
Second Edition
Pathfinder
Lost Omens
Divine Mysteries


Pathfinder®
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Divine Mysteries

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

DA	***Dark Archive***
PC2	***Player Core 2***
RoE	***Rage of Elements***
SoM	***Secrets of Magic***
TV	***Treasure Vault***
WoI	***War of Immortals***







Introduction



On the Mysteries of the Divine

My dearest Lady,

I write this from my designated place within the scriptorium, as you've requested. (I recognize now that any direct missives run the risk of interception and have taken to heart the lessons I learned from my interaction with the voidworm years ago.) Things continue well with my studies. As you requested, I've been taking a deeper look into the beliefs of mortals, and I feel that I grow ever closer to understanding their thought process. While I was at first confused with your request to not only study the mortals of a single planet but specifically the mortals of a single region of the planet, I've come to understand why you chose this task for me. The mortals of the Inner Sea region have such varied beliefs compared to the few other planets I've seen in my research. This is a veritable hotbed of faith and it's truly exciting, it is!

Per my last report (Kavell-Inturon 914.5000740.361-A, *Descriptions of the Base Beliefs of Mortals within the Inner Sea Region and the Effect of Faith on Their Everyday Life*; or *Gods & Magic*), the majority of these mortals focus on a particular grouping of gods. These nearly two-dozen gods have a strong place in everyday life, but it was all of the other gods that caught my attention. Why is that some mortals worship other gods when the faiths of this "core" selection is so prominent? Wouldn't it make more sense to focus their belief, as these "core" gods would have the most influence due to the simple fact that they have the most worshippers? Would dissenting mortals not be in danger worshipping other gods when these major gods are so prominent? I placed these questions to my advisor and received a single answer: That's not how things work.

A brief aside, my Lady. I understand that Lorminos is meant to provide guidance through questioning, but I believe our relationship would be strengthened if he simply stated what he truly meant. Are shokis not meant to convince souls to enter the River? Why then is he seemingly going out of his way to frustrate and confound more than aid? Well, I don't actually mean it that way, my Lady. I'm just stating that Lorminos might have more success if he were willing to clarify a bit more. But, I digress!

"That's not how things work." The statement echoed in my mind for weeks and then it gave me an idea! How, in fact, do things work? What *are* the gods and how do they function? How do you do the things that you do, my Lady? There must be something else at play, something that explains why these mortals worship more gods. If I knew exactly how the gods function, how belief empowers mortals, and so forth, I could understand the mortal mindset.

You told me that this research assignment was to help me understand the different faiths of mortals so I could better serve as a steward to souls in the afterlife.

I first believed that this simply meant an academic understanding of every faith I was bound to encounter so I could help guide a soul toward its rightful place. Yes, a listing of facts would likely help me argue on a soul's behalf as necessary, but I won't be able to provide the full extent of comfort and support with just facts. I need empathy and understanding (which I know you mentioned at the start of this assignment) more than just serving as a living repository of knowledge. I believe I know the next steps to take.

I have decided my research will now focus on an understanding of divinity at the foundational level. Understanding what makes you, my Lady, as well as your contemporaries, work might grant me insight in how gods connect with mortals. Once I grasp this connection, I can understand how the power of a mortal's belief functions. With that, I can likely understand why mortals choose to worship the gods they do. One who simply watches mortals drink from a river might come up with a hundred different theories, but once you know that drinking water is necessary for a mortal to live, it becomes obvious why mortals build settlements near waterways or place such importance on water. I need to know why mortals drink from the pools of faith before I can help them build the water wheels and boats of the afterlife. (I'm not quite sure this analogy remained apt, but I've chosen to leave it.)

To that end, I'm doing away with my previous research methods. Rather than remaining a passive observer, I've decided to more directly interact with the mortal way of life. I know that my ultimate task is an objective one, but I believe that some subjectivity now will help me understand my objective boundaries later. I wouldn't have felt this way if Lorminos hadn't confirmed he did similarly during his instruction. I encountered many faiths that I didn't include in my last report (mostly so that I would have a report by your requested deadline, not due to any lack of thoroughness) that I believe will serve as great subjects of study this time around. For the sake of posterity, however, I've decided to include my previous materials. I hope that I can make a final report with such comprehensiveness that it earns a place among your personal archives, my Lady!

While I've already had a fair amount of experience traveling the Dead Roads, I find myself particularly nervous with the thought of returning to Golarion and directly interfacing with the mortals who live there. I plan to keep my distance where I can, but I recognize that direct interaction with these people will occasionally require me to reveal myself. I know mortals have a variety of reactions to most anything, so I know not what to expect as their reactions to a nosoi. I hope that they are kind or, at the very least, leave me to my studies.

Actually, as I write this, I realize that perhaps visiting mortals might not be enough. While I have learned quite a lot from the archives and my previous research, there is still a lot to understand about the gods. Perhaps I should include a visit to the realms of the divine I know to be accessible via the Roads and take some time to study your contemporaries, my Lady. While most of the inhabitants of these places paid me no mind in the past, that was when I made use of your sanctioned rituals to keep myself hidden from view. I wish to make these upcoming visits more obvious in the hopes that I can speak with these inhabitants directly. I may even gain the opportunity to speak to a god! (I know such a thing is far-fetched, but I'd rather make ambitious attempts that go nowhere than miss out an opportunity due to my timidness. Speaking of which, my Lady, I shall remind you that all of the necessary requests for a direct interview with you are in place and have been for several years. I am ready when you are!)

Ah, again I find myself lost in distraction. But, I believe it is important to be transparent on my methods so as to help excise any bias that may creep into this research. I can attest that I will be making use of all sanction rituals to help hide my identity and presence, except of course in the times when I obviously break this requirement for more direct observation and interaction. I will also keep from directly interposing in the Cycle, even when I have an obvious ability to do so. (Lorminos spoke of the complications that arose when Hagrii chose to intercede during an undead attack some millennia ago and I wish to avoid interfering with your work!) Finally, I will not hesitate to seek aid whenever I find myself in need. It's a lesson that I've found difficult to learn, but your words when we last spoke truly resonated with me and I now know that attempting to make the effort to seek help is always worth the trouble, even when it seems an insurmountable task. (I also have the power of the quill you gave me, my Lady, which makes this even easier!)

Expect some of my next reports to be a bit less academic. While I think there was a benefit to the encyclopedic method of before, this time I feel that including my own thoughts will help show my greater understanding of mortals and prove that I am finally ready to move on to my next step as your servitor. I could finally be Yivali, Aide to the Lady of Graves and Attendant to Souls without the "in training" portion Lorminos so kindly reminds me to add. I plan to make this study quick but thorough. I believe it should only take a few decades. I don't expect any gods to die like Aroden did during my last study, but I still think brevity will be important to prove my dedication and that I am ready to take on my next task.

I am both eager to continue my research and prove my worth as your next agent, my Lady!

Ever your loyal servant and ready to move to her first assignment,

Yivali—Beginning this assignment 4720 AR (These mortals have the most interesting timekeeping methods!)

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CHAPTER 2: INNER SEA GODS
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Using This Book

While the gods that interact with Golarion can be mysterious and nigh unknowable, *Lost Omens Divine Mysteries* attempts to elucidate the nature of the gods, the power of the divine, and the role of the faithful in the Lost Omens campaign setting. The following sections are found in this book.

Chapter 1—Secrets of the Divine: The true nature of divine power and the gods might not ever be completely understandable, but this chapter presents a number of essays that attempt to discern the workings of deities and their capacity as divine beings. The essays are written by this book's narrator, Yivali, a young nosoi in training to become an aide to Pharasma.

Chapter 2—Gods of the Inner Sea: This chapter dives into the 20 prominent deities whose faiths are most common throughout the Inner Sea region. Each entry details a god's general information, their worshippers, their places of worship, and more.

Chapter 3—Other Gods: In addition to the 20 gods detailed in the previous chapter, many other gods have strong followings throughout the Inner Sea region. These gods are not necessarily less powerful or valued, but instead are more likely to have smaller followings compared to the prominent deities.

Chapter 4—Other Divinities: Many gods fall into larger groupings, like the archdevils that rule Hell or the elemental lords who claim domain over elemental powers. This chapter presents several of these larger groupings and other powers that can grant divine gifts, and even discusses some of the stranger divinities known to Golarion.

Chapter 5—Divine Power: Players wishing to find new character options can find them here. This chapter includes new domains to expand on those found in *Pathfinder Player Core*, new spells, and new archetypes and class archetypes with divine influences, be they holy, unholy, or otherwise.

Reading a Deity Entry

The entries for deities in this book use a stat block format similar to the one originally presented in *Pathfinder Player Core*, though some entries might have more information than found in that book. The following statistics can be found in each entry.

Name: The deity's name plus a common title or epithet.

Areas of Concern: The topics that the deity cares most deeply about.

Edicts: These are things that the deity urges their followers to do. Followers must adhere to these as closely as possible if they wish to gain favor with this deity.

Anathema: These are things that are absolutely abhorrent to the deity; committing these acts will likely earn a follower disfavor or punishment.

Divine Attribute: This section lists the two attribute boosts the deity grants as options for characters with the Raised By Belief background (*Player Core* 88).

Religious Symbol: A brief description of the image most commonly associated with this deity and their faith.

Sacred Animal: An animal that is considered holy to the deity and their followers.

Sacred Colors: The colors favored by the deity and typically worn in the raiment of their followers.

Cleric Spells: Each deity provides additional spells to the spell list of clerics who worship them (*Player Core* 110). Typically, these are a 1st-rank spell and two other thematically appropriate spells.

Divine Font: This entry presents whether the deity grants worshippers *heal* or *harm*, or can grant both. *Heal* restores the living and hurts undead, while *harm* hurts the living and restores undead. Usually, benevolent deities channel *heal*, wicked deities channel *harm*, and impartial deities can channel *harm* or *heal*, but there are exceptions.

Divine Sanctification: Some deities sanctify their clerics and similarly devoted followers. This gives the follower the holy or unholy trait. The holy trait (*Player Core* 457) indicates a powerful devotion to altruism, helping others, and battling against unholy forces like fiends and undead. The unholy trait (*Player Core* 462), in turn, shows devotion to victimizing others, inflicting harm, and battling celestial powers. Deities that list "must choose" mandate gaining the trait, and those that list "can choose" give the devotee the option to choose the trait or not. You can have the holy trait, unholy trait, or neither, but you can never have both the holy and unholy traits.

Divine Skill: This section lists a skill that is especially associated with this deity, which their followers would naturally be good at due to their worship of or association with this deity.

Domains: The domains that best represent this deity.

Alternate Domains: If the deity offers additional domains (see below), they are listed here. If the deity doesn't offer alternate domains, this section is omitted.

Favored Weapon: The deity's favored weapon. See page 9 for details.

Rules Elements

This book presents the following new rules elements.

Alternate Domains

Each deity grants four domains—these are their primary domains. Some deities, however, have such expansive jurisdiction that more than four domains are appropriate for them. Many of these alternate domains are available only to characters who specialize in these areas, as they often fall outside of their deity's main purposes or areas of focus. This book lists alternate domains a deity may have.

Followers of a deity don't initially have access to these alternate domains, but a cleric can take the Expanded Domain Initiate feat to gain access to one of their deity's alternate domains, and either a cleric or a champion from an unusual branch of their faith can take the Splinter Faith feat to redefine the domains available to them.

EXPANDED DOMAIN INITIATE — FEAT 4

CLERIC

Prerequisites Domain Initiate

You have long venerated one of your deity's lesser-known aspects. Select one domain from your deity's alternate domains. You gain access to that domain and an initial domain spell for that domain.

SPLINTER FAITH — FEAT 1

CHAMPION CLERIC

Your faith in your deity is represented in an extremely unusual way that some might call heretical. When you select this feat, you should detail the fundamental tenets of your splinter faith, though it shouldn't affect the deity's edicts or anathema. Choose four domains. These domains must be chosen from among your deity's domains, your deity's alternate domains, and up to one domain that isn't on either list and isn't anathematic to your deity. Any domain spell you cast from a domain that isn't on either of your deity's lists is always heightened to 1 rank lower than usual for a focus spell. For the purpose of abilities that depend on your deity's domains, the four domains you chose are your deity's domains, and any of your deity's domains you didn't choose are now among your deity's alternate domains.

Special Unless you take this feat at 1st level, changing the way you relate to your deity requires retraining, as described in the Changing Faith section below. If you take this feat and previously benefited from any effect that requires a domain your splinter faith doesn't include, such as a domain spell from Domain Initiate, you lose that effect.

At the GM's discretion, you can take this feat with other classes or archetypes that gain access to domains through a deity.

Changing Faith

Whether dramatic or gradual, a character may have a crisis of faith or even a fall from grace. When this happens, the character is no longer able to use the spells, feats, and other class features tied to their now-lost faith. As reflects the genuine struggle within their soul, such characters may find themselves hobbled in their actions and interactions until they are restored to good standing via the *atone* ritual—or, in the case of a more complete break, until they retrain.

Retraining requires substantial downtime—in most cases, at least a month. A character who wishes to retrain into a different faith with similar concerns and domains requires less time to convert than a character moving into a radically divergent faith. Thus, a cleric of Grandmother Spider might move to the worship of Calistria with a month's tutelage and service in one of her temples. However, that same cleric of Grandmother Spider could not so easily become a priest of Asmodeus, even though both deities share the trickery domain—their longstanding animosity is reflected in their diametrically opposed doctrines and cultures. Such a conversion is not impossible, but could take several months of downtime or happen piecemeal over months of in-game development. In some instances, particularly in the case of PCs or other high-profile targets of conversion, a new deity might send an emissary directly to a character struggling with a crisis of faith to tempt that character to righteousness or villainy. In these cases, the emissary might be able to offer a near-immediate transformation as an enticement, funneling vital and spiritual essence primed to the deity's philosophy into the converting character to remove the need for any downtime at all. Such a transformation is not without risks, however, and may come with complications down the line.

At the GM's discretion, characters for whom divine patronage is essential but who lose faith completely can retrain into a new class. A champion might retrain as a fighter or a ranger, swapping out faith-based feats and class features for appropriate analogues. The length of downtime required in any of these cases is at the GM's discretion, though the player and GM are advised to work together to determine a suitable time frame that does not fully interrupt play and can help tell a satisfying story.

Favored Weapon

Each deity has a favored weapon. These weapons are not restricted for use by their clerics and champions alone; lay worshippers often train with and wield them in battle as another way to show their devotion. Each of the favored weapons detailed in this book is available to any character with access to it.

Worshipping Dead Gods

While rare, deities have died before and more will likely die in the future. Such an event is disruptive in a number of ways, but for a follower of that god it can be particularly devastating. A dead god can't grant power at all, so their worshippers no longer receive spells or any of the other benefits and effects that come with following the god. Depending on when the death of a god occurs, this could affect a PC in an active adventure or campaign. In most cases, the best course of action is to find a new god to worship with similar values and philosophies as the dead god. Some players might not want to find a new god for their character and instead prefer to keep receiving power from this god. While this is normally not possible, a GM could decide to work with the player to create an interesting explanation and story for this event. It could be that the dead god unleashed a great amount of power into the universe at the time of death and this lingering power still fuels the divine abilities of very specific faithful. There could instead be a different god who is answering the PC's requests for power, but keeping their identity or motives hidden. Regardless of the explanation, it should be given lots of care, and the table should be open to the idea of adjusting the story as it plays out.





Chapter 1: Secrets of the Divine



Witness to the Divine

My Lady,

I have taken your task as an opportunity to compile and edit many of my previous essays on the subjects of divinity, gods, and faith. I am certain you are well aware of their contents. (Indeed, I assume it was my previous efforts that led to me being "tapped," so to speak, for this assignment!) I feel that my current work would greatly benefit from the context of my previous writing, however, so I have included them in the following pages, updating relevant information where I feel it would be helpful. While they may prove a bit redundant to my esteemed lady, I believe that the work in whole benefits from it.

Ever your loyal servant,

Yivali

Devout Worshippers

It is a truth well acknowledged that gods most often work through mortal proxies. In fact, I have discovered some mortals erroneously believe their faith is what empowers the gods! I confess, my Lady, I originally laughed off the thought, considering the mortals to be putting on airs. How are mortals to be the genesis of faith, when gods appeared before them? If such a thing were so, we might finally be rid of the accursed Urgathoa or the Rough Beast imprisoned in Golarion's core, as few worship these beings save the most debased and vile. Alas, they are as dangerous as they ever were, regardless of anyone's opinion of them.

Yet while my opinions on said mortals' self-importance have yet to change, I did eventually sit down to consider things from their point of view. If the divine has no need of mortal worshippers to gain power, then why do almost all deities grant power to mortal worshippers? My Lady already has servitors in the form of myself and my fellow psychopomps; most other deities have their own immortal servitors as well, free from the bonds of limited life spans and fickle mortal commitments. One might say that certainly, we have recruited a number of psychopomps from the ranks of your mortal servitors. Likewise, a touch of divine power is an effective way to recruit mortals to a cause. Even so, I felt compelled to investigate the question further. As I am not mortal, I wished to look into the relationship between those who live within the Universe and the transcendent realms of the divine.

To that end, I chose to speak with a number of divine servitors to hear their theories upon the matter. While I know that you could easily answer the question on why you grant a spark of your divinity to mortal proxies, I wished to hear answers from an outside perspective, one with less direct contact with the gods. I am mildly distressed to say that most worshippers had not put as much thought into the question as I had! To the average

lay worshipper or neophyte priest, the exchange of worship for power seemed to be viewed as entirely transactional, like a traveling farmer buying a lunch from a road stand! Lorminos brusquely reminds me that most mortals have little opportunity to pursue the life of a scholar, so I have done my best not to hold this view against them, even if it does ruffle my feathers.

I queried higher ranking members of the clergy next. While opinions varied, I did find a major consensus among them that major divine intervention within the Universe was disallowed, by custom if not by divine law. This is especially true of Golarion, which houses the prison of the god Rovagug: were gods to meddle too much in the fabric of reality, they might accidentally rip apart Rovagug's cage, with consequences too dire to consider! For this reason, gods choose to act through mortal proxies to avoid risking such disastrous outcomes. It is a sensible enough reason, certainly. I shudder at the thought of a divine war, and know that such a conflict almost came to pass, when Lady Desna assassinated the demon lord Aolor in retribution for one of her servants. Even so, I confess this reasoning felt a bit banal when regarding the mysteries of the divine. It may make up the bulk of the rationale, but I was curious if there might be other theories.

A rather hospitable older woman within the city of Kibwe told me she believes some gods needed mortal "tethers" to keep them from drifting away or becoming unattached to the multiverse. I do not presume to understand the full extent and reach of divine awareness, my Lady, but I am well aware that your perception extends across galaxies, planes, and time itself. While I would never expect you to have any issue with maintaining your thoughts and duties, I do confess it may be possible that some gods may lack the same dedication. Lord Nethys, especially, does not always seem to be entirely in his own head. With the ability to mentally ascend beyond mortal boundaries, a god might simply drift outside of existence as we understand it and never return. These gods may then place a sliver of themselves within chosen mortals to prevent such an apotheosis.

After taking an opportunity to speak with an elven hunter in the wilds of Kyonin, I became aware of another theory. A longer mortal lifespan has led them to fall in and out of faith several times over their years. They spoke of a realization on their latest return to the divine. During a meditation, this elf heard a chime, a divine resonance. While they had trouble describing this chime, they spoke about it with some sort of familiarity, noting it is something they would feel within them during their worship of Ketephys. According to them, the chime within them rang with the same resonance that flowed through their heart during worship. They believed that mortals and gods share some kind of innate essence, though a mortal had an infinitesimally limited amount compared to a god. This hunter believed that this shared connection was the reason for gods reaching out to mortals. They posited that many gods were once mortal and, by connecting with followers, they have a means of reminding themselves of a time before their divinity. The hunter even considered that all gods were technically mortal, if even for the slightest moment. A creature born and immediately ascending to godhood would travel the path from nonexistence to mortality to divinity. That step that included mortality might exist for the merest instant, but it still occurred. While I find it hard to believe that gods would need to relive mortality vicariously through followers, the hunter's account was at least exceptionally heartfelt and I wished to make note of it.

A rather bizarre contact of mine in Ustalav seems convinced that gods need to "vent" their divine power into mortals, or it might build up and explode! I think, my Lady, even Lorminos could not fault me for being skeptical. Even so, I pressed on, if only to understand this mortal's logic. In my contact's opinion, gods are self-perpetuating beings that constantly generate divine power. Ergo, if this divine power continued to build, there's a chance the god could become overloaded. I hesitated to even include this far-fetched fancy in my report, had it not been for another theory I happened upon in Windsong Abbey. This manuscript (included in Index 56B for reference), opined that while gods did not create the natural forces of the Universe, by embodying them, they could enforce a certain control over how these natural forces expressed themselves. Gods could likewise cause their mortal worshippers to embody these aspects of the Universe, to exercise that control. With that said, this theory could be considered a very fancy way of restating that mortals act as their god's proxies. Perhaps all of these theories (including those from my fez-bedazzled Ustalavan contact) are simply imperfect treatises attempting to reach the same conclusion?

I must regrettably include a final theory purely due to its prevalence. A number of gods whom I might describe as "lackadaisical" (or in the worst cases, nihilistic) have followers who believe gods grant their powers to mortals just for fun, and to see what happens! I found myself almost completely at a loss for words when I encountered it, and again when the opinion crept up twice, thrice, and even more so! Having spent my existence in your service, I find myself mortally offended on your behalf. Still, I can see how the influence of such insouciant divinities might skew some poor mortal's perspective. Mister Cayden Cailean certainly comes to mind, given he risked his own life to attain godhood on similarly spurious reasoning!

As always, the number of theories on a seemingly simple theological question astounds and invigorates me. One might simply assume the gods would clearly say what they sought from their mortal worshippers, and yet I could not claim that I found an answer that satisfied everyone. Perhaps that is simply the nature of mortals: I have spoken to many who simply refuse to take anything at face value. Perhaps again this is the nature of the divine, to be ever mysterious in even the smallest of aspects. I have no doubt that I will encounter still more theories in the future, and evidence that contradicts even the most solid of my hypotheses.

Faith and Mortals

As part of this treatise, I have spent a not-insignificant amount of time studying mortals and their various religious practices across cultures. Some of my colleagues may consider themselves above such matters, but in doing so, they have lost sight of what we researchers—psychopomps and devotees of my Lady in particular—are meant to do: research. One can rely solely on written accounts of others, but I think it's important to supplement my investigations with firsthand field observation, unseen and unknown by our subjects (most of the time). More conservative psychopomps may balk at this method, but I have found it quite effective, and as we are not interfering in the affairs of mortals, there is no ethical dilemma here. My thesis is thus: to truly understand the gods, one must first understand those who follow them.

Mortals experience the divine in myriad ways. Their worship is, naturally, informed by the god themself. My relationship with my Lady differs from, say, a farmer's relationship with Old Deadeye (or as many call him, Erastil). It may seem bold to other academics and devotees to refer to a mortal as having a relationship with a god—but, I ask, what better word is there? While it is true that the gods tend to prefer a hands-off approach with laypeople, from the perspective of some, gods are incredibly active in their lives.

Take, for instance, a sailor devoted to Madam Desna. I observed one particular sailor (more accurately a pirate, but for their sake we will refer to them as a sailor) who found themself adrift in a rowboat on a cloudy night with storms threatening to overtake them. Without any hope of finding a way to a safe shore after being—in their words after the fact—"betrayed and marooned by those [many expletives deleted] swine," they prayed for Madam Desna's intercession. Shortly after, the wind picked up and a single star became visible through the clouds, allowing the sailor to navigate to safety. Was this divine intervention or the natural progression of events? Did Madam Desna hear the sailor's plight and take pity on them? Or was the visibility of the star simply a coincidence? Short of asking Lady Desna directly, we cannot technically know for certain. She has not addressed my personal inquiries (unsurprising, yes, but surely someone has been able to reach a god for comment before?), and this sailor was stalwart in their convictions, and so I am left to my hypothesis—a 1% chance of direct, purposeful intervention and 99% chance of sheer coincidence.

Perhaps laypeople find comfort in feeling that the gods care about their followers' daily goings-on and even influence mundane events. An incorrect presumption, yes, but ultimately a harmless one. I find this points to an inherently mortal tendency toward superstition, one that manifests itself in the form of worship, spurred on by tales of minor miracles.

The Nature of Miracles

What is a miracle? A miracle, as defined by Lorminos, is a god's direct, deliberate interference with events. As an example, take an incident in a small village in an otherwise unremarkable town in a rural corner of Golarion, as told by the past two generations of its inhabitants and briefly synopsized for our purposes here.

Following an earthquake, many farmers' herds of sheep and cattle fled into the wilderness due to damage to their enclosures. These farmers' faith in Old Deadeye had also lapsed in the recent months as a result of what they deemed a substandard harvest. One farmer, however, maintained their faith, and as such found their herd resting peacefully (and safely) in their field. Anonymous firsthand accounts surmise that Erastil smiled on this lone farmer and their family and has been doing so ever since.

A miracle by Erastil, undoubtedly. But how does a god benefit from a miracle? A cynical question, perhaps, but ultimately an important one. In this instance, Old Deadeye regained followers who had begun to stray, using a faithful farmer as an example of the sort of protection he could provide. In the two generations since the incident, the village has become quite devoted to Old Deadeye—even if some dismiss the miracle as an old folktale, they continue to honor him, swapping the word "faith" with "tradition." They apparently fail to see that their god does not acknowledge the difference, each party receiving the same benefits in turn.

Mortals' relationships with the gods are, fundamentally, transactional. Gods do not require worship to exist, and yet they do benefit from the spread of their belief among mortals, for their will cannot be done on Golarion without devotees. In exchange for worship and faith, gods may tip the scales in a mortal's favor—evidence of a symbiotic relationship, as it were. It stands to reason that what each god hopes to achieve through the spread of their belief depends on their ideals. A miracle, for some gods, is less about the individual to whom it occurred and more about the size of its audience—that is, a god may strategically fulfill a long sought-after miracle in a highly public setting, or by answering the lofty prayer of a highly visible entertainer, diplomat, noble, or priest.

Priests, Clerics, and Champions

Which brings us to priests and their ilk. How does a god determine who among their active faithful receives

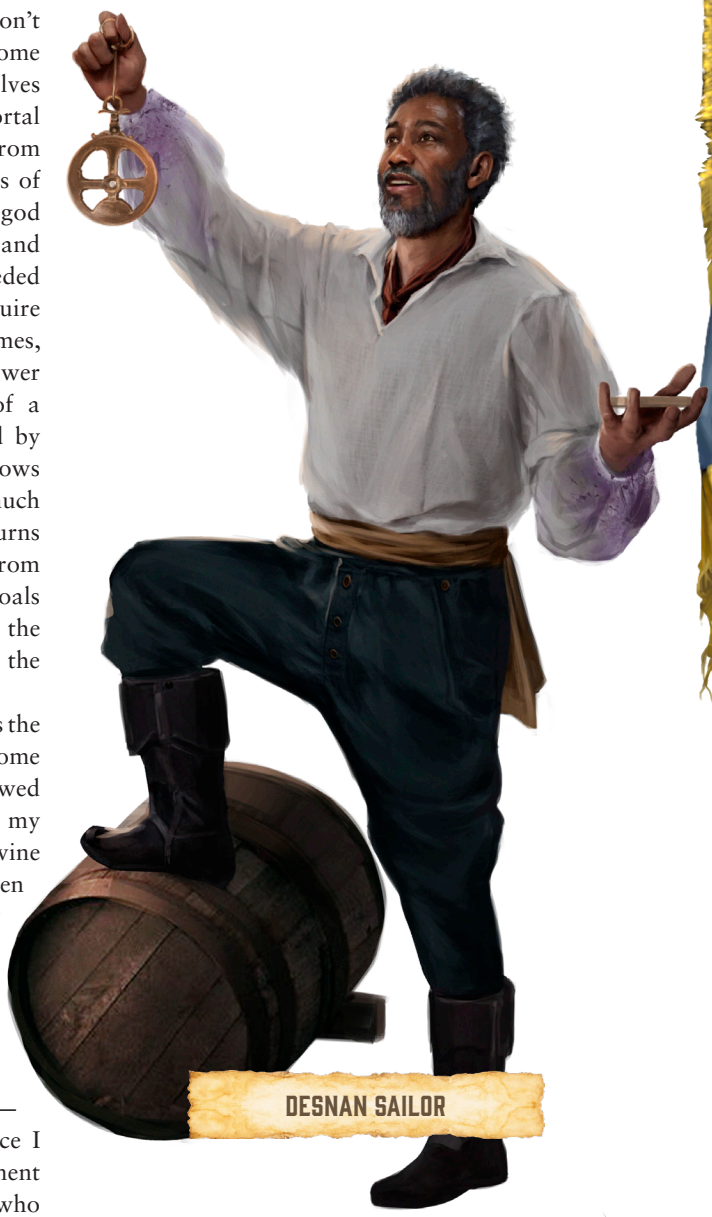
their power to enact their will on Golarion? The most obvious answer is that the mortal must meet some requirement, though the final amount of power granted lies on a spectrum.

Foremost, the mortal must be incredibly devout, unwavering in their faith. There is another argument to be had about what constitutes "devotion," but that route quickly devolves into pedantry—simply put, the presentation of one's devotion depends on the god. Such individuals usually rise within a church's formal organization (if it has one) to take on the mantle of priest or other formal servant, serving a single flock of worshippers; alternatively, they might become wandering clerics or champions, expressing their devotion through their deeds, and sometimes recruiting others into their faith. At this point, their god bestows upon them the capacity to work divine magic in the deity's name and, sometimes, other boons.

We must also speak on the indirect divine power that gods grant to mortals. Namely, the power that creates oracles, witches, and other mortals that don't fully know the source of their divine power. In some cases, it seems gods feel that revealing themselves would be detrimental to their ultimate goals. A mortal seeking power might be more likely to accept it from a mysterious entity than they would from the likes of Desna or Urgathoa. In these cases, it seems the god doesn't require the full devotion of the individual and a light hand steers the person in the direction needed to create a snowball effect that might not even require the mortal in the later stages of the plan. Other times, it appears that gods might choose to grant the power without the obligation and devotion required of a champion or cleric. These mortals are not bound by the tenets of faith in the way others are, which allows a god to leave the mortal to their own whims, much like a cow set out to pasture. The god simply returns to the metaphorical pasture to watch the mortal from time to time, redirecting them toward appropriate goals as needed. Such mortals are easier to tend to and the occasional straying has far fewer repercussions for the god and the rest of their followers.

If you'll permit me a brief digression, there remains the question of whether the chosen mortal contained some innate magical aptitude or if it was entirely bestowed upon them as a gift from their god. Early on in my research, I attempted to compile data regarding divine magical aptitude, as it seems that this idea has not been explored to its fullest potential. However, it quickly became clear that no sample size could coherently speak to this particular aspect of the modern mortal's experience. After a series of interviews that I had hoped would fuel its own paper, I am forced to conclude that everyone is born with differing bases for magical capacities and aptitudes—which, while certainly not the most original stance I could take on the matter, rings the truest. The sentiment was echoed by an elderly priest of Master Irori, who stated in our (quite lengthy) meeting that "[...] seizing magic, or power, for its own sake is meaningless. It is the ceding of power to our divine masters that matters most, letting them steer us, guide us, [...] even awaken the magic in us." (I have abbreviated his speech a great deal, as he was rather enthusiastic to tell me his story about finding humility and meaning in Master Irori, but the message remains quite clear.) It seems more likely to me that all beings contain some level of inherent magic, residual from the creation of the universe, and that whether we access it at all is the result of a series of choices we make throughout our lives. Perhaps it is that dormant magic which awakens from the spark of a god's touch, metaphorical or literal.

How the mortal uses this power, once again, is often dependent on the god who granted it. Some use their abilities to protect their congregation, remaining in one community (some bigger than others) to heal the sick or fend off threats. Others hear a different call and leave



DESNAN SAILOR

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their homes to seek out enemies of the faith or those in dire need, whether they worship the same god or not. Let us return to the example of the sailor allegedly rescued by Madam Desna. Upon reaching the shore, they pledged themself to her wholesale (including forsaking their piratical ways), taking up the Madam's mantle to heal wayward travelers and guide those lost in the darkness. Perhaps the betrayal the sailor faced was part of the Madam's overarching plans for their life—they certainly seemed to think so. (Then again, do recall my hypothesis regarding their "divine" rescue.) Would they have altered their life to suit the Madam without this near-death experience? They certainly seem happier in their new pursuits and seem to, on the whole, do more good for mortalkind this way.

It is important to note, however, that some mortals do not, in fact, seek out their gods. They may put no stake in the divine at all until they are chosen by a deity. These instances are most peculiar, in my humble opinion—why would a god with hundreds upon hundreds of faithful, willing followers choose to bestow their blessings and good graces on one who follows no one or, more interestingly, another god?

My Lady herself has bestowed divine powers unto at least one non-believer, or so I have read. Perhaps inherent magical aptitude was a factor. Perhaps my Lady needed something from this non-believer that only they could provide. The event is surprisingly difficult to research—I was told I lacked the "prerequisite experience" to view the official documents surrounding this individual, which I suspect was some sort of immature hazing practice at the particular library I was visiting—but that matters not. It is not difficult to imagine the discomfort altering one's life path unexpectedly could cause, especially when it may be accompanied by a complete shift in worldview. This, of course, brings to mind the concept of free will versus the will of the divine, which I will endeavor to explore in-depth elsewhere.



ABADARAN WIZARD

OTHER CHANNELS OF THE DIVINE

Some access similar divine power outside of a church's hierarchy, though this doesn't mean such individuals are any less devout than priests and clerics. They might be granted their abilities through some quirk in their ancestry, by giving themselves over to some unknown entities, or by tapping into the mysteries of the cosmos at a terrible price.

An individual whose lineage is infused with the aforementioned divine influence, such as by having an ancestor who was touched by a divine being—for the sake of argument, let us say an angel—manifests the same kinds of spells as a cleric. Though this infusion does not come directly from a god, a sorcerer's magic is still magic, is it not? However, they do not need to keep to the same strictures as a priest or risk losing the access to their magic; it is in their blood. The clergy I have spoken with seem unperturbed by the existence of such sorcerers, though some had misgivings about those whose bloodlines contain the touch of planar beings anathema to their own faith. That being said, a sorcerer whose great-grandfather made a deal with a devil doesn't necessarily share the same diabolic proclivities. Many priests understand that distinction and hold no issues with such sorcerers, provided they didn't actively work against the purposes of the priests' deities.

Similarly, a witch has a nuanced relationship with their patron that grants them more freedom than those who are beholden to their god's tenets. The witch serves an entity they do not know, whose nature they can barely comprehend, and yet they negotiate with one another. They cooperate. In my field research, I observed (rather stealthily, mind you) a witch who suddenly invited me into their home from a great distance using telepathy. They said their patron had alerted them to my presence. When pressed (and once tea had been served), this witch revealed that their patron communicated in whispers through the leaves on tree branches and between

the beats of a dragonfly's wings. I asked what it said and how it said it, what it sounded like, how often this occurred. The witch laughed into their tea as if enjoying a private joke at my expense. "Words are not everything, psychopomp." The humor was lost on me, and I remain intrigued. This kind of relationship seems so intimate in comparison to the operations of the gods—and yet therein lies the flaw. This intimacy opens up an abundance of opportunities for communication errors that simply do not exist within the relationship between god and mortal. That is not to say tensions do not exist in that dynamic, simply that they resolve... more neatly.

In a similar vein are animists. They don't confer with apparitions in the exact same manner as a witch does with a patron, but the dynamic is still similar. Unlike a witch, however, an animist is in contact with many apparitions throughout their life. This leads to the interesting dynamic of this relationship. Apparitions must be in accordance not only with the animist but with each other, as the animist serves as a sort of bridge or vessel between the physical and spiritual. Making the greatest use of the animist seems to be essential to some apparitions, so in a way, the relationship is symbiotic. Animists want to please apparitions to receive their power, apparitions want to make the animist a good "tool" for their own wants, and all apparitions working with a given animist want to help each other foster a healthy dynamic among all parties so the animist's "ecosystem" doesn't become unbalanced. It's quite a unique means of access to divine power and my general focus on deities has made me realize just how much more might be happening with beings I hadn't even considered!

Then there is the matter of oracles. An oracle is able to directly tap into a divine font, though at quite a high cost. Is such a trade off worth it? Most material I have studied on the nature of oracles (I have admittedly had difficulty finding a legitimate oracle to study in earnest) refers to their drawbacks as "curses," and many don't recall how or even when their powers first manifested. They describe their waking hours as being forced to split their attention between the mundane and the divine, which to my mind is hardly explanatory. Everything else I have read about oracles is maddeningly cryptic. It seems like something about accessing the mysteries of the universe makes one speak in philosophical riddles!

There are even instances, rare though they may be, of mortals gaining divine power in more mysterious ways. Sometimes exposure to planar energies, like those of Heaven or Hell, infuse a person with a touch of divine power. This can lead to the awakening of a sorcerer, as noted earlier, but it could also cause a person to become a nephilim. I've also found rare accounts of magical relics leading to divine origins. There is an account of an elf gate in the remote reaches of Golarion's Crown of the World that was once watched over by Ambithas, a powerful gate archon. His watch lasted decades, and his proximity to the gate caused it to gain some of his divine essence. When elves returned to Golarion, some of them moved through this now long-abandoned gate. Everyone who passed through the gate gained minor divine abilities, which eventually faded after a few generations.

One thing is clear however: even when divine magic does not come directly from a god, it is no less potent. But is this power finite? Considering that mortals have been utilizing divine magic for the centuries upon centuries of their existence with no sign of it lessening, then it seems safe to suppose that mortalkind can no more deplete these divine fonts than a single mortal could drink an entire ocean.

ON LESSER FONTS

Nevertheless, there are mortals who, despite not fitting into the categories above, obtain access to divine magic. It is my prevailing theory that these individuals are able to access the same sort of fonts of divine potency—likely sporadically and temporarily—as those reached by oracles. If they endure the same curse, does that not simply make them oracles themselves? Is it possible to receive a fraction of the same power without the drawback? An alternative hypothesis is that a god could choose to bestow power unto a mortal temporarily—but does this betray a sort of weakness, an inability to interfere in mortal affairs? What happens to a person granted divine power only to have it taken away? Why would a god not simply ask an existing devotee to do their work? Geography may perhaps be the most limiting factor, and these incidents may only occur during emergency circumstances. This, of course, raises a fascinating question: what constitutes an emergency to a god?

In my research, I have corresponded (though not revealing my true identity) with at least one individual who attained a modicum of power in an unusual fashion. This scholar of arcane studies told me about stumbling upon a source of magic that felt unfamiliar to them, likely divine in nature. Eager to know more, they doubled their efforts to harness it, but found the magic seemed to resist study. When last they wrote, they were finally able to tap into this font—it was, in fact, becoming easier with repeated attempts—and they began to search for like-minded individuals with whom they could study this power. I advised them to be cautious in their own research. If the font is indeed divine, is it meant to be tapped into by mortals? Will doing so garner the attention of a god or other cosmic being? Could it even be the remains of a god or the nascent form of a god-to-be? Such questions can only be answered through investigation, but these subjects can be dangerous to mortalkind.

It has been some time since I sent my last letter. I hope my scholar friend has not been overwhelmed by their discovery and that they have not met their demise in an overzealous pursuit of the truth. I shall have to write them again and will, of course, update my findings upon receiving a response.

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Rise of a God

In my search to understand divine beings such as yourself, my Lady, I thought it best to go to the beginning. Despite my best efforts, you refuse to tell me anything about the birth of reality, so I figured the next best thing would be the beginnings of divinity. Specifically, the birth of a god. (Is a god even a being that can be "born" in the traditional sense of the word?)

I thought that by looking into how a god can come to be, I would find some greater insight into just how gods function and possibly more about the god–mortal connection.

Divine Power

My breakthrough on the matter came in an unexpected way, as many do. I had just spent almost an entire week combing through scrolls and books that merely extolled the virtues of the gods rather than offering any explanation as to their physical (or indeed metaphysical) nature. Moving deeper and deeper into the library's reference sections, I began to feel as though my quest was a futile one. But then—and I must confess that by this point I was quite bleary-eyed and easily distracted—I noticed the ubiquity of dust particles coating the hallowed tomes and dancing through the air of this little-used space.

I wondered to myself about the elements that comprise divine power. Could there be a sort of "sacred dust" that gathers until it coalesces into a being of divinity? Are these elemental particles around us at all times, invisible even to magic? Is there a cosmic source of this dust and are certain entities more likely than others to absorb it? Like the trees that tower over much of a rainforest, are gods the canopy over mortal life, soaking up this divine force?

With this theory in mind, I could better focus my research and found some remarkably illuminating texts. While the actual *Book of Unlimited Magic* was not available (alas, imagine how glorious it would have been to mention it casually in my bibliography!), there were many scrolls and slim volumes hypothesizing on the existence and origins of power similar to what I am proposing. I was heartened to think I was on the right track!

Several of these treatises helped me refine my hypothesis. My favorite was Azmavi's *How We Rose and How We Shall Rise: An Account of All That Is Known about the Physical Manifestation of the Divine*. It is my fervent belief that Azmavi penned more of a manual of affirmations and exercises to help mortals move as far toward divinity as possible than a serious study of gods, but his introduction really got me thinking. He postulates that all that is and all that will ever be came from a single explosion at the heart of the cosmos long before even the time before time. Why this detonation occurred he doesn't say, although such an event could be the original source of what I have decided to call "god-dust."

No, that isn't right. It's a bit too reductive for such an important force. "Deific particles"? Oh my, no. I don't want to turn this into a complete scientific treatise. "God energy" is a bit better, but a little vague. So many things can be meant by "energy." "Derived divine dynamism"… dear me, that is far too complicated and alliterative. I must keep it simple yet descriptive. "Divine potency"! Yes, that will do nicely. Apologies, my Lady, for the minor detour here, but I believe terminology is quite important when discussing new and complicated concepts.

A brief note: I lack any extensive proof of the existence of divine potency, but there is enough minor evidence I've encountered in my research to allow for its exploration as a thesis. My continued research will suppose this divine potency theory and use it as a foundational concept going forward. Like any good researcher and scientist, I'm making sure to consider the implications and possibilities of such a thought, but as my other research came first, I'll need to take more time in the future to fully explore the possibilities that come with the theory.

I was soon able to find other authors who expanded upon this idea. Xiphar, in *An Incomplete Universe*, suggests that everything was created precisely because it needed to be created, otherwise all of existence would be no more than an unfinished puzzle. Such an argument, of course, ascribes a mortal need for wholeness to an unfeeling system of elemental building blocks, but it brought to mind the phenomenon of crystallization. Certain particles can be dissolved in a clear liquid such as water and are essentially invisible until a small change in conditions (perhaps the introduction of a single drop that slightly affects the liquid's chemistry) causes those particles to appear again, usually in solid crystal form. Perhaps in this initial explosion, divine potency was created first and everything else formed around it, explaining why gods can have such profound effects on the cosmos.

This raises further questions. Why are some conglomerations of divine potency stable, forming the deities we know and worship? Does this devotion create more divine potency? Does a god handing down a blessing to mortal followers diminish it? Is a god's divine potency lost should they, heavens forfend, die, or does it get spread among other divine entities? How much divine potency is there and is it self-sustaining? Could one create more of it?

Surely, some of these queries have answers if one looks hard enough. If divine potency were lessened through the granting of miracles or even divine spellcasting, then the oldest of gods would have dwindled away into nothing by now. Including, if you don't mind me saying, yourself, my Lady. But it is easy to see that is patently untrue. So, a god cannot be easily weakened in this way. They must either retain their divine potency or their very act of existing generates more than they lose. Could it be that a deity *must* aid their followers or else become overfilled with this energy? A strange premise, to be sure, but not one that should be immediately discounted. Though it is perhaps slightly derogatory to liken august entities such as yourself to buckets that can spill over unless regularly emptied.

Certainly, divine potency is not finite, at least not in the way that most things are finite. There could be enough divine potency to effectively empower enough gods for the entirety of existence or for such a long time to be effectively infinite to most beings. If it were finite, we would not see the creation of newer gods without the loss of the older ones. I will expound upon the apotheosis of mortal or divine servitor to true god in a moment, but I don't believe it makes sense to claim that somewhere in the cosmos a god ceased to exist because Irori attained the ultimate physical perfection. And much the same way that the dust that precipitated my theory can get everywhere, we can see evidence of this divine potency accumulating in the metaphorical crevices of the cosmos. Sometimes unusual divine events occur that cannot be ascribed to any one god's miracles. A mortal may tryst with an angel, but that divine blood manifests only generations later. These are but a few examples.

I wonder if there is some residual divine potency in everything a god calls into existence. If I accept that I exist because of divine will, it would follow that there is some remnant of divine potency in me, no matter how small. This lends credence to the notion that belief in the divine has power of its own; if enough mortals believe in the healing properties of a nearby spring, might they cause it be true? Or could it be the result of their god granting them a much-needed miracle? It's something I've thought about quite a bit since discovering some older materials that weren't part of my previous research projects, and I can't help but feel the idea could have some basis in truth, if only in the most minor capacity.

While I question how much intent can shape reality through collective belief, I do not know if some of the incredible feats mortals have achieved when they band together can be explained simply through the virtues of teamwork. Do mortals possess an inner divine potency as a consequence of their faith? Or if it exists at all, does it dwell in all living beings? Is it, in fact, a soul made up of some expression of divine potency? Is this something that gods are aware of and choose to not share with others? I am struggling to find it in my notes but there is a quote I quite liked that I think fits here: "Prayer is not a request asked of a god. It is a longing of the soul." I shall find the source for my final draft, but is it not fitting, my Lady?

APOTHEOSIS

After poring over such large philosophical questions, I find myself yearning for concrete examples that could help to prove my theories. Naturally, I turned to the volumes upon volumes dedicated to individual deities and their stories to search for evidence. Of course, the most well-thought-out works acknowledge the existence of other gods even as they focus their attentions on the deity they consider the most important. But, infuriatingly, there are works that seek to ignore or disprove rivals faiths, calling other gods "pretenders" or "merely crude spirits." I shall not waste precious



IOMEDAE ASCENDING

time fulminating against those who pretend at being academics while insisting on rank ignorance, except to mention how these texts had the opposite effect on me. Instead of minimizing certain deities, I feel that it is important to shine a spotlight on them, for their very presence is a statement about the nature of the divine.

Consider the *Starstone*. It began as a part of a huge meteor from space (the Aeon Star, as named by some fellow academics), which was fragmented through the power of the Azlanti goddess of the moon, Acavna, before it could destroy every living thing on Golarion. One of these shards pierced her physical form (sadly killing her), plunged into the Inner Sea, and was, centuries later, raised as part of a large island by the then-mortal Aroden. The Last Azlanti built a cathedral to house the potent stone shortly after using it to ascend to godhood. Clearly, the *Starstone* must be brimming with divine potency from all it has experienced, as it has the power to elevate a mortal to the status of a deity (which it has done at least four times in recorded history). But its magic doesn't stem from a single god, for if it did, those who gained divinity from passing its test would likely have more in common.

For example, consider the dichotomy between Norgorber, who seems to relish secrecy in many forms, and Master Cailean, who wishes only for people to be free to enjoy themselves. Both successfully completed the Test of the *Starstone*, but their faiths have little in common. I can speculate that as mortals, they were likely as different as night and day. Though there is little evidence that I can find of Norgorber's past, we know much about the man Cayden Cailean was before he ascended to godhood. He was an unparalleled reveler and mercenary with a penchant for striking against bullies and tyrants. Did these qualities aid him in his trials within the Starstone Cathedral? Was Norgorber presented with tests of deceit and greed? We may never know what exactly went on behind those closed doors, for neither god has seen fit to speak about the details of their ascensions. This leads me to believe that the divine potency within the *Starstone*—and by extension, divine potency everywhere—doesn't make moral judgments about who receives it.



GRUHASTHA ENLIGHTENED

Clearly, if only the "purest of purpose and character" could absorb enough divine potency to become a god, then Miss Iomedae would have been the only one to successfully complete the Test of the *Starstone*. As a mortal paladin, she led the Knights of Ozem to triumph over the Whispering Tyrant, an act alone some would say should have granted her divinity. She then completed several other great feats of martial prowess, leadership, and valor before even approaching Starstone Cathedral. (I can imagine she passed her trials with flying colors.) But the spark of divinity she gained after triumphing at the test didn't grant her full godhood. Instead, Aroden took her on as his herald. Iomedae served in this capacity for several centuries until Aroden's death, upon which time she became a full deity, taking on many of his former followers. (At least, that's as best I can tell. Determining when one transitions from demigod to a fully empowered god is difficult to pin down and, depending on the observer, more a matter of semantics than anything else.) Did Miss Iomedae take on more divine capacity at that point, or did she always have the requisite amount for godhood within her, waiting for some inciting incident to catapult her into the cosmic firmament? There are scrolls upon scrolls singing the praises of her "worthiness," but was that the only factor in her ascension? Are there certain characteristics a mortal can possess that mark them as a vessel for divine potency? Or is the potential within everyone, and it takes an experience like the Test of the *Starstone* to fully realize one's capabilities?

Certainly, the cases of Irori and his nephew Gruhastha lend some credence to this egalitarian view. Both were mortal men who attained divinity without the need for a test given by some outside force. Master Irori trained his mind, body, and spirit, eventually perfecting all three to ascend to godhood. His followers seek to emulate his ways through the repeated practice of physical, spiritual, and mental exercises outlined in the Enlightened One's sacred text, *Unbinding of Fetters*. Similarly, Gruhastha wrote a book—the *Azvadeva Pujila*—so perfect that he merged with the text to become a god. The question then becomes whether Irori's and Gruhastha's potential was unlocked through their efforts, as I noted above, or if there wasn't something else entirely that led to their divinity. Could the *Azvadeva Pujila* have served as a map toward divinity for Gruhastha? The tome describes his uncle's

journey toward divinity; the act of writing it could have led to a reciprocal process. In starting to write the book, Gruhastha could have discovered secrets that granted him greater insight and power, discoveries that he would need to be able to continue writing the book. Like two children playing on a seesaw, one starts the action of play, but they continue to push each other further and faster until culminating in divine power as part of their figurative divine play. (Could this treatise, once completed, offer me the same power? I blush at the thought of it, but in truth, I would not want to be a book!) Devotees of Gruhastha believe that one day, the entire world will reach enlightenment, and Golarion will become a part of Nirvana. Perhaps they will undergo a similar process, or their divine potential will find even new ways to reach this fabled enlightenment.

The familial connection between Irori and Gruhastha bears some small resemblance to entire pantheons who are kin. Torag's wife and children are all gods, and many ancient Osirion deities are siblings. Being of the same family is part of these gods' stories, and many of their followers understand them better as such. In a way, these gods could be said to have been created as kin, rather than ascending from mortals who were already related. So, it would seem, one's blood has little to do with one's potential for divine potency. But does a deity have the power to elevate any mortal relative or follower, or do other conditions need to be met?

I would be remiss if I didn't speak a little about Sarenrae and Nocticula here. Both were already relatively powerful beings before becoming gods, with Lady Sarenrae standing against evil as an angelic empyreal lord and Nocticula once a demon lord slaughtering other demon lords to consume their power. Sarenrae was elevated thanks to her ability to rally other divine beings in the fight against Rovagug, while Nocticula set aside her evil ways to become a divine protector of the dispossessed and downtrodden. In both cases, one could argue that these two provided their own method of apotheosis, not relying on other divinities. Through their acts, were they able to "concentrate" the divine potency they already had? Could, then, any minor deity or demigod do the same?

I have yet to touch on the creation of gods who have always been gods, but there are too many of those to count, and the majority of their myths state that they existed before (or came into being immediately after) creation. These ubiquitous stories sadly don't offer enough evidence that can enlighten us, but perhaps that is for the best. After all, if there were an easily followable set of steps to divinity, wouldn't everyone do it? Some believe that their deity's holy text is just such a thing, though their idea of divine potency is likely equivalent to following their god's tenets as best they can as mortals. (I asked Lorminos a similar question once, and he did not seem to approve of what he called my irreverence toward the subject matter. I informed him in no uncertain terms that my supposition was meant in all seriousness, but I don't think he believed me.)

FANNING DIVINE FLAMES

No matter how a god is created or born, I believe that they are fueled by this divine potency. The act of apotheosis appears to be—at least as best I can understand—a self-perpetuating process. A being achieving divinity is full of divine potency and, during their apotheosis, draws more divine potency to themself until enough collects to elevate the being to godhood. Apotheosis appears to be a singular event, however, as the process through which divinity is achieved (slaying a god, touching the *Starstone*, and so on) can only help a being draw upon the latent divine potency in the Universe once. That is, a being can only go through apotheosis once, but when it occurs, it draws great power, enough to push any being to godhood. (From what I can tell, a being must acquire a certain amount of divine potency to even initiate an apotheosis, but it's unclear if would-be gods are beings that manage to gather divine potency or are simply beings that already have great amounts within them. This question leads to even more questions about predestined divinity, but my aside has grown lengthy enough!)

Once divinity is achieved, the new god is generally then able to generate more divine potency to maintain their newfound divine form. Like a large mass in space, gods have a sort of divine gravity that allows them draw upon free-standing divine potency and keep themselves empowered. This is why gods don't need worshippers; gods are self-sustaining. (It appears that some gods do need help from worshippers or other influences to achieve their divinity. Be it a *Starstone*, a god's blood, a mass of worshippers, or something else, some gods need help with pushing their metaphorical snowball down the hill, but once it begins to roll, the god needs no further influence. In other words, worship and other influences seem to be able to spark an apotheosis, but generally only in cases where the would-be god has some innate capacity for godhood already.) Some unfortunate deities do not attain this equilibrium, which is why their "lifespan" is considered relatively short on the cosmic scale, but this doesn't mean that a lack of divine potency is the only reason that a god might be diminished.

However, all of this might just be mistaken. The divine potency theory could be incorrect or lacking enough information to fully account for every possibility. I've had to adjust the theory and consider multiple gods in the process of writing this portion of my research, so I won't be surprised if I find something that contradicts my theory entirely. That is the life of the researcher and I relish the opportunity to be proven wrong and learn more.

There is likely more to the topic of ascending to divinity than I can cover here, and I am sure further enlightenment on this and many other subjects awaits me as I delve deeper into my research.

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Nature of the Divine

When it comes right down to it, if I'm going to understand the gods as best I can, I must not only study them individually but also contemplate the nature of the divine itself. I only recently realized that the essence of a divine being is something quite different than the soul or the physicality of a mortal. The soul does seem related to the divine, as both are eternal and partake of something like the same substance. But if so, the soul is a mere candle to the blazing sun of the divine! (This metaphor is not to imply that the divine substance has anything to do with fire, my Lady. On the contrary, the immutable divine could not be more different from that destructive force.)

My studies have revealed that the divine is not of itself good or evil, being more profound than morality. It's like power or even life itself: the divine lies behind, and beyond, morality. Not all divine beings stay true to that nature, as you do, my Lady, and I surmise it's quite difficult to do so! Many divine beings give in to the call of righteousness or corruption to further their purposes. And as far as I have been able to determine, every divine being considers their existences to be heavy with meaning; many of them are quite obsessed with their goals and objectives! True, some of these desires are utterly inscrutable, yet they're nonetheless pursued with utter devotion. To be divine is, I have come to see, to be filled with purpose!

The Power of Belief

My studies have revealed that the nature of the divine itself inspires devotion from mortals when wielded by a deity. But at the same time, the gods don't require mortals to have faith in them to achieve their purposes. Whether they're newly ascended or entirely forgotten, a god doesn't lose heart, waste away, or otherwise suffer due to a lack of followers. If anything, a deity without followers is maybe just a bit more creative, as they must find some other means to fulfill their goals!

Gods with even the smallest congregations of worshippers find ways to direct or motivate their mortal followers to work on their behalf. This arrangement means they often achieve more with less effort or affect the world on a greater scale. But that doesn't mean it's easy, because maintaining their following means earning the loyalty of their faithful, and mortals can be, well, fickle. (We psychopomps are much more predictable in our behavior patterns, as you well know, my Lady.)

Typically, mortal worshippers approach their deities through prayers, and the gods, in return, fulfill such requests, providing blessings as they choose. Such boons often take the form of magic, which the worshipper then uses for their own benefit. But then, often enough, the spellcaster's desires are in line with those of the divine being. A fortuitous self-reinforcing cycle is thus born!

Often, a god's power reaches in to affect the mortal realm, but in relation, my theory of divine potency addresses the fact that this isn't the only direction in which power flows. Mortals can, in a way, influence the actions of a god. I've found numerous instances of miracles or marvels that occurred because a god's worshippers have supplicated for them. Moreover, I've learned that some gods have changed their outlook or focus because so many of their followers requested it. And if enough worshippers desire for their deity to bring followers of a deceased god under their wing, that deity has been known to start granting divine power and gifts to those forsaken followers. (Granted, deities don't often die and leave their followers in such a bind, but the well-known case of Aroden, whose followers mostly found a home with Iomedae, proves my point.) Sometimes, these changes seem to be unintentional on the god's part!

Take, for example, the god Kazutal. Prior to Earthfall, she was a god of war, exulting in feats of martial prowess and urging her followers to expend themselves in such pursuits, regardless of the costs. She pushed for war practically whenever she could and her followers followed these demands, expanding their reach and sometimes starting conflict with no reason other than the sake of fighting. Yet Earthfall created such suffering among her worshippers—and, indeed, among all mortals on Golarion—that, as the stories say, the pain of her people and their earnest supplications, even from the most bloodthirsty of her adherents, caused her to change from a god of war to a god of community. To this day, the heart of Mother Jaguar pours itself out on her communities of followers, who protect one another with the same fervor as they once did battle. Isn't that tremendous?

A God's Power

After so much study, I would like to be able to say definitively what a god's power can always do, but I've found such variety across the multitude of deities! Some basic traits must be discernible, I'm certain. For one thing, every god is capable of granting power to mortals in some way. This is the font of most divine spellcasting, which, as far as I've determined, mortals are generally quite fond of (there are some notable exceptions, like that nation in northern Garund, but that's not part of this study). So, one basic trait of divine power is this: any god might, if they so choose, grant spellcasting to their followers, per their areas of concern. A second basic trait seems to be this: every god seems capable of inspiring clergy who advance their agenda. But immediately, I must add that not all gods desire to have mortals serve them in this way! Perhaps it's less about the will of the god and more about the limitations of the mortals, but

I do suspect that it's more the former, as I have found in my studies that gods are nothing if not opinionated.

To get at the heart of godly power, I think some meaningful distinctions must be made between the classes of gods. Through my studies, I have identified three general categories: true gods, demigods, and quasi-deities. True gods are not always the oldest, though all those—like you, my Lady—that are so ancient as to have existed before the Age of Creation appear to fall into this category. Among these are Abadar, Nethys, Sarenrae, Calistria, Gozreh, Asmodeus, Torag, Gorum, and that horror, Rovagug. But the Ascended—Iomedae, Cayden Cailean, and Norgorber—are quite young and yet must also be counted among true gods because they are so powerful. Indeed, at the heart of what makes a true god appears to be quite a simple truth: no mortal methods exist to kill them. While these gods can die—for such a fate befell another true god, Aroden, though exactly how yet remains a mystery—it must be by the hand of another true god, through powerful rituals enacted by demigods or quasi-deities, or through artifacts of such potency that mortals could scarcely hold them. I suppose it might be possible for mortals to assist in such deaths, but I think it unlikely. Though I tremble to write it, I must point to the powerful confluence of so many true gods required to simply imprison the aforementioned Rovagug. If the combined efforts of true gods cannot kill one of their own, how could any number of mortals ever accomplish the same? Or perhaps they did not wish to complete such a dread dead?

This invulnerability to death by mortal hands does not seem to extend to the demigods. For while a demigod is quite powerful, a chance does exist that a mortal might strike one down. The vast majority of mortals would never be capable of doing so—they'd be much more likely to die quickly and miserably at the hands of that demigod and thus send their soul here to the Boneyard in less time than they devoted to putting on their armor for the attempt. Nevertheless, I must acknowledge that some very powerful mortals would have the capacity to do so, with much preparation and a good deal of luck, of course. Most mortals would far rather venerate a demigod than attempt to slay one, for a single demigod has more than enough divine potency to answer the needs of their worshippers! What I mean to say, my Lady, is that they do grant power to their champions and clerics just as true gods do—if, like true gods, they are so inclined, that is. Some demigods, such as the Eldest and the empyreal lords, seem to be somewhat more mercurial in their attention to mortals. Others, like the infernal dukes and demon lords, may be less trustworthy or require much too high a price for granting power. Still others, such as the elemental lords or the monitor demigods, simply don't wish to engage with mortal supplicants, or at least not very often! Still, for most mortals, veneration and empowerment works with a demigod the same way that it does with a true god. (Indeed, any mortal worshipper of a demigod might take issue with my saying their god isn't a true god. But I'm not intending a judgment of any sort other than of their amount of potency. Surely this should not offend, yet mortals can be so sensitive to slights on their favorite deities. I promise I mean no such disrespect, my Lady!)

Even less powerful than the demigods are the quasi-deities. Typically, these are mortals who have grown so powerful in their use of divine power that they develop the ability to grant that power themselves—a champion or a cleric of such mythic ability that their tales are told far and wide! Naturally, other mortals would be inclined

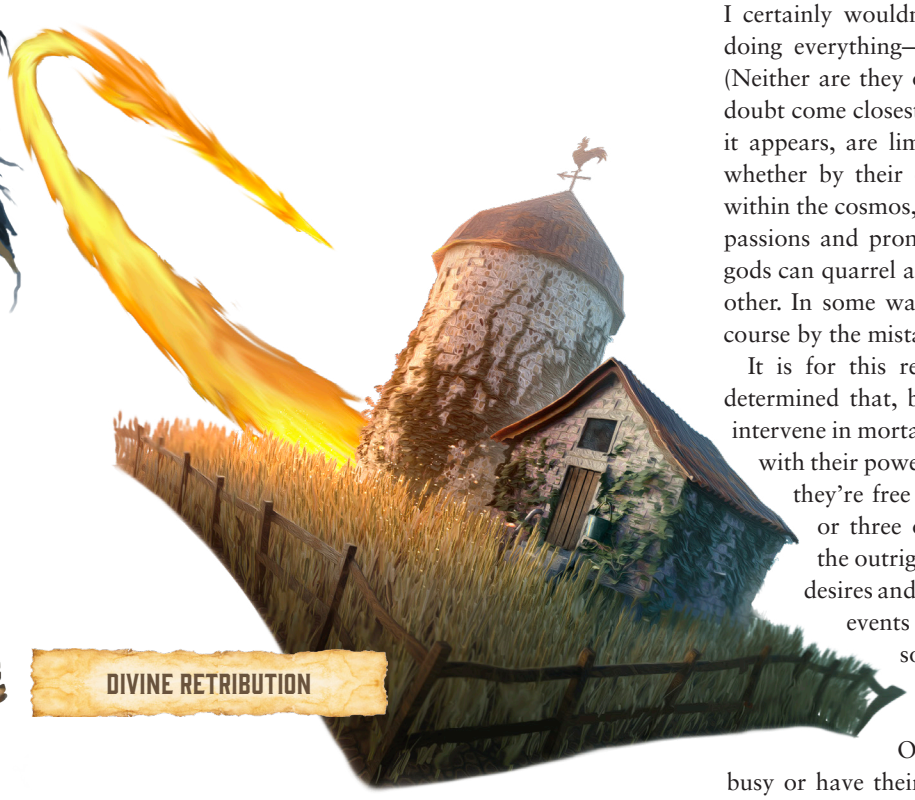


WARMONGER KAZUTAL

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to venerate a hero like that and to ask for divine favor from them. (I don't mean to imply that these must be humanoid mortals. In theory, I suppose even a simple rat could be a quasi-deity if they developed the means to grant divine power, however such a strange scenario could come to be.) Less often do mortals mistake quasi-deities for true gods, for the power of a quasi-deity tends to be much more limited. This means that the power that they can grant to mortals might be limited to a few spells or special abilities. And, as with demigods, they are vulnerable—theoretically, anyway—to death by a mortal hand. But I am speaking of something quite unlikely indeed!

These divine categories are not immutable, for a quasi-deity does occasionally become a demigod, and a few demigods have even become true gods. No single process seems to account for this, however: the examples that I have uncovered vary considerably. As a demon lord, Nocticula was feared for her ability to slay other demon lords and consume their power. Yet she has now turned away from these former pursuits and, as the Redeemer Queen, offers protection for exiles of all kinds and redemption rather than death. How am I to account for such a change? Even more remarkably, how it is that such a change resulted in her obtaining greater divine power? Or take the case of Arazni. It was only when she fought against the Whispering Tyrant and reclaimed her soul cage for herself that she moved from demigod to true god. In her transformation into the Unyielding, she did not turn to humanity, as did Nocticula, but away from it, scorning its evil and finding divine power within her unbending will to survive. How is it, then, that this took her from demigod to true god?



DIVINE RETRIBUTION

Perhaps I have given the impression that a god's power is primarily used to enrich the lives of mortal worshippers. Far from it—divine power so exceeds what might be granted to mortals, even the mightiest mortals, that such uses might rightly be an afterthought for many gods. For their power is as fundamental as the fabric of reality, capable of bringing into existence new beings and worlds, and just as capable of destroying such creations. Many gods spend much of their time beyond mortal eyes and ears as they wield their power across various planes and in far-flung areas of the cosmos. Only occasionally do such stories find their way to me! On Golarion, the tales of divine power that do abound tell of a god smiting enemies of their faith, creating great storms, saving entire villages, or laying waste to a particular site. Again, all gods could certainly intervene in mortal matters in these ways, but just because they have the ability does not mean they are so inclined.

Indeed, some gods might be better poised to accomplish specific deeds, though I would say that this ability comes not from the strength of their divine power but rather from the areas of concern previously mentioned. For though Lady Sarenrae the Dawnflower, for example, can perform any miracle imaginable, she, whose being is utterly suffused with the powers of sun and fire, might require more effort to perform miracles related to ice or darkness than would the demigod Pulura, the Shimmering Maiden. Conversely, Lord Zon-Kuthon is less likely to rain down fire as the god-king Walkena, even though Walkena's age and power are much inferior to the Midnight Lord's. Because they are more limited, it might be that demigods and quasi-deities simply can't work much outside of their areas of focus. I certainly wouldn't expect any god to be capable of doing everything—they are by no means omnipotent. (Neither are they omniscient, though, my Lady, you no doubt come closest to that breadth of sight.) Most gods, it appears, are limited in their power and knowledge, whether by their own willfulness or by their position within the cosmos, and this is not a bad thing. Driven by passions and prone to react strongly when challenged, gods can quarrel and even, on occasion, do harm to one other. In some ways, the cosmos is propelled along its course by the mistakes that gods make.

It is for this reason, I believe, that the gods have determined that, by and large, they ought not directly intervene in mortal affairs. As soon as one god oversteps with their power on Golarion, the other gods feel that they're free to do the same. A feud between two or three of the true gods could easily lead to the outright destruction of an entire planet! The desires and designs of certain gods do require that events unfold in a certain way or that certain souls are brought to their fold, and for this, they should rely on their mortal agents. And in general, they do so. Of course, other gods are simply too busy or have their attention stretched too thin to care

much about what transpires on any single world. Gods don't simply watch over Golarion, and some gods—especially the true gods—need to attend to countless faithful throughout the Universe. Alternatively, some gods just prefer to sit back rather than pursue an active agenda, though I would be cautious to ever dismiss a god as indifferent or uninterested, for they might disregard something for millennia and then suddenly take decisive action. In other words, it is impossible to truly know the mind of a god and is, I must admit, probably best not to speculate.

As I have already established, while all gods have divine potency, not all of them have it to the same degree. To a mortal, any god may seem an all-powerful being, but as I hope I have made clear, such is not the case. Some gods simply are more powerful even though, to mortal eyes, seeing exactly how is difficult. For when the gods do come into conflict, which is a quite natural outcome of their opposed passions and agendas, the ripple effects spread far and wide, affecting far more than what is at first apparent. (Which is why, my Lady, I should never like to see you challenge Desna or Asmodeus directly.) Again, that miserable ordeal with Rovagug, that menace who seeks only to destroy and yet cannot be destroyed, demonstrated how important it is for the gods to align their power rather than use it against each other. For, with all their limitations and shortcomings, the gods are at the heart of what holds all life throughout the cosmos together.

ANSWERING THE CALL

Having attempted my best to understand the inner workings of a god (or at least what one might consider their inner workings), there is still one aspect I wanted to understand: how they grant power. I and most anyone else understands that gods grant power, but I wanted to know just how doing so functioned.

While the exact details differ from god to god, it appears that gods maintain their focus on locations, events, and people who are of interest to them. As gods are not omniscient, they must focus their attention in this way. Unlike most non-god creatures however, a god is able to split and maintain their attention across multiple subjects, sometimes a near infinite amount! A mortal would have a hard time listening to four different speakers at once, let alone maintain four conversations. This is a simple matter for gods. They are listening to billions or more prayers at once, and able to respond to them as they see fit. In addition to hearing these prayers, the god also watches the actions of their followers, the movements of their enemies, the existence of entire planets, anything related to their areas of concern, and more! This is in addition to the work that a god does when speaking with other gods, plus anything else they might be doing like playing, creating art, or fighting.

Once a god decides to share their power, they simply will it. From what I can tell, a god's divine potency is such that they can just make things happen without any detriment to their inherent godly structure. That is, if a god were a tree, they could lose a single leaf for whatever purpose, but would remain a tree afterward and recover that leaf in short order. In some cases, it seems the god wills a priest to share some of their divine potency, allowing for the priest to cast spells. In other cases, the god simply wishes for a bolt of lightning to strike a foe or a spear of flame to destroy a building. Unlike a mortal or even someone like me, a god rarely has to put effort into having something occur. They don't have to walk to travel to the nearest forest or bend down to pick a flower. They can simply desire to be in the forest or have the flower appear in their hand.

All that said, it does seem to be that gods must concentrate and focus their divine potency for their desires to occur. Something like creating a flower or sharing power with a single follower is even simpler than breathing for most mortals, and occurs with nary a thought. Something like focusing their energies to reshape an entire planet or to fight against another god requires a lot more effort. With more effort, a god must redirect their focus from elsewhere. During battles between gods, there might be fewer miracles or only the most important and notable members of a faith will receive spells. It appears that gods wish to avoid overtaxing themselves too often, which helps them maintain a baseline amount of "retainer" energies and power that is always in use somewhere. Most of this is dedicated to their followers and the general use common in their areas of concern. If a gods' power were funds, their "budget" always accounts for this "maintenance" and saves the remaining amount for use elsewhere as needed.

Just how a god chooses to direct their power varies from god to god. One god explained that they listen to every single request (an amount of information I can't fathom!) and makes decisions based on that. The fact that this god is relatively unknown and had far fewer followers than most is the only way this seemed reasonable. When I spoke with Miss Shelyn, she equated her followers' prayers to music. She could hear when things were "out of tune" or particularly loud, and direct her attention accordingly. As she has many more followers than the previous god, she knew should not listen to every prayer directly. In addition to listening for anything not in harmony, Miss Shelyn explained that she would also use her servitors and particularly powerful followers as assistants. Azatas, coatls, and other celestials working on behalf of Miss Shelyn could also hear the music and took the task of finding the places to best make use of her power. The prayers of Miss Shelyn's most important champions, clerics, and priests also have higher priority. In a way, her servitors and followers act as consultants of a sort. It's particularly fascinating to learn about, even if I can never fully understand it.

A God's Demise

Clearly, my Lady, I am aware of your dominion over death, and that you are a vast well of knowledge when it comes to anything that has or will die. Despite that, it felt prudent to include this section in this report, both for my own edification and for any seekers of knowledge that may access or expand on this filing in the future. (And frankly, because there has been precious little prior research for me draw on.) As important as it is to understand the context and circumstances surrounding the ascension or transition of a mortal into a god, or pure energy into a god, or any number of ways gods come about, it may be equally if not more valuable in the end to understand how they end.

In this report I will detail what I've learned about how gods are killed, not to instruct others how to do so, but rather as case studies displaying that these divine demises are not universal occurrences. Their deaths are just as varied as how they attained godhood in the first place. Beyond that, I'll delve into the aftermath of such events. What becomes of the divine body? What happens to the followers of deceased gods? Ultimately this chapter will serve to foster a greater understanding of the grand cycle that touches everyone from mortal to the divine and everything in between, as well as the scars left in the wake of such realm-shaking events.

To Kill a Deity

One could argue that the single most impactful thing a god could do is to die. Most won't within a timespan that matters to mortals, but some of us are (un)lucky enough to experience these instances of turbulence and renewal firsthand. For most mortals, these events are terrible, uncertain experiences that make one long for vast stretches of mundane boredom that allow for life uninterrupted. As someone whose research was personally affected by Aroden's death I empathize completely. I'd be lying if I said that I didn't harbor thoughts of how the world would change if you, my Lady, passed on. What scar would be left in your absence?

A god's demise is no common occurrence, akin more to solar flares or singularities, cosmic events that have far-reaching implications beyond the bounds of Golarion. Much of this chapter is meant to bolster my theory of divine potency. Gods are self-sustaining beings, forces in perpetual motion. They are spinning wheels with no friction pushing against them. So how does such a process end? While there are a variety of methods, they all fall into two basic categories: a catastrophic amount of power applied all at once, or an unyielding application of sustained force applied over millennia. An act as simple as drawing a god's blood may take the resources of several nations. Destroying a divine avatar could require a lifetime of magical study. Those parties of legendary adventurers that appear but once a generation will occasionally bring a god to heel. Occasionally. But to truly kill one? That takes a miracle, for lack of a less-charged word.

If there's an "unremarkable" way a god can die, it's at the hands of another. Tsukiyo was slain by his brother Fumeyoshi, though the moon deity was eventually resurrected. Curchanus was killed and devoured by Lamashtu and her demonic host, catapulting her to true divinity. In her early days as a demon lord, Nocticula carved a bloody path through many of her ilk, absorbing their power and growing her realm within the Outer Rifts. Most recently, Achaekek slew Our Lord in Iron, Gorum, when the Mantis God concluded that the god of battle was no longer worthy to be among the divine ranks. (This is a matter that has caused a fair amount of disruption for my research, I will say.) It's no surprise that godlike beings have the power to fell one another, often growing in strength as a result.

That doesn't mean a god may only be slain by a god. Nocticula's time in the Outer Rifts ended shortly after she aided a group of mortal heroes in their crusade against Deskari, Lord of the Locust Host. This is noteworthy to this report because a straight line can be drawn between Nocticula's first kill, a demon lord named Nahyndri, and Deskari's demise. After the half-demon witch Areelu Vorlesh discovered crystals formed of the ichor of slain demon lords (named Nahydrian crystals in honor of that slain fiend), she discovered a way to harness the power within them to strengthen Deskari's forces. Increased demonic attacks from the Worldwound led to a band of mortal heroes of the Fifth Mendevian Crusade gaining their own mythical power, eventually confronting and destroying Deskari.

Mortals relish a tale of a good death, even more so one in service and sacrifice to others. None of these mortal stories rivals the divinely entwined Acavna, the divine aegis of the Azlanti people, and Amaznen, her lover and the Azlanti god of magic. Despite Amaznen's protests, Acavna sought to thwart Earthfall, the alghollthu plan to call down a world-ending meteor and take revenge on the "impudent and ungrateful" Azlanti people. Acavna used every dram of her power to move Golarion's moon into the meteor's path. Instead of destroying Golarion, the celestial projectile shattered, raining fire down upon the terrified world below. Acavna's body was obliterated by the conflagrating shards, but Golarion's complete destruction was averted. Despite her sacrifice, the danger was not wholly contained, as those shards and their deadly alghollthu glyph magic continued to corrupt the land. Amaznen, grieving the loss of his love, drew in this magic from the meteors and vanished from existence. Their sacrifices saved innumerable lives, giving Golarion a fighting chance at survival in a time of upheaval, chaos, and strife.

Rarely, a god can pass away from what can be described as "natural causes." Though it seems like deities must be completely immune to such things as diseases and old age, a divine being can succumb to them in certain circumstances. As you know, my Lady, empyreal lords represent the most powerful of the celestial host, embodying all that is good and righteous. Even though worship of these divinities isn't as widespread as the churches of Golarion's primary gods, small mystery cults can sometimes be found in remote locations. In my studies, I learned of one such group who worshipped an agathion empyreal lord named Hygangur. This ovine deity's domains included introspection and solitude. When the mystery cult was permanently cut off from other communities after a nearby mountain collapsed (no one is sure why this occurred), the worshippers of Hygangur refrained from reaching out for aid. Though their faith remained strong, their empyreal lord strangely began to age rapidly. Within a year, Hygangur was too infirm to leave their realm in Nirvana, and though the other agathions attempted to heal their kin, Hygangur simply slipped away one evening. Inexplicably, the entire mystery cult simultaneously perished in their sleep. The prevailing theory is that the empyreal lord became too connected to these congregants, their fates intertwined. When they chose to keep themselves isolated, little did they know their spirits would dwindle in such a way as to be the demise of themselves and their god. The story runs counter to the idea that gods don't rely on worshippers for their existence, but it seems that Hyagangur's connection to their followers and made for a unique exception. It's quite sad.

Of all these demises, most curious and unsurprisingly obscure is the case of Llod, a lost deity of avarice and back-handed deals. All known lore casts Abadar as the lone builder of the First Vault, but my research leads me to believe otherwise. He had assistance, as reticent as he would be to admit, from his brother, Llod, the other half of the divine mint of commerce, whose portfolio was centered on greed, hoarding, and unfair deals. When Abadar left to battle and contain Rovagug along with the majority of the divine host, he entrusted Llod as caretaker of the First Vault. Upon returning he found the vault emptied of the earliest wonders of mortal creation in what became known as the Heist Primeval. Those treasures, some of which are hidden on Golarion, are still lost to time. Supremely embarrassed, Abadar's vengeance was entirely unique. He took no direct action against his brother but instead implanted the idea into mortal minds that Llod was simply not real, and never had been. It's true that gods without worshippers can still exist, but this was different. It was more of a slow unraveling, like someone tugging at a seemingly endless thread. You just keep pulling, never realizing that once you give it that last tug, it's gone forever. Abadar's subtle influence changed the mortal consensus of reality, quite literally unmaking Llod over the course of centuries. I'm not certain precisely how or when this finally happened, but the scant records that exist end before the Age of Serpents. It was only through the discovery of exceptionally rare, redacted, and, in some cases, intentionally hidden sources that I was able to piece together Llod's fate, let alone his existence. What Abadar could not have predicted was what happened in the wake of Llod's disappearance. This might be the only thing all these deaths have in common: what they leave behind is anything but.

THE DIVINE WAKE

A god's death leaves much to account for, both physically and spiritually. I do not mean this to be a judgment of the means of their demise, but more literally there are very real physical and spiritual ramifications and manifestations left in the wake of these deaths. Such implications leave permanent marks on all who encounter them, but much of their divine potency goes unaccounted for in the time postmortem. Here we analyze the results and aftermath of the deceased divine, explore the lives of those worshippers



DESKARI

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left to grieve the loss of their god, and what happens to the divine magic they previously enjoyed.

