetal, and begin the game with a small metal bauble made of the skymetal of your choice—you made this item yourself. The item is nothing more than a valuable art object worth 100 gp. You can sell it to gain

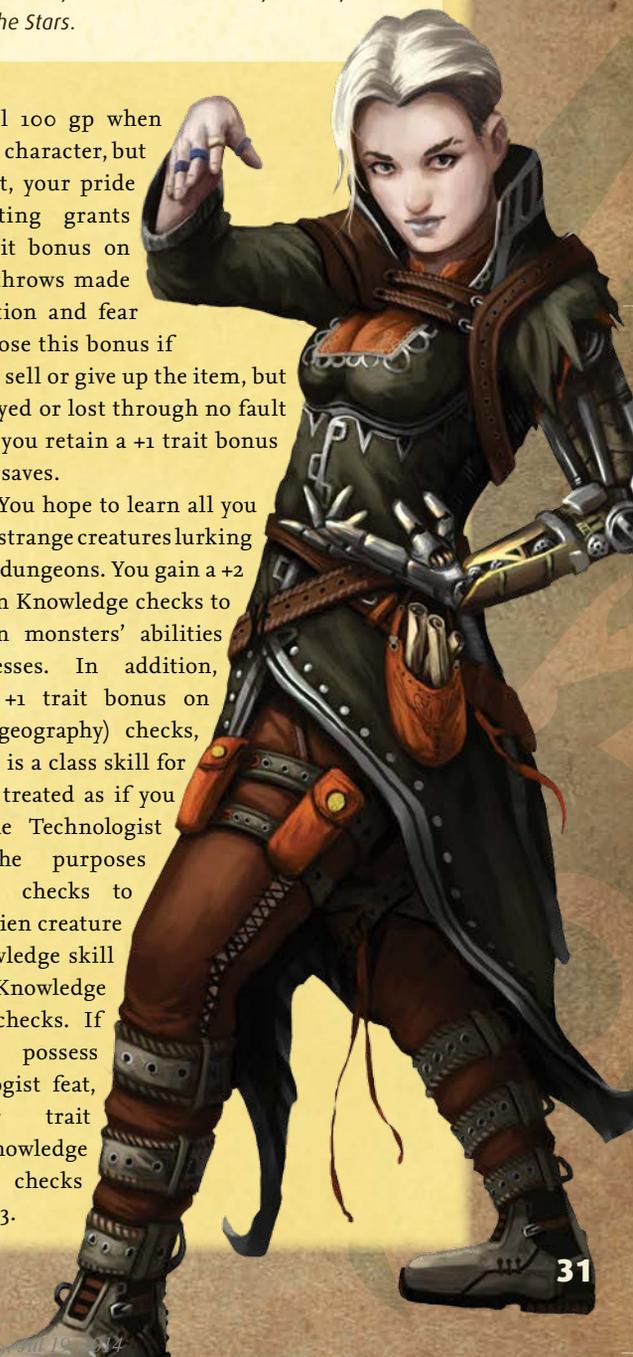
WANT TO READ MORE?

With the abundance of technology in the Iron Gods Adventure Path, an entire book of new rules is essential for running the campaign as a GM—the *Pathfinder Campaign Setting: Technology Guide*. Because of its close ties to Iron Gods, the *Technology Guide* has the potential to spoil some of the excitement of discovery for those playing in that Adventure Path. For those playing in Iron Gods and still want to read the *Technology Guide*, talk to your GM first to make sure she's okay with that; she may decide to parcel out rules to players as needed, she might alter some rules to fit the group or the campaign, or she might rather you left the technology rules to her altogether.

Androids are a particularly interesting and thematically appropriate player race for Iron Gods, assuming you have your GM's permission to play a powerful race like this. The rules for creating android characters can be found in *Pathfinder Campaign Setting: Inner Sea Bestiary* and *Pathfinder Player Companion: People of the Stars*.

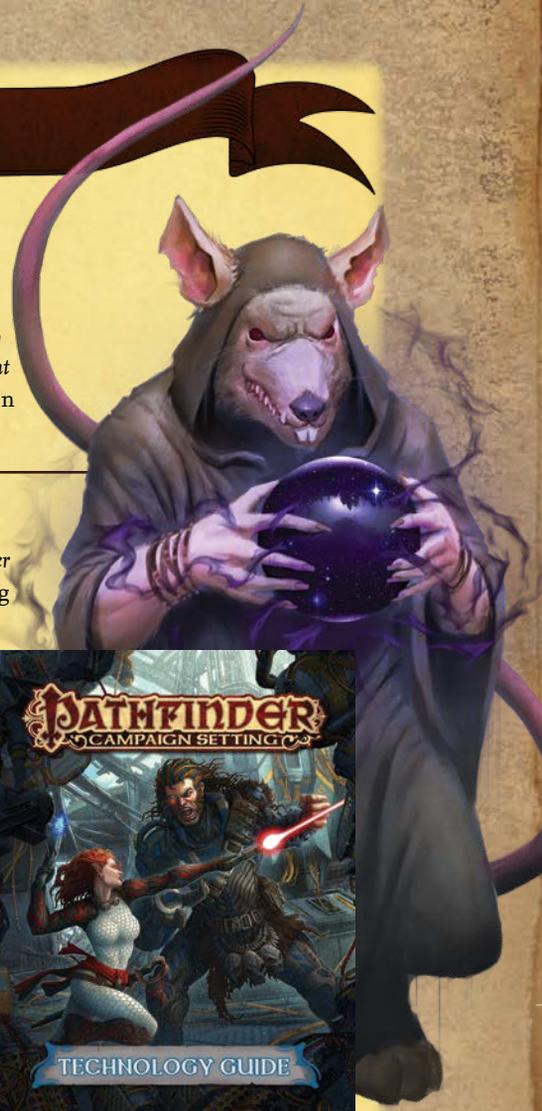
an additional 100 gp when creating your character, but if you keep it, your pride in its crafting grants you a +2 trait bonus on Will saving throws made against emotion and fear effects. You lose this bonus if you willingly sell or give up the item, but if it is destroyed or lost through no fault of your own, you retain a +1 trait bonus on such Will saves.

Stargazer: You hope to learn all you can about the strange creatures lurking in Numeria's dungeons. You gain a +2 trait bonus on Knowledge checks to identify alien monsters' abilities and weaknesses. In addition, you gain a +1 trait bonus on Knowledge (geography) checks, and this skill is a class skill for you. You are treated as if you possessed the Technologist feat for the purposes of resolving checks to identify an alien creature using a Knowledge skill and for all Knowledge (geography) checks. If you already possess the Technologist feat, then your trait bonus on Knowledge (geography) checks increases to +3.



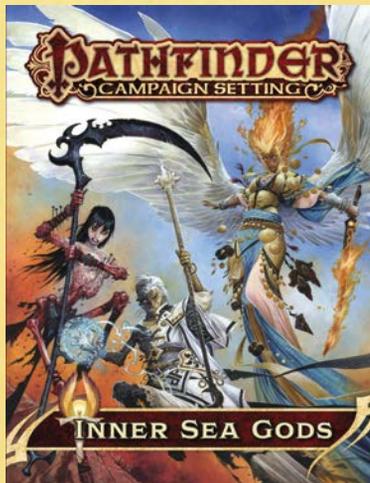
Next Month!

Shoot for the moon and prepare for interstellar adventure with *Pathfinder Player Companion: People of the Stars!* Along with new, out-of-this-world character options like feats, spells, and magic items, this book gives players all the information they need to explore Golarion's solar system and beyond. This volume is a perfect companion to the Iron Gods Adventure Path and the fan-favorite *Pathfinder Campaign Setting: Distant Worlds*. With *People of the Stars*, your success as an interstellar adventurer truly is written in the stars!

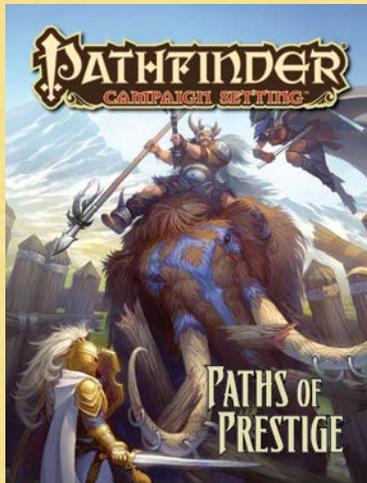


WOULD YOU LIKE TO KNOW MORE?

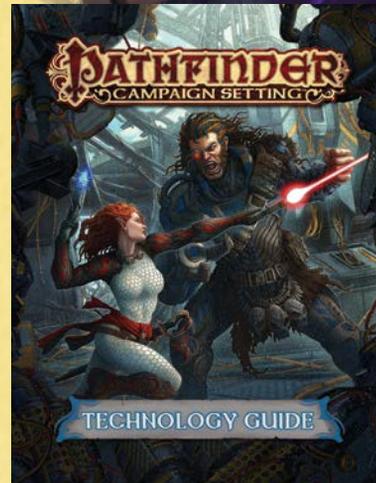
The Sellen's dangers are many, and it'll take everything you learned in *People of the River* and more if your adventures are to continue beyond its headwaters. Refer to the following Pathfinder RPG products for more rules and info to help guide you down the river.