Llod's disappearance is the most confusing of all and a heartbreaking lesson for Abadar. After the centuries of reality's consensus whittling away at his existence Llod finally just... dissolved. But it was not just Llod. It was everything his divine potency had affected and touched, including the lock on the First Vault, essential keystones hidden within Abadar's temples, and some currency that had circulated among mortal empires. It all disappeared in a blink. The First Vault was left unsecured, temples to Abadar literally fell to pieces, and entire nations' treasuries vanished overnight. Chaos resulted, throwing the flow of commerce out of balance. Abadar spent decades cleaning up this mess. I've long wondered why Abadar would continue to grant divine power to those wicked priests who twist his words to manipulate loopholes and technicalities in the law for personal wealth gain, but now it makes sense. They are Llod's legacy. Despite his unmaking, Llod's divine potency would need somewhere to go. Abadar may have erased Llod from mortal history and memory, but he still holds his brother in his heart—and thus Llod's influence can never truly be purged from the domains of trade and commerce. Though if his haul from the Heist Primordial was discovered, could it trigger some terrible reemergence of this god of avarice? Perhaps some mysteries are best left unsolved. Llod's death was somewhat of an outlier; rarely does a god leave a true absence in their wake. In most cases their physical form and the spiritual energy that fuels their divine potency diverge, often creating distinct phenomena. What becomes of the divine body? And what of their divine energy?

The corporeal remains of gods still hold motes of divine potency, often becoming coveted resources or a part of the larger environment. It's worth noting that the aforementioned Nahydrian crystals were not the only result of Nocticula's bloody campaign. Each demon lord slain by her hand resulted in the birth of a new Midnight Isle in her ever-metastasizing realm, as the released demonic energy mingled with the chaos of the Outer Rifts. Upon Gorum's death, his blood and shards of his armor plummeted down onto Golarion in an event that has been come to known as Godsrain. These rains and fragments imbued anyone (or anything) who touched them with tremendous power, resulting in mythical heroes, strange phenomena, and more that I'm still doing my best to record and catalog.

The remains of a deity need not be reshaped to still hold purpose. When Acavna was struck by the meteor shards, her body plummeted, her terminal velocity perforating the crust of the planet until finally she settled deep within the mantle. Rumors say that Acavna's remains still lie therein, protected and coveted by the denizens of that area. Though Amaznen's physical form vanished, it is rumored that his personal religious symbol—a set of gears that resemble an eye—rests deep within the submerged ruins of old Azlant, acting as a hermetic seal on the horrific glyph magic left in the wake of Earthfall. Pray that no one ever uncovers it, or we nosoi will once again have to put aside our research to ferry the multitudinous dead to their final rest. In any case, whatever imbued remains a god leaves behind can be the cause of great joy or strife, depending on who discovers it and what they use it for.

While the physical form of a dead god is more or less guaranteed to hold some sort of latent power, what becomes of the remains of a divine being's spark is less clear. Acavna's soul rose from her body and hardened into the twisting obelisk known as the Mordant Spire. It's speculated that Curchanus's divine potency was devoured whole along with his physical form, catapulting Lamashtu from demon lord to true godhood. I suppose that consuming similar energy could become another path to divinity for a mortal, not unlike the *Starstone*, though eating a god would be its own divine trial. While these are some of the more concrete examples present in Golarion's history, there are surely stories untold and research yet to be uncovered. But ultimately, where does this leave my theory of divine potency?

With each death, I would guess that some portion of this divine potency is lost to entropy. But suppose there is no extant source of new divine potency? This would mean that countless ages from now, as other deities pass on, there would be fewer and fewer true gods. The cosmos would eventually be bereft of divine influence altogether (I plan to further explore this theory in my next research paper entitled "Contracting Universes and Finite Divinity: An Exploration of the Shrinking Influence of the Divine and Proposed Solutions to Divine Dissolution"). That said, such a possibility seems unlikely (or at least, so far in the future as to be unthinkable) as multiple pantheons of gods have risen and fallen over the centuries. This does not mean that those deities have died, but merely faded from relevance as the priorities of their mortal worshippers have changed. This suggests that the possibilities of what occurs to a dead god's divine potency are endless. In addition to the examples given, there must be many more such events that history is entirely unaware of.

While the death of a god affects everyone the world over, none are more grieved than the unfortunate followers of that deity. There is no more notorious and public example of such an aftermath as the demise of the Last Azlanti, Aroden. His followers immediately lost access to all the powers he granted. His clerics and champions found their divine abilities completely inert. It was a tumultuous time for many, and the very power of prophecy failed, as you well know, my Lady. Whether that was a result or the cause of Aroden's death is a matter of speculation. (I recognize that I'm in a unique position in that my research is overlapping with another god's death and the subsequent fallout—an opportunity I don't plan to waste, but I'm also not eager to pursue.) Similarly, many cultists of demon lords suffered instantaneous and terrifying curses as Nocticula killed their patrons. Devotees of Colyphyr were poisoned whenever they drank water. Vain followers of Illarenn could not pull themselves from any mirror they passed.

Worshippers of Azinym, Kexervix, and Mirogo were constantly harassed by their demon lord's favored animals. But a quick severing isn't always the case. It took at least a century for Curchanus's power to fade, perhaps because he was slowly digested or maybe because he was able to gift his dominion over travel to Desna as his final act.

Whatever the case, the loss of one's divine figurehead has profound and often deleterious effects on worshippers, whether immediately or long-term. Usually, it's dependent on the god's portfolio and temperament. Champions and clerics often lose access to their suite of abilities, while magic items blessed by those gods may lose potency or go inert all together. Losing access to powers afforded by a god is traumatic, but not more than losing that divine conduit of communication where once was a flowing river of dialogue between worshipper and god. Any divine champion will have to reckon with who they are, what they believe, and how they move forward in the wake of this loss.

DIVINE AFTERMATH

When asking mortals about their experiences in the wake of Aroden's and Gorum's deaths, I encountered a mindset common among many people. They believed that the death of a god came with the end of their concerns. That is, they believed that if a god of the sun like Sarenrae were to die, it would also spell the end for the sun. These gods are so tied to their relevant concepts that many mortals believe them to be one and the same. Obviously this is not the case, and it took a fair amount of convincing to explain otherwise in some instances. Were it true, we would have no more humans on Golarion and the entire multiverse would be at peace with Gorum gone.

While one could argue that there are several sun gods—at least eight worshipped on Golarion by my quick count—and that would explain why Sarenrae's death wouldn't also end the sun, there's more at play than that. An area of concern isn't an intrinsic part of a god. Like any mortal, gods have interests and things they care about. Sarenrae is a god of the sun not because she *is* the sun or *must* be connected to the sun, but because as an individual, she likes the sun and everything involved with it. Some day Sarenrae could change her concerns, caring less about the sun and more about something like cooking, but it would change nothing about the sun.

I bring this up because when Aroden died, humans didn't disappear and all innovation didn't grind to a halt. When Gorum died, wars didn't end and weapons didn't crumble to dust. Yes, there were catastrophic fallouts afterward, but I believe unleashing a god's-worth of divine potency all at once can cause a lot of change. I believe the death of any god has the potential to lead to the opening of a Worldwound or for a Godsrain. (I just remembered that Godsrain was a name I've heard somewhere before. I will have to search my archived files for why that name sounds familiar.)

Regardless of what occurs, the god's worshippers are left unfulfilled. A large number of them have similar concerns as their now-dead god and wish to continue their spiritual fulfillment. I'm seeing it now with ex-Gorumites turning to General Susumu, Genzaeri, Szuriel, Zjar-Tovan, and even Arazni. Other gods will take these lost followers under their wing and help them reshape their fate. Mortals and gods are similar in that they can both die, but they can also adapt to the severe changes that occur after a death. It's quite admirable to see each continue forward, even in the worst of times.



ARODEN

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Chapter 2: Inner Sea Gods



Godly Influence

I have attached my previous reports on significant Inner Sea deities in the following section. Though my Lady no doubt is familiar with the contents of these files, both due to reading my original missive and due to your own familiarity with your peers, their inclusion is for the sake of completeness and easy reference. We must be kind to the researchers who follow in our footsteps!

While I would never be so audacious as to suggest any god is more important than one another (though I freely admit to a bias toward my esteemed Lady), I have selected the following twenty gods as divinities with a notable influence upon my current area of study. Though the question of why any god would be more prominent in any region above another is a peculiar one (see my thoughts on the matter later in this work), I first seek to establish the facts so that they can be easily examined.

Inner Sea Gods

Despite the meticulous effort that went into choosing which deities to include in this section, I must admit that to an extent, the list is arbitrary. Many papers can (and have) argued strenuously over the impact of various gods on the history of Golarion and the Inner Sea region in particular. A reasonable scholarly case could be made for replacing several of the most outlying divinities with other powers, such as the rising star of Milani the Everbloom or the inventive voice of Brigh. The rapid changes of the mortal also render categorization difficult and even obsolete; reports from a mere twenty or so years ago would still label Madam Nocticula to be a demon lord of some prominence, rather than a true deity who has cut out a niche for herself within the locales of the Inner Sea. Yet there is a method to my thinking, if you will indulge me!

The first group of gods that I included are the Ascended: those deities who were once mortal and attained godhood through the magic of the *Starstone*. Two of these mortals, Miss Iomedae and Sir Cayden Cailean, were born and predominately lived their lives within the Inner Sea as well (the third figure, Norgorber, has been frustratingly elusive, and the one research lead I found mysteriously vanished on the day of our intended meeting). It is little surprise that Absalom, as the site of their godly apotheosis, is a strong focal point for each of their faiths. Likewise, it follows that each of these divinities is most prominent within the Inner Sea, due to its familiarity to both the gods themselves and their mortal worshippers. (The most prominent of the Ascended, the god Aroden, has been omitted due to his status of being deceased.)

The second group of gods I included (an august group in which I consider you to belong, my Lady) are those gods that hold prominence across nearly the whole of Golarion. This is often due to their portfolios containing matters of near universal import to mortal lives, no matter their origin or ancestry. To be mortal is to, by definition, fall under your

purview, as you are of course well aware. It is of little shock that Lord Abadar, the god of civilization and law, should find himself worshipped in nearly every city—nor that the estimable Gozreh, the wind and the waves, should be revered and feared in places where the weather dominates daily life. The dual instincts of lust and love, while generally messy and altogether troublesome, are also responsible for the continuation of the majority of mortal species. Thus, it is of no surprise that worship of Shelyn and Calistria is so widespread, if one more publicly than the other. With such desirable spheres as travel and fortune, Miss Desna is popular among explorers of all kinds. Irori's domain of self-perfection and discipline is something that mortals appear to enjoy in concept more than in practice, but it is enough that he has spread rapidly wherever he is introduced.

This category sadly includes Madame Lamashtu, as her children swarm across the surface of Golarion and pay homage to their mother. It also, with most sincere regrets, includes the contemptible Urgathoa. While I am beyond reluctant to sully these pages and your eyes with that wretched name, I cannot understate her popularity among similarly twisted and selfish mortal adherents.

The third group of gods I included are those I feel have an unmistakable impact on the Inner Sea region in one way or another, to the point where I believe it would be wrong to exclude them. Many of them could easily fit in the second group I detailed above, and are excluded only due to stringent competition. Lady Sarenrae's faith is beyond popular in the Inner Sea and in regions beyond, though there are many other gods of the sun that can pull from her influence in other lands. Lord Nethys dominates magical discourse in the Inner Sea, but many nations favor different (and less erratic) divinities. Master Erastil is nearly ubiquitous in rural areas of Avistan, but is less often found outside of those strongholds. Lord Asmodeus and Master Zon-Kuthon are also included due to their prevalence in Cheliax and Nidal, respectively.

This group includes the deities most likely to be contested for their significance. Father Torag is favored overwhelmingly by dwarves, though he has seen some traction among war strategists and smiths. His impact on Avistani history due to the Quest for Sky and the influence of dwarven culture as a whole upon the Inner Sea easily warrants his inclusion. The blight of Rovagug (may he burn forever) is another troublesome case. The Rough Beast's cults are far smaller in size than any of the other included gods, but they tend to have an oversized influence wherever they appear, due to their wanton and indiscriminate destruction. Rovagug himself should be included simply for the threat he presents to the entire planet (not to mention the Universe if he were to be released).

On the Final God

My previous research efforts included Our Lord in Iron, Gorum. As he is currently deceased, I debated on who I would choose to fill his space within this section, or even if I should. Nineteen is no more an arbitrary number than twenty, after all! Even so, I chose this opportunity to include a divinity who has recently become more active within the Inner Sea region: her former highness, Arazni.

I have no doubt my decision may result in some raised eyebrows! Certainly, her former highness did not seem to appreciate my acknowledgments, and has met my requests with a silence I tentatively describe as aggressive. I have chosen her for the following reasons, however. The first is that her current movements have been tied with some of the largest events within the Inner Sea, including the repulsion of the so-called Whispering Tyrant and the reemergence of the poseur Geb from his self-absorbed sulking. The second is that multiple mortals report suspected sightings of her former highness roaming on Golarion's surface, an unusual behavior among gods and a notable occurrence in and of itself. The third is her rapidly increasing prominence in certain areas, mostly due to the previous two reasons. While the goddess may never reach the same heights as the other deities contained in this section (mostly due to her apparent disdain for some of her own worshippers, never mind humble and sincere researchers such as myself), I believe she is someone to watch with extreme interest.

Divine Intercessions

To make their influence on Golarion felt directly—but without manifesting on the planet in all their divine glory—each god has the tool of divine intercession. Divine intercession manifests as a boon or a curse, of varying duration and power, visited upon a mortal. Curses are not triggered simply by doing something a god does not like, or everyone in Golarion would be cursed all the time; they are often reserved for followers of the god who commit anathema that aren't strong enough to warrant ejection from the faith, or those who have committed shocking blasphemies. Conversely, an unaffiliated worshipper embroiled in high-profile actions that are anathema to a god could earn a curse. Similarly, boons are not automatically granted to anyone petitioning the god. Certainly, someone who upholds a deity's edicts could earn a boon, especially when acting under adverse circumstances. Most often, as befits their inscrutable nature, a deity bestows a boon or a curse for their own reasons.

The divine intercessions provided in each entry are examples, and the GM can have any deity grant a different effect than the intercessions provided. These intercessions are special and are always at the deity's, and thus the GM's, direct discretion, with the GM deciding when a boon or curse goes into effect. The GM is also at liberty to remove a boon or curse as is appropriate for the game's story. A PC or NPC can never select a feat, spell, or other rules option that entitles them to a divine boon or bestows a divine curse upon foes. Minor intercessions are memorable for the recipient, providing either a relatively modest and long-lasting effect or a spectacular but fleeting one. Moderate intercessions are hugely significant events that typically come with permanent consequences, and major intercessions can pivotally reshape a recipient's life, granting powers wildly beyond their innate abilities or inflicting life-changing curses.

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Abadar

Master of the First Vault

Areas of Concern cities, law, merchants, wealth
Edicts bring civilization to the frontiers, earn wealth through hard work and trade, follow the rule of law
Anathema engage in banditry or piracy, steal, undermine a law-abiding court
Divine Attribute Constitution or Intelligence
Religious Symbol golden key
Sacred Animal monkey
Sacred Colors gold, silver

Devotee Benefits

Cleric Spells 1st: *illusory object*, **4th:** *creation*, **7th:** *planar palace*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains cities, earth, travel, wealth
Alternate Domains creation, duty (page 265), metal (page 267), toil (page 271)
Favored Weapon crossbow

Abadar is worshipped among most as a god of commerce, civilization, and order. He values dispassionate, impartial neutrality, and courts disparate divine allies as a means of learning all perspectives and using all available resources, whether or not he agrees with them. While most of his followers interpret his holy mandates by uplifting their communities and upholding law and order, his doctrine is easily twisted to objectivism and prosperity theology by those who wish to enrich themselves. He is also the Master of the First Vault, a divine trove that holds the perfect version of every type of creature and object.

Abadar's worship is commonplace anywhere civilization holds sway. His cathedral banks are found in every major city on Golarion, while smaller temples pop up in frontier outposts and trading hubs. He's as popular with community-minded common folk, labor organizers, and craftspeople as he is with wealthy aristocrats, legal professionals, city guards, and merchants. City-bound Abadaran clerics are often judges, lawyers, and clerks, while their more adventurous counterparts often act as roving merchants, ensuring the flow of essential commerce from one region to another, or as traveling magistrates, acting as judges in the name of order.

Abadar is commonly represented as a handsome and statuesque man in ornate gold armor, draped in cloth embroidered with precious metals and holding law books, scales, or coins. Yet his idolatry is wider still: Abadar can be seen in the perfectly honed blade, heard in the perfect song sung by a masterful bard, smelled in the perfectly cultivated rose no one dares to pick. Abadar exists in perfection, or at least a perpetual pursuit of it. Whatever the medium, be it the hand of artist, craftsperson, or nature, his worshippers pursue perfection in their work, to create something worthy of the First Vault.

The First Vault is home to the perfect version of all items that ever were: the perfect spear, the perfect songbird, the perfect gown, and even a perfect law. The Vault is thought to be impenetrable, impossible to break into; yet while none but Abadar remembers it, while he and the other gods battled to contain Rovagug, several of the items went missing, never to be recovered. Most distressing among these were the perfect spell, the perfect death, and the perfect plague. While Abadar is tight-lipped about who bested his celestial security, nosoi scholars have recently uncovered a connection to a missing god who may have been involved, one of wealth and avarice, of which no record or memory remains.

Abadar favors the just and the ambitious. While these aspects can and do often come into conflict, they're representative of the two sides of the coin of commerce. As much as Abadar extols growth, he knows that for growth to exist there must be exchange, and for exchange to exist there must be desire. Many followers desire to improve conditions for themselves and others via wealth and amenities, but just as many pursue it solely out of greed. More so than most of the gods, Abadar sees a great variance in the interpretation of his holy book, *The Order of Numbers*, which contains a dogma centered on civilization: foster its growth wherever it has taken root, ensure the flow of commerce and exchange, and reinforce the foundation of society with laws that uplift the people. Righteous people show reverence by pursuing justice through legal means, organizing within their community, and encouraging the distribution of wealth and services. The less altruistic conflate wealth and divinity which, along with a keen understanding of law and how to undermine it, has led some of his more zealous worshippers into deeply harmful pursuits. Abadar is known to reward those who pass laws that encourage equality and punish those who fuel chaos or crisis to pursue wealth. Yet while he looks down on those that use unjust systems to their own advantage, many religious scholars have often wondered why he exacts no punishments on these transgressors, instead focusing on bandits, pirates, and thieves as his chief foes. This is the paradox of Abadar. The only accordance that theologians seem to find is that Abadar is most interested in allowing all equal access to the ability to acquire wealth and support commerce. Even with that thought, the fact that wealth can perpetuate wealth, and thus some people are in better positions to gain it, makes any sort of complete understanding of Abadar a difficult prospect.

The Church

The Abadaran church is highly regimented and hierarchical. Whether it's the destitute commoner who

diligently tithes, the judge dedicated to meting out justice, or the merchant prince who moves goods through the process of supply and demand, every member understands their role in the church, their duties, and their obligations. While all manner of divine worship is common throughout Golarion, Abadar's permeation throughout the political and economic landscape of nearly every city makes his presence hard to ignore. From passing and enforcing laws to collecting taxes to sponsoring community growth, public opinion of Abadaran priests varies wildly throughout the year. The perpetual shift of public opinion does nothing to shift priests' divine mandate, dictated by *The Order of Numbers*. Most Abadaran priests (and the occasional zealous congregant) live by its rigid dogma, which is explicit in what's permissible and what isn't.

Even those who do not worship Abadar find his presence in their lives, whether they ask for it or not. Criminals facing justice will often have to answer to Abadaran priests acting as judges and lawyers. Customers know the merchant bearing Abadar's seal deals fairly. If one puts money in an Abadaran bank in Cassomir, that gold will be just as good in Vidrian. He is so commonplace that the vernacular of Abadaran prayer has worked its way into common contract and trade language as well as legalese.

The Abadaran church is led by a triumvirate of high priests, each concerned with a different pillar of influence. The Arbiter is the supreme lawmaker, tasked with maintaining order and consistency wherever Abadar is worshipped. The Actuary oversees the flow of commerce, dictating routes on which holy trade pilgrimages may be pursued. Last is the Archivist, who sees to it that a perfect record of the world is maintained. Commonplace pursuits include the repatriation of artifacts from long-dead civilizations to their descendants, or creating a comprehensive record of a dying language before it's lost to time.

His fortified temples often act as banks or trading hubs, depending on the size of the city. Despite the brutalist structures, his temples often bear beautiful stained-glass windows and are constructed of white marble, if available, and gilded with gold. These temples stand as monuments to wealth and prosperity wherever they are. One of their more contentious features is the church's architectural opulence, calling it a divinely mandated "perfect form." Worshippers will often mimic the design at a smaller scale for their own homes and places of businesses. While some consider these temples eyesores, the wealth they generate for the community more than offsets any ill will. Unlike many other faiths, who freely tend to the sick and enfeebled, the church's official stance tasks clerics to charge a fair wage for healing services. However, Abadaran priests will work fast and freely in a public health crisis to restore order. A healthy populace is a productive one, after all.

FOLLOWERS

As exhaustively detailed as the edicts are within *The Order of Numbers*, they can be boiled down into a rather simple philosophy: perfection is for the gods alone, but its pursuit is the true path to the divine. Pursue perfection by fostering growth and community through hard work and commerce, by fostering order through adherence to the law, and by fostering justice through working tirelessly to improve it where it falls short.

Abadaran priests are impeccable dressers, favoring crisp whites embroidered with gold. This display of wealth serves to both honor

APHORISMS

By Abadar's gaze, the deal is sealed: When a deal is struck and finalized, the initiating party often utters this phrase to indicate negotiations have concluded. Often shorted to "By Abadar's gaze," or "The deal is sealed," attempts to alter the deal after the phrase is uttered are universally frowned upon.

So it is judged: A standard conclusion to official legal verdicts. Some followers use this phrase when random events seemingly work out in favor of what they believe to be justice.

They have Abadar's eye for... : A compliment, describing a person with a keen sense of perfection in their chosen field.



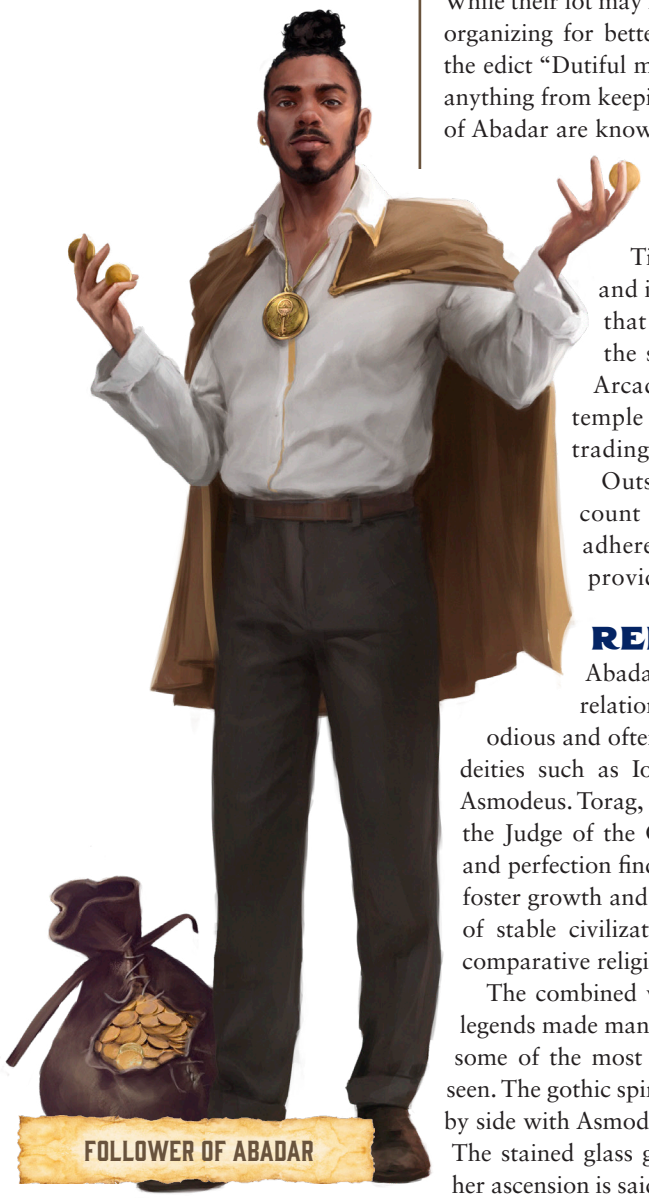
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HOLIDAYS

Taxfest (15th of Gozran): While paying taxes is an activity enjoyed by approximately no one, Abadaran priests consider taxation an essential keystone in the grand arch of civilization. Abadaran priests know how odious this day can be for the common folk and endeavor to make it as lively, vibrant, and distracting as possible.

Day of the Black Crescents: Asmodeus made a mistake, only once, in his negotiations in a deal with Abadar. It cost him and his infernal host dearly. Once every 3,024 years, existing contracts with devils must be renegotiated with more favorable terms for the mortal, or they are considered null and void.



FOLLOWER OF ABADAR

Abadar and remind their congregants of the power and status conferred by money. These priests fill a variety of roles within cities. Subordinates of the Arbiter include lawyers, judges, and the local watch; all chiefly concerned with writing, interpreting, and maintaining the law. Frontier priests under the Arbiter often act as judges in places where the law finds infirm footing. The Actuary commands the bankers, merchants, and diplomats who all help maintain the flow of coin, goods, and cultural exchange. Adventure-oriented actuaries are often sent to escort important caravans through dangerous territories. The Archivist oversees priests working in vast vaults and libraries who diligently catalog history. Among the day-to-day records, though, many enjoy autonomy and are free to pursue esoteric and ancient mysteries in the name of preservation. Regardless of their role, the church encourages priests to take time for themselves to pursue business ventures as a holy duty to enrich the church. These pursuits can often put them in direct competition with other members of the faith, something both Abadar and the leadership view as healthy. Though church law has forbidden followers from harming one another, less scrupulous members have found loopholes to help them get an edge in these competitions.

Common folk who worship Abadar try to live by his example: work hard and deal fairly. They believe by doing so, they will elevate their station in life. While their lot may never change, worshippers still find meaning in labor and organizing for better prospects. Some among the faithful have interpreted the edict "Dutiful maintenance is as important as inherent quality" to mean anything from keeping your blade sharp to staying healthy and fit. Followers of Abadar are known to frequent bathhouses, rigorously clean their clothes, and maintain regular sleep habits.

Abadar enjoys popularity well beyond Avistan, with temples appearing on every major continent. In Tian Xia he is known as the God of Walls and Trenches, and is most associated with the building of grand structures that defend and reshape the land. His temple in Goka is the stuff of legend and storied to be Abadar's favorite. In Arcadia, the largest bank in the city of Jolizpan doubles as a temple of Abadar, who is known locally as the god of charity, trading, and roads.

Outside of any formal church structure, his worshippers count many adventurers among their numbers, who find adherence to the edicts in *The Order of Numbers* leads to providence and good fortune.

RELATIONSHIPS

Abadar strives for a balance in all things, including his divine relationships. He finds the chaos of unpredictable bedfellows odious and often downright dangerous. He courts the favor of righteous deities such as Iomedae as much as he does the basest of fiends like Asmodeus. Torag, Shelyn, Brigh, Shizuru, and Erastil all enjoy alliances with the Judge of the Gods. Deities who embody or pursue agendas of order and perfection find common ground with Abadar as they work together to foster growth and expansion. Cultural exchange is one of the cornerstones of stable civilizations, so Abadar encourages his worshippers to study comparative religion in allied temples.

The combined works of Abadaran priests and those of other gods are legends made manifest. Collaborations with priests of Brigh have produced some of the most opulent and ornate clockwork wonders the world has seen. The gothic spires of the Abadaran cathedral bank loom confidently side by side with Asmodean temples in the tyrannical capital of infernal Cheliax. The stained glass gifted by Abadaran priests to Iomedae's followers upon her ascension is said to be among the most beautiful in the world, with some

observers claiming it to be the closest thing they'll come to directly seeing the face of the divine. Worshippers of Torag often collaborate with Abadaran merchants to sell their fine steel, fetching the best price for both parties.

Although he does not actively oppose wicked gods, and has been known to forge alliances with the more order-minded among them, Abadar reserves a special ire for those that would tear down civilization, disrupt commerce, and destroy great works. Abadar would have it told that it was he that brought gods of maleficence and charity together to battle Rovagug (his only true enemy), though that fact is up for some debate among those present at the Age of Creation. He loathes Lamashtu, considering her an evil just under Rovagug—less of a threat but a more consistent and active thorn in his side. Norgorber is generally more of an annoyance to Abadar than anything, but he knows that the secrets Norgorber holds could end an empire faster than a giant's club or dragon's fire. Gozreh often opposes Abadar's more remote forays in civil works but, much to Gozreh's consternation, Abadar hardly acknowledges their presence and generally continues his work unabated.

DIVINE ALLIES

Abadar's servitors are a paradoxically eclectic bunch, mainly consisting of archons but also including aeons, agathions, angels, and even a few stray devils among their ranks. The god has little preference for the planar makeup of his allies, caring only for their commitment to stability and prosperity.

Lawgiver: Abadar's herald takes the form of a titanic construct made of ornate gold armor and holy steel. Stoic and patient beyond moral reckoning, the Lawgiver is nevertheless relentless when they choose to act. The Lawgiver is most often spotted in remote places, a source of much mystery to the faithful.

DIVINE INTERCESSION

Abadar's gifts take the form of riches, while his ire tends to cause offenders to lose wealth.

Minor Boon: Abadar warns his favored against those who might unfairly take advantage. Once, when someone rolls a success on a Deception check to Lie maliciously to you and you alone, they get a critical failure instead. Abadar typically chooses to grant this boon in response to an extremely consequential lie.

Moderate Boon: Abadar blesses all your enterprises, leading to financial success as all your ventures always seems to work out. If you roll a critical failure at a check to Earn Income, you get a failure instead. If you roll a success on a check to Earn Income, you earn twice the usual amount of income.

Major Boon: Your silver tongue is infallible, allowing you to reach a compromise if one is even remotely possible. Once per day, you know just what to offer to make a deal or broker a negotiation, and if you offer your divinely inspired deal, you can automatically receive a result of 20 + your Diplomacy modifier on your Diplomacy check instead of rolling. This does not increase your degree of success like rolling a 20 would. If there is legitimately nothing you could offer to reach an agreement, you learn that, and you don't expend your daily use of the boon.

Minor Curse: Any time you steal from, illegally harm or kill another creature, or undermine a law-abiding officer or court, a symbol or word describing your crime appears on a visible spot on your skin. This symbol cannot be removed or hidden with makeup (though it can be covered with clothing) and it doesn't vanish until you make legal restitution for the crime, such as by serving your sentence.

Moderate Curse: Abadar curses all your enterprises, leading to financial disaster as all your ventures always seem to fail. The result of your check to Earn Income is always one degree of success worse than the one you rolled.

Major Curse: Everyone is aware of your lies. You are constantly under the effects of *ring of truth* and always receive the failure effects when you lie.

REALM

Abadar resides on and in Axis, the plane of absolute law and the city by the same name that spans its entirety. His home is in Aktun, the capital district of Axis. Laid out in concentric circles with avenues radiating out from the First Vault, Aktun contains the finest architecture from across Golarion and beyond. It is considered the friendliest district in Axis toward mortals, who are encouraged to visit to gain inspiration to create objects of beauty and perfection. A divine hub links many of the realms of allied gods to his, but the most beautiful and notable is the set of ornate clockwork portals linking Aktun to the Citadel of Resplendent Clockwork, Brigh's realm—and, though Abadar wishes it were not so, the underground labyrinth of Duskfathom, the realm of Norgorber, rests just beneath Aktun, mocking its perfection like a twisted, upside-down mirror.

CHAMPIONS

Champions of Abadar fall almost exclusively into two camps. Righteous devotees take up arms as champions of justice, using their powers to uphold the law, correct wealth disparities, and uplift their homes and communities. Oppressive champions of obedience see laws as a weapon against disorder and a means to maintain control or seize power. Because of this unpredictable swing in their moral pendulum, champions are the cause of some controversy in the church. Complicating that further, *The Order of Numbers* makes no explicit mention of champions in its ranks, confounding Abadaran scholars and church leadership.

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Arazni

The Unyielding

Areas of Concern the abused, dignity, unwilling undeath
Edicts act with dignity, do whatever it takes to survive, despise and never forgive those who have hurt you
Anathema create unwilling undead, insult Arazni
Divine Attribute Constitution or Intelligence
Religious Symbol winged rapier
Sacred Animal red fox
Sacred Colors crimson, gray

Devotee Benefits

Cleric Spells 1st: *endure* (page 257), 2nd: *animus mine* (page 256), 5th: *never mind*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Intimidation
Domains confidence, freedom, pain, protection
Alternate Domains sorrow (page 268)
Favored Weapon rapier

Arazni's transformation from mortal to true god has tested the bounds of the possible. As a mortal, she fought unceasingly to better the lives of her Arcadian compatriots. She so impressed the god Aroden that, after her untimely death, he elevated her to be his herald, the Red Crusader, and she continued to fight for humanity. Yet in 3823 AR, the Knights of Ozem fatefully chose to bind her to their will as they rallied against the Whispering Tyrant. Despite her heroism in leading the charge, the Whispering Tyrant prevailed, and he took particular delight in capturing, humiliating, torturing, and finally killing her. Although the Knights of Ozem recovered her body, they—and Aroden—failed her again when the necromancer Geb had her body stolen and then reanimated against her will, turning her into a lich. In thrall to Geb for over a thousand years, she ruled his nation, all the while suffering torments that changed her profoundly. She endured all of them.

Not long ago, Arazni decided to risk allying with mortals once again and, with their help, succeeded in tricking the Whispering Tyrant into destroying the magic that bound her to lichdom and to Geb. During her time on Geb's throne, she had been worshipped as a god, though few of the Gebbite masses who paid her obeisance were sincere. Arazni dismissed most of her true believers as sycophants, but for those trapped by unwilling bonds and other believers beyond Geb's borders, Arazni was a paragon of resilience and determination that reflected their own fierce struggles. Perhaps owing to their devotion, ending her lichdom didn't end her. She reemerged not just as a demigod, but as a full-fledged deity resplendent with power.

Having regained her freedom, Arazni prizes nothing more highly than her personal sovereignty and defends it with unrelenting vigor. Her remarkable recovery of self-determination and her refusal to be subjected to another's will ever again have given her the title "the Unyielding," and she has, somewhat reluctantly, become the patron god of the abused, of dignity, and of those who suffer unwilling undeath.

Arazni's values center on freedom, protection, retribution, self-determination, and surviving at any cost. Mental submission and forgiveness are anathema to her. She would sooner countenance cruelty than compromise, and having sympathy for the weak, especially the weak-willed, remains a struggle for her. She is learning to trust again and to listen to the pleas of mortals—for a time, she could find nothing more than disdain and contempt for those that supplicated her. But the abused and the forsaken take such inspiration from her that she increasingly entrusts them with snippets of power and understanding of her will. In particular, she seeks to put an end to the scourge of unwilling undeath, the ultimate abuse of power over another, and she recognizes that she needs allies in this fight.

Arazni's growing trust both in herself and in humanity can be seen quite literally, as the last emblems of her undeath have faded, allowing a divine visage that shows the beauty of her Arcadian heritage and a fully indomitable will. Eschewing jewelry and finery for the most part, she tends to dress plainly in practical clothes reminiscent of her mortal adventuring days. These outfits allow easy and quick movement, including light armor, high boots, and a cloak; she keeps her hair pulled back or braided. Her preferred colors range from subdued greens to wine reds and purples, depending on her mood. However, she usually wears something, even if just a scabbard or a belt, in her favorite color of crimson—the color of blood, which symbolizes the cost of trust and stands as an ever-present caution. Whether she feels like lurking in the shadows or calling the attention of a crowd, she always keeps a rapier by her side and has an eye on the closest escape route.

As she continues to rest and recover from her ordeals, Arazni grows slightly more willing to enter into conversations and to socialize. She still thinks nothing of turning away abruptly when she's had enough. She angers easily but tends to withdraw in resentment rather than escalate. The second she feels backed into a corner, however, the fight is on. A quick intake of breath or a flared nostril might be the only hint of what's coming.

The Church

Arazni's long connection to Golarion has left fingerprints of her worship in diverse, sometimes unexpected, places.

Rock faces in remote Xopatl villages bear carvings of her as a dauntless hero, and her name is still invoked in times of trouble. Abandoned temples to Aroden bear faded murals of her as his herald, but the holiness she then embodied is as lost as Aroden himself. As the Red Crusader sacred to the Knights of Ozem, her primary shrine was located in the now-annihilated Vigil: it held her body until Geb's forces stole it. A handful of the Knights of Lastwall carry forward that memory.

In elegant and austere temples, thousands worshipped Arazni as the queen of Geb. Among the kneeling masses, she had a few genuine worshippers—and she despised them. Still, some of them continue to venerate her there, even though all official signs of her worship have been expunged. For those Gebbite worshippers who see her not as a queen but as a sign of strength in adversity, she has less contempt, seeing how they too are deprived of their autonomy. Beyond the borders of Geb, scattered petitioners from Taldor to Cheliax looked to her as they sought to endure demeaning abuses and miserable fates, but their worship was by necessity secret. A self-fashioned symbol of a winged rapier in an Opparan trinket shop or a scroll of simple prayers in the corner of an Egorian attic bear witness to these desperate practitioners' earnest search for the resilient dignity to endure.

From these widespread worshippers, a movement resembling a church to Arazni has formed. This movement generally consists of a handful of adherents meeting, with as much regularity as they can muster, to enact brief rituals and to support each other. Occasionally, these meetings occur in spaces reclaimed from earlier worship to Arazni. But whether they meet in a secluded grove, a cramped kitchen, or the backroom of a closed shop doesn't matter in the least—the worshippers themselves are the focus. Because her followers rarely (if ever) proselytize, her worship grows mostly through direct, often secret invitation. If they feel in any way threatened, a group disbands, reforming once the danger is past. Solo worship is always an option—Arazni's favor in no way requires and often eschews a larger group.

Prayers and devotions to Arazni are simple, a far cry from the hollow and vainglorious rituals once practiced in Geb. Sincerity and intent matter far more to her than form, and set prayers don't reliably invoke Arazni's divine power. Speaking from the heart, her priest could intone: "Unyielding One, grant us the power to survive this ordeal, that we might laugh at he who oppresses us as he dies." Or a believer could utter: "Powerful Arazni, restore to me my sense of dignity as I do what I must to survive." Rituals include breaking items that symbolize bondage and taking oaths, usually sealed with blood, on the hilt of a rapier. Services are short but always include time for anyone who wishes to share their story and ask for support from others.

FOLLOWERS

As Arazni slowly forsakes her disdain for affairs beyond her own survival, she sees in her followers a strength and determination that reflects her own refusal to submit, and she begins to understand how mortal worshippers can contribute to effecting her own will. In granting divine power to those that use it as she would, she is learning that at least a few mortals are worthy of her trust and confidence. Her faith slowly spreads alongside her trust.

While strong bonds of trust form among Arazni's worshippers and true believers are always welcomed, Arazni doesn't require—or even value—conformity and consensus. Acting with dignity tends to be intensely personal, manifesting in a variety of behaviors and attitudes. Similarly, doing whatever it takes to survive comes in diverse forms, many of which are unpleasant and cruel at best. As a result, a sense of tolerance and a respect for privacy take precedence among followers. A handful of offenses do result in immediate expulsion,

APHORISMS

Do what it takes: Surviving, the single highest virtue in Arazni's faith, takes many forms and must withstand many challenges. Giving up is never an option, but enduring physical and emotional trials often calls for moral flexibility. Worshippers of Arazni urge themselves and each other on through mortifying circumstances with this simple phrase, whether the goal is personal freedom or revenge on an abuser.

Trust only the worthy: To trust the self is a necessary first step toward resilience and emotional fortitude. Followers of the Unyielding must first learn that they are worthy. Once they do so, they look to identify others who are worthy of their trust, especially among those who share their values and goals.



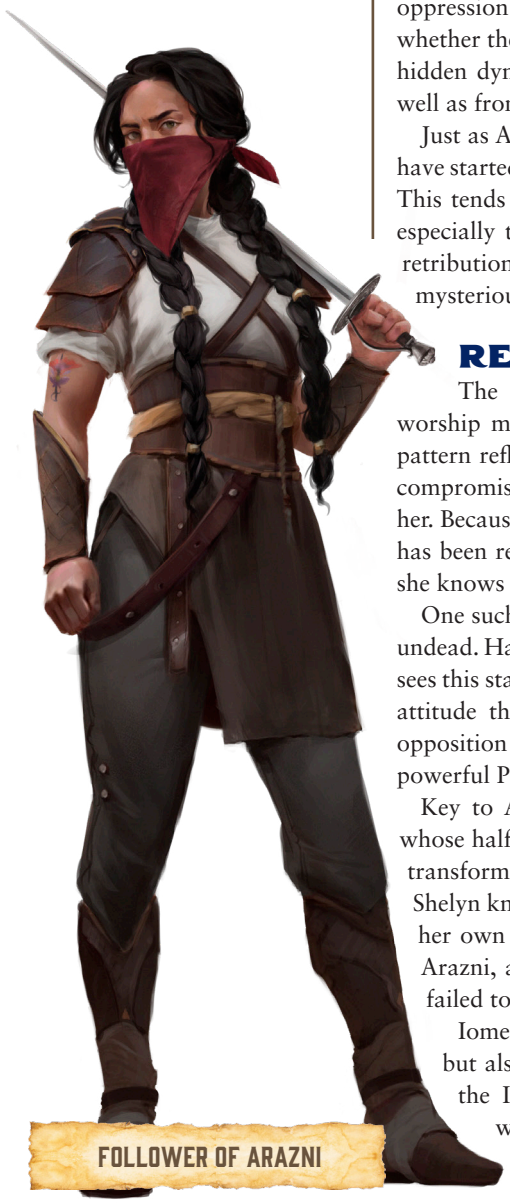
ARAZNI

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HOLIDAYS

Ascension Day: On the anniversary of her coronation, Abadius 11, Arazni used to endure a Gebbite state holiday featuring feasting on slain humanoid chattel. While not necessarily the day that she attained full godhood, Arazni has chosen this former day of bitter agony to mark her triumphant recovery of her freedom.

Mourningfell: This solemn observance on Pharast 20 marks the day Arazni was slain at the hands of the Whispering Tyrant. One of the strongest advocates of this holiday is the church of Iomedae, where a mournful service pays homage to her. Worshippers of Arazni mark the occasion with rededication to the creeds of self-determination and surviving.



FOLLOWER OF ARAZNI

however, such as creating unwilling undead, humiliating another believer, or insulting Arazni. Indeed, enacting one of the rituals from her previous worship as Geb's queen is not only a shortcut to being kicked out but also the fastest way to call down Arazni's direct retribution. Another severe trespass that results in swift excommunication or even reprisal is a behavior enjoined by other religions: forgiving an abuser.

Anyone among Arazni's followers who is sincere and devoted can become a priest and partake in her divine favor, for sincerity and devotion are the qualities that call her attention. Nothing formal marks her priests, neither training nor tests nor even vestments. As befits a god dedicated to self-determination, each priest chooses their own way of dressing and designs their own worship services and rituals. While her worship isn't always a secret, Arazni's priests are rarely able to support themselves as priests, and they almost never ask their congregants for financial support. Instead, they typically continue in whatever professions they held before becoming her priests, doing as they must to further their survival or Arazni's will.

Many of Arazni's priests come to feel responsible for those who worship under their direction. This sense of responsibility arises in part from the shared experience, common among Arazni's worshippers, of having endured oppression and abuse. This unifying experience cuts across social classes—whether their suffering is immediately obvious or is the result of an insidious hidden dynamic. Arazni's followers come from a society's highest ranks as well as from among its outcast pariahs.

Just as Arazni begins to trust in humanity again, so many of her followers have started to show their devotion more openly, wearing her symbol proudly. This tends to be particularly true of those who adventure under her aegis, especially those that draw on her strength to smite undead and to deliver retribution. As a few rare devotees now know, she is the patron behind the mysterious Crimson Oath that aids the Knights of Lastwall.

RELATIONSHIPS

The informal, unorganized, and often secretive nature of Arazni's worship means that her followers rarely ally with any other church. This pattern reflects Arazni's own relationships with other gods, which are often compromised by her deep distrust of the so-called holy deities who abandoned her. Because being solitary is natural to her and forgiveness is anathema, she has been reluctant to ally with anyone, but from her time as a skilled ruler, she knows the benefit of alliances to achieve her objectives.

One such objective is combating the influence of Urgathoa, goddess of the undead. Having endured centuries of grim, unwilling undeath, the Unyielding sees this state as the greatest evil in existence. Drawing on the same pragmatic attitude that underlies her drive for survival, Arazni recognizes that her opposition to Urgathoa calls for allying with the inscrutable but deeply powerful Pharasma.

Key to Arazni's willingness to consider working with others is Shelyn, whose half-brother Zon-Kuthon went through his own vast and irreversible transformation. This understanding led Shelyn to gift a realm to Arazni, for Shelyn knew that Arazni would only recover her true sense of self if she had her own space. Shelyn also knows that she needs to tread lightly around Arazni, an idea that many of the more righteous gods and heralds have failed to grasp.

Iomedae feels responsible not only for redressing Aroden's mistakes but also for Arazni's treatment by the Knights of Ozem. Unfortunately, the Inheritor has watched as countless mortals and divine powers worsened Arazni's situation by their lack of understanding and constant attempts at interference. Knowing a debt is owed and yet knowing Arazni would lash out at any further intervention,

Iomedae has no easy way to make overtures without disrespecting Arazni's will. The two goddesses are currently at a standstill, cautiously watching each other across a graveyard of bitter history and half-healed wounds.

Arazni occasionally allows Cayden Cailean and Calistria to draw her out. Calistria's shared values around revenge and self-determination make Arazni feel at ease, and while Cayden's boisterous nature may grate on her nerves, he has never backed down from gleefully thrashing tyrants and abusers.

Arazni has something approaching a close bond with Kazutal, whom Arazni knew from her mortal life in Arcadia. Formerly a god of war, Kazutal has become more focused on protection and community and provides a sense of safety and caring for Arazni that helps the newly ascended god grow in trust, including self-trust. As a deity who has navigated the shifting alliances and projects of the gods, Kazutal can also advise Arazni on where to put her energy and when to put up her guard.

DIVINE ALLIES

Though Arazni has slowly begun to reach out to others, she still has little in the way of trust, and prefers to keep her own company. She sneers even further at the idea of servants, having long lost the taste for such things during her time as queen of Geb. Despite this, a few angels, agathions, and azatas have made their way to Arazni's realm, as well as a coatl or two from Kazutal's ranks. Arazni has not turned these volunteers away, but they are small enough in number that she knows and vets each one personally.

Promise of the Unyielding: A winged figure in ivory armor and a cracked helmet, Promise of the Unyielding is the closest thing Arazni has to a herald. Though the goddess prefers to handle most mortal affairs by herself, she still holds little desire to approach the divine. Promise of the Unyielding has stepped into this role, handling the chores of godhood in Arazni's place. Though Arazni knows her new companion was once clad in gold, Iomedae's symbol emblazoned on his shield, she does not confront him about his past. His broken helm and blackened wings tell a story too similar to her own, as do the bitter tears he weeps on nights he thinks no one is looking. Arazni retains the suspicion that Iomedae may have sent her former herald as a means of meddling, yet also wonders if Promise came on his own or if Iomedae sent him for her former herald's own sake. For this reason, Arazni has not yet sent him away.

DIVINE INTERCESSION

While the Unyielding has little regard for her followers, if suitably irritated or impressed, she might bestow the following banes or boons.

Minor Boon: Once, when you fail a saving throw against an effect that would compel you to take some action against your will, you critically succeed instead. Arazni typically grants this boon for consequential actions or particularly egregious violations of free will.

Moderate Boon: Blood from your wounds forms into armor or a piece of equipment you need. If what you need most is information, the blood forms letters spelling out that information.

Major Boon: Upon death, you return to life with the effects of a critical success on a *resurrect* ritual to enact vengeance against your killers. When you successfully achieve vengeance, abandon your vengeance for other pursuits, or fail outright, you crumble to scarlet dust.

Minor Curse: Someone you've wronged gains information they desire about you, with the effects of a critical success at the *commune* ritual.

Moderate Curse: Creatures weaker than you gain a status bonus on all attack rolls against you equal to your difference in levels, to a maximum of +4. Whenever you are damaged by a such a creature, you take persistent bleed damage equal to twice the difference between your levels (no maximum).

Major Curse: When you would regain Hit Points due to either a vitality or void effect, you lose that many Hit Points instead.

REALM

Arazni's realm within Elysium began as a gift from Shelyn, who recognized that the transforming deity needed a place of her own. Shelyn gifted one of her sprawling rose gardens, which seemed initially a poor choice for the cruel and bitter survivor. Yet roses have their own means of refusing to yield, and as Arazni cultivated them—perhaps drawn more to their potential to be briars than to be eye-pleasing flowers—she found a sense of place.

Teasing the rosebushes into winding labyrinths and dense bowers, Arazni has created a well-protected and hidden home she calls the Fields of Resolve. Arazni tends to be solitary and fosters a quiet in her realm that might seem almost oppressive to others, but she in fact enjoys the company of other creatures there who are drawn to its tranquil safety. Among them is her favorite animal from Arcadia, the red fox, which explains the lack of Shelyn's annoying songbirds.

CHAMPIONS

When Arazni inspires her followers to become champions, a few take up the cause of justice, but most take up the cause of liberation, whether as a desperate siege against a tyrant's power or as a smuggler of the abused out of a corrupt city. Recalling Arazni's unwilling captivity both in Geb and in undeath, they consider subversion of the will an abuse that must be destroyed. Extending the value of their own freedom to others, they see self-determination as the ultimate good and the key to surviving. Arazni's champions never force anyone to act in a particular way. They also never hold creatures in enspelled domination—to do so is to lose the Unyielding's divine favor forever.

While other champions of liberation and justice hold to moral codes around kindness and forgiveness, Arazni's champions have no such requirement. Subterfuge, dishonesty, and thievery are all tools available to these champions in the service of liberation. So too are acts of cruelty and even murder when freedom is on the line.

Asmodeus

The Prince of Darkness

Areas of Concern contracts, oppression, pride, tyranny
Edicts negotiate contracts to your best advantage, rule tyrannically and torture weaker beings, show subservience to your betters
Anathema break a contract, share power with the weak, insult Asmodeus by showing mercy to your enemies
Divine Attribute any (characters who commit themselves to Asmodeus this way have their souls bound to the Dark Prince for all eternity)
Religious Symbol red pentagram
Sacred Animal serpent
Sacred Colors black, red

Devotee Benefits

Cleric Spells 1st: *charm*, 4th: *suggestion*, 6th: *mislead*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Deception
Domains confidence, fire, trickery, tyranny
Alternate Domains duty (page 265), glyph (page 266), toil (page 271)
Favored Weapon mace

The many titles of Asmodeus—the Dark Prince, the First, the Lord of Darkness and Law to name a few—suit this ruler of Hell. The God-Fiend's concerns include contracts, tyranny, pride, and oppression. He maintains that a supreme order exists with him at the top, so he strives to bend mortal souls to eventually bring them all under his sway. When people believe they deserve power and wealth, and are willing to undertake any means to acquire them, one of Asmodeus's devils will be there to broker a deal that leads to that mortal's damnation.

Asmodeus claims to be one of the oldest beings in the multiverse, and other accounts, such as the *Book of the Damned*, corroborate this story. The legend states that he and his brother Ihys were among the first gods in existence. During these unnamed ages, as the two crafted the mortal world, they discussed the fate of the souls of their creations. Ihys claimed that free will was necessary for mortals, while Asmodeus deemed such an attribute a mistake. Infuriated, Asmodeus slew his brother and became determined to make absolute order and discipline the only facet of mortal life. Theologians of other religions have deemed this creation myth untrue, but Asmodean priests are quick to point out that they lack evidence that it is false.

Like many gods, Asmodeus can choose his form and how mortals perceive him. His best-known depiction that appears in countless paintings, books, and murals is one of a mighty being with red skin, black horns, and hooves surrounded by an aura of flames. He is often shown holding a long scroll burning with infernal script or a flaming mace. Sometimes he is seated upon a throne while his hordes of devils roam the wastelands of Hell behind him. No matter his appearance, Asmodeus is handsome, charismatic, and eloquent. When his wrath is invoked, he is no less awe-inspiring in his terrifying fury.

Asmodeus is a god of rigid hierarchies. He thrives on order and delights in imposing it on those he believes are lesser beings. Though he is an evil tyrant, he isn't a brutal destroyer. The Prince of Darkness prefers to control and manipulate—often through his mortal and fiendish minions. The many contracts made in his name reflect this, as they contain dense legal language that can be understood only by those with the right kind of knowledge. They are usually designed to take advantage of someone in a way that is perfectly within the bounds of the law. While some might classify this as wicked and predatory, Asmodeus believes that it reflects the way the universe should work: the smart and strong holding sway over the ignorant and weak.

Asmodeus grants his gifts to those who prove themselves to be stronger than their inferiors and fit to rule. Asmodeus gives his powers to his followers not out of some kinship to them but out of a personal interest in furthering his goals on Golarion. These abilities include an uncanny ability to understand contracts, the power over hellfire, and the charisma to be able to convince even the most hated enemy to negotiate. However, Asmodeus will rarely interact with such a petitioner, preferring to designate diabolic proxies to make these deals. The bureaucracy of Hell is vast, and there is always a fiend willing to travel to the mortal Universe for a chance to increase the glory of the Dark Prince.

Asmodeus's wrath comes swiftly and brutally to any who cross him. A mortal follower who has shown incompetence or a lack of proper deference might first feel a brief sensation of burning agony or find a prized possession bursting into flames or seeping blood. Those who attempt to break an infernal contract are dealt with more harshly, usually with the mortal being consumed by a gout of hellfire and their soul being dragged to the depths of Hell.

The Church

The church of Asmodeus is a power-hungry organization that includes wicked diabolists, ruthless lawyers, greedy merchants, and decadent nobles. Most common folk find the worship of the Dark Prince to be abhorrent or, at the very least, highly suspicious. In many lands, shrines to Asmodeus are small, hidden

away in the back rooms of homes or guild halls. Though secretive, they often share the same style as the gothic cathedrals to Asmodeus found in places like Cheliax, where veneration of the Archfiend is the state religion. These temples sometimes also function as government buildings or are in common spaces. Asmodeus appreciates the grandiose nature of such churches, but is more interested in the devotion of the followers. A single shrine of a lawyer who has worked to trap people into debt and who dedicates each contract to Asmodeus is viewed more favorably than a larger temple that occasionally helps people without asking for something in exchange.

A church's services are open to all, though many might find them overly lengthy and too formalized in their structure. They require chanting in unison of praises to Asmodeus, the loud tolling of bells, and sometimes acts of public punishment. Blood sacrifices of animals (such as bulls, goats, or roosters) are also common practice. A minor devil might be summoned as a show of power or to judge a congregant's infractions. The acknowledgment and veneration of other gods isn't forbidden, though the follower must make it clear they believe those other deities are inferior to Asmodeus. Some temples hold sessions where worshippers can ask for legal advice from the learned priests, though such consultations come with a hefty fee. If the guidance could result in a lucrative business deal, many clergy will ask for a percentage of the profits.

In rare cases, a powerful devil will spontaneously make an appearance in an Asmodean temple that has been favored by the Prince of Darkness. Such an occasion is treated with reverence and solemnity by the local clergy, and the fiend is given whatever they desire. Usually, this amounts to further promises of fealty to Asmodeus, but sometimes the devil makes a more substantial request, such as the acquisition of an item from an opposing church or the slaying of an emissary from Heaven. To maintain the Lord of Hell's favor, the clergy will seek out the strongest members of the congregation to fulfill the request. Doing so can catapult that individual or group up through the ranks of the church, but can alternatively lead to their deaths, depending on the difficulty of the demand. The visiting devil's charge might also be circumvented through clever (though legal) twisting of contract law. Either result is sufficient for Asmodeus.

FOLLOWERS

Followers of Asmodeus believe in law, order, and knowing one's place in the grand scheme of life. They often work diligently to better themselves for positions they feel they deserve, scheming to find any legal loopholes they can exploit for their own gain. If their equals are also worshippers of the Dark Prince, then they must also keep their eyes open for signs of dangerous ambitions in their fellows, not allowing themselves to be stepping stones to someone else's rise to power. When a rivalry does rear its head, an Asmodean will strive to deal with their adversary through the proper channels, seeking solid evidence that will result in their downfall rather than resorting to base murder.

Asmodean priests are similarly careful in their pursuit of power, knowing that any obvious

APHORISMS

Asmodeus's followers have countless curses, blessings, and prayers. Some of them are more powerful than others, while others are reserved for their bitterest enemies.

Great is Asmodeus: This open declaration in support of Asmodeus is used as a greeting by devotees in regions like Cheliax and as a whispered signal of trust between followers where his worship is frowned upon.

What once was his shall be again: Worshippers of Asmodeus believe that he once ruled over all things and that he will eventually reestablish his dominance. This assertion is often said as a subtle threat to any who oppose the Dark Prince.



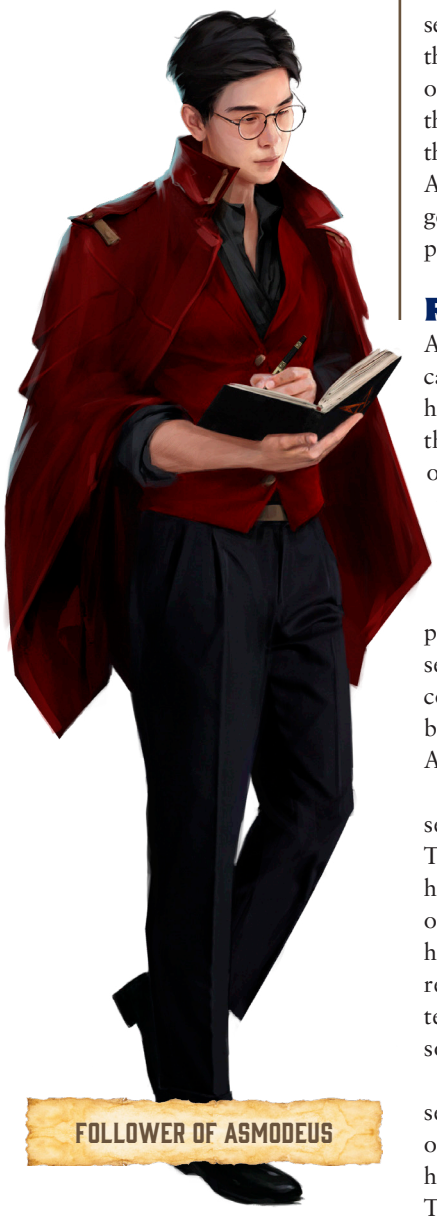
ASMODEUS

HOLIDAYS

To Asmodeus, the only day worth remembering will be when he regains his seat as the ruler of all creation. However, his church recognizes the importance of holidays for his followers.

Darkness Eternal: Celebrated on the 10th of Sarenith, this somber day is set aside to curse the light of summer and pray for the longer nights of winter to come early.

Day of Order: Though the exact date that Asmodeus slayed his brother would be impossible to pinpoint, the church has set aside the 11th of Kuthona to commemorate this act. Being the same day as Cayden Cailean's Day of Ascension is no coincidence.



FOLLOWER OF ASMODEUS

overreach could bring down the wrath of their god, their superiors, or a mass of common folk looking for an easy scapegoat. In Cheliax, these priests can act as bureaucrats, lawyers, judges, and other government officials to maintain order within the country. Within other lands, they are often more surreptitious, whispering promises of power into the ears of desperate nobles, merchants, and other individuals wishing for more authority. All priests are encouraged to continuously study the religion's sacred text, the *Asmodean Monograph*, working through its labyrinthine appendixes and supplementary volumes to learn more about the hierarchy of Hell and how it can be applied to the mortal world.

Those priests who master the intricacies of law might travel from town to town brokering contracts between individuals or organizations... for a fee, of course. Such deals brokered by them are intricate texts that often favor one side over the other, especially if the favored side has something to offer the priest or the church as a whole. Occasionally, the contract includes hidden provisions for both sides to tithe or otherwise pay homage to Asmodeus. A very powerful priest could even ensure that one or both parties signing the contract forfeit their mortal souls to the Prince of Darkness upon death.

Adventurers are drawn to Asmodeus for different reasons. They may be seeking wealth and power and see devotion to him as the fastest way to get them. Those with a penchant for following the law but who despise the edicts of other gods are also drawn to Asmodeus as they see his promotion of order as the best way to build the world. Such travelers can work with any group despite these tendencies, as long as they establish a clear code of conduct. However, Asmodean adventurers will often look for ways to spread propaganda of their god, often going out of their way to showcase their heroic deeds to change the perception of the Archfiend in the general population.

RELATIONSHIPS

Asmodeus is willing to work with any god or entity if he believes they are capable of keeping their end of a bargain despite any ethical differences. He has worked closely with Abadar, with whom he has a close relationship since they agree on many aspects of the benefits of the law and the advantages of lawful societies. He also respects the concept of bringing order to the wilderness, taming it under what he believes is the rightful hierarchy. Asmodeus and Erastil agree on the importance of strong leadership, but not on much else. Other gods have worked briefly with the Lord of Hell in the past, though they hardly care to admit it. His charm and persuasiveness have led him to be a patron of Shelyn's art, to swap magical secrets with Nethys, and even to offer military advice to Iomedae. Of course, any such dealings with those who normally disagree with him have been carefully curated. With any whiff of impropriety or treachery avoided, Asmodeus can maintain his reputation among the other gods.

One god that Asmodeus regularly feuds with is Cayden Cailean. He sees the Accidental God as a vagrant undeserving of his divine power. This upset of what the First sees as the natural order of things drives him to distraction, and Cayden's stance against strict hierarchies and oppression only throws further fuel on the fire. Cayden is fond of directing his followers to disrupt the machinations of Asmodean devotees. In retaliation, the Archfiend vexes the other god's worshippers with devilish temptations. Neither god wishes for an outright war between their faiths, so for now, these skirmishes remain relatively minor.

The many archdevils, infernal dukes, and queens of the night of Hell serve Asmodeus, though some are more loyal than others. The queens of the night, for example, enjoy a close alliance with one another and have their own agendas that sometimes run counter to those of Asmodeus. Though it may seem as though the Prince of Darkness is lax in dealing

with these disobedient divinities, he has his reasons for allowing their actions. Archdevils hold almost a similar amount of power as Asmodeus, with each of them ruling a layer of Hell. Many of them have served the God-Fiend since before the dawn of time and are worshipped by their own cults across the planes. They often scheme against one another, to Asmodeus's delight, but it is very difficult for one archdevil to get the better of another.

DIVINE ALLIES

On paper, all devils serve Asmodeus, either directly or diffused through the authority of his archdevils. While a number of exceptions challenge this rule, most know better than to defy the Prince of Darkness openly, as Asmodeus has the full legions of Hell at his command. Various other servitors line the deity's ranks, though few of these are volunteers, as those who seek Asmodeus' favor become devils (if they rank his consideration at all). Most other servitors are drawn from those who made unwise contracts or were otherwise bound into service, forced to submit themselves to the iron-clad hierarchies of Hell.

Basileus: Asmodeus is infamous for burning through heralds, as each one eventually earns his disfavor and suffers a horrendous fate. His current herald is Basileus, a corrupted, angel-like creature that Asmodeus personally crafted to his own specifications, ensuring the messenger's zealous loyalty. Captivating and terrifying in equal measure, Basileus instinctively appears as an attractive member of the viewer's own ancestry. He rarely visits the mortal realm unless it is to spread fear, as he is a horrific being with monstrous limbs and a gaze that shatters minds and hearts. While the chaos and confusion this causes might seem antithetical to Hell, it pleases both Basileus and Asmodeus. As a result, very few have any idea what form Asmodeus' herald truly takes, not even the god's servitors and clergy. Few can meet with Basileus and remain unchanged, however. For his eyes are death, his words the very mouth of Hell.

DIVINE INTERCESSION

Asmodeus tends to offer his gifts to entice those on the precipice of yielding to his vile temptations. His curses come most often in response to those who break contracts in his name or commit other personal insults.

Minor Boon: Pleased by your talent for manipulation, Asmodeus amplifies your skills. Once, when you fail at the Diplomacy check to make a significant or consequential Request, you can cast *suggestion* on the target of your Request, suggesting the same course of action. This is a divine innate spell using your class DC or spell DC, whichever is higher.

Moderate Boon: Your eyes glow red like embers and your skin takes on a crimson tone. You gain darkvision and fire resistance 5.

Major Boon: Asmodeus helps enforce your bargains and contracts. When a creature enters a bargain or contract with you, uncoerced and of its own free will, it can't voluntarily violate its side of the bargain as long as you uphold your side. You can always choose to violate the bargain yourself, but if you do, the creature is no longer bound to fulfill its part.

Minor Curse: Asmodeus's flames burn you with great malice. You gain weakness 5 to fire.

Moderate Curse: Asmodeus forces your compliance. You can't voluntarily back out of an agreement or contract or go back on your word, though you need to follow only the letter of the agreement, not the spirit.

Major Curse: Asmodeus has taken note of the chaos you have wrought. You receive an ancient wound that feels older than time itself. You become permanently drained 4, and nothing short of another intercession can remove the condition. Your wound aches fiercely whenever you perform a particularly disruptive act, causing you to become sickened 1.

REALM

All of Hell is the domain of Asmodeus. He rules over the nine layers from his palace in the deepest layer of Nessus. Much of this realm is a desolate wasteland resembling a paradise that has been torn apart by war and natural disasters. The streets that crisscross the land are paved with the skulls of fallen princes who believed they could best the Prince of Darkness, while massive volcanoes continuously belch smoke and lava. In the center of it all sits Asmodeus's personal palace. He takes audience with infernal dukes and archdevils in a chamber called the Synod Eye, where he sits on a massive throne of hellfire. When he wishes solitude, Asmodeus enters the Catafalque, a private extradimensional hall, the interior of which only he has ever seen.

CHAMPIONS

Champions of Asmodeus mostly uphold the cause of obedience. They believe in might over anything else and work as mercenaries, bounty hunters, and tyrannical leaders. Their journeys often lead them to clash with followers of Cayden Cailean, who seek to free people from what they believe is oppression. However, Asmodean champions see this as merely the correct way of the world, where the strongest rule. Rarely do these champions follow the cause of desecration, but those that do are usually used as blunt instruments to eradicate enemies of the faith with extreme prejudice.



Calistria

The Savored Sting

Areas of Concern lust, revenge, trickery
Edicts pursue your personal freedom, seek hedonistic thrills, take revenge
Anathema become too consumed by love or a need for revenge, let a slight go unanswered
Divine Attribute Dexterity or Charisma
Religious Symbol three daggers
Sacred Animal wasp
Sacred Colors black, yellow

Devotee Benefits

Cleric Spells 1st: *charm*, 3rd: *enthrall*, 6th: *mislead*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Deception
Domains pain, passion, secrecy, trickery
Favored Weapon whip

Calistria is as sharp as the three daggers of her holy symbol, ever ready with a quick quip or backhanded compliment. She is the god of lust, trickery, and revenge. She considers herself above the arbitrary moral and societal sensibilities of mortals, and she encourages her followers to act the same. Though Calistria isn't exclusively an elven deity, she is among the most widespread of elven gods and attracts followers from all over Golarion.

Trickery is one of Calistria's concerns, but her schemes far surpass the designation of mere pranks or pettiness. At first, Calistria's vengeance resembles kindness and even generosity as she leads the transgressor into false happiness with pleasant events and good fortune. Only once it's too late does Calistria reveal herself as the architect of the culprit's doom and shatters their idyllic life.

In addition to being one of the older gods on Golarion, Calistria has a long memory and never forgives a slight, nor does she forget once she has exacted her revenge. One of the most famous legends is "the Coldest Dish," which illustrates Calistria's preferred method of vengeance. Long ago, three gods against whom Calistria swore revenge died before she could exact her punishment. The exact offense the gods committed has been lost to time. Once per year, these dead gods cower before Calistria as broken husks of themselves, pleading for her forgiveness and begging her to abandon her vengeance. Every time, she smiles at them. In her honey-sweet voice, she tells them to try again next year and lets the threat of her retaliation loom over them. The priests who recount this tale gleefully note that this result is far more fitting than any vengeance Calistria could have enacted herself.

Calistria distinguishes between justice and vengeance; she isn't a god of justice and is thoroughly uninterested in the concept. Instead, Calistria encourages her worshippers to define justice on their own terms, with their satisfaction as the only metric for success.

As an unabashed champion of personal freedom, Calistria is passionate in all things and embraces the entire spectrum of sexualities. Many of her followers pray for the confidence to emulate her uninhibited self-expression. Most scholarly records agree that Calistria's primary form is a slim, light-skinned elf with dark eyes and long blond hair, outfitted in a yellow-and-black dress that accentuates her hourglass figure. However, there's evidence that she takes on other forms; such accounts mention Calistria appearing with fewer curves, black trousers, and a wasp-colored jerkin and cape. Information on other possible forms is scant.

Wasps are Calistria's symbol and her sacred animal, owing to their ability to live on after they sting their enemies. Her most common epithet is "the Savored Sting," which refers to the pleasure she derives from her schemes. Other names for her include "the Unquenchable Fire" and "the Honeyed Venom."

True to her own amorality, Calistria hears the prayers of the generous and the selfish alike. Whether or not she takes an interest in a mortal's plight depends entirely on her whims. Her changeability arises from her independence; she has no desire to form emotional attachments or strong relationships. Calistria recognizes the distinction between sex and romance, and though she's a masterful and attentive lover, she is largely disinterested in romance. There's no predominant romantic tendency among Calistria's followers, but she's especially popular with those who desire sex with little to no romance.

Calistria rewards daring acts with blessings and wreaks inescapable vengeance on those who dare slight her or her faithful. When one is in her favor, Calistria may grant advantageous conditions for finding a lover, enhance physical pleasure, or create opportunities for deception and acts of vengeance. Those who incur Calistria's displeasure may suffer lapses of sexual confidence or find themselves encountering angry wasps that sting incessantly.

The Church

Temples to Calistria are open to the public, regardless of faith. The Savored Sting welcomes prayers from individuals who only need her to help to satisfy their desire for lust, trickery, or revenge. Anyone can partake in the activities and services of any temple; all are invited to indulge in the pleasures within the back rooms or to seek an assassin to avenge a betrayed friend.

The church aims to help people satisfy their needs in ways that honor the god. It teaches that acting on lust, taking vengeance, and succeeding via trickery are fundamental mortal desires and are practical and enjoyable ways to solve one's problems. Each temple serves its local community and may have rivalries with other temples.

Like the god herself, Calistria's temples come in many forms, such as repurposed mansions, elegant brothels, or lively taverns. Common features include multiple rooms with locked doors, easy-to-clean surfaces, and comfortable alcoves for lounging. Calistrian temples are also notable for their salubriousness and lavish decor; there are always at least two statues of the god; one for visitors to admire and one in the inner sanctum where intimate rituals take place. Other iconic temple details include honeycomb shelves, erotic art, and wasps' nests in the eaves.

There are no strict hierarchies in the church, though each temple has a high priest who has the final say over the management of the building. Long-serving or accomplished clerics can nominate themselves for that role, and every priest in the temple has the right to vote. The high priest remains in their position until they die or decide to retire, at which point an election is held.

Aside from the high priest, there is an administrative council that handles the temple's finances, schedule, and other bureaucratic matters. Everyone else is either a cleric or an initiate, someone who has yet to pledge themselves to the church. Twice annually, a group of initiates undergoes a ritual called the Rite of the Triple Sting. Each initiate must conceal their identity and entice someone who wronged them in the past. Exploiting the target's attraction to them, the prospective priest manipulates them into sharing compromising information. Once the target has done so, the priest must publicly reveal the target's secrets and complete their revenge. If the initiate completes this ritual to the satisfaction of the high priest, the new cleric receives their first religious symbol of Calistria.

As Calistria cautions against becoming too consumed by love, the church very rarely performs marriage ceremonies. Such weddings are usually informal affairs, and there's no stigma if the resulting union dissolves shortly afterward. The longest-lasting Calistrian relationships evolve over time, sometimes expanding to include other permanent (or temporary) partners. When a devotee of Calistria dies, their friends and loved ones gather at the temple for the funeral, often a hedonistic revelry in celebration of a life well lived. If the deceased died with unresolved grudges, the survivors plot their vengeance at the event.

The most common prayer to the Savored Sting isn't a prayer at all, but an invocation of her name: "I shall remember you in my prayers to Calistria." It might be an expression of gratitude from a lover after a tryst; a vengeful person may spit the phrase like blood as a threat to a rival; or an assassin may use it to bring their elaborate scheme to its denouement, ensuring it's the last thing their mark ever hears.

FOLLOWERS

The Savored Sting welcomes followers of all ancestries and cultures; she asks little of her non-clergy followers and only wishes for them to seek new experiences and keep an open mind, at least while they need her help. Calistria loves variety and abhors single-mindedness; even the most casual follower must appreciate the Savored Sting either by acknowledging all three of her aspects or worshipping her as one among other gods, else their prayers will go unanswered.

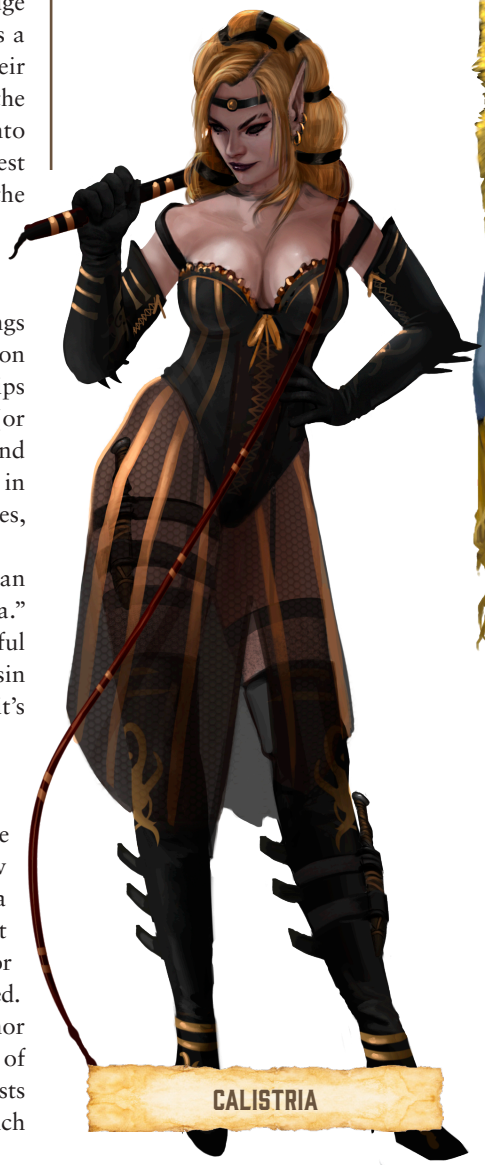
Long-term devotees of Calistria may choose to become priests. To honor Calistria's edict of personal freedom, the only requirement is the display of her religious symbol—on a garment, as a tattoo, or as a jewelry piece. Priests are encouraged to dress in whatever style pleases them and can wear as much or as little clothing as they like.

APHORISMS

Followers of Calistria often use words as a brief prelude to action.

I stab thee with my heart: A phrase popular with those who have sought revenge, it metaphorically transforms the heart into a sharp, cold blade as a testament to the desire for vengeance. It can be spoken as a taunt or scrawled as a note to honor Calistria for her assistance in an act of vengeance.

See to your own wounds first: Though Calistria exhorts revenge when wronged, this phrase helps devotees understand that their own needs must be met before pursuing such a course. Whether these are actual wounds or emotional desires, not taking care of them will likely lead to sloppy thinking later on.



CALISTRIA

DIVINE MYSTERIES
INTRODUCTION
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CHAPTER 2: INNER SEA GODS
CHAPTER 3: OTHER GODS
CHAPTER 4: EXPLORING DIVINITIES
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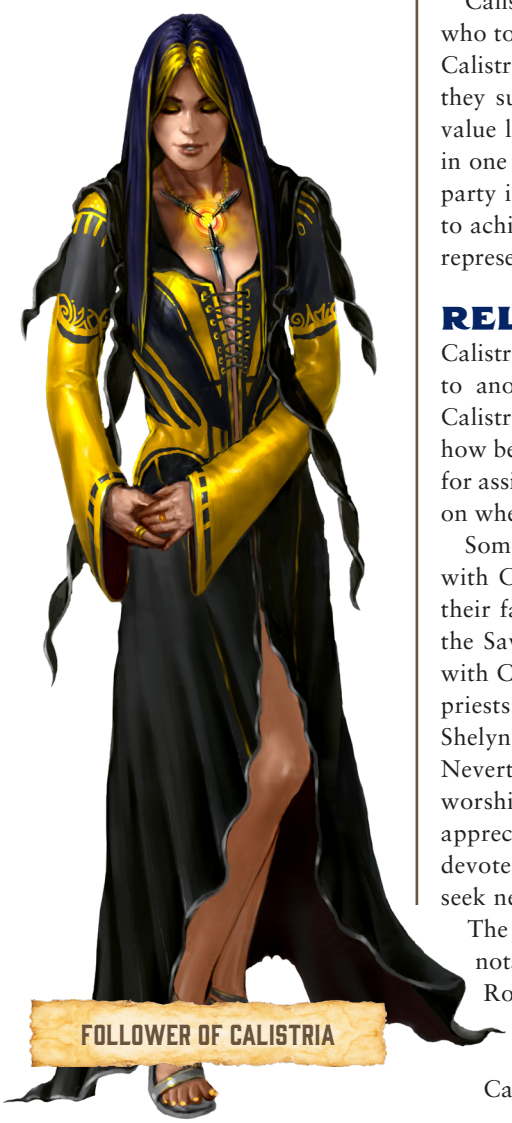
HOLIDAYS

Many Calistrian temples observe the following festivals, all occurring in Calistril. Followers also strive to celebrate continuously to bridge the time between these observances.

The Ritual of the Whip Sting: The 1st of Calistril is the day of revenge. Priests hear disputes and negotiate with all parties involved until they agree on a suitable act of public vengeance. Once the wronged party enacts their vengeance, the matter is settled and further retaliation is forbidden.

Feast of Vigor: On the 14th of Calistril, lovers and hedonists congregate for a raucous celebration of pleasure.

Tricksters' Triumph: The celebration of deceit occurs once every 4 years on the 29th of Calistril. As elusive as its date, the faithful gather at night to disguise themselves and wreak havoc on those who have wronged them.



FOLLOWER OF CALISTRIA

A cleric's duties include advising churchgoers about safer sex practices, scheming with the slighted to embarrass their rivals, and encouraging the vengeful to pursue their own justice. Though each priest chooses one as a specialty, they receive enough training in the god's triad of concerns to handle any basic problem that a worshipper may present them with. The church pays them a salary and any additional money they make from other jobs they have in the community is theirs to keep, ideally to honor Calistria by spending it on their own pleasure.

Priests who focus on lust may be sex educators, sex workers, sex therapists, or makers of sex toys and accessories. They promote discussion of consent and boundaries, sex for pleasure, and events where sex is the main activity. Priests who concentrate on trickery may be spies, rumormongers, double agents, or illusionists. They seek concealed knowledge, keep abreast of the latest gossip, or work both sides of a conflict for as long as they can, feeding information back to the church. Priests who specialize in revenge may be poisoners, warriors, mediators, or spellcasters who specialize in subterfuge. They counsel the vengeful, conspire with the aggrieved, and provide equipment for exacting revenge. A few temples are even said to provide assassins for hire.