Followers of Hanspur, devotees of the Angry Hag, and the faithful of over a hundred other deities will find the rules and details presented in *Pathfinder Campaign Setting: Inner Sea Gods* invaluable!



Whether you rule your tribe as a Kellid mammoth rider or slink through the shadows as a Daggermark poisoner, the prestige classes in *Pathfinder Campaign Setting: Paths of Prestige* can take your character concept to a whole new level.



The powers of technology are yours to control with *Pathfinder Campaign Setting: Technology Guide!* Robot-ruining Kellid warlords and domineering Technic League members alike shouldn't miss this forthcoming volume!

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Pathfinder Player Companion: People of the River © 2014, Paizo Inc.; Authors: Tim Akers, Jason Brick, Ethan Day-Jones, James Jacobs, Nick Salestrom, David Schwartz, and William Thrasher.

Other Rivers

While the Sellen River may be one of the Inner Sea region's longest and most traveled waterways, it's far from the only one of import. Countless settlements and even nations rely on

rivers for food, transport, and safety. The following famous waterways provide the people of Avistan and Garund with the staples of riverine life.



THE SPHINX

Lifeblood of Osirion

Pouring from the dusty heights of the Brazen Peaks in northeastern Garund, the River Sphinx cuts a path of verdant life through the harsh sands of Osirion's massive desert. The banks of this freshwater river—which is fed by the twin tributaries known as the Asp and the Crook—serve as fertile farmlands growing an abundance of lentils, onions, and barley, and are fed by the seasonal floods that wash down from the mountains to the south. This annual deluge results in rich, silty sediment that allows civilization to flourish in what would otherwise be a vast wasteland of little value or note. Cities cluster along the glittering length of the Sphinx like jewels in the clasp of a shimmering carcanet, bright against the dusty sand. These hardy settlements prove that life—like the river—finds a way, even in the most trying circumstances.

THE VANJI

Treacherous Mwangi Waters

Whatever vast empire once rose from the steaming forest of the Mwangi Expanse has long since passed into history, leaving behind relics and mystery. The treasure to be found in those ruins is without measure, so locals eager to rediscover their heritage and grasping colonials risk much to explore and exploit the jungle's dangerous inland. The Vanji spreads spiderlike throughout the Mwangi; its waters are choked with all sorts of dangers and diseases, its shores teem with inhospitable life, and its flow is riddled with tight turns, whitewater rapids, and unpredictable waterfalls. But the possibility of wealth and powerful artifacts from a fallen empire keeps bringing attracting explorers to the waters of the Vanji. Bloodcove—where the Vanji meets the Fever Sea—is aptly named, for through its port, exporters slowly bleed the Mwangi Expanse's wealth dry.



YONDABAKARI

Varisia's Trade and Travel Artery

Rivers have seen empires rise, and they have seen them fall. In the case of the Yondabakari in Varisia, the river watches quietly and patiently as adventurers explore a wild land and a new center of power takes shape. At the mouth of the Yondabakari, the city of Magnimar is growing in importance, flush with guilds and the mercantile power that goes with them. Ethnic Varisians make their caravan routes along the length of the Yondabakari and Varisia's other myriad waterways, where they rely on the abundant salmon, trout, and other freshwater and anadromous fish within the fecund river to supply them with provisions during their travels. For non-Varisians, Magnimar's lax restrictions on mercantile endeavors have as much to do with the growth of the trade routes along this river as the bounty around and within river itself.





Take Me to the River

You won't get lost if you follow the river, and *Pathfinder Player Companion: People of the River* will be your guide! Whether your character is a Kellid warlord intent on reclaiming his ancestral homeland or a Riverfolk sneak looking for her next score, this volume has you covered. In addition, this Pathfinder Player Companion features expanded details and new rules connected to the science-infused barbarian nation of Numeria and the chaotic realms of the River Kingdoms, making it the perfect resource for Pathfinder RPG players diving into the Iron Gods Adventure Path or *Pathfinder Module: The Emerald Spire Superdungeon!*

Inside this book, you'll find:

- ▶ Six new class archetypes, including the resourceful galvanic saboteur for rangers, the vengeful Numerian liberator for barbarians, and the fickle hag of Gyronna for witches.
- ▶ Over two dozen new character traits, making it easy to connect the background stories of countless new characters to the nation of Numeria or any of the River Kingdoms.
- ▶ A beautifully illustrated explorer's map of the Inner Sea region's most storied waterway, the Sellen River.
- ▶ Details, suggestions, and new campaign traits for characters getting started in the Iron Gods Adventure Path.
- ▶ New feats, spells, magic items, and so much more to ready your adventurer for the dangers of rivers.

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



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Printed in U.S.A. PZO9448