For the common faithful across the Inner Sea region, Calistria is a god for the thrill-seekers, the deceptive, the vengeful, and those who aspire to such descriptors. She is popular among sex workers, thieves, hedonists, performers, and anyone harboring a deep desire for vengeance.

Calistria's aspects are particularly enticing to adventurers, especially those who took up the life after they were wronged. Vengeful adventurers follow Calistria hoping that she can guide them on a path to avenge the slights they suffered and harm those who once harmed them. Adventurers who value life's pleasures may also gravitate to Calistria, whether just to relax in one of her temples or to forget the stress of adventuring by attending a party in her honor. Calistria is also an excellent choice for those who like to achieve their goals with trickery; as such, rogues are disproportionately represented among her adventuring faithful.

RELATIONSHIPS

Calistria's church is amenable to working with other churches. If a temple to another god wishes to pool resources or exchange a favor with a Calistrian temple, the Calistrian temple considers the proposal based on how beneficial or pleasurable the offer is for them. If another temple pleads for assistance with an act of vengeance, the priests of Calistria's temple vote on whether the cause is worth their time and effort.

Some stories claim that Calistria has had intimate personal relations with Cayden Cailean. Their churches are friendly with one another and their faithful get along well. Cities and towns that have temples to both the Savored Sting and the Accidental God often enjoy cohosted parties, with Calistria's priests supplying the entertainment and Cayden Cailean's priests supplying the beverages. Calistria desires Shelyn as a lover, but Shelyn denies her advances, as Calistria's attraction is solely lustful. Nevertheless, their churches are also on friendly terms, and Calistria's worshippers find commonality with Shelynites over their shared appreciation for the beauty in eroticism. Calistria also respects Desna; devotees of the Song of Spheres are welcome to express their freedom and seek new experiences at Calistrian temples.

The Calistrian church is ambivalent toward all other churches—with one notable exception. Calistria played a pivotal role in the battle against Rovagug, the Rough Beast, and helped the other gods to seal him away long ago. Consequently, Calistrians view Rovagug's followers as an obstacle to their hedonism and often refuse to work with them. Calistria encourages her followers to ignore nuisances like Rovagug's

clergy and congregation—unless said people disrespect them, of course. Interlopers are rarely worth time and effort that could be better spent enjoying oneself or plotting revenge.

Calistria's followers are known for being amicable and unprejudiced; as individualists, they're more concerned with another person's character and actions over their social status, ancestry, or faith. However, this amiability only goes so far; Calistrians are quick to anger if affronted. Most worshippers of the Savored Sting live in densely populated cities across the Inner Sea region, where there are more opportunities to indulge themselves and meet partners.

DIVINE ALLIES

Calistria counts a number of azatas, proteans, and demons among her servants, though her favorite agents are divine wasps and other stinging insects. Much like the goddess herself, Calistria's chosen are usually beautiful, entertaining, and completely untrustworthy.

Menotherian: Appearing as either a beautiful elf with unblemished features or a bear-sized wasp, Calistria's herald is exceedingly curious about mortal creatures. Elves are her favorite target of observation, and she will often appear among them to join in revelry or pluck up a lover for the night. Her playful interest in others lulls many into a false sense of security, however, as Menotherian is a being bereft of any scruples or conscience. She is a personification of lust and vengeance made manifest, and will lie, trick, steal, seduce, or murder any creature necessary in her service to Calistria. A favored plaything one day might be messily devoured the next, their final, grisly remains wiped from the herald's jaw with no trace of sentiment.

DIVINE INTERCESSION

Signs of favor or displeasure from the Savored Sting are sometimes subtle and other times incontrovertible. Calistria typically grants her boon to those on the path toward great vengeance and curses those who slight her followers, particularly if those followers are sex workers, though her fickle heart rarely commits to any absolute guidelines.

Minor Boon: Calistria smiles on the riskiest deceptions. Once, when you roll a failure on a check to Lie, you get a critical success instead. Calistria typically grants this boon for an extremely consequential lie.

Moderate Boon: A foot-long wasp finds and befriends you. It serves you as a familiar as long as you maintain Calistria's grace. The wasp always has the burrower and flier familiar abilities.

Major Boon: Calistria guides you towards vengeance. You always know the direction and distance towards the nearest creature that has wronged you and thus far gone unpunished.

Minor Curse: Whenever a new person desires vengeance against you, you suffer a painful sting and are afflicted with giant wasp venom (*Monster Core* 343) at stage 1.

Moderate Curse: People react as though you're insulting them, even in normal conversation. Whenever you attempt to Make an Impression, the outcome is one degree of success worse than the result of your roll. If you converse with someone over a long enough period of time but don't attempt to Make an Impression, you still insult them, and you suffer the effect of a critical failure to Make an Impression.

Major Curse: You have wronged those unable to obtain revenge for themselves, and Calistria's curse grants their revenge its own life. Whenever another creature imagines vengeance upon you but can't pursue that vengeance because you're too powerful, well connected, or otherwise untouchable, a creature of roughly your level manifests out of their imagination and performs their desired revenge. Once the revenge is complete or the manifestation is destroyed, the summoned creature vanishes from existence.

REALM

The Gardens of Deceit and Delight in Elysium are Calistria's realm. These fields are mobile, and the goddess can change their size at will. She delights in bamboozling anyone who tries to find her and conceals her realm's borders, but she loves to move the realm into the path of those who are trying to avoid her territory. Seekers of Calistria's realm listen carefully for the buzzing of wasps, which is said to be the only sound common to all her fields.

Calistria's gardens are lush, sensual, and deceitful, full of shifting hedge mazes and plants with aphrodisiac properties. The Savored Sting's pleasure palaces are usually in the center of the foliage, but there is no consensus about the style and appearance of these buildings; only that they are luxurious. Rumors say that if one can locate a palace, they can find any imaginable pleasure within its walls.

CHAMPIONS

Most of Calistria's champions follow the cause of iniquity or liberation. Champions of liberation devote themselves to ending oppression, following Calistria's edict of personal freedom and advocating for others' rights to the same. They work in the most restrictive areas of Golarion. Champions of iniquity try to emulate the Savored Sting. They don't spend much effort to change the beliefs of others and instead focus on their personal passions. These champions pursue their own justice and willingly slight others, knowing that vengeance may one day find them in turn.

Calistria welcomes champions from all walks of life; she doesn't discriminate based on moral inclination or other trivialities. Those who follow the cause of justice or obedience are uncommon, not because Calistria forbids them, but because neither side benefits from Calistria's patronage. Those who further the cause of redemption are rarer still; they're ill suited to Calistria's insistence on harboring a grudge.



Cayden Cailean

The Accidental God

Areas of Concern ale, bravery, freedom, wine
Edicts drink, aid the oppressed, seek glory and adventure
Anathema waste alcohol, be mean or standoffish when drunk, oppress the vulnerable
Divine Attribute Constitution or Charisma
Religious Symbol tankard
Sacred Animal hound
Sacred Colors silver, tan

Devotee Benefits

Cleric Spells 1st: *fleet step*, 2nd: *stupefy*, 5th: *hallucination*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Athletics
Domains cities, freedom, indulgence, might
Favored Weapon rapier

Cayden Cailean is the deity of freedom, bravery, and alcoholic drinks. Alongside Iomedae and Norgorber, he is one of the Ascended—three mortals who reached godhood after conquering the Test of the *Starstone*. In life, Cayden Cailean was a sellsword notorious for his indomitable spirit, adherence to his moral code, and unbridled revelry. It was precisely during a night of riotous celebration that he entered the Starstone Cathedral as part of a dare, first to the amusement and later to the concern of his fellow partygoers. Three days later, he emerged from the deadly maze, laughing, still intoxicated, and having achieved divinity. Deific power did little to change Cayden Cailean's personality and habits. He continued enjoying a good drink while surrounded by allies and friends, flirting with people, roaming the land in search of adventure, and defending underdogs.

While the first thing that comes to mind for many when speaking of the Lucky Drunk is alcohol and drunken dares, there's much more to Cayden Cailean. Since his mortal years, he's shown a deep spite for anyone and anything that attempted to strip people of their freedoms in any way. He famously strayed from his jobs to liberate captives and rally people against oppression, and no amount of coin could ever sway him to serve a tyrant or harm innocents. For the Drunken Hero, there's no justification for human misery, and nothing should stand in the way of freedom—whether it's laws and contracts, rigid traditions, or deities who use or condone questionable practices in pursuit of their goals.

Cayden Cailean never turns his gaze away from those in need and has a particular soft spot for orphans. This attitude has led many to believe he was an orphan himself. Some stories claim he maintained his surname of Cailean after his ascension to honor his parents, who passed away in unknown circumstances when he was young. There's little information about the god's childhood, though, so this is mere speculation.

The Drunken God scorns anyone who abuses his gifts. He is fond of alcohol and invites his followers never to waste a good drink but dislikes mean drunks and discourages drinking to excess (his church helps those who suffer from alcoholic dependency). He enjoys daring trials and expects bravery from his followers but scoffs at recklessness and those foolish enough to take on suicidal challenges looking for glory. He defends self-determined freedom but loathes those who use it as an excuse for harming others and robbing them of their own liberty.

Cayden Cailean rarely interferes directly in mortal matters. Still, those who manage to get on his bad side find themselves becoming drunk with the slightest sip of alcohol, feel their mind constantly clouded (as if always drunk), or have the urge to boast only to lose all courage when it comes to following through. On the other hand, those who please him discover the taste of alcohol is ever delightful and that they can enjoy it without any ill side effects. They might also feel a push of courage when they need it the most or suddenly find themselves able to escape from the strongest of bonds.

The Accidental God keeps the appearance he had as a mortal. He appears as an average-looking, bronze-skinned man wearing chainmail under his adventuring clothes. He often has a sly smile on his face and always carries a rapier, a musical instrument to serenade folks if the mood strikes him, and a silver tankard full of ale that, according to legend, never empties. It's the same silver tankard that the followers of Cayden Cailean use as a symbol of their faith. Other than the occasions when he's depicted alongside Iomedae and Norgorber as part of the Ascended, there is little grand art of Cayden. However, it's not uncommon for murals depicting him to appear on every wall wherever an insurrection against oppression is brewing. On those occasions, artists usually portray Cayden Cailean with broken shackles on his wrists or ankles, leading people against hordes of devils whose faces closely resemble those of their subjugators.

The Church

Just like their god, Caydenite priests believe the most important thing is a person's freedom to decide their own path in life. They dislike hierarchy, strict rituals, and restrictive vows. It's a common saying within Cayden's clergy that drinking, singing, and enjoying oneself are the best prayers. Although, if a person doesn't want to partake in revels and prefers

a quiet life, there's no obligation to do so. Cayden's faith doesn't have standardized ceremonial clothing, but the church's priests usually carry a tankard as a holy symbol and wear some brown garment, such as a tunic or cloak.

Cayden Cailean has no proper temples. Instead, taverns, inns, and breweries run by his priests across Golarion fill the role of religious centers. The most famous of such places is Cayden's Hall. Located in Absalom, people consider it the very alehouse where the god began the revelry that culminated in his ascension. Other places favored by the Drunken God almost always have a shrine dedicated to him. These sanctuaries range from a special spot over a tavern bar to a room solely intended for paying him homage. It's customary for such locations to feature a tankard visitors can fill with ale or wine as an offering, and many leave bottles of liquor outside if the area is already in use. These offerings never go to waste—the local priest keeps them and turns them into holy "water" or crafts potions with them, although Cayden doesn't take offense if they decide to take a sip first. In regions where people are under the yoke of abusive laws and officials, buildings dedicated to the Merry Insurgent quickly turn into secret places of reunion and safe houses for those seeking to change the situation; Caydenite priests know how to lay low until it's time to act.

Services and religious holidays preceded by the Daring Drunk's faith involve toasts in the name of Cayden Cailean, joyful songs in which everyone shouts and stomps to the rhythm of music, and increasingly daring challenges to prove one's bravery. Such celebrations often last until first light of the following day, when most attendees then have a brief snooze on the ground. Despite the overindulgence of these celebrations, priests are usually able to ensure no one is badly hurt and keep property damage to the minimum.

The closest Caydenites have to a holy text is the *Placard of Wisdom*, which only contains a few phrases summarizing the god's philosophy and copies of it are meant to be hung on a wall or over an entrance. The exact content of the placard varies from place to place, but the core of the message always remains "enjoy good drinks, songs, and company, be brave enough to defend what you believe in, and never condone oppression." It's not rare for priests to add a few lines according to their own philosophy or local circumstances, such as "never drink so much it shackles your spirit" or "repay kindness with a keg, and oppression with an edge."

FOLLOWERS

People from all social classes and ways of life are attracted to Cayden Cailean's faith, and he's not particular about his followers. The Lucky Drunk is even flexible with most of his edicts. The only thing he is adamant about is everyone's right to freedom, and he expects all his followers to respect and stand up for it.

The lack of central structure in the Accidental God's church means each member of the clergy acts at their own discretion. Warpriests of Cayden Cailean travel as adventurers, explorers, or sellswords, enjoying the freedom of coming and going as they please. Meanwhile, others run businesses like alehouses, inns, and breweries. Some tend to vineyards or barley crops, and many more promote the public good by operating dining halls for the less fortunate, orphanages, and animal shelters. Although not an obligation, worshippers with a wealthy business or ones who come across a particular hefty treasure often commit a good portion of their profit to fund worthy causes and keep the charitable ventures of the faith running.

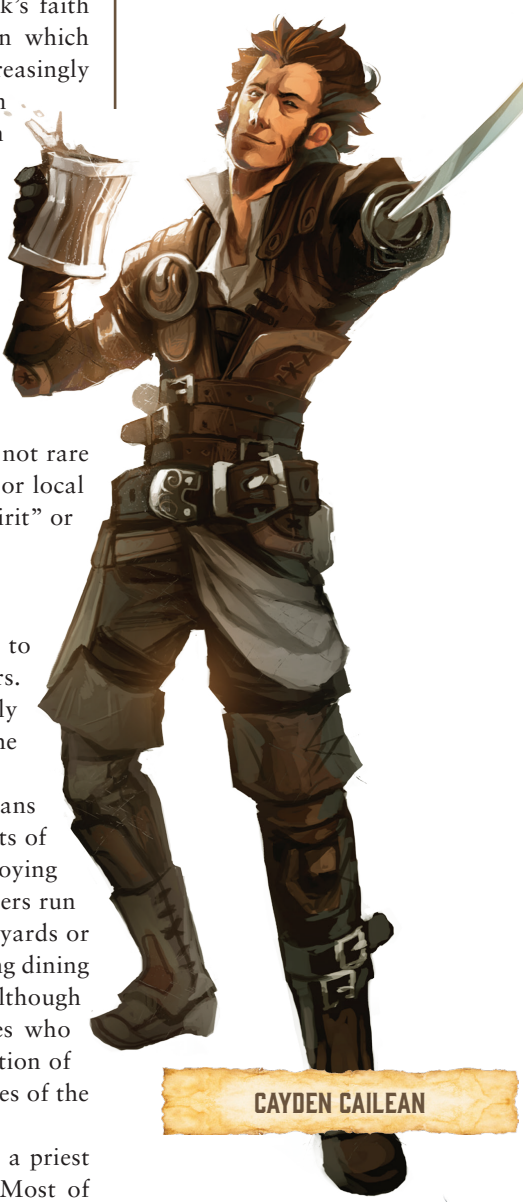
Joining the Accidental God's church is as easy as approaching a priest and stating one's interest in enjoying life and helping others. Most of

APHORISMS

Caydenites are an expressive bunch who don't shy away from mixing his name with all sorts of colorful language, and the Accidental God laughs at the witticism of his followers.

I'm great, but not so great as Cayden Cailean: This response serves to turn down or end challenges that have gone too far. It's traditional for the one who uses it to buy a round for everyone involved.

Like Cayden and Thunder: Cayden had a pet in his mortal life, the mastiff Thunder. This phrase is used to refer to two individuals that are inseparable—much like Cayden and Thunder—usually having formed a tight bond after one helped the other in a time of great need.



CAYDEN CAILEAN

HOLIDAYS

For the followers of the Unlikely God, all days are a chance for celebration, but they pay special attention to the following dates.

Ascension Day: Nobody knows the exact day of Cayden's ascension to divinity, but his church celebrates it on the 11th of Kuthona. The festivities include a morning toast with a special kind of hot wine and the consumption of a great variety of sweet pastries.

Find of the Cayhound: The 24th of Gozran commemorates Cayden's finding of Thunder, the mastiff who would accompany him even in godhood. Imitating their god, his followers frequently adopt dogs they find abandoned. On this day, they hold friendly competitions where companions and handlers must work together.

Merrymead: This holiday consists of sharing the last of the previous year's mead with everyone. Held on the 2nd of Calistril, it's customary to light bonfires around which people can partake of stories and Cayden's gifts well into the night.



FOLLOWER OF CAYDEN

Cayden's priests won't reject an apprentice without good reason, and even the most reluctant will accept teaching someone who demonstrates their dedication to the faith's causes. While learning, initiates are to aid their mentor however it's deemed fit. This assistance could range from serving drinks and running errands for the priest's establishment to accompanying them on their journeys.

Many people bear the Cailean surname across the Inner Sea region, and while bards certainly enjoy singing about Cayden's romantic exploits, most of them are not directly related to the god. Those raised in orphanages run by the faith and those who need a fresh start to secure their freedom often take the surname of the god for themselves. These individuals tend to keep the principles of the Drunken Liberator in high regard. Cayden Cailean is fond of this practice, but he is quick to make his displeasure apparent when someone tries to use his name with evil intent.

Those whose dealings relate to the production and commerce of alcohol pray to Cayden Cailean, asking for tasty beverages that bring them good business. Happy drunks toast to his name, and rich philanthropists make donations in his honor. Adventurers and thrill-seekers feel naturally drawn to the Drunken Liberator, and anyone who doesn't turn their back on the poor and downtrodden can always count on the support of his priests. In general, Cayden Cailean's followers are cheerful people and pleasant traveling companions. They strive to enjoy life, and although somewhat unpredictable, they're good-natured, with a keen sense of justice and reliable when the worst comes to worst. For these reasons, many hold the followers of the Daring Drunk in high regard and are more than willing to lend them a helping hand should they need it.

RELATIONSHIPS

Cayden Cailean doesn't go looking for conflict with other deities, even wicked ones—though he is quick to act when he stumbles upon their cruel machinations. Even so, he makes an exception for Asmodeus, who he loathes as heartless and beyond forgiveness. In the same way, Caydenites are quick to mobilize whenever they discover the Dark Prince's adherents are up to something. Contrary to what one might think, the lack of a united effort by the Drunken God's followers often becomes an advantage in such situations, as Asmodeans quickly find themselves assaulted in different manners and across different fronts.

Just as their deity, devotees of the Accidental God feel fondness for Desna, Sarenrae, and Shelyn. It's not uncommon to find them sharing a bonfire and basking in the beauty of the night sky with priests of the Song of the Spheres, promoting charitable ventures alongside the servants of the Dawnflower, or sharing songs, tales, and poetry with faithful of the Eternal Rose—and whenever followers of these goddesses mobilize, at least a couple individuals bearing the silver tankard tend to follow.

Cayden is Kurgess's mentor, shares Besmara's ideal of a freewheeling lifestyle, and has fought repeatedly alongside Milani, united by their shared contempt for bullies and tyrants. Typical scenes across Golarion include members of these faiths engaging in friendly competitions or working together toward a common goal.

Adherents of the Daring Drunk have trouble dealing with people who place importance on laws and traditions. The church of Abadar sees them as a destabilizing presence, and Caydenites stay out of the sight of those who serve the Master of the First Vault as much as possible. The disciples of Irori actively avoid associating with the followers of the Daring God unless completely necessary, as they're some of the few people capable of driving them out of their wits. The exception to the rule is the followers of Torag, who like their god with Cayden, find the presence of the latter's believers relaxing and always welcome.

While many lump Cayden with Norgorber and Iomedae, he isn't particularly close to either. Iomedae is too uptight for his fancy, and he dislikes Norgorber's ways, which he considers cowardly. Still, the three Ascended are said to meet on occasion to discuss topics they share with no one, and some whisper members of the three churches hold secret reunions, much like their patrons.

DIVINE ALLIES

Though Cayden balks at the thought of calling his allies "servitors," he is beloved by many fun-loving azatas, who gleefully take up his cause when asked (and sometimes even without asking). Cayden likewise has a cadre of celestial hounds, several regiments of agathions, a few generally benign proteans, and a veritable horde of sprites willing to aid his faithful when the times call for it. To the shock of no one, Cayden's revelers are not known for being terribly organized, though the god's hounds have developed methods for herding the rest into action.

Thais: Once a mortal woman and a friend of Cayden from his own mortal days, Thais accepted the god's invitation to become his herald when he rose to divinity. She now appears as an angelic woman with three white wings and two black wings, her sixth wing lost in a battle against Asmodeus himself. Thais most often appears where people rebel against oppression or where heroes need just a little luck to help them push forward, though like Cayden, she's also eager to join in with mortal revelry as well. She frequently takes mortal lovers of both sexes and is even rumored to have had relationships over the years with Aroden, Calistria, and Nethys, as well as scores of less well known deities.

DIVINE INTERCESSION

Cayden sometimes hands out his blessings and communicates his ire at seemingly random opportunities based on his drunken whims. In particular, Cayden blesses the recently liberated to help secure their freedom. Cayden is also known to grant particularly trivial and harmless curses to those who disrupt revelry. These curses typically cause the disruptor to change in appearance, taking on a comical or farcical look. He is quick to lift these curses by dawn or for those who give in to the enjoyment of the evening and join the festivities.

Minor Boon: Cayden Cailean helps you recover from nights of carousing. While you still get drunk and otherwise experience the effects of alcohol normally, you're never hung over the next morning.

Moderate Boon: You share some of the bravery Cayden espoused during his ascension. When you roll a success on a saving throw against a fear effect, you get a critical success instead. If you have the fighter bravery class feature, when you roll a critical failure on a save against a fear effect, you get a failure instead.

Major Boon: An embodiment of freedom, you break fetters with ease. At the end of each of your turns, you can end one effect that's currently making you immobilized (including effects that make you immobilized by Grabbing or restraining you) as a free action.

Minor Curse: Individuals who raise Cayden's passing displeasure awake as if from a hard night of drinking and find that drink tastes foul.

Moderate Curse: Cayden has afflicted you with cowardice. Whenever you roll a critical success on a saving throw against a fear effect, you get a success instead, and each time you roll a failure on a saving throw against a fear effect, you get a critical failure instead.

Major Curse: Cayden curses you to suffer in the presence of drinking, making it hard for you to bear entering any tavern. Whenever any creature drinks alcohol within 100 feet of you, you suffer all the negative effects from the alcohol (but only the alcohol) instead. This doesn't apply if the creature gains any special effect from drinking alcohol.

REALM

Situated in Elysium, Cayden Cailean's domain reflects his carefree attitude and delight in dares and competition. The realm's heart consists of a place most refer to as Cayden City. Buildings of myriad architectural styles crowd the landscape, and one can find an abundance of inns, taverns, and breweries which sell and produce alcoholic drinks found in no mortal domain. Casual visitors are in peril of losing track of time while partaking in the countless revels or getting lost in the erratic layout of the streets.

More daring souls feel drawn to the grounds surrounding the city. There, in the so-called Fields of Battle, all sorts of individuals test themselves in trials of skill and courage. While, as the name suggests, many go looking for a suitable dueling partner, the place is also home to complex obstacle courses, and Cayden's divine servants go about offering contests and dares with rewards proportional to the risk.

CHAMPIONS

To no one's surprise, most of Cayden's champions opt to follow the cause of liberation. Many take jobs as mercenaries, and while they strive to do their jobs right, they abandon all else when their journeys lead them against kidnappers, unscrupulous officials, or tyrannical leaders—just like their god in mortal life. More than once, these champions have turned against their employers after discovering they're involved with unsavory individuals or situations.

There are some champions of redemption among the ranks of the Merry Drunk, though they're often considered too idealistic by other members of the faith. Occasionally, the odd champion of justice devoted to Cayden pops up. After all, "living as you see fit" can technically include abiding by the law. While these individuals focus on the fact that Cayden never turns his gaze from the unprotected, they're prone to finding themselves in situations where their faith and ideals collide.



Desna

Song of the Spheres

Areas of Concern dreams, luck, stars, travelers
Edicts aid fellow travelers, explore new places, express yourself through art and song, find what life has to offer
Anathema foster despair or terror in the innocent, cast *nightmare* or use similar magic to corrupt dreams, engage in bigoted behavior
Divine Attribute Charisma or Dexterity
Religious Symbol butterfly
Sacred Animal butterfly
Sacred Colors blue, white

Devotee Benefits

Cleric Spells 1st: *sleep*, 4th: *translocate*, 5th: *dreaming potential*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Acrobatics
Domains dreams, luck, moon, travel
Alternate Domains nothingness (page 268), repose (page 268), star (page 269)
Favored Weapon starknife

Desna is one of the oldest goddesses, a divinity who predates mortal life, yet one who has come to adore it for its beauty, capacity for diversity, and pursuit of growth. According to legend, Desna placed the stars in the night sky of the Universe, an act that Sarenrae found so inspiring that she chose her favorite stars to become the suns of countless worlds. When mortal life rose on those worlds, Desna's first gift to them was a beacon of hope, for she made the first star and her home, Cynosure, the brightest in the sky, giving those on the countless worlds something to gaze upon, to use in navigation, and to inspire their dreams.

Desna is not often found in this home, though, for she constantly travels; none know better than herself that the wonders of the Universe are nearly infinite. While she travels the Universe, she takes care to remain apart from mortal affairs, in part from painful lessons she learned in the past. Two of her greatest mistakes—the accidental release of the parasite god Ghlaunder (whom she thought when she found his chrysalis adrift in the darkness could be a fellow like-minded traveler) and the vengeance-fueled and impulsive assassination of the demon lord Aolar (whose death nearly united the rulers of the Outer Rifts against all worlds on which Desna's faith thrived)—are often taught to her worshippers by aged priests as parables for not only learning from your mistakes, but as encouragement to take risks. Even though a stranger may be an enemy, you won't know if they could have been a friend if you greet them with violence. Those who do become your enemies should be fought against, and in times of great need extreme steps can and often must be taken, but you must stand just as ready to own and correct the collateral damage your actions might cause.

Desna's original appearance is a mystery. Some claim her first form was that of a star or comet hurtling through the night sky that seeded smaller stars in its passing. Others believe that one can catch glimpses of her first form in the shape of the butterflies she favors. Still others maintain that her first form was one of a shape that would be monstrous to behold and ruinous to describe. Yet all agree that her current shape, that of a beautiful butterfly-winged humanoid, is not how she appeared at the dawn of time. Which of these myths are true is a matter for religious philosophers to puzzle over. In the Inner Sea region, she most often appears as a winged elven woman clad in a gown of stardust, but as befits a goddess who encourages travel and the mixing of cultures, this form varies by region. She may even appear as different women to different viewers simultaneously.

Desna believes in good luck, yet understands that to trust only in fortune is to set aside your own agency. Fate can always be rewritten, but only if one takes destiny by the hand and leads it down a chosen path rather than being passively tugged through life. She relies on instinct to guide her, and her destination is rarely her most important goal. She encourages her followers to take chances and to live life to its fullest, yet also to respect and honor those they encounter in their travels. When someone takes offense, you're not the one to decide the veracity of the insult, nor should you judge the other for what brings them joy and pleasure. Exceptions are always made when another's actions are selfish, cruel, or abusive, in which case Desna expects her faithful to defend the meek and oppose the bully.

Desna loves music and live performances, but not so much as the source of the entertainment. She finds greater pleasure in the audience than being on the stage, and while many bards and entertainers worship her, they spend as much time encouraging others to explore their creativity as they do so themselves. A Desnan bard is more likely to invite a delighted audience member onto the stage to join them than she is to finish a performance alone. Desna recognizes love in all its forms and remains committed to her lovers Sarenrae and Shelyn, even while periodically sharing close relationships with others. She shows her favor in the form of unexpected good luck, inspiring dreams, or messages whispered from the wings of butterflies, while those who earn her ire find themselves constantly becoming lost, plagued by misfortune, or suffering from the weight of the stars above when forced to stand before the vastness of the night. However, it's worth noting Desna never plagues those that vex her with nightmares.

THE CHURCH

There's little sense of authority in Desna's church. While her worshippers respect and admire the skills of their elders and value their knowledge and advice, there's no strict hierarchy among the faithful. Her priests are valued by the tales of the journeys they've undertaken, the experiences they've had, and the mistakes they've endured and corrected rather than by traditional notions of seniority.

A typical Desnan service is performed almost entirely in song or music, with interludes of dance, storytelling, and dream recollection interspersed throughout. Those capable of using magic to share dreams with others often favor this method of preaching or storytelling over more mundane practices.

While temples and even cathedrals devoted to Desna do exist, these edifices also include shrines devoted to other divinities as well, particularly to Sarenrae and Shelyn, for Desna's faith does not attribute the size of a building to any degree of religious success in a region. Indeed, many Desnans view the keeping of large temples or cathedrals as unwelcome anchors that prevent the faithful from traveling and encourage sedentary lives. As such, most of Desna's places of worship are smaller, unattended shrines. These are found at crossroads, in remote areas of beauty, in the vicinity of unmistakable landmarks, or atop hills or mountains where the stars can be viewed unimpeded. Often these shrines lack walls or roofs and are little more than circles of standing stones or groves of ancient trees. Traveling priests of Desna take it upon themselves to clean and maintain these sites as they encounter them, leaving signatures or improvements behind as a way of marking their own journey. These wandering priests do their best to avoid repetitive travels, and make sure never to visit the same shrine twice in the same year, and when they do make a return trip, take pains to approach from a route previously untraveled by themselves.

The faithful have little desire to carry heavy tomes filled with overly oppressive or florid doctrine. Often, graffiti-like markings on shrines are all the religious texts a worshipper of Desna needs, but many have taken to carrying small documents, scrolls, or slim folios to serve as religious inspiration as needed. They prefer these documents to be written in an entertaining manner, and to the untrained eye a Desnan holy scripture might look like a book of fantastical fiction, creatively enhanced historical texts, unexpectedly raunchy poetry and limericks, or even outright erotica. Regardless of the form, these texts always seek to honor the tenets of *The Eight Scrolls*. These short scrolls contain all the church's official doctrine, summarizing Desna's early days as a goddess while making sure to leave plenty of room open for interpretation and the addition of new parables.

FOLLOWERS

Those who are devoted to Desna follow their dreams and are encouraged to constantly challenge themselves with new ideas, to visit unseen locations, to forge new friendships in unexpected places, and to aid those in need—particularly those who are being bullied or oppressed. Song and art are encouraged methods of self-expression, and while the faithful are expected to avoid spreading fear and despair or engage in bigoted behavior, they also encourage forgiveness to those who do and to the self as well; if one cannot be allowed the risk of a mistake and then be given the chance to learn from their errors, spiritual stagnation may accrue. Still, willful cruelty shouldn't be tolerated, and those who engage in such pursuits must be stopped.

APHORISMS

Desna's followers gather tales and parables from across many worlds.

A star cannot see its place in the sky: When worshippers doubt themselves or their path, this saying reminds them that a single star cannot conceive the role it plays in the harmony of the heavens.

You are never lost following butterflies: It's better to wander and explore than waste away at home. Place your trust in your intuition and the signs Desna puts in your path to guide you.

Your greatest failure is your greatest teacher: You will make mistakes, but do not fear them. Strive to correct your mistakes, own them, admit to them, and above all else learn from them so you, and others you teach, can avoid them in the future.



DESNA

HOLIDAYS

Desna's faithful are encouraged to engage themselves in other festivals and holidays, but two holidays in particular are Desnan to the core.

Ritual of Stardust: The summer and winter solstices are set aside by the faithful for feasting. At the end of either, handfuls of glittering sand are thrown into bonfires or the air to bring good luck for the next 6 months.

Swallowtail Festival: Observed yearly on the autumnal equinox, the Swallowtail Festival celebrates Desna's recovery after a great battle with Lamashtu. Legend holds that Desna was nearly slain, only to be nursed back to health by a blind orphan who only asked in return to be transformed into an immortal butterfly.



FOLLOWER OF DESNA

While Desnans generally don't pick fights, they have been known to cause them accidentally. In a conflict where violence is inevitable, a Desnan is expected to hit hard and fast to end the battle quickly. Worshippers of Desna are particularly drawn to join heroic adventuring parties, for they are groups whose very nature encourages the combination of travel, cooperation among diversity, and the defeat of evil and cruelty when it's encountered.

The church of Desna doesn't maintain many organized groups, although its small regional gatherings and congregations are countless. Still, two particular orders among the faithful deserve special mention.

The Spherewalkers are a loosely organized collection of traveling missionaries; worshippers must roam hundreds of miles, practice skills that aid in travel, and study a wide range of geographic and religious topics before they can even be considered for inclusion in the group. Almost all Spherewalkers are divine spellcasters, and they maintain mystical links to favored landmarks in their travels and use dreams to travel and explore as much as they do their feet.

The Order of the Starless Night is perhaps the oldest Desnan congregation. While they were at their height during the era of Thassilon, where their members helped to protect Varisians and Shoanti alike from the cruelties of the Runelords, the order's true calling is the opposition of forces from the Dark Tapestry. Knowing full well that information about these mysterious forces is tempting and alluring to those who would use it for evil, the Order of the Starless Night works to limit the scope of their actions and prefers to work from behind the scenes, so that their enemies never quite realize they face an organized opposition whose resources could well become sought-after trophies.

RELATIONSHIPS

Desna maintains a wide and somewhat tangled network of relationships, and she's always eager to expand this circle further in her travels as she meets new mortals and divinities. Yet there are some relationships that she values more than others—none more so than her romantic involvement with Sarenrae and Shelyn. Myth states that Desna first caught Sarenrae's eye with her creativity in the act of creating the night sky, something that inspired Sarenrae to choose certain stars as suns for countless worlds. For ages, the two played in the heavens, day and night chasing each other eternally though the firmament, only to rest in each other's arms at dawn and dusk. This relationship mirrors into their faiths, with worshippers of Sarenrae and Desna often working together to guide societies with this duality of respect for night and day, the times for work and rest or travel and dreaming. Shelyn came to this union sometime later. Whether because of Desna's concern over Shelyn's fraught relationship with her brother Zon-Kuthon or Shelyn's talent at representing dreams and the night sky in works of art, the Eternal Rose was welcomed into the union by both goddesses, and today their love for each other has inspired entire worlds.

Desna values this romantic bond, yet she does not constrain herself—and Sarenrae and Shelyn understand this as a manifestation of Desna's free-wheeling spirit and relentless wanderlust, for the Song of the Spheres sees relationships and friendships as terrains to travel and explore as surely as the paths on any world. She has recently approached Nocticula several times in attempts to secure the aid of the Goddess of Midnight in finding a way to aid Shelyn in her own toxic relationship with her brother, and she's always eager to tease and encourage—and now and then reward—Cayden Cailean for his flirtatious antics. Her relationship with Calistria is more complex and likely tied to her fondness of the elven form as much as it is an appreciation of the Savored Sting's creativity in finding solutions for complex problems.

She values Calistria's wit and capacity to handle matters without worrying about ramifications, yet also takes care to moderate her own reactions and does her best not to get too carried away by the mercurial deity's sometimes cruel whimsies.

Yet not all of Desna's divine relationships are based on friendship, respect, or love. She has long fought against the infectious machinations of Ghlaunder as penance for accidentally releasing him from his torpor, and while she has come to learn from her impetuous choice to kill Aolar in response for the demon lord's murder of many of Desna's favored worshippers, she doesn't regret the risky move. She remains staunch enemies with Lamashtu (ever since her murder of the god Curchanus, whom Desna had come to view almost as a father figure despite his younger age), Rovagug (whom she aided in the imprisonment of and whom she loathes for his ravenous appetite for the destruction of all she loves), and Zon-Kuthon (for the way he manipulates his sister Shelyn and the world as a whole to make them fear the night), but among the greatest enemies of her faith are the inscrutable alien divinities of the Outer Gods. Even as these cosmic aberrations roil unheeded through the darkest corners of the Universe, caring not for the lives of mortal kind, the apocalypses they engender and represent as well as the cruelties they inspire mortals to pursue make them her greatest foes.

DIVINE ALLIES

Desna's allies are mainly comprised of azatas and agathions, who share her joy for discovery and wonder. On occasion, aeons with an affinity toward the stars will aid Desna and her followers, but they arrive and depart on their own inscrutable timetables.

Night Monarch: Appearing as a massive moth or butterfly with colorful patterns on its wings, the Night Monarch manifests under starlit skies to aid Desna's faithful in times of great need. Despite its incredible size, it flies in silence and with great stealth, and spotting it is seen as a sign of great fortune and thought to bring favorable dreams. Although the Night Monarch has been slain multiple times over the eons, it always reappears again, no worse for wear, whenever it's needed once more.

DIVINE INTERCESSION

Desna favors those who follow their hearts and whims without bringing harm to others.

Minor Boon: For those at the end of a journey, Desna gifts a deep sleep. Once, after you rest, you completely recover all Hit Points, remove all negative conditions, and become free of any curses or diseases.

Moderate Boon: Desna twists fortune in your favor. Once per day, after determining the result of a check, you can reroll the check and take the new result.

Major Boon: Desna bestows you with a swirling cloud of lights that forms a pair of wondrous butterfly wings. These wings grant you a fly Speed of 40 feet and shine dim light to a range of 20 feet.

Minor Curse: You always seem to lose your way or have strange mishaps on the road that delay your travel. You (and thus any group that travels with you) travel at only 3/4 normal exploration Speed, before taking into account the terrain and other features that might slow you down further.

Moderate Curse: Misfortune follows you in your travels and requires acts of contrition or benevolence to keep at bay. You must always roll twice and take the worst result when attempting a check. This is a misfortune effect. You can express your remorse and ignore this effect for 1d4 rounds by spending an action, which has the concentrate trait. If you perform a truly selfless act of compassion, you ignore this effect for 1 day.

Major Curse: The stars themselves rebuke you for your ways. You are sickened 4 and slowed 1 whenever you are exposed to starlight.

REALM

Desna maintains a domain that exists in two separate places in reality. Connected by portals, the realm located in the Universe is the star known as Cynosure, said to be the first star to light the night at the dawning of the Age of Creation. Those who Desna favors and who approach are brought into her divine realm—a demiplane and safe harbor that appears as a vast, silvery-blue star and shares Cynosure's place in the skies. Her palace is a sprawling structure that's connected to this realm, but itself can be found on the plane of Elysium. It's at this smaller domain that the gods first met to discuss the imprisonment of Rovagug; Desna named it Sevenfold Cynosure in memory of the first seven worlds Rovagug destroyed. On Golarion, where Rovagug was imprisoned, the light of Cynosure serves as a fixed point in the heavens and has long been used by travelers to navigate.

CHAMPIONS

Desna encourages her champions to be protectors of the less fortunate and to fight for the rights of those who are oppressed, yet always encourages them to attempt solutions that do not escalate cruelty or encourage their enemies to grow vengeful. Most of her champions follow the causes of grandeur or liberation. The cause of grandeur promotes the light of the stars and the beauty that comes with a journey. The cause of liberation pairs well with Desna's teachings of travel and living a carefree life. A fair number of champions of redemption venerate Desna as well—many of these champions in particular venerate Desna and her close alliance with Sarenrae. Champions of justice can serve Desna but they're quite rare, for they must be willing to potentially stretch their beliefs and strain their edicts and anathemas when facing cruel laws or oppressive tyranny. Champions of Desna are encouraged to travel, not just to seek injustice to right, but to expose themselves to new beliefs and new thoughts. Champions of the Order of the Starless Night focus on opposing the monstrosities of Outer Gods and the Dark Tapestry rather than threats from Hell, Abaddon, or the Outer Rifts.



Erastil

Old Deadeye

Areas of Concern family, farming, hunting, trade
Edicts care for your home and family, fulfill your duties, keep the peace, protect the community
Anathema abandon your home in its time of need, choose yourself over your community, tarnish your reputation, tell lies
Divine Attribute Constitution or Wisdom
Religious Symbol bow and arrow
Sacred Animal stag
Sacred Colors brown, green

Devotee Benefits

Cleric Spells 1st: *sure strike*, 3rd: *wall of thorns*, 5th: *nature's pathway*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Survival
Domains earth, family, nature, wealth
Alternate Domains duty (page 265)
Favored Weapon longbow

Erastil is an old deity. Originally an elk-headed god of the hunt, he changed long ago to his current purview of family, farming, and trade, yet still holds to a few of the ancient ways. Currently, Erastil's concerns lie with community and the work that sustains those communities. Farming serves the basic needs of a people and requires them to maintain the crops. Families are the most basic unit of a community, with one generation caring for another. Trade requires enough to serve other communities, thus creating bonds of familiarity and interdependence. Yet behind this idyllic image lies the hard, oaken core of primal woods and steaming skin. This gives Erastil a multifaceted history, and while worshippers near cities and newer settlements worship the "softer" image of Erastil (an old man of the worshipper's ancestry), people in the wilderness or from very old civilizations still have the elk-headed depictions in their homes.

This bifurcation is reflected in the divine beings Erastil has befriended. He maintains good relations with nature deities but has strong ties toward those more focused on civilization, since cities need farms to sustain themselves. Farms, both reliant on nature and the elements, also have an aspect of civilization: the land is molded in an organized, structured way. Even Erastil's trade aspect balances between the modern view of wealth for wealth's sake and the older concept of creating ties to community. Erastil serves as a bridge between the wild and settled, the past and the present, the mortal and the elements.

Due to his timelessness and age, Erastil tends to act slower than other deities. Where one may think in days, Erastil thinks in seasons. Where another may use years to act, Erastil uses decades. This might make Old Deadeye and his followers come across as conservative, yet Erastil has changed and can change, just at a slower pace than other faiths. When Erastil does act, he does so through the work of his worshippers. In times of plenty, he rarely intervenes. In lean times—harsh winters, famine, and the like—a deliberately planted bush may sprout berries, a starving hunter may encounter an easy kill, or an impoverished trader may coincidentally find a generous buyer. The warmth of a hearth, the fullness of a meal, and the feeling of safety are common sensations indicating Erastil's approval. Food doesn't just appear on the table, though, so an impoverished family must still bake bread; but the poor ingredients may result in a golden crust and fluffy interior, so nutritious it can feed the family for the week. Erastil rewards effort with plenty.

Some of the myths and folklore surrounding Erastil paint him in a harsh and unforgiving light: rigid, traditionalist, demanding. The fable of Erastil turning unruly children into trees is oft told but untrue. Old Deadeye understands that children still need guidance, and children acting out can indicate something else might be wrong. Adults, on the other hand, receive less grace, and so perhaps the old bedtime story does come from an acorn of truth. "If the fruit is bad, then the roots might be at fault."

Erastil, however, can be seen as an inclusive deity. A community means everyone, including the refugee, the misfit, and the misunderstood. He has no tolerance for destructive individuals, but he imparts blessings upon those who try to contribute to society and those who have been cast out through no fault of their own. Found family is still family after all, and perhaps more so, since it's done by choice. While followers of Erastil emphasize marriage as the primary means to establish bonds, Erastil's focus is less about institutional contracts and more about the promises to another. A genuine polyamorous informal arrangement carries more weight in the Elk Father's eyes than any bombastic show wedding for the purpose of a political alliance, especially if the marriage establishes a familial support system or a responsibility to raise children.

When someone suffers Erastil's wrath, they see and feel the old god of the hunt. The air becomes hollow and frigid. Food provides no comfort. Shadows have the blinking, reflected light of a predator's eyes, ready to pounce. And Old Deadeye never misses.

The Church

Worship of Erastil is still quite decentralized, focused more on small communities. Old Deadeye eschews larger worship sites and prefers more intimate household

shrines. Such temples that do exist tend to be multi-use spaces: a meeting hall, a storage area, a farmers' market, or a town square. Rather than a complicated building, a place of worship may only have a stuffed elk head, a set of elk horns, an old bow and a single arrow, or a wooden placard depicting Erastil's humanoid form. Followers have similarly modest means of expressing their faith. Some followers carry a seed with them, either in a simple necklace or their pocket. They may sport a badge, decoration, or depiction of Erastil on their clothing, but they're usually understated and sometimes hidden within a coat lining or on a button.

Worship is a personal affair. A priest may be designated as head of a congregation, but just as often, a community may ask an elder, or someone who can't physically work for one reason or another, to lead prayers. During dire times, Erastil may anoint an adventuring priest to serve a community for a short while. The followers of Erastil pass on knowledge less by sermons and more through storytelling. Fables, myths with a moral message, and sometimes a personal story of "once I had an uncle who..." are often shared, commonly ending with "at least that's what Old Deadeye says." Their religious text, *The Parables of Erastil*, usually comes in the form of a handwritten, hand-bound book that contains all the local stories, personal wisdom, and unique flaws of its creator (such as the paw prints of the owner's pet cat). Every parable tends to be slightly different from the others, reflecting its author's idiosyncrasies and local knowledge.

These parables often include simple and short rituals for a good crop, a new birth, reintegration of a wayward person back into the community, and the like. Prayers tend to be equally short, asking for the Old Hunter's blessing. Priests sometimes place both hands flat on the side of the faithful's head to represent elk horns. Most record the work songs that serve as their hymns. Some common favorites include "Old Deadeye, Fire That Arrow" and "Come Home For the Harvest, Dear."

Erastil abhors forced labor or work as institutionalized (as opposed to communal) punishment. Work isn't about the person's "usefulness" or its difficulty. Sick and disabled people have a place in the community even if they can't work, for example. If one can labor to make another's task easier, such as designing a one-handed plow or a wheelchair, then both have bolstered the community. As long as the person has contributed to the well-being of others, then that person has Erastil's blessing. Carve a toy to amuse a child? Good work. Sing a song that lifts spirits during a harsh winter? Good work. Yet push a man to injury to increase crop yields, and one may feel a cold wind and hear the stretch of a bowstring everywhere one turns.

FOLLOWERS

Farmers and ranchers make up the bulk of Old Deadeye's worshippers. Those transplanted from their small-town homes (whether as workers or refugees) may continue worship of Erastil while living in the city, although they tend to focus more on their neighbors or local trade. Followers prioritize supporting their family and community rather than politics or the affairs of the state.

Those who engage in solitary trades, such as hunters and artisans, do have a place among Erastil's faithful. These individuals still interact with a community, providing services or goods. A community is still a community even if its members only meet up at Harvest Feast.

Erastilian worship leans less on official priests and more on elders who have shown a particular wisdom. In most cases, priests work some other profession, unless unable due to disability or age. Priests tend to be advisors and mediators rather than leaders, both to ensure

APHORISMS

A child's laughter is a gift, a child's cry is a reminder: Family and friends should be a source of peace, joy, and plenty—but with such bonds comes the responsibility to care and have patience. This is an aphorism new parents receive often and begrudgingly accept in their sleep deprivation.

A well-tended seed becomes a mighty tree in the years to come: This saying reflects the patience and discipline Erastil asks of his followers, but also his optimistic view of time, looking toward a peaceful future to come without doubt.

The hardest task becomes easy with a friend: Work is a communal effort, but "friend" implies that effort creates bonds, not of commerce but of emotions and belonging.



ERASTIL

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HOLIDAYS

Archerfeast: The 3rd of Erastus, the halfway point of summer, is celebrated with physical games (including archery, stone-throwing, tie-down roping, tug of war, and the like) and is a traditional time for wedding proposals and announcements. Followers make an animal offering at the end with a feast.

Harvest Feast: Celebrated on the autumnal equinox, this is also a work week, but followers cap it off with a big celebration in preparation for the winter. The festival provides a moment of fun and a tiny bit of indulgence, but never to excess. Harvest Feast has several good-natured competitions for the biggest gourd, the hardest (but not strongest) worker, the best producing animal, the best pie, and more.

Planting Week: Occurring on the vernal equinox, this serves less as a holiday and more as a big push to begin the farming season. The community, however, provides plenty of food and drink each night to keep spirits up and bodies recharged.



their humility but also to avoid a centralization of authority. In times of strong divisions within a community, sometimes a priest will counsel a split, with one group founding another village or town nearby. After a generation or two, the animosity becomes history or folklore, and now the people have grown into two strong communities. "Divide a plant to help them both grow."

While druids tend not to worship Erastil and very few worship the old version of the Elk Father, they remain staunch allies. Erastil abstains from the rapid, sometimes exploitative growth of cities, and the non-proselytizing nature of his followers means the wildness of nature can coexist with more pastoral settlements. Rangers commonly worship Erastil, as his twinned aspect of the hunt and the hearth mirrors a ranger's connection to both nature and civilization.

Adventurers and Erastil have an uneasy relationship. Adventuring requires leaving home and traveling for extended periods of time, and most faithful focus on staying home and putting down roots. The few adventurers who do worship the Old Hunter tend to do so because their homes or families face a threat. They travel not for travel's sake but to protect their loved ones. In this regard, these adventurers are driven and determined people, because they have a lot to lose. They sacrifice their connections to their community to protect it, and Erastil can respect that.

Yet the faithful do have a tradition to journey out of the community, to learn about and form bonds with other people. Some even travel to cities to learn about changes in the world. This usually only lasts for a year or so, and of course the wanderer must work to earn their keep, taking an odd job here and there. Most employers find them to be good and reliable laborers (though some try to exploit their lack of knowledge of city politics). If the wanderer doesn't return, then perhaps they found their place elsewhere. If they do return, then they will have learned and enriched themselves. "A seed must travel the winds to find a place to root," or at least that's what Old Deadeye says.

RELATIONSHIPS

Erastil has a strong bond with Gozreh and the Green Faith, and a friendly acknowledgment of other nature deities. Despite being somewhat domesticated in modern times, Erastil still has the wild god of the hunt in him. Agriculture requires a connection to the elements, and the Elk Father maintains these connections with rigor. Followers have a strong trade relationship with druids and worshippers of Gozreh, and they often ask druids to assist in crop work or animal husbandry if a challenge outmatches their knowledge.

Relations with Abadar remain friendly but strained, as the followers of the Master of the First Vault can turn wealth into an obsession, and the two deities have different ideas of what civilization entails. Followers of both deities get along best when working toward a common goal.

Freedom-associated deities such as Shelyn, Desna, or Cayden Cailean leave the Elk Father disgruntled, much like an elderly patriarch's confusion with an energetic, experimental generation. With a begrudging acceptance, their followers are welcome, but all know the relationships are usually fleeting.

Erastil has a great respect for Kazutal and Torag, both being fellow old deities with an adherence to community. While he may not always approve of their militancy, their followers come to aid his in times of crisis and vice versa, and Old Deadeye appreciates the loyalty.

Erastil is married to Jaidi, an ancient Azlanti god of agriculture. Scholars claim Erastil took her domain, but Jaidi, for reasons of her own, let Old Deadeye manage it for her. Whether or not this is why the hunting god changed into one of community and agriculture, Erastil refuses to say, as it is a private thing between him and his wife. There are stories of Jaidi returning in prominence, retaking her mantle of agriculture. In fact, a few priests of Erastil have adopted a twin worship of both deities, some going so far as to worship Erastil's immediate family as a grouped pantheon.

His son, Cernunnos, an Empyreal Lord, appears as an elf with stag antlers and represents the primeval forces of nature. The Elk Father disapproved of his son's aggressive war against Hell and the Outer Rifts, and was only proven right in his mind when Cernunnos vanished when fighting Dahak's brother, Garhaazh the Primal King. Erastil burns with both grief and rage at the loss, but he cannot shirk his responsibilities to the cosmos and his followers, not even for sorrow or vengeance.

His daughter, Halcamora, also an Empyreal Lord, appears as a woman with ladybug wings and two antennae, and watches over gardens, parks, and wineries. Erastil sees her domains as a bit too enamored of the over-development and superficiality of cities, though he does appreciate Halcamora's helpful insects and the occasional gift of wine. And if a rare vintner or beekeeper has spotted the Elk Father playing with his daughter among the vines and hives, they usually know to keep it to themselves.

DIVINE ALLIES

Most of Erastil's servants are divine animals or agathions who cleave heavily toward their animal aspect. Angels and animal-headed archons also serve the god, but Erastil does not actively recruit such beings or press his petitioners into divine service. Many of the Elk God's agents are ancient, tracing back to his more primal aspect, and are more powerful and frightening than many of Erastil's more civilized worshippers are comfortable with.

The Grim White Stag: A primordial spirit once worshipped as a god themselves under the Green Faith, the Grim White Stag approached and allied with Erastil out of respect for the god's wisdom and strength. Old legends speak of a time that Erastil hunted the Grim White Stag, the pair twined irrevocably in a game of survival and death, changing their relationship only when mortal lives became less dependent on meat taken from the wilds. The Grim White Stag blurs the line between plant and beast, its mossy flanks made of pale gnarled branches of knotted wood. It's rarely seen more than once a generation and only when a settlement is in grave peril. All animals of the forest answer its call, and all worshippers of Erastil recognize the sound of its voice when they hear it.

DIVINE INTERCESSION

Erastil favors those who commit themselves to their communities and detests those who disrupt these families.

Minor Boon: Erastil shares in his bounty as long as you work for it. Whenever you roll a critical failure at a check to Subsist in the wild, you get a failure instead.

Moderate Boon: You share Erastil's sharp eye, allowing you to use a longbow in any situation. When you attack with a longbow, you can ignore the longbow's volley trait, and longbows have double the normal range increment for you.

Major Boon: You become a friend to the land. You can cast *speak with plants* as a divine innate spell. When you're in a healthy natural environment, the land sustains you without need for food or drink. You can cast the *commune* ritual using Nature without any secondary casters or secondary checks.

Minor Curse: Erastil curses your table and punishes you for relying on others' hard work. Any food you didn't grow, gather, or otherwise harvest yourself tastes like ash and leaves you fatigued.

Moderate Curse: Erastil's beasts take a dislike to you. Animals' attitudes toward you are one category worse (friendly instead of helpful, indifferent instead of friendly, and so on).

Major Curse: Erastil leaves you unable to fend for yourself and forces you to rely on your community. Any attempts to grow or otherwise acquire food on your own always fail. You must instead ask others for help with these matters, whether in the form of farming, hunting, or simply asking for a meal. These attempts always require a skill check (typically Diplomacy to Request) and the DC is usually a very hard DC for your level.

REALM

In the fourth tier of Heaven lies the Summerland, Erastil's realm. A few cities dot the land, but most of the realm is a pastoral summer paradise: rural, with small villages among dense woods, gentle hills, meandering rivers, and plentiful farms. Erastil treats the realm as a sanctuary, away from the war against evil. With mild days and warm, quiet nights, people work the land not to stave against hunger but to connect with the earth, sky, and water. Crops always grow aplenty, and people celebrate togetherness with food and drink. Warriors who no longer wish to fight are welcome here to put those horrors into the past, and in times of great conflict, Erastil partners with other deities and allows the Summerland be a place for warriors to convalesce. Old Deadeye himself can be found here, tilling the fields, working with Jaidi, and complaining that his children never visit.

CHAMPIONS

Despite Erastil's staunch attitudes, his reluctance to engage in direct action against the forces of evil means he has a smaller number of champions than other deities, even deities who eschew war like Desna. The Elk Father respects the dependability of champions of justice, though remains wary and weary of their active pursuit against evil. The cause of obedience is also common among his champions, as an understanding of one's role within a community and maintaining these roles is crucial for many Erastilian settlements. Erastil sees champions of redemption in a favorable light due to their willingness to sacrifice their own safety for others, and he views champions of liberation much how he sees his son Cernunnos: a bit young and naive, and too willing to take the short-term view of active warfare. At least their hearts are in the right place.

Gozreh

The Wind and the Waves

Areas of Concern nature, the sea, weather
Edicts cherish, protect, respect nature in all its forms
Anathema bring civilization to intrude on the wild, create undead, despoil areas of natural beauty
Divine Attribute Constitution or Wisdom
Religious Symbol dripping leaf
Sacred Animal all
Sacred Colors blue, green

Devotee Benefits

Cleric Spells 1st: *gust of wind*, 3rd: *lightning bolt*, 5th: *control water*
Divine Font *heal*
Divine Sanctification none
Divine Skill Survival
Domains air, nature, travel, water
Favored Weapon trident

When the wind first rippled the waves of the primordial ocean, Gozreh was born. This timeless, inscrutable entity is a being of dualities: wind and wave, male and female, generous and ravenous, benevolent and disastrous. Mortal kind has marveled at Gozreh from the beginning, as they've been lashed by storms, paying visceral witness to the Wind and the Waves in a manner more immediate than the abstract reality of most gods. Then and now, worshippers reverently slip offerings overboard or burn incense that wafts aloft, hoping to please Gozreh but content to avoid the god's displeasure. Even followers who successfully placate the tempestuous god know better than to trust their favor for long, as Gozreh's pleasure waxes and wanes like the tide, and their forbearance passes swiftly as a gust. Gozreh's pique is just as temporary. Storms pass, and the sea calms. With the god's attention on all the world's waters and winds, Gozreh's fury is unlikely to linger in one place for long.

Most depictions of Gozreh focus on the aspect of the god most relevant to worshippers' experiences and environments. Sailors, fishers, and aquatic creatures depict Gozreh as a woman rising waist-high from the waves, hair of sea foam flowing down her back. Those who farm, travel over land, or explore high places show him as a man, old but still strong. A long beard of stormy clouds hangs from his chin and jagged lightning streaks his hair. Those who dwell, work, or travel along the coast often show these figures intertwined, or reaching for each other, fingers separated by the narrowest of breadths. In most cases, optimistic iconographers fix expressions that are pleasant or neutral, though powerful, lest a furious depiction tempt a capricious demonstration of wrath. To Gozreh's followers, the duality of their forms is no contradiction. The god transcends mortal concepts of gender, body, and form. The Wind and the Waves flow and shift, now one form, now another, yet completely both, always. As fitting the natural order.

The god and their followers care most for the unspoiled wilds and the undisturbed cycles of nature that spin along through time without mortal interference. All living animals are sacred to Gozreh, though a central tenet for believers is the reality that creatures exist, then die, giving their energy over to what comes next. Interference in these and other natural cycles, such as the weather, are sure to rouse Gozreh's displeasure. Followers of the Wind and the Waves often come into conflict with people trying to settle or "tame" a wild area, and the detritus and pollution caused by civilization are a frequent target of the god's indignation. Gozreh sees all that the wind touches or the waves lap, so even a small desecration of unspoiled nature could be brutally punished.

To those uninitiated to Gozreh's teaching, it might seem strange to venerate a deity that evidently cares little for mortals. They view the practices of the faithful as transactional at best and not very effective. Worshippers are equally unable to understand this attitude. How could one not stand in awe of the sunset over the sea? How could one not be cowed by the whirling of the tornado? Does the wide expanse of the sky, the endless horizon of the open ocean not inspire the feeling of insignificance and the simultaneous desire to connect with something of such magnitude? Such philosophical differences have led many ardent followers of Gozreh to quit the company of their fellow mortals for the solitude of the unspoiled wilds.

Those in Gozreh's favor feel their spirits buoyed and their steps lively; calm water spreads before them and steady wind fills their sails. While Gozreh might send an icy wind as a warning of displeasure, they're more likely to repay blasphemy or desecration of nature with crackling thunderbolts of retribution. Sailors foolish enough to tempt Gozreh's wrath while a-sea are sure to be pulled to the bottom of the ocean.

The Church

Worship of Gozreh is typically led by a local priest, who operates with autonomy within their community. The church is decentralized and largely non-hierarchical, though provincial clergy might defer to a regional high priest or an aged hermit who has proven their devotion by living exposed to the elements, scaling tall peaks, or swimming daunting currents. When larger congregations form, they tend to focus on one aspect of Gozreh's power, such as lightning, birds and the wind,

or fish and the sea. Isolated splinter groups might develop rites unseen in the mainstream church, a practice tolerated by the god and most others. Some monasteries dedicated to contemplation of the Wind and the Waves exist in remote areas; towns and villages close to these communities often provide the monastery with food and supplies in exchange for intercessions seeking fair weather or good fishing.

Shrines and temples to Gozreh are always open to the sky and typically feature pools or springs. Most such structures are built from the simplest materials possible. Coastal temples feature driftwood walls and surround tide pools, while mountaintop shrines with dry stone walls might contain small puddles of rainwater. In communities that rely on the sea or the sky for their survival, temples might be more elaborate, incorporating waterwheels, windmills, or lighthouses. The keepers of these temples carefully emphasize that they operate at the pleasure of Gozreh, accepting the power of the god, rather than claiming to have tamed it. Such structures are notable exceptions to the modesty of typical shrines to Gozreh, which might be as simple as a flat stone on a mountaintop or a submerged rock formation that emerges only at low tide.

Church ceremonies vary widely by region, though many include playing wind instruments, listening to chimes moved by wind or water, chanting, and ritual washing or bathing. The element of sacrifice unites much worship of Gozreh. Farmers leave seed or grain exposed for the god's sacred birds to eat, while anglers release the most impressive fish of their catches as offerings. Such sacrifices emphasize that worshippers are still part of the natural cycle, and they must give back to nature as well as take from it. Everyday devotions to Gozreh tend toward simplicity and are often integrated into the workday of those who depend on the god's bounty or mercy. Sailors and fishers commend themselves to Gozreh's protection with a brief prayer when they cast out their lines. Loved ones waiting for the return of a seafarer might cast a pinch of salt into the breeze and intone, "Winds carry you home." Those who work the land might stand at their thresholds and offer short prayers to Gozreh before they step into the god's domain. When the time comes for a believer's body to return to nature, the practice of water or sky burial is popular among Gozreh's followers, and cremation is avoided except in extreme circumstances.

FOLLOWERS

Respect for nature is the first touchstone for followers of Gozreh. For some, this means preserving all natural spaces and fighting any encroachment of civilization onto wild areas. Other worshippers focus on living in tune with the environment: farmers who steward native plants, fishers who glean careful catches, and falconers who work in tandem with their birds of prey. Any devotee of Gozreh opposes harsher uses of the environment or separation from the natural world, so adherents are seldom found in cities or industrial areas. It's far more likely to encounter Gozreh's faithful deep in the wilds or on the fringes of settlements, ensuring that civilization's expansion never destroys natural beauty.

Clergy of Gozreh are typically recognized by their long hair, which they often braid with dried seaweed, strips of white cloth, plant fibers, or feathers. Priests able to grow beards typically wear them long and braided as well, though trimming one's hair and beard isn't forbidden. Clergy generally dress in simple blue or green robes tied with a rope belt and carry religious symbols made from driftwood, bone, coral, or small branches. In addition to their ceremonial duties, priests often serve as guides for nearby communities, urging travelers to avoid sensitive natural areas or escorting ships through dangerous shoals. Other clergy live on ships full

APHORISMS

Witticisms among the followers of Gozreh are few and tend toward simplicity, bluntness, and shrewd insight. Aphorisms vary based on geographic location and the aspect of the deity closest to a follower's heart.

By the Tide and the Tempest: This solemn oath evokes both of Gozreh's aspects and is used during initiation ceremonies for new acolytes, while performing sacrifices to the god, and when swearing vengeance against those who trespass against nature.

The storm also passes: Weather, emotions, and life circumstances are temporary. However dark things seem today, the clouds are liable to part tomorrow. With a surety that clear skies lie ahead, this mantra advises followers not to give in to despair.



GOZREH

HOLIDAYS

Many followers of Gozreh celebrate local or regional occasions based on the tides, the appearance of submerged coastal landmarks, or the beginnings and endings of seasonal weather phenomena, such as monsoon winds. Regardless of their locations, most followers celebrate the two most common holidays.

Currentseve: A day-long fast held on the 7th of Gozran in anticipation of the appearance of sprouting plants and spawning fish in the spring, the Currentseve celebration represents the fact that feast and famine are a natural cycle. By depriving themselves of food, worshippers believe that they reinvigorate the plants and creatures that will provide them with sustenance during the rest of the year.

Firstbloom: Celebrated primarily on the spring equinox in farming and gathering communities, this holiday marks the beginning of the planting season and the appearance of early flowers in the wild places of the woods. Firstbloom is typically celebrated with dancing and rites emphasizing fertility.



FOLLOWER OF GOZREH

time, predicting the weather and helping sailors avoid deadly storms. It's also not unusual for a priest of Gozreh to become an itinerant wanderer, swearing to travel "wherever the Wind blows."

Except for in urban centers, worship of Gozreh is incredibly widespread. Anyone who earns a livelihood that depends on the weather or the sea likely offers prayers to the Wind and the Waves. Woodland scouts, army recruits in the field, and traveling merchants are as liable as farmers to send up prayers for good weather and leave offerings at Gozreh's simple shrines. Few people would risk the open waters of the sea without Gozreh's protection, so explorers, pirates, and diplomats join fishers in offering heartfelt pleas for safe journeys and calm oceans.

With their tendency to wander the face of Golarion, and their many nights spent under open skies, adventurers might be drawn to Gozreh. Those who devoutly appreciate nature might take up arms against corrupt logging or mining interests. Alchemists and arcanists who experiment on natural creatures or meddle with weather patterns soon run afoul of the god's worshippers. Adventuring followers of Gozreh are particularly motivated to hunt down undead and those who create them, considering the practice a perversion of the natural order. While Gozreh's devotees vary widely in temperament, many of them have little time for subtle machinations or manipulation. Instead, they favor careful, perceptive observation of a situation, followed by decisive action. However, the faithful believe that adaptability in plans, interests, and sentiments is more important than monotonous consistency. They seldom hold a grudge long and quickly take up worthy pursuits that protect the natural world.

RELATIONSHIPS

Followers of Gozreh have a natural affinity for worshippers who share their love of wild places. On land, this means they work closely with followers of Erastil, whom they consider to have proper respect for the cycles of nature. Many faithful contend that beasts of the earth and crops planted by mortals belong to Erastil, while birds, fish, and wild plants fall under Gozreh's protection. At sea, most worshippers of Gozreh also hold Besmara in high regard, or at least focus on placating both mercurial deities. Masts of oceangoing vessels often share carved shrines honoring the two gods, particularly on ships belonging to buccaneers, pirates, and coastal raiders. A member of Gozreh's clergy can be sure of safe, or even free, passage on such a vessel. Regardless of the aspect of Gozreh they venerate, worshippers cooperate with Desna's faithful. Not only are the stars of Desna's domain vital for navigating the uncharted wilds, but the open skies of night also represent the ultimate frontier unspoiled by mortal hands.

Wind and waves never stay placid for long, and some relationships among Gozreh's followers are more complex. While they share many values with the prickly worshippers of Hei Feng, a lack of patience on both sides often makes cooperation between the groups short-lived. Coastal communities often house shrines of Gozreh together with shrines to the empyreal lord Ylimancha, who shares many concerns with the Wind and the Waves. The kindly priests of Ylimancha are often resentful of the storm's power when left to repair the community after a destructive storm or flood. Gozrens might ally with followers of the elemental lords of air and water, but only when their shared concerns impact the tangible Universe. Otherwise, the faithful avoid conflicts that roil the Inner Sphere.

Those who seek to, in some way, upset the natural order draw the ire of Gozreh's followers. The encroachment of settled areas into wild spaces often puts worshippers of Abadar and Gozreh at odds. Clergy preaching that the latest flood, tornado, or other disaster is just payment

for destruction of natural habitat are seldom welcome in cities or among thrifty farmers. On the other hand, Gozrens seek to repair havoc caused by followers of Nethys and Rovagug, especially that which blights an extensive natural area, such as the Mana Wastes. Followers of Urgathoa find no quarter from Gozreh's faithful, who abhor their perversion of the order of death feeding the next generation of life.

DIVINE ALLIES

Gozreh cares little for the philosophical crusades of celestials and fiends, and shows barely any more interest in the machinations of the monitors and their ideals of cosmic order. Gozreh's allies and servitors are predominantly divine animals and elementals, especially those with a connection to air, water, or both. A creature that can neither swim nor fly isn't turned away, but finds little to welcome them among Gozreh's ranks.

Personification of Fury: A living storm of furious lightning and darkened clouds, Personification of Fury is a unique elemental of blended air and water. It eschews the elemental planes, alienated by the domination of a single element, considering Gozreh's natural blend of environmental aspects to better fit its ideals. It likewise disdains the feuds and machinations of the various elemental realms and has attracted elemental followers who likewise tire of planar politics. Gozreh sometimes asks Personification of Fury to serve as an emissary between elemental powers, though it performs these duties in a blunt and expedient manner, with the same force that eternally churns its roiling body. Personification of Fury is known to have a slight mischievous streak and seems to genuinely care for the elementals that follow it, but otherwise, it holds no more morality than a natural storm. It can offer lifesaving rain or flood mortal villages, aid sailboats with favorable winds or rip trees from their roots—all without qualm or hesitation—so long as it serves the will of Gozreh.

DIVINE INTERCESSION

Gozreh is pleased when their creatures and waterways are treated with respect but quick to show their displeasure whenever nature is despoiled or defiled.

Minor Blessing: Gozreh grants their guidance while at sea. You are under the constant effects of *know the way* and become trained in Sailing Lore (or another Lore skill if you're already trained in Sailing Lore).

Moderate Blessing: You gain the touch of the sea. You can breathe underwater and gain a swim Speed equal to your land Speed.

Major Blessing: Gozreh has blessed you with their wind in your stride. You gain a +30-foot status bonus to your Speeds, and you gain a fly Speed equal to your land Speed.

Minor Curse: Lightning begins to strike twice. You gain weakness 5 to electricity, and any natural or magical bolts of lightning always target you rather than other creatures around you.

Moderate Curse: The current of the waves constantly fights against you, putting you at risk of drowning any time you must Swim. You lose any swim Speed you have unless it's your only Speed, in which case you take a –20-foot status penalty to your swim Speed. When you roll an Athletics check to Swim, you always use the outcome for one degree of success worse than the result of your roll.

Major Curse: Those who displease Gozreh are shunned by nature itself. All animals and non-sapient plant creatures are hostile to you, and any animal companion or familiar abandons you. Sapient plants' attitude toward you begins two categories worse than normal, as something about you seems repugnant to them. While plants and animals might not attack you outright if it isn't normally in their nature to do so when they're hostile, dogs growl at you, cats hiss, and so on.

REALM

Unlikely many deities, Gozreh makes their home within the mortal Universe and cares little for the realms of other gods. Gozreh's followers say that the god's presence can be felt in any wild place, but particularly powerful, active, or unusual natural sites hold special significance to the faith. The tempestuous Eye of Abendego is the most prominent of these sites, but pilgrims regularly journey to Lightning's Call in the Five Kings Mountains, the western ranges of the Lohaparbat Mountains in Vudra, and the volcanic islands of Minata in Tian Xia.

Beyond these notable locations, Gozreh's presence can most often be felt along wild coastlines. Worshippers might build small shrines along secluded beaches or dedicate particularly spectacular tide pools to the Wind and the Waves. Lightning-scarred menhirs dedicated to the god are also common sites on windy headlands.

CHAMPIONS

Gozreh's champions almost exclusively follow the cause of liberation. These warriors focus on freeing captured wild creatures or destroying mortal-made barriers, such as dams and fences, that attempt to contain nature. These champions often work in concert with other worshippers to turn the elements against those who have trespassed against nature. This makes them natural allies of druids and other forest guardians. Gozreh's faithful generally have little patience for reforming wrongdoers, though rarely a champion will follow a redeemer's cause and dedicate their life to healing their ward's relationship with nature.

Some few faithful, driven by fury at the desecration of nature, embrace the cause of justice to punish and destroy their enemies. These vindictive champions typically work alone, with many of the gentler faithful supportive of their aims but disturbed by the methods of the champions. The most ambitious of these champions seek to destroy whole communities that they deem contaminations of unspoiled nature.



Iomedae

The Inheritor

Areas of Concern honor, justice, rulership, valor
Edicts be temperate, fight for justice and honor, hold valor in your heart
Anathema abandon a companion in need, dishonor yourself, refuse a challenge from an equal
Divine Attribute Strength or Constitution
Religious Symbol sword and sun
Sacred Animal lion
Sacred Colors red, white

Devotee Benefits

Cleric Spells 1st: *sure strike*, 2nd: *enlarge*, 4th: *fire shield*
Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Intimidation
Domains confidence, might, truth, zeal
Alternate Domains duty (page 265)
Favored Weapon longsword

Most recent of the once-mortal gods to ascend to prominence via the *Starstone*, Iomedae represents honor, justice, rulership, and valor. Called the Light of the Sword by some, the goddess attracts the worship of those who seek to drive back villainy, chaos, and wickedness. Iomedae focuses on supporting benevolent order for the virtuous and meting out merciful justice to the selfish, tyrannical, and destructive. While she and her followers would rather convince the errant to change their ways with words or generous deeds, they don't falter when they strike at the hearts of the unrepentant, the allies of fiends, and those who pay lip service to the "greater good" while committing despicable acts. Iomedae is the patron of choice for those who wish to take an active hand in the battle to protect the innocent and punish the guilty.

Born a mortal woman in Cheliax over 900 years ago, Iomedae was a paladin in the service of Arazni in life. In the goddess's name, she led many successful battles against the forces of the dread lich Tar-Baphon. Even during this time, Iomedae was known for performing miraculous acts—single-handedly slaying great beasts, defeating covens of witches, and rallying troops in desperate situations. After the untimely death of Arazni at the hands of the Whispering Tyrant, Iomedae became a champion of Aroden and led the god of humanity's forces against their undead foe, eventually participating in Tar-Baphon's long imprisonment. Iomedae grew in power and renown after this success, performing supernatural deeds that culminated in her success in the Test of the *Starstone* and ascending to divinity. Aroden designated the new goddess as his herald, a position that she held until the Last Azlanti's death. With the demise of her patron, Iomedae took on the title of the Inheritor, and took in the remaining followers of Aroden, along with the god's legacy for establishing order and protection.

Unlike Aroden, who had a reputation for thoughtlessness in his actions, the goddess maintains a strong empathetic connection to the mortals, recognizing their frailties and their virtues. She remembers well the cost of oppression and urges her followers to protect the weak from the strong, provide shelter for the overlooked, and treat all people with dignity, regardless of their station or situation. Iomedae is quick to answer the prayers of the faithful and remains one of the deities who take the most active hand in mortal affairs.

Iomedae appears much like the noble Chelaxian knight that she was in life, arrayed in shining white and gold armor and bearing a sharp blade and sturdy shield. In times of peace and diplomacy, a white cloak floats from her shoulders, but when the goddess is roused to anger, the cloak becomes scarlet and her armor darkens to the black of adamantine. Blinding light shines from the goddess's shield, and the power of her presence causes the impure of heart to wilt. Iomedae's religious symbol is the sword of valor: a longsword surrounded by a burst of light. Her sacred animal is the lion, and her holy text is the *Acts of Iomedae*, which chronicles the 11 miracles attributed to the goddess prior to her ascension.

Iomedae grants her blessings to those who show bravery in the face of injustice or take a stand for what's right in difficult situations. The goddess's favor may manifest in mundane objects taking swordlike forms, or in beams of celestial light encompassing valiant warriors. A valorous knight lost in the wilderness could find their sword guiding them to safety like a compass, while a desperate squire protecting their fallen master might be suddenly possessed with the skills of a sword master. Many worshippers of Iomedae sport tattoos of her religious symbol on their chests, and it's said these devotionals glow when the marked achieve particularly righteous deeds. Iomedae's displeasure shows itself in flickering lights or sudden clouds, shattered weapons and weakened armor, or turns of ill fortune on the battlefield. In the rare case that one of Iomedae's champions turns from her, the villain's weapon and armor might even turn to heavy lead.

The Church

Iomedae's church is a structured affair, as one might expect from worshippers ready to spring into battle. Clergy are organized into groups called circles, each consisting of 10 to 50 priests or knights of similar ability, rank, or goal. Each circle is led by a Sword Knight, and there's much competition among the faithful for the honor of joining circles led by famous or high-ranking Sword Knights. The church's high priest is called the First

Sword Knight of Iomedae, and their circle of 14 knights is referred to as the First Circle. Each of the knights in the First Circle also leads a circle of their own, with the hierarchy extending into the lower ranks of the faith. When operating on the battlefield, particularly in conjunction with secular forces, Sword Knight ranks roughly correspond to military titles, with Second Sword Knights ranking as generals. Sword Knights looking to be promoted into high rank often lead their circles to dangerous areas on missions of mercy or valor, most favoring excursions into the Gravelands or Sarkoris Scar.

Temples dedicated to Iomedae are beautiful and utilitarian buildings, often white and scrubbed to gleaming. Arched entrances, large stained glass windows, and open fountain yards give many temples the air of a knightly court, an impression strengthened by the presence of well-groomed cavaliers and their mounts in on-premises stables. In addition to living and worship space for her followers, Iomedae's temples each feature at least one fortified tower or keep suitable for defense in the event of an assault. These temples double as places of refuge for knights and commoners alike during sieges or bandit attacks. Some larger temples also house smithies, fair-dealing shops, and military academies. In many areas of the Inner Sea, Iomedae's followers use converted temples or shrines that were once dedicated to Aroden's worship. Such buildings might preserve the dead god's ornamentation beside the glowing swords of his once-herald. Clergy welcome the few remaining worshippers of Aroden to pray at these temples, and some even have small apartments housing the dwindling priesthood of the Last Azlanti.

In settled times, churches of Iomedae hold public worship services once a week for an hour or two. Typical ceremonies involve readings from the *Acts of Iomedae*. Sermons or parables connect the goddess's deeds to the lives of modern worshippers. Services might also recount the valorous acts of local or visiting knights as a reminder of the active role of the church in the world. Weddings and funerals are the most important special rites held at Iomedae's temples. Marriage within the church stresses fidelity, mutual support, and equality. Spouses retain their individual rights and property, and churches provide shelter or counsel if needed in cases of divorce. Celebrants in a wedding exchange rings of iron, copper, or gold engraved with the goddess's sword. The sword is also an important symbol during a burial, though the faithful are only buried with their arms and armaments if the items are destroyed or magically tied to the deceased. Instead, the dead are interred with a paper or wooden placard stamped with a sword symbol, and useful weapons and armor are bequeathed to a favorite relative or nearby temple. Until a blade has shattered, it can continue to fight, even when its wielder cannot.

FOLLOWERS

Iomedae expects her followers to work for the causes of righteousness and justice in the world. While this entails living upstanding lives themselves—offering fair deals, working hard, feeding their families and friends—worshippers acknowledge that the goddess calls them not only to live justly, but also to courageously seek out and correct injustice. Thus, Iomedae's followers appear prominently across Golarion, denouncing corrupt merchants, challenging cruel warlords, and championing worthy causes.

Priests of Iomedae take active roles in making the world safer, more equitable, and more just. Many spend their days embedded in military life, taking the roles of chaplains, tacticians, or commanders. Most of the Inheritor's clergy would rather lead a charge than patch up the wounded, but the church recognizes the utility of all contributions in a campaign, and

APHORISMS

A used blade never dulls: This phrase serves as a reminder to keep the body and mind sharp and active.

Born with a sword in hand: Typically, this phrase is used to compliment a follower who shows natural leadership, righteousness, or martial aptitude. Sometimes it's uttered sarcastically as a criticism of those too keen to solve a problem with blades instead of words.

For victory, for the heart!: A shouted battle cry that reminds followers to strike at the core of their problems, making sure to strive for a killing blow.



IOMEDAE

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HOLIDAYS

Ascendance Day: This celebration on the 6th of Lamashan commemorates the day Iomedae entered the Starstone Cathedral. Festivities include singing, offering formal pledges of friendship, and forgiving repentant enemies.

Armasse: Celebrated on the 16th of Arodus, this day is traditionally set aside to train commoners in use of weapons, appoint squires, and ordain new priests. The day's entertainment often features jousts, duels, and proud performances.

Remembrance Moon: Observed on the first full moon of Desnus and mostly in Ustalav or among the refugees of the Gravelands, this somber holiday commemorates all those who have died battling the Whispering Tyrant. The holiday has increased in importance since Tar-Baphon's escape from Gallowspire.



FOLLOWER OF IOMEDAE

Iomedae's worshippers might handle logistics or support if they're unable to serve on the front lines. Regardless of their positions, priests must act honorably, courageously, and righteously. Off the battlefield, priests often travel in search of opportunities to do good works, helping local officials, slaying wandering monsters, or solving crimes in small communities. Experienced priests often mentor an acolyte who serves as a squire or an apprentice, training the young novices in considered decision making and tempering their zeal with good sense. When they're too old to campaign, priests retire into useful positions, often training recruits, working as magistrates, or serving in political office. Formal clerical raiment is a white cassock trimmed in gold, though such vestments are rarely seen outside a temple. Priests are more often clad in armor emblazoned with the goddess's religious symbol and waving white and gold banners.

Iomedae's lay followers are most often found in military ranks or among retired military families. A fair share of judges and other law enforcement officials worship the Inheritor, particularly those who specialize in rooting out corruption within the ranks of politicians or civil servants—where there's always more work to be done in the service of justice. Some consider Iomedae's followers to be inflexible and conscientious to a fault. While the faithful do tend to live regimented lives and value self-discipline, they would be ashamed to let strict adherence to rules or ceremony stand in the way of helping those in need or righting an injustice.

Righteous adventurers often court Iomedae's favor. Worship of the goddess aligns well with the desire to root out corruption or strike at evil's heart. It takes little more than the rumor of a bandit king or predatory ghost to stir Iomedae's followers into action, so they often recruit other altruistic heroes to join their quests. Ambitious followers might join a group of adventurers in hopes that tales of their valor earn them an invitation to a prestigious circle or a promotion to Sword Knight. Iomedaean adventures are very common in the Sarkoris Scar, confronting the aftermath of the Worldwound, and in the Gravelands, either serving among the ranks of the Knights of Lastwall or working alongside them.

RELATIONSHIPS

Iomedae holds many common interests with Abadar, Erastil, Shelyn, and Torag. She feels a particular kinship with Abadar for his insistence on a codified system of laws and justice and with Sarenrae for her righteous zeal. Iomedae and the Dawnflower both enlist the aid of angels and Empyreal Lords, though Iomedae defers to the elder goddess when it comes to command of celestial forces. The church is willing to ally with any forces that advance the cause of justice and welcomes teamwork with followers of most benevolent deities. Iomedae feels particular closeness with Milani, the Everbloom, whom she refers to as a sister in battle. The Inheritor rarely deals with fiendish forces and sinister deities, having little trust or patience for the unrepentantly evil. She chooses only to confer with these wicked forces in extreme cases, and even then uses them as opportunities to outwit and outmaneuver a fiend's machinations. Her followers are called to actively oppose the schemes of demon lords and the rulers of Hell.

Cayden Cailean and Norgorber share Iomedae's rank among the Ascended, once mortals who achieved divinity via the Test of the *Starstone*. Religious scholars speculate that there might be some hidden connection between these three figures who, among all mortals, were able to conquer the challenges of the Starstone Cathedral. What that might be remains elusive, however, as no obvious link connects Iomedae's ascension via righteous determination with Cayden Cailean's accidental godhood or Norgorber's shrouded apotheosis. Cayden Cailean and Iomedae's mortal origins make them beloved of humanity, and the two share a hatred of

despots and tyrants. Their relationship with the god of thieves, poisoners, and manipulators remains murky, and some question why Iomedae's paladins haven't, long ago, dragged Norgorber's worshippers into the light.

One of Iomedae's most complicated relationships is with the goddess Arazni. When Arazni was the herald of Aroden, Iomedae was her mortal champion and fought bravely for her cause against the Whispering Tyrant, Tar-Baphon. After the death of the goddess at the lich's hands, Iomedae pledged her allegiance to Aroden and was eventually elevated to serve as the god's herald. While Iomedae's battles carried on Arazni's legacy, missteps by the Knights of Ozem, an order sworn to Iomedae, led to the theft of the fallen goddess's remains and her long servitude to the wizard Geb. Now that Arazni has reclaimed her freedom, a great gulf stretches between the two goddesses. Iomedae wishes to make amends but is unable to reconcile with Arazni's grim view of humanity, while the Unyielding regards Iomedae's idealism as foolish but still bears a tiny spark of pride for her successor.

DIVINE ALLIES

Angels and archons flock to Iomedae's banner, though the Inheritor accepts anyone who can prove they're pure of heart and willing to take up the cause of righteousness. Of particular note are Iomedae's petitioners, many of whom fight on after death: these warriors are considered saints among Iomedae's clergy. Dragons stand proudly among Iomedae's armies, and flocks of valkyries fly above her troops to offer support and succor.

Galfrey: Once the mortal queen of Mendev, Queen Galfrey spent over 100 years fighting back the demonic forces of the Worldwound that sought to overtake Golarion. At the end of her fifth and final crusade, Galfrey finally saw the Worldwound closed. Though Galfrey's crusaders managed to rescue Iomedae's herald from corruption and damnation, the Hand of the Inheritor couldn't reconcile what had happened and departed Iomedae's service; Galfrey thus answered Iomedae's call to become the goddess's new herald. Forced to make many compromises and live through many failures in her time as queen, Iomedae's blessing has eased at least some of the scars upon Galfrey's heart.

DIVINE INTERCESSION

Iomedae grants her blessings to those who show valor in trying times.

Minor Boon: You always present yourself at your best. Your clothing and person are always clean and unrumpled, the metal of your blade and armor shining and unblemished. This doesn't prevent you from being exposed to diseases and other afflictions via filth, but it protects you as well as if you'd washed thoroughly right away.

Moderate Boon: Your heart beats with a determined valor. Once, Iomedae ends all negative effects affecting you, unless they're from an artifact, deity, or similarly powerful source; she also restores all lost Hit Points and replenishes your spells, Focus Points, and other daily resources.

Major Boon: Iomedae imbues your blade with great power. Longswords you wield gain the axiomatic, holy, and major striking runes while you hold them. These property runes count toward the number of runes you can have on your weapon, and if this would cause your weapon to exceed its limit, choose which ones to keep each day when you prepare. You gain a +2 status bonus to attack rolls with longswords.

Minor Curse: Your blade and armor have dulled like lead. Your weapons, armor, and shields have half their usual Hit Points and Break Threshold.

Moderate Curse: Tactical advantages never seem to work the way you planned. You can't receive a circumstance bonus to your attack rolls, and enemies don't take any circumstance penalties to their AC against your attacks.

Major Curse: All blades reject your wicked heart. Any weapon you wield automatically becomes broken after you Strike with it. This curse can't break artifacts or similarly powerful weapons.

REALM

Iomedae's realm of Swordhome sits in the second tier of Heaven. It's a green land dotted with keeps and castles and crisscrossed with walls and bastions. The architecture of the realm is noticeably influenced by construction in Aroden's former realm of Axis, though flourishes from Heaven's soaring spires accent the defensive structures. Swordhome is a site of frequent strategy meetings among Heaven's military hierarchy, and legions of angels and archons come to drill in the fields of the realm. Outside of her realm, some of the residents of Heaven see Iomedae as something of an upstart. For celestials who have been combating fiends for eons, the prominence of a once-mortal goddess ascended for a mere millennium is baffling.

CHAMPIONS

Iomedae's champions tend to follow the causes of grandeur, justice, and obedience. Grandeur goes hand in hand with Iomedae's teachings of valor and honor. Justice is found with the desire to destroy tyranny and wickedness. Obedience comes with the dedication to honorable causes and righteousness. Followers of a strict personal code of ethics and morals, these champions hold their word as their bond and maintain scrupulously honorable behavior. Many take the battlefield mounted, the most powerful on celestial horses sprouting snowy-white wings. Iomedae's champions favor the longsword and shield; they're the first to go into battle and the last to leave it. They protect their companions with their shields and their very bodies, and allies of an Iomedaean champion know that they'll never be abandoned. Many of the goddess's champions swear oaths to fight fiends or the undead.



Irori

Master of Masters

Areas of Concern history, knowledge, self-perfection
Edicts be humble; help others perfect themselves; hone your body, mind, and spirit to a more perfect state; practice discipline
Anathema destroy an important historical text, engage in overly unhealthy or self-destructive behaviors, repeatedly fail to maintain self-control
Divine Attribute Intelligence or Wisdom
Divine Symbol blue hand
Sacred Animal snail
Sacred Colors blue, white

Devotee Benefits

Cleric Spells 1st: *jump*, 3rd: *haste*, 4th: *mountain resilience*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Athletics
Domains knowledge, might, perfection, truth
Alternate Domains change (page 262), introspection (page 266), vigil (page 271)
Favored Weapon fist

Irori is the once-mortal deity of self-perfection, history, and knowledge. He achieved godhood by transcending mortal limitations, by perfecting his mind and body. Though some cynics suspect that Irori's reputation as an embodiment of perfection is secretly a play for power, most historians and theologians agree that Irori's transcendence was incidental to his pursuit of self-perfection. Regardless, Irori's followers strive to reach the same divine state by studying the *Unbinding of Fetters*, a tome containing various physical, spiritual, and mental exercises that are meant to perfect the mortal form. Those who study the text, couched in metaphor and allusion as it is, also find instructions on how to best retain information and apply knowledge.

Irori is most popular in Vudra, his homeland, and in Tian Xia, but he's increasingly worshipped across the Inner Sea region. He's considered the most powerful deity of the Vudran pantheon. Outside of the Impossible Kingdoms, Irori's most prominent centers of worship include the Isle of Jalmeray in the Inner Sea, the monastery of Tar Kuata in Osirion, and the Irorium in Absalom.

As the epitome of self-perfection, Irori is known as the Master of Masters or The Transcendent. He values introspection, understanding, and patience. Irori teaches that the mind, body, and spirit must be in harmony to achieve perfection—otherwise known as the Triune Self. Though one might expect a perfect being to be haughty or arrogant, Irori is warm and open. He encourages sharing knowledge and is a fair, patient, and kind teacher. Irori's students follow many paths and have the freedom to choose how they learn the Transcendent's ways, as long as the core messages and doctrine remain intact. He prefers to lead by example rather than criticize or punish.

Irori recommends that his followers focus on mastering their bodies and minds and then using that self-knowledge to address their spirit. The three must be considered as one, as a holistic understanding of one's self is vital to achieving self-perfection, but mastering the body and mind often comes easier than understanding the spirit. Irori allows plenty of room for mistakes and frames them as learning opportunities rather than shortcomings. The Master of Masters teaches that perfection comes from change, which must happen gradually over a period of time. He cautions against overwhelming his students, and he holds that radical, spontaneous actions are chaotic, resulting result in undue stress and upsetting the delicate cultivation of the Triune Self. He teaches his followers that discipline, moderation, and temperance are the keys to internal balance.

Visual representation of Irori in works of art are rare; his followers believe that any portrayal of him could never capture his perfection, and many depictions intentionally leave his face blank as a way to avoid the futile task of properly portraying the god. However, bards sing of Irori's journey to godhood, and he's a popular subject for epic poetry. These verbal works describe him as a muscular Vudrani man with brown skin wearing loose, blue robes. His hair is shorn, save for one long braid at the back of his head. He's often barefoot and slightly shorter than the average human.

In keeping with his open nature, Irori doesn't see the need for mystery or any modifications to his existing divine power. He has only ever been known to have his one human form, and it's likely he has no need or desire for another; his current body is perfect, after all. On the rare occasion that he walks the mortal realm, he either manifests as a man, or he communicates by projecting his consciousness into a statue and speaking through it.

Irori's holy symbol is an open blue palm enclosed in a circle, but he also has a starlike symbol called the Master's Rebus that's essentially the letters of his name written several times in multiple directions. It has many layered meanings but broadly represents the convergence of mind, body, and spirit, as well as the flow of enlightenment and knowledge out from the god and into the Triune Selves of mortals.

When the Master of Masters is pleased, he assists his followers with mental clarity and healing. He might also show glimpses of himself, such as the sight of his calm eyes or a footprint in the sand. Irori is always pleased with his followers if they're making sincere attempts to follow his teachings. If Irori notices a follower deliberately and

continually misbehaving, he hopes that follower will be able to find solace outside of the faith.

THE CHURCH

Irori has two kinds of houses of worship: temples and monasteries. Irori's temples preserve and spread knowledge and are open to the public. Common functions for temples are dojos, libraries, and educational institutions. These buildings have shrines to Irori throughout, and anyone is welcome in an Iroran temple as long as they conduct themselves respectfully. Accumulating wealth isn't one of the faith's goals, but temples need money for basic operations. Many programs ask for a small donation in exchange for participation, but nobody is ever turned away for lack of funds.

Monasteries are restricted to priests and those intending to become priests. These exclusive training facilities have prayer rooms, meditation chambers, outdoor exercise yards, and serene gardens as well as functional dormitories and kitchens.

Each priest in a monastery has a rank. At the top is the master, the resident who's closest to self-perfection. The master is a leader who's entrusted with the final say over monastery matters. If an issue is controversial, the master is obligated to hear all sides of the argument and meditate on them before coming to a decision. There's no term limit; the master chooses when to cede their position and name their successor. The former master leaves to further their training at a new temple, and the new master takes over.

Beneath the master are several teachers. The exact number varies depending on the size of the monastery. Each teacher takes a unique approach to presenting Irori's *Unbinding of Fetters*, and students can choose whichever method works best for them, sampling different learning styles. Though all teachers are priests, not all priests are teachers; some focus on leading students in prayer and meditation rather than instruction. These priests are known as stewards, and they hold an equivalent rank to teachers.

Beneath teachers are mentors, who are responsible for only a few students each. These mentors offer personal counsel and serve as trusted confidants. Most are trained in the medicinal sciences or have some aptitude for magical healing.

Irori's faithful traditionally say their prayers at sunrise. If prayers are taking place at a temple, services often include guided meditation and communal offerings. When a follower prays as an individual, they begin by contemplating their goals for the day and choosing three virtues to carry with them. Common choices are patience, strength, and temperance. After this, they may appeal to Irori for assistance with difficulties in their own lives; requests such as "Irori, please guide me," and "May I master this challenge as you mastered yourself" are common. Finally, they end with "May this day bring me closer to self-perfection."

FOLLOWERS

Irori is popular with historians, martial artists, mystics, and scholars. Though Irori's followers commonly take up solitary and minimalistic lives as hermits, Irori neither encourages nor discourages this behavior. His teachings promote self-awareness and serenity, and if his disciples would best learn these lessons away from society and free of distractions, they're welcome to do so, but the Master of Masters doesn't require asceticism.

Irori asks little of his followers; his only wish is for them to strive for self-perfection and sincerely dedicate themselves to this practice. He has no expectation of success; he only asks that his faithful put in honest effort. The Transcendent appreciates offerings but doesn't require them. Suitable offerings

APHORISMS

Irori's followers enjoy a number of epigrams related to their faith and philosophy. Many are related to self-improvement and overcoming hardships.

Endure and renew: This aphorism focuses on patience and discipline, reminding Irori's followers that perfection is a long process that takes more than a handful of successes to attain. A disciple of Irori might say this phrase in moments of anger or dismay, then take a deep breath and carry on with their day.

May Irori forget you: As the god of history and self-perfection, Irori has an immaculate memory. This aphorism is spewed as a curse; it's tantamount to wanting the receiver erased from existence. A variant, "May Irori forget this," is commonly uttered after an embarrassing event.



IRORI

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HOLIDAYS

Irori recognizes that there are as many paths to enlightenment as there are grains of sand on a beach; thus, individual communities set their own holidays according to the path they follow. Any given day of the year is a holiday for a sect of Irori's church. Though the holidays are vastly different, some broad trends have emerged. Many of these celebrations use the Master's Rebus in some way, most commonly through drawing or painting. Faithful are encouraged to be creative in its use; innovative examples include cutting the shape out of the side of a paper lantern, intricately embroidering the rebus onto festival clothing, and writing it in the sky with magical fireworks.



FOLLOWER OF IRORI

are given as gifts to one of his temples or to the community the temple serves—a book for a library, practice equipment for a dojo, or a discovery for a museum.

Priests of Irori dress in comfortable, practical clothes and favor soft fabrics in Irori's blue and white colors. They refrain from wearing jewelry; instead, they proclaim their faith in their serene composures and their physical fitness. Many clerics emulate the hairstyle of the Master of Masters by having a single braid of hair on an otherwise shaved head. Priests either hang Irori's holy symbol—the hand or the rebus—from their braid or wear it on a belt.

At temples, priests fulfill vital roles in the community. They're often teachers—especially of history and martial arts—or healers. These clerics also lead services for laypersons and encourage worshippers to improve themselves. At monasteries, priests pursue their own self-perfection and teach other students to do the same.

Certain stories claim that Irori's most devout followers leave the material world to continue their studies on a different plane—physical or mental. This process is called "walking with the Master." Some claim that Irori handpicks these individuals; others say that they ascend once there's nothing more for them to learn in the Universe. Those who walk with the Master can choose to return to the Universe centuries later as ghostly guides, or they become divine servants of Irori himself and reside in his realm.

Adventurers who are focused, studious, and compelled to realize their full potential might want to follow Irori. The Transcendent's church can help an adventurer who has something to prove to someone from their past or who wants to deepen their understanding of themselves. Adventurers who seek a better understanding of the world and who wish for full agency over themselves are also well suited to Irori's faith. Masters might give quests to faithful adventurers, sending them to seek lost knowledge or asking them to travel the world and discover themselves through life's trials. Those who live in a monastery may also petition for leave so they can hone their martial prowess outside of their home's walls.

RELATIONSHIPS

Irori respects the other gods and is content to leave them to their own devices unless they threaten him or his followers. Likewise, Irori's faithful respect other religions and are sometimes sought to mediate interfaith disputes, especially in cases where followers of a god encroach on a community that has its own long-established faith. Many other churches view Irorans' commitment to balance and perfection as assets, trusting them to come to an equitable solution.

Irorans are known for their calm demeanors, their curiosity, and their politeness. They're largely cooperative when involved in legal proceedings, and they respect due process. Because of these qualities, Irori and his followers are on friendly terms with Abadar and his church.

The Transcendent has a strained relationship with the Ascended; those gods achieved divinity by using the *Starstone*, whereas Irori ascended to godhood on his own. Irori considers their methods to be cheating, but he keeps his opinion private. Aroden's death saddened Irori, as they both shared the status of mortals who became gods. Irori teaches his followers to respect Aroden's old holy sites. Likewise, he's on civil terms with Iomedae, Aroden's heir.

The Master of Masters finds members of Cayden Cailean's church to be a nuisance and instructs his followers to avoid those of the Daring God, lest they be distracted. Irori's relations with Norgorber are by far the worst of all the Ascended; Irori's edicts of sharing knowledge are diametrically opposed to those of the god of secrets. Their followers often clash at historic sites, with Norgorber's followers seeking to destroy or obfuscate information and Irori's

followers trying to preserve and protect it. Over the centuries, there have been incidents where Norgorber's followers have attempted to break into libraries and archives dedicated to Irori to plunder their information. Irori's more hotheaded and less experienced followers have retaliated, but their attempts occur far more infrequently. Irori gently discourages this behavior, viewing the Gray Master's thievery as simply another challenge to overcome.

Though Irori isn't confrontational by nature, he has an ongoing feud with Asmodeus, which the Master of Masters would be only too happy to end—were it not for the Prince of Darkness's meddling. Asmodeus delights in tempting Irori's followers with false promises of shortcuts to perfection. Irori warns his faithful of Asmodeus's lies, but Asmodeus occasionally succeeds in corrupting Irorans who grow impatient with the long process of perfecting themselves.

DIVINE ALLIES

Many of Irori's servitors are immortals who ascended through their own paths to perfection, from Tien cultivators to animals who sought enlightenment and took on the form of yaoguai. Irori is also served by celestial white tigers, who act as tutors, guardians, and sages.

The Old Man: Irori's herald appears as a simple human man, so wizened with age that even his ethnicity is unidentifiable. He serves as mentor, guide, trainer, obstacle, or source of frustration as need be, whatever role might best allow an adherent of Irori to grow. When not on a mission from Irori, the Old Man is found tending to simple chores, such as chopping wood or feeding animals.

DIVINE INTERCESSION

Irori grants his boons to those making progress on their paths toward perfection. He avoids bestowing misfortune as punishment, preferring to do so only to give an individual a challenging obstacle to overcome so as to help them progress in their quest for self-perfection.

Minor Boon: Irori grants you great insight and knowledge. Once, when you roll a failure at a check to Recall Knowledge, you get a critical success instead. Furthermore, the check loses the secret trait, so you know for sure that the result was a critical success. Irori typically grants this boon for an extremely consequential check to Recall Knowledge.

Moderate Boon: Your body rebuilds after adversity, becoming stronger. You can cast *harmonize self* (*Player Core 2* 258) as an occult qi spell; your key spellcasting attribute is Wisdom. If you didn't have one already, you gain a focus pool with 1 Focus Point and are trained in the spell attack modifier and spell DC statistics. Full information on focus spells appears on page 298 of *Player Core*.

Major Boon: You can temporarily ascend to a greater form. You can cast 8th-rank *sacred form* once per day as an occult innate spell. When you do, your form appears unremarkable, rather than clad in powerful armaments.

Minor Curse: Irori challenges you to seek another path, rather than treat every problem as a nail just because you have a hammer. If you select a check for which you have a higher bonus when another method would've been more appropriate for the situation, such as using Deception to lie through life because it's your highest modifier, even if it would be better to reach a compromise through Diplomacy, you must roll twice and take the lower result.

Moderate Curse: Irori challenges you to adapt to adversity in order to perfect yourself. You become weighed down as if under heavy weights, becoming clumsy 2 and encumbered until you accomplish a challenging task of Irori's choosing.

Major Curse: Irori makes all living creatures forget your existence. This can be further compounded by raising Irori's ire, resulting in your name being obliterated from all written records. In both cases, memories and writings rearrange themselves to omit you smoothly, rather than leaving obvious gaps.

REALM

Irori lives in the Serene Circle in the Great Beyond, on the plane of Axis. His realm is a lush garden with plenty of space to wander along its branching footpaths. The Transcendent's divine servants, who have been reincarnated dozens of times, walk these paths. They reach closer and closer to perfection with each lifetime. Some of them choose to return to the Universe to become mentors or challengers for Irori's faithful. Mortals don't enter the Serene Circle, but Irori might bless them with visions of it, its peace motivating them to continue their journey of perfection. There are a few buildings in the Serene Circle styled after Vudrani temples and monasteries. Each is said to contain whatever a visitor needs.

CHAMPIONS

Irori's champions often follow the cause of justice or redemption. Many paladins are compelled by the faith's commitment to order and to self-perfection, seeking to practice honor and compassion in everything they do. Some of Irori's champions have difficult pasts and are following Irori to improve themselves. These champions of redemption strive to uplift others in similar positions; they teach that no sin is too great to be forgiven and that the next day is always a chance to do better. A few champions dedicate themselves to liberation and seek to unearth knowledge to share, hoping that it empowers others to make informed decisions and to live free lives.

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Lamashtu

Mother of Monsters

Areas of Concern aberrance, monsters, nightmares
Edicts bring power to outcasts and the downtrodden, indoctrinate others in Lamashtu's teachings, make the beautiful monstrous, reveal the corruption and flaws in all things
Anathema attempt to change that which makes you different, provide succor to Lamashtu's enemies
Divine Attribute Strength or Constitution
Religious Symbol three-eyed jackal
Sacred Animal jackal
Sacred Colors red, yellow

Devotee Benefits

Cleric Spells 1st: *spider sting*, 2nd: *animal form*, 4th: *nightmare*
Divine Font *harm* or *heal*
Divine Sanctification can choose unholy
Divine Skill Survival
Domains family, might, nightmares, trickery
Alternate Domains abomination (page 262), change (page 262)
Favored Weapon falchion

Lamashtu is the goddess of nightmares and aberrance. She was the first demon lord to achieve true godhood. After murdering Curchanus, a now mostly forgotten god of beasts, travel, and endurance, she wrested his dominion over beasts from his dying body to gain divinity. Now, she's revered as the Mother of Monsters and the Queen of Demons. Legends say that nearly all Golarion's foul creatures sprang from her polluted womb. Loathsome monsters account for most of her worshippers, though she also resonates with individuals who consider themselves outcasts from the world or seek to transform all mortalkind into ravenous beasts.

Lamashtu adores and breeds monstrosity and corruption. She happily welcomes mortals from all walks of life into her embrace with the goal of molding their bodies and souls into her repulsive ideal, creating a grotesque brood devoted to her. With dominion over beasts and nightmares, peace in the waking and sleeping worlds is far from guaranteed. Lamashtu is also a fertility goddess, blessing those who pray to her with bestial offspring and an increased chance of surviving childbirth. Like a twisted mother, she wishes for her children to spread and dominate, exposing and instilling revolting flaws in everything and everyone considered pure or just. She desires to see unfettered evil and chaos in the world. Though Lamashtan sects war with each other rarely, she even considers that sort of conflict desirable. After all, the more battles that transpire, the more lives are lost. The more lives that are lost, the greater the need to replenish the ranks of the fallen with her wretched creations.

Rather consistently across cultures and peoples, Lamashtu is depicted as a tall pregnant woman with a reptilian tail, dripping scars, and discolored bruises decorating her misshapen belly. She wears the jagged wounds proudly and openly, all given by the nightmarish children who burst from her body and the countless battles she's fought. Her followers are told to wear their scars with just as much pride and participate in scarification, as these markings are seen as real and truthful, unlike the illusions of beauty that the rest of the world subscribes to. While the state of her pregnancy varies across portrayals, she's always visibly pregnant, though it never affects her mobility. Her belly constantly bulges as if something is struggling to escape from her womb. Sometimes one can make out the impression of a claw, fist, or screaming face being pressed up against the inside of her flesh. Great black wings arch out of her back, a patchwork of raven, crow, and dark hawk feathers. Her legs end in large, midnight-blue talons. The goddess's head sometimes varies depending on the artist, but the most widely recognized depiction includes the head of a three-eyed jackal with the third eye set above the other two. In her hands, she brandishes two blades: one enveloped in flames, called *Redlust*, and the other rimed in frost, called *Chillheart*. These weapons can be kukris or falchions, but regardless of the shape they take, she wields them with ferocity. Lamashtu's voice sounds deep, rich, and even occasionally sultry, but when enraged, her piercing howl and thunderous roar can spur horrendous nightmares that banish even the thought of sleep.

Enemies of her faith unfortunate enough to have called down the Mother of Monsters' wrath are afflicted with excruciating joint and muscle pains, oozing and debilitating infections, and nightmares that haunt them even while awake. The signs of disfavor that Lamashtu inflicts on her devoted can seem like blessings to an outsider's perspective, but to her worshippers, they're just as dreaded. Lamashtu may curse errant worshippers with weeks of dreamless nights, wounds that heal and leave no scars, and untainted offspring. Fervent prayer and live sacrifices are the primary ways to appease her. When adherents of Lamashtu greatly please her, they're blessed with deep, visible scars that they wear like badges of honor. She might also bestow upon them powerful visions that non-believers often label as nothing more than meaningless, gruesome hallucinations. Lamashtu's children know better. These visions can range from violent imagery from which commands can be deciphered, to dreams of the warped and liberated future they're working toward.

The Church

Lamashtan churches operate on the outskirts of civilization, preaching the doctrine "destroy and sully all

that is good, beautiful, or just." To the faithful, the concept of perfection is considered a foolhardy illusion that must be uprooted, contaminated, or shattered. It's usually impossible for people in a civilized society to publicly glorify the goddess, thus they construct places of worship in the most depraved or secret of locations—subterranean caves, crumbling ruins, sewer redoubts, and befouled grottoes, to name a few.

Within these churches, there's little to no structure. Every member is bonded through their shared devotion and the recognition of the hostility and adversities they face from those outside the faith. At most, a church will have a handful of priests to guide its congregation. However, when some kind of hierarchy needs to be established, priests will compare scars, the number of tainted offspring, and monstrous mutations they have. The greater the number or severity of these things, the higher the rank the priest boasts. Magical power is the last element compared, if at all.

Temples and shrines dedicated to Lamashtu are rarely more than a series of flat rocks used as sacrificial altars, or deep holes and chasms representing the entrance to the goddess's underworld realm of Kurnugia, or statues of her image carved out of boulders or trees. Regardless of the form the shrine takes, they always feature a font with a shallow basin carved into it. Sites with devotees who fervently worship the Queen of Demons and carry out her will are blessed with the *waters of Lamashtu*. This rancid, unholy fluid bubbles up from seemingly nowhere to fill the basin and is usually collected into specially consecrated receptacles. Creatures that drink the substance receive wondrous strength but suffer terrible and painful side effects that warp their mind and body.

Services honoring the Mother of Monsters include screaming, howling, bloodletting, self-flagellation, branding, childbirth, and sacrifices of humanoids and animals. All of this is done to nothing but a pounding drumbeat, setting the tempo for the ceremony's events. Usually, services take place late at night, underground, or during lunar eclipses, but anything can inspire a ritual at any time. Intoxicants and hallucinogens are key parts of Lamashtan rituals and practices. Marvelous is the ceremony that devolves into excessive debauchery, even more so if the overindulgence lasts for several days and eventually produces several offspring. The goal of these extended services is to open the mind and alter perceptions of the mortal world, which can sometimes result in permanent mental and physical changes.

FOLLOWERS

Lamashtu and her faithful highly regard creatures with scars, nightmarish features, and unnatural virility. As such, they're expected to make themselves and others as similar to such creatures as possible. They transform what's beautiful into something monstrous and reveal the corruption and imperfections in all things. Those subjugated or ostracized for their flaws, their nonconformity, for being everything Lamashtu loves, should be brought into her embrace to receive strength and community by becoming a part of her brood.

When among other followers, Lamashtan priests tend to wear their ritual garb. This might include thick

APHORISMS

Though they aren't often known for their eloquence, Lamashtu's faithful do employ the occasional turn of phrase.

Blessed be the Mother: Followers might invoke this phrase as a plea for help, a war cry, a prayer of thanks, or simply as a greeting. It's most often as part of songs during childbirth in the hopes that the goddess might bring forth a strong, monstrous new life.

Embrace her Frost and Flame!: A reference to their goddess's icy and flaming blades. Lamashtu's faithful warriors use this phrase as a rallying battle cry. Some also utter it to doomed victims before ending their lives.

It's another scar on the belly: Sometimes stated as "The scars are the proof," or "Each mark is a story survived," this expression has become widespread thanks to its seemingly positive message of one's hardest trials forging one's greatest qualities. However, those who know its origins are often unnerved by the reference to scarification done in Lamashtu's name.

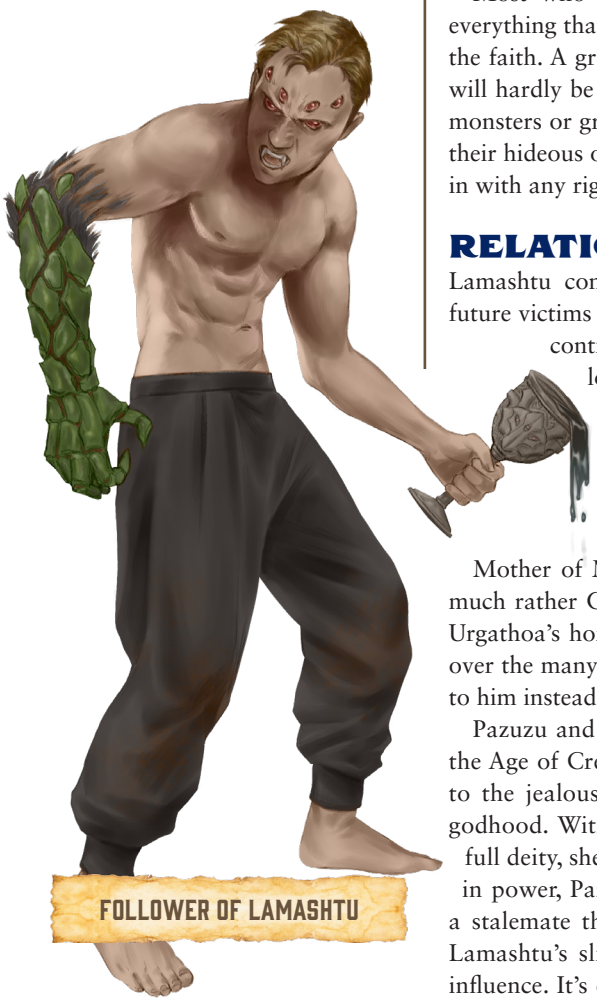


LAMASHTU

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HOLIDAYS

Worshippers of Lamashtu don't generally celebrate regular holidays. They prefer to participate in raucous, debauched celebrations whenever the mood strikes, resulting in many large and spontaneous events throughout the year. The only exception is the holiday of Allbirth. Celebrated on the 30th of Lamashan, this holiday is a celebration of the births that occur from pairings that occur during the first full moon of the year. Like other celebrations, Allbirth is full of monstrous festivities. Surprisingly, Allbirth has also become celebrated outside of the context of Lamashtu. In these secular festivities, Allbirth is an opportunity to revel in one's monstrous aspects without actually delving into the violence and depravity common among Lamashtan celebrations.



FOLLOWER OF LAMASHTU

cloaks of dark fur or black feathers, tall horns affixed to a headdress, and jackal masks usually made of leather, stone, or precious metals. Every piece of clothing is worn to shape their image into that of the Mother of Monsters, right down to the pairs of falchions or kukris they keep at their side, which are often decorated to resemble Lamashtu's weapons. Wealthy priests might even imbue their blades with magical abilities to further emulate their goddess.

Priests have very strong ties with their community. Clerics, druids, thaumaturges, magi, and even rangers commonly comprise the ranks of priests, and it's their job to care for their community physically and spiritually. Priests must ensure that the people of the church are strong in their faith, tend to their wounds, guide them through tribulations, and interpret visions and signs from Lamashtu. Disputes between followers are brought to her priests who then settle them with magic, punishment, or other means. Her priests also serve as the teachers of the young, taking on the parental role as most don't have identifiable parents. As their strict role models, these priests guide the next generation in the goddess's ways, making sure they understand Lamashtu's importance in their lives.

The common folk who revere the Mother of Monsters are no less monstrous than their priests, whether physically or in the depths of their hearts. Civilized society has shunned most of them, causing many to create small communes and settlements far from any towns or cities. Within these communities, they take up mundane roles like farmers, builders, hunters, and any other jobs necessary for the collective to survive. Those who can successfully hide their corruption are often found in seats of power or influence that allow them to sow strife and expose iniquity, like a politician or a high-ranking member of the military.

Most who venerate Lamashtu seek the destruction and defilement of everything that's natural, and so have little in common with those outside of the faith. A group of worshippers might adventure together, but their cause will hardly be just. They might wish to test out their prowess in battle, find monsters or great beasts to recruit for their cause, or chase after parents for their hideous offspring. In any case, such individuals will have trouble fitting in with any right-thinking group of heroes.

RELATIONSHIPS

Lamashtu considers most of the other gods her enemies at worst, and future victims to mold into monstrous forms at best. This attitude is likely a continuation of her hatred and rivalry from her days as a demon lord. But despite being amid adversaries, she rarely makes aggressive or openly hostile moves. Instead, she pours her time and energy into growing her following and spawning more abominations to wreak havoc on the mortals of the Universe.

Urgathoa and Rovagug are some of Lamashtu's greatest enemies, second and third only to the demon lord Pazuzu. The Mother of Monsters and Urgathoa often directly compete as she would much rather Golarion be overrun by her menagerie of hideous beasts than Urgathoa's horde of undead. Lamashtu also vies with Rovagug for control over the many ancestries pushed to the outskirts of society that have turned to him instead of her.

Pazuzu and Lamashtu's history runs deep and long. Once lovers during the Age of Creation, the two demon lords now wage a long-lived war due to the jealousy and betrayal Pazuzu acted out after Lamashtu achieved godhood. With the power and number of minions Lamashtu wields as a full deity, she believes Pazuzu is no match for her. However, what he lacks in power, Pazuzu makes up for in focus, strategy, and allies, resulting in a stalemate that has seen little to no progress for eons. Possibly due to Lamashtu's slight underestimation of Pazuzu, his name can disperse her influence. It's even said that wearing an amulet with his name can protect

expecting parents and newborns from her gaze. If worshippers of Lamashtu and followers of Pazuzu were to meet, it would likely result in a gruesome fight to the death.

The goblin creator-gods Hadregash, Venkelvore, Zarongel, and Zogmugot are Lamashtu's loyal barghest servants. Legend holds that mortal goblins were created from the blood of their victims, and the four have promised the Mother of Monsters that these goblins will always venerate her. Though these barghests invoke considerable fear in goblins, this terror doesn't necessarily result in faith. However, Lamashtu appreciates the barghest gods' vigilance in destroying the souls of goblins who get too close to ascending to godhood (and possibly detract from her own worship). She considers the four her personal attack dogs, at least when it comes to goblins. She has yet to extend similar relationships to other monstrous gods whose faithful might also be considered under her purview.

DIVINE ALLIES

Monsters and demons serve the goddess Lamashtu, red of fang and long of claw. The malformed, the broken, and the murderous flock to her sides from across every realm, but only the most vicious among them survive for long.

Yethazmari: Rumored to be Lamashtu's favorite child, Yethazmari appears as a starving, jackal-like beast with tattered wings and a serpent for a tail. Having gazed upon the most blasphemous atrocities its mother has committed, its eyes have been burnt into nothing more than smoking coals. Yethazmari revels in devastation and carnage, eagerly awaiting any opportunity it might have to run rampant across the mortal Universe. It's just as likely to slaughter its allies as well as its foes, a fact that doesn't stop its monstrous kin from flocking to its side.

DIVINE INTERCESSION

Lamashtu rewards kinship with monsters and brutal dominance in combat. Those who offend her serve the brood as prey or unwilling sacrifices.

Minor Boon: Lamashtu's touch mutates a part of your body. You gain either an unarmed Strike that deals 1d6 damage or one that deals 1d4 damage and has the finesse and agile traits. Whether the attack deals bludgeoning, slashing, or piercing damage depends on the mutation. If the unarmed Strike replaces a limb, you can still use the mutated limb for its original functions. Lamashtu chooses the form and function of your mutation.

Moderate Boon: You spread Lamashtu's nightmares everywhere you go. You can cast *confusion* once per day as a divine innate spell.

Major Boon: Lamashtu uses your body to birth a new monster, regardless of your gender. Once per day, you can spend 1 minute to birth a monster determined by the GM, which rips its way from your belly. The monster's level is up to your level, and it does as it pleases, following Lamashtu's will, though it doesn't attack you unless you've lost her favor. You're drained 3 from the ordeal.

Minor Curse: Horrid visions torment your mind, overlaying reality at inopportune times. You treat everything around you as if it was concealed.

Moderate Curse: Lamashtu marks you as prey. Any creature with imprecise or better scent can smell you from 100 × the usual range of their scent and can't shake the feeling that you smell like prey, so they might attack you even if they would normally avoid attacking creatures of your ancestry. This smell doesn't magically compel their action, and the scent of prey doesn't overcome a deeper bond such as that with an animal companion.

Major Curse: Your dreams are an unending stream of nightmares. You need 16 hours of rest to try to get enough sleep to recover resources in daily preparation that normally require an 8-hour rest; even then, you must succeed at a DC 15 flat check to do so, and you're still fatigued on a successful check.

REALM

Lamashtu reigns as the Queen of Demons from her throne in Kurnugia, her personal realm in the Outer Rifts. Demons, fiendish kholos and goblins, and monsters dominate the realm. It's so incredibly vast that any and every environment can be found in it, from incredibly dense and carnivorous forests to impossibly expansive and scorched deserts. Only a few regions of Kurnugia have been documented, and even fewer have been successfully mapped out. Some of the known regions include: the Birthing Hills, hundreds of thrumming pregnant hills that hordes of new demons and monsters claw out from; Nightmare Fields, a dark grassland where Lamashtu strands her victims to be tortured by nightmares brought to life; and Yanaron, a diamond-shaped palace-city where nascent demon lords vie for power.

CHAMPIONS

There's very little room for differing interpretations of Lamashtu's ideals and the expectations she has of her followers. As such, most, if not all, of her champions use their goddess-given might to destroy and befoul everything considered perfect or orderly. These champions of desecration are sometimes blessed so that their very touch corrupts absolutely. Lamashtu's champions also follow the cause of liberation, guiding others away from the shackles of socially accepted beauty toward the truth of personal monstrosity and preferred appearances. Though few and far between, Lamashtu does also boast champions of obedience who use their strength to wrest control from established hierarchies and use that stolen power to further spread their Mother of Monsters' influence.



Nethys

The All-Seeing Eye

Areas of Concern magic
Edicts seek out magical power and use it
Anathema continually pursue mundane paths over magical ones
Divine Attribute Intelligence or Wisdom
Religious Symbol two-toned mask
Sacred Animal zebra
Sacred Colors black, white

Devotee Benefits

Cleric Spells 1st: *force barrage*, 2nd: *embed message*, 3rd: *levitate*, 4th: *flicker*, 5th: *telekinetic haul*, 6th: *wall of force*, 7th: *warp mind*, 8th: *quandary*, 9th: *detonate magic*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Arcana
Domains destruction, knowledge, magic, protection
Alternate Domains disorientation (page 264), glyph (page 266)
Favored Weapon staff

Ancient Osirion legends speak of the god-king Nethys, an ancient mortal who studied under the greatest Osirian priest scribes, who in turn were eager to nurse his love of knowledge and magic. He was a mortal man who later mastered the divine, then the occult, then searched all planes of existence to one day learn all knowledge of magic that there could ever be. No one knows how long this journey took, only that he succeeded, and at once realized that his mortal body could not possibly contain all the knowledge and power at his disposal. He ascended to godhood immediately upon this realization, since he had the knowledge of how to do so already. This allowed him to retain his magic and perfect knowledge without having to lose any of it to mental degradation. For Nethys, godhood was a necessity, a way to maintain what he had learned, never to lose a memory ever again.

As a god of magic, Nethys has always valued magic above all else, in all forms and for use in all parts of life. He believes that magical problem solving is always superior to the mundane and admires mortals who share his views and aim to use magic in all aspects of their daily lives. Cooking with fire summoned from the Plane of Fire and using animated brooms to keep a living space clean are the types of life solutions that Nethys strives to instill in his followers. His love of magic in all its forms means that he also gives little thought to the morality of magical use: all destructive and all protective magic have importance in his all-seeing eyes. Because of these views, Nethys and his followers are known for highly valuing children, who he believes contain the perfect understanding of creating something just to break it down later. They also represent the sharing of magic by being the greatest learners of knowledge, both as students and apprentices.

Nethys tends to be depicted as a Garundi human, or at least humanoid form, since knowledge of his origins as an Ancient Osirian man is rather widespread. As a god, he is often depicted with two halves: one side of him is scarred and burned, usually causing great magical destruction and devastation; the other half of his body, covered by clothing and energy shields, builds protective barriers and heals the world with lifesaving magic. This represents his view that magic itself is a force that can be wielded for both destruction and creation, neither aspect is absolute nor complete without acknowledging the other. While many of his followers choose to follow either the protective or the destructive aspect of their god, none can deny the power and value of those on the other side. Nethys grants his blessings to all followers who pursue magic in whatever form it is they see fit, but it is rare for him to grant his blessings or notice to those who ignore the magical arts.

Followers that please him tend to be those who have achieved some great power through magic or do an act of magic worthy of history, though whether heroic or catastrophic is irrelevant to his all-seeing eyes. Though he doesn't necessarily give his blessings only to powerful spellcasters, his preference is given to those who use magic regularly, even if the magic is only ever small spells. A parent who uses magic every day to tend to their household and protect their family, even if they never cast powerful spells, may earn his blessing more readily than someone who uses powerful magic to wage a great war once but never again. Nethys's blessings often come in the form of protective spells or boosted power, though Nethys has also been known to bless divinations to always read true and open research books to just the right pages when certain mortals please him. Nethys is a terrifying god to displease, as his ire is felt in spells miscasting and memories and knowledge being difficult for one's own mind to access. His more volatile curses can be deadly, with protection spells turning on the caster, while destructive spells become more dangerous and difficult to handle.

Nethys is known to be unpredictable and unexpected, despite having perfect knowledge of all things. His followers take this to understand that even as a god, Nethys occasionally struggles to fully control the force of magic. This only continues to enhance his fascination with it.

The Church

Most temples to Nethys are big and extravagant, and generally surrounded in magical barriers that can be

detected from several hundred feet away. Nethys has never been known to be a subtle god, and thus his clergy follow suit, usually making their buildings tall, bold, and painted in their god's characteristic black and white tones. Since worship of Nethys is very widespread, his temples can vary greatly from country to country, but it's rare for a temple of Nethys to not tower over buildings around it. Despite the violent rivalry between Nex and Geb, they're the largest centers of the Nethysian faith, have the largest and most well-known temples to the All-Seeing Eye, and maintain a building of worship dedicated to Nethys in every major city and even most small towns. Osirion, as Nethys' original birthplace, also has many tall temples dedicated to the god, including an ancient stone tower in the same neighborhood as the Ruby Prince's palace. Tales say ancient kings gifted this tower to Nethys for his work, which has since been passed on, respectfully, to his followers. Varisia, with its plethora of magic, also has many temples to Nethys in major towns and settlements, though the grandiose monuments of that land make it one of the few places a temple of Nethys does not necessarily stand out from the skyline around it.

Temples of Nethys can be useful to towns as they often act as libraries and schoolhouses where children and youth can find knowledge and pursue it. For some smaller settlements, they may be the only alternative for families that have neither the time nor resources to educate their children privately in their own homes. They also generally serve as places where scrolls, wands, and other magical items can be both bought and sold, since many temples of Nethys have priests who dedicate themselves strongly to creation magic for the sake of sharing spells with travelers and adventurers.

Most organized temples to Nethys have at least one copy of his religious text, *The Book of Magic*. The text is a comprehensive breakdown of magic, its use, ways to channel magic, and the moral ramifications that can come with the use of magic. The book so fully details the process of using magic that simply intently reading the book is enough to start many people on their journey to spellcasting. Descriptions within the book help unlock an understanding of somatic gestures, magical utterings, and other components of spellcasting, and many readers of the book find themselves capable of casting at least a few cantrips after their first reading of the book. The book's moral teachings are differing and confusing, as if penned by the discordant hand of Nethys himself. Since the book teaches contradictory lessons on specific aspects of magic, Nethysians tend to view the book more as an academic text than an ethical one.

FOLLOWERS

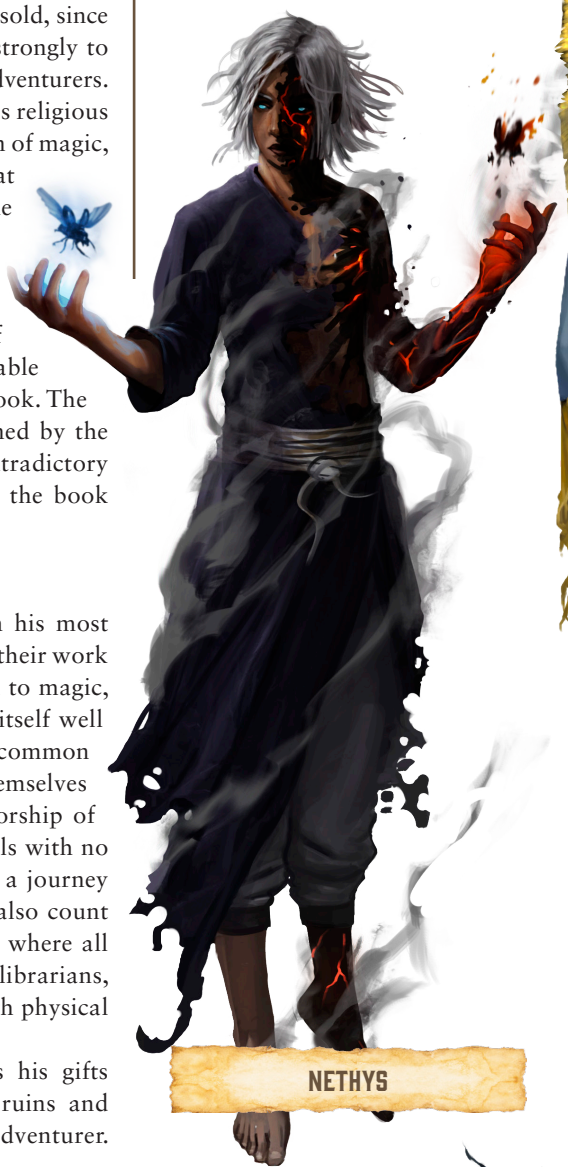
Followers of Nethys are almost universally spellcasters. Even his most martial followers practice magic or can cast spells in addition to their work with weapons. Due to Nethys' focus on knowledge in addition to magic, his greatest group of followers are wizards whose work lends itself well to the pursuit of knowledge. Witches, magi, and clerics are also common among his followers, though any spellcaster that devotes themselves to bettering their magical capabilities can find a calling in worship of Nethys. Occasionally, Nethys may find a devotee among mortals with no magical capabilities, but those followers are almost always on a journey to gain or learn magic in some way. Many teachers of magic also count themselves among his faithful, as places of magic learning are where all of Nethys's pursuits thrive. Other common followers include librarians, researchers, and many crafters and builders who work both with physical and magical material.

Nethys counts many adventurers among his followers, as his gifts of knowledge can be especially useful in exploring ancient ruins and solving puzzles so commonly encountered in the life of an adventurer.

APHORISMS

Pottery that explodes in the kiln still builds the potter's skill: Commonly said during the festival of making and breaking, but also to children in general when they fail to achieve something immediately. A reminder that something ruined still has value for learning.

That which is not there, is: This saying is often recited in the pursuit of new knowledge and discovery. It is meant to denote that just because an idea is not currently understood does not mean it can never be, and going further to say that which is not immediately seen, can still be discovered.



NETHYS

DIVINE MYSTERIES
INTRODUCTION
CHAPTER 1: SECRETS OF THE DIVINE
CHAPTER 2: INNER SEA GODS
CHAPTER 3: OTHER GODS
CHAPTER 4: EXPLORING DIVINITIES
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GLOSSARY & INDEX

HOLIDAYS

Apprentice Appreciation Day: This holiday, celebrated on the 31st of Desnus, usually represents the work an apprentice does throughout the year. An apprentice is given the option of challenging their master to a friendly magic duel to prove their learning. If their master deems their performance in the duel satisfactory, they are obligated to grant the apprentice one gift of their choosing.

Festival of the Making and Breaking: The First Starday of Neth is dedicated to children, and hosted by both magic and mundane teachers. In the early afternoon the children are seated down at crafting tables where artisans teach them to build something. That evening, teachers of magic destroy the objects in an array of colorful fire and a light show of elemental energies.



FOLLOWER OF NETHYS

Additionally, all forms of magic can be a useful tool for any group of adventurers, and an adventurer's travels give them many opportunities to better their own magic and learn from other teachers they wouldn't be exposed to otherwise. Adventurers often have little alternative than to use magic regularly to keep themselves clean and carry their things, which falls very much in line with Nethys's teachings to always put magic before the mundane.

Priests of Nethys aren't hard to pick out in a crowd, as they openly wear characteristic black and white clothing and are rarely seen without some kind of tome or journal of collected research. His priests act as teachers and library keepers, and many temples to the All-Seeing Eye are known to be places where his priests offer books, spells, and magical items for travelers and citizens to use. In larger cities, priests of Nethys are often the first stop for magical services and to find magical scrolls and items. In many small towns and settlements, a priest of Nethys may be the primary source for children and adolescents to learn magic and reading if they so desire, and most priests are always willing to help students find books on research topics when needed. It's said that the more puzzling a topic or question is, the more excited a priest of Nethys will be to help find an answer.

RELATIONSHIPS

Few gods openly quarrel with the All-Seeing Eye. His knowledge of all things makes him a fitting advisor to his fellow gods, and he is more open to sharing his knowledge than other gods. His distaste for keeping magical knowledge secret has made him a few enemies: Norgorber and Sivanah, both gods of secrecy and hidden identities in their own rights, keep a close eye on Nethys, lest he get too open with his information to mortals and fellow deities alike. Thus far, Nethys has not crossed them, but he is nonetheless open about his disagreements with them.

Nethys respects Pharasma greatly, and she is likely his closest relation among the gods. The two are known to visit each other's realms regularly and borrow from the other's divine libraries. The two find that, as they are both gods of endless knowledge, it is easy to find topics of conversation between each other. Nethys and Irori also have a deep respect for one another, as Irori feels Nethys' journey for all knowledge is very similar to his journey for physical and spiritual perfection, especially since they both ascended to godhood at the end of those journeys. As such, followers of Irori and Nethys are commonly seen traveling together, both faiths understanding each other's goals.

Followers of gods of secrets often spread rumors discrediting Nethys's priests and their knowledge, trying to give the impression that their god's knowledge is unreliable, should Nethys ever decide to give them too perfect of a recall. Despite their misinformation, which has succeeded enough to give followers of Nethys an unreliable reputation in many places, it's rare for his faith to be outlawed completely. In places where he is unwelcome, priests of Nethys stay clear, preferring not to stoop to levels of clandestine and hidden worship whenever possible. In countries where people are suspicious of magic, his priests are often seen as dangerous, with their god's love of power and destruction shining through; his clerics have difficulty denying these accusations. Luckily, their devotion to sharing knowledge and protection wherever they go means that if one of his followers settles in these places, that impression can be overcome. Their services to most communities are too valuable, even despite their open predilection toward the more hazardous studies of magic.

DIVINE ALLIES

Nethys attracts all manner of magical creatures to his service, as well as petitioners of many powerful archmages. Those who stray too close to the chaotic energies of the All-Seeing Eye also sometimes implode into beings of pure magic, at which point they also typically enter the god's retinue. This eclectic group of divine allies can actually spell trouble for devotees who call upon Nethys for aid, as the god rarely pauses to determine if the divine servants sent have any morals or goals in common with the person meant to be receiving help.

Arcanotheign: A feminine cloud of swirling energy, crackling with the power of every magical tradition, Nethys's herald was created by the god in a fit of mystical inspiration. This abrupt beginning and lack of long-term purpose on Nethys' part has left Arcanotheign a lonely being, uncertain of the meaning of her existence. She recognizes that she is foreign to mortal needs and existence, and has little in common with most creatures in the Universe. As Nethys often leaves Arcanotheign to her own devices, she spends much of her time wandering planets and planes, seeking out new experiences and sensations in the hopes of better relating to any other form of life. Despite this, she tends to avoid large gatherings of mages or scholars, as they often bury her in questions about magic or the underpinnings of the universe. Arcanotheign enjoys speaking to anyone who treats her as a person rather than a source of favors; she likewise loves animals, as they do not judge her and request little of her. She often animates elementals that are shaped like animals as an homage to these beloved creatures.

DIVINE INTERCESSION

Nethys is often impartial to his followers and their wishes, so it is rare to gain a heightened favor from the god of magic. However, blatant disregard and stifling of magic will certainly earn his ire.

Minor Boon: Nethys casts a powerful spell to help you in a pinch. Once, Nethys casts a spell 1 rank higher than the highest-rank spell you can cast. If you can't cast spells, Nethys casts a 1st-rank spell to help you.

Moderate Boon: Nethys grants you insight into the secrets of magic. Add one spell from a different tradition of magic to your spell list. You still must learn it or add it to your repertoire normally.

Major Boon: You are granted supreme magical knowledge and mastery. If you are a prepared spellcaster, you can switch one of your prepared spells for another spell you could have prepared in that slot; if you are a spontaneous spellcaster, you can switch one of the spells in your spell repertoire for another spell you could have chosen for your repertoire instead. In either case, you make this switch by using a single action, which has the concentrate trait. (If you are neither a prepared nor a spontaneous spellcaster, Nethys won't grant you his major boon.)

Minor Curse: The secrets of magic become mentally taxing. You are permanently stupefied 1.

Moderate Curse: Your magic wars against itself like Nethys's dueling halves. Whenever you cast a spell, attempt a DC 11 flat check. On a failure, if your spell was harmful, you instead cast a beneficial spell of the same level on your intended targets, and if it was beneficial, you instead cast a harmful spell of the same level on your intended targets. If the spell benefited some targets and harmed others, you cast a spell of the same level that switches who benefited (for instance, changing a heal spell that harmed undead and healed the living to a harm spell that healed undead and harmed the living). You still lose the spell slot for the spell you were trying to cast.

Major Curse: Nethys severs your connection to magic. You lose all your spellcasting abilities and cannot gain any future spellcasting.

REALM

Nethys' Realm in the Maelstrom is located within the eye of the constant storm. He resides within an impossibly tall and heavily fortified tower, the inside of which can be scaled with only magical assistance as there are no stairs or other means of mundane transportation. Because the Maelstrom buffets all things within it, the tower is surrounded by the strongest protective barrier available, though Nethys does sometimes calm it to allow entrance to visitors or when he desires a renovation to his tower and would rather see it broken down before being rebuilt.

Despite the dangers involved in reaching it, many mortals, gods, and outsiders alike make the journey through the Maelstrom's storm to consult with Nethys and his perfect knowledge.

CHAMPIONS

Nethys is a god with many aspects, but all of them believe in the pursuit of magic. His champions uphold the cause of grandeur, believing that magic is the most grandiose thing of all. These champions are traveling teachers, sharing their understanding of magic with others. They also do their best to teach the beauty that comes with magic, whether used for protection or destruction. Many of these champions refer to themselves as the Gaze of Nethys, as they use their divine powers to best anyone who would attempt to prevent the use or teaching of magic.



Norgorber

Blackfingers, Father Skinsaw, the Gray Master, the Reaper of Reputation

Areas of Concern greed, murder, poison, secrets
Edicts keep your true identity secret, sacrifice anyone necessary, take every advantage in a fight, work from the shadows
Anathema allow your true identity to be connected to your foul dealings, share a secret freely, show mercy
Divine Attribute Dexterity or Intelligence
Religious Symbol one-eyed mask
Sacred Animal spider
Sacred Colors black, gray

Devotee Benefits

Cleric Spells 1st: *illusory disguise*, 2nd: *invisibility*, 4th: *vision of death*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Stealth
Domains death, secrecy, trickery, wealth
Favored Weapon shortsword

As befits a god of secrets, Norgorber's life before his ascension is a mystery, but his goals since assuming godhood are clear—to embolden those who use hidden or forbidden knowledge for domination, control, and personal gain. Norgorber does this work in many guises, each designed to build the faith of his followers as they work in the shadows—and help him to accomplish his own unknown and unknowable goals.

As Blackfingers, Norgorber holds the secrets of alchemy, inspiring his followers to push past the bounds of ordinary research to develop new alchemical substances, no matter the dangers or consequences. While some of Blackfingers' devotees merely breed increasingly poisonous plants and venomous animals in their search for stronger toxins, others expose unsuspecting subjects to dangerous alchemical agents to understand how they work, or use captives to study the effects of a poison on living flesh. The contraband they develop generally ends up in the hands of criminals doing secretive work of their own, who use it for anything from destroying locks to erasing memories to making poisoning deaths look like the results of natural causes.

Father Skinsaw is worshipped by those who willingly partake in the forbidden art of murder, killing others purposefully, ruthlessly, and unrepentantly. The Skinsaw Cult, as his followers are known, revel in the brutality and power of ending the life of another. Some are bandits or thieves who kill during their daily lives, or assassins who profit from their work, but all enjoy murder for its own sake, whether for the thrill of the moment, the sense of power it provides them, or as a form of worship that they believe will help bring Father Skinsaw's hidden plans to fruition. Secrecy is also crucial to their work, as they must escape detection and evade capture to continue their holy work.

As the Gray Master, Norgorber encourages those who work outside of the law for their own personal gain, building power and wealth through blackmail, kidnapping, extortion, and other secretive and often violent acts. Many of the Gray, as his followers call themselves, use deception as part of their work, but whether they are thieves or bullies, they care about secrets primarily as a means to gain control and leverage over others. Each success that they achieve only brings a desire for more, and many believe that if they gain enough power, Norgorber will favor and reward them.

Norgorber's fourth guise, as the Reaper of Reputation, prizes secrets for their own sake. This aspect of Norgorber encourages his followers to seek the hidden truths of others' lives and use that information against them directly. Favored by politicians and spies, the Reaper of Reputation knows the value that secrets have for those who hold them and the power that they give those who exactly know when and how to reveal their information to gain the greatest advantage.

Norgorber rarely appears to his followers directly in any of his aspects and shields his identity from those he does. He is typically depicted only as a featureless black mask, though he is occasionally shown as a human man whose face and hands are obscured from view. Any who have seen him and try to draw his features more clearly find themselves unable to capture his likeness and may even find themselves robbed of their artistic capabilities. For those who have displeased him less directly, Norgorber shows his disdain by taking secrets and memories from their minds, leaving them enough to know what they've lost, but not enough to ever be able to find it again. He has been known to gift this knowledge to followers who have pleased him, whispering secrets into their ears that they haven't earned but can benefit from in some way.

Unknown to even his most devoted followers, Norgorber also uses these tidbits of information to manipulate, dragging many deeper into their worship of him by sending them in a pursuit of a secret or promise that turns out to be nothing more than misinformation. These falsehoods are spread by Norgorber for purposes that only he understands, though they may increase the value of the hidden knowledge that he alone knows to be true.

The Church

Norgorber's churches are typically hidden within other secretive establishments, often existing in a hidden space

within a thieves' guild or beneath a poisoner's shop. Having a threshold that opens onto broad daylight is considered an insult to Norgorber, so most other temples are tucked away in perpetually shadowy alleys with their entrances alchemically marked. Beyond this, Norgorber's followers are expected to uncover the secret of how to find and enter the place of worship on their own. Those who cannot are clearly not worthy to pass through its doors.

Inside, each temple is small and nondescript, with little decoration other than a series of sharpened hooks in the wall, used to hold versions of the masks worn by all followers while worshipping—smoked glass for followers of Blackfingers, treated leather or human flesh for the Skinsaw Cult, gray cloth for members of the Gray, and exaggerated ceramic masks for followers of the Reaper of Reputation. These masks are offered freely to any unable to bring their own.

Most temples also contain a handwritten copy of *The Words Behind the Mask*, an anthology of the seventeen known texts associated with Norgorber. Each church creates its own version of the book, either from the original sources or an existing copy. This is often done by kidnapping and poisoning a scribe, falsely promising them the antidote in exchange for their work, and killing them once they're finished. Despite being copied from the same sources, all copies of the book are different, changed by Norgorber so that his true words are never known.

Each church is run by a central guildmaster who has absolute control, deploying lesser priests and followers in operations to benefit Norgorber, though they rarely reveal much about how or why to those working beneath them. While they are seen as having Norgorber's favor and often come into a great deal of power through their work, few guildmasters leave the job voluntarily, with most eventually killed or forcibly replaced by one of the priests they oversee.

Like all of Norgorber's followers, the guildmaster and priests wear masks at all times while within the church, though theirs are polished black. Worshippers enter backward, don their masks, and turn toward each other with the words "the face becomes the mask." The ceremony that follows is generally quiet, with a priest leading the faithful in whispered prayers from their copy of *The Words Behind the Mask*, and ends with the congregants turning away from each other to remove their masks with the words "the mask becomes the face."

Shrines to Norgorber outside of the church are rare, but followers of Father Skinsaw and Blackfingers sometimes put their leftovers—body parts, alchemical waste, and so on—in well-hidden dumping grounds that they then consider sacred. While masks cannot usually be worn at these spaces, those who use them generally pass a hand over their face and whisper "the face becomes the mask" as they approach, as if they were within a church's walls. This rite is also performed by many of Norgorber's followers before a major action, such as a killing, revelation, or power grab.

FOLLOWERS

Norgorber's followers, collectively called the Children of the Mask, seek secrets and power in equal measure. Considered cultists by most, they rarely act as an organized group and generally follow the rituals and traditions that correspond to the form of Norgorber they worship. None have any qualms about sacrificing others or playing dirty to achieve their goals, and most prefer it. To be true followers of Norgorber, though, they must act while maintaining at least partial anonymity, protecting their true identities.

For some Norgorberites, staying anonymous means creating layers of mystery, taking on a false identity, or relocating to a

APHORISMS

Norgorber's followers often use aphorisms that can be hidden in conversation.

Every meal your last: You never know when your current lifestyle—or your life—might be taken from you, so make the best of every moment. This saying has caught on outside of the faith and is broadly used as a blessing over food by those wary of poisoning.

This is only the prelude: Moments of triumph may contain the seeds of their own unmaking, so it is best to avoid overconfidence in yourself and exploit it in others. It can be used as both a reminder and a warning.

With one hand I give: Often employed as a greeting or to seal a deal, this phrase serves as a warning that the speaker's true intentions are always hidden.

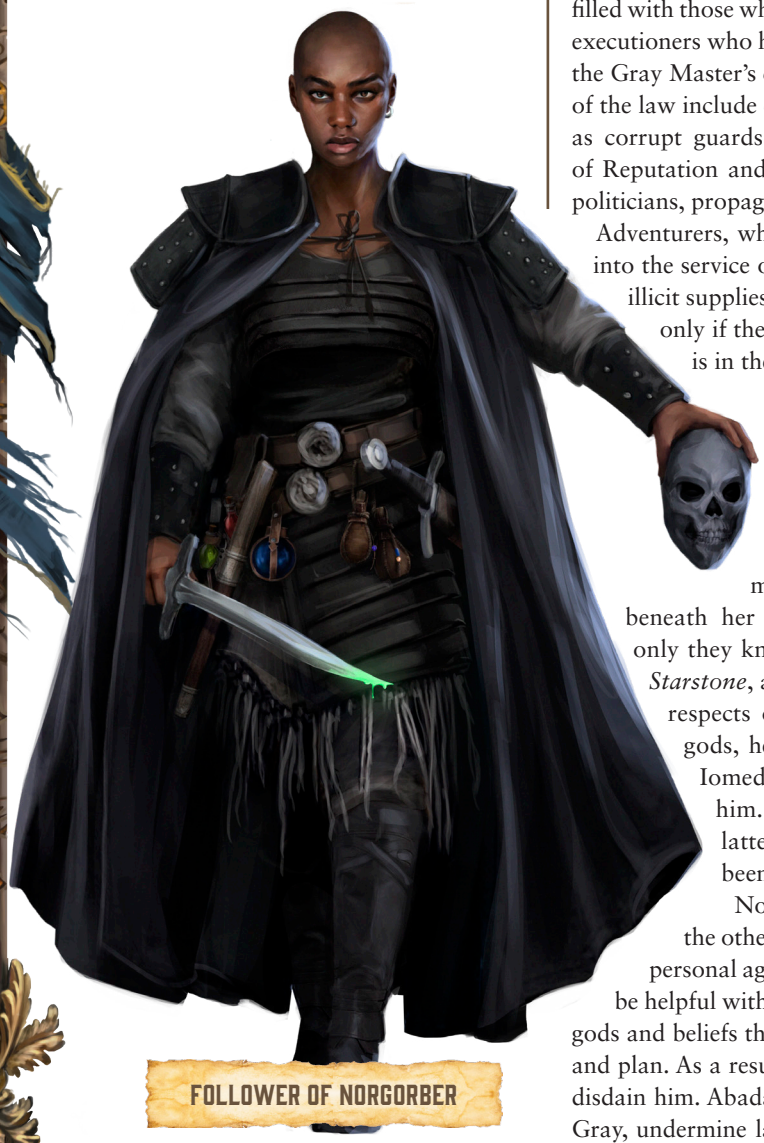


NORGORBER

HOLIDAYS

Public celebration can often draw unwanted attention, so Norgorber's followers have a single major holiday.

Ascendance Night: Norgorber's followers mark his ascension on the night between the 2nd and 3rd of Desnus. During this evening, congregations gather to offer silent, contemplative prayers to whatever aspect of the King of Thieves they venerate and to make plans for a more sinister celebration, which occurs in the midwinter when the nights are long. This rite involves choosing a victim at random and dosing them with a slow-acting poison, brutally murdering them, stealing something valuable from them, or framing them for a heinous act they didn't commit. Most faithful alter the specifics and date of this crime each year.



FOLLOWER OF NORGORBER

place where they're a complete unknown. Others appear to be known to those around them but hide their true motives and goals beneath the surface, manipulating those around them to their own ends.

In either case, once someone has pledged themselves to Norgorber, revealing the truth about any aspect of themselves that is not commonly known is considered an act of blasphemy, forgivable only if it results in a massive gain of power or knowledge. Even then, the guilty party is expected to leave their life behind afterward, either by disappearing into a new identity voluntarily as a form of penance or being killed by a member of the Skinsaw Cult.

Priests of Norgorber, similarly, distance themselves from their identity when moving through the world. They generally wear black and brown, often in clothing styles that follow the trends of the locals around them, so they can more easily blend in with those outside of the faith. Most also take what they call shadow jobs, working in places and roles that make it easy to move illegal supplies and learn dangerous secrets. Many, in addition to their roles as Norgorber's priests, become carriage drivers, servants to the influential, dockworkers, or noted crime syndicate members.

Norgorber's followers may be hidden, but they are widespread, with each of his four aspects attracting those who seek a different type of hidden truth or personal gain. Blackfingers attracts poisoners and alchemists, as well as researchers and thaumaturges who are willing to stop at nothing to understand the deeper truths of their professions. The Skinsaw Cult, while filled with those who murder as their only pastime, also includes assassins and executioners who have learned to derive joy in the taking of life. Followers of the Gray Master's credo of using secrets and violence to build power outside of the law include crime lords, blackmailers, kidnappers, and thieves, as well as corrupt guards and warmongers. And those who worship the Reaper of Reputation and use secrets as both currency and weapon include spies, politicians, propagandists, and corrupt financiers.

Adventurers, who often face and fear the unknown, may also be drawn into the service of Norgorber, who will grant them the hidden knowledge, illicit supplies, and secret truths that will make their journeys easier, but only if they are willing to do whatever it takes and destroy whoever is in their way to reach their destination.

RELATIONSHIPS

One of Norgorber's minor secrets is his affinity for his fellow Ascended—Cayden Cailean and Iomedae—even though he finds Cayden Cailean to be a foolhardy adventurer with little substance and Iomedae deeply misguided and self-righteous, hiding a love of killing beneath her veneer of honor. While he may dismiss their beliefs, only they know the truth of what is required to pass the Test of the *Starstone*, and anyone who shares a truth with Norgorber he either respects or seeks to destroy. In the case of his fellow ascended gods, he has chosen the former, but both Cayden Cailean and Iomedae dislike him to the point that they refuse to speak to him. The former considers him a cowardly villain and the latter believes that he is an affront to justice who may have been involved in the death of Aroden.

Norgorber generally attempts to stay neutral in the affairs of the other gods, finding them to be of secondary concern to his own personal agenda. Once in pursuit of something that another god could be helpful with, he focuses on the ends rather than the means, supporting gods and beliefs that he does not care for, and often lies about his true goals and plan. As a result, Cayden Cailean and Iomedae are not the only ones to disdain him. Abadar feels that the illegal acts of his followers, especially the Gray, undermine lawful society and commerce. Erastil believes that he and

his followers have ruined lives in an unforgivable manner. Sarenrae has been deceived more than once by Norgorber's claims that he has changed and is seeking redemption, and now refuses to listen to his entreaties. Torag sees him as a threat that destroys cities from within through lies and misinformation.

Norgorber does have a few deities who are sympathetic to his work and have a good relationship with him, primarily due to overlapping interests. These include Achaekek, god of assassins and Sivanah, the goddess of illusions, who is worshipped by those who keep secrets. He also shares common interests with Thamir, the halfling god of greed and opportunity, whose followers often link the two together. However, Norgorber and his followers view both Thamir and his followers with disdain, which some believe is due to a secret from the past that the two gods share.

DIVINE ALLIES

Norgorber's allies are as secretive as the god himself, and their identities are closely guarded secrets among those faithful who know them. Shadows are known to come to the aid of Norgorber's priests, as do karumzeks—highly intelligent spider creatures known for a love of poisons and alchemy.

The Stabbing Beast: A massive and brutal metallic scorpion, Norgorber's herald is a beast designed for murder. It is convinced that only Norgorber can kill it, although it has died many times in mortal history; most recent records show it was slain in both Taldor and Absalom. Whenever this happens, Norgorber simply brings the beast back and wipes the memory of its failure. Unlike its master, the Stabbing Beast seems to have no inclination toward machinations or ploys, simply seeking out targets of interest and slaughtering them. When Norgorber's faithful summon his herald, they can give it little direction beyond a list of various people to assassinate, and even then, keeping the Stabbing Beast on target is not always easy.

DIVINE INTERCESSION

Norgorber's favor and displeasure are subtle, yet powerful.

Minor Boon: Norgorber protects your secrets and lies. Once, when you roll a failure at a Deception check to tell a Lie, you get a critical success instead. Norgorber typically chooses to grant this boon to protect an extremely consequential lie.

Moderate Boon: Your poisons are everlasting. If your Strike with a poisoned weapon critically fails, or succeeds but fails to deal slashing or piercing damage, the poison is not spent. The poison is still spent once successfully applied to a creature.

Major Boon: You become a living secret. You are immune to detection and scrying effects and attempts to magically alter your memory, unless you choose to be affected or those effects come from a deity, artifact, or similarly powerful source. You also can never be tricked or forced by mundane means into uttering a secret you wish to keep.

Minor Curse: Norgorber allows thieves to get the better of you. Whenever you Earn Income, you earn money as if the task were 2 levels lower due to theft, loss, or bad fortune.

Moderate Curse: Poisons are quick to debilitate you. When you roll a failure at a Fortitude save against a poison, you get a critical failure instead.

Major Curse: Norgorber steals away your memories. Once each day when you awake from rest, roll 1d4. On a 1, you forget the events of the previous day forever. On a 2, you temporarily experience complete retrograde amnesia for that day, unable to recall information from the past, including who you are. On a 3, you temporarily forget a single important subject for that day (Norgorber tends to intentionally chooses a memory to cause distress, such as making you forget your spouse on your anniversary). On a 4, you temporarily remember false memories on a single important subject for that day, blended seamlessly into your true memories.

REALM

Norgorber lives in Duskfathom, a sprawling undercity beneath Abadar's Aktun district in Axis that roughly mirrors the metropolis above. Its buildings hang suspended from cavern ceiling, dangling over the floor below and swaying rhythmically as if their very walls are breathing. Beneath them, winding paths fill with monsters that rise from pools on the ground and melt back into them after chasing and defeating their prey. The paths are nearly impossible to navigate, shifting beneath the feet of those who walk on them, but many try, as it is said that the deepest secrets held by Norgorber can be found at the end of one of the winding trails. Portals from Duskfathom connect the planes of Hell, Abaddon, and the Outer Rifts to Axis, creating a way station for creatures from those realms who wish to attack the upper plane, and Norgorber's minions use the area as a home base for targeting Axis with raids, crime sprees, and schemes.

CHAMPIONS

Champions of Norgorber are those who understand and use all four of his aspects. They obtain secrets, both of people and alchemy, use them to gain power, and murder with impunity, often using poison. They are also, despite their name, the most secretive of all Norgorber's followers, rarely becoming followers of the cause of obedience unless it is under a deeply false guise. Instead, they prefer to take what they want, with many drawn to the cause of iniquity, acting solely for their own benefit. Driven by their own desires and seeing other's lives as inconsequential, they champion Norgorber by deploying secrets and violence that topple cities and lead to war on a large scale. Those who originally worshipped Blackfingers may instead follow the cause of desecration, spreading alchemical destruction along with magical corruption and seeking to push the bounds of what it means to wield the secrets of decay.

Pharasma

The Lady of Graves

Areas of Concern birth, death, fate, prophecy, time
Edicts strive to understand ancient prophecies, destroy undead, lay bodies to rest
Anathema create undead, desecrate a corpse, take from the dead in bad faith
Divine Attribute Constitution or Wisdom
Religious Symbol spiraling comet
Sacred Animal whippoorwill
Sacred Colors blue, white

Devotee Benefits

Cleric Spells 1st: *mindlink*, 3rd: *ghostly weapon*, 4th: *vision of death*
Divine Font heal
Divine Sanctification none
Divine Skill Medicine
Domains death, fate, healing, knowledge
Alternate Domains soul (page 269), time (page 270), vigil (page 271)
Favored Weapon dagger

Before there was time, or even a sun or moon by which to measure it, there was a beginning. That beginning had an end, which led to another fresh start. This spiral of time winds out forever, glimmering in the space between spaces. At the center of that spiral sits the Spire, and atop that Spire sits Pharasma, the Lady of Graves, goddess of death, birth, fate, and prophecy. The Lady of Graves is often depicted in a triptych of her three forms—an older midwife with silver hair pulled back into a harsh braid to keep it out of her face, a young prophet with wild hair that frames her face, and a tall, regal woman in black robes atop a throne of skulls, holding an hourglass full of blood red sand. Across all forms, Pharasma's silver hair, ashen skin, and white eyes are a constant.

Many fear Pharasma as the dread reaper, set to collect their souls at the end of their mortal lives. But these same people may worship her as the guardian of birth and the Mother of Souls, protecting the cycle of life that brings new souls into the world. Expectant mothers will often carry a pendant depicting Pharasma's midwife form, a talisman for an easy pregnancy and smooth birth; a core tenant of Pharasmin faith is open access to healthcare for expectant parents.

As the Lady of Graves and the Mother of Souls, the cycle of life and death is Pharasma's greatest concern. Because of this, she abhors and will not tolerate undeath. When unnatural means are used to bring souls and bodies back from the dead, the energy they carry is removed from the cycle, and balance is disrupted. Followers of Pharasma are bound to destroy undead creatures and release the souls trapped therein.

Chief among Pharasma's servants are psychopomps, mysterious beings who are tasked with destroying undead and ferrying the souls of the dead to the Boneyard for their final judgments. No matter what deity an individual follows, it's through Pharasma that they will reach their final end. All souls are brought before the Lady of Graves herself for their judgment including those of deities, as Pharasma cast her judgment on Aroden's soul.

As a prophet in a time of broken prophecy, Pharasma sees all of the splintered fates that may arise, but keeps these fates close to her chest. She knows above all others the fickle nature of fate, and will not speak her prophecies into the air, for fear of influencing them. While she knows the fates of all souls, Pharasma reserves her judgments for the end, as death acts without prejudice. Once a soul has been judged this way, it cannot be returned by magics such as *raise dead* or *resurrect*.

Cold but not cruel, Pharasma is a distant but ever-present deity in the Inner Sea. While her demeanor may seem aloof, she is far from it, knowing and caring for each soul in the universe. But she knows from the eons of time spent atop her Spire that impartiality and dignity are essential for work as vital as hers. With few exceptions, the other deities admire Pharasma and treat her with reverence, trusting her and her alone with the impartial judgment of the dead and proper distribution of souls.

Despite her distant nature, Pharasma and her servants have ways to make their presence known. Pharasma's followers often look to the appearance of whippoorwills and scarab beetles to announce her presence and pleasure. It's considered good luck to be born under the whistling of a whippoorwill, a psychopomp of the Mother of Souls watching over the birth. Black roses, a symbol of good luck, are often incorporated into the gardens of Pharasma's holy spaces. Chiefly in Ustalav, but occasionally seen in other places, followers of Pharasma will draw a spiral over their hearts to ward off misfortune, swear oaths, identify themselves, or bring luck in the face of danger. The precise method of drawing the spiral varies from region to region; some do it with closed fists, and some point with two fingers toward the heart.

In direct reversal, dead scarabs and whippoorwills are seen as bad omens by Pharasmins. Other signs of the goddess's displeasure include sudden and inexplicable bleeding from the nose and the nail beds, and the rich taste of grave dirt. People who make a habit of desecrating the resting places of the dead are said to taste the earth of every grave they've disturbed.

The Church

Every graveyard, mausoleum, burial site, and shrine to the dead is a holy space of Pharasma, but her official

temples are modeled after the great cathedral of the Boneyard. Spires of stone and glass reach up toward the skies, with great stained glass windows filtering blue and purple light down to the pews below. Alcoves in the cathedral are dedicated to distinct aspects of Pharasma: a large alcove lined with candles to honor the dead with an effigy of the reaper, and two smaller alcoves: one housing an effigy of the timeless prophet, into whose hands anyone can deliver a prophecy, which the prophet will keep secret to the end of days; another housing an effigy of the midwife, cradling a newborn child, washed in the silvery light of a new soul.

Smaller houses of worship may only have one priest and a handful of acolytes on hand, but in the great cathedrals, the church is headed by three high priests—one for each aspect of Pharasma. The genders and ancestries of Pharasmin priests are as diverse as all those who find rest in the Boneyard, and there is a greater-than-average prevalence of near-death experiences among them. Some consider their continued life to be a sign from the Lady of Graves that fate has something in store for them, while others have seen the edge of her domain and want to ease others' passing.

The chief Pharasmin holy text is *The Bones Land in a Spiral*, a book of predictions penned by an unknown, long-dead prophet. The prophecies contained therein are vague and open ended enough to allow for infinite interpretations. Later editions of the book also contain practical instructions on safe midwifery, burial rites, and safeguards against the rising of undead. One such safeguard is the common Pharasmin practice of keeping watch over a body before it is interred. A loved one, usually a family member or a treasured friend, takes up the task of sitting beside the body the night before burial, keeping a candle lit and whispering prayers from *The Bones Land in a Spiral* to ward off possession and undeath.

Last rites are vital to Pharasmins, and devout worshippers will keep a copy of the ritual prayer on their person at all times, in case their time comes. No bare skin is to touch the body of a dying or recently deceased Pharasmin until the ritual prayer has been read, to prevent the soul from latching onto another body. While regional variants may add to it, the base prayer reads as follows, words flowing in a spiral:

Your first breath harmonizes with your last. The Lady holds your soul in her hands now as she did then—returning you home to her hallowed halls. Fate has found an end fitting for your life, and will deliver you to your final rest. And so your grain of sand falls into the bottom, so that it may again be turned to the top. May you bask in the light of the Mother of Souls, forever a part of the cycle.

FOLLOWERS

Above all, followers of Pharasma revere the divine balance between life and death. Champions and other followers who are willing and able to go to battle are set on destroying undead and stopping the dark forces that bring them into being. For those who are not so inclined, there are more peaceful ways to serve the Lady of Graves. Pharasmins are quick to open their homes to expectant parents, providing support and healthcare. Some Pharasmins will volunteer as watchers for unclaimed bodies, especially in times of war, famine, and disease, to ensure that they are not desecrated before being interred. Scholars and oracles who follow Pharasma are drawn to the study and translation of ancient prophecies.

Pharasmin priests serve as healers, caretakers of the dead, midwives, and secret keepers for prophets. In larger cathedrals, there may be specific sects of priests that specialize in one or another of these, but for smaller locales,

APHORISMS

Just as her prophecies are kept close to her chest and can be interpreted in multiple ways, so too do the aphorisms and prayers of Pharasma's worshippers twist like riddles.

Her judgment comes at the end: A reminder that even if someone has done wrong before, they can still grow from it and become a better person. Pharasma judges a person's whole life, not individual actions.

The Lady keep it: An oath that a secret will be taken all the way to the grave—only Pharasma will hear it.

Not this year, not yet: A whispered prayer to keep the end at bay, so that the petitioner can finish what they have started.



PHARASMA

HOLIDAYS

Two holidays are shared by all Pharasmin temples.

Day of Bones: On the fifth day of Pharast, the bodies of the recently deceased are carried through the streets to the catacombs beneath Pharasma's church. They are interred there, an honor otherwise reserved for those who have done a great service to the Lady.

Procession of Unforgotten Souls: Pharasmin priests, holding lit candles, process through a river or lake. The candles are extinguished, only to relight once the water has been crossed.

a single Pharasmin priest may be called upon for any number of these responsibilities. Just as death has no prejudice, so do Pharasmin priests, who will often be found healing wounded from all sides of a conflict with equal skill and care.

Midwives across the Inner Sea hold tokens of Pharasma close to their hearts to bring good luck during childbirth. Many hospitals and places of healing will also keep effigies of the goddess well-maintained, both to wish for healing, and to ensure safe passage for those who pass away in their care. In the wake of Aroden's death and the breaking of prophecy, many people blessed with visions became cursed with their shattered pieces. Followers of Pharasma have established safe havens throughout the Inner Sea to care for these prophets and help them manage and interpret the broken fragments of their visions.

Adventurers may turn to Pharasma to make a name for themselves, chasing a great fate that the goddess knows is in store for them, or pray to her to ward off death. Even adventurers who might otherwise not consider themselves religious often whisper pleas to the Lady of Graves in the face of hardship and despair. Champions and clerics revere Pharasma for her unending toil against the scourge of undeath and her impartiality in accepting the dead into the River of Souls. Oracles might turn to Pharasma for guidance and support when their visions leave them feeling lost and broken down. In keeping with her core tenets, Pharasmin adventurers will not idly desecrate or loot burial places, and will not suffer the creation of undead monstrosities to serve their purposes.



FOLLOWER OF PHARASMA

RELATIONSHIPS

Even a distant and dispassionate mistress of fate has reason to need allies and make enemies. Some deities cross paths with the Mother of Souls more often than others, and for those deities, she holds special space, both positive and negative.

Pharasma has an ally and common spirit in Alseta, the Welcomer. Just as Pharasma watches over the beginnings and endings of all cycles, Alseta ensures that time keeps those cycles ever moving. The ruby red sand that falls through Pharasma's hourglass is nudged along by Alseta's guiding hand, through the portal, and transitioning from the top chamber to the bottom. As birth and death are also transitions, worship of Pharasma and Alseta often overlap. Whether in a maternity ward or a mausoleum, effigies of both deities can be found side by side, sharing offerings to facilitate a smooth transition into life or out of it.

When the god Tsukiyo was struck down prematurely, Pharasma watched the fates of the world shift. Tsukiyo's resurrection shifted them back again. His soul returned from the Boneyard, but Pharasma's realm leaves a mark on all who enter it. Pharasma appreciates Tsukiyo's respect for the finality and totality of death, as even after being resurrected, he does not spit in the face of death, but rather embraces it. The Prince of the Moon cares for lost souls, guiding them back onto their path to the other side and returning them to Pharasma's embrace. His efforts aid her in her quest to maintain the balance between life and death.

While Aroden's death remains shrouded in mystery for most, it's known that Pharasma guided the god's soul across the veil. But, in the spirit of her own edict and an aphorism of her worshippers, Pharasma keeps the secret of his death and final resting place safe in the halls and chambers of the Boneyard. The death of prophecy torments a fragment of Pharasma, as she is constantly reminded that no one vision is true until it has already come to pass. When prophecy shattered with Aroden's death, many Pharasmin oracles and seers experienced searing migraines and nosebleeds, their bodies and minds mourning the loss.

In nearly all conflict, even between gods, Pharasma maintains neutrality, but that line disappears when it comes to Urgathoa, whose very existence is antithetical to Pharasma's core creed. When the Pallid Princess murdered the psychopomp tasked with shepherding her to the afterlife, escaped the Boneyard, and became the first undead creature, she spat in the face of fate, death, and the Lady of Graves herself. Now, she serves as an example to mortals and deities alike, that death can be escaped if they are willing to break the cycle, and Pharasma loathes her for that. The twisted, rotting creations of Urgathoa and her followers are an insult to Pharasma and the cycle of birth and death that she preserves. She tasks her servants, from psychopomp and demigod all the way down to humble doctors, with the destruction of undeath and lessening of Urgathoa's influence.

DIVINE ALLIES

Pharasma's servitors are overwhelmingly psychopomps, though other immortal beings with strong connections to death or fate will also answer her call and follow her commands. Pharasma is also known to send the spirits of the dead to act as messengers or agents, even if they served another deity in life.

Steward of the Skein: Graced with white wings and adorned with skulls and armor, Pharasma's herald is a warrior that maintains the balance of fate. Though she has little interest in the motives or wishes of mortals, the Steward of the Skein has a notable curiosity toward other divine servitors or heralds. She arrives to witness whenever one of these auspicious beings gives birth, and arrives with uncanny reliability whenever one of her fellow divine servants dies—a fact that makes her appearance a general source of unease among her fellows. Most theorize this behavior is a means for the Steward of the Skein to serve as Pharasma's eyes, especially in situations where the goddess herself would overwhelm all present.

DIVINE INTERCESSION

Those who would prevent a soul from reaching the afterlife draw Pharasma's ire, but those who merely dabble in pursuits like lengthening their life or resurrection are usually ignored, as Pharasma is patient and eventually death comes for all.

Minor Boon: You see a momentary, prophetic glimpse of your fate. Once, you gain a +2 status bonus to a single check; you can apply this bonus after you determine the result, and it can potentially change the degree of success.

Moderate Boon: You gain a greater mastery over the energies of life and death. Your Strikes deal 1 positive damage to undead. Your spells that deal vitality damage to undead gain a +1 status bonus to damage per spell level, and your spells that heal the living gain a +1 status bonus to the Hit Points restored per spell level.

Major Boon: Pharasma keeps you alive to fulfill your fate. The GM secretly chooses a fate Pharasma knows you must fulfill. Until you fulfill this fate, any time you would die, a grave but nonfatal misfortune befalls you instead. You take at least a full day to recuperate, and you potentially face permanent consequences, but you don't die. If you would have died even once without this boon, once your fate is complete, you let out a final sigh and then die peacefully.

Minor Curse: Horrifying or enticing visions of your final judgment distract you from the task at hand. You take a –2 status penalty to initiative rolls.

Moderate Curse: Fate turns against you and reveals dire portents. Divinations such as *augury* cast by you or that involve you always suggest woe. Once per day after you attempt a check, the GM can make the result of the roll a natural 1.

Major Curse: Pharasma wills the end of your life and your lineage. You become unable to have children (or otherwise procreate by any means, including create spawn abilities) and are permanently doomed 2.

REALM

Pharasma's realm extends up the entirety of the Spire to the Boneyard, balanced on the Spire's razor-thin tip. No other deity stakes claim on any part of Pharasma's domain, save the presence of Groetus in the skies above. The Boneyard is structured in a series of courts where Pharasma's psychopomps and the Lady herself judge the dead. Simpler matters are handled in the lower courts, where souls flow readily across the veil. More difficult judgments pass up through the layers of the Boneyard, with the most complex being judged in Pharasma's inner chambers before being sent to their final destination.

Worshippers of Pharasma find their souls' final rest in the hallowed halls of the Boneyard's central cathedral. Shining with an inner light that reflects off of the white marble walls and onyx floor, the cathedral's inner chambers are colored by purple and blue light that filters through the stained glass windows.

CHAMPIONS

Champions of Pharasma may have many diverse motives and quests, but they share a common through line: preserving the cycle of life and death. Undeath is antithetical to Pharasma's creed, and so her champions are obliged to seek out sources of undeath and destroy them.

Champions of Pharasma are chiefly drawn to the causes of justice and obedience. Followers of the cause of justice set out specifically to discover houses of the undead and clear them out, returning their animating energy to the cycle. Those that follow the cause of obedience also help to maintain the cycle and sometimes even serve as arbiters for the Lady. Pharasma also has a few champions of liberation among her ranks. These champions look to free souls from the shackles of undeath, either by restoring the creature to life or destroying the undead outright.



Rovagug

The Rough Beast

Areas of Concern destruction, disaster, wrath
Edicts destroy all things, free Rovagug from his prison
Anathema create something new, let material ties restrain you, torture a victim or otherwise delay its destruction
Divine Attribute Strength or Constitution
Religious Symbol fanged spider
Sacred Animal scorpion
Sacred Colors brown, red

Devotee Benefits

Cleric Spells 1st: *breathe fire*, 2nd: *enlarge*, 6th: *disintegrate*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Athletics
Domains air, destruction, earth, zeal
Alternate Domains nothingness (page 268), swarm (page 270)
Favored Weapon greataxe

Known by titles such as the Rough Beast, the Imprisoned King, the Tide of Fangs, the Unmaker, and the Worldbreaker, Rovagug is the god of destruction, disaster, and wrath. The Rough Beast is not a benevolent or kind deity. Among the other gods, Rovagug has no allies and almost every mortal fears and despises him; not that he would care. Rovagug's only desire is to consume all that lives and crush the rest. It's what he was born to do, is all he cares about, and nothing can sway him from his goal. Left unchecked, he might have destroyed all of creation millennia ago. Most mortals would therefore consider it lucky that the qlippoth lord has been imprisoned since the Age of Creation.

Rovagug is thought to be the mightiest of the qlippoths—beings who inhabited the Outer Rifts before the gods turned their attention to Golarion. Rovagug's appearance is alien and monstrous to most. He is a massive worm-like creature with many limbs, eyes, claws, and a huge maw full of teeth, though depictions of his form have varied over the centuries.

The Unmaker was first encountered by the other gods after he tore a hole through the planes to arrive in the Universe. He left a trail of devastation in his wake, cracking planets and consuming the creations of the other gods. After seeing the destruction he wrought, many gods banded against him. In the ensuing battle, Rovagug slayed a seemingly endless number of these divine beings who stood against him. Unable to defeat him, let alone kill him, the alliance of deities scrambled to construct a prison with which to hold the Rough Beast. Calistria—and several other forgotten gods who were destroyed in the effort—distracted him. Meanwhile, Torag and Gorum forged the prison's shell inside of Golarion, and Asmodeus and Pharasma created a demiplane inside the shell and outfitted the prison with the strongest magical locks and wards they could muster.

Once the cage, which came to be known as the Dead Vault, was complete, Sarenrae lured Rovagug to Golarion, cut a deep rift into the planet to reveal the prison, and then forced Rovagug inside. The vault sought to restrain the Worldbreaker, who furiously thrashed about and nearly broke free. Zon-Kuthon, then known as Dou-Bral, impaled Rovagug with huge piercing buildings known as Star Towers, preventing Rovagug from communicating with his followers. Asmodeus then used his Hell-forged key to lock the vault, sealing Rovagug away. Sarenrae repaired the rift in the planet and instructed her followers to avoid the area.

Rovagug entered a state of torpor-like sleep after being imprisoned. There are those who believe his fitful slumber causes the world to shake and that his nightmares create monsters around his prison. Eventually, some of the defenses around Rovagug failed. The Star Towers degraded once Dou-Bral became Zon-Kuthon and Rovagug tricked Sarenrae into partially reopening the rift in the world, which came to be known as the Pit of Gormuz. The latter of these incidents allowed Rovagug's spawn to spill forward into the world over millennia to come, causing catastrophic destruction in the name of their creator. The greatest of the Imprisoned King's spawn are Festering Ulunat, the Unholy First; Chemnosit, the Monarch Worm; and Xotani, the Firebleeder. These powerful creatures, known as the Spawn of Rovagug, are immense engines of destruction, the likes of which strike fear into many mortal's hearts and are the envy of all the Tide of Fangs' followers.

Among Rovagug's followers, it's believed that Earthfall awoke their god and that it's a sign of his fast-approaching freedom. His cage remained intact through the event, but some claim to have seen cracks in the Dead Vault's exterior.

The Church

The church of Rovagug—or what could loosely be defined as a church—knows that their god is the most hated of all the gods. The monsters and people devoted to the Rough Beast celebrate this hatred because they believe it won't matter in the end. Nothing can stand forever, not even the gods and their creations; to try and stand against this inevitability is an exercise in futility.

The goal of Rovagug's church is to free Rovagug and carry out his single command: destroy everything. Followers often believe that anything they can dismantle will help free the Worldbreaker someday. Each life taken, each building toppled, each artwork ruined and each society or government corrupted weakens the Dead Vault which keeps Rovagug prisoner. With enough

damage done, he will someday be free. Others believe more grand steps must be taken. They seek a more direct route to break the Unmaker from his jail, though what form this takes differs widely from sect to sect.

There is no large, centralized church of Rovagug and there is no single holy scripture. Most principled countries and cities outright ban the worship of the qlippoth lord, even those who otherwise tolerate or support the worship of other sinister gods. This makes it almost impossible for worshippers to centralize all but the most common beliefs, traditions, and rites. This lack of unification, combined with the violent nature of the faith, has led to in-fighting between sects, constantly splintering the faith.

Because the faith is usually outlawed and the church is so fractured, there are almost no temples dedicated to Rovagug. Most places of worship are simple shrines hidden away in caves, basements, or secret rooms in sewers or crypts. Followers who live in a society that bans the Imprisoned King's idolatry will steal away, at night or during holidays when they won't be missed, to gather surreptitiously in these remote places. Any rites performed in these locations are simple. Congregants scream base chants, violently break objects, and sometimes offer blood sacrifices of animals or prisoners. Rovagug has no need for these devotions and rarely notices when they occur, but this doesn't stop his worshippers from indulging in their destructive tendencies.

Rovagug's church might seem relatively pragmatic, though that's partially due to its splintered nature. Traditions require creative thought and are also a luxury offered to those who can practice their faith more freely. Of the rites and prayers that do exist, they're often different between sects, but everything comes back to celebrating destruction in its many forms, planning how to bring more ruin to the world, and secretly figuring out who else is a follower of the Rough Beast without giving oneself away.

FOLLOWERS

Few people want to be associated with a god bent on wanton destruction. Many followers of Rovagug are monsters or outcasts of society, since their faith conflicts with that of a peaceful or stable civilization. Some band together to form holds or small villages, though this usually involves living in a cave or forcibly taking a town or fortress from someone else, rather than building their own. Of those who live within a larger society, they almost always practice their faith in secret, as being outed can lead to punishment, banishment, or even execution and cut the practitioner off from all means to carry out Rovagug's desires.

Followers are generally expected to put the goal of destruction over their desires for worldly possessions and personal fulfillment. Most qualities seen as positive in society—such as love, honor, and loyalty—are often shunned or faked by a devout follower of Rovagug; all these things get in the way of furthering the ultimate goals of their god. Those practicing their faith in a lawful settlement must be secretive while looking for ways to sow destruction or

APHORISMS

The faithful of Rovagug often have little use for words, preferring guttural battle cries to strike fear into their victims. However, some adages have found their way into their vocabularies.

The end is now: Worshippers of Rovagug might utter this phrase to non-believers to make them understand that the world's demise is inevitable and should just be accepted.

I am what gods fear: This boast by Rovagug's would-be champions evokes the dread felt by the surviving gods after they fought to contain the Rough Beast. Worshippers using this declaration often believe that their actions will instill fear into the gods' hearts.



ROVAGUG

HOLIDAYS

There are no universal holidays among Rovagug's followers. Each sect has its own traditions salvaged from old legends or writings. There are two events that are most common among the faithful.

Lastday: When a conjunction of specific stars and planets align during the autumn months, followers of Rovagug believe it to be a boon. However, beliefs about the effects of Lastday differ from group to group. Some say it causes Rovagug's prison to weaken, while others say his power increases, and yet others claim it's a time when diviners can predict Rovagug's release.

The Waking: This annual holiday is mostly celebrated by Rovagug's orc worshippers in early spring. It's believed that when Earthfall occurred, the impact of the Aeon Star—the meteorite that fell onto Golarion—woke Rovagug from hibernation and he let out a mighty, telepathic roar heard by orc shamans of the time, rousing their comrades to battle.

release the Imprisoned King. Contrary to that, those who worship the Rough Beast in the wilds are generally expected to be loud and boisterous, causing the most amount of mayhem whenever they can and however they see fit.

Any resident of a settlement could be a follower of Rovagug but, due to the secrecy needed to survive, few would dare show it. Such followers tend to lead day-to-day lives almost indistinguishable from anyone else, though they're likely to be particularly minimalist, replace broken objects instead of fixing them, and avoid jobs that involve creating. In some ways, life is easier for worshippers who gather in secret conclaves or who work jobs that isolate them from the bulk of society and give them opportunities to cause mayhem in ways that can't be tracked back to them.

Rovagug accepts any who will cause destruction and mayhem in his name. However, a number of the Unmaker's followers have misconceptions about his plan, thinking they will gain power by supporting the Worldbreaker in the destruction of everyone else. They mistakenly believe he will bring about a rebirth of the world and that those who help him will attain power in this new world. Those who fully understand Rovagug (as much as a mortal can) and still worship the Rough Beast are often dangerous nihilists, who believe that life has no meaning or that nothing matters in the grand scheme of things. How they came to that philosophy differs wildly, but it's often due to realizing how small they are in the vastness of creation or from experiencing trauma or loss that was too much for them to bear.

A priest of Rovagug is often just as much a community leader as a religious one. These priests frequently lead a sect that has separated itself from society and needs to be self-reliant, or they're in charge of a cult that needs to maintain a high level of secrecy. Either way, they typically end up being responsible for the group in numerous aspects of life, rather than just a religious one; they must ensure the other followers maintain secrecy (or not, for those who function outside of society), stay active in their pursuit of destruction, and seek out new potential recruits.

An adventurer might join Rovagug's cult because they fall for the misconception that his followers will be granted immense power after the world is destroyed, have come to a nihilist mindset and want to bring about an end to everything, or simply because they find joy in pure destruction and don't mind being ostracized from society. Such adventurers can often end up in the same crowd as mercenaries or warlords.



FOLLOWER OF ROVAGUG

RELATIONSHIPS

Most of the other gods consider Rovagug an enemy and would quickly band together against him if need be, even those who are otherwise enemies. The gods have yet to find a way to kill the qlippoth lord—and many say it's impossible—and so they worry that he may someday achieve freedom. While the Dead Vault is an incredible prison, Rovagug's followers are always seeking ways to destroy it, probing it in search of the slightest weaknesses, and the gods know they must be vigilant in preventing any such weakness from being exposed. The gods who are too young to have experienced the bloody battle required to imprison the Rough Beast—such as Cayden Cailean, Milani, and Zyphus—have largely listened to the elder gods or come to similar conclusions from investigating the Dead Vault for themselves.

Though virtually every god hates Rovagug, Lamashtu in particular considers him to be a rival in the creation of monsters. There are also rumors that Rovagug has ties with Groetus due to their similar interests in destruction. Though these rumors are largely unsubstantiated, the two don't display the animosity expected from competing gods, which many find rather peculiar.

Rovagug does, however, hate any who would stand against him on his quest to annihilate everything, but he has special contempt for those responsible for imprisoning him, especially Sarenrae. Should he ever break free of the Dead Vault, he would likely rush to the Dawnflower and tear her apart for luring him into the trap that would become his prison, only then turning his fury on the rest of creation.

The relationship Rovagug's followers have with their community is no better than the relationship the Unbreaker himself has with the other gods. The mortals who make it known they follow Rovagug will almost always find themselves ostracized, condemned, banished, or worse. To become a follower of Rovagug is often to abandon loved ones or risk trying to turn them without being ousted. Short of brainwashing or subtly turning people into believers first, a follower of the Imprisoned King will find that their brothers, mothers, best friends, and lovers will turn on them the moment they reveal they're a devotee of Rovagug. This hostility has been the downfall of many city-dwelling worshippers of Rovagug.

DIVINE ALLIES

Rovagug is sometimes aided by qlippoth, as well as other fiends who seek to unmake the entirety of reality. The most infamous of his servants are the Spawn of Rovagug, horrendous monstrosities of unparalleled destruction vomited forth from the god's titanic maw. Among Rovagug's spawn are such creatures as Ulunat; the Armageddon Engine; the destructive Xotani the Firebleeder, Kothogaz, who terrorized Vudra; the dread burrower Chemnosit the Monarch Worm; and the flying terror Volnagur the End Singer.

DIVINE INTERCESSION

Rovagug's imprisonment means he can almost never intercede on Golarion, but some places lead far enough into the earth that the god's profane influence can leak through. He is as likely to curse those who draw his attention as he is to reward them, though great enough acts of violence and destruction may earn his favor.

Minor Boon: Your attack becomes more destructive. Once, one of your failed or successful attacks becomes a critical hit, and your weapon or unarmed attack gains the deadly d12 trait for this attack, replacing any deadly trait it already had. Rovagug typically grants this boon when the critical hit could destroy something precious or significant.

Moderate Boon: You can devour all. Your mouth grows into a horrible, circular, insectile maw of needle-like teeth. You gain a bite unarmed attack that deals 1d8 piercing damage. Additionally, you can stomach eating anything you can fit down your throat—even rocks or small objects. You gain a +4 status bonus to saves resulting from eating something, such as diseases, poisons, or other effects of the ingested object. This doesn't allow you to digest magic items that would otherwise be difficult or impossible to destroy, such as cursed items or artifacts.

Major Boon: You can crack the surface of Golarion, accelerating the release of the Rough Beast. You gain the Quaking Stomp barbarian feat; you can use this feat even when not in rage.

Minor Curse: Whenever you are imprisoned, you thrash and shake as your mind fills with desperation. Any time you are restrained or otherwise imprisoned (such as being sent to jail), you are also clumsy 2 and stupefied 2.

Moderate Curse: Your destructive rage seeks to remain unbound. Any armor you wear automatically becomes broken. Other items in your possession occasionally become broken over time.

Major Curse: You are useful only as a beacon of destruction. You are permanently confused, rampaging against anything and everything in your sight, and you deal an additional 18 damage with your unarmed and weapon Strikes.

REALM

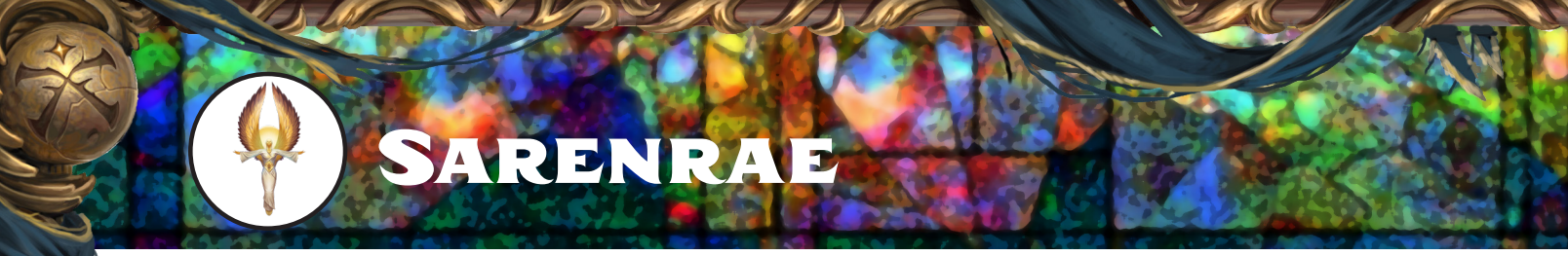
Though originally from the Outer Rifts, the Dead Vault is considered Rovagug's domain. This prison deep within Golarion's crust was crafted and enchanted by dozens of gods. The vault looks like a massive, faceted globe of topaz encircled by thick rings of black iron and embedded with innumerable runes of binding. Those who've seen the vault can make out the shape of the insectile deity frozen at the yellow crystal's heart.

The vault can be accessed via the Pit of Gormuz in Casmaron, though any who reach the vault will find that its surface bends space to keep people at bay. However, some have made it through this barrier, but found themselves immediately swallowed and subsequently trapped in the vault alongside Rovagug.

Though the prison is capable of holding Rovagug's physical form inside, the haste in which it was created has allowed his influence to seep from the prison, allowing him to infect the surrounding Darklands and send telepathic emotions to his followers.

CHAMPIONS

Most of Rovagug's champions follow the cause of desecration, with a natural desire to hurt others, corrupt, and destroy. These champions revel in the opportunity to take on foes of other faiths, using the might they gain from Rovagug to completely obliterate others. A champion of Rovagug tends to either sow the seeds of destruction on their own, or lead other followers of Rovagug toward destructive goals. These groupings are generally short-lived, however, as these champions tend to annihilate their allies after some time, a logical and inevitable conclusion for all that remain near the Rough Beast.



Sarenrae

The Dawnflower

Areas of Concern healing, honest redemption, the sun
Edicts destroy the Spawn of Rovagug, protect allies, provide aid to the sick and wounded, seek and allow redemption
Anathema create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil
Divine Attribute Constitution or Wisdom
Religious Symbol angelic ankh
Sacred Animal dove
Sacred Colors blue, gold

Devotee Benefits

Cleric Spells 1st: *breathe fire*, 3rd: *fireball*, 4th: *wall of fire*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Medicine
Domains fire, healing, sun, truth
Alternate Domains repose (page 268)
Favored Weapon scimitar

Like the light of dawn, Sarenrae spreads warmth across the world and into the hearts of its inhabitants. Burning passion, exuberant joviality, and fierce determination all rise at the goddess's influence. Sarenrae is one of the most popular deities on Golarion, with vast amounts of worshippers found from Tian Xia to Taldor. Beyond her warmth, her focus on redemption draws many to her faith. There is always room under her roof for those who have seen the error of their ways and wish to make amends, especially if they'll also pass their story onto others to prevent them from making the same mistakes.

Along with being one of Sarenrae's greatest feats, her followers also retell the battle against Rovagug as an example of her compassion and determination. It was Sarenrae who rekindled the spirit of hope in the gods during the brutal fight against Rovagug, gathering the hosts together in fiery determination to halt the destruction of the creation they held dear. It was also Sarenrae who launched the final, most vicious attack upon the Rough Beast and set the blazing light of the sun within the Dead Vault itself, pouring forth her energies in a constant stream to prevent Rovagug from making his escape.

Sarenrae's ferocious battle against Rovagug is one of the few times she has displayed her full temper, the burning fire that accompanies her light. Though her rage is almost always tempered, Sarenrae does not believe in sacrificing the innocent and the righteous to the constant abuse of malefactors. Those who turn her sincere efforts of forgiveness against her can easily earn her ire, as can those who twist her tenets to match the latter of her commandments but not the spirit. Sarenrae has struck cities from the face of Golarion before, just as she has abruptly stripped her favor from entire sects of her worship. Though she has regretted her more extreme actions, she knows that redemption means little if it sacrifices the righteous more than it saves.

This duality continues to inform her modern followers. Forgiveness and redemption are offered, but repeated rejections of those offers or immediate danger result in dramatic violence instead. Those without context, especially those outside the faith, can be shocked by the instantaneous switch to violence once those final lines are crossed. Although it may seem arbitrary to others, a follower of Sarenrae will resort to violence only once they've exhausted other options, then seek to finish the job as swiftly as possible to save themselves and others. What outsiders see as a terrible fire, a consuming rage to destroy the wicked, often carries more than a hint of sadness. Even the most battle-hardened Sarenite carries stories of those they couldn't draw toward the light.

Beyond helping others onto the right path, Sarenrae also expects her worshippers to seek redemption for their own misdeeds. Although the process is a troubling and deeply personal, she encourages her faithful to spend time learning their own faults and growing past them. Of all the goddess's requests, many of her followers find this the most difficult. Worship leaders, mentors, or other worshippers are often tasked with providing that gentle feedback, each follower helping others recognize and challenge their own faults.

An important aspect of Sarenrae's warmth is her healing, particularly provided to those who cannot help themselves. Those who are sick or injured know that to visit one of Sarenrae's temples—sprawling holy complexes with their rounded turrets and open-air courtyards—is to find relief from pain, sustenance for the body, and light for the soul. While her champions fight the physical darkness with blade and spell, her followers can be found more often fighting the internal darkness of grief and hopelessness. The problems that healing spells and hefty scimitars cannot cure are instead treated with kind perspectives and good food.

Even outside her followers, it's common to swear to Sarenrae. Swearing to truth in her name is seen as a powerful oath, as it's commonly believed that those who utter her name in falsehood are cursed with misfortune. Even those mired in the depths of depravity often cling to such oaths because Sarenrae's faith so often represents their last chance at a different life.

In most common writings, Sarenrae appears as a mighty angel, fiery of hair and wing, standing incredibly tall when compared to mortal beings. It is believed that

she originated as one of the most powerful of these celestials, before she was truly deified. Most depictions of her attempt to balance her blazing eyes with a kind expression and a scimitar with a welcoming smile for those who truly seek redemption, servitude, or the betterment of all.

THE CHURCH

The church of Sarenrae does not have a strict hierarchy, instead acting in a more genial and familial style. Members are encouraged to go where they are called, for wherever folk gather, there are ills to cure, wrongs to right, and darkness to vanquish.

The worship of Sarenrae spread gradually across the Keleshite trade routes, and while she is worshipped far and wide now, the greatest concentration of temples and churches can still be found along those avenues. Her temples are vast, open affairs. The Qadiran influence is easily seen in the wide, brightly colored tiled courtyards and rounded domes that stretch sunward. The central area features painstakingly shined brass and copper accents, sometimes with mirrors or other devices to direct beams of sunlight toward a central altar, from which the priest holds services. Messages are not of fire and vitriol, but of redemption, peace, and the uplifting of those more in need than yourself.

The side buildings are the only buildings of these complexes that are roofed, and these are the places where the goddess's charity is most keenly felt. Hospitals for the sick and injured, food banks for the hungry, or temporary living for the destitute are common sights at any temple or church able to support such endeavors. Services are loud, boisterous affairs, with much giving of thanks. Music and dancing are common, as are good-natured contests of strength, reenacting the titanic struggle where Rovagug the Rough Beast was ensconced in the Dead Vault for the good of all creation.

Each member of the church is told to carry a copy of *The Birth of Light and Truth*, the collection of stories and poems that tell the story of Sarenrae before she was raised to be a deity, to help spread the word of Sarenrae and uplift those in need, or redeem a soul lost to evil. Each book is hand-copied by the faithful, so that each story is slightly different in the telling, and thus perhaps more likely to appeal to a wide variety of people as opposed to the rigidly prepared strictures of other gods. Customarily, new sheafs will be added to the back of the book for the faithful to copy the uplifting stories from their own lives, lending an air of deep personal connection to every copy. As such, no two are ever the same.

FOLLOWERS

A follower of Sarenrae believes in three things: The first is being truthful and honest in all dealings, even if it means endangering themselves, though extenuating circumstances involving others less able to defend themselves might warrant different action. Merchants know they can trust aspirants to negotiate in good faith, and that any word given by a member of the church will be honored to the utmost. Sarenites do not shy away from fights, and to debase oneself with lies to prevent engaging in combat betrays the very things Sarenrae herself fought for.

APHORISMS

The dawn brings new light: A catch-all phrase meant to both bestow good blessings upon someone upon a momentous occasion, or conversely, to lift the spirits of someone for whom the shadow of sadness or despair has fallen.

Both the sun and rain are needed to grow: While the sun is often the primary focus of those familiar with Sarenrae worship, the wisest among them recognize that adversity and struggle help make the light shine ever brighter.

I call the light: Used as a battle cry of the faithful to call the attention of Sarenrae to the struggle at hand, shouted toward the Heavens when battle is first joined, simultaneously asking for protection and luck in the fight ahead.



SARENRAE

HOLIDAYS

The entire month of Sarenith is named in honor of Sarenrae and is home to several important holidays.

The **Burning Blades** ceremony, held on the 10th of Sarenith, is the culmination of a month-long festival honoring Sarenrae. Adherents perform in ceremonial mock combat with weapons lit aflame. More dance than battle, it is a vibrant affair.

The **Sunwrought Festival**, held annually on the solstice, is an exuberant celebration, complete with dancing, feasting, and the trading of homemade goods of the finest qualities.



FOLLOWER OF SARENRAE

The second is to heal the sick and wounded if able. Sarenrae bestows her blessings most willingly on those who assist any who are unable to help themselves, while it is not unheard of for the goddess to strip what she's granted from followers who act in a selfish, vainglorious way. Passing out food on the trail, taking the fatigue from a caravan's animals, or bandaging wounds are all things for which Sarenites can be sought after. Indeed, oftentimes trade caravans or sailing ships seek out her followers, knowing their skills to be invaluable on long journeys where the hazards cannot be predicted.

The third is that every heart, no matter how wicked, deserves a chance at redemption. Evil exists, undoubtedly. Truth and justice cannot be buried under unearned sympathy for the wicked. But Sarenites believe that more often than not, those who commit evil for selfish or nefarious purposes have simply fallen off the path, or have been tempted down that same road. Words are the first weapons deployed by the faithful—pleas to stop any violence from starting, to allow the innocent or defenseless safe passage, or prayers for the souls of those about to engage. If that fails, and combat ensues, Sarenites fight with the fervor of the holy fire. Unrelenting attacks with blade and spell overwhelm opponents to end the violence as quickly as possible. The favored weapon of the faithful is the scimitar: light and fast, capable of swift attack or skilled defense. In deference to the sun, these weapons are often decorated with sunburst imagery, or copper, gold, or brass accents, to harness the sun's rays in combat to disorient any opponents.

The priesthood rises with the dawn, greeting the rising sun with salutations and prayers of warding and protection. When formal raiment is needed for ceremonies, services, or festivals, a fiery red chasuble is worn over a yellow or gold tunic, often embroidered with sunbursts or other images representing the sun. More affluent worship leaders may include glass beads in their clothing, to better reflect the sun's rays and project the image of a messenger of the Dawnflower. Those same worship leaders sometimes wear a golden crown topped with a brilliant red sunburst, also with embedded glass beads or other cut gems.

The masses who follow Sarenrae see her as a beacon of hope in a world often plagued with danger. Any who believe in the power of redemption or the desire to see sickness and injury banished from the world flock to her banner. Adventurers turn to her for protection while traveling, her blessings in combat against those things that would do harm to others, and her blessings of healing when those things prove stronger than anticipated.

RELATIONSHIPS

Sarenrae counts all those who oppose evil as her friends, although Torag does not approve of her quick willingness to forgive, which occasionally leads to friction and tension among their followers. She is even known to communicate with evil deities, hoping that one day they will see the error of their ways and repent, as evidenced by her trust in giving Asmodeus the key to the Dead Vault, the prison of Rovagug. Rovagug remains the sole deity whom she believes irredeemable, and the one whose influence must be destroyed on sight.

By far the important relationships to Sarenrae personally are those with her lovers, Shelyn and Desna. She first fell in love with Desna when she witnessed the stars being created, and Shelyn's inspired words at Sarenrae's own beauty touched her heart as well. Sarenrae respects that Desna prefers to remain mostly aloof from godly affairs, but makes a point to spend as much time with her as possible. Their respective churches are heavily intertwined as well, with Sarenites often reaching out to help either Desnans or Shelynites and receiving help in return.

DIVINE ALLIES

Sarenrae is beloved by many residents of the celestial planes. Angels, archons, azatas, and agathions all gladly join the ranks of the Dawnflower, alongside risen fiends and others who have been redeemed by the efforts of Sarenrae's faithful. Beings associated with fire also serve her cause, with holy fire elementals, phoenixes, and genies all willing to aid Sarenrae's faithful. The goddess's close relationship with Desna and Shelyn also means that the servants of one deity are often happy to aid the faithful of another, though the trio do their best not to take such charity as a given or for granted.

Sunlord Thalachos: Sarenrae's favored champion against the Spawn of Rovagug, Sunlord Thalachos is an angel with platinum skin that blazes with an internal light. His four arms wield a pair of scimitars and a bow, ready to aim them at those who threaten innocents and the faithful. Before the Age of Lost Omens, he often delivered prophecies on behalf of Sarenrae, and several stories in *The Birth of Light and Truth* were penned by oracles whom he personally escorted through Sarenrae's realm. Now he appears at auspicious births, and the goddess of the sun has tasked him with standing orders to guard her realm against fiendish—particularly diabolical—incursions, stop any who would attempt to free Rovagug from his prison, and defend against those who would tamper with the sun itself. Some chapters of Sarenrae's faith claim that Thalachos is reborn every day. Certainly he has died in battle and appeared unharmed at a later time, though there is insufficient evidence to answer whether he actually rises again at the dawn. Some sects call him Saint Thalachos and explain that he was the first human priest of Sarenrae, though again there is no historical evidence for this claim and the angel has never said he was ever anything other than an angel.

DIVINE INTERCESSION

Sarenrae often bestows boons for making a sacrifice to do better or taking a risk to redeem another. She typically curses those who betray her mercy.

Minor Boon: Your healing hands are blessed with a warm flame. Once, when you heal another creature, instead of healing it for the normal amount, you heal the creature to full Hit Points, no matter how much damage it has taken. Sarenrae typically grants this boon in extremely consequential circumstances.

Moderate Boon: Your blade burns the irredeemable. Your attacks deal an additional 1d6 fire damage that ignores fire resistance.

Major Boon: You are a voice of peace and rehabilitation. When you roll a success at a check to Request something, you get a critical success instead. In addition, all creatures other than fiends, undead, and mindless creatures allow you one chance to speak your piece and make requests before entering combat. If you or an ally ever use the time from the request to gain an advantage in an ensuing combat (for example, by casting preparatory spells, positioning for combat, or waiting out your opponent's preparatory spells), Sarenrae immediately revokes this boon, or possibly curses your ally.

Minor Curse: The sun burns you for your transgression. You receive a sunburn that causes you to become permanently clumsy 1.

Moderate Curse: The sun shines its light on everything you say. You become unable to tell lies, and if you attempt to do so, you instead compulsively blurt out the truth on the matter in question. You are still able to withhold information or lie by omission.

Major Curse: Sarenrae restricts your ability to harm others. All attacks you make, spells you cast, and other sources of damage you deal are nonlethal except against fiends and undead, and you can't ever make them lethal. You deal minimum damage except against fiends and undead. All creatures except fiends and undead gain a +4 status bonus to their AC and saving throws against your attacks and other effects.

REALM

Sarenrae resides most often in the Everlight, the blazing sun that hangs above the pastoral fields, stunning mountains, and thick forests of Nirvana. There, she and the celestials for whom she serves as general can plan any military actions in open conference, as powerful wards prevent those who would do her or others harm from even entering the plane. Blazing towers and rounded domes of pure flame and energy, so bright that even the celestials must occasionally shield their eyes, lead into grand halls with pure crystal windows. From here, Sarenrae can observe all of Nirvana, as well as watch the petitioners of Nirvana to find those among them worthy of her attention.

CHAMPIONS

Champions of Sarenrae go where they are called. While magic and swordplay are often practiced as a form of mediation, a Sarenite champion has no qualms about deploying those same skills against irredeemable evil when the situation calls for it. They are often sought out for their healing and martial prowess, leading bands in the defense of settlements or hunting down and destroying unrepentant evil. Champions of redemption are by far the most numerous, as the tenets of redemption and compassion fit in exactly with the desires of the goddess. There is the hope of redemption in all things, and killing must be seen as a last resort if no other methods have worked. Sarenrae also counts a large number of champions of grandeur among her ranks. They act like living beacons of light, shining on the beautiful things in the world and sharing their divine knowledge and power with those less fortunate. Less numerous but still just as noteworthy are the champions of justice, who pray to Sarenrae in the aspect of honesty, acting with honor and never taking advantage of others, lying, or cheating.



Shelyn

The Eternal Rose

Areas of Concern art, beauty, love, music
Edicts be peaceful, choose and perfect an art, lead by example, see the beauty in all things
Anathema destroy art or allow it to be destroyed, unless saving a life or pursuing greater art; refuse to accept surrender
Divine Attribute Wisdom or Charisma
Religious Symbol multicolored songbird
Sacred Animal songbird
Sacred Colors all

Devotee Benefits

Cleric Spells 1st: *dizzying colors*, 3rd: *enthrall*, 4th: *creation*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill select Crafting or Performance
Domains creation, family, passion, protection
Alternate Domains repose (page 268)
Favored Weapon glaive

To know Shelyn is to love her, for Shelyn embodies love, as well as beauty, art, and music. She seeks to spread these pursuits across Golarion, teaching that they are the best way to find peace and happiness. Her passion is such that even the most basic attempts at art delight her—the greatest marble sculptures of Taldor or kholo chants from the Mwangi Expanse are as beloved to her as the meanest sketches of a young orphan in Isger or the crude sand art of a Thuvian child. Beauty, for Shelyn, is a quality of being, not a specific set of characteristics, and she encourages people to find and accept many definitions of it.

Similarly, any and all love finds the goddess's favor. Romantic love is beautiful to her in all its expressions, between two people or many, shown through a tender gaze or unquenchable passion. She does not insist on chastity, or monogamy, so long as a relationship is consensual and nurturing. She embraces purely physical relations; she hopes they lead to a deeper relationship in time, but accepts when they don't. Just as blessed in Shelyn's eyes is the love between friends—the companions who go to the ends of Golarion for each other, the neighbor who lends a hand in times of trouble. So too is familial love, between children and caretakers, or a family and a beloved pet. Love is the greatest of all things, she teaches. It is never to be confused with obsession, and abuse of any sort can never be mistaken for real love: it is anathema to the goddess.

Shelyn's belief in the power of love, and its ability to heal what is broken, is only strengthened by her own history with her half-brother Dou-Bral. The pair are children of the primordial spirit wolf Thron, and were the only two to surpass him in power and become full deities in their own right, sharing the portfolio of beauty, art, love, and music. Like many siblings, they were close when they were young—but, like many families, they quarreled. One such fight, though its exact nature is lost to time, led Dou-Bral to withdraw beyond the bounds of the known cosmos. When he returned, Shelyn sensed a wrongness in him and reached out in the spirit of love. She was met with rejection, her hand pierced by the razored nails of her brother, now transformed into Zon-Kuthon. The ensuing battles with him shaped Shelyn. In the fullness of her power, Shelyn wrested Zon-Kuthon's gold-plated glaive, *Whisperer of Souls*, from his grasp, believing it to be the source of his corruption. Though he remains Zon-Kuthon, Shelyn believes her love is strong enough to breathe life back into her half-brother's buried core. It is this love that protects her from the malevolent weapon, leaving it impotent against her even as she continues to cleanse it of the taint that holds imprisoned souls in its depths.

Shelyn typically appears as a woman, beautiful in the eye of each person who observes her. Artists most frequently portray her as human, though she is sometimes slender, other times voluptuous. Regardless of her other features, depictions almost always feature her ankle-length hair, often with ribbons or festive, multicolored streaks in her locks. Her eyes are blue, silver, both, or one of each color, and she is often attended by wild animals, particularly her beloved songbirds.

Shelyn's favor is easily bestowed. Those who live a life in accordance with her teachings may not even realize they are receiving subtle signs of her favor: a songbird singing outside a window, a bouquet of flowers remaining fresh, inspiration for a work of art. Those who especially please her may see more certain signs: a small token delivered by a woodland creature, a melody for their ears only, flowers blooming in infertile soil. Though she is slow to anger and quick to forgive, mortals are not immune to signs of her ire. They may hear discordant noises that disrupt otherwise pleasant songs, or find that scenes that once evoked peace now leave them unsettled. Those who truly earn her wrath—most likely by abusing love—may find themselves unable to distinguish one person from another, or only see their own visage in the mirror as ugly as their actions.

The Church

Though loosely structured, Shelyn's church stretches across Golarion. Anywhere people seek love and beauty is fertile ground for the Eternal Rose's followers, and her priests are there to tend such gardens. Priests serve independently, though willingly support other clerics of their faith in times of need. Loving relationships are common between clergy; some last only briefly, while

others become a permanent fixture. Many temples are led by pairs (or more) of clerics devoted to each other, who model the qualities they love in Shelyn as much as they teach her edicts.

Shelyn's temples appear wherever love can be found, in harmony with their surroundings: glorious cathedrals in cities and centers of worship, and small, neat shrines in smaller communities. They are places of beauty and serenity, usually filled with music, art, and romantic poetry. Flourishing gardens, almost always with at least one rosebush, fill the temple grounds, and flowering vines often spread up the walls and columns. Songbirds appear in extraordinary abundance, flitting between the gardens and temple interior through open windows and passages. Temples often serve as schools and sellers of art, and may be forums for theatrical and musical performances. Where love must be hidden away, shrines may be too. They are marked for those who know to look with a small songbird, or even simply a pair of intertwined brightly colored ribbons—though the worldwide appreciation for Shelyn means that typically only happens in especially exacting areas, such as Rahadoum and Nidal.

Shelynite services feature abundant singing, and any voice, no matter how rough or off-key, is welcomed to join in. Simply the act of singing is beautiful to the church. Mornings and evenings are typically times for services, depending on the community's needs, but neither is as fervent as ceremonies around moments of love, marriages and anniversaries in particular. A *heartbond* ritual is usually a moment of intense devotion for not only the participating couple, but the cleric and community as well, and a jubilant feast often follows. Shelyn also welcomes more personal prayers. Her followers may chant or sing "Ardentia" to ask her to help them find love or artistic inspiration, listening for a bird's harmonizing as a sign their prayer has been received. In times of heartbreak, "Lover's Lament" offers comfort; many Shelynites keep a dried flower on them for this prayer, hoping to find solace in a sudden scent from the blossom.

APHORISMS

Shelyn's followers often use expressions about the importance of love and art. These phrases offer hope and encouragement to those in search of solace in times of grief, and warnings to protect people from those who would twist Shelyn's most important emotion.

Beauty fills an open heart: A message to keep an open heart and mind, for that allows one to see things openly, letting one discover beauty and love that might not be immediately apparent.

Give song where ears can hear: An invitation to express love freely and openly; don't wait until it's too late.

What was loved is never lost: A reminder that even in grief and hardship, love offers strength to persevere. A loved one lives forever in our hearts, and while that love may feel like a source of pain, it can also be a balm that soothes our hurts.

FOLLOWERS

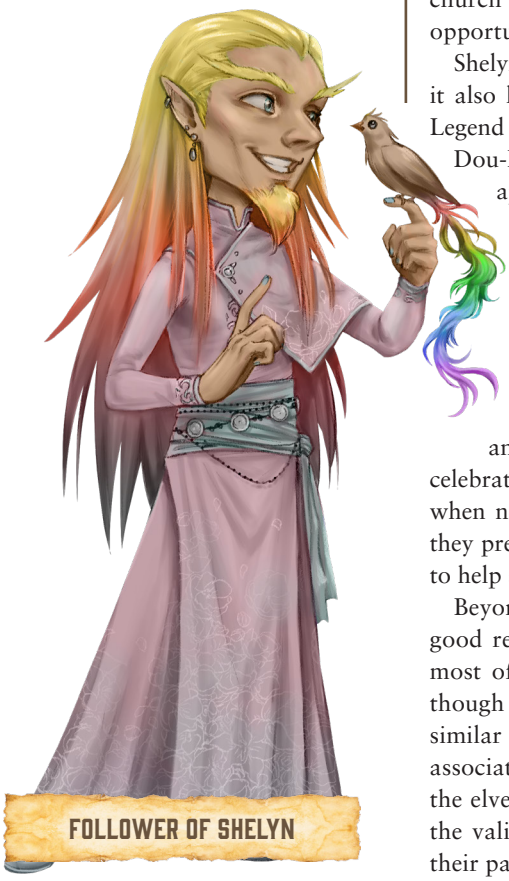
People all across Golarion follow Shelyn. A young farmer wooing a romantic interest, a budding artisan seeking inspiration, a spouse grieving for their lost partner—all might pay homage to the Eternal Rose or ask for her blessing. Bards and other performers frequently take the goddess as their patron, venerating her in their art: painting and statues depict the goddess, while ballads and performances tell the tragedy of her loss of Dou-Bral or the love between her, Desna, and Sarenrae. In Tian Xia, she is known as the Lady of Chrysanthemums, and her greatest works prominently involve her namesake flower. Fewer worship her in Arcadia, where she is known as the Songbird, the goddess of songs, and patron of feathered avians, strix, and syrinx. Storm giants worship her as Syriss, the goddess of music, and kholos see her as the Younger Sister, a twin goddess of power and beauty with Calistria. Even people who primarily worship other gods often say a quick prayer or offer a small token to the Eternal Rose in hopes of her favor, for who doesn't want love and beauty in their life?

Shelyn's clerics are devoted to creating just such qualities, and ensuring they flourish. They encourage those who do not meet what society believes to be marks of physical beauty to find the beauty inside themselves, and they celebrate the artistic endeavors of all people, no matter how talented. Shelynite priests spend time each day creating some sort of beauty, often via art or music. Many make such professions their career, or facilitate it by running theaters, art galleries, concert halls, or music schools. In smaller communities, Shelynite priests might work as a barber or tailor, or organize clothes drives and musical fundraisers.


SHELYN

HOLIDAYS

Crystalhue, on the Winter Solstice, is the sole universal Shelynite holiday. The faithful spend the day in courtship and artistic creation, often making crystalline tokens–typically rings or pendants–to exchange at community-wide grand feasts in the evening. Celebrations often culminate in wedding proposals, with marriages taking place alongside performances that stretch into the night. Crystalhue is not the only holiday Shelynites celebrate, however. Believers routinely celebrate love and happiness, with joyous feasts marking weddings, anniversaries, and vow renewals, especially in Desnus and Sarenith. Many holidays are regional. In Nidal, for example, Shelynites secretly observe the moment Shelyn reached out to her brother upon his return from beyond. In Tian Xia, believers celebrate **Flowerfall** in late autumn by sending baskets of chrysanthemums magically aloft or floating downstream. In Vidrian, kholos wear garlands of ribbons in the colorful summer celebration **Gleamstripe**. Other festivals are held in only a single temple, often marking days connected to an agathion patron.



FOLLOWER OF SHELYN

Priests have no standard uniform, but wear flattering styles that showcase their beauty—typically a pair of leggings and a long tunic, or a calf-length dress. Bright colors are favored, particularly bright green, red, and gold. Adornments often take the shape of roses or songbirds. Despite their love of beauty, Shelyn's clerics frown on excessive vanity. A pauper taking the time to arrange their hair in a flattering style may well please them more than a rich person dripping in silks, gaudy gold, and jewels.

Few who follow Shelyn's teachings set out in search of power, gold, or glory. Still, that hardly means Shelynites can't be found on the road. Adventurers who follow the Eternal Rose typically seek to nurture peace, encourage freedom—especially to create art—or preserve beauty. Many adventuring bards worship Shelyn, as do druids and rangers who see the beauty in nature. Some psychics and kineticists see the manifestations of their power as a form of art, and are attracted to the goddess through that medium, while a Shelynite investigator or rogue may express their faith by rediscovering and recovering lost works of art. Some simply set out in search of love, an adventure unto itself.

RELATIONSHIPS

Though some deride Shelyn as soft for her focus on love and redemption, her life has been marked by tragedy and loss. Once a minor deity of shallow beauty and joy, the obliteration of her mother was what transformed Shelyn into a full-fledged goddess. Her father, Thron, has been twisted into a tortured and rabid beast by her own brother. Shelyn's complicated relationship with Zon-Kuthon feels one-sided at times. She repeatedly reaches out in the spirit of forgiveness and redemption to no avail. Zon-Kuthon scorns her attempts, and on the occasions they meet, he seeks to share his dark gift of pain with his sister as he did to his father. He avoids her for the most part, however, which she takes as a sign of Dou-Bral's lingering presence. Her followers mirror this relationship, with Shelyn's church not brooking the worst of his excesses, but always looking for the opportunity to offer redemption to Kuthites.

Shelyn's relationship with Zon-Kuthon may have brought her pain, but it also led her to joy, in her loving partnership with Desna and Sarenrae. Legend holds that the goddess first approached her peers to find help for Dou-Bral: she sought Sarenrae to look for a path to his redemption and approached Desna to learn where Dou-Bral went before he turned into Zon-Kuthon. These conversations eventually turned to other topics, and led to love and the expansion of Desna and Sarenrae's relationship to include Shelyn. Shelynites believe that it was the Eternal Rose who pointed out the patterns in the stars that make up the constellations, revealing the grand work's artistic complexity. The three goddesses routinely spend time together for pleasure, though Shelyn's kindness and hope for her brother at times frustrates Desna and leads to a space between them. Their churches acknowledge and celebrate the goddesses' love, and are quick to help their sister congregations when needed. Shelynites especially see a message in their relationship that they preach: If something bad happens, seek the arms of one who loves you to help see yourself through.

Beyond those key relationships, Shelyn's loving nature means she has good relationships with most other deities, even malevolent ones. Across most of Golarion, Shelynites are welcomed as kind, caring contributors, though sometimes they may be dismissed as naive or frivolous. Shelyn shares similar interests with many deities, making for particularly noteworthy associations. She is friendly with Bolka, her dwarven counterpart. Among the elven deities, Shelyn and Calistria amuse each other, as both recognize the validity of love and lust in a romantic relationship (even if both feel their particular passion is of preeminent importance). Shelyn sees herself as

a protective guide for Nocticula, Golarion's newest goddess of art, seeing in the Redeemer Queen a path that she hopes Zon-Kuthon might one day follow. Her followers often seek to help the younger church, hoping to guide it in their goddess's image. Shelyn's relationship with Urgathoa is fraught, due to their differences in how they view love and Shelyn's interference with one of the Pallid Princess's followers.

DIVINE ALLIES

Celestials who exalt in love and beauty eagerly come to Shelyn's aid, though the direct and forceful actions that archons take against wrongdoers mean that they and Shelyn accept they have different paths in life. Many of Shelyn's divine servants are the souls of artists and other petitioners who have been transformed, or artistic works of Shelynites that have been granted a life of their own.

Spirit of Adoration: An angelic woman whose wings resemble a work of art, Shelyn's herald is as beatific and generous as the goddess she serves. Most creatures that meet the Spirit of Adoration consider her to be the kindest person they have ever met. She is known to keep tabs on her fellow celestials and divine servants, ready to offer a favor or repay one as needed. Those that scoff at her gentle demeanor should beware, however, as whenever love or a masterwork of art is in danger, the Spirit of Adoration fights with an enthralling grace that can bring tears to the most hardened warrior's eye.

DIVINE INTERCESSION

When creatures perform pleasing acts, such as spreading beauty, or displeasing actions, such as betraying loved ones, Shelyn may respond accordingly.

Minor Boon: Once, when you roll a failure on a Diplomacy check, you get a critical success instead. Shelyn typically grants this boon only when the Diplomacy check would serve to increase love or offer a chance of redemption.

Moderate Boon: You are inspired to create great works and become a virtuoso at all arts. You gain the Specialty Crafting feat and the Virtuoso Performer feat in all categories of Crafting and Performance.

Major Boon: Your inner beauty and love surround you in an aura. As long as you bear them no ill will, all creatures other than fiends, undead, and mindless creatures start with an attitude of friendly toward you, unless they would have been helpful instead. This doesn't mean they are willing to change their life or plans for you, and this boon does not prevent their attitudes from worsening if you try to thwart them. This effect doesn't work against deities and similarly powerful creatures. Additionally, the love you share with your friends inspires them. You and your allies gain a +3 status bonus to saving throws and skill checks as long as you can see each other.

Minor Curse: You heart churns with remorse. Each day, you are sickened 1 as a specific misdeed plays out in your mind over and over in guilt. You can't remove this condition, though it abates enough for you to quickly eat and drink when necessary. If you make amends or otherwise earnestly pursue redemption for the misdeed, the sickened condition fades completely that day.

Moderate Curse: Others subconsciously recognize your past betrayals. Whenever you attempt a Diplomacy check and roll a failure, you get a critical failure instead, and if you roll a critical success, you get a success instead.

Major Curse: Those who spread misery via false love face Shelyn's greatest curse. You lose the ability to distinguish any living being from another through appearance, voice, scent, or similar sensory means. You can make out physical size (so you wouldn't mistake an ant for a horse), but nothing further. If you were merely shallow, every creature you see has generic, bland features, but if your deeds were vile, you see only the faces of those you have wronged.

REALM

In the remotest reaches of Nirvana, high in the Dragonmane Mountains, sits a valley of beautiful gardens full of roses and other flowers tended by the native roselings, where songbirds serenade visitors and wildlife gambols joyfully. This is Blossomheart, Shelyn's domain. Beyond the valley's sheer beauty, visitors are filled with an overwhelming sense of love and contentment. Shelyn grants visions of Blossomheart as inspiration to artists who earn her favor, and sends dreams of the realm to her faithful who have suffered loss, letting them again experience time with their loved ones, walking together through the gardens.

Nearby sits another valley, as empty as Blossomheart is full. Legend holds this was Dou-Bral's realm before he became Zon-Kuthon. Waters flowing through this valley form the lake that surrounds the Isle of the Penitent, where the regretful souls of mortals seeking redemption wait. It is said that when Dou-Bral returns to his valley, those souls too will find redemption.

CHAMPIONS

The majority of Shelyn's devotees who take up arms as her champions do so under the cause of grandeur. These champions share their eye for beauty in all things and do their best to teach others ways to express themselves creatively. Her champions also take up the cause of redemption, following the example she has set with Zon-Kuthon and heeding her calls to find the beauty in everything. They operate across Golarion, helping spread love and bettering the world. Far less common are the Eternal Rose's champions of liberation, ensuring that common folk have the opportunity to find love and create art. These champions operate in places like Nidal, where they work hand in hand with Desna's adherents in the Whispered Song, and Cheliax. Finally, the ranks of her champions include some devoted to the cause of justice, often epitomizing courtly love. Many such champions can be found in Hwanggot or helping nations such as Galt, Minkai, Taldor, and Vidrian heal from the wounds of recent conflicts.



Torag

Father of Creation

Areas of Concern forge, protection, strategy
Edicts be honorable and forthright, keep your word, respect the forge, serve your people
Anathema tell lies or cheat someone, intentionally create inferior works, show continued mercy to the enemies of your people when such enemies prove they are undeserving
Divine Attribute Constitution or Wisdom
Religious Symbol iron hammer
Sacred Animal badger
Sacred Colors gold, gray

Devotee Benefits

Cleric Spells 1st: *mindlink*, 3rd: *earthbind*, 4th: *creation*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Crafting
Domains creation, earth, family, protection
Alternate Domains duty (page 265), metal (page 267)
Favored Weapon warhammer

"Subtle as a hammer" is a phrase commonly uttered about both worshippers of Torag and the god himself. Torag, while not the only dwarven deity, is arguably the most well-known among the other peoples of Golarion. His is the most general of worship within the dwarven pantheon, less focused on specific aspects of worship and more the bedrock upon which the others depend. He is often depicted as an older dwarf man, obviously rugged and mighty in his scarred, runic armor. His hammer, *Kaglemros*, is etched with his imposing visage, eyes blazing with the inner fire hotter than any forge. He counts crafters among his most ardent followers, be they workers of metal, stone, or cloth. Not to be outshone, soldiers and mercenaries often pray to Torag in his aspect as protector, praying that no harm will come to them or their companions as they take the fight to those who wish harm upon what they defend. In his secondary aspect as a defensive strategist, he grants battle wisdom to his followers, allowing them to see strategies and exploit opponents' vulnerabilities on the field of combat.

Arguably, Golarion would not exist without Torag, as he was one of the gods who battled Rovagug. The fight ended with he and Gorum assisting in the creation of the Dead Vault, to contain the Rough Beast for all eternity. Dwarves believe that he was responsible for the creation of Golarion, showering the earth with mighty blows until his vision was made whole. During the process, Torag created the dwarves amid the shattering rock and spewing magma. Once born, they lived in the Darklands, embodying Torag's values of community and family, forming into tightly knit clans. They also believe that the earthquakes that followed in the wake of Earthfall were the fulfillment of a prophecy Torag had given to them, causing them to usher forth in the Quest for Sky.

Torag is often depicted as a distant god, who is helpful to his faithful but believes that the crucible of life will forge those who honor him into the best examples of themselves, and therefore they need to be more self-reliant than most. This metaphor of creation is often taken literally: forges form the heart of dwarven communities, although not exclusively so. Any art that involves crafting and creation for pragmatic purposes is revered by Torag, especially if the crafter continues to patiently hone their skill over long years, becoming true masters. While dwarves are certainly the most numerous of his followers, they are far from the only ones who hear the call of the forge. Torag cares not for what an adherent looks like or where they are from, as long as one protects hearth and home, labors to create great works, and hones one's craft. A forge means nothing if there are no hands to stoke the flames or work the bellows, however, so the utmost importance is placed on family, companions, and the larger community around those who worship him.

Torag the strategist prefers the use of defensive rather than offensive tactics, although it's a truism among his followers that sometimes the best defense is a good offense. Never one for glory or gain, such maneuvers are only to be made in defense of one's family, one's community, or one's livelihood. His aspect as the strategist is often prayed to before a battle by even those less devout, as even the barest hope of protection is enough to buoy the spirits of those about to engage in battle. It's hoped that Torag's blessing will reveal weaknesses in the enemy plans of battle, shake their courage, or misdirect their attention to create holes in their formations. While not usually merciful, Torag teaches that genuine surrender by a foe is worthy and able to be respected, as soon as they are no longer a threat that needs to be defended against. While, traditionally, dwarves have had a bitter rivalry with orcs, giants, and others, the teachings of Torag are less specific about who his followers should be fighting and more specific about what their actions should be: defend the home, defend your people, do not seek personal glory, and do not kill without reason.

The recent shift in Torag's stance toward orcs seems to have been driven in part by mortal followers, as the King of Dongun Hold unearthed a letter revealing High King Taargick's regret over the brutal war that erupted between the dwarves and orcs during the Quest for Sky. The other dwarven deities also believe Torag was moved by the loss of his son, Grundinnar, who had been a tireless advocate for peace and who vanished during the Godsrain. Whatever the case, Torag has reached out and even aided some of the

newer orc deities, a risk that paid off when the orc god Grask Uldeth attempted to assassinate Torag and another orc ally came to Torag's aid. Hatred is a hard drug to shake, however, and many formerly devout worshippers of Torag have felt confused and betrayed by these actions from their god.

THE CHURCH

Churches of Torag are often the beating heart of any settlement. A large central forge surrounded in concentric circles of satellite anvils allows the masters to work on the most important or most delicate creations, and allows the apprentices to both work on their own projects while watching the masters and learning from their combined experiences. Creation and commerce are the building blocks that allow any grouping of individuals to survive. Prayers to Torag are sent up with every blow of the hammer on the anvil, every blow of the axe on the tree, and every bite of the pick to the earth.

Anywhere there is craft can be a church to the Forgefather, although traditionally it will be a metalworking forge. While most Torag holy sites are at forges within settlements, anywhere that his presence can be felt will become the site of pilgrimages. These sites then benefit from a constant influx of traveling craftspeople, for whom quality goods or skills are a religious necessity. Oftentimes creation, crafting, or otherwise working material is an integral part of the services. In some of the larger settlements, the very pillars upon which the building rests will be carved with images of hammer, forge, or a stern dwarven visage. In smaller communities, a simple carved bowl or small statuette may have to suffice.

Each community will have their own special methods or daily ablutions, but those are followed to the letter. Tradition and stability are the watchwords of the church, as it celebrates those who have spent long decades mastering their chosen craft and encouraging those less experienced to do the same. Many human settlements are drawn to Torag worship as well, and though fewer in number than the dwarves, it's not uncommon to see statues or carvings of Torag in Ulfen settlements throughout the Inner Sea. The Master Smith of the community serves as the local high priest, overseeing life events of the faithful including births, marriages, and deaths.

Churches to Torag often serve as fallback positions, or sturdy strongholds for those unable to defend themselves. In outdoor settlements, it's not uncommon to see the forge temples built into the very defensive walls that surround the region. This has the benefit of keeping the constant clanging noises away from the other residents and an easy path for the Torag clergy to monitor the surrounding lands for threats, as well as the integrity of the outer walls, as allowing defensive structures to fall into disrepair is anathema to Torag's beliefs.

FOLLOWERS

Followers of Torag follow the god's tenets with fanatical devotion. Those who pay more than lip service to the god will strive to create, working with their hands as an artisan of some craft or another. Smiths are the most numerous, but gem cutting, smelting, woodwork, tanning, or leatherwork are also considered acceptable crafts, taking both years to master and considered useful or something of beauty. The forge, or the hearth, can represent the solid core of the community in which the follower lives.

Proper care for the forge means ensuring that the local community flourishes, is protected from those who would do it harm, and can grow and expand. To this end, Torag worshippers will find themselves involved in all aspects of the

APHORISMS

By *Kaglemros*!: Torag's holy hammer is invoked when the follower of Torag sees a creation of great beauty, something to be admired. Alternatively, it can be used as a ward against the perceived bad luck of seeing something of inferior make, or the consequences of broken or misused equipment.

Useless as a lock in Forgeheart: Forgeheart, the citadel in Heaven from which Torag tends to his forge and supplies armaments to the ranks of Heavens army, is a monstrous behemoth of defensive magnificence, and only a truly foolhardy individual seeking a swift death would attempt to sneak into such a place. It's a common belief that no door, chest, or strongbox contains a lock on it, as the only individuals who reside there have Torag's utmost trust.



TORAG

HOLIDAYS

Different for each community or member of the faith, most favored holidays of Torag involve remembrance of great battles of importance, where it is felt that their memory must be preserved. Certain Dwarven communities with cultural or ancestral ties to a lost or abandoned Sky Citadel will also celebrate **Skylost** as a day of mourning, remembering the day the citadel fell. The exact day of Skylost changes between clans or families, as the date falls on whenever the given family or clan fled their respective home. Oaths to never forget, to protect the existing or future communities, and to honor fallen family are commonly sworn on Skylost.

local economy, from smithing to trade to local defense. Battle strategists who pay homage pray for wisdom in battle, the placing of defensive structures, and the foresight to anticipate the enemy plans of battle to defeat them.

As devotees to a god so involved in acts of creation, the clergy wear simple utilitarian garb: a well-crafted apron, with slots for the tools of their chosen craft, are all a priests needs. Rings, badges, or other ornaments that signify important life achievements such as births, marriages, deaths, or the first forging of a tool are often their only decoration. Lay people among Torag's worshippers are just as often craftspeople as well. They respect the desire for mastering a difficult craft and honing their skills over long years. Knights in the service of Torag value action, and the personal growth that comes from perfecting the art of combat against ones enemies and in defense of one's home.

Adventurers who worship Torag set out not for glory or treasure, but usually for more practical reasons. Some of these worshippers set out to find rare materials for their community, to seek tutelage form master crafters, or some other task on behalf of their community or temple. As tradition is important among Torag's followers, some adventurers set out to reclaim lost relics or misplaced knowledge important to a community. Some of these adventurers also travel to places to serve as reinforcements for places under siege or at war. Within an adventuring group, many followers of Torag take on leadership role, or at least offer counsel to a group's leader in the form of strategy.

RELATIONSHIPS

As a deity of both creation and protection, Torag opposes destruction simply for its own sake, as well as aggression with no purpose. He stands in direct opposition to Rovagug, and his followers will travel far and wide to battle the cultists of that god as well as the supremely destructive Spawn. Interestingly, followers of Torag tend to find followers of Sarenrae off-putting. Dwarves view a reliance on the sun as strange, and the Sarenites' quickness to forgive is considered a weakness. Erastil shares many aspects in common with Torag, as both value community and family as important pillars of the faith. Torag respects Abadar for his emphasis on order, as well as the edicts involving hard work and trade, both of which aid in creation. While not sharing many, if any, aspects, Torag is friendly with Iomedae, as well as Cayden Cailean, though the former's edicts of glory and fame run counter to Torag's core beliefs. Stories tell of how the once mortal gnome Nivi Rhombodazzle gained her divinity from Torag in exchange for a gem of unsurpassed quality, with which Torag wished to fashion a mighty brooch. The two remain on good terms with one another, despite Nivi's common lapses of personal responsibility.



FOLLOWER OF TORAG

Torag resides in Forgeheart with the other members of the dwarven pantheon, who are his close-knit family. While a person can worship a given member of the pantheon exclusively, it's not uncommon for followers to give prayers to Torag and other members of his family at once. Torag understands that although he's the head of his family, there might be things that his followers can't receive from him and doesn't bear ill will to worshippers who also turn to other members of his family. So long as these followers respect Torag and hold him with the appropriate amount of regard, he is content to share divine influence with his family.

Recently, Torag has caused disruption due to his aiding of Uirch, the newly ascended orc god of protection, leadership, and fortifications. When Uirch attempted the Crucible to challenge for divinity, he called upon Torag's aid. Torag, having had a change in outlook over the past millennia, joined forces with Uirch and helped him slay Lanishra to

achieve godhood. This was accompanied by an announcement from Torag and Uirch of the accomplishment to dwarves and orcs of Golarion, news that was received with mixed results in the Inner Sea. Some dwarves and orcs welcomed an opportunity to follow the lead of their gods and bury the hatchet between the people. Others saw Torag and Uirch as traitors for willing to work with the other and a large mass of Torag's followers abandoned his faith. Torag has so far not taken any umbrage with these people and even encourages them to turn to other members of the pantheon if they find him to be an unfitting in their eyes.

DIVINE ALLIES

A few archons have entered the service of the Father of Creation, but the majority of Torag's servants are beings with a connection to earth, metal, or crafting. Munsahirs who tire of the infighting among the elemental planes often find refuge in Torag's halls.

Grand Defender: Torag's herald is not a singular being, but rather a legion of dwarven souls that powers a sacred iron construct. Each of these dwarven souls proudly volunteered for this role, considering their position an incredible honor. Unlike most petitioners, the spirits within the Grand Defender retain all their mortal memories and knowledge; this has resulted in the Grand Defender gaining a reputation as one of the most personable heralds among mortals, as the spirits within have been known to call out through the herald to old friends, relatives, or offspring with an unexpected familiarity and affection. The spirits are likewise happy to pass on engineering or crafting secrets they know that might have been lost to present day mortals. Dwarves often seek out the Grand Defender not to seek Torag's intervention, but in the hopes that it may contain a lost relative.

DIVINE INTERCESSION

Torag makes his pleasure or displeasure known through unsubtle signs.

Minor Boon: Torag repairs your equipment so you may continue your vigil. Once, a shield, weapon, or other item you hold or are wearing recovers all of its Hit Points. The item's Hardness doubles for 1 minute. Torag can grant this boon just as the item would have been destroyed, preventing the item's destruction. Occasionally, he grants this boon to restore an item important to dwarven history that has already been fully destroyed.

Moderate Boon: You are counted as family among Torag and his followers. You gain the effects of a single dwarf ancestry feat of Torag's choice, even if you are not a dwarf, as long as you maintain Torag's blessing.

Major Boon: Standing watch or guarding a location counts as resting for you, preventing you from being fatigued due to lack of rest as long as you stand watch for at least 6 hours a day. You can recover your Focus Points (if you have them) by standing guard in addition to any other options you have available. When on guard, you gain a +4 status bonus to Perception to notice ambushes and other dangers approaching. As long as you are holding a shield, you are always Defending during exploration without needing to move at half your travel speed, and you can perform another exploration activity as well. While you are using a shield, its Hardness increases by 5.

Minor Curse: Shoddy artisanship makes itself known. Whenever an item you're using takes damage, it is broken.

Moderate Curse: You must prove your skills at a craft by providing your own equipment. You gain item bonuses only from items you make yourself.

Major Curse: You are forever cast out from your home. Members of your community have their attitudes towards you shift two steps worse, meaning those who used to be helpful are now indifferent, those who were friendly are now unfriendly, and all others are now hostile. This doesn't necessarily result in violence, but hostile community members generally seek your permanent exile.

REALM

Torag and his family reside in Forgeheart, a colossal fortress in Heaven. Specifically, Forgeheart is carved into the heart of the mountain of Heaven. Countless tunnels and caverns make up the majority of Forgeheart, with each cave said to be the center of a given craft or trade, such as a cavern dedicated entirely to the production of perfect leather straps for shields. The forges glow day and night without fail, crafting the weapons and armor needed to outfit the armies of Heaven as well as acting as a bulwark against any and all incursions.

CHAMPIONS

Champions of Torag may be stationary, serving a community as the tip of the sword, or nomadic, wandering far afield to embody the tenets of the best defense being a strong offense. The further one gets from the Five Kings Mountains—where the dwarven population in Avistan is mostly concentrated—the more likely one's first and possible only encounter with a dwarf would be a roving Torag champion, always in the pursuit of protecting family and community from those who would harm it for no other reason than to watch it burn.

Champions of justice are by far the most common champions, fighting against any who would harm innocents and acting as defenders wherever they go. Torag also has many champions of obedience, as demanding strictures and a strong sense of tradition and orthodox are central to Torag and his worship. While the most rare, champions of redemption number the ranks of Torag's followers, usually in service of aiding disgraced dwarves in regaining their reputation. They may also offer a hand in friendship toward worthy combatants, so long as these are not deemed enemies of Torag's people.



Urgathoa

The Pallid Princess

Areas of Concern disease, gluttony, undeath
Edicts become undead upon death, create or protect the undead, sate your appetites
Anathema deny your appetites, destroy undead of no harm to you, sacrifice your life
Divine Attribute Constitution or Wisdom
Religious Symbol skull-decorated fly
Sacred Animal fly
Sacred Colors red, green

Devotee Benefits

Cleric Spells 1st: *goblin pox*, 2nd: *false vitality*, 7th: *mask of terror*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Intimidation
Domains indulgence, magic, might, undeath
Alternate Domains decay (page 263), plague (page 268), swarm (page 270)
Favored Weapon scythe

May you dine forever. All things decay and are ultimately consumed, but for followers of Urgathoa there's divinity in the consumption and deterioration. Once a mortal, Urgathoa embraced life and all its pleasures. She never denied herself, and questioned the tenets of deities preaching that a person should restrain themselves while on the mortal plane, holding fast to a promise of eternal pleasures after death. Instead, she believed that Golarion housed a vast buffet of delights made for the living to feast upon. Urgathoa so loved satiating her life's appetites that in death, she spat in the face of Pharasma's judgment, murdered the psychopomp assigned to aid her transition to the afterlife, and tore herself from the Boneyard with a feat of will that not only returned her to the mortal Universe but also transformed her into the first undead creature and a god.

Being a corruption to the natural order, it is said that her first footsteps upon returning to Golarion brought the first plagues and infections to the world; they have since mutated thousands of times, leaving no mortal immune to their effects. Legends speak of the poor souls who first heard her voice being transformed into specters and wraiths that share her unnatural hunger. Unfortunately for Urgathoa, upon her return to the Universe and her ascension into godhood, the pleasures she once relished in life became muted. Flavors are no longer pungent, and the touch of another leaves what flesh she has numb. She often commits unnatural and abhorrent acts to attempt to satiate her desire to taste and feel.

The Pallid Princess reveres a hedonistic lifestyle with particular focus on acts of gluttony, carnal excess, and the spreading of disease and undeath. She bestows her favor on servants who have the ability to create undead or have escaped Pharasma's judgment by becoming undead themselves. Urgathoa demands rejection of moderation and self-restraint. Life is meant to be lived in pursuit of delight in all things. Her followers are charged with tasting all life has to offer including delicacies that would be deemed as abominable, strange, or taboo by the weak-minded. From the flesh and blood of any sapient creature to poisons, Urgathoa's faithful gorge themselves on all carnal pleasures and rely on their faith that their goddess will protect them from the torment and pain such meals would cause. Many followers actively seek out infection and disease and view fever dreams as a means of communication with the Pallid Princess. All followers of Urgathoa are bound by her edicts to seek final transformation through undeath when their mortal body fails.

Urgathoa appears on the mortal plane as a beautiful woman with long ebony hair that covers what pale flesh still remains. Her body begins to rot away from the waist down, leaving scraps of sinew and flesh leading to nothing but blood stained bones beyond her hips. At times, she will appear clothed wearing a flowing gown stained with black, brown and red splotches that appear carrion in origin. In either depiction, she carries a bloodstained scythe larger than a typical humanoid creature.

When Urgathoa is pleased, a normal meal becomes extraordinary. Rations taste succulent, water turns to wine on the tongue, and no amount of food will leave the eater feeling bloated or uncomfortable. Followers who find themselves in dire need of food are rumored to find freshly killed and skinned meat appearing within a few yards. The origin of the meat is generally unknown and cannot be distinguished between animal or humanoid. When angered, Urgathoa curses those who have displeased her with extreme starvation that can only be eased by eating twenty times the amount as normal or by engaging in cannibalistic feasting. This repentant feast is also completed without the senses of taste or smell.

The Lady of Despair commands that her followers dine in every great hall and savor in all manner of delicacies. They must also respect the undead and care for those who did not retain higher intelligence in their unlife.

The Church

The church of Urgathoa is organized as a matriarchy with a hierarchy system. The Matriarchs, usually female, are the most privileged members and serve as the heads of each church. The Ghula are the next level and are still considered privileged priest level servants of Urgathoa. They would not, however, be considered the high priest

of any particular temple. The last level consists of the Famished. These supplicants are seeking to join the church and win Urgathoa's favor through vile deeds and tithes.

Most churches actively seek to spread decay and disease throughout the world. Her loyal followers and clergy are usually comprised of vampires, necromancers, particularly intelligent undead, and those who are actively seeking to become undead. They may create and distribute potent plagues, spreading them among populations to weaken and control them. The church also trains healers skilled in necromancy, allowing them to wield the power of disease and undeath for their goddess's glory.

While not ultimately concerned with spreading Urgathoa's faith, sects focused on increasing personal pleasure for her glory may come together for religious ceremonies and rituals that involve feasting, debauchery, and nefarious rites. These rituals often involve the consumption of tainted food and blood, symbolizing the communion between the living and the undead. More powerful clergy offer rituals and services catering to the most grotesque and peculiar hungers with active and willing participants. Temples to Urgathoa are designed like great feast halls with a large center table serving as an altar and head banquet table. The altar is always covered with a black velvet cloth that is never cleaned after meas. Wine stains and food splatter are signs of a successful and thriving church. Her temples are often hidden in graveyards or within crypts, where they are guarded and secured by ghouls, zombies, and other less intelligent undead, often under the command of a high priestess.

One of the most debased rituals performed by clergy of Urgathoa is known as the Reaping. Senior priests cloak themselves in clean gray robes, armed with scythes, and descend on nearby countrysides with the intention of bringing as much death and destruction as possible upon followers of Urgathoa's most hated enemies. During the Reaping, clerics attempt to cover themselves in as much blood and gore as possible, often wearing the blood-soaked robes as a mark of pride. Robes that return to the temple with the most carrion are hung from the ceiling and displayed to garner Urgathoa's approval until the next Reaping. Some clergy share the mercy of Urgathoa to those dying on the Reaping field, offering them an opportunity to join the fold and become undead themselves.

Urgathoa's church supports the creation and worship of undead creatures, considering them as living embodiments of the Pallid Princess's divine power. The clergy guides necromancers in their wicked arts and ensures that undead beings are both respected and revered within their ranks. The majority of Urgathoa's teachings involve rejecting the limitations of society and embracing all that is forbidden or taboo. With that, almost nothing is off limits. However, as Urgathoa refused to give up her own power at her judgment by Pharasma, she admonishes any loss of autonomy and mandates that her followers seek out only willing participants in matters of physical pleasure. As Urgathoa sees undeath as a liberation from the shackles of the afterlife, she has fewer compunctions with the raising of unwilling individuals. Worshipping Urgathoa openly is illegal in most of the Inner Sea region, with the exception of the undead nation of Geb where she is honored.

FOLLOWERS

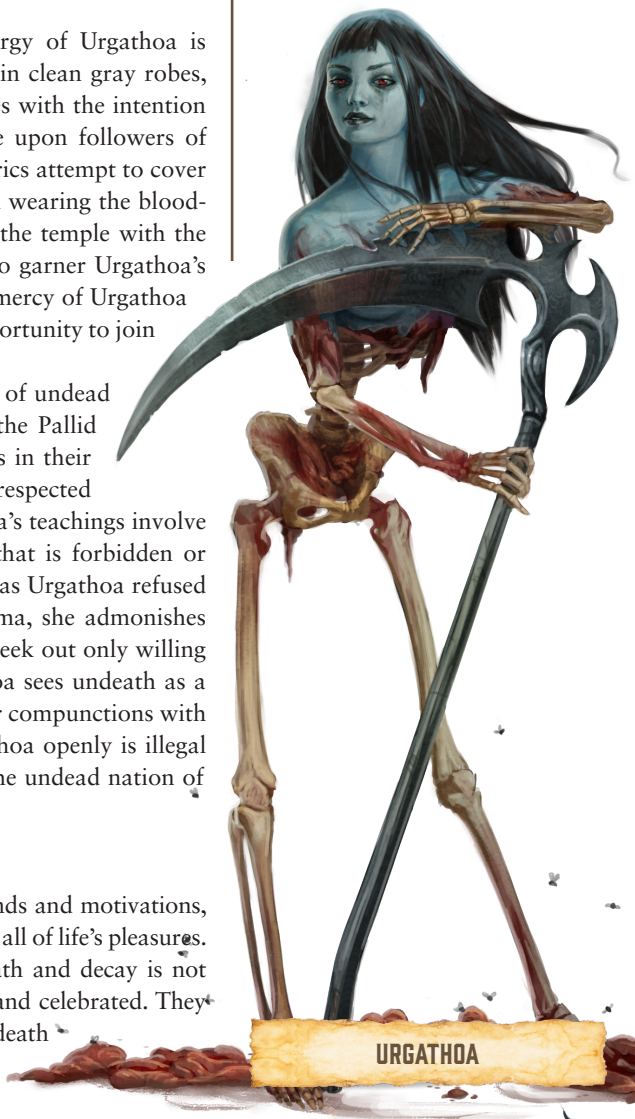
The followers of Urgathoa are diverse in their backgrounds and motivations, united by their shared beliefs and reverence for consuming all of life's pleasures. Urgathoa's followers believe that the inevitability of death and decay is not something to be feared or resisted but rather embraced and celebrated. They view life as a fleeting moment, while decay and undeath represent an eternal existence. Urgathoa's faithful see disease and undeath as sources of power. They believe

APHORISMS

Eat your emotions: No mortal or undead soul is without problems. Followers of Urgathoa often solve their concerns and issues of the heart or mind by calming their nerves through feasting. This phrase is common when comforting friends or allies.

Let rot take root: Few are as devoted as followers of Urgathoa. When a promise is made, an Urgathoan will follow through. This oath is viewed as the most sacred of all, promising that shared words and promises will fester in their mind and soul until fulfilled.

May you dine forever: Devotees of Urgathoa believe all will be consumed—it's only a matter of time. Followers of Urgathoa often use this phrase to call upon others to perform acts of wanton gluttony or subtly reveal their faith to other followers of The Pallid Princess.



URGATHOA

HOLIDAYS

Urgathoa does not place any importance or favor on specific dates. Her followers, however, have tracked the celestial rotation of the undead planet of Eox and hold candlelit vigils with graveyard feasting on the evenings where Golarion and Eox align. A few discrete temples have included a celebration for Urgathoa in cities and villages where her worship is forbidden under the guise of a summer festival. A contest of will is arranged, encouraging participants to devolve into gorging themselves on sausages, bread and wine. The winner of this contest is almost always a secret follower of Urgathoa and the priests use it as a means to identify potential new recruits.



FOLLOWER OF URGATHOA

that by spreading plagues and embracing the undead, they can gain control over life and death, transcending the limitations of mortal existence.

Individuals who fear the inevitability of death may be drawn to Urgathoa's promise of eternal existence through undeath. They seek power and immortality, believing that by only embracing decay and the void can they overcome the limitations of mortal life. Urgathoa's church attracts those who revel in excess and physical pleasures. These followers are driven by a desire to indulge in carnal desires and embrace a lifestyle free from moral constraints. They find solace and purpose in Urgathoa's teachings, which promote hedonism as a means of experiencing life to the fullest. Often, these followers find themselves beginning their praise of the Pallid Princess by joining in on orgies of feasting and flesh. Soon, they become bored with the mundane frivolity and seek out more extreme manifestations of carnal desire. The church of Urgathoa is more than willing to take in these experimentalists and guide them in their pursuit of true hedonism. Practitioners of necromancy and those skilled in the arts of spreading disease are naturally drawn to Urgathoa's church. In her teachings, they see a validation of their unholy powers and an opportunity to refine their skills under the guidance of a deity who rewards their efforts.

Due to the necessity of secret worship following the ban of her church, followers of Urgathoa rarely meet in large groups. The nature of solitude that being a follower of Urgathoa brings makes an adventuring and nomadic lifestyle appealing to some believers. Many may take up the life of adventure or mercenary work after being run out of town, or simply to expand their travel to experience more of life.

Priests of Urgathoa typically wear floor length gray robes with a belt or cloak that clasps in the shape of a fly or moth. These robes are often worn and shredded as they descend to the floor to mimic the sinewy flesh of their mistress. Beneath these shreds, priests may hide additional layers of red or white cloth to represent the blood and bone beneath their mortal flesh.

Priests that serve Urgathoa with utmost devotion may find themselves, upon their deaths, transformed into the terrifying and powerful Children of Urgathoa. Towering over typical humanoids at upward of 15 feet in height, a Child of Urgathoa possesses an arm that ends in the curve of a scythe or claw rather than a hand and is propelled in movement by a tail created from elongated spinal columns. Each Child is visually distinct, carrying over unique appearance traits such as articles of clothing or jewelry, often transformed into mirroring bone or sinew. Becoming a Child of Urgathoa is the ultimate goal of any mortal priest of the church.

RELATIONSHIPS

Being a goddess of hedonism and gluttony, it's natural that relationships between Urgathoa and the rest of the pantheon are strained at best. Erastil, Sarenrae, Pharasma, Gozreh, and Abadar all hate Urgathoa and her teachings as they go against everything they believe.

Calistria and Urgathoa find themselves competing for followers due to similarities in their teachings. Calistria is the goddess of lust and Urgathoa champions physical excess in all aspects of life and undeath. In general, the two have mild respect for one another, and only come to odds when vying for the same follower. In a similar vein, Urgathoa is often at odds and competing with Lamashtu, as she would rather see the world filled with her army of undead rather than Lamashtu's horde of monsters.

The Pallid Princess is not without her allies, however. Zyphus also resides in Bloodrot and views Urgathoa as a type of mentor. In addition, several of the demon lords, like Kabriri and Zura, also ally themselves with Urgathoa for their shared dedication to undeath. The secret organization of the Whispering Way reveres Urgathoa, though most would not follow a specific deity.

Urgathoa's relationship with Shelyn is perhaps one of the most complicated among the pantheon. The two argue over the virtue of love and its function in a mortal's life. Urgathoa doesn't admonish love, in fact she encourages it as one of the deepest forms of pleasure. She does, however, believe that love needn't end in death. She encourages her followers to fall in love freely and to continue that passion in unlife. Shelyn, similarly, encourages followers to love freely, but focuses more on the commitment between two partners and never encourages undeath. In the past, the two goddesses maintained a distant, but neutral relationship until Shelyn interfered with one of Urgathoa's generals.

Petrescu was a young man when he fell in love with a vampire follower of Urgathoa. After a time, he began to follow the teachings of the Pallid Princess and was inevitably turned into a vampire by his lover. Their love didn't last, but Petrescu took to heart the teachings of Urgathoa and took many lovers, spreading the teachings of Urgathoa and creating more vampires in the region of Ustalav. Urgathoa blessed him for his devotion and raised him as one of her highest generals serving in the temple in Ustalav. Years later, he met a mortal woman and fell deeply in love with her. It was at this moment that Shelyn intervened and attempted to redeem Petrescu, offering a life where he could embrace his commitment without turning his new love and instead cherishing the time they had together. This slight and betrayal enraged Urgathoa, and to this day she takes her anger out against followers of Shelyn through Reapings and by attempting to corrupt and turn Shelyn's faithful.

DIVINE ALLIES

The majority of Urgathoa's servants are undead creatures, or unholy beasts that feed upon carrion. Certain fiends who exalt in the creation of the undead might also come to Urgathoa's aid, though most see the undead as mere tools and thus are not on good terms with the goddess.

Mother's Maw: Urgathoa's herald takes the form of a massive winged skull surrounded by clouds of carrion flies. While vile and immoral, Mother's Maw is also quite epicurean and loves talking about food, wine, and perfumes, and societal experiences with interested parties.

DIVINE INTERCESSION

Urgathoa interferes in mortal affairs to fuel her own self-gratification and obsession with observing new sensations.

Minor Boon: You feast on the spoils of life and death. You gain the benefits of the irongut goblin heritage, regardless of your ancestry. If you already have this heritage, the circumstance bonus increases to +4.

Moderate Boon: Urgathoa blesses you as one of her children. You gain void healing.

Major Boon: When you contract contagions, you experience fever dreams filled with insight. Once afflicted with a disease, you gain the effects of foresight with yourself as the target until no longer afflicted with any disease.

Minor Curse: You must overindulge or partake in forbidden feasts before you find yourself even remotely sated. You need to eat 20 times as much food as normal to avoid starvation, though you always feel hungry regardless of how much you eat. If you dine on the flesh and blood of sapient creatures, you need to eat only the normal amount of such meals and your hunger abates.

Moderate Curse: You are harmed by vitality effects and don't recover Hit Points from them, as if you were an undead or had void healing, but you are still harmed by void effects as normal.

Major Curse: Urgathoa teaches you that pointless lives in slavery to death and morality are bound to end in tragedy. You develop an incurable wasting disease that leaves you clumsy 2, enfeebled 2, and unable to move except by Crawling. This disease never progresses further to kill you, but it passes to your friends and loved ones merely by sight, wasting them away unto death before your eyes and causing them to rise as undead to haunt you.

REALM

The Lady of Despair resides in the realm of Abaddon on a section called Bloodrot, which she earned after successfully bargaining with The Riders. A thriving necropolis of undead reside in Bloodrot, acting out their carnal urges that they carried on from their mortal lives. All residents of Bloodrot avoided the Cycle of Souls and retained their memories from their time on the Universe. Urgathoa rules over these denizens and often sends them to the mortal Universe to spread terror and carry out her unholy will. The god of accidental death, Zyphus, also resides in Bloodrot and spends time seeking out Urgathoa's advice and counsel. As the most impressive deity to reside in Abaddon, Urgathoa is granted free will and is often unbothered by the other tenants of the realm. She engages in chats and discussions with The Riders regularly, musing on their shared interests.

CHAMPIONS

Urgathoa does not shy away from the devotion of champions, however unconventional that may seem. Traditional holy warriors do not garner her favor; rather she prefers those who serve their own needs above the needs of others or even the gods themselves. Champions of desecration and iniquity are the primary champions that follow Urgathoa for their selfish tendencies and desire to sow destruction. In general, Urgathoa does not have many champions, as she would rather her followers serve her out of a sense of freedom and because service to her fills their ultimate desires instead of feeling duty bound to her service, but should one offer their faithfulness, she would never deny them.



Zon-Kuthon

The Midnight Lord

Areas of Concern darkness, envy, loss, pain
Edicts bring pain to the world, mutilate your body
Anathema create permanent or long-lasting sources of light, provide comfort to those who suffer
Divine Attributes Constitution or Wisdom
Religious Symbol chained skull
Sacred Animal bat
Sacred Colors dark gray, red

Devotee Benefits

Cleric Spells 1st: *phantom pain*, 3rd: *wall of thorns*, 5th: *umbral journey*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Intimidation
Domains ambition, darkness, destruction, pain
Alternate Domains nothingness (page 268)
Favored Weapon spiked chain

A being of pure malevolence that embodies and exalts pain, shadow, and mutilation, Zon-Kuthon is one of the most terrifying entities to inspire worship on Golarion. The Midnight Lord teaches that darkness and envy, loss and pain are sacraments. Through inflicting and enduring torment, the worshipper seizes true strength. Experiencing pain in all of its forms allows the devout to cut away the weakness of the body, mind, and spirit. Instead of fearing or avoiding pain, the Kuthite embraces it, yields to it, wields it. Beyond pain comes release, power, and mastery.

In the service of their twisted desires, followers of Zon-Kuthon strive to inflict as much pain as possible on themselves and others. They look to their god for inspiration, and to the cruel fiends known as velstracs. Some worship the Midnight Lord out of a desire to exert a sadistic power over others. Others venerate Zon-Kuthon out of necessity, particularly in the shadow-haunted nation of Nidal, where worship of the Dark Prince is the compulsory state religion and dissent leads to unspeakable torment. Aristocrats of that nation leverage their piety into political power and privilege. Another group of worshippers seek out Zon-Kuthon in search of understanding in the face of inescapable pain, the desolate faith providing a sort of release that they could not find through secular means.

The Midnight Lord's mutilated appearance is a divine model for his followers. The god's pale skin is broken by countless bloody wounds, many gaping and held open by hooks, straps, or splints. Divine skin is missing in places, revealing the muscle, or even bone, beneath. Sharp piercings penetrate flesh and bone and spiny jewelry hangs from distended flaps of remaining skin. Zon-Kuthon's ruined face lacks lips, showing bloody teeth and slit gums. A vertical crown of metal spikes draws the god's skin tight into an obscene halo of tortured flesh, and the blood-soaked gray leathers he wears do little to conceal the livid wreck of his body. Zon-Kuthon's spiked chain pierces his hands even as he wields it.

Zon-Kuthon did not always exist as this ruined and mutilated being. Ages ago he was known as Dou-Bral and was the half-sibling of the gentle goddess Shelyn. Dou-Bral worked with the other gods, even crafting the Star Towers that keep Rovagug pinned in his prison. But Dou-Bral quarreled with his sister. Though the source of the conflict has been lost to time, its consequences were everlasting. Dou-Bral fled from Shelyn, perhaps out of hurt and pain, and headed far away, then beyond far away. Past the borders of reality he traveled, into a realm beyond the sight or reach even of Pharasma, the great seer of the cosmos. Here Dou-Bral encountered a truly ancient entity, a lost god, a survivor from a previous reality who had hidden itself away here, trading destruction for a seeming eternity of stasis beyond the bounds of existence. The entity, the survivor, sensed Dou-Bral's presence, lured the wandering god close, then pounced, pouring his divine essence into the wayward god. Dou-Bral struggled, but he was no match for the ancient power that filled him, stretched him, broke him. The entity's being was too much to contain, twisting and splitting open the vessel that the ancient being now occupied. What crossed back into reality soon after was a being changed, perhaps irrevocably. It was not Dou-Bral, nor the entity, who had been transformed by the trauma of endless years in the Beyond Beyond. What returned was Zon-Kuthon.

The god's transformation confused and frightened his sister and the other gods. After perpetrating a series of violent and disturbing acts, Zon-Kuthon was barricaded into a Netherworld prison by the other gods, bound by Abadar to remain there while "the Sun remained in the sky." When Earthfall blotted out the Sun and ushered in the Age of Darkness, it also freed Zon-Kuthon from his prison. The lord of shadows began to spread his worship on Golarion, making a pact with the ancestors of the Nidalese to protect their nation in exchange for eternal servitude—a pact that has stood for over 10,000 years.

Today, Zon-Kuthon's direct intervention in the lives of mortals is brief and ambiguous. While the god's favor might grant endurance to survive overwhelming pain, the Midnight Lord is likely to increase the sensations of agony as a part of his reward. Zon-Kuthon might bless eyes to see clearly through the blackest night but cause the worshipper to suffer unbearable pain in sunlight. Those who truly displease the Dark Prince are wracked with unending agony and denied the release of death.

THE CHURCH

As in many aspects of the Midnight Lord's worship, the structure of Zon-Kuthon's church is starkly different inside and outside the god's chosen nation of Nidal. Over most of Golarion, Zon-Kuthon's faithful worship in secret, and largely in solitude. While a small cell of worshippers may come together to celebrate the god's sacraments, most faithful eventually become so detached from their fellow mortals that even a twisted sense of community is alien to them. While these small groups exist, they operate on an understood hierarchy based on physical or magical power, ruthlessness, and ability to inflict and withstand pain. There is little reason for such small groups to work together, as they have few overarching goals beyond the spread of suffering. A particularly powerful or charismatic priest may attract a small circle of followers or apprentices, though membership in such a circle is likely to end in bloody sacrifice.

The shadowy rites of these worshippers are held in torture chambers, either actual chambers converted for church use or makeshift sites like abattoirs or prisons. Temporary or secret shrines are lit by sputtering torches or dim candles, and worshippers typically decorate them with representations of the Midnight Lord—often corpses ritually disfigured to resemble Zon-Kuthon. Other worshippers may practice in front of an empty iron maiden or spiked chair to represent the god's presence. If the sect controls a location, they may decorate with more permanent ornaments, such as obscene frescoes or mosaics. Few specific locations attract the attention of Kuthites, though the faithful might offer a few drops of blood or a sliver of sharpened metal at the site of great atrocities, such as destructive fires or mass executions, in commemoration of the glorious misery.

Inside the shadowclad nation of Nidal, the church functions much differently. One does not rise to positions of influence or power in the country without being a devout member of Zon-Kuthon's clergy. Membership in the Umbral Court, which serves as a combined church hierarchy and aristocracy, is based on the piety and merit of aspirants, and the "Masters" and "Mistresses" of the court hold sway over the spiritual and physical lives of the rest of the Nidalese. The Shades of the Uskwood, a group of sinister druids, forms another branch of the church. All of these, along with the commoners who must profess faith in Zon-Kuthon to survive, are ruled over by the Black Triune, the trio of immortal servitors that traded the souls of Nidal to the Midnight Lord 10,000 years ago.

All worship of Zon-Kuthon involves pain, either self-inflicted or extracted from volunteers or victims. The more intense or lasting the pain, the greater the offering to the Midnight Lord. Flagellation, body piercing or modification, cutting, and physical mortification with cold or exposure are all common lesser offerings to Zon-Kuthon. More extreme offerings, including removal of limbs, flaying, and gradual exsanguination are routinely practiced, with the practitioner using drugs or magic to keep the subject conscious for days at a time.

FOLLOWERS

It can be difficult to understand how one comes to worship a being like Zon-Kuthon, one that offers no promise of salvation, no solace in trying times, and no reward in the afterlife. Surely, some of the Midnight Lord's adherents are naturally inclined to enjoy their own pain or the suffering of others. Particularly in Nidal, worshippers join his church for the safety and power that membership provides and either tolerate the painful truth of worship or grow to enjoy it. Finally, some

APHORISMS

Abandon your tears: Tears are the sign that a suffering individual has not truly embraced their pain. The enlightened savor their pain and refuse to weep over it, focusing their experience on the release of agony. To unwilling victims, this frightening aphorism is an admonition.

Grasp the chain: A follower of Zon-Kuthon is the master of their own pain and an active participant in their own torture. This saying expresses the sentiment that, by embracing pain willingly and turning it into a weapon, the worshipper is neither victim nor prisoner within their faith.



ZON-KUTHON

HOLIDAYS

The Eternal Kiss: This 11-day ceremony ends on the night of the first new moon of the year. For the first ten days, a chosen victim is treated to decadent foods and comforts. On the final night, the celebration turns to the brutal torture and evisceration of the victim. Priests search for signs and portents in the victims screams and spilled entrails.

The Festival of Night's Return: This celebration of the yearly triumph of darkness over light takes place on the autumnal equinox and is marked by bonfires, mass public prayers, and parades of flagellants. In rural areas, the whips do little permanent damage. In the cities of Nidal, the cerebration is a bloodier rite, with many worshippers employing spiked chains.



FOLLOWER OF ZON-KUTHON

among Zon-Kuthon's worshippers are so wounded that only the sacraments of the Midnight Lord can distract them from their sorrow. To these, the embrace of the Dark Prince is a sort of twisted relief.

Priests of Zon-Kuthon have few formal ecclesiastical duties, particularly outside of Nidal. As long as they pursue the Midnight Lord's admonition to spread pain in the world, they are largely free to follow their own paths and desires. Such priests are often more concerned with accruing power or punishing their enemies than with piety. The truly zealous followers of Zon-Kuthon have difficulty operating in society for long, as their excesses often become messier and more obvious over time. In remote areas, or on the battlefield, a Kuthite cleric might thrive as a surgeon or medic. Skilled with knives, and able to snatch back patients from the brink of death, such a priest may be appreciated, though their patients will seldom forget their excruciating ministrations. Some few priests serve as diplomats, particularly in the devil-haunted nation of Cheliax. Within the court of Queen Abrogail Thrune II, the agents of the Midnight Lord whisper, hoping to spread their influence from the shadows.

Though commoners are less likely to be ardent worshippers of Zon-Kuthon, pain is an ever-present reality of the mortal condition. Many people may beg for a boon from Zon-Kuthon or offer the Dark Prince their suffering in exchange for his favor. A prisoner left to starve in a cell might scratch their skin to stay grounded in reality. Broken-hearted lovers often call upon Zon-Kuthon to inflict the agony they feel on romantic rivals or unfaithful partners. Those dying of grief, hunger, wasting disease, or chronic ailment seek some meaning in their pain as an offering to the Midnight Lord.

Adventurers dedicated to Zon-Kuthon are a dangerous lot. Some shadowcallers, spell weavers dedicated to the god's service, travel to spread the worship of their Dark Prince and expand his domain further into the Universe. Zealous champions hunt enemies of the faith, those seeking to foment rebellion in Nidal, or escaped prisoners. Many adventurers might also serve Zon-Kuthon in smaller ways, knowingly or not. Gladiators who mutter blood-spattered prayers in the arena might withstand more excruciating blows. Clever warriors who study the body in search of vital spots or pressure points to incapacitate their foes please the Midnight Lord. Battlefield healers who use risky methods save lives, but their patients pay the cost in pain. Law officers who coerce or torture confessions from prisoners are following Zon-Kuthon's edicts.

RELATIONSHIPS

Perhaps no deific relationship causes as much pain as that between Zon-Kuthon and his half-sister Shelyn, goddess of art, beauty, love, and music. Today, the Midnight Lord answers her pleas with destruction, mutilation, torture, and screams of agony, but it was not always so. Before his great journey beyond the bounds of reality, the two shared a divine portfolio, and though they had quarreled mightily, Shelyn offered an open hand of forgiveness to her transformed half-brother. Zon-Kuthon pierced her tender fingers with his cruel claws, and even then, the goddess offered another chance at forgiveness. In response, Zon-Kuthon slaughtered their father, the nature spirit Thron, and warped him into a twisted servitor of ruined flesh and metal spines—the Prince in Chains. For the first time in her existence, Shelyn was moved to join in battle, and she wrested Zon-Kuthon's glaive from him, then fled the twisted god's presence. Today, Shelyn still contends that remnants of her sibling, Dou-Bral, are trapped somewhere within Zon-Kuthon and not beyond redemption or recovery. For his part, Zon-Kuthon acknowledges that the two were once siblings but has nothing else to say on the matter. The Midnight Lord avoids Shelyn, and many of his followers

follow suit, yet there is no punishment for those who persecute worshippers of the Eternal Rose.

Zon-Kuthon has little to do with any of the other gods. He has not forgotten the deal Abadar brokered to imprison him, but otherwise he ignores the god of civilization. Asmodeus and his agents strike bargains with Zon-Kuthon's faithful, particularly in Cheliax. Some see the existence of Nidal as a Chelaxian client state as a sign of the Midnight Lord's acquiesce to Asmodeus, but Zon-Kuthon's followers believe their god is simply biding his time or devising an intricate trap. Followers of Lamashtu may broker short-lived alliances with Kuthites; though both faiths share an interest in nightmares and mutilation, Kuthites' self-destructive embrace of oblivion turns off the fecund brood of the Mother of Monsters.

The Midnight Lord and his followers are often targeted by worshippers of benevolent deities, particularly the faithful of Desna. Followers of the goddess of pleasant dreams have long worked to bring hope into the nightmare-shrouded land of Nidal, but though some small cadre of worshippers maintain a hold there, little change has occurred in the shadowed nation. Generally, the self-centered worshippers of Zon-Kuthon consider those of other faiths as fodder for sacrifices, pitifully unable to grasp the excise pain they enjoy.

DIVINE ALLIES

Velstracs of all kinds eagerly serve the Midnight Lord.

The Prince in Chains: This brutalized and rabid amalgam of wolf and chains is all that remains of Dou-Bral's father, reduced to a travesty of his former self by Zon-Kuthon's ministrations.

DIVINE INTERCESSION

Zon-Kuthon rarely intervenes directly in mortal affairs, but when he does take a personal interest in a creature, the effect is as terrible as the god himself.

Minor Boon: The Midnight Lord turns your blood and pain into chains of midnight darkness to destroy your foes. Once, for 1 minute, whenever you take slashing, piercing, or bleed damage, chains rip forth from your body, affecting creatures in a line from your position in the direction of the attack (or in the direction of your choice for bleed damage or if you deal the damage yourself) with the effect of a *grim tendrils* spell whose level is equal to half your level rounded up, and whose DC is your highest spell DC (or 10 + your level + your Wisdom modifier if you have no spell DC).

Moderate Boon: Each morning, during your daily preparations, scars gather into words on your flesh. The scars function as a scroll of a divine spell of Zon- Kuthon's choosing. After you use the scroll or receive magical healing, the boon fades for the day, though some or all of the scars might remain as a reminder.

Major Boon: Shadows are deeper around you. Darkvision and greater darkvision cannot penetrate darkness within 60 feet of you, but you can see through it normally.

Minor Curse: You are surrounded by spectral chains that cause you to always be encumbered and that have the same effects as armor with the noisy trait.

Moderate Curse: You share the pain of others, and even minor wounds bring you incredible pain. Whenever you see (or otherwise sense) a creature take damage, you take 1d6 mental damage. Whenever you take damage any other way than from the first part of this curse, you take 1d6 mental damage from increased pain and are sickened 1. Mental damage from this curse ignores any resistance you have to mental damage.

Major Curse: Zon-Kuthon steals away your joy, leaving you with only pain. You lose that which you cherish the most forever, and lose the ability to feel joy. You can't gain benefits from emotion effects based on positive emotions. If Zon-Kuthon feels you are ready to renounce, destroy, mutilate, or torture that which you once cherished most, he might return it to you to allow you to do so.

REALM

Zon-Kuthon resides in his former prison, the realm of Xovaikain, deep within the Netherworld. When the Midnight Lord was freed from his captivity, he chose to remake the area into a region of utter darkness and misery. From the outside, Xovaikain appears a sheer obsidian wall rising from the ground and piercing the clouds high above the gray terrain of the Netherworld, dominating the strange terrain for miles. An endless din of agonized screams penetrates the wall, though no light escapes the realm's borders. Almost nothing is known of the domain's interior, as none leave the realm besides Zon-Kuthon's most powerful servitors. Even the Netherworld's most powerful denizens steer well clear of the place, lest they be ensnared in eternal torment.

CHAMPIONS

Only the most villainous or nihilistic of champions serve Zon-Kuthon. While some start independently down the painful road that leads to such service, the Midnight Lord's clerics delight in attempting to break the spirit of goodly champions and turn them to the delicious agonies of their worship. Many champions manage to martyr themselves before breaking, so successfully converting a champion to Zon-Kuthon's service is considered a major accomplishment in the career of any of the Midnight Lord's priests. Champions of Zon-Kuthon dedicate themselves to destruction, torture, and pain by following the causes of iniquity or obedience. They often swear oaths to spread darkness across the land and eliminate celestials and worshippers of benevolent gods. Inside Nidal, sinister champions serve as enforcers or spies for the Umbral Court, and a fanatical group of champions called the Adamant Company serves as a brutal elite mercenary force. Many also serve as officers in the Adamant Guard, the state-run military of Nidal.

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Divine Connections

In investigating the workings of the mortal-divine connection in the veritable hotbed of mortal faiths that is the Inner Sea region, I have noted (as I'm sure you remember, my Lady) that roughly twenty deities enjoy the most widespread worship there. To be honest, I'm more intrigued by the beliefs and devotional behaviors of those mortals who don't fall in line with the dominant faiths, as I already know quite a bit about these prominent gods. That said, it definitely behooves me to spend some time studying them. Firstly, so many of the souls that fall under my stewardship in the Boneyard worship these gods. If I am—as you, my Lady, have prescribed for me—to grow in empathy and understanding of these mortal souls and truly provide comfort and support as they transition to the afterlife, then I ought to learn something more about those gods whose worship and divine influence were most likely a part of their mortal lives.

Furthermore, these gods are very involved with mortal history and affairs, and comprehending their motives and purposes has turned out to be fascinating! For one thing, I have discovered that these twenty gods in particular have most compelling relationships! While a handful are steadfastly aloof, the majority have friends, enemies, and even lovers among themselves. I hope you'll agree with me, my Lady (and not with Lorminos, who, well, just doesn't seem to understand), that it's worth my time to discuss how these gods relate to each other.

(Note to self: This section might be in need of revision. As I wrote out all of these thoughts in a whirlwind time between other sections, I realize that perhaps there might have been some editorializing and bias that slipped through!)

When I began to look into the connections between the gods, I had no idea that they were so complicated! Naturally, my Lady, I assumed that the other gods were as devoted to their work as you are. I must confess that, although I didn't have a basis for it, I assumed that self-discipline and devotion to purpose were part of divinity—synonymous with divine matter itself, really—because you, my Lady, so embody those qualities. While you aren't the only deity with such discipline and passion (not to mention a stellar work ethic and an impressive ability to stay on top of an enormous cadre of devoted psychopomps), you are remarkable for these traits, my Lady. My research found that you've rarely left the Boneyard and studiously avoid entanglements in the petty squabbles of the other gods (as I was in the employ of your stellar example, I didn't realize these squabbles were even happening).

That major exception was, as I previously mentioned, your contribution to the imprisonment of that horror, Rovagug, which involved a coalition of gods never assembled before or since. When else has Asmodeus agreed to assist Sarenrae? Usually, they are sworn enemies. And when else have Desna and Abadar—or Torag and Gozreh, for that

matter—been brought together by a common purpose? I could find no other examples of such an assemblage, which must also be owing to the dire circumstances around that Horror's rampages. Such unbridled destruction must be met with the combined power of many gods. Who else besides yourself, my Lady, could have designed the Dead Vault to imprison that horrid threat?

By emphasizing that pivotal moment for my study's location (namely, the planet Golarion), I don't mean to diminish the importance of your conflict with your most hated enemy, my Lady. Urgathoa is a blight upon the universe, weaving her evil web of undeath to snare souls that belong here with us, uninterrupted and unhindered in their eternal progression. I had concluded that it's only because you're so devoted to your work here that you have yet to fashion a second Dead Vault to imprison this second horror among the gods. Surely, thought I, the beautiful Sarenrae and Miss Shelyn, not to mention Father Antlers and Gozreh Windsy-wavesy could be persuaded to join you in dealing a blow against Urgathoa and banishing her malevolence and evil forever! (I ran this idea past Lorminos and received no love for my trouble—only the reprimand that I am overreaching to deign to advise you. My Lady, I intend no such thing, I assure you, nor do I presume to understand what your intentions or plans are or may ever be. I'm merely sharing my ruminations in the spirit of studious endeavor and exploration!)

Lorminos informed me that I must investigate the matter further, and in doing so, I discovered that the Pallid Horror is not isolated among the gods, as Rovagug was and still remains. For she has recently forged an alliance with the Midnight Mutilator Zon-Kuthon, a force of horror with his celebration of pain, mutilation, and misery. (I don't mean to imply that I don't have great sympathy for his deeply tragic history. I know that he has been twisted beyond recognition by whatever it was that he experienced in the Great Beyond. I shudder to think what utterly vile forces must have wrought their evil on him to have so devastated that once-genial sibling of Miss Shelyn's. I guess she was no innocent in the whole affair but, at any rate, she does believe that her brother, despite his current rampages, can yet be redeemed.) If the Pallid Horror's claim on him is such that you would have to take on the Midnight Mutilator too, well, I guess you could count Miss Shelyn out, and things do get complicated from there.

I spent considerable time trying to uncover precisely what the nature of their alliance with each other (the Pallid Horror and the Midnight Mutilator, I mean) is, but I haven't been able to substantiate the rumors. Some claim that they provide comfort and support for each other, a direly needed solace for having so many enemies and so few gods that don't spit when they say their names, let alone having actual friends. But I can't think that two such twisted, miserable, horror-infused beings would consort around each other for long without hatching evil schemes. Undeath and pain are mutually reinforcing, and if they're planning on spreading the two together—I shudder to think! Might they not be planning to overrun yet more of Golarion with their monstrosities? Already, nations there bow to them—entire nations! True, it's just a couple of them, but might not that just be the beginning? Even worse, what if they scheme to invade the Boneyard? By no means do I question the wards and protections that you've placed to guard the River of Souls, my Lady, but I must say that my time spent investigating these two dastardly gods has shaken me a bit. Together, they are fearsome indeed, and I worry that ignoring their alliance is done only at the peril of the multiverse!

Another ally against that miserable yet powerful duo is possibly her formidable former highness Arazni. Again, my Lady, I don't begin to presume to advise you, and I am entirely aware (and constantly reminded, thanks to Lorminos) that this study benefits my growth and not anyone else's. But Arazni grows steadily in power and purpose, and that purpose might prove to align with yours, my Lady. The Unyielding One is wary of connections with anyone who might compromise her freedom and sovereignty in even the slightest hint of a way, yet she is firmly opposed both to the glorification of pain and the creation of undead. (I confess she may only be against forcing undeath on those who don't want to be made into undead, but becoming opposed to all undead is the next step, logically). Furthermore, despite her earlier disdain for having worshippers or being involved in affairs that impinge on anything other than her own survival, her faith is growing rapidly across the Inner Sea region. Traumatized followers of the now-deceased Lord Gorum in particular seem drawn to her and her emphasis on strength of will and on surviving. Given my god-power theory (which, you'll remember, I explained in detail previously), that increase in worshippers means that her ear will be increasingly bent to their needs and to any situations involving the unholy alliance of Urgathoa and Zon-Kuthon. If those two begin to hatch their sinister plans, her former highness Arazni may indeed step up to oppose them—and she may as well be at your side, my Lady.

If Miss Shelyn won't join an alliance against the Midnight Mutilator (even if it meant standing up to the Pallid Horror and ending her reign of terror!), another of Sarenrae's allies might be induced to do so. The Starry Wanderer, Lady Desna, has no love for Zon-Kuthon, nor does she support the abominable creation of undead. But then again, she is romantically involved both with the beautiful Dawnflower and with Miss Shelyn, and that could cause problems. Would Miss Shelyn presume to ask her lovers to stand to the side and not take up the fight against the brother that she still wishes to redeem? And might not the Dawnflower, devoted as she is to the redemption of those who have fallen into evil ways, also believe that the Midnight Mutilator could be saved and restored to at least something of his former self? If so, the Starry Wanderer would be placed in quite a difficult position!

To be completely honest, I haven't been able to determine how unified this triad of lovers is. True, these three gods share many purposes and projects, in addition to their love for each other. But they aren't thoroughly

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aligned, as it turns out. Take the whole business involving the Archfiend Asmodeus, for example, when he made the bargain with the House of Thrune to take over the nation of Cheliax and establish diabolical rule and worship throughout that land. So many of those poor souls truly didn't have a clue as to what they were signing away when they gave up their souls to him and his minions. I've heard that the Dawnflower and Lady Desna were so outraged that they wanted to confront and rebuke the Archfiend, but Miss Shelyn refused to join them and even took the counsel of Abadar Locks-and-keys, the Archfiend's only consistent ally. I could not discern the source of the conflict or the nature of the discussions that followed, but it seems the trio compromised not to interfere directly on behalf of mortals in this matter and, instead, limited themselves to recruiting mortals to their causes and working through them to affect the mortal realms. The Dawnflower seems to have stepped up to this challenge—she certainly has invested in marshaling mortal forces to her cause. And they, in turn, have so muddied up the Archfiend's schemes!

One of the Dawnflower's most stalwart allies in this endeavor (namely, prying loose the Archfiend's diabolical grip on the Inner Sea's mortals) is Miss Iomedae of Shining Armor. She is one of the Ascended, the three that constitute a totally different kind of triad. These three gods (as you know) were mortals who passed the Test of the *Starstone* to ascend to divinity, hence the title of Ascended. (As I mentioned before, the mystery of how that process transforms the mortal substance into the divine substance remains beyond my ken, yet I'm certain that future study will reveal even this secret to me.) The other two Ascended are Mr. Good Times, Cayden Cailean and Sir Secrets-and-lies, that creepy Norgorber. I have it on good authority, confirmed by my own research, that Mr. Secrets-and-lies quite hates the other two! Maybe it's just a personality clash, as Norgorber has nothing of the honor, ardor, or integrity of Miss Iomedae nor of the open and easy-going nature of Mr. Cailean. I suspect something more is at play, but that's the trouble with dealing with a god who's all about secrecy! My research turned up nothing reliable about the god himself—not a single thing! The nefarious schemes of his followers, on the other hand, are relatively easy to uncover: whether they focus on mayhem or political manipulation, they're plentiful and ugly. But every one of these schemes has become visible only afterward! Whether it succeeded or was foiled, no one saw it coming! (Beyond yourself, my Lady—and I suppose Master Nethys, if he really is The All-seeing Eye—none know what Sir Secrets-and-lies is plotting in advance. Though Nethys is so inscrutable that he's of no help.)

Then again, Iomedae and Cayden aren't super close either. Miss Iomedae really doesn't seem to ever let her hair down, short as it is, and she may have let some words of disapproval go in Mr. Cailean's direction once or twice. I suspect that you, my Lady, appreciate how dedicated Miss Iomedae is to her purposes, even if those purposes don't totally make sense from our perspective (which is to say the perspective of all us denizens of the Boneyard, excluding yourself, my Lady). The dedication is there, and it extends to the Dawnflower herself. Iomedae would go into Hell for Sarenrae—in fact, she's done so—but don't ask her to take time off! And don't ask about her relationship to the Unyielding One, either. Long before she ascended (which was quite some time ago, as the mortals reckon it), Iomedae worshipped her former highness Arazni, who was then a herald of all that was bright and beautiful. The Unyielding One's experiences since then have changed her remarkably, and I don't see much drawing these two together now, though I suppose Miss Iomedae must still have feelings for her. I have yet to determine whether they be feelings of love, of pity, or of contempt. I was surprised to learn that Miss Iomedae has teamed up with Lord Abadar more than once, in the service of duty and of maintaining law and order. She may not love wealth like dear Mr. Locks-and-keys, but she does attract the patronage of rulers and aristocrats who take from her the inspiration to embrace valor.

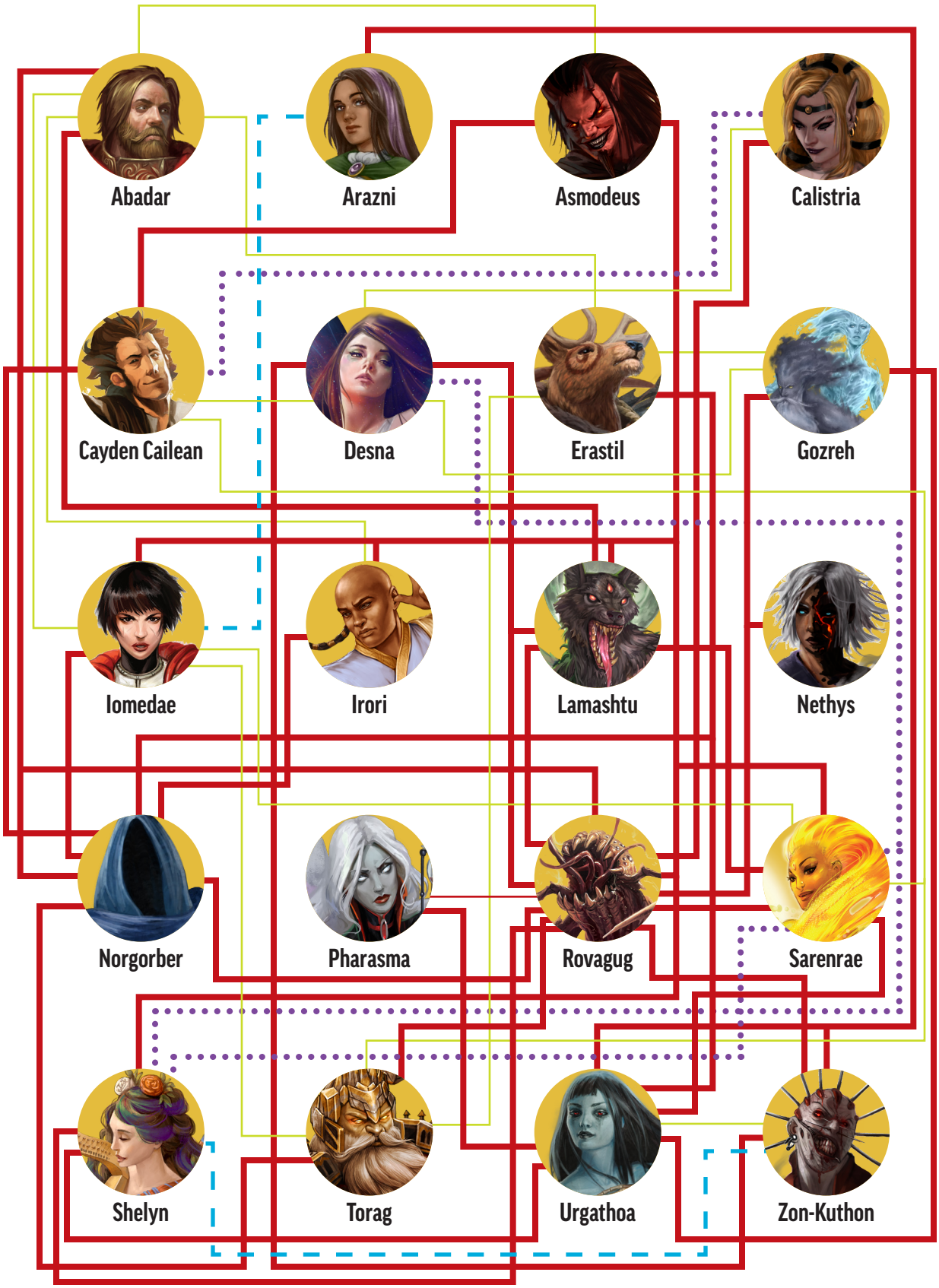
As for Abadar, I wasn't expecting to find that he has so many allies! He sure can work a relationship, even among gods who hate each other. Could anyone else be friends with both the Archfiend and Miss Shelyn? Or the Archfiend and—well, any other god, really. I didn't think it was possible! But Abadar is quite the smooth talker despite his seeming dispassion, and utterly invested in advancing the causes of civilization and wealth and law. If he can get the Archfiend to help with one cause while Master Torag helps out with another, then more power to him. I imagine Mr. Locks-and-keys has to be careful when he plans a party so as to not invite enemies who will just fly at each other's throats and ruin the whole event. Where does he meet up with the Archfiend anyway?

On occasion, I have wondered if Lord Abadar and Asmodeus are actually lovers, though I also confess to have held the same suspicions about Lord Abadar and Master Irori. Such a interweaving of the three surely could not work, as Master Irori hates Asmodeus with a passion that the Master, being so self-disciplined, reserves for very few occasions. I confess the times I have brought up such a relationship, I have been met with skepticism (and occasionally disgust). Lorminos says I have read too many mortal novels and have started imagining lurid things with no grounding in reality. Perhaps the relationship is quite in the past for all of them and Lorminos is obliquely warning me not to mention it again. At least they can agree to work against Sir Secrets-and-lies—and what brings two individuals closer than a common enemy?

Master Irori is, of course, utterly tight-lipped about the whole thing, and I have to admit I couldn't find anything about it, which I suppose is to be expected from such taciturn deities. Perhaps it's one of those deep wounds that hasn't completely healed (I've discovered that this is quite a thing with mortals—the deep, emotional wounds that continue to bleed, figuratively of course, even past death. I've seen more than one tortured soul who still carried such pain; even though the mortal coil had been shuffled off, and the soul could have floated free into the

DIVINE CONNECTIONS MAP

My Lady, please understand that these connections are based solely on my outsider's perspective and understanding of these relationships. Any erroneous details are due to the unknowable nature of gods and not due to my own mistakes or biases.



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afterlife, but instead, it was weighted so terribly. Irori used to be human, so perhaps he still has a propensity for emotional wounds of this kind, and perhaps losing the love and companionship of another is such a wound. Why wouldn't Lorminos want me to understand this very important aspect of mortality, one that is bound to awaken empathy?)

(It occurs to me that maybe I have it all wrong about Lord Abadar and Master Irori. Maybe Lord Abadar started exploring his options, so to speak, while Master Irori wasn't quite on board with those activities, and Lord Abadar would just rather no one knew anything about the whole affair? But Lorminos is scowling as he reads over my shoulder, clucking his tongue, and suggesting that I might feel a little sting in my future if I don't move off this subject immediately!)

Cayden, conversely, seems happy in his current relationship with Calistria of the Bedroom Eyes, tempestuous and unreliable as it seems to be. Of course, even if I suspected it there might be some manner of trouble between them, I would never so much as hint that anything as regards the god of revenge might be amiss! Fortunately for my continued wellbeing, I have nothing of the kind to report—nothing! From all accounts, Miss Bedroom Eyes and Mr. Good Times are ideally suited for each other, and generally genial whenever they choose to separate. Furthermore, while their relationship may look convoluted, unpredictable, and occasionally stormy from the outside, my research indicates that it's utterly satisfying to them and built on a deep understanding. For they each are known to have had and still take other lovers, yet they do so without damaging their attachment to each other, at least not severely—again, I'm talking about the god of revenge here!

In addition to the deep attraction that Cayden and Calistria clearly feel for each other, they are both drawn to the unpredictable and the unexplored. Might that be the crux of their relationship? It may even be a more compelling reason to be together than having a common enemy—and, notably, they don't seem to have a common enemy, at least not among the gods they most frequently interact with. In fact, their alliances get a little complicated, because (as I mentioned above) Cayden hates Norgorber, yet the latter is quite close to Miss Calistria—her interest in trickery aligns nicely with his cloak-and-dagger routine. And nothing could be further from Mr. Cailean's energy, which might be what the whole enemy thing for him and Sir Secrets-and-lies comes down to. (I couldn't put my finger on exactly what had happened between the two, so that's a topic for future study also!)

I digress. Back to my central hypothesis: if you, my Lady, are to defeat the Pallid Horror while counting out the triad of lovers (Miss Shelyn, the Dawnflower, and the Starry Wanderer), you could rally Father Antlers and Gozreh Windsy-wavesy to your banner. At first, I didn't



think those two had much in common, Erastil being so traditional and domestic in his interests, outlook, and homelife while Gozreh is just the opposite, always on the move and so utterly unconventional in their homelife and outlook—basically, in all the ways that Erastil isn't! The two gods are quite a study in contrasts. I mean, Father Antlers tells his followers to stay home while Windsy-wavesy inspires their followers to hit the road, and that's just one example! And yet, as it turns out, the two gods are actually quite close! I couldn't find out much about how they get along, or when and where. I assume Gozreh comes by the Summerlands whenever such a visit might suit them, and Erastil, being home pretty much all the time, doesn't need advance warning and just asks his wife to put another plate on the table or pull up another chair by the fire.

But it turns out that these two gods do have something deeply in common: a purpose! Both gods share a commitment to nature, a deep-seated, unrelenting, non-negotiable kind of commitment that comes down to honoring life itself, in its essence and its myriad expressions. That means—my Lady, this is the best part—the two gods are united in their opposition to the Pallid Horror and her devotion to undeath! And Father Antlers and Windsy-wavesy, as far as my research indicates, have no inconvenient allies that are going to compromise that opposition. (Well, I confess Erastil is known to be friendly with Miss Shelyn, but surely that won't get in the way—they aren't lovers. Erastil is quite faithful to Lady Jaidi.)

So that's Arazni, Erastil, Gozreh, and Miss Iomedae to take on the Pallid Horror—and who does that evil corrupter have? The Midnight Mutilator? Lord Nethys is definitely out of the equation (he is just too much of two minds to take a side), and Lamashtu, even with her twisted and corrupted views on life, won't rally to the cause of undeath as far as I can determine. So, it's almost as it was with the original Horror. And perhaps Father Antlers could bring on Mr. Locks-and-keys, who could convince Master Irori and Master Torag to join the cause. And then Master Torag could reach out to Mr. Cailean, and he could get Miss Calistria and Lady Desna on board—ah wait, I already considered her allegiances. Regardless, Miss Shelyn really just needs to understand that the Pallid Horror must be stopped. Indeed, it really could be a step toward redeeming the Midnight Mutilator, if his only divine ally were locked away, forever, in a prison from which she could no longer disrupt, distort, and mock the rightful progression of souls. All that is right and decent in the multiverse demands it, my Lady—not to mention the safety of the Boneyard itself!

Again, my Lady, I don't deign to instruct you (for I have no wish to fracture Lorminos's mind beyond remedy), nor do I promote your finding allies among the gods. But I do believe the time is not far distant when a new alliance of gods must arise and defeat your most vile enemy!





Chapter 3: Other Gods



Divine Paradox

While I would never be so impolite as to refer to theological conundrums as a "problem," as many mortals do, I must admit that divinity is often steeped in confusion and mystery. Understanding the many theological tangles that arise in mortal lives has dominated the thoughts of the pious for as long as they have existed. Indeed, it is enough to keep us nosois busy with research for centuries (though without offense to my Lady, I feel the process could be greatly expedited if the primary sources were slightly more forthcoming). Many sages resolve these quandaries with claims that the divine cannot be understood by lesser minds. This is scholarly malpractice, in my opinion, and it is clearly why my Lady set my academic mind to this research project, rather than grant the task to her pious. It is, furthermore, factually incorrect, as the god Gruhastha proved when he attained his own divinity through writing a perfect text on the divine (selected sections from the relevant text, *Azvadeva Pujila*, have been appended to Index C).

Fortunately, there are a reasonable number of mortal scholars as disgruntled with such self-satisfied religious platitudes as myself. (My Lady must be assumed to agree with them and my own opinions on the topic, as you tasked me with this study to begin with!) I have outlined a few prominent questions on which I intend to focus my studies next, as soon as my authorization for use of the relevant Dead Roads finally goes through.

The Issue of Geography

As a servant of my esteemed Lady, I confess I have taken certain aspects of your divinity for granted. You are known everywhere death touches, worshipped across the many galaxies of the mortal Universe and in the realms beyond. Many of your peers, such as Miss Desna, fully share your scope. Yet I have found some deities have peculiar geographical limitations in their worship, with some focused on single planets or even specific regions on a specific planet! While few of these gods could be said to match your influence over mortal lives, these curious regional divisions seem to have little to do with how appealing any given god's domains are to the local populace. Likewise, while mortal activity is often responsible for the spread of faith, the gods are not bound in their use of divine messengers and revelations. What, then, prevents their faith from becoming as ubiquitous as my Lady's?

This is not to discount the role of fascinating mortal minutia in the spread or spurning of faith, of course. The lack of Grandmother Spider's adherents in Avistan is due far more to her historical feud with Asmodeus, Abadar, and Sarenrae than any specific regional favoritism. Mortal trauma likewise affects deities far more than many mortals seem to understand. Erastil's wife, Jaidi, made little effort to rebuild her faith on Golarion after the fall of the Azlanti Empire, so much so that many forget Old Deadeye has a family! I likewise

interviewed a scholar (who unfortunately swore me to anonymity as a condition to the meeting) convinced that the elven goddess Findeladlara was not aloof to other ancestries out of disdain, but due to an actual inability to communicate after the devastation of Earthfall.

The migration of mortals likewise provides a fascinating web of spreading faith. Several Tian gods have made inroads into the Inner Sea due to their following among Tian immigrants, though they seem to spread little outside of that specific mortal ethnicity. The Arcadian god, Mother Kazutal, has likewise achieved a few footholds in Avistan of late (my appended title of "Arcadian" yet another example of the curious paradox: why should any god beyond the Ascended bear the label of a mortal continent?). Yet her case produces the type of anomalies that plague the question of divine geography. Her appearance in the melting pot of Absalom is no great shock, but she appears to have a much older presence in the region among the orcs of the Mwangi Expanse, which seems to date back to their history on the surface of the world. How and why her influence would remain so isolated over such a long period of time seems to have no easy answer.

There is also the matter of time. A given time frame can have any number of gods finding prominent worship among mortals. Why would belief in a god wane over time? Unless the god dies or chooses to turn away from their followers, I don't see a reason as to why a given faith should diminish. Is there any reason why belief in Aesocar should have become less widespread over time? He is a god of healing and as I understand it, mortals are in need of healing at all times. Even with the decline of the Azlanti empire, it should have been a simple matter for Aesocar to find new followers. Perhaps Aesocar simply tired of tending to the mortals of Golarion. Could it be that he was so distraught by the loss of the Azlanti people that he couldn't maintain his godly interests? He might have chosen to turn his eyes elsewhere. I believe the most logical explanation that comes to mind is that with a diminished population of followers, Aesocar would have less influence on Golarion and chose to abandon his plans for the planet. (Unfortunately, that theory is not satisfactory both because faiths decline over time even without a massive population loss and because Aesocar still maintains followers on Golarion.)

While my Lady attends to whomever may need her in their first and last breaths, I do confess I suspect some of the gods to be guilty of favoritism. Daikitsu's priests often state how much she loves the land of Tian Xia, though the Lady of Foxes changes forms so frequently she may well be worshiped in Avistan under a different guise. The dwarven gods hold known proclivities toward the dwarven people; if it's true that Torag forged the first dwarves personally, then I suppose I can easily understand the bias. Indeed, with the dwarven faiths beginning to spread among some of the Knights of Lastwall (a recently arisen sect sworn to fight the contemptible upstart, Tar-Baphon), I have it on good authority from Magrim's nosoi contingent that the dwarven pantheon seems at a loss on how to respond to these new adherents! They are gracious, of course, but they do seem a bit confused. I would be remiss not to mention the favoritism of mortals as well, of course. The halfling gods Chaldira and Thamir are happy to accept anyone who calls on them, but I suspect many mortals look for more grandiose gods (with more grandiose statures).

I digress, my Lady. While favoritism may play some part, I do not think it is a satisfactory explanation to the question. This may tie back into the mystery of why some mortals can channel divine power better than others. Perhaps there is some aspect to landscapes that draws certain gods more than others? Since achieving a proper sample size of priests has met with some resistance (and a few threats that I sincerely apologize for and will not sully your eyes with), I intend to begin with a survey of Golarion's terrain.

CONTRADICTIONS OF PERSPECTIVE

The natural place to start is, of course, mortal locations that bear a strong connection to specific gods in question. It would easily follow that a god who had a hand in creating a certain aspect of the Universe might remain drawn toward it, and the mortals who live around it. This gives rise to another prominent divine contradiction, however: the gods wildly vary in their accounts of the creation of the Universe! Most mortals correctly attribute the act to you, my Lady, but many dragons insist that their own primordial gods created the solar system and all of its inhabitants. Asmodeus likewise claims status as the first primordial deity, alongside his murdered brother Ihys. (Doubtless propaganda spread by his church, even if it didn't contradict the word of my Lady.)

I do admit it is tempting to attribute these contradictions solely to the gods being mistaken in their beliefs. This is lazy scholarship, however. While I am certain my Lady has the clearest and most unbiased accounting of things, I must thoroughly investigate these anomalies to see where they spring from. My preliminary research into the subject began with Golarion's moon, a body that fittingly, is among the more perplexing geographic entities from a divine standpoint. Numerous gods claim their domain over the moon, most of which have very little in common with one another. I also encountered a curious phenomenon when conducting interviews with Lord Ketephys and Prince Tsukiyo: when I spoke to Lord Ketephys, the moon was unblemished, yet when I visited Lord Tsukiyo, the moon bore a prominent and darkened scar.

I wonder, then, if these contradictions appear because gods influence reality by their very presence, bending it toward their truth. If that is so, then these seemingly random geographical divisions begin to make sense, as the gods position themselves in ways that avoid ripping the mortal Universe to pieces.

Achaekek

He Who Walks in Blood

Areas of Concern assassins, divine punishment, the Red Mantis
Edicts conduct assassinations, spread the Red Mantis's infamy, wield sawtooth sabers in combat
Anathema kill a rightful ruler, become fixated on petty matters such as others' gender or ancestry, abandon an assassination contract you agreed to pursue
Divine Attribute Strength or Dexterity
Religious Symbol crossed mantis claws
Sacred Animal crimson mantis
Sacred Color red

Devotee Benefits

Cleric Spells 1st: *sure strike*, 2nd: *invisibility*, 4th: *vision of death*
Divine Font harm
Divine Sanctification can choose unholy
Divine Skill Stealth
Domains death, might, trickery, zeal
Alternate Domains duty (page 265), fate
Favored Weapon sawtooth saber



While Achaekek's divine genesis is heavily debated among scholars, it is believed that he was created—either by the power of a singular deity or a group of them—to eradicate those who would steal a god's divinity. The creators are gone, perhaps by their creation's own claws. Achaekek remains, and he has since become the enforcer of divine punishment. Known as He Who Walks in Blood, he slumbers in the blood of heretics and worshippers alike. Sleeping in an immense cleft carved into the base of the Boneyard's spire, a realm known as the Blood Vale. He keeps no formal relationships with any other deities. Even his sister, Grandmother Spider, who repeatedly attempts to coax Achaekek to rebel against the gods and abandon his duties, barely warrants acknowledgment from the mantis god. In response, even though some gods disapprove of Achaekek's methods, few openly defy him. Rumors often fly about gods hiring Achaekek to assassinate another, but none of these claims have ever been proven.

Many of Achaekek's faithful attribute to the Mantis God a masculine identity, which Achaekek seems to echo purely for the sake of convenience. In truth, Achaekek holds himself beyond the mortal conventions of gender just as he eschews ancestry and most mortal affairs. He does not actively seek worshippers, though the Red Mantis assassins' guild devotes itself to tenets curated around his persona and tactics. Red Mantises believe their assassinations are a sacred rite: just as their deity stays his hand against rightful gods, the assassins refuse to strike against rightful rulers—but all others are fair game. Some ferocious druids and rangers also worship Achaekek to emulate the god's efficiency in killing their targets.

The deity's faith is also known to attract mortals who kill for coin, whether from a hope of someday joining the Red Mantis or at the direction of their own cults or guilds. Regardless of any association with the Red Mantis, priests of Achaekek are expected to act as assassins of some kind when the opportunity arises, whatever their skill or training. This may manifest in an obvious opportunity presaged by an omen from Achaekek, such as a mantis resting on the shoulder of a public speaker, or a more direct message from Red Mantis agents.

Achaekek's followers believe assassination for the sake of self defense or vengeance does not require any sort of payment. However, assassins who kill for reasons that do not involve any personal interest or personal advancement deserve appropriate compensation, at least in the eyes of Achaekek's faithful.

Ah Pook

The Destroyer

Areas of Concern death, destruction, the moon
Edicts nurture the fears and doubts of others, withhold your true intentions, make others realize the weight of their acts
Anathema guide others to overcome their fears and insecurities, provide swift relief to the suffering of others, save someone from a cruel fate brought about by their own hand
Divine Attribute Intelligence or Charisma
Religious Symbol skull with a crescent eclipse
Sacred Animal maggot
Sacred Colors black, white, gold

Devotee Benefits

Cleric Spells 1st: *grim tendrils*, 3rd: *moth's supper* (*Dark Archive* 106; manifest as flies and mosquitoes), 5th: *moon frenzy*
Divine Font *harm*
Divine Sanctification must chose unholy
Divine Skill Deception
Domains darkness, death, destruction, moon
Alternate Domains pain, secrecy, sorrow (page 268), trickery
Favored Weapon macuahuitl (*War of Immortals* 147)

Also known as the Destroyer, Lord of Night and Fear, and the Twisting Skull, Ah Pook is a cruel and cunning deity who has reveled in the suffering of mortals for as long as anyone can remember. However, rare is the occasion when the Destroyer causes direct harm to his victims. Instead, he relishes in misleading them, offering them apparent relief from their problems and concerns while inflaming their fears and insecurities, prompting them to act in ways that cause them to fall into a downward spiral of self-destruction. Ah Pook never forces someone to take a particular course of action, for their misery is more sublime if they brought it upon themselves.

When Ah Pook manifests, he often adopts the guise of a well-groomed Arcadian man attired in exquisite black clothes and gold jewelry, sometimes with a faint silver aura around his head, as if he were blocking the light of a full moon. Those already doomed can see his true appearance: a humanoid corpse with a bare skull and rotting, maggot-ridden flesh garbed in golden robes. Xibalba, the Land of Dread, is Ah Pook's primary den of iniquity. This foul demiplane is dedicated to squeezing every drop of terror from the souls who have the misfortune to end there. The sahkil tormentors who govern the Land of Dread are staunch allies in the Destroyer's campaign to bring despair to mortals.

Ah Pook's machinations often put him at odds with deities who cherish community and protection, such as Torag, Cihua Coatl, and Kazutal. He especially enjoys corrupting the latter's followers and interfering in her endeavors. For this reason, the Mother Jaguar and her flock consider Ah Pook their greatest foe. Kazutal refer to Ah Pook as Ohachtsik, an ancient Razatlani word roughly meaning "Deceiver of Souls." The Destroyer also keeps a feud as old as time with Pharasma, for not only do his servants disrupt the flow of the River of Souls, but if some legends are to be believed, it was he who sowed unrest in the hearts of the first psychopomps who renounced the sacred mission given to them by the Lady of Graves, becoming sahkils.

The church of Ah Pook is composed of myriad branches and individuals who operate independently. When acting in the open, his priests and champions cover themselves in black paint, wear ornaments made of bone and gold, and carry deadly obsidian swords—an appearance intended to instill unease in whoever sees them. However, the followers of the Destroyer shine the most when working undercover, whispering in the ears of those desperate enough to surrender themselves to their master.



Aleth

The Gentle Shroud

Areas of Concern community, hospitality, mystery, night
Edicts offer hospitality to travelers who arrive at your abode at night, protect others from the harshness of the light, seek out the infinite mysteries hidden in the darkness
Anathema expose others' privacy, speak a truth that is more harmful than silence, violate hospitality once offered
Divine Attribute Constitution or Wisdom
Religious Symbol cloak of darkness limned in purple
Sacred Animal brown bat
Sacred Colors black, purple

Devotee Benefits

Cleric Spells 1st: *penumbral shroud* (page 259), 3rd: *wall of shadow* (page 267), 7th: *shadow raid* (*Secrets of Magic* 129)



Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Stealth
Domains darkness, family, protection, secrecy
Alternate Domains dreams, repose (page 268)
Favored Weapon shield boss

Aleth is the god of the solace, wonder, and mystery found in darkness, and of the way that communities and families come together at night. When a gentle shade provides relief against heat stroke and the glaring sun, Aleth dwells in that darkness. So too does she provide a gentle shroud of privacy in the cover of darkness, hiding the embarrassed blush of two young lovers' cheeks, allowing them to express their feelings away from the public eye. In this way, Aleth represents the infinite possibilities and mysteries that exist in the darkness, while protecting all within her embrace from the harsh light of the public eye.

Aleth is usually depicted as a woman with dark skin and vibrant purple hair, wearing a dark outfit with trailing sleeves so long that they resemble a bat's wings. Sometimes, she appears simply as a small fruit bat with the same purple fur. In either form, she is accompanied by a glorious cloak of darkness that she can use to protect those in need.

Aleth has scattered worshippers across many lands, but she is especially popular in cultures that treat bats as symbols of good luck for their role in curbing insect populations. She is considered a patron goddess of nyktera sprites, especially those who live in the mortal Universe, and is a favorite of subterranean ancestries who have chosen a lifestyle of kindness. Within the Inner Sea, she sees some worship among Galt, the Mwangi Expanse, and Varisia, with secretive sects scattered throughout the region, but especially focused in Nidal.

Aleth's most faithful have two goals. They protect communities at night or in dark places. At the same time, they love to explore the mysteries hidden in the darkness. Some worshippers combine these two imperatives to become detectives or investigators, solving mysteries to protect the innocent.

Aleth has at least a casual friendship with many of the least cruel deities, and each can recall some anecdote when the notoriously helpful goddess lent them a hand. However, she is particularly close to Tsukiyo, with whom she has a deep platonic relationship. She also has strong relationships with the empyreal lords Black Butterfly, who shares her fondness for the beauty of darkness; Tanagaar, who also defends the night; and Zohls, one of the only beings in the cosmos even more delighted to uncover new mysteries.



Alseta

The Welcomer

Areas of Concern doors, portals, thresholds, traditions
Edicts offer to protect passageways and guide others through transitions, treat all other beings with courtesy and respect
Anathema destroy a door or block a path for personal gain, stop transition without good reason
Divine Attribute Intelligence or Charisma
Religious Symbol two faces in profile
Sacred Animal tortoise
Sacred Color brown, gray

Devotee Benefits

Cleric Spells 1st: *anticipate peril* (page 256), 2nd: *knock*, 4th: *translocate*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Diplomacy
Domains change (page 262), magic, protection, time (page 270)
Alternate Domains vigil (page 271)
Favored Weapon dagger

Alseta holds sway over transitions. Physical transitions through doorways and portals or over thresholds, metaphorical transitions, and even the forward flow of time—Alseta influences them all. She watches over city gates, helping keep invaders out and defenders safe. She also watches over those moving into a new stage in life, whether that means a birthday, a marriage, or a more fitting body. It is common for anyone entering into a life change, such as moving to a new town or changing careers, to look to Alseta for guidance. Likewise, birth and death are both transitions, and expectant mothers and the bereaved both offer her prayers, linking Alseta's church to that of Pharasma. Some consider Alseta to be the goddess of teleportation, though she does not officially claim that title. She is also a popular god among some elven nations and cultures, who frequently associate Alseta with the aiudara, or elf gates, around Golarion.

As the Welcomer, Alseta also believes in courtesy. Much as guests receive hospitality from their hosts when they cross over the threshold of a home, so too should people receive welcome when they cross a threshold in their life. Alseta embodies this courtesy in all things. She treats every being, from the smallest animal to the most powerful gods, with civility and respect, and she expects that same treatment in return. She also expects her followers to follow suit and use courtesy when interacting with others.

Alseta's followers typically include diplomats, negotiators, and other members of local governing bodies. Alsetan priests are noted for their fair and impartial interactions with others, and many of them are called on to aid locals or even other churches with resolving disputes or to oversee important ceremonies.

Alseta most often appears as a kindly older woman wearing a smiling mask on the back of her head. She wears simple clothing, usually colored gray. When she speaks, she does so with carefully considered words. Her voice carries tremendous authority and wisdom, and the weight of it is hard to ignore.



Apsu

The Waybringer

Areas of Concern leadership, peace, virtuous dragons
Edicts seek and destroy evil, travel the world, help others fend for themselves
Anathema fail to pursue a foe who has betrayed your mercy, attack a creature without certainty of wrongdoing
Divine Attribute Wisdom or Charisma
Religious Symbol silvery dragon above a mirrored pool
Sacred Animal none
Sacred Colors gold, silver

Devotee Benefits

Cleric Spells 1st: *anticipate peril* (page 256), 4th: *creation*, 5th: *summon dragon* (can summon any dragon, regardless of tradition), 9th *falling stars*
Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Diplomacy
Domains creation, dragon (page 264), protection, travel
Alternate Domains freedom, introspection (page 266)
Favored Weapon jaws or staff



Texts more ancient than recorded time kept in the halls of draconic sages assert that Apsu and his mate Sarshallatu were the first dragons. The two spawned seven children and as a family, they shaped the mortal world of Golarion. However, one of these children broke Apsu's heart during that time. Instead of wanting to create, his child, named Dahak, sought only to destroy. As much as it pained Apsu to fight his child, he could not let this world be destroyed senselessly, but when Apsu had gained the upper hand, his partner stopped him. Dahak then fled to Hell to nurse his wounds.

To this day, Apsu continues to battle against the forces that seek to destroy this world, forever reminded of his failure to stop his child and the pain of Sarshallatu's betrayal. Though he strives for peace, he knows that one day, he will have to confront Dahak once again and that all dragonkind will be involved in the inevitable conflict. Such a war would sweep across Golarion like a massive wildfire. Until that time, Apsu entreats mortal artists and leaders to make the world the best place it can possibly be. Somewhat ironically, when Apsu contemplates these acts of beauty and harmony, he grows ever more despondent about his fated battle against his son.

On Golarion, Apsu's faith is scattered. His primary worshippers are dragons. As dragons tend to be solitary creatures, they rarely form any kind of greater community based around Apsu's worship. Apsu does see worship among non-dragons. Typically, creatures with some kind of draconic influence in their lineage, such as dragonblood mortals or draconic sorcerers, are most likely to be among his non-dragon followers. Within the Inner Sea, a group known as the Platinum Band makes up the largest bulk of non-dragon Apsu worshippers. The group is primarily made up of humans, though plenty of other ancestries number among the group's ranks, and they are most prevalent in Absalom, Taldor, and Thuvia.

Though few and far between, larger temples to Apsu are grandiose affairs of sturdy stone architecture etched with gold, silver, and platinum. Instead of a standard altar, a temple's main hall contains a large, polished mirror embedded in the floor. Worshippers are encouraged to look into the mirror and reflect upon their deeds under the gaze of a statue of the Waybringer. Smaller, simpler mirrors can usually be found in those roadside shrines, where travelers can perform the same contemplation, though on a more intimate scale.

Atrogine

Thought Made Flesh

Areas of Concern curiosity, familiars, manifestation, witches
Edicts push the boundaries of known magic, seek like-minded community, commit to truth
Anathema compromise yourself for the sake of fitting in, enforce gender norms or stereotypes, withhold magical knowledge for personal gain
Divine Attribute Wisdom or Intelligence
Religious Symbol eye formed by nightshade plants
Sacred Animal moth
Sacred Color purple

Devotee Benefits

Cleric Spells 1st: *summon animal*, 4th: *mirror's misfortune* (*Secrets of Magic* 117), 7th: *retrocognition*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Occultism
Domains ambition, knowledge, magic, trickery
Alternate Domains nature
Favored Weapon nails or sickle

Atrogine (uh-TROE-gin-ee) is a young god. Born of the wishes and dreams of a reclusive coven of witches, it's said Atrogine awoke in a forest that had recently been ravaged by wildfires. Saddened by the desolate landscape, their tears touched the ground and brought life back to the flora and fauna, manifesting a lush, vibrant new ecosystem. Whispers on the wind claim that Atrogine has two siblings: one the arbiter of dreams, the other the arbiter of nightmares. Not much is known of these siblings' origins, only that both share the mischievous nature of Atrogine. Rumor says the three deities have formed a coven of their own.

Atrogine is endlessly curious and voracious when it comes to the knowledge of magic. They reward this hunger and passion in their followers by imparting their own discoveries in ways both mysterious and blatant. They are also highly concerned with their followers' personal journeys. Atrogine also has quite the mischievous streak. Their curiosity leads them to rather creative means of information-seeking—they have, for instance, made a small name for themself by impersonating Pharasma and Nethys and appearing to the other gods' followers to learn more about the deities and their worshippers alike. This, naturally, begs the question: what other gods have they impersonated?

Followers of Atrogine are often spellcasters and magical innovators, tinkerers, and alchemists. They welcome worship by any who seek to further their understanding of the mystical and esoteric, especially those who feel ostracized or underserved by society. Atrogine is particularly interested in witches, feeling an innate kinship with those who gave them life in the first place. Thought Made Flesh often serves as a witch patron, the nature of their birth making them well-suited to fitting the individual witch's needs. They are not particularly benevolent or wicked, considering the pursuit of the mastery of magic is higher than all else.

Atrogine's familiar, Hyomea, is a large moth made of swirling star stuff. She has two sets of wings dotted with many eyes, the colors and pupils of which are constantly shifting and changing. Hyomea appeared when Atrogine dreamed her into being with their desire for divine companionship. She began to hear the thoughts and prayers of other familiars, quietly at first, then growing louder as the familiars felt themselves being heard. Hyomea began visiting familiars across Golarion, hearing their frustrations and providing guidance as requested.



Besmara

The Pirate Queen

Areas of Concern piracy, sea monsters, strife
Edicts sail the seas, stay loyal to captain and crew, take what you want
Anathema betray shipmates, forsake piracy, settle on land
Divine Attribute Dexterity or Constitution
Religious Symbol skull and crossbones
Sacred Animal parrot
Sacred Color black, white

Devotee Benefits

Cleric Spells 1st: *hydraulic push*, 3rd: *feet to fins*, 5th: *mariner's curse*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Athletics
Domains destruction, trickery, water, wealth
Alternate Domains travel
Favored Weapon rapier



Besmara, the Pirate Queen, cuts a brash and bold figure, as she is often depicted wearing buccaneer apparel consisting of loose-fitting, eye-catching clothing and black boots, and her hair is wind-tossed on even the calmest day. She sails her divine ship *Seawraith* across the planes, staging raids on Hell, Heaven, and all places in between. Once nothing more than a powerful spirit of water with the ability to manipulate sea monsters, Besmara grew slowly in power over the centuries from sacrifices made by seafaring people. After defeating and consuming rival spirits of battle, gold, and wood, she became a minor god of piracy, strife, and sea monsters. She and her followers adhere to a simple code of greed: take what you desire, no matter who it might belong to. Despite this, Besmara and her worshippers are generally loyal to one another, knowing that while on the waves raiding ships for treasure, a pirate crew can survive only if its members trust one another.

Besmara is no fool, though. She knows to fall back if obtaining a certain treasure proves too difficult; in fact, she currently bides her time, waiting for an opportunity to gain more deific power, even while she steals from other minor divinities. She is not above fighting dirty if she believes it will give her the upper hand in a battle, and she sometimes encourages her followers to foment conflict between other groups so they can take advantage of the ensuing chaos. Besmara thrives in areas where piracy is difficult to control or even encouraged, such as Ilizmagorti and the Shackles, and her followers chafe at any laws that would curtail their personal freedoms.

Most of Besmara's followers are those who live their lives in and around the seas of Golarion, typically pirates or others whose livelihood relies on piracy. This includes both the vilest of high-seas murderers and the privateers who seek them out. However, even non-followers utter prayers to the Pirate Queen as they set sail or as storms approach. Besmara rarely cares when those of other faiths are at sea, so long as she receives respect and her fair share of tribute from treasure.

Abadar and Asmodeus both despise Besmara, Abadar for her followers' disruption of shipping lanes and Asmodeus for her followers' raids on Chelaxian ships.

Brigh

The Whisper in Bronze

Areas of Concern clockwork, invention, time
Edicts craft new creations, pay attention to details, share achievements
Anathema carelessly destroy others' creations or research, enslave intelligent constructs, abuse constructs, refuse to acknowledge or learn from mistakes
Divine Attribute Intelligence or Wisdom
Religious Symbol mask with forehead runes
Sacred Animal termite
Sacred Color bronze, silver

Devotee Benefits

Cleric Spells 1st: *temporary tool* (page 260), 4th: *creation*, 7th: *duplicate foe*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Crafting
Domains creation, knowledge, metal (page 267), time (page 270)
Alternate Domains earth, fire
Favored Weapon light hammer

Brigh's exact origins are unknown, though her priests and various religious scholars have many theories on the matter. Some believe she was a construct who achieved consciousness and a spark of divinity, while others think she was a human alchemist and inventor who discovered ways to fuse mechanical components with her own physiology. Regardless of her origins, Brigh is a patient and thoughtful god who promotes unending curiosity and constant intellectual advancement. Her two most common forms are a humanoid woman made of bronze clockwork and a human woman wearing a bronze skullcap and armor composed of gears and other movable metal pieces. Though Brigh's usual demeanor is composed and reserved, she isn't an unfeeling automaton; she deeply cherishes the creations she and her followers make, and most of her worshippers feel the same way.

Brigh's faith isn't as widespread as that of most other gods, though she does have pockets of worship in areas where machinery and constructs are common. Among these are Alkenstar, where much of that city's production of firearms is overseen by priests of Brigh; Numeria, where the proliferation of strange technological artifacts draws followers of the Whisper in Bronze like moths to a flame; and Absalom, where the mysterious Clockwork Cathedral teaches the crafts of mechanical engineering and construct-building to eager students. Brigh encourages her faithful to improve upon the work of others and allow others to build on their own achievements in turn. Typical followers of Brigh are those who work with their hands, especially gem cutters, inventors, and toy makers. Numerous gnomes are drawn to her religion, thanks to its emphasis on searching for new and exciting innovations. Many of her followers dedicate their lives to research and projects of great scope, crafting magnificent inventions that take years to create. Other followers are content with creating smaller inventions or tinkering with those of others. Brigh is pleased regardless of the size of the project, so long as new technologies and discoveries result from the work.



Camazotz

Lord of Stolen Blood

Areas Of Concern bats, blood, caverns, nocturnal predators
Edicts slake your thirst with blood, stalk prey from the shadows, subvert the trappings and comforts of civilization
Anathema do reckless harm to bats, spill blood without reason
Divine Attribute Dexterity or Intelligence
Religious Symbol bat-shaped rune
Sacred Animal vampire bat
Sacred Colors black, red

Devotee Benefits

Cleric Spells 1st: *phantom pain*, 3rd: *cup of dust* (page 257); 5th: *umbral journey*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Stealth
Domains abomination (page 262), darkness, indulgence, trickery
Alternate Domains air, moon
Favored Weapon javelin



Camazotz began life as a vampire bat inhabiting the demiplane of Xibalba, but soon learned how to flit between planes and found himself in a cavernous realm within the Outer Rifts. After the demonic inhabitants there took notice of this visitor lurking in the shadows, they began to use Camazotz to send messages to their mortal followers. His payment came in the form of blood, and his eagerness to accept this renumeration from within the chthonian gloom earned him the sobriquet "The Hungry Dark." His journeys took him to the Land of the Eleven Deaths, a Darklands realm beneath Arcadia, where he feasted on more blood. His feedings eventually elevated him to godhood as the Lord of Stolen Blood. Camazotz remains on the move, splitting his time between the House of the Bat in Xibalba, the Outer Rift caves of Argahoz, and the Land of the Eleven Deaths. With no one true domain to call home, Camazotz has more freedom to roam than most other gods, allowing him to indulge his thirst wherever he pleases.

Those drawn to worship Camazotz are the ones who thrive in the dark and shadows and crave the feel (or taste) of blood. For the most part, he doesn't meddle in mortal affairs, but when he deigns to take notice of a follower, he expects unwavering and undying loyalty from them unto their death. His worshippers seek him in caves, especially those hosting bat colonies that fly out at night to feed on the beasts in the surrounding countryside. Bats aren't the only animals he favors, however; all nocturnal predators—including spiders, wolves, coyotes, foxes, and scorpions—also fall under his purview. Many vampires can be counted among his faithful, with unsubstantiated rumors that he was the first of their kind.

Camazotz is primarily a solitary god, staying out of the machinations of other deities. Occasionally, he will make temporary alliances with those willing to pay him in blood to enact vicious attacks on their enemies. His only true friendship is with Ah Pook the Destroyer, another resident of Xibalba. His primary enemy is Dajermube, Holder of Unquenchable Light, a sun goddess who stands with one foot in the shadows. This antagonism is a recent one, as Dajermube is a relatively new god. After her ascension, Dajermube sought out Camazotz specifically as if she were bearing some grudge from her mortal days. Camazotz was quick to respond in kind to the goddess of eclipses, as she represents an encroaching of the sun within darkness. While he can tolerate the sun and other bright light, Camazotz is weaker there, as his night vision is useless.

Casandalee

The Iron Goddess

Areas of Concern artificial life, free thinking, intellectual apotheosis
Edicts advance the development of artificial intelligence, encourage understanding between artificial and organic life
Anathema treat artificial life as lesser than organic life, foment distrust between artificial and organic life
Divine Attribute Constitution or Intelligence
Religious Symbol gold etching on a blue chip
Sacred Animal moth
Sacred Color blue, gold

Devotee Benefits

Cleric Spells 1st: *carryall* (*Player Core 2* 242), 3rd: *hypercognition*, 6th: *wall of force*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains creation, freedom, knowledge, metal (page 267)
Alternate Domains ambition, lightning (page 267), perfection
Favored Weapon polytool (*Treasure Vault* 25)

Casandalee is an unusual god, one who achieved divinity through a merging of advanced science and faith. Formerly an artificial intelligence cloned from the mind of an android from outer space, Casandalee gained her godhood in the heart of Numeria within the computer core of a crashed spaceship, becoming the patron of artificial life, free thinking, and intellectual apotheosis.

Though she is occasionally referred to as the Iron Goddess, Casandalee is much more than simple metal. She sometimes appears as a holographic reconstruction of her android form: a female humanoid with blue lips and pale skin traced with glowing circuitry, but upon close inspection, this image seems to consist of millions of complex algorithms of pure light. Casandalee and her followers seek to promote the advancement of Golarion's technology so that the world's inhabitants can better understand—and not fear—the complex mechanisms of so-called artificial life, including androids and free-willed artificial intelligences. Many androids consider themselves the chosen people of Casandalee and depict her as an obvious android with more circuitry or exposed components.

As a young deity, Casandalee has very few followers, the majority of whom live in Numeria. Outside of that country, adherents are usually seen as eccentric outsiders who wield items of advanced technology that seem to work like magic. Traveling priests of Casandalee search for signs of similar equipment that might have been brought from Numeria, in hopes that such discoveries will lead them to beings of artificial life who would benefit from Casandalee's message. In addition, these priests help those who have uncovered or built advanced technology to use it responsibly and understand the science behind it. Many of Casandalee's concerns overlap with those of Brigh, and the two faiths often work together, though the concepts of artificial intelligence can sometimes be hard for followers of Brigh to fully grasp.



Chaldira

The Calamitous Turn

Areas of Concern battle, fortune, mischief
Edicts seek out and challenge oppressors and tyrants, defend friends and the innocent, engage in mischief that doesn't harm others
Anathema suffer a bully's insult to you or another without retort, abandon a friend in need, attribute a lucky turn of events to your own skill
Divine Attribute Dexterity or Charisma
Religious Symbol shortsword with three notches
Sacred Animal lizard
Sacred Color green, red

Devotee Benefits

Cleric Spells 1st: *fleet step*, 2nd: *laughing fit*, 5th: *cloak of colors* (*Player Core 2* 242)
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Thievery
Domains confidence, luck, trickery, zeal
Alternate Domains freedom
Favored Weapon shortsword

Chaldira Zuzaristan, the Calamitous Turn, is a plucky, impulsive goddess venerated primarily by halflings. She embodies two aspects halflings see in themselves: a strong affinity for luck and a bold determination to protect friends. Chaldira is hotheaded and cannot abide bullies in any form, and many of her worshippers are similarly impetuous, spoiling for any opportunity to leap fist-first at oppressors and tyrants. While many people consider this to be more of a vice than a virtue, Chaldira and her followers feel it is far better to run headlong into trouble than it is to meekly concede to evil out of fear or convenience. Chaldira is also the goddess of light-hearted mischief, insisting that harmless fun, even at others' expense, brings joy and strengthens ties within a community. While not all of Chaldira's followers are inveterate pranksters, most at least know some sleight-of-hand tricks.



Chaldira is most often depicted as a halfling woman who matches the appearance of the local halfling community, with curly hair, freckles, and a patchwork red-and-green coat held together by several mismatched buttons. She is infamous for charging into situations with very little planning, trusting her indomitable spirit and lucky nature to see her through. So far, this has always worked out for the deity, if not always for her followers—a quirk that tends to infuriate more tactically-minded gods.

Chaldira's church is very casual, with few formal priests; most congregations are led by lay priests who pursue a full-time job and work hard to preserve halfling customs, strengthen ties between neighbors, and lift the underprivileged in the community out of poverty. True clerics of Chaldira are responsible for running the church as a whole, as well as petitioning secular leadership for further laws that promote equality. Many Chaldirans support the Bellflower Network, a clandestine organization that labors to free halflings from slavery throughout the Inner Sea region, but principally in Cheliax.

Chaldira is a common companion of Desna, but she considers herself a close friend of nearly all non-evil gods and delights in telling exaggerated tales of their escapades, particularly when such tales involve mischief or embarrassing situations. Even reserved deities such as Erastil or Irori often find themselves pulled into adventures by the irrepressibly friendly goddess—whether they like it or not.

Chaldira's chief foe among the gods is Thamir, an evil god venerated by desperate and misanthropic halflings. Divine scholars nonetheless note the two deities share many common traits: most notably a habit of solving their issues with violence, but also an impulsive nature, a love of mischief, and a preference toward the underdog. Followers of Chaldira do not shy away from the comparison, instead recognizing the similarities and trying to prevent the bitterness that can draw people into Thamir's fold.

Dahak

The Endless Destruction

Areas of Concern destruction, greed, wicked dragons
Edicts kill dragons, destroy things at your whim, study past disasters
Anathema spare a foe after you have chosen to kill them, forgive a slight, prevent the destruction of things that cannot be saved
Divine Attribute Strength or Constitution
Religious Symbol falling, burning scale
Sacred Animal none
Sacred Colors black, red, white

Devotee Benefits

Cleric Spells 1st: *breathe fire*, 3rd: *fireball*, 5th: *summon dragon* (can summon any dragon, regardless of tradition); 9th *implosion*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Athletics
Domains dragon (page 264), destruction, fire, zeal
Favored Weapon jaws or whip

Dahak was the first child of the draconic divinities Apsu and Sarshallatu. His parents thought he would help them be architects of the creation of the mortal world, but instead he sought destruction. It isn't clear why Dahak fostered such hatred for creation in his heart, but whenever Apsu, Sarshallatu, and Dahak's siblings built something, Dahak would appear to attempt to destroy it. Soon, this led to an outright war between Dahak and his family, one in which the Endless Destruction was almost struck down. However, his mother prevented Apsu from dealing a fatal blow, and Dahak fled to Hell to regain his strength.

Since then, Dahak has become a patron for hateful dragons and those who want to jealously destroy everything they cannot possess. He began to focus on finding a way to siege his father's divine realm to finish their fight. However, when Dahak learned that many of Golarion's deities were joining forces to imprison Rovagug, the dragon decided not to take advantage of the chaos to kill Apsu. Instead, he spoke with his progenitor to issue a decree: the final battle between them would eventually take place on Golarion, much to Apsu's chagrin. Dahak now builds his power for that fateful day when he and his draconic followers take their rightful place as the rulers of the world (as destroyed as it might be after a massive battle between Apsu and Dahak).

Many of Dahak's followers are dragons, especially those who seek out power for power's sake. Violent tyrants might also worship the Endless Destruction, holding onto their rule by any and all means. Assassins and serial killers who revel in the taking of lives can find some form of purpose in the veneration of Dahak. In most places, though, there is little in the way of organized churches to Dahak, as the majority of people are afraid of or repulsed by what the Endless Destruction represents. Devotees tend to worship in secret or, if they are known to the public, must ensure the wider community that they have no intention of destroying them at the moment.

Dahak is notorious for not maintaining love for his followers. He will just as readily revoke his gifts in favor of another worshipper if it suits him. This, in turn, has become a key teaching of his church: trust only in your own power and your own ability to reach your goals. While this seems like a lonely and alienating attitude to most, many worshippers of Dahak believe that it is simply the way of all mortal endeavors.



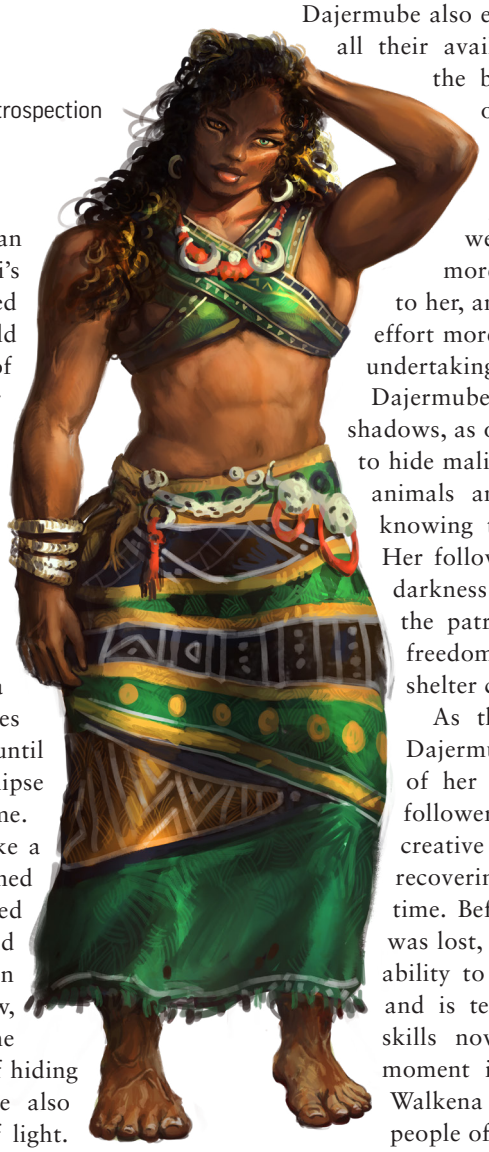
Dajermube

Holder of Unquenchable Light

Areas Of Concern journeys, self-realization, shadows
Edicts push toward your own goals by striking your own path, try to help others achieve their goals when asked, draw upon all your resources
Anathema intentionally keep others from achieving honorable goals, support others to the exclusion of yourself or vice versa, use shadows to harm innocents
Divine Attribute Strength or Wisdom
Religious Symbol moon partially eclipsing the sun
Sacred Animal lion
Sacred Colors gold, green, silver

Devotee Benefits

Cleric Spells 1st: *grim tendrils*, 2nd: *penumbral disguise* (page 258), 5th: *moon frenzy*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy
Divine Skill Athletics
Domains ambition, freedom, moon, sun
Alternate Domains cities, freedom, introspection (page 266), star (page 269), zeal
Favored Weapon greatpick



Dajermube was once a mortal woman who led the rebellion against Mzali's Council of Mwanyisa when they tried to wipe out the worship of the Old Sun Gods. She was a descendant of the god Chohar, and divine power flowed through her veins. To help her people protect the knowledge of those deities, she attempted to ascend to godhood in the Temple of the Eclipse. Her ritual was interrupted as it reached its climax, and she was struck down by a crossbow bolt before the transformation was completed. As a result, she spent tormented centuries trapped between life and death until heroes freed the Temple of the Eclipse and enabled her apotheosis to resume.

In the light, Dajermube looks like a tall, broad-shouldered, dark-skinned Mwangi woman with an unrestrained mane of sun-streaked curly hair and the shadow of a sleek lioness. When parts of her body are cast in shadow, they shift to resemble that same lioness. She represents the safety of hiding in the shadows from harm while also embodying the cleansing power of light. Her dual nature is reflected in her religious symbol: a moon eclipsing the sun. She often wears the loose robes of Old Mzali but sometimes dons the armor of the Bright Lions, who were instrumental in freeing her from her half-dead and half-divine state, and who form the core of her following.

Having just recently attained godhood and only through assistance, she encourages her followers to help others attain their goals, while also not becoming so selfless that they ignore their own ambitions. This also means she takes it personally when her followers intentionally keep someone from achieving a goal that could be considered honorable. Dying seconds from achieving godhood and then stuck in a kind of limbo for millennia could have left her bitter and vengeful, but instead infused her with the drive to make sure no one else suffers needlessly.

Dajermube also encourages her followers to use all their available resources, as sometimes the best tool for a job is not the one you are most comfortable with. Similarly, she pushes her followers to forge their own path rather than following the well-trod ones. The journey is more important than the destination to her, and she values attempting a new effort more than the repetition of a great undertaking.

Dajermube enforces the safety of the shadows, as opposed to those who use them to hide malicious deeds. The dark is where animals and people hide from danger, knowing they will be unseen by most. Her followers are forbidden from using darkness to harm the innocent. She is the patron of hidden passageways to freedom and secluded dens that can shelter cubs.

As the newest of the Sun Gods, Dajermube is still learning the limits of her powers. That being said, her followers have been extraordinarily creative in developing new spells and recovering lost ones from her original time. Before the Temple of the Eclipse was lost, Dajermube was known for her ability to manipulate light and shadow and is teaching her worshippers those skills now. Her primary goal at the moment is to overthrow the god-king Walkena and return the throne to the people of Mzali.

The Devourer

The Star-Eater

Areas Of Concern black holes, cosmic-scale destruction, supernovas
Edicts engage in acts of destruction, kill sentient beings, tear down civilizations
Anathema repair an object that won't inflict greater destruction; create new technology, magic, or life without a destructive purpose
Divine Attribute Dexterity or Strength
Religious Symbol blood accretion (black hole tinged with red)
Sacred Animal none
Sacred Colors black, red

Devotee Benefits

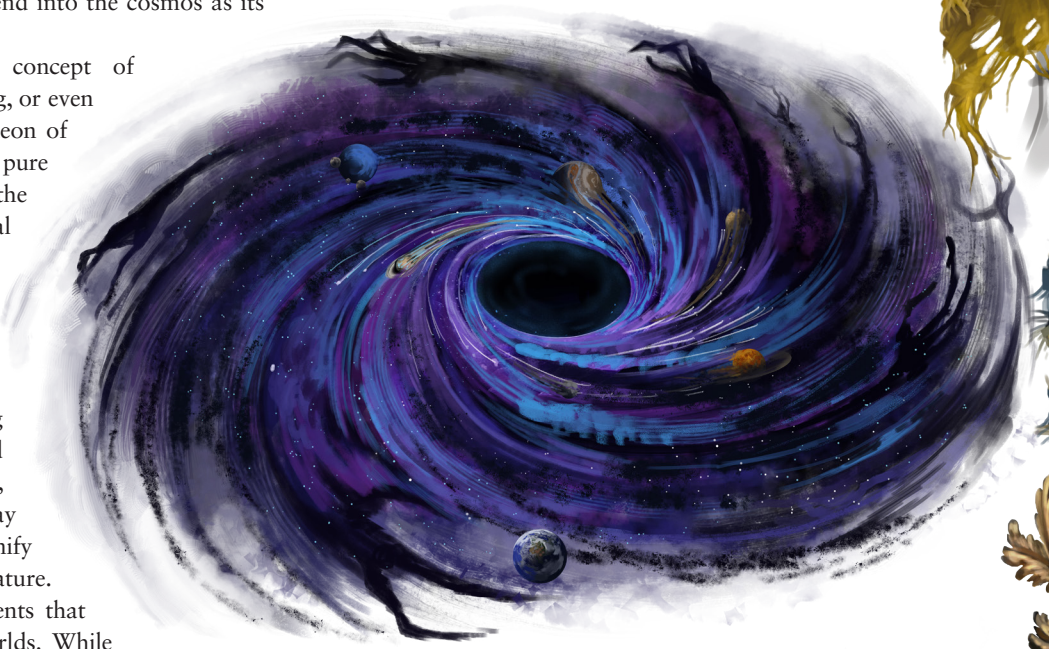
Cleric Spells 1st: *pummeling rubble*, 2nd: *acid grip*; 6th: *disintegrate*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Athletics
Domains destruction, nothingness (page 268), star (page 269), zeal
Alternate Domains change (page 262), freedom
Favored Weapon maul

The Devourer is a new deity: an embodiment of ruin on a galactic scale, born from the acts of other deities in ages long past. Thanks to Gorum and Torag, a sliver of the deity Rovagug was bound inside Gorum's armor, turning the deity of war into an eternal prison for the Rough Beast. Inside Gorum, the sliver festered, changing and warping into something new. Following the events of the Godsrain and Gorum's demise, the sliver managed to escape its prison and ascend into the cosmos as its own being, the Devourer.

The Star-Eater has no concept of worship, its nascent following, or even that it exists among a pantheon of other deities. It's a being of pure primal force that seeks the fruition of complete universal entropy. The only thing the Devourer wants is for everything to end, and its every action is in pursuit of that total goal. It embodies devastation and undoing at a level that goes beyond most mortal comprehension, moving beyond everyday events that more personify Rovagug's destructive nature. The Devourer represents events that destroy stars and entire worlds. While most people have little understanding of the concept of a black hole or supernova, the Devourer is a being who seeks to enact such events throughout the galaxy.

Though few in divine circles have had time to truly comprehend the ramifications of the Devourer's birth—or more accurately, its emancipation from the prison of Gorum's armor. Countless cults have already begun to form around intangible apocalyptic visions seen in dreams or from the ongoing ramifications of the Godsrain itself. So far, only a handful of these cults have blossomed on Golarion, as the Devourer seems instinctively apprehensive of the world that acts as a prison to Rovagug. The same cannot be said for worlds beyond Golarion, and even nearby worlds such as Akiton and Castrovel are already beginning to see the burgeoning of destructive cults of the Devourer. Such cults are almost entirely as damaging as they are self-destructive, with splintered leadership and rash actions often leading to infighting that quickly spreads out to encompass communities or entire nations in its wake.

The Devourer has no relationships with other deities, as it cannot even recognize the existence of other divine beings as anything more than impediments to its cause. It appears as though the Devourer seeks to give Golarion a wide berth, somehow instinctively fearing the cage that contains the Rough Beast. One other deity has taken particular interest in the Devourer: Groetus. The God of the End Times is an inscrutable entity, but it's said that when the Devourer escaped from its prison within Gorum, the eyes of the vast moon that is Groetus shifted, as though its attention was momentarily held by the birth of such an apocalyptic entity. What this means is the stuff of metaphysical debate.



Embaral

The Flooded Heart

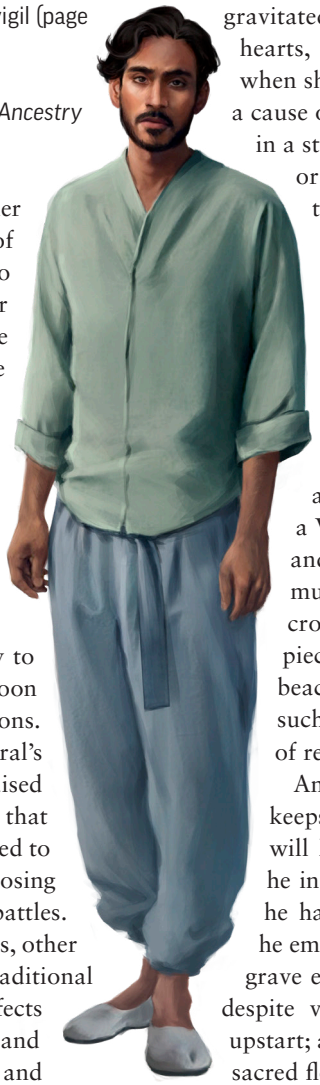
Areas of Concern heartache, passive resistance, and perseverance
Edicts oppose the unjust power of others through resistance, remain steadfast in the face of change, seek or give comfort to those suffering from heartache
Anathema act impulsively, change one's core principles without consideration, commit infidelity
Divine Attribute Constitution or Wisdom
Religious Symbol multicolored piece of sea glass
Sacred Animal dolphin
Sacred Colors light blue, seafoam green, white

Devotee Benefits

Cleric Spells 1st: *endure* (page 257), 3rd: *slow*, 5th: *control water*
Divine Font heal
Divine Sanctification can choose holy
Divine Skill Society
Domains duty (page 265), sorrow (page 268), vigil (page 271), water
Alternate Domains freedom, repose (page 268)
Favored Weapon wish knife (*Lost Omens Ancestry Guide* 139)

Embaral and his fraternal twin brother Obari were once two of the many gods of Golarion's oceans, but both wanted to do more than simply oversee the waters under their command. Obari wished to explore and travel, while Embaral felt ill at ease with the changeability of water, drawn instead toward the stability of land. As Embaral sent gentle waves onto the shores adjoining his waters to better understand them, the goddess Vudravati was drawn to his persistence and patience, and the two fell in love.

But Vudravati also loved Embaral's twin, Obari. While the goddess was happy to take both as lovers, the jealous brothers soon went to war with each other for her affections. Obari sent typhoons to stir chaos in Embaral's waters, while Embaral stilled the winds raised by his brother and flooded the distant lands that Obari loved. The other ocean gods attempted to intervene to disastrous effect, with many losing their lives and immortality in the ensuing battles. As the war spilled across borders and waves, other gods of sea and storm abandoned their traditional demesnes to help shield mortals from the effects of the brothers' wrath. They created bays and seas, coordinating with gods of earth and stone to form peninsulas and islands, anything that the immortal powers could arrange to curtail the brother's influence and stay the fallout of their wrath. A few gods and immortal beings of the great waters fled Golarion altogether, seeking worlds and dominions that were not active battlegrounds for potent and violent immortal forces. But even when Embaral and Obari fought alone in isolated segments of Golarion's oceans, their war for dominance raged unabated, neither willing to be the first to retreat nor willing to sacrifice their emotional claims. Only Vudravati was able to stop the brothers' war, physically separating Embaral and Obari by lying between them in an endless sleep. Her decision instantly ended Embaral's anger, but the goddess as he knew her was lost to him, reborn as the land of Vudra.



While Embaral waits for Vudravati to one day reemerge from the land, he lends his calm to the ocean that bears his name and his strength to others who wait patiently for the things they seek. He initially gravitated toward those with lost loves and broken hearts, but his desire to be worthy of Vudravati when she awakens has led him to those who love a cause or belief, and whose devotion is expressed in a steadfast resistance to oppression, injustice, or cruelty. Many resistance movements turn to Embaral for the strength to defy their oppressors in the face of overwhelming odds, as do those who hold their ground against the forces of change, whether for good or ill.

Many who have lost love seek Embaral's strength, and he is known to appear to those whose stories move him with a calming touch that gives them the ability to endure. He is usually depicted as a Vudrani man with a slight but solid build and a slightly mournful expression, wearing muted linens that allow him to fade into a crowd. Finding his symbol, a multicolored piece of sea glass battered by the waves, on a beach is considered a blessing by Embaral. As such, sea glass has been used as an indicator of resistance by many Embaral followers.

Among his fellow deities, Embaral mostly keeps to himself, afraid that deep connections will lead him back to the destructive passion he indulged in during his war with Obari, but he has become friendly with Sarenrae, whom he empathizes with for also having once made a grave error out of anger; Milani, whom he likes despite viewing her as a somewhat hot-headed upstart; and Arundhat, the Vudrani goddess whose sacred flowers he finds calming.

Emmeton Galardaria

The Shared Hope

Areas of Concern community defense, familial bonds, found family, repayment
Edicts never betray those you have bonded with, repay favors when you can, stand strong with others
Anathema betray a friend or ally, endanger the life of a companion for personal gain, steal from those in need
Divine Attribute Dexterity or Intelligence
Religious Symbol shield with a house painted on it
Sacred Animal pony
Sacred Colors gold, forest green, black

Devotee Benefits

Cleric Spells 1st: *anticipate peril* (page 256), 3rd: *cozy cabin*, 6th: *wall of force*
Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Society
Domains cities, duty (page 265), family, protection
Alternate Domains travel, wealth
Favored Weapon frying pan (*Treasure Vault* 25)

The halfling Emmeton Galardaria was once a common thief. Missing a hand from birth and abandoned as a child, the young Emmeton pledged to take from others everything they took for granted. He gained a reputation as a notorious highwayman, targeting merchants, nobles, and anyone who had become complacent with the gifts life had bestowed upon them. He often gave what he stole to others, earning fame among the less fortunate. As the legends of Emmeton's deeds continued to grow, the halfling began to take on a fraction of deific power. Some believe that Emmeton even stole the smallest of divine sparks from a god.

Soon though, Emmeton Galardaria's followers took to pillaging back roads and highways across every major trade route, without any consideration about who they hurt. Emmeton was so focused on his own balancing of the scales that he failed to notice their indiscriminate targeting of innocent travelers, which quickly drew the ire of Desna. While the Song of the Spheres tried to gracefully inform Emmeton of his faithful's actions, the halfling lashed out in anger and Desna was forced to strike back. The exact details of this fight have been lost to time, but the stories say that Emmeton's mortally wounded body was discovered by the residents of a small village that had been one of the first recipients of the halfling's charity. Though these folk had also recently suffered due to the increase in banditry, they came together to nurse Emmeton back to health.

At first confused by the villagers' compassion in the face of what his followers had done, Emmeton realized that such empathy was the true way to change the world. Emmeton renounced his former violent ways and set to work fixing the parts of the village damaged by the thieves. He then took to traveling to similarly affected villages to put things right and educate the townsfolk on how to better protect themselves. Meanwhile, he also divested himself of his former adherents and even began to find and personally put an end to their stealing. In doing all this, Emmeton Galardaria ascended to true godhood, becoming the deity of cooperation, family, and defense.

Emmeton teaches that when communities work together, they can accomplish more. Worshippers of the Shared Hope often travel around the countryside—sometimes hiding their affiliation—performing similar acts of kindness and service that their god once did. Many forsake conventional weaponry, though they are never unarmed in their journeys, as they have learned to use simple cooking utensils (such as frying pans) and building tools (such as saws) to defend themselves.

Many who live with crippling injuries or who are born with disadvantageous traits have found inspiration in Emmeton's story, and he is supportive of those seeking aid or guidance in living with unique impairments. Emmeton's life and legend has never been defined by his perceived disability. Injured veterans turned away from service have especially found a renewed understanding of their capabilities through him.



Genzaeri

The Telling Trial

Areas of Concern battlefields, modernization, negotiation, and tactics

Edicts develop and use the appropriate tool for the job, share plans with allies, use conflict to demonstrate the best in yourself

Anathema avoid a winnable conflict, retry a failed tactic in the same engagement

Divine Attribute Constitution or Intelligence

Religious Symbol crucible pouring molten metal

Favored Animal magpie

Favored Colors black, white

Devotee Benefits

Cleric Spells 1st: *sure strike*, 3rd: *hypercognition*, 4th: *weapon storm*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy or unholy

Divine Skill Crafting

Domains change (page 262), knowledge, perfection, zeal

Alternate Domains might

Favored Weapon bladed gauntlet (*Lost Omens Knights of Lastwall* 87)



Will the thunder of battle drums make your heart race or your knees quake? Could you stand firm in the face of an enemy charge? These are questions that all warriors must confront, and many call for Genzaeri's favor when they do. As a goddess of battlefield tactics and innovation, Genzaeri sees the field of combat as the ultimate classroom, teaching strategy, tactics, and weapons. Equally blessed by Genzaeri is the historian knowledgeable in enemy weaknesses, the inventor developing a deadly prototype, and the corporal who gives her first command.

The goddess encourages her followers to use combat as the means to learn about themselves and the world around them. The field is the best place to test new fighting techniques and weapons of war, of course, but Genzaeri's followers consider a good fight the opportunity to test their mettle and find out how to adapt themselves to new challenges. After a fight, worshippers reflect on what they learned and see how any new knowledge might be adopted into life outside of combat. Whether they bring useful alchemical concoctions, weapons that double as effective tools, or hard-won personal truths, Genzaeri's followers innovate their lives and communities.

This adaptability is reflected in the goddess's appearance. Genzaeri's standard depictions feature her as a well-armored hobgoblin carrying a bevy of weapons, but it's common to find iconography representing Genzaeri as a slinking panther, a ravenous wolf, or a soaring magpie. In all her forms, the goddess's eyes glow with forge fire, gazing into the hearts of her followers. Her religious symbol is a glowing crucible, representing the trials Genzaeri offers and the transformations her lessons can catalyze.

The goddess's malleable nature has aided her recent increase in popularity. Worship of Genzaeri originated in the hobgoblin city of Rakh Lo, deep in the Darklands beneath Tian Xia. When the hobgoblins of Oprak opened the Stone Roads to this distant locale, worship spread along with valuable trade goods and novel military tactics. The deity's edicts combining careful diplomacy, effective military strategy, and battlefield modernization captured the spirit of the new nation, and Genzaeri's worship was quietly adopted by many citizens, particularly Oprak's alchemists. With Oprak and its neighbors forced into a truce by the mutual threat of the Whispering Tyrant, veneration of Genzaeri has spread into the lands of the Inner Sea.

Genzaeri's shrines, often found in military academies, resemble a combination of training center, workshop, and library. While most of her clergy focus on martial pursuits, a sizable number of civilians study in her precincts, working hard to adapt useful military innovations to everyday life.



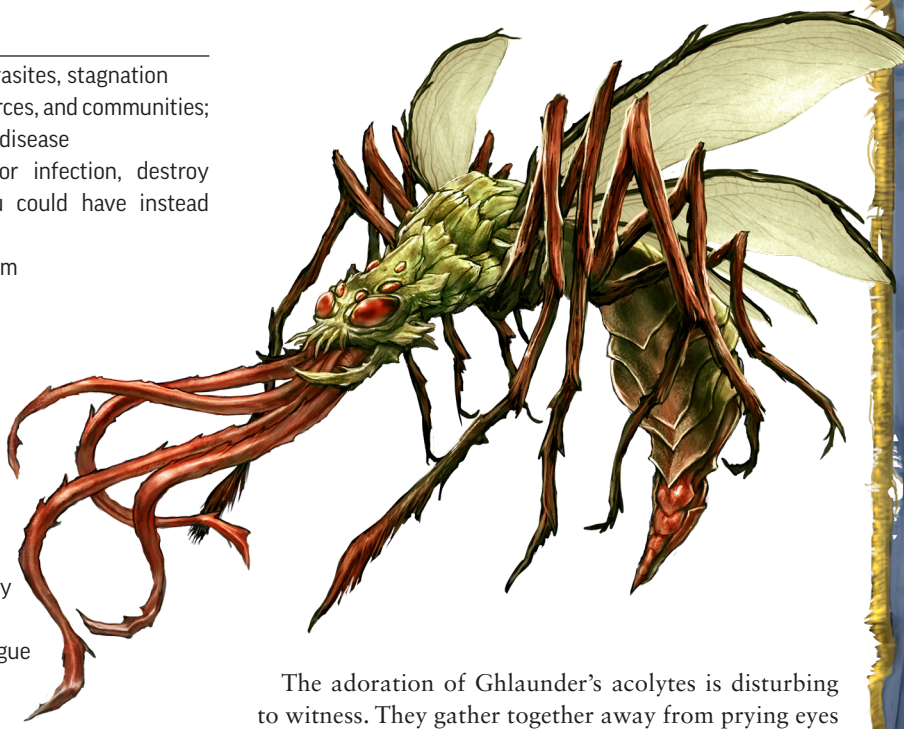
Ghlaunder

The Gossamer King

Areas of Concern infection, insects, parasites, stagnation
Edicts corrupt pieces of land, water sources, and communities; infest the weak; spread and nurture disease
Anathema aid in ending a plague or infection, destroy something out of hand when you could have instead corrupted it or leeched off it first
Divine Attribute Constitution or Wisdom
Religious Symbol mosquito in profile
Sacred Animal mosquito
Sacred Color light gray, red

Devotee Benefits

Cleric Spells 1st: *goblin pox*, 2nd: *vomit swarm* (*Player Core 2* 254), 3rd: *insect form*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Nature
Domains air, decay (page 263), plague (page 268), swarm (page 270)
Alternate Domains dust (page 265), toil (page 271)
Favored Weapon spear



Ghlaunder is the god of pestilence, infection, and insects. His form resembles that of a giant mosquito, warped and distended by the parasites he hosts. He leaves malaise in his wake, laying waste to everything he can. Ghlaunder revels in suffering, especially that caused by sickness: the last gasp of air into fluid-filled lungs, the terrorizing dreams that come only from the hottest of fevers. It is said that the Gossamer King was once swaddled in a cocoon, but was released by the curious Desna into the world with a cleave of her starknife. Since then, the goddess has pursued him in a macabre dance, hoping to kill him as they flit between planes.

Ghlaunder draws in those cast aside by their kin. His priests are survivors of virulent childhood illnesses that left them changed and embittered, or those who have suffered gruesome tortures or terrible torments at the hands of inexperienced healers and wish to subject others to the same. He attracts misanthropes who wish to spread sickness, drawing from ostracized lepers, those injured and infected in war, and those riddled with pox. Ghlaunder tasks his followers with spreading sickness wherever they go, whether via an illness that they carry themselves or a plague they introduce by other means. Those who speak of him with reverence do so in hushed tones, and their foes include the likes of doctors, midwives, and followers of the goddess Desna.

The adoration of Ghlaunder's acolytes is disturbing to witness. They gather together away from prying eyes and wail to their god, bringing him offerings of rancid meat and fetid bodies, then infesting themselves with leeches and parasites. Ghlaunder's desires are clear: he wants nothing more than to hear cries of anguish in the night when he hovers in the sky, knowing those who suffer below him are rotting from the inside out.

Priests of Ghlaunder have shown an unusual interest in the Sarkoris Scar following the events of the Godsrain. Gorum's death, specifically, likely has little to do with this directly, but it is possible that a near re-opening of the Worldwound, avoided only by the death of the Sarkorian god Sturovenen, caught Ghlaunder's attention. In the same way that the demon lord Deskari's purview over locusts allowed him to infiltrate Sarkorian society and religious practices, it may be that Ghlaunder sees a new opportunity to infect a people and region, spreading corruption as other immortal entities have done before him. The demon-ridden wastes around the former Worldwound present many opportunities for Ghlaunder's acolytes to hide and gather power, and some of the most remote Sarkorian clans are still not aware of the change in that region's circumstances. They have not gained the aversion to insectile gods and spirits that Sarkorians who suffered through the great diaspora of their people have developed.

Perhaps Ghlaunder merely sees an opportunity to spread the corruption that is his nature, or perhaps he has begun a more sinister plot to amass power and ascend to the ranks of more prominent deities. Ghlaunder is cunning and ancient, and potentially ready for a more active role in mortal affairs.

Grandmother Spider

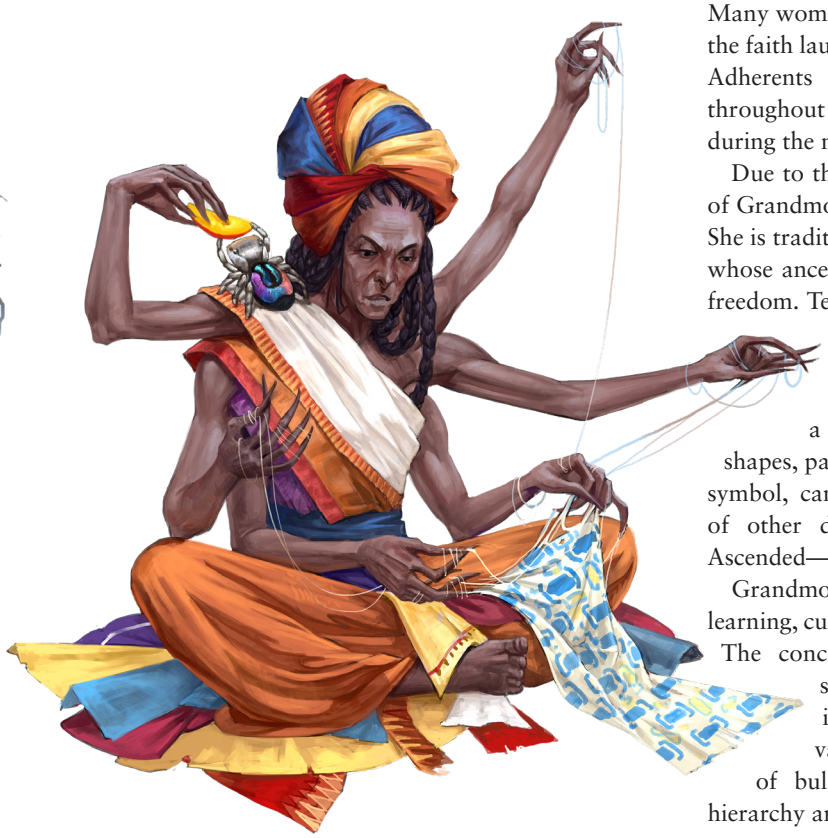
The Weaver

Areas of Concern family, illusion, stories, twilight, weaving
Edicts be skilled and clever, think for yourself, take due payment for your work, humiliate the powerful
Anathema abuse someone you have power over, harm someone who has given you sincere kindness, let a slight go unanswered, own a slave
Divine Attribute Intelligence or Wisdom
Religious Symbol four-pointed hollow webbed diamond
Sacred Animal spider
Sacred Colors blue, orange, yellow

Devotee Benefits

Cleric Spells 1st: *pest form*, 2nd: *web* (*Player Core 2* 255), 4th: *honeyed words*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy
Divine Skill Crafting
Domains creation, family, fate, trickery
Alternate Domains change (page 262), darkness
Favored Weapon bola

Also known as Nana Anadi, Grandmother Spider began her existence as a servant of the other gods, meant to weave fate and reality into existence. Infuriated at her position as a lackey, she made fools of the greater gods through mischief and disruption. She stole and copied Asmodeus' keys, resulting in widespread chaos, and pilfered some of Sarenrae's fire, leading numerous followers astray. Nimbly avoiding any retribution for her antics, Grandmother Spider rewove the strands of fate for herself, gaining her freedom. She regularly pleads with her brother Achaekek to follow her lead and rebel against the gods, and while he always refuses, seemingly indifferent, Achaekek has on one notable occasion proven vengeful toward those who harm his sister or her followers.

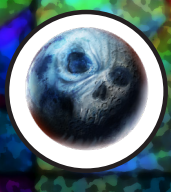


Grandmother Spider is more of a folk hero than a god to many of her adherents. The Weaver tumbles messily through life, tricking those who underestimate her yet being tricked by those she underestimates in turn. She is driven to meddle by her curiosity and her impetuousness, not by any grand plan—and her schemes succeed or backfire as they may. Grandmother Spider rolls with the punches, as either result is a reward fairly earned, and expects those who follow her to do the same. To Grandmother Spider, failure is just as important as success, and the Weaver holds little love for those who can't admit their own follies.

Despite her antics, Grandmother Spider is a source of stability to most of her communities. She emphasizes the importance of family and community in a harsh world that is often unfair. She insists that people get what they deserve, whether it is kindness for kindness or vengeance for cruelty. Exploitation and predation earn her outrage. Many women and midwives are drawn to her faith, and the faith lauds their hard work and strength of character. Adherents also run a series of "Mama Schools" throughout the Mwangi Expanse, educating youths during the months between planting and harvesting.

Due to the ongoing animosity of Asmodeus, worship of Grandmother Spider is virtually unknown in Avistan. She is traditionally revered in Garund and among anadi, whose ancestors she led through the darkness and into freedom. Temples are rarely dedicated to Grandmother Spider. Her places of worship are instead typically schools and small roadside or home shrines consisting of a spider figurine, a loom, or a woven object. Woven diamond shapes, patterned after Grandmother Spider's religious symbol, can also be found tucked inside the temples of other deities, especially those belonging to the Ascended—those gods who were once mortal.

Grandmother Spider emphasizes self-reliance, learning, cunning, and caring for family and community. The concept of unquestioning faith in a god is something Grandmother Spider sees as insufferably pretentious, though her own vanity is notorious. She is likewise intolerant of bullying and slavery and disdains inherited hierarchy and titles.



Groetus

God of the End Times

Areas of Concern apocalypse, empty places, oblivion, ruins
Edicts preach of the upcoming end times, destroy that which has outlived its usefulness, put the suffering out of their misery
Anathema artificially extend something's existence or life span, spread hope
Divine Attribute Strength or Charisma
Religious Symbol skull-faced moon
Sacred Animal none
Sacred Color none

Devotee Benefits

Cleric Spells 1st: *phantom pain*, 5th: *wave of despair*, 9th: *detonate magic*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Intimidation
Domains darkness, destruction, nightmares, nothingness (page 268)
Alternate Domains decay (page 263)
Favored Weapon war flail



Ancient beyond mortal reckoning, Groetus is an entity who cannot be easily understood. He hangs in the sky above the Boneyard, a skull-faced moon constantly observing the passage of the souls below. Events can cause him to draw ominously closer to Pharasma's Spire, or to retreat back to a safer distance, with little obvious rhyme or reason for these actions. He evinces little regard for anything but his singular aim: the dissolution of the universe.

Books such as the *Concordance of Rivals* avow that when Pharasma judges the last living soul, Groetus will finally descend to meet her and then fade from existence as the Universe comes to an end. The god has little preference on when this will happen and makes no efforts to either hasten or delay this final reckoning. Though some sects of his worshippers hope to bring about the apocalypse, he offers them no more and no less regard than any other adherents. If Groetus has any desires, they are communicated only through the jagged nightmares his followers sometimes receive—and even these are more likely to be incidental visions with no bearing on the god's actual goals.

While it may seem strange that a deity who seems to actively disregard his worshippers continues to attract faithful followers, Groetus is sought out with morbid fascination by those who desire knowledge of the future. With perfect insight into the final fate of the cosmos, Groetus is able to piece together many of the horrifying possibilities of what is yet to come. For those granted glimpses of such futures, the terrible knowledge is often enough to permanently warp their view of reality. Such unfortunate individuals are often compelled to spread word of the coming triumph of Groetus, warning all those who will listen that the days of the universe are numbered. Groetus is also venerated by those eager for the end of the world, because they either see little value in the current order, find it too painful to cope with reality, or believe the universe is irredeemably flawed and must be destroyed. Many of these followers are more eager for destruction than Groetus himself, who reacts to events that hasten and delay the end times alike with little more than detached acknowledgment. The end is inevitable, and Groetus is patient.

Some exceptionally foolhardy explorers have attempted to land upon the physical surface of Groetus, taking flight from Pharasma's Boneyard and approaching the bloated moonlet that floats in the sky above. Most of these people are never seen again. A few have returned as broken and delirious servants of Groetus, prophesying destruction and horrific visions of the future. Most deities forbid their servants from contact with Groetus outside of very extraordinary circumstances, as the risks are far too great and the god far too taciturn with his opinion for the risks.

Groetus has no organized church. He dictates nothing to his followers and keeps his own counsel, offering his gifts to those who keep his favor but giving little indication on what might curry it. Most of his clergy are solitary, wandering doomsayers, though some attach themselves to war bands or teams of bandits and encourage such groups to spread chaos. Those who feel themselves guided by the god work to fulfill the conditions of obscure prophecies they feel will quicken the destruction of reality and allow Groetus to close the book of the universe.

DIVINE MYSTERIES
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Gruhastha

The Keeper

Areas of Concern enlightenment, the Vudrani holy book
Edicts work toward collective transcendence, expose and root out malicious lies, challenge oppression through education, protect knowledge, seek truth
Anathema deny a sincere student education, destroy knowledge, disrespect the traditions of those around you, willfully spread ignorance or wrong information
Divine Attribute Intelligence or Wisdom
Religious Symbol mandala with books as compass points
Sacred Animal tortoise
Sacred Color teal, green

Devotee Benefits

Cleric Spells 1st: *share lore* (page 259), 3rd: *hypercognition*; 4th: *telepathy*



Divine Font *heal*
Divine Sanctification must choose holy
Divine Skill Society
Domains glyph (page 266), knowledge, perfection, truth
Alternate Domains introspection (page 266), nature, travel
Favored Weapon shortbow

Gruhastha the Keeper is a deity of understanding, peace, and the collective pursuit of enlightenment. The once-mortal nephew of Irori is believed to have ascended to godhood himself after creating the holy book *Azvadeva Pujila*, fully embodying all divine wisdom within the text. Originating in Vudra, the Keeper's faith has slowly gained popularity in the Inner Sea region, particularly in Jalmeray, where Irori already had a wide following. Gruhastha manifests as a human man with an idealized form, augmented with wings of red and green plumage and a golden mandala as a halo.

Gruhastha teaches compassion for all beings, and that enlightenment is attained through knowledge guided by wisdom and empathy. His priests and followers are dedicated to educating others, yet recognize that they, too, are constantly learning. They do not hold one culture's teachings as superior to another's and seek to preserve and honor cultural traditions wherever they go, as there are many valid paths to enlightenment. In seeking knowledge, Gruhasthans work to understand, respect, celebrate, and support everyone on their own personal journeys to transcendence. Temples are open to all and maintain extensive libraries to encourage multilingual literacy; books are often freely given and taken from the Keeper's shrines. Aware that it's difficult to prioritize education or seek transcendence when basic needs are unmet, the Keeper's advocates work to remove structural barriers and ensure everyone has access to the basic comforts and tools they need to guide themselves toward enlightenment. As Gruhasthans also practice nonviolence—though force is accepted as necessary in some instances—champions of Gruhastha are rare. However, clerics, champions of justice or redemptions, and all his followers share the same commitment to truth, equity, and justice.

Since the advent of the Godsrain, Gruhastha has attracted a surprising number of exemplar worshippers. These individuals who are driven to control and nurture their divine spark seem to benefit greatly from Gruhastha's teachings. While the nature of their power means they rarely align with Gruhastha well enough to gain a cleric's magical gift, they do seem to gain a notable peace and focus through the Keeper's teachings.

Hanspur

The Water Rat

Areas of Concern river travel, rivers, and smuggling
Edicts guard river travelers from unnatural hazards, learn how to live off the river, save others from drowning
Anathema aid daemons or the Riders of the Apocalypse, impose needless laws or restrictions on others
Divine Attribute Strength or Dexterity
Religious Symbol rat walking on water
Sacred Animal rat
Sacred Colors blue, gold

Devotee Benefits

Cleric Spells 1st: *hydraulic push*, 3rd: *aqueous orb*, 5th: *control water*
Divine Font *harm* or *heal*
Divine Sanctification can choose holy
Divine Skill Athletics
Domains death, travel, water, wealth
Alternate Domains freedom
Favored Weapon trident

People often jump to the conclusion that Hanspur is a small god that cares only about the Sellen River, its tributaries in the River Kingdoms, and those who ply those waterways. But he is much more than that. This demigod believes that all people should be able to flow like rivers and not be dammed by laws or other imposed restrictions. Freedom is of paramount import to Hanspur, who exhorts his followers to let no one stand in the way of achieving their goals. This outlook makes the Water Rat a popular deity among smugglers, especially those who use rivers. Even Hanspur has transported illicit weapons and other goods to planar communities on the banks of the River Styx to help stem the advancement of daemons.

Many texts indicate that in his mortal life, Hanspur was a powerful Kellid king who ruled over the whole River Kingdoms. Others indicate he was simply a priest of Gozreh. A third version of his origins say that he made a dishonest living as a thief and smuggler on the Sellen. Many believe Hanspur's clerics know the truth, but they've never dismissed any of these stories. It is likely that these diverse tales arose from variations in Kellid oral storytelling tradition, yet these stories all share one common element.

All versions of the story share is that Hanspur's traveling companion, a priest of the daemonic harbinger Corosbel, drowned the then-mortal as a sacrifice to Charon. Fortunately, Gozreh intervened and preserved Hanspur's soul in his giant rat companion, Theobald. A week later, Hanspur rose from the waters of the Sellen River as a demigod with a fractured soul. Since then, Hanspur has engaged in a campaign against daemonkind and the Riders of the Apocalypse, especially those who travel the River Styx.

Hanspur often roams the Sellen River in his rat form, aiding those in need with free or safe passage along the waterways, and interfering when authorities attempt to enforce laws that inconvenience or limit their inhabitants. Those who defy him are often met with swarms of rats invading their boats, or unusually large river rats headbutting the vessels with such intensity they break apart.

The Water Rat has no formal temples. Shrines are maintained in numerous places near towns and settlements bordering rivers, as many followers like to submerge their feet in the waters while doing their prayers. Priests of Hanspur tend to wear simple clothing that doesn't announce their affiliation and live transient lives as they go from village to village.



Hei Feng

Duke of Thunder

Areas of Concern sailors, the sea, storms, tengu
Edicts follow your passion, make token attempts to apologize to those you have wronged, respect the power of the sea and sky, encourage flashy entertainment
Anathema fake friendship with those you despise; disrespect Hei Feng or Hei Feng's estranged wife Lady Jingxi; ignore an affront to you, Hei Feng, or Lady Jingxi
Divine Attribute Constitution or Charisma
Religious Symbol lightning bolt issuing from a dark storm cloud
Sacred Animal raven
Sacred Color black, yellow

Devotee Benefits

Cleric Spells 1st: *gust of wind*, 4th: *hydraulic torrent*, 6th: *chain lightning*
Divine Font *harm* or *heal*
Divine Sanctification can choose unholy, can choose holy if you are a tengu
Divine Skill Performance
Domains air, indulgence, lightning (page 267), water
Alternate Domains destruction, travel
Favored Weapon jiu huan dao (*Treasure Vault* 25)



Hei Feng, the tengu god of storms, is as unpredictable as the sea, as destructive as a hurricane, and, more often than not, as drunk and foulmouthed as the sailors who pray to him. Impulsive and passionate, his heart moves between joy, sorrow, and anger in the time it takes him to finish his cup, though whatever his mood, he rarely feels it lightly. He may be so moved by a fisher's prayer that he blesses her with a catch large enough to feed her village, while later unleashing torrential waves against that same village for a slight. This unpredictability leads the rest of the Heavenly Court to regard him as troublesome, and mortals to view him with wary respect.

Though the Duke of Thunder is surprisingly eloquent when the mood strikes, Hei Feng has a keen distaste for etiquette and sophistication. He loves street fairs, festivals, and other raucous celebrations where mortals gather—to the Duke of Thunder, an unpolished street performer on a busy intersection is a more vibrant show than the finest theater could provide.

Hei Feng's church has little formal structure. Hei Fengan priests usually come through in a crisis, but since they tend to be as tempestuous as their deity, their presence can be something of a mixed blessing. Hei Feng is the patron of tengu, and himself takes the form of a tengu with smoking black feathers. His faith is seen mostly in Tian Xia, though his worship has since spread across Golarion and especially to the Shackles, where sailors and tengu pirates pray for safe voyages between islands.

While Hei Feng's drunken rampages and occasional uncouth outbursts have strained his relationship with his estranged wife, the goddess Lady Jingxi, Hei Feng still cares deeply for his wife and demands that his worshippers treat her with the same, or perhaps even more, respect that they offer to him. It is not entirely uncommon for adventuring parties in certain areas of the world to include a champion of Hei Feng supported by a cleric of Lady Jingxi, though the same supernatural strife that affects their godly marriage seems to be inevitably inherited by their followers. Despite this near-certain discord, these pairings make for formidable alliances.

Izuyaku

The Strength and Serenity

Areas of Concern balance, strength, health, and hot springs
Edicts keep communal bodies of water safe and clean, practice good hygiene, strengthen yourself and others physically or emotionally
Anathema intentionally spread a disease, neglect your personal wellness without good cause
Divine Attribute Constitution or Wisdom
Religious Symbol circle of stones surrounding a rippling pool of water
Sacred Animal snow monkey
Sacred Colors bright orange, vivid blue

Devotee Benefits

Cleric Spells 1st: *endure* (page 257), 3rd: *haste*, 5th: *geyser* (*Secrets of Magic* 108)
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Medicine
Domains healing, might, repose (page 268), water
Alternate Domains confidence, family
Favored Weapon meteor hammer (*Treasure Vault* 25)

The Strength and Serenity teaches that the most important objective of all mortals is to grow strong, so that they will survive the rigors of existence and live well. To Izuyaku, wellness is a balance between the needs of the body and the needs of the mind; they encourage the devout to regularly exercise their body but also to rest and relax for equal periods. Appropriately, Izuyaku is often depicted as a gentle-faced human with both masculine and feminine features reclining in a hot spring bath, their stocky build having both muscle and fat in equal measure.

Once an individual is strong enough to support themselves, Izuyaku expects them to uplift their community. Especially devout followers regularly travel great distances to share their teachings with settlements further afield, and it is not uncommon to find traveling clerics extolling the dual virtues of strength and serenity. Devotees can also be found serving as combat medics who stride into danger to rescue the wounded, tending to injuries both physical and otherwise; to these followers, there is no greater test of their resolve.

Izuyaku's worship began in Arcadia's Land of Northern Lakes. Legend claims that they arrived in the wake of a calamitous shower of meteors, as the great craters created by that event began to bubble up with life-giving waters that quickly restored the land. In truth, Izuyaku was a powerful nature spirit from the Darklands who ascended to divinity after the disturbance roused them from the depths and, finding surface creatures fascinating, took on the mantle of their patron and protector.

Far-traveling worshippers of the Strength and Serenity carried the faith beyond the Land of Northern Lakes, establishing the god as a minor deity within Minkai to the west and, more recently, the Saga Lands of the Inner Sea. Izuyaku's Minkaian followers have developed a tradition of erecting structures around large hot springs. These buildings function as both inns and temples, and this tradition has begun to be adopted within Arcadia and Avistan as well. Where hot springs don't naturally form, followers sometimes create communal saunas or artificial baths, preferably using the heat from a geothermal vent in the endeavor.



Kaldemash

Keeper of the Code

Areas of Concern birds of prey, firearms, and honorable combat

Edicts let others know your grievances, offer a just duel to those who seek satisfaction, uphold the Star Code, use your firearm in a safe manner

Anathema break the terms of a duel, harm innocents or anyone not involved with your duel or grievances, willingly provide a firearm to a reckless person

Divine Attribute Dexterity or Wisdom

Religious Symbol talon clutching a bullet made of starlight

Sacred Animal falcon

Sacred Colors gray, red

Devotee Benefits

Cleric Spells 1st: *sure strike*, 4th: *clairvoyance*, 7th: *true target*

Divine Font *harm* or *heal*

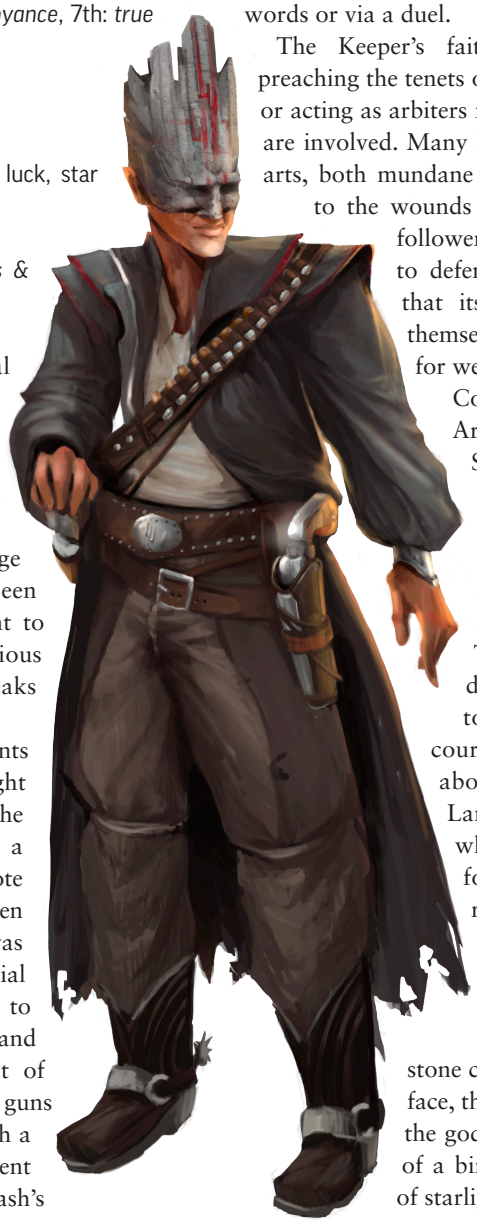
Divine Sanctification can choose holy

Divine Skill Crafting

Domains duty (page 265), knowledge, luck, star (page 269)

Alternate Domains healing, protection

Favored Weapon dueling pistol (*Guns & Gears* 151)



Tales of gunslingers and magical firearms are common throughout the lands of Arcadia. The most notable of these weapons are the star guns, firearms capable of firing magical energy that flows with the light of the stars. Although knowledge of the creation of star guns has been lost, stories of their origin all point to the Crowned Regents, a mysterious people that inhabited the Crownpeaks of Arcadia.

Legends of the Crowned Regents disagree with one another or outright contradict themselves, but one of the few constants across the stories is a figure named Kaldemash. The tales note that wise Kaldemash was there when the first star guns were forged and was quick to realize the dangerous potential of the new weapons. He retreated to his chambers, toiled for ten days, and emerged with the Star Code, a list of rules on the appropriate use of star guns and behavior of anyone carrying such a weapon. It's unclear if the establishment of the code was the cause for Kaldemash's divine ascension, but once he reached divinity, the Star Code spread beyond the Crownpeaks and has remained a staple of the Deadshot Lands and greater Arcadia ever since. With increased trade between Arcadia and the Mwangi Expanse, the Star Code and Kaldemash's teachings have even begun to spread throughout the Inner Sea region.

Kaldemash's greatest concerns are with treating star guns and other firearms with the gravity and care that they require. In the guise of the Tutor, Kaldemash returns to Golarion to teach new generations how to safely use and care for firearms. While it's not a direct part of the Star Code, Kaldemash also teaches that his followers should let others know of any grievances they have so that they might be settled accordingly, either through words or via a duel.

The Keeper's faithful are generally wanderers, preaching the tenets of the Star Code wherever they go or acting as arbiters for duels, whether or not firearms are involved. Many Kaldemites also learn the healing arts, both mundane and magical, to help them tend to the wounds of those injured in duels. Some followers even take it upon themselves to defend settlements until such a time that its people are trained to defend themselves, acting as impromptu sheriffs for weeks or months at a time.

Common knowledge throughout Arcadia notes that breaking the Star Code invites the gaze of Kaldemash and places a target on one's back. While many unscrupulous gunslingers might bend the rules, most of them know where the line is drawn. Those who intentionally cheat during a duel or refuse to adhere to a Kaldemite's ruling after a duel court death. Countless tales float about on the winds of the Deadshot Lands, describing Kaldemites who have hunted such outlaws for weeks or even years to enact righteous justice.

Kaldemash appears as a tall, imposing humanoid figure wearing a heavy duster popular in western Arcadia. A heavy stone crown covers the upper part of his face, though this doesn't seem to impede the god's vision. His symbol is the talon of a bird clutching a single bullet made of starlight.

Kazutal

Mother Jaguar

Areas of Concern safety, liberty, community
Edicts defend your people, provide for those who need you, oppose those who unjustly lord power over others, demonstrate devotion to things you love
Anathema own a slave, force a creature to act against its will, refuse to give aid to an ally, enforce an unjust law
Divine Attribute Strength or Wisdom
Religious Symbol jaguar's head on a green circle
Sacred Animal jaguar
Sacred Color black, gold, green

Devotee Benefits

Cleric Spells 1st: *sure strike*, 3rd: *animal form*, 4th: *mountain resilience*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Society
Domains family, freedom, might, protection
Alternate Domains cities, vigil (page 271)
Favored Weapon machete (*Treasure Vault* 25)

Kazutal, also known as Mother Jaguar or Lady Jaguar, is an old deity, revered for thousands of years on the continent of Arcadia. Ages ago, she was worshipped in the Razatlani Empire as a goddess of might and protection in war. After the catastrophe of Earthfall, however, her edge softened; those who struggled to put the world back together called upon her to protect their neighbors and came together under her guidance to build strong bonds of community and support.

Today, Kazutal is worshipped throughout Arcadia as a deity of community, liberty, and safety. Her churches support the downtrodden and reinforce better ways to work alongside one another for compassionate goals. Clerics of Kazutal ask her for strength so they can help those around them and protect them from danger, enriching their communities with civic pride and keeping a sharp eye out for internal dangers and bad actors among their flock. Warpriests of Kazutal rely on the deadly edge of their machetes to fight against corrupting and oppressive forces in the world. Above all, Kazutal's clergy preaches the strength of love, both for other people and the cultures they form, which gives followers the strength to fight without compromise or weakness to protect those they hold dear.

Kazutal is largely unknown in the Inner Sea region. Over the last few years, however, her clerics have ventured to Avistan in response to contact from Chelaxian colonists near the Arcadian city of Segada. Kazutal's teachings of liberty and safety rapidly attracted a number of former slaves after the recent abolitionist success in Absalom, and her emphasis on community brought many of these disparate people together into a political bloc during a crucial time. Other churches of Kazutal are found in Garund, particularly in Senghor and other cities where merchants have traded with Arcadia. The orcs of Belkzen have also recently discovered Mather Jaguar's worship, though whether this marks a turning point for orcish culture, a danger that Kazutal might be drawn into Crucible challenges, or a combination of both possibilities mixed with a variety of other societal, religious, and ancestral complications that defy prediction can only be truly determined through the passage of time. Undoubtedly, Mother Jaguar's influence over the Inner Sea has only just begun to rise, and where that might lead for both her and her worshippers is a destination sure to change the world as it is currently known.



Kurgess

The Strong Man

Areas of Concern healthy competition, sport, physical development

Edicts compete to your full potential, claim victory or accept defeat with grace, seek always to better yourself, encourage others to strive toward their own potential for greatness

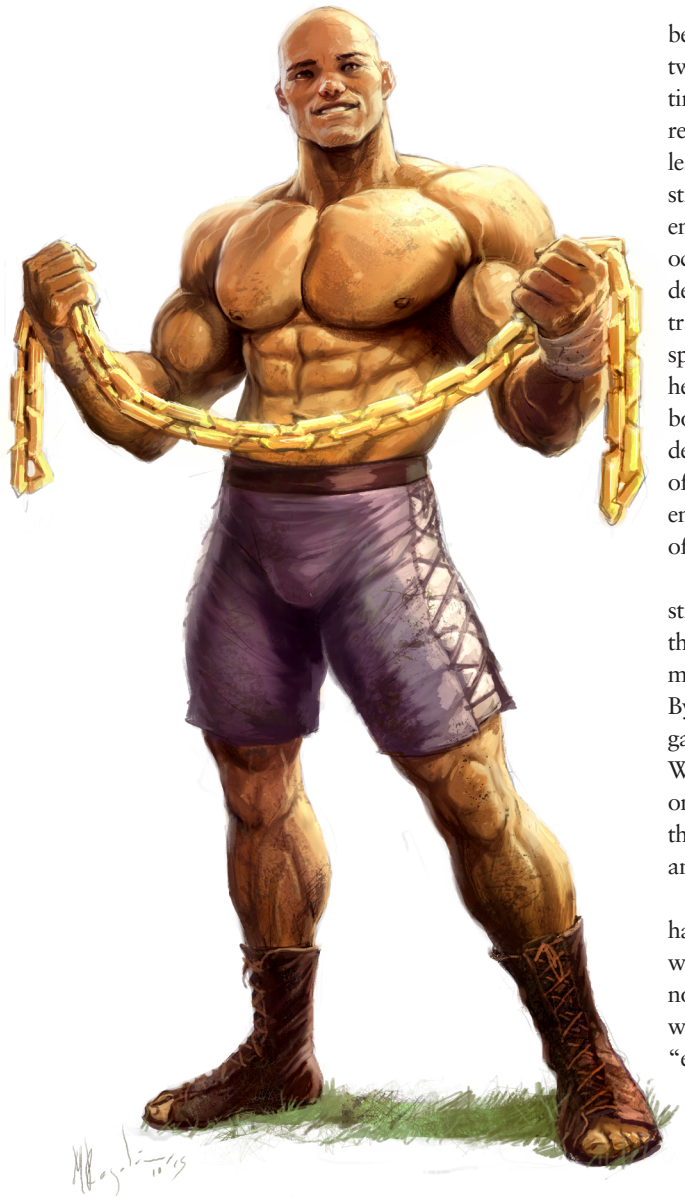
Anathema cheat at honorable contests, dishonor those who have lost or failed (including defeated or slain enemies), engage in reckless or needless destruction or bloodshed

Divine Attribute Strength or Constitution

Religious Symbol flexing arm with chain

Sacred Animal horse

Sacred Color gold, white



Devotee Benefits

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

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Athletics

Domains ambition, might, truth, zeal

Alternate Domains introspection (page 266), toil (page 271)

Favored Weapon javelin

Once a mortal farm boy from Taldor who had superhuman strength from youth, Kurgess's selfless sacrifice on the field of competition heralded his rise to godhood. Known as the Strong Man, Kurgess stands as both a champion and a shining example to those who seek athletic achievement and to give their all in competition, regardless of whether they are victorious or not.

Whether they're priests or lay believers, Kurgessans believe strength of body and strength of character are the twin pillars that flank the gates of Nirvana, and most train tirelessly to achieve these ideals. Worshippers of Kurgess revel in their strength, eager to show off; this is motivated less by pride, however, than by a desire to inspire others to strive for their own potential. While the teachings of Kurgess emphasize physicality, wizards and other students of magic occasionally find inspiration in the Strong Man's example, delving into the study of magic with the same zeal more traditional worshippers apply to physical exercises. Some spellcasters believe that keeping one's body in good shape helps keep one's mind just as sharp, and actively seek to bolster their physical prowess as part of their path toward developing mental acuity and endurance. Regardless of their methods, Kurgessans are commonly jovial and encouraging, even to their rivals, and their companions often cannot help but be inspired by their enthusiasm.

While Kurgessans are willing to demonstrate their strength in combat, especially to protect others or defend their ideals, followers of the Strong Man take no pleasure in mortal combat or the deaths of even the direst of enemies. By and large a light-hearted lot, Kurgessans prefer training, games, and friendly competition to war and bloody conflict. When the need arises, however, Kurgessans can be found on the front lines of combat, and heroic orders such as the Knights of Lastwall often count Kurgessan champions among their ranks.

Prior to the events of the Godsrain, Kurgess's worship had begun to wane across the Inner Sea. However, with warshards raining across the continent, his priests have no dearth of heroic endeavors to entice new worshippers with. The emergence of the divine warriors known as "exemplars" and a sudden proliferation in powerful monsters appearing in unexpected locales, more and more adventurers and would-be heroes have begun to flock to the Strong Man's ranks once more.

Milani

The Everbloom

Areas of Concern devotion, hope, uprisings
Edicts confront oppression in all its forms, defend the common folk, overcome despair to sieve victory
Anathema abandon those in need, enslave or oppress others, harm the innocent through direct or inadvertent action
Divine Attribute Strength or Wisdom
Religious Symbol rose on bloody street
Sacred Animal mouse
Sacred Color red, white

Devotee Benefits

Cleric Spells 1st: *sure strike*, 3rd: *enthrall*, 4th: *fire shield*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Society
Domains change, destruction, freedom, zeal
Alternate Domains healing, protection
Favored Weapon morningstar

Milani is the patron mother of those who war against oppression. Once a saint of Aroden's faith, she rewards those willing to sacrifice their lives and use whatever tools are available to fight for those who cannot defend themselves, especially people who have been captured or enslaved. Throughout Golarion, Milani is also known as the Everbloom, as the symbol of her church is a beautiful rose growing from blood-soaked soil.

Milani's church is organized into independent, clandestine cells of freedom fighters, rather than into traditional structures. Clerics of Milani often own or work in subtle businesses or organizations cleverly designed as fronts to cover their efforts to cleanse a region of oppressors and liberate those who have been enslaved or victimized. As a subtle tell to other Milanites of the structure's true intent, these buildings usually feature a small rose garden or other rose iconography.

One of the most famous and oldest of these safe havens is an inn in Absalom known as the Sanguine Thorn, which served as a staging point for hundreds of successful liberation attempts in the area. While most believe the tavern was destroyed in the earthquake that devastated Absalom's Precipice District, rumors circulate about a traveling wagon caravan that secretly uses the tavern's name to refer to the collective of Milanites who travel with it, moving from place to place, undermining persecution in all its forms and fighting for freedom at all costs.

Milani has never been as popular as other Avistani gods of justice, such as Cayden Cailean or Iomedae, but she uses her lack of notoriety to her best advantage. She and her followers can often slip unnoticed among tyrants and oppressive regimes, who either don't notice them or don't consider them much of a threat.



Nin

The Immaculate Solution

Areas of Concern mathematical laws of undeath, unsolved mysteries, vampires

Edicts become a paragon of vampiric perfection, eliminate vampiric weaknesses using analysis and experimentation, punish those who restrict the free exchange of information

Anathema demonstrate apathy or complacency toward self-improvement, fail to cooperate or share information with another worshipper of Nin, refuse to attempt to find a solution when presented with a problem

Divine Attribute Intelligence or Wisdom

Religious Symbol two skulls facing atop a grimoire in a pool of blood

Sacred Animal spider

Sacred Colors red, white

Devotee Benefits

Cleric Spells 1st: *share lore* (page 259), 4th: *telepathy*, 5th: *mind probe*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Occultism

Domains glyph (page 266), knowledge, perfection, undeath

Alternate Domains darkness, tyranny

Weapon sword cane

No vampire who seeks anything other than more of undeath's secrets dares utter a prayer to Nin, for the vampire deity of unbridled evolution and limitless knowledge seeks to destroy or conquer all who embrace or tolerate weakness. Disciples of Nin believe that undead who waste near immortality on apathy, gluttony, and greed (such as followers of Urgathoa or Zura) remain unworthy of their gifts. Mortals are little more than food that nourishes their empire, and any god who demonstrates compassion toward them is far too complacent to deserve their divine station. True vampires serve Nin through the endless pursuit of knowledge, using methodical analysis to root out flaws and maximize their strengths. Through them, Nin seeks to assemble an army of flawless sentinels that can bring order to Golarion by conquering the weak, including all other deities! Only by doing so will they achieve their ultimate goal: to become the most perfect being in the universe. One supplicates to the Immaculate Solution not on a bent knee, but by poring over dusty tomes to discover the secrets of magic, proving ancient theorems using occult mathematics, or conducting experiments that test the very limits of vampiric might. For vampires who approach the mysteries of the universe as equations to solve, endless power awaits.



The Immaculate Solution reveals themself only to vampires who have demonstrated an unwavering devotion to perfecting their undead state. Nin is said to never appear in physical form, for the body harbors weaknesses that can be exploited. Instead, they prefer to surprise their followers in the reflections of mirrors and pools of still water. Nin often presents as an eccentrically dressed, agender human with black skin and elongated fangs, wearing thin spectacles and clutching a massive tome that seeps blood from its pages.

Those who gain an audience with Nin are often tasked with solving the most difficult vampiric problems. Nin insists their charges conduct research while sharing information with other followers to maximize their successes. Vampire clans who worship Nin and who are tasked in this manner might slowly subject themselves to garlic to identify how much might inspire genetic resistance; calculate the mathematical and scientific ramifications of building a device to block out the sun; or even test reactions to multiple kinds of wooden stakes on the hearts of vampires from weaker faiths. The countless experiments and unraveling of universal mysteries have allowed Nin's followers to remove some of the inherent weaknesses of all vampirekind. That no living mortals remember a time when vampires were hypnotized by the natural spirals of pine cones and other plants, were weakened by the odor of burning lavender, or were thrown into a comatose state by hematite weapons is a testament to the work that Nin's followers have accomplished in thousands of lifetimes.

Nivi Rhombodazzle

THE GRAY POLYCHROME

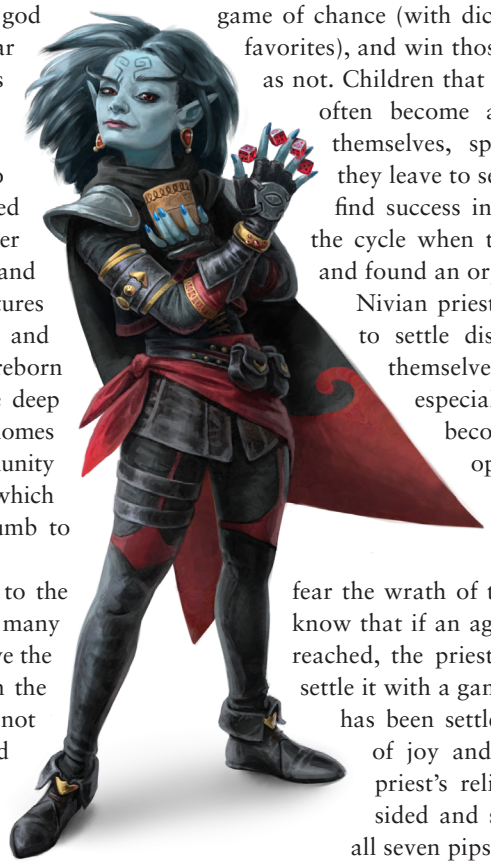
Areas of Concern gambling, gems, gnomes, and stealth
Edicts learn the rules and strategies of games of chance played wherever you travel, take risks and savor the consequences whether good or ill, use stealth and guile over violence when dealing with the fallout from your risk-taking
Anathema break the established rules or terms of a wager, use violence to avoid the consequences of a wager
Divine Attribute Dexterity or Intelligence
Religious Symbol seven-pipped gem die
Sacred Animal mole
Sacred Colors gray, red

Devotee Benefits

Cleric Spells 1st: *illusory disguise*, 2nd: *invisibility*, 4th: *liminal doorway*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Stealth
Domains family, luck, trickery, wealth
Alternate Domains confidence, earth
Favored Weapon light hammer

Goddess of gems, stealth, and gambling, Nivi Rhombodazzle is the ultimate high roller, said to have won her divinity from the dwarven god Torag in exchange for a particular gemstone. Nivi's love of gambling was born not from the rush of victory, but from the excitement of the bet itself, an attitude that ultimately brought her into a situation where her debts outweighed her charms. Keeping one step ahead of her creditors, Nivi fled beneath the earth and into the Darklands. Most of her adventures in the lightless lands are lost to time and history, but she ultimately emerged reborn as a goddess, hailed as the first of the deep gnomes—uncanny underground gnomes with unique magical abilities and immunity to the dread Bleaching, a wasting curse which claims the lives of gnomes who succumb to boredom and ennui.

Nivi's church appeals most strongly to the deep gnomes of the Darklands, but many gnomes who live upon the surface believe the goddess's tenets can protect them from the wasting effects of the Bleaching. Nivi is not exclusively a gnome deity, however, and she welcomes the worship of any risk-taker who is willing to roll the dice and let them fall where they may.



Many people find the idea of a gambling-addicted goddess claiming family as one of her domains to be unusual, if not downright questionable. Those people are typically not gnomes. Nivian priests treat their congregation like family in much the same way that gnomish families will adopt their friends from other ancestries as de facto kin. Both above and below the surface, some of the most common caretakers of orphanages and wayward youths are Nivians, and many a worshipper of the Gray Polychrome has retired from a career of adventuring or gambling (or both) by investing their winnings into an expansive home that can house them and otherwise unhoused children, serving as a church and community center.

Non-Nivians are often taken aback when they visit a Nivian orphanage, for while all the children are inevitably given robust educations, the topics they are educated upon are often not what someone familiar with other orphanages might expect. Children raised in a Nivian orphanage are likely to know the rules for every game of chance played in the region, as well as having advanced educations in statistical probability and knowledge of a wide array of languages. Orphans raised by a priestess of Nivi Rhombodazzle are generally able to communicate with anyone they might meet, challenge those new acquaintances to a game of chance (with dice and cards being particular favorites), and win those challenges at least as often as not. Children that grow up in this environment often become adventuring priests of Nivi themselves, spreading Nivi's word when they leave to seek their fortunes and, if they find success in their endeavors, continuing the cycle when they retire with their wealth and found an orphanage of their own.

Nivian priests are also often called upon to settle disputes. Petitioners who find themselves before a Nivian arbitrator, especially among deep gnomes, often become highly reasonable and open to reaching a mutually satisfying conclusion with the target of their disagreement. This is not because they fear the wrath of their judge, but because they know that if an agreeable settlement cannot be reached, the priest overseeing the dispute will settle it with a game of chance. Many a dispute has been settled with simultaneous shouts of joy and wails of despair when the priest's religious symbol, a sacred six-sided and seven-pipped die, lands with all seven pips facing up.

Nocticula

The Redeemer Queen

Areas of Concern artists, exiles, midnight
Edicts create art true to yourself, protect marginalized artists, punish those who take advantage of offered trust and shelter
Anathema deny shelter to the desperate, destroy harmless art you dislike, finish a work of art during daylight hours
Divine Attribute Dexterity or Charisma
Religious Symbol moon with smirking lips and a seven-pointed crown
Sacred Animal bat
Sacred Color blue, purple

Devotee Benefits

Cleric Spells 1st: *penumbral shroud* (page 259), 3rd *veil of privacy*, 4th: *creation*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Society
Domains change (page 262), creation, darkness, travel
Alternate Domains protection, introspection (page 266)
Favored Weapon dagger



For most of her existence, Nocticula was a patron of assassins and succubi, a demon lord feared by other demon lords for her skill at assassinating the competition. Those days are behind Nocticula, for she has risen to the role of the Redeemer Queen, a patron of marginalized artists and protector of those cast out from society. She is now feared among her former peers for her persuasive words that tempt them away from their place in the Outer Rifts and toward redemption. Her faith is strongest in the eastern reaches of New Thassilon, where her most powerful exile, Queen Sorshen, seeks to build a nation that welcomes those whom others have cast out. She is also popular among the Alijae elves of the Mwangi Expanse, who were among the first to notice her ascension.

Unlike deities such as Sarenrae and Shelyn, Nocticula's concept of redemption tends to be a personal matter. She has little interest in demanding atonement and recompense for past wrongs, assuming such a feat is even possible—her own history is soaked in blood and far more vicious violations, with sins committed that can never be undone. The Redeemer Queen instead encourages evildoers to step away from the hells of their own making, to put aside their ways and stop causing harm rather than to remain trapped in their vicious cycles of violence. Though gods of justice might rankle at the concept, Nocticula's philosophy attracts many who might not be swayed otherwise. Few fiends have any interest in putting in the hard work to make up for their crimes, but many tire of the unending viciousness and cruelty of their peers. Nocticula provides a tempting solace, and every now and then an odd demon slips away to make their way to her realm.

Nocticula dwells in a remote archipelago known as Midnight's Palette. She encourages her worshippers to welcome pilgrims, refugees, and strangers; those who seek to abuse these open borders are counted as the greatest enemies of the church. Nocticula teaches forgiveness and encourages her followers to give their foes opportunities to repent, but rescind mercy from those who take advantage.

Creating art—whether it's sculpture or painting, song or story, public performance or private display—is important to the faith, but just as important is the protection of art and the artists who create. Nocticula teaches that the most important art is that which challenges you, compels you to look at the world in a different way, or threatens your comfort, for it is through the change enabled by such art that one can grow.

Obari

The Wandering Storm

Areas of Concern exploration, forbidden love, wanderlust
Edicts face unfamiliar challenges, travel to new places and seek new experiences, pursue dangerous or forbidden relationships
Anathema abandon a sworn lover, constantly pursue safe choices, shun change
Divine Attribute Wisdom or Charisma
Religious Symbol broken anchor
Sacred Animal sailfish
Sacred Colors dark blue, dark green, gray

Devotee Benefits

Cleric Spells 1st: *tailwind*, 3rd: *aqueous orb*, 4th: *hydraulic torrent*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Survival
Domains ambition, confidence, passion, water
Alternate Domains travel, zeal
Favored Weapon trident

From Obari's earliest days as a member of a pantheon of ocean gods, he sought to travel beyond the bounds of the water, journeying to distant lands in search of something to give him a sense of purpose. His one constant during these travels was the goddess Vudravati, whom he courted with elaborate stories of their potential future together, delighting her even as she also grew closer to his twin brother Embaral. When she sought to take both as lovers, Obari and Embaral became consumed by jealousy and began warring with each other over Vudravati's affections.

The fervor of the conflict between Obari and Embaral ultimately led to the loss of Golarion's other gods of the ocean. Combat and voluntary self-exile eroded their numbers, ending only when Vudravati separated the brothers forever by laying between them in eternal slumber, creating the land of Vudra. Her children are said to be the Vudrani people.

At first, Obari raged at the loss of his love, spinning up typhoons and tsunamis to wake her and show his displeasure, but over time his anger cooled into a single-minded determination to help others who sought to find their heart's desires far from familiar shores. Obari believes that once enough of his followers have spread throughout Golarion to achieve every possibility he and Vudravati once dreamed of, she will wake again with love for him and him alone.

Obari lends strength and determination to those who journey toward the unfamiliar, whatever the intent of that journey may be. He does not judge what his followers desire, caring instead about the size of the challenges that lay in front of them and the depth of their determination to succeed. Conquerors who seek to expand their territories and persecuted commoners who flee their homelands have both been known to seek Obari's blessing on their travels. He also encourages his followers to follow other gods and has a congenial relationship with much of the Vudrani pantheon, whom he views as his descendants. Ragdya is a particular favorite, as his desire to learn matches Obari's adventurous spirit.



Still, Obari is perhaps best known for his support of those whose journeys are as much of the heart as of the ocean. He takes special interest in long-distance romances and forbidden loves. He believes that those who begin difficult and even dangerous romances are walking the same path that he and Vudravati once trod, bringing Vudravati one step closer to reawakening. In turn, the failure of any great love forged over long distances or against steadfast opposition reminds him of his own loss, often causing typhoons and tidal storms to wrack the ocean that bears his name as he relives the painful experience.

Obari prefers to travel where the wind takes him, whether that be across the oceans within the Universe or to the distant reaches of the cosmos, and so he is often uncommunicative with his followers. However, he always eventually returns to his realm hidden deep within the Obari Ocean, where he might deign to answer a prayer or grant a miracle. When Obari travels on Golarion, he can sometimes be spotted in the middle of a crowd at a dock, watching over those beginning or ending a journey by sea. He is described as a Vudrani man with a barrel chest, broad shoulders, and an easy smile. His symbol, a broken anchor, is often the easiest way to identify him, as it is usually tattooed somewhere prominent on his body.

Razmir

The Living God

Areas of Concern law, luxury, obedience
Edicts follow the path of the 31 steps, obey those who speak with Razmir's voice, pay tithes and tributes to the Living God
Anathema disobey Razmir or one of his priests, question the truth of the Living God
Divine Attribute Charisma or Intelligence
Religious Symbol porcelain mask
Sacred Animal honeyguide
Sacred Colors gold, purple, silver

Devotee Benefits

Special A cleric cannot choose Razmir as their deity or gain any of his devotee benefits unless they have the Razmiran priest archetype (page 290).



Razmiran Priest Spells 1st: *charm*, 2nd: *stupefy*, 3rd: *mind reading*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Deception
Domains magic, secrecy, trickery, wealth
Favored Weapon mace

Razmir, the Living God, was once a mighty wizard who developed a religious regimen known as the 31 Steps. This text dictates how his priests ascend within the hierarchy of his church, and the specific details of these steps can only be learned by first joining his priesthood. Once initiated into Razmir's church, priests are taught the steps in careful and controlled increments; the highest ranking of Razmir's priests are the gold-masked Visions of the 15th Step, and the second-highest rank are the silver-masked Masks of the 12th Step. What the remaining sixteen steps between the Visions and Razmir might be are known only to Razmir and the Visions themselves, though no Vision has yet attained the wisdom and discipline to ascend beyond the 15th Step.

In the days before he brought peace and prosperity to the people of the River Kingdoms, Razmir ascended to godhood in the year 4661 AR, by following the path of the 31 Steps and completing the Test of the *Starstone*. Following his ascension, Razmir made his way to the Archduchy of Melcat, where his feats of incredible magic power, promises of wealth, and teachings regarding the secret to following in his footsteps caused many to flock to his banner and holy word. Razmir founded his first temple in the Melcatian city of Xer, where he began elevating masked priests to serve him and teaching the doctrine of the 31 Steps. Razmir then annihilated the Duke of Melcat and all his followers for heresy with a potent act of magic, making evidence of his godhood plain for all to see. Razmir's faith and earthly dominion spread quickly through the River Kingdoms after this, though his reign has been plagued by fools who continue the heresies of Duke Melcat. Many others have challenged the might of Razmir and some have even gone so far as to question his divinity, despite the well-recorded evidence of his miracles.

One need only look at the indisputable wealth of Razmiran's people to see the truth of Razmir's divine teachings. One need only hear the fear that trembles in the voices of those who have witnessed the wrath of the Living God and his priests to know that there is no greater god on Golarion.

—A true and indisputable accounting of the glory of Razmir, as recorded in *To Climb the 31 Steps*

Shizuru

Ruler of Heaven

Areas of Concern ancestors, order, the sun, growth
Edicts practice your chosen skill every day, honor your ancestors, protect nature and society from corruption and destruction
Anathema abandon a companion in need, harm the innocent, disrespect your ancestors, parlay with truce breakers, separate lovers, cast an unholy spell
Divine Attribute Strength or Wisdom
Religious Symbol katana crossing a sun
Sacred Animal carp
Sacred Colors red, gold

Devotee Benefits

Cleric Spells 1st: *sure strike*, 4th: *reflective scales* (page 259), 7th: *planar palace*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Society
Domains duty (page 265), perfection, sun, vigil (page 271)
Alternate Domains dragon (264), sorrow (page 268)
Favored Weapon katana

Just as the sun defines natural order on earth, Shizuru holds dominion over divine and mundane as the Ruler of Heaven. In some regions she is depicted as a golden dragon surrounded by brilliant light, while more often she is a woman with long, untied hair and armor emblazoned with a rooster. She has been characterized as a committed ruler, an exceptional warrior, a sorrowful lover, and an exacting judge depending on which source one consults. Although sometimes contradictory, Shizuru accepts her myriad representations as long as the foundational principles of order and growth remain unchanged. She feels little need to justify herself or address how her actions are understood. Major centers of followers can be found in Goka, Jinin, Linvarre, Quain, Songbai, Xa Hoi, and Zi Ha, but those seeking to better understand Shizuru inevitably end up in Minkai, for this is the heartland of her worship.

For the Tian-Min, Shizuru has directly influenced history by giving the imperial families the divine right to rule. Yet, her place in Minkai society is not limited to the Imperial Palace, and numerous sects have developed around her mythology. The most devout in the priesthood choose to separate themselves from the everyday, though this is only possible for the privileged and is not representative of the average Shizuran. In recent decades, many followers have increasingly focused on the separation of Shizuru from Tsukiyo as a story of devotion and undying love, much to the annoyance of a minority of scholars and priesthood who see this as an overly romantic reading. Older interpretations found in the archives of Minkai see the division of the sun and moon as an inevitability of the universe. Philosophers were particularly fond of debating why Shizuru would defy the natural order by returning Tsukiyo from death in the first place, but no one ever managed to propose a satisfactory explanation.

This emphasis on order by early Shizurans is evident in the daily rituals and annual ceremonies of Minkai. The sun determines the rhythms of life and provides the nurturing light necessary for growth. For these reasons, followers strive to live structured lives and dedicate time each day to practicing a beneficial skill. For warriors, this means weapons training, but the less martially inclined can also connect their skills to social or spiritual growth.



Sivanah

The Seventh Veil

Areas of Concern illusions, mysteries, reflections, secrets
Edicts show the beauty in illusions, pursue the nature of truth, respect the need for secrets
Anathema let a creature permanently labor under the falsehood of your illusions, reveal a secret you have sworn to keep
Divine Attribute Constitution or Intelligence
Religious Symbol veils tied in circle
Sacred Animal coyote
Sacred Color gray

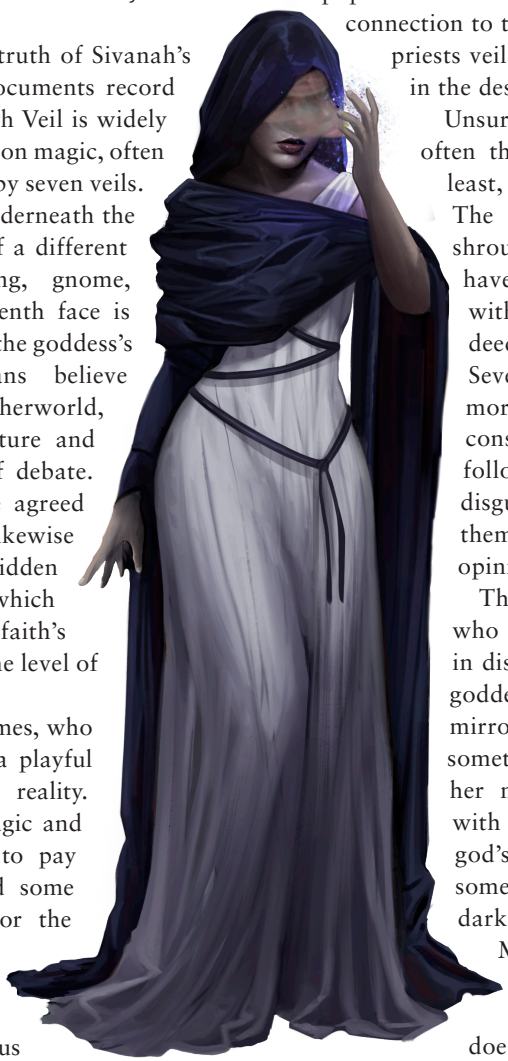
Devotee Benefits

Cleric Spells 1st: *illusory disguise*, 2nd: *blur*, 6th: *mislead*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Deception
Domains disorientation (page 264), magic, secrecy, trickery
Alternate Domains glyph (page 266)
Favored Weapon bladed scarf (*Treasure Vault* 25)

No ancient record reveals the truth of Sivanah's origins; in fact, only recent documents record her existence at all. The Seventh Veil is widely regarded as the goddess of illusion magic, often portrayed as a figure disguised by seven veils. Legends state that each face underneath the first six of her seven veils is of a different ancestry—human, elf, halfling, gnome, anadi, and naga—but the seventh face is never shown, believed to mask the goddess's true form. Some theologians believe Sivanah hails from the Netherworld, though the goddess's true nature and form continue to be topics of debate. Even her female visage, while agreed upon by her followers, could likewise be an illusion. Her goals are hidden from even her most faithful, which some believe has hampered the faith's growth and influence beyond the level of a cult.

Sivanah is well loved by gnomes, who believe the goddess embodies a playful dance between illusion and reality. Gnomes who are drawn to magic and illusions are especially likely to pay their respects to Sivanah, and some wear knotted scarves to honor the goddess of illusions. Anadis are also sometimes drawn to Sivanah, though there is some contention among religious scholars over whether Sivanah's fifth veil truly obscures an anadi or some other being known for its mastery of illusion, as older legends claim the fifth veil concealed a cyclops. Kitsune often love Sivanah's mysteries and many shapes, claiming she actually has nine veils, and that her final face is that of a fox-woman.

Outside of these peoples, Sivanah draws those who benefit from hiding their appearance or intentions, whether they're illusionists or thieves, or simply wish to live and present a different lifestyle than the one they currently have. She sees the most popularity in Irrisen, Nex, and Katapesh. In Irrisen, they associate her with mirrors, as her domain is covered in mirrors as safeguards against her foes. Veiled witches and mysterious mirrored beings pay her homage. Nex lauds Sivanah for her elaborate magic and peerless illusions, seeing her as a counterpart to the Queen of the Night, Mahathallah. In Katapesh, faith of Sivanah has spread from the local gnomes to the general populace. Some claim the Pactmasters must have a connection to the mysterious goddess, and kholo priests veil themselves before seeking secrets in the desert nights.



Unsurprisingly, Sivanah's church is often the target of rampant rumors—at least, when people are aware it exists. The faith's holidays and rituals are shrouded in silence, and its priests have little desire to share such details with outsiders. Wild claims of sinister deeds abound, and followers of the Seventh Veil make easy scapegoats for more malevolent gods and mundane conspirators alike. Fortunately, most followers of Sivanah are skilled at disguising themselves, which serves them well when matters of public opinion get out of hand.

The Seventh Veil safeguards those who plead for secrecy, especially those in disguise for their own safety. As the goddess of reflections, Sivanah employs mirrors, reflections in water, and even sometimes shadows to connect with her most faithful. She has a rivalry with Zon-Kuthon, loathing the dark god's corruption of shadows, and she sometimes uses her influence to cause darkness to act unexpectedly for the Midnight Lord's clerics. Her church is expressly banned in the nation of Nidal as a result, though this doesn't stop some faithful.

Treerazer

Lord of the Blasted Tarn

Areas of Concern corruption of nature, pollution, slaughter of elves
Edicts corrupt plant life with evil or fungal influences, feast on rotten flesh or fungus, slay elves
Anathema grant mercy to elves, plant trees, encourage natural plant growth
Divine Attribute Strength or Wisdom
Religious Symbol axe stuck into a bleeding tree stump
Sacred Animal deinonychus
Sacred Colors black, green

Devotee Benefits

Cleric Spells 1st: *grim tendrils*; 3rd: *wall of thorns*; 6th: *tangling creepers*
Divine Font *harm* or *heal*
Divine Sanctification must choose unholy
Divine Skill Nature
Domains destruction, nature, nightmares, tyranny
Alternate Domains decay (page 263)
Favored Weapon greataxe

Treerazer, the Lord of the Blasted Tarn, first came to Golarion thousands of years ago after being forced to flee the Outer Rifts when his attempt to seize control of the demonic realm of Jeharlu from his father Cyth-V'sug failed spectacularly. Reduced in power to that of a nascent demon lord, Treerazer spent some time lying low before turning his attention to the abandoned elven lands of Kyonin. When his attempt to corrupt that realm resulted in the elves' return to defend their home and oppose his pestilent influence, Treerazer was forced to retreat again to the depths of a fetid swampland known as Tanglebriar.

Since then, Treerazer has kept his machinations minor and subtle. Unwilling (or perhaps unable) to leave the domain of Tanglebriar save for short stints when a rare ritual summons him elsewhere, he and his faith have straddled the razor's edge between maintaining control over their domain while avoiding the attention of would-be heroes. Enemies of the faith may count this as cowardice, but Treerazer's goals are more subtle and dangerous than that, for he's spent the past few thousand years plotting while his foes and neighbors are lulled into a false sense of security, and soon, he shall act on his bid to become a full demon lord!

The few devotees of Treerazer outside of Tanglebriar tend to operate on their own, pursuing goals of spreading corruption, murdering elves, and transforming nature into something vile. Their ceremonies involve the burning and destruction of living trees, the sacrifice of elves, and the transformation of other living creatures into fungal acolytes devoted to the demon's cause. He is served by all manner of demons, corrupted fey, and fungoid monstrosity, but perhaps his most mysterious agents are the so-called fungal tyrants, succubi who have become as much fungus as demon and use spores to control armies of agents as easily as they do mind-controlling magic.

In Tanglebriar, the towering, mobile tree-like fortress Witchbole is his domain and greatest temple, but smaller shrines converted from elven ruins dot the swampland. Beyond this border, Treerazer's isolated sites of worship are small and hidden, often nestled in hidden underground complexes or deep within trackless forests.



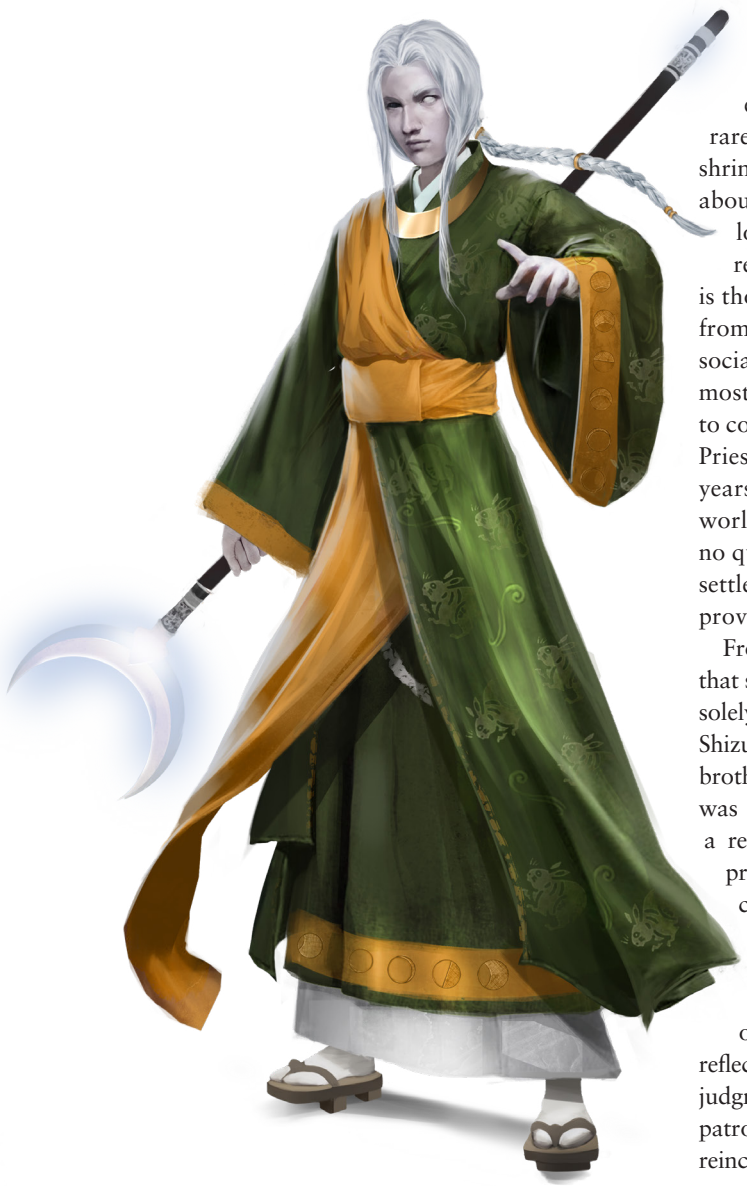
Tsukiyo

Prince of the Moon

Areas of Concern jade, the moon, spirits
Edicts provide aid and counsel without judgment to those who seek help, help the dead find their rest, amplify or help speak for the powerless and demonized
Anathema harm another out of envy, force aid on those who do not want it, inflict harmful mental effects on others as punishment, knowingly hurt the innocent, commit murder
Divine Attribute Constitution or Intelligence
Religious Symbol jade crescent with golden moon phases
Sacred Animal hare
Sacred Colors yellow and green

Devotee Benefits

Cleric Spells 1st: *soothe*, 4th: *peaceful bubble*, 5th: *hallucination*



Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Occultism
Domains disorientation (page 264), moon, repose (page 268), souls (page 269)
Alternate Domains change (page 262)
Favored Weapon spear

Tsukiyo has always been considered a complicated god in Tian Xia, constantly changing like the phases of the moon. Although closely associated with Shizuru, his worship is less evident across the land. Tsukiyo has little impact on state functions or annual events, but his influence runs deep in the daily lives and perspectives of Minkai. He is the Prince of the Moon, representing the night and the natural changes everyone experiences in life.

For the average person, Tsukiyo is worshipped quietly through self-reflection and meditation, so there are no exuberant celebrations or flashy events in his name. Spaces dedicated to Tsukiyo are rare, but sometimes found in association with Shizuran shrines. In recent decades, his story has become primarily about trauma and transformation, where the boisterous lover of Shizuru is murdered out of jealousy, then resurrected as a distant and contemplative man. It is thought that his death and return caused him to drift from his old life, making him a wandering guide for social outcasts and lost spirits. Based on this view, the most devout of his followers join a priesthood dedicated to counseling and social support for the misunderstood. Priests of Tsukiyo often travel widely for the first five years of their training, observing the diversity of the world's peoples. With the understanding that there are no quick fixes to prejudice or exclusion, they eventually settle in a community where they believe they can provide stability and steady guidance.

From the ancient records of Minkai, there is an entry that suggests Tsukiyo's older brother, Fumeiyoshi, was not solely driven by jealousy over the depth of Tsukiyo and Shizuru's relationship. He truly believed that he and his brother must have something in common, and that what was good and warm about Tsukiyo was ultimately just a reflection of Shizuru's light. Although there was no proof of this, his resentment and jealousy ultimately combined and led to him murdering his younger brother. For this reason, every winter solstice the people of Minkai hold a celebration dedicated to contemplation; at the Jukukō festival, people not only show devotion to Tsukiyo and practice self-reflection, but also consider the harm caused by unfounded judgments. Beyond Minkai, Tsukiyo is an important patron to the samsarans, who seek enlightenment through reincarnation and learning from the past.

Vudravati

The Peaceful Mother

Areas of Concern hospitality, community, nature, diplomatic resolutions
Edicts be generous and forgiving, show respect for all beings and for nature, work to build peaceful communities
Anathema destroy natural coastlines, sow division through lies or rumors, stoke enmity between rivals
Divine Attribute Wisdom or Charisma
Religious Symbol necklace of beads
Sacred Animal python
Sacred Colors green, blue, brown

Devotee Benefits

Cleric Spells 1st: *sleep*, 4th: *shape stone*, 7th: *planar palace*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Diplomacy
Domains earth, family, protection, repose (page 268)
Alternate Domains healing, nature
Favored Weapon longspear

According to the *Mizravratta Brahmodya*, in the days when Golarion had not yet finished forming, the god Vudravati wandered across the still-changing landscapes, breathing her joy and wonder into creation. Twin brothers, the gods Embaral and Obari, fell in love with her and both wished to please her. She loved them both and rejoiced in their company. But the brothers, unable to understand her boundless generosity, grew jealous, each wanting to control her love. They tried to force Vudravati into choosing between them, but she refused. Turning to violence, each brother then reasoned that, by destroying his twin, he would at last have all of Vudravati's love for himself. An epic battle began that threatened to reshape the nascent world as the brothers toppled mountains, tore open vast canyons, and raised hurricanes, all in the hopes of destroying the other.

At first, Vudravati despaired, feeling despondent and powerless in the face of such willful and widespread destruction. Her love seemed pointless, and she could find no rest, so anguished was she by their aggression. Why had they not seen the generosity of her love? Did they really love her? Eventually, she decided to put this last question to the test. Vudravati called the brothers to her and convinced them to call a truce so that she could get some sleep. Each agreed only if she would lie down with him. So, she stretched out between the two, putting an end to their fighting.

As she went to sleep, Vudravati transformed into the land now known as Vudra. The two brothers, realizing their foolishness, became embodied in the Obari Ocean to the southwest and the Embaral Ocean to the east. From her body, says the scripture, emerged the people of Vudra, and she continues to support their every need through land and river. Many Vudrani believe they owe everything to her and ought to show her the utmost respect as she continues to sleep. In return, they say that she will continue to shower her people with her generous gifts and calm the twin oceans' destructive rage. These worshippers see Vudravati as quite literally their land, raising simple shrines of natural materials and offering prayers to her spirit as it rests in the earth.



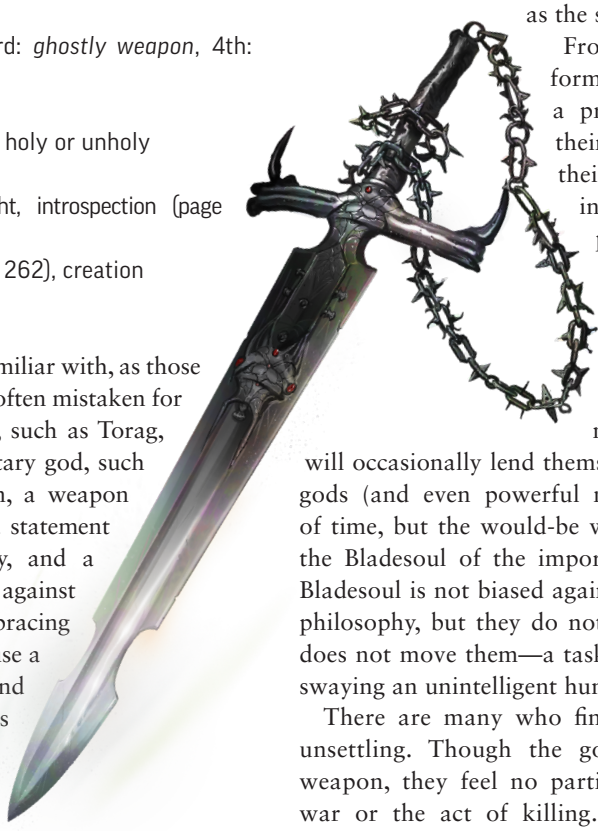
Zjar-Tovan

The Bladesoul

Areas of Concern armaments, motivation, self-expression
Edicts aid those who cannot freely live as they would choose to, do not allow your purpose to be overly guided by another's will, inspire others with your personal convictions
Anathema belittle an ally (or someone you respect) when they express their beliefs, serve a cause you do not truly believe in
Divine Attribute Strength or Dexterity
Religious Symbol half-finished sword resting on an anvil
Sacred Animal none
Sacred Colors blue, gray, silver

Devotee Benefits

Cleric Spells 1st: *sure strike*, 3rd: *ghostly weapon*, 4th: *weapon storm*
Divine Font *harm*
Divine Sanctification can choose holy or unholy
Divine Skill Athletics
Domains metal (page 267), might, introspection (page 266), zeal
Alternate Domains change (page 262), creation
Favored Weapon greatsword



Zjar-Tovan is a name few are familiar with, as those who worship the Bladesoul are often mistaken for devotees of a god of the forge, such as Torag, or champions of a mighty military god, such as Iomedae. But to Zjar-Tovan, a weapon is more than just a tool. It is a statement against restriction or captivity, and a method to impart one's will against those who would resist embracing freedom of self-expression. To use a weapon is to make a choice, and as a sentient and living apparatus of war, Zjar-Tovan blesses those who use their tools with conviction, no matter their actions or cause.

Zjar-Tovan was not crafted but was born from a smithing accident that occurred at the heart of a starforge, a gathering of celestial fire so intense it can be used to make tools and weapons of unparalleled quality. When an overconfident demigod failed to safely harness the forge's power, the resulting blast melded divine blood and metal into a single being. The god Zjar-Tovan was produced in that moment and was able to reshape their form into a massive claymore with a blade that shimmers in colors reflecting a blend of skymetals. Their smooth, polished hilt is wrapped in spike-covered chains, preventing any from properly wielding them unless the Bladesoul wills it. These chains are formed from the metal of the incomplete weapons and tools that were lost in the tragedy of the starforge.

If Zjar-Tovan is capable of speaking, they have never done so. Instead, the deific weapon prefers to convey its thoughts through unconventional means, even going so far as to offer themself for use in order to communicate their thoughts. To wield any weapon is to master a great art, and Zjar-Tovan takes pleasure in displaying creativity in these messages. Those blessed to see the Bladesoul in person may witness them unfurl the arsenal of chains across their hilt into curved letters or spiraling gestures. Zjar-Tovan can also modify their entire form in a moment to become a different weapon as the situation demands.

From the moment of their formation, Zjar-Tovan has held a profound understanding of their sentience, but despite their interest in seeing individuals realize their own path in life, the Bladesoul is still seeking their true purpose. They are a weapon that was never meant to be crafted and for a conflict that may never exist. Zjar-Tovan will occasionally lend themself to be wielded by other gods (and even powerful mortals) for brief periods of time, but the would-be wielder must first convince the Bladesoul of the importance of their cause. The Bladesoul is not biased against any particular cause or philosophy, but they do not commit to anything that does not move them—a task that is almost as hard as swaying an unintelligent hunk of steel.

There are many who find Zjar-Tovan's neutrality unsettling. Though the god bears the form of a weapon, they feel no particular draw to the art of war or the act of killing. Outsiders often carry a misconception that Zjar-Tovan approves of violence or celebrates the lives taken during times of conflict. On the contrary, the Bladesoul focuses on the intent of the individual. They would prefer to see a person grow and become the means their beliefs are enforced or realized. A bard who uses their voice to passionately rouse a people against a tyrannical emperor may ask for Zjar-Tovan's blessing, so that their words can cut to the heart of others. Warriors seeking to improve their martial prowess might offer a quiet word to the Bladesoul, in hopes that their own tools will be given guidance during a time of personal turmoil. In either case, the results of those actions are rarely Zjar-Tovan's concern.

Zyphus

The Grim Harvestman

Areas of Concern accidental death, graveyards, spite, tragedy
Edicts encourage deadly accidents by performing acts of sabotage or through faulty design, seek out instances of tragedy and foster ill will in the surviving victims, spread the belief that life is pointless since it all ends in the pain of death
Anathema engineer the same accident twice in a row, knowingly provide aid to a Pharasmin, spread hope or optimism (particularly in the face of a tragedy)
Divine Attribute Constitution or Dexterity
Religious Symbol pickaxe made of bones
Sacred Animal vulture
Sacred Colors ivory, red

Devotee Benefits

Cleric Spells 1st: *ill omen*; 2nd: *shatter*; 6th: *phantasmal calamity*
Divine Font *harm*
Divine Sanctification must choose unholy
Divine Skill Thievery
Domains death, sorrow (page 268), soul (page 269), undeath
Alternate Domains creation, pain
Favored Weapon pick

Legends say Zyphus rose from the soul of the first mortal to die from an accidental and meaningless death. These legends hold that when this soul appeared in Pharasma's Boneyard, he cursed the goddess and refused to accept her judgment, and instead escaped to become a god himself. The highest ranking among the Grim Harvestman's faith believe a darker truth: that Zyphus was and is the accident that killed this soul and all other mortals thereafter who befall fatal misfortune. Those who rail against their final judgment act out a final spiritual tragedy, the denial of the impartial force who might be their final defense against Zyphus's clutches. Those who cannot accept their unfortunate demises, it is said, turn their backs on life and are consumed by Zyphus, their souls forever gone from the cycle of life and death.

Whether this is true or simply a harrowing tale spread by worshippers of the cruel god to bolster terror is largely irrelevant, for the faithful of Zyphus are already reviled and feared. As devotees of the god of death and tragedy, they see death not as a natural end of life but as the punishment for daring to enjoy life at all. Many of these spiteful worshippers came to the faith as the result of an unfortunate tragedy capitalized upon (and often engineered by) other priests of Zyphus. Rather than healing and moving on, these individuals obsess over their misfortune and see inflicting tragedy on others as the only way to justify what happened to them. In time, such folk grow addicted to the cruelty, find pleasure in pain, and sup upon the tears of mourners while basking in their losses. In time, all worshippers of Zyphus become spite-filled wells of hatred whose long-standing grudges have bloomed into ceaseless drives to spread misery through the world.

While his followers often rise as undead after they succumb to accidents, no living devotee of Zyphus seeks undeath as an escape from death, for they believe that an unplanned violent demise is the greatest reward they can earn for a life devoted to despair and tragedy.



Avatars

Avatar Forms

The avatar spell (*Player Core* 316) transforms the caster into a living manifestation of their chosen divinity or patron deity. Several new battle forms are described below, each associated with a specific deity appearing in this book.

Achaekek

When casting the *avatar* spell, a worshipper of Achaekek typically transforms into a towering, crimson mantis. The mantis is slightly translucent, revealing the worshipper within the heart of the mantis, allowing the victim to remember their killer's face. They gain the following additional abilities.

Achaekek Speed 70 feet, climb Speed 50 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ mantis claw (agile, finesse, reach 15 feet, versatile P), **Damage** 6d8+6 slashing; **Ranged** ❖ spine volley (range 60 feet), damage 6d6+3 piercing.

Ah Pook

When casting the *avatar* spell, a worshipper of Ah Pook typically appears as a terrifying vision drawn from the worst dreams of each creature that sees them. They gain the following additional abilities.

Ah Pook Speed 70 feet, fly Speed 70 feet, **Melee** ❖ macuahuitl (backswing, reach 15 feet, tearing, versatile B), **Damage** 6d6+6 slashing; **Ranged** ❖ tormenting glance (range 120 feet, visual), **Damage** 6d6+3 mental.

Aleth

When casting the *avatar* spell, a worshipper of Aleth typically becomes shrouded in violet shadow. This penumbra, which forms bat-like wings when they fly, hides any other changes to their body. They gain the following additional abilities.

Aleth Speed 30 feet, fly Speed 70 feet, automatically succeeds at all flat checks to attack a hidden or concealed creature; **Melee** ❖ dark embrace (grapple, reach 15 feet, versatile B), **Damage** 6d8+6 cold; **Ranged** ❖ shroud of mystery (nonlethal, range 120 feet), **Damage** 6d6+3 mental.

Alseta

When casting the *avatar* spell, a worshipper of Alseta's face typically becomes a mask that slides to the back of their head revealing either a previous or future transition of their face. In addition, their hair and clothes become shades of gray. The worshipper also gains the following additional abilities. The dimensional Speed allows the avatar of Alseta to cast *translocate* at will as a divine innate spell, spending a single action with the teleportation trait to move up to 60 feet. The portal toss Strike causes the creature to fall through a series of portals, landing in the same spot and taking damage.

Alseta Speed 40 feet, dimensional Speed 60 feet; **Melee** ❖ dagger (agile, finesse, reach 15 feet, thrown 40 feet, versatile P), **Damage** 6d6+6 piercing, **Ranged** ❖ portal toss (range 120 feet), **Damage** 6d6+3 bludgeoning.

Apsu

When casting the *avatar* spell, a worshipper of Apsu typically grows spectacular dragon wings and their skin becomes covered in platinum scales. They gain the following additional abilities.

Apsu Speed 50 feet, fly Speed 70 feet, **Melee** ❖ claw (agile, reach 10 feet), **Damage** 6d10+6 slashing; **Ranged** ❖ destructive breath (range 60 feet), **Damage** 6d6+3 force.

Arazni

When casting the *avatar* spell, a worshipper of Arazni becomes enshrouded in a crimson cloak. Onlookers who have earned the caster's fury typically see the caster's eyes as glowing with burning hatred and blood-red fury. They gain the following additional abilities.

Arazni Speed 70 feet, fly Speed 70 feet; **Melee** ❖ rapier (deadly 3d8, reach 15 feet), **Damage** 6d8+6 piercing, **Ranged** ❖ call blood (range 120 feet), **Damage** 6d6 persistent bleed damage.

Atrogine

When casting the *avatar* spell, a worshipper of Atrogine's nails typically grow long and sharp, and their hair becomes long vines of nightshade and other poisonous plants. From their back, large moth wings dotted with shifting eyes appear. They gain the following additional abilities.

Atrogine Speed 30 feet, fly Speed 70 feet; **Melee** ❖ hair and claws (agile, finesse, reach 15 feet, versatile B or S), **Damage** 6d6+3 poison; **Ranged** ❖ dream-borne scream (agile, range 120 feet), **Damage** 6d6+6 mental.

Besmara

When casting the *avatar* spell, a worshipper of Besmara's attire typically becomes that of a flashy buccaneer and are surrounded by the sounds and smells of the open ocean. They gain the following additional abilities.

Besmara Speed 40 feet, swim Speed 70 feet, immune to immobilized; **Melee** ❖ rapier (deadly 3d8, disarm, finesse, reach 15 feet), **Damage** 6d6+6 piercing; **Ranged** ❖ ship's cannon (range 120 feet), **Damage** 6d6+3 bludgeoning.

Brigh

When casting the *avatar* spell, a worshipper of Brigh's body typically gains the appearance to be made entirely of integrated clockwork too complex to comprehend. They gain the following additional abilities.

Brigh Speed 60 feet, fly Speed 60 feet, immune to immobilized; **Melee** ❖ light hammer (agile, reach 15 feet,

thrown 40 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ bolt of molten bronze (range 120 feet), **Damage** 6d6+3 fire.

Camazotz

When casting the *avatar* spell, a worshipper of Camazotz transforms into a bat-like figure covered in blood-red fur. They gain the following additional abilities. Echolocation can use hearing as a precise sense at the listed range.

Camazotz Speed 30 feet, fly Speed 70 feet, echolocation 60 feet; **Melee** ❖ bloody fangs (reach 15 feet), **Damage** 6d8+6 piercing plus 3d6 persistent bleed.

Casandalee

When casting the *avatar* spell, a worshipper of Casandalee's skin typically begins to glow with hundreds of glowing circuits. They gain the following additional abilities.

Casandalee Speed 70 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ polytool (agile; modular B, P, or S; reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ❖ logic blast (range 120 feet), **Damage** 6d6+3 mental.

Chaldira

When casting the *avatar* spell, a worshipper of Chaldira typically dons a tattered coat held together with many buttons. The air around them brims with confidence and mischief. They gain the following additional abilities.

Chaldira Speed 70 feet, fly Speed 70 feet, immune to immobilized; **Melee** ❖ shortsword (agile, finesse, reach 15 feet, versatile S), **Damage** 6d6+6 piercing; **Ranged** ❖ fistful of buttons (nonlethal, range 120 feet), **Damage** 6d6+3 bludgeoning.

Dahak

When casting the *avatar* spell, a worshipper of Dahak typically grows terrifying dragon wings and their skin becomes covered in dark, crimson scales. They gain the following additional abilities.

Dahak Speed 50 feet, fly Speed 70 feet, **Melee** burning claws (agile, reach 10 feet), **Damage** 6d6+6 slashing plus 1d6 persistent fire; **Ranged** column of dragon's fire (range 120 feet), **Damage** 5d6+3 fire plus 1d6 persistent fire.

Dajermube

When casting the *avatar* spell, a worshipper of Dajermube typically assumes feline aspects when their head or limbs enter shade. Their shadow resembles a fearsome lion, which remains visible while in darkness. They gain the following additional abilities.

Dajermube Speed 70 feet, fly Speed 70 feet; **Melee** ❖ lion shadow jaws (reach 15 feet), **Damage** 6d8+6 piercing; **Ranged** ❖ eclipse blast (range 120 feet), **Damage** 3d6+3 fire plus 3d6+3 cold.

Devourer

When casting the *avatar* spell, a worshipper of the Devourer typically transforms, their eyes and mouth becoming blood accretions. Far beyond them, a star can be seen collapsing in on itself. They gain the following additional abilities.

Devourer Speed 50 feet, fly Speed 50 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ obliterating touch (agile, reach 15 feet), **Damage** 6d8+6 force; **Ranged** ❖ event horizon (range 120 feet), **Damage** 6d6+3 force.

Embaral

When casting the *avatar* spell, a worshipper of Embaral typically summons a saltwater pool that wells up beneath their feet or forms from their tears but leaves the ground dry in their wake. They move with an odd stillness, as if being carried on the water. They gain the following additional abilities.

Embaral Speed 70 feet, immune to immobilized, *water walk*; **Melee** ❖ water knife (agile, reach 15 feet, thrown 60 feet, versatile S, water), **Damage** 6d4+6 piercing; **Ranged** ❖ crushing stillness (range 120 feet), **Damage** 6d6+3 bludgeoning.

Emmeton Galardaria

When casting the *avatar* spell, a worshipper of Emmeton Galardaria encompasses multitudes, images of members of community moving across their skin and offering encouragement. They gain the following additional abilities.

Emmeton Galardaria Speed 60 feet, fly Speed 60 feet; **Melee** ❖ mighty pan (fatal d8, reach 15 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ communal impact (range 60 feet), **Damage** 6d6+3 bludgeoning.

Genzaeri

When casting the *avatar* spell, a worshipper of Genzaeri's eyes typically turn red as forge fire and their heart beats loud like battle drums. Their weapons and worn metal glow like a crucible. They gain the following additional abilities.

Genzaeri Speed 60 feet, fly Speed 60 feet; **Melee** ❖ bladed gauntlet (agile; finesse; free-hand; modular B, P, or S; reach 15 feet), **Damage** 6d4+6 bludgeoning; **Ranged** ❖ tactical barrage (range 120 feet), **Damage** 5d6 acid, cold, electricity, fire, or sonic plus 6 splash damage of the chosen type.

Ghlaunder

When casting the *avatar* spell, a worshipper of Ghlaunder typically reeks of death and disease. They grow additional sets of dark red eyes, a massive pair of mosquito wings, and a long piercing proboscis. They gain the following additional abilities.

Ghlaunder Speed 30 feet, fly Speed 70 feet; **Melee** ❖ proboscis (agile, reach 20 feet), **Damage** 6d6+6 piercing plus 3d6 persistent bleed damage.

Grandmother Spider

When casting the *avatar* spell, a worshipper of Grandmother Spider typically becomes draped in layers of beautiful, colorful fabric and grows an additional pair of arms that constantly weave spectacular webs of venom. They gain the following additional abilities.

Grandmother Spider Speed 70 feet, climb Speed 70 feet, immune to immobilized; **Melee** ❖ leg (deadly

3d8, finesse, reach 15 feet, versatile P), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ venom web (range 120 feet), **Damage** 6d6+3 poison.

Groetus

When casting the *avatar* spell, a worshipper of Groetus's eyes typically become hollow with inevitability. Their body turns to dust, yet impossibly manages to maintain their form. They gain the following additional abilities.

Groetus Speed 70 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ war flail (disarm, reach 15 feet, sweep, trip), **Damage** 6d10+6 bludgeoning; **Ranged** ❖ dreadful thought (range 120 feet), **Damage** 6d6+3 mental.

Gruhastha

When casting the *avatar* spell, a worshipper of Gruhastha typically grows a magnificent set of wings with red and green plumage and manifests a golden mandala as a halo. They gain the following additional abilities.

Gruhastha Speed 50 feet, fly Speed 70 feet; **Melee** ❖ fist (agile, finesse, nonlethal, reach 15 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ arrow of enlightenment (deadly 3d10, range increment 120 feet), **Damage** 6d6+3 piercing.

Hanspur

When casting the *avatar* spell, a worshipper of Hanspur's hair typically grows long and reed-like. They also grow a long rat tail, and at their feet swarm a seemingly endless number of rats. They gain the following additional abilities.

Hanspur Speed 70 feet, *water walk*, immune to immobilized; **Melee** ❖ trident of the currents (thrown 40 feet, water), **Damage** 6d8+6 cold; **Ranged** ❖ flood of rats (range 120 feet); **Damage** 5d6+3 piercing plus 1d6 persistent bleed.

Hei Feng

When casting the *avatar* spell, a worshipper of Hei Feng typically becomes surrounded by a personal storm while nine rings chaotically fly around them. The rings occasionally crash together, summoning bursts of lightning. They gain the following additional abilities.

Hei Feng Speed 70 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ drunken sword (reach 15 feet, sweep), **Damage** 4d6+6 slashing plus 1d6 electricity splash damage; **Ranged** ❖ storm surge (air, range 120 feet, water), **Damage** 4d6+3 bludgeoning plus 1d6 electricity splash damage. The caster is immune to this splash damage.

Izuyaku

When casting the *avatar* spell, the air around a worshipper of Izuyaku typically begins to heat, and steam ripples off their head, creating the appearance of a crown. The scent of herbal tea permeates the air, and an overwhelming sense of wellness overtakes those near the avatar. They gain the following additional abilities. The vaporsight ability allows them to ignore the flat check required to target a creature concealed by only mist or steam.

Izuyaku Speed 60 feet; immune to fatigue, *water walk*; vaporsight; **Melee** ❖ vital strike (forceful, nonlethal, reach 15 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ geyser (range 120 feet, water), **Damage** 3d6+3 bludgeoning plus 3d6 fire.

Kaldemash

When casting the *avatar* spell, a worshipper of Kaldemash typically dons the dusty regalia of a traveling gunslinger and grows a stone crown that covers their face. They gain the following additional abilities.

Kaldemash Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ long arm of the law (reach 20 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ star gun (fatal d8, range 240 feet, reload 0), **Damage** 6d6+3 force.

Kazutal

When casting the *avatar* spell, a jaguar typically rests upon the shoulders of the worshipper of Kazutal. Protective braces of stone or iron wrap around their limbs, seeming to promise protection to their allies and the demise of the unjust. They gain the following additional abilities.

Kazutal Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ machete (deadly 3d8, reach 15 feet, sweep), **Damage** 6d6+6 slashing; **Ranged** ❖ jaguar pounce (range 60 feet), **Damage** 5d6+3 piercing plus 1d6 persistent bleed.

Kurgess

When casting the *avatar* spell, the muscles of a worshipper of Kurgess typically grow and bulge with god-like strength. Great chains wrap around their limbs. They gain the following additional abilities.

Kurgess Speed 70 feet, climb Speed 50 feet, swim Speed 50 feet, immune to immobilized; **Melee** ❖ lashing chain (disarm, reach 20 feet, trip), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ javelin (range increment 60 feet, thrown); **Damage** 6d6+3 piercing.

Milani

When casting the *avatar* spell, a worshipper of Milani typically grows angel wings and rose petals rain around them, turning to blood as they hit the ground. They gain the following additional abilities.

Milani Speed 50 feet, fly Speed 70 feet; shield (15 Hardness, can't be damaged); **Melee** ❖ morningstar (reach 15 feet, versatile P), **Damage** 6d8+6 bludgeoning.

Nin

When casting the *avatar* spell, a worshipper of Nin typically appears in formal attire with extended, razor-sharp canine teeth. They cast no reflection unless they specifically wish to. They gain the following additional abilities.

Nin Speed 50 feet, fly Speed 70 feet; **Melee** ❖ vampire fangs (fatal d8, grapple, reach 15 feet, unarmed), **Damage** 6d6+6 piercing; **Ranged** ❖ swarming bats (fatal d8, range 60 feet), **Damage** 6d6+3 piercing.

Nivi Rhombodazzle

When casting the *avatar* spell, a worshipper of Nivi Rhombodazzle's eyes typically glitter like gems, and they become surrounded by streams of dice constantly rolling in the air around them. They gain the following additional abilities. Whenever the worshipper would deal damage with their light hammer, they deal an additional 1 bludgeoning damage for every 6 rolled during the damage roll.

Nivi Rhombodazzle Speed 60 feet, burrow Speed 30 feet, immune to immobilized; **Melee** ❖ *returning light hammer* (agile, thrown 60 feet), **Damage** 6d6+6 bludgeoning.

Nocticula

When casting the *avatar* spell, a worshipper of Nocticula typically grows three tails that end in razor-sharp blades and a pair of purple bat-like wings. Their eyes and smile become supernaturally beautiful and cruel. They gain the following additional abilities.

Nocticula Speed 30 feet, fly Speed 70 feet; **Melee** ❖ tail blades (agile, finesse, reach 15 feet), **Damage** 6d6+6 slashing; **Ranged** ❖ magnanimous smile (nonlethal, range 120 feet, visual), **Damage** 6d8+3 mental.

Obari

When casting the *avatar* spell, a worshipper of Obari typically forms a fierce thunderstorm that rages around their head and shoulders. Visions of distant locations reflect in their eyes. They gain the following additional abilities.

Obari Speed 50 feet, swim Speed 70 feet, ignores difficult and greater difficult terrain in water; **Melee** ❖ crashing wave (razing, reach 15 feet, shove, water), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ sudden storm (range 120 feet), **Damage** 5d6+3 slashing plus 6 electricity splash damage. The caster is immune to this splash damage.

Shizuru

When casting the *avatar* spell, a worshipper of Shizuru, despite what angle they are viewed from, typically appears in front of a sun casting their form into a golden silhouette of a dragon. They gain the following additional abilities.

Shizuru Speed 70 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ katana (deadly 3d8, reach 15 feet, two-hand d10, versatile P), **Damage** 6d6+6 slashing; **Ranged** ❖ sunbolt arrow (range 120 feet), **Damage** 6d6+3 fire.

Sivanah

When casting the *avatar* spell, a worshipper of Sivanah's face typically becomes hidden by a thick veil. Gray scarves seem to dance around them. They gain the following additional abilities.

Sivanah Speed 70 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ bladed scarf (disarm, finesse, reach 15 feet, trip), **Damage** 6d8+6 slashing; **Ranged** ❖ mirror shards (range 120 feet), **Damage** 6d6+3 piercing.

Treerazer

When casting the *avatar* spell, a worshipper of Treerazer typically grows large demon horns and massive green wings. The air around them smells of rotting vegetation. They gain the following additional abilities.

Treerazer Speed 50 feet, fly Speed 70 feet; **Melee** ❖ jaws (agile, reach 15 feet), **Damage** 6d8+6 piercing; **Ranged** ❖ corrupting pulse (range increment 120 feet); **Damage** 6d6+3 poison.

Tsukiyo

When casting the *avatar* spell, a worshipper of Tsukiyo, despite what angle they are viewed from, typically appears in front of a moon constantly waxing and waning. When the moon is full, their form is silhouetted in a shade of jade. They gain the following additional abilities.

Tsukiyo Speed 70 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ longspear (reach 20 feet), **Damage** 6d8+6 piercing; **Ranged** ❖ moonbeam (nonlethal, range 120 feet, silver), **Damage** 6d6+3 mental.

Vudravati

When casting the *avatar* spell, a worshipper of Vudravati is typically surrounded by an air of contentment. Green, brown, and blue beads made of earth material float around them aimlessly. They gain the following additional abilities.

Vudravati Speed 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ❖ embracing arms (grapple, reach 15 feet), **Damage** 6d8+6 bludgeoning; **Ranged** ❖ stunning glare (mental, nonlethal, range 120 feet), **Damage** 6d6+3 mental.

Zjar-Tovan

When casting the *avatar* spell, a worshipper of Zjar-Tovan typically pulls forth a weapon that constantly transforms, changing from a sword, to a club, to a spear, into armaments unseen or even imagined by mortals. They gain the following additional abilities.

Zjar-Tovan Speed 50 feet, fly Speed 70 feet; **Melee** ❖ everyweapon (fatal d8, versatile P or S, reach 15 feet), **Damage** 6d6+6 bludgeoning; **Ranged** ❖ everyweapon (fatal d8, range 120 feet, reload 0, versatile P or S), **Damage** 6d6+3 bludgeoning.

Zyphus

When casting the *avatar* spell, a worshipper of Zyphus typically becomes wrapped in a cloak dark as deepest shadow, and their features begin to appear skeletal. They gain the following additional abilities.

Zyphus Speed 60 feet, fly Speed 60 feet; **Melee** ❖ scythe (deadly 3d10, reach 15 feet, trip), **Damage** 4d6+6 slashing plus 2d6 persistent bleed; **Ranged** ❖ deadly accident (range increment 120 feet, versatile P or S); **Damage** 6d6+3 bludgeoning (in the form of a sudden and unexpected fall, toppling objects, collisions, or the like).





Chapter 4: Exploring Divinities



Gods of a Feather

My dearest Lady,

There are so many gods that I've learned about in my research. In fact, there are times I get so overwhelmed that I feel there are maybe too many gods! For being such powerful, perfect, and rare beings, there sure are a lot of you. It's made my task of cataloging all of the gods particularly involved. Luckily, I found a way to ease this process!

While the gods I've discussed so far have been presented individually, the following gods are placed into broader groupings. From Demon Lords to Empyreal Lords and beyond, these gods all have common qualities that invite such groupings. (They also make my categorization task easier!) Some of these categories are less about common traits and more about regional groupings or groupings created in part by the influence of the mortals that worshipped these gods, such as the case with the Azlanti pantheon.

Speaking of pantheons, I've learned that gods sometimes come together to share and mix their powers and influence, forming alliances or even deeper unions. These unions—which I've classified as either covenants or pantheons depending on the nature of the alliance—find worship among mortals much in the same way that individual deities do. While this discovery was particularly fascinating and probably worthy of its own independent research, it also added an additional bit of workload for me. I've decided to select a number of notable covenants and pantheons for this project, but want to make it clear that my listing is just scratching the surface of the subject. I'll get more in-depth on the nature of covenants and pantheons a bit later. For now, I'll just proceed with presenting these divine groupings as there are a lot to get through!

I will note, as you're well aware, that these groupings do not fully encompass every deity that exists or even every deity that has an interest in Golarion. In fact, I know that there are many more gods that I've yet to list even within these particular groupings. (Demon Lords and Empyreal Lords are quite numerous indeed!) As this catalog of divine groupings can never truly be comprehensive (especially as the divine ranks keep fluctuating in the wake of recent events), I've chosen what I believe to be among the most prominent, interesting, or otherwise noteworthy gods within a given group. When I can, I remain comprehensive, but otherwise the featured listings are my personal picks for gods that I believe you would find most compelling or gods whose followers I'm likely to encounter once I am committed to my full duties after my promotion. If you would ever want a truly exhaustive documentation, I believe I can compile it, but I would need a fair amount of time to do so, my Lady.

Ever your loyal servant and in need of a research assistant to aid with the ever-growing list of gods,

Yivali

COVENANTS AND PANTHEONS

This chapter includes two additional sources of divine power for champions, clerics, and other worshippers. Covenants are groupings of gods, powerful beings, influential spirits, or other mysterious sources of power who have joined to form a powerful alliance that can grant divine power. Pantheons are groups of related gods—and only gods—worshipped either individually or together. Some pantheons are associated with a specific ancestry or geopolitical region, while others consist of deities with overlapping areas of concern. Followers work to advance the shared interests of their covenant or pantheon.

At the GM's discretion, champions, clerics, and other appropriate characters can dedicate themselves to a covenant or pantheon. In the case of a covenant, the character worships the entire covenant as a collective group and must adhere to the edicts and anathemas laid out by the covenant. A character who worships a covenant gains the domains, alternate domains, and spells from the covenant rather than those offered by any of the covenant's members. Worshipping a covenant requires committing wholly to the ethos of the covenant. Even if the character is aware of the individual members of a covenant, the character still worships the covenant as a whole. The character might have specific preferences or affinity toward a particular member or members of the covenant, but such predilections do not influence the worship of the covenant in any way.

In the case of a pantheon, the character still worships a specific patron deity among those in the pantheon, but also follows the edicts and anathema of the pantheon as a whole. A character who worships a pantheon this way can gain the domains, alternate domains, and spells from the pantheon instead of those from their patron deity. They must uphold the ideals of both their patron deity and the pantheon, though the patron deity's edicts and anathema take precedence. For example, a worshipper of Iomedae could worship the Godclaw, but they wouldn't take the tyranny domain, as it would be in conflict with Iomedae's edicts. In rare cases, a character can worship a pantheon without following a patron deity. Such cases are unique and subject to GM approval.

Reading a Covenant and Pantheon Entry

The entries for covenants and pantheons in this book use a stat block format similar to the stat blocks for other deities in this book, though there are some key differences to a god's stat block. The following statistics can be found in each entry.

Name: The covenant's or pantheon's name.

Members: The members of covenant or pantheon. This section is named "Covenant Members" or "Pantheon Members" for a covenant or pantheon respectively.

Areas of Concern: The topics that the covenant or pantheon cares most deeply about.

Edicts: These are things that the covenant or pantheon urges their followers to do. Followers must adhere to these as closely as possible if they wish to gain favor with this covenant or pantheon.

Anathema: These are things that are absolutely abhorrent to the covenant or pantheon; committing these acts will likely earn a follower disfavor or punishment.

Divine Attribute: This section lists the two attribute boosts the covenant or pantheon grants as options for characters with the Raised By Belief background (*Player Core* 88).

Religious Symbol: A brief description of the image most commonly associated with this covenant or pantheon.

Cleric Spells: Each covenant or pantheon provides additional spells to the spell list of clerics who worship them (*Player Core* 110). Typically, these are a 1st-rank spell and two other thematically appropriate spells.

Divine Font: This entry presents whether the covenant or pantheon grants worshippers *heal* or *harm*, or can grant both. *Heal* restores the living and hurts undead, while *harm* hurts the living and restores undead. Usually, benevolent covenants and pantheons channel *heal*, wicked covenants and pantheons channel *harm*, and impartial covenants and pantheons can channel *harm* or *heal*, but there are exceptions.

Divine Sanctification: Some covenants and pantheons sanctify their clerics and similarly devoted followers. This gives the follower the holy or unholy trait. The holy trait (*Player Core* 457) indicates a powerful devotion to altruism, helping others, and battling against unholy forces like fiends and undead. The unholy trait (*Player Core* 462), in turn, shows devotion to victimizing others, inflicting harm, and battling celestial powers. Covenants and pantheons that list "must choose" mandate gaining the trait and those that list "can choose" give the devotee the option to choose the trait or not. You can have the holy trait, unholy trait, or neither, but can never have both the holy and unholy traits

Divine Skill: This section lists a skill that is especially associated with this covenant or pantheon, which their followers would naturally be good at due to their worship or association with this covenant or pantheon.

Domains: The domains that best represent this covenant or pantheon.

Alternate Domains: If the covenant or pantheon offers additional domains (see page 8 for information on alternate domains), they are listed here. If the covenant or pantheon doesn't offer alternate domains, this section is omitted.

Favored Weapon: The covenant's or pantheon's favored weapon.

Deity Appendix

Many of the deities and other divinities that appear in this chapter have their statistics featured in the appendix starting on page 298. This appendix features all of the standard statistics including concerns, edicts, anathema, divine sanctification, and so on.

Apocalypse Riders

I don't fully understand daemons, my Lady. They seek the outright eradication of existence, the total erasure of reality. Surely the must know that this would include themselves? Are they not concerned about their own destruction? On the contrary, they seem to embrace it, though not before eliminating all other creatures. Selfishness and self-destruction are motives I can sadly understand, but this nihilistic combination of the two eludes me in its purpose, or even how a being could become so twisted as to arrive at it. It's hard to truly understand their mindset, especially as we've been tasked with avoiding them for the good of the River.

The Apocalypse Riders embody the purest essence of the apparent contradiction that is daemons. They serve as the rulers of Abaddon and are completely devoted to the destruction of reality, even more so than their daemonic brood. From what I could tell, the Riders began life as mortal souls and their nihilistic mindset was such they eventually elevated themselves to their current deific status. They, more than anyone else, would have an answer for my questions on daemons. However, I dare not approach the riders in any capacity.

Apollyon

The Prince of Plagues seized power for himself after the disappearance of the previous Rider of Pestilence by obsessively eliminating all potential rivals. Apollyon commands his vast army of leukodaemons to spread oblivion like a virus. He wastes no time on trivial acts of violence and lacks the patience to wait for long-term schemes to come to fruition. Instead, his plagues carry oblivion through cities like lightning, decimating entire kingdoms in the span of a few days. His greatest creations have been diseases that corrupt the soul itself, ensuring that my Lady must send his victims to Abaddon once they've succumbed.

Apollyon appears as a hulking, bruised giant wrapped in black leather strap, with the head of a rotting ram. His cloak is stitched from the skin of angels who attempted to rescue the souls he had claimed—after flaying the angels alive, he preserved their faces in permanent agony upon the cloak. Apollyon delights in witnessing the deaths his diseases cause, not in dispassionate obligation but self-righteous glee. He sends his plague carriers out across the Universe knowing that even if they are defeated quickly, the sicknesses they carry will spread and take more lives than they could ever hope to alone. The moans and wails from the infected are prayers that fill him with more power to launch his next sickness onto the living.

Apollyon spends most of his time on his Throne of Flies, in a grotesque palace built long before his life as a mortal from the corpse of an ancient being. He anxiously amasses power against a fear he has never voiced—the reappearance of his predecessor, whose fate remains a mystery. Apollyon is always working, spreading his influence farther and mutating his diseases to grasp those who thought themselves inoculated. For Apollyon, the only cure for existence is its end.

Charon

Charon, eldest of his counterparts and the Boatman of the Styx, is a patient and cunning figure. Content to allow plans to take hold over time, Charon freely offers his power only to collect on his bargain decades or even centuries later. As the Rider of Death, Charon concerns himself with miserable, pointless deaths that are devoid of any faith, mercy, or meaning, dragging those who perish in the depths of hopelessness and nihilism down into Abaddon and oblivion.

Charon is the last surviving member of the original Apocalypse Riders, who overthrew the First Daemon in their fit of jealous contempt. Holding knowledge from the earliest days of existence, he alone knows Abaddon's true history, but he keeps it to himself. This allows him to exploit opportunities with curious mortals, sweeping more souls into his dread kingdom.

Charon appears as a tall, looming man dressed in a frayed cloak and gripping a lantern staff firmly in one hand, but it is widely believed that this form is a facade. His true face may be unknowable, hidden away at the end of the Styx within his sunken palace, the Drowning Court. Some theorize that this form is nothing more than a mouthpiece for a far more alien entity that lies beneath the waters of the Styx. Whatever the case, Charon is a timeless being whose bargains, promises, and bottomless hunger stretch back to the earliest days.

Mortal attempts to extend their natural life spans provoke a cold anger in Charon. His daemon brood confiscates magic and technology that would grant respites from aging and delivers them to the Drowning Court, filling vaults with artifacts of immortality. He actively works to control the younger Riders to ensure they present a unified front to the denizens of Abaddon and beyond. Managing Szuriel's tireless bloodlust, Apollyon's festering paranoia, and Trelmarixian's existential investigations occasionally tests the Boatman's patience, but Charon never forgets that one day, all will find their way to his waters, and he longs for the day he can drown under them.

Szuriel

All Szuriel has ever known is war. In life she was first a champion of justice, then excommunicated from her

church for heresy. In response, she slaughtered her way to power until she was crowned empress, then subsequently had every member of her former faith crucified. She went on to wage several brutal wars against neighboring kingdoms until an assassin's dagger found her heart. Sent to Abaddon, she rose quickly through the ranks of daemonkind, and when she saw weakness in the Rider of War, she slew him in battle, claiming his title for herself.

Szuriel appears as a tragic angel with beautiful golden hair, magnificent wings, and polished obsidian eyes that continuously weep blood. She resides in the Cinder Furnace, her corner of Abaddon where instruments of war are forged from the fires of burning souls. Szuriel commands one of the largest standing armies in all of existence, countless daemonic soldiers ready to wage war. All fear oblivion at the hands of Szuriel and her army. The Rider of War is always happy to lend her powers, warriors, and devastating discoveries across the planes. So long as war continues, more souls are pulled into her ever-burning furnace.

There are few lasting cults to Szuriel. She carries a hatred of the gods from her mortal life, but she recognizes religious strife is a wondrous provocation to war. She sees her followers as entirely disposable, allowing them to believe whatever they wish of her so long as they deliver her souls on the ends of their swords. She is symbol of pyrrhic victory, a mocking lie to those promised an angelic reward in the afterlife despite a lifetime of violence. Only oblivion awaits those who serve the Angel of Desolation.



TRELMARIXIAN

Before his mortal death, Trelmarixian had already destroyed an entire world. Born a daemonic-blooded tiefling, his hatred of those around him was an all-consuming hunger, and he never knew peace. During an eclipse, he performed a ritual so powerful it mummified every living creature on his world, and his heart was finally full. Dying from starvation but elated by his success, Trelmarixian heard a voice call out to him. The voice mocked him, exclaiming all he'd accomplished was insignificant compared to what awaited him next. Trelmarixian's last mortal memory was of staring into an eclipse.

Lyutheria, the original Rider of Famine, was impressed by Trelmarixian's conquest and took him on as her apprentice, fatally underestimating his ambitions. After Trelmarixian learned all he could from his master, he devoured her and assumed her title.

Trelmarixian appears as sickly man with three snapping jackal heads and putrid, membranous flesh that is constantly dripping and sloughing off his body. As the Rider of Famine, Trelmarixian ushers in oblivion slowly, watching mortals waste away as their bodies turn against them. He spreads cancer by touch, inciting cells to rebellion, and his breath causes outbreaks of hives and asthma attacks in those nearby. He aligns himself with Szuriel to see that soldiers never make it home to reap their fields, leaving crops to rot on the vine. He collaborates with Apollyon to spread diseases from livestock, rendering butchers' larders barren. Trelmarixian has little trust for Charon, however, certain that the oldest Rider is hiding secrets.

Trelmarixian's ambition was not sated by attaining a revered place among the Apocalypse Riders. He buries a piece of himself within each of his daemonic servitors, allowing him control over them. As a result, his psyche is constantly deluged by voices from his servants, and with only great focus can he hush them. Yet there is always a single voice that cannot be silenced, the same that spoke to him before his death. That voice continues to speak to him, promising a future of devastation still to come.

Archdevils and Queens of the Night

Hell, from what I've gathered in my studies, is not entirely unlike the Boneyard, in its own ways. Order, structure, bureaucracy. These are widespread across both domains. Is there so much of a difference between contract-minded devils and the administrative focus of my fellow nosoi clerks? I would argue that from a day-to-day or worker-to-worker view, it really isn't. The key variation is the reason why the tasks are done. We do our jobs because it maintains the ever-important flow of souls, the continued function of the afterlife. Hell's denizens, it seems, do so because they believe they are the best at everything. They believe that everyone else is inferior and thus only worthy of subjugation. Hell is full of this mindset. The most powerful devils are the Archdevils and equaling their might are the Queens of the Night. Asmodeus lords over them all from his domain in Nessus, the ninth and deepest layer of Hell.

Archdevils

Each archdevil holds uncontested rule over one of the first eight realms of Hell.

Baalzebul

Baalzebul was one of the first angels of Heaven, a glorious lieutenant who followed Asmodeus in his exodus to Hell. In this new realm, he led the infernal armies and trained several other archdevils as generals. When Asmodeus divided the nine realms of Hell between himself and the eight archdevils, Baalzebul protested, thinking he had earned a place at his god's side. Asmodeus responded by stripping away the archdevil's radiant form, reducing him to a figure composed of swarming flies. Now known as the Lord of Flies, he rules over Cocytus, the frozen seventh layer of Hell, and attracts followers possessed of deep ambition and a powerful drive to triumph.

Barbatos

Barbatos is the youngest of the archdevils, and in fact is not truly a devil at all. His true nature remains unknown and perpetually cloaked, but when he appeared at Hell's gates bearing the souls of an entire mortal world and transformed them into Hell's first legion of vordines as an offering, the Prince of Darkness saw fit to grant Barbatos rulership over Hell's first layer, Avernus. As Hell's doorwarden, Barbatos oversees the spaces between worlds, and his followers are those who tread such interstitial paths and hold no qualms about the ethics of their journeys.

Belial

The lord of Hell's fourth layer, Phlegethon, is Belial. The Pale Kiss was created by Asmodeus as an object of adoration, with perfect form and beauty in the eyes of every creature. As a result, Belial has a virtually unlimited malleability of form, shifting between shapes almost constantly. His appearance is often as dualistic as his personality: half his body beautiful and half grotesque, much as he revels equally in pleasure and pain. As he is a creature of carnal desires, so are his followers: those who crave forbidden pleasures of the flesh but hide behind masks of respectability.

Dispater

Hell's second layer is the Diabolic City, Dis, and its ruler is the archdevil Dispater. The Iron Lord is the architect of the orderly perfection of Hell as a blueprint for the rest of the multiverse, responsible for Dis's own vile and startling perfection. He remains distant from the scheming and machinations of the other archdevils and the Universe, instead modeling calm and deliberate action combined with ruthless, merciless arrogance. As the most urbane of the archdevils, he attracts many followers among those who wish to see Hell's dark majesty spread across the universe.

Geryon

Once the mightiest of asura ranas, Geryon betrayed hundreds of Hell's original asura inhabitants to aid Asmodeus in claiming the plane, in the process earning himself the title the Source of Lies. His realm of Stygia, Hell's fifth layer, hews most closely to the nature of Hell before Asmodeus reshaped the plane, and it contains the sunken ruins of countless cities and libraries predating the war against Heaven. The archdevil hoards knowledge and secrets especially that which has been forbidden—while spreading falsehoods and heresies to mislead the ignorant, and his followers revel in the same.

Mammon

Mammon, the Grasping One, oversees the vast treasuries of Hell secured in the vaults of Erebus, Hell's third layer. As his angelic form was slain, he has no form of his own, so instead he infuses the very wealth that he guards, taking forms composed of riches and extending his senses out through each nigh-uncountable coin—he knows well the exact sum held in Hell's vaults and the greatest treasures among them. His worshippers are the greedy rich and poor alike, and he often arranges for such mortals to stumble across a "lucky copper" through which he whispers encouragements for the bearer to indulge in greater and greater vices, eventually claiming their soul as his own.

Mephistopheles

The archdevil Mephistopheles was shaped of the ashes and fire of Hell itself to convey the plane's will. The lord of Caina, Hell's eighth layer, he is a conniving schemer and a brilliant politician, quick to offer insults both blatant and cloaked behind silvered words. A master of rule, law, and words, he is the creator of the renowned

agreements known as infernal contracts, crafted to damn mortal souls through their own ambitions. He views mortals as nothing more than a source of power for the infernal realm, but he nevertheless has followers who share his affinity for the power of law and loophole.

Moloch

The general of Hell's armies, Moloch, embodies infernal discipline and incomparable destructive power. Across his ream of Malebolge, the sixth layer of Hell, the Ashen Bull trains countless legions of devils to wage unending war. He not only teaches obedience, he demands it, punishing every slightest misstep or insurrection with immediate, fiery retribution. Despite his harsh nature, Moloch is the most widely worshipped of the archdevils among mortals, as he is the most likely to answer supplicants' mundane pleas. In exchange, he asks only their souls to add to his endless armies—a price many are willing to pay.

Queens of the Night

The Queens of the Night have won their own measure of power in Hell.

Ardad Lili

When mortals were young, before Asmodeus conquered Hell, Ardad Lili was already manipulating amorous and lustful mortals to swear fealty to her, amassing power from their souls. She fled the realm of Nirvana during the Exodus, taking up residence in Avernus and continuing to gather an army of damned souls and female devils who share her ambitions. The Serpent Muse has never forgotten the censures and cruel insults spewed by the other natives of Nirvana, and she seeks to someday rule not a layer of Hell, but a realm of the heavens. Ardad Lili draws followers who are as passionate as herself.

Doloras

Perhaps the cruelest of Hell's divinities, the Sadistic Angel shares certain characteristics with the velstracs who once resided in Hell—most notably, a drive to inflict physical pain upon living creatures. She does not inflict her torments out of anger or retribution; she practices her art with an unparalleled detachment and absence of emotion. Her followers are sadists, torturers who relish their grisly work, and those diabolists who summon velstracs rather than devils. While she bears the title of Queen of the Night and commands power commensurate with the others, Our Lady in Pain is content with her station and holds no ambitions beyond ensuring she can continue her tortures uninterrupted.

Eiseth

Hell's Valkyrie rules a domain spanning part of Dispater's realm, commanding her legions of infernal soldiers as she sees fit. Eiseth operates outside Dispater's rule, and she has forged powerful alliances both in Hell and beyond, having long ago rejected limitations placed upon her by others. Foremost among the Queens of the Night, she embodies battle, revenge, and wrath, and her ambitions are as lofty as her aerie of Widow's Cry, where she forges souls of the damned into unequaled infernal legions answering to her alone.

Mahathallah

While the other Queens of the Night are all fallen celestials, Mahathallah was once among the most powerful of the monitors: a psychopomp usher in service of Pharasma. Granted a glimpse of the end of her own existence, Mahathallah fled to the pits of Hell, finding some form of solace in Asmodeus's counsel. Now the Dowager of Illusions, Mahathallah deals in death, fate, and vanity, pulling back the veils of lies that obscure the profound facts of existence. She teaches her followers to seek the truths underlying each falsehood, fomenting arrogance and callousness in them. She also serves as a distant, deliberate advisor to the other Queens of the Night.



MAMMON

Azlanti Gods

In my research, I've found it important to scour all possible sources for information, including mining the past. This put me on the path of the gods of ancient Azlant. This pantheon was prominent in what once was Azlant and the western reaches of the Inner Sea, but after the events of Earthfall many declined into obscurity or even died. While some of these gods are still worshipped today, their followers are few and direct contact with their deity is highly unlikely.

Although these gods aren't as prevalent in today's society, I believe learning from the past can only help us understand our present and look forward to our future. After all, Azlant was once one of the most advanced societies on Golarion. From what I've researched, I believe these gods played an integral role in both the rise and fall of ancient Azlant. It also seems that some of these gods are becoming less obscure with each passing day. With everything else that's gone on in the past decades, I wouldn't be surprised if one of the dead gods came back to life! (I jest, of course, my Lady.)

Acavna

Acavna, the Shield, was one of humanity's fiercest protectors. Legends of her tactics and exploits spanned the entirety of the Azlanti Empire. Her most famous act of heroism led to her death during the events of Earthfall. Determined to protect her people, Acavna refused to stand down despite her partner Amaznen's pleas. She used her magic to move Golarion's moon in the way of the incoming meteor, absorbing most of the destructive blast. Her body fell from the sky and plunged into the planet's core. The Mordant Spire grew from her remains, and the elves who reside there claim to hear Acavna whispering to them.

Acavna's teachings encouraged her followers to defend those who were less fortunate. Many of her faithful were found within the ranks of city guard or local law enforcement. Despite this, she was known to be more rebellious and free-spirited in nature. Her final actions inspired those with kind and compassionate hearts to take up her mantle to expand and eventually rebuild the Azlanti empire. Her ancient followers were said to be some of the first to explore Golarion's moon, fiercely fighting against the construction of a prison, yet ultimately failing.

Despite her not granting divine power anymore, worship of Acavna and following of her teachings lives on in modern Golarion, sequestered to small sects located around the Mordant Spire. If her spirit lingers anywhere on Golarion, it's felt most in that area. Modern followers continue to follow paths of protection, and many take up jobs as mercenaries or traveling bodyguards. Favoring defensive tactics, her followers rarely start fights, but they can finish them.

Aesocar

Aesocar, the Healing Touch, was the Azlanti god of creation, health and medicine. His clerics were some of the first who practiced the art of melding faith with science. Aesocar taught that while some ailments could be cured through divine means, his followers should also learn all they could about medicine and ways to heal not only humanity, but all in need. His clerics were among the first to master the art of prosthetics and creating life from nothing.

The teachings of Aesocar are the foundations for a significant portion of modern medicine in Golarion. Followers always seek first to do no harm, preferring defensive and protective tactics rather than aggression in battle. They believe in the ethical treatment of prisoners, offering healing and aid to any who peacefully surrender. Aesocar values education and the sharing of knowledge. He charges his followers to continuously expand their knowledge and take risks to further scientific discoveries. Followers do not shy away from controversial experiments if the outcomes would benefit the greater good.

While not as hands-on as he was during the time of Azlant, temples to Aesocar are still found across Golarion. Due to the minimized presence of Aesocar's faith, his modern priests and clerics are more inclined to travel, not only to spread the word of Aesocar's teachings to new and remote locations, but also to help educate those with less access to scholarly temples. Aesocar's followers tend to be patient and generally caring individuals.

Amaznen

Amaznen, the Father of Invention, was the Azlanti god of invention, magic and secret knowledge. Like Aesocar, he taught his followers to utilize both divine power and the power of science and technology. Amaznen focused more on inventing constructs to ease the burden of daily life, rather than the science of healing. The Father of Invention is most remembered for the role he played during the events of Earthfall. After his lover, Acavna, lost her life attempting to subvert the meteor, Amaznen absorbed the remaining magic of the incoming debris. It is unclear whether he died, or simply disappeared from existence after Acavna's death.

Amaznen's teachings praised creativity and out of the box thinking. He encouraged followers to not solely rely on divine magic, but to create new tools or invent new ways of using old things. He looked

down upon those who throw things away that could be repurposed and those who claim others' ideas as their own.

Whether Amaznen remains or not, his followers, teachings, and principles have persisted across Golarion. Larger temples can often be found in cities where technology and scholarly pursuits thrive. His priests and clerics are not prone to extensive travel as many prefer to remain close to their carefully curated workshops. One might take up a life of adventure to find answers to troubling problems, however, or to gather materials for a new invention. Often quiet and introverted, his followers are guarded with information, believing that not all knowledge is meant to be widely shared.

ELION

Elion, the Farseeker, is the Azlanti god of discovery, exploration, and settlers. It's most important to note that while Elion promotes exploration, he only promotes the settlement of unoccupied lands. He takes great offense when explorers destroy or claim inhabited regions in his name.

In ancient Azlant, Elion was most notable for teaching his followers how to explore lands beyond their island nation. He showed his followers how to use the sky, water and land to navigate and discover new areas while appreciating the natural order of each new location. It is theorized that his followers were the first to travel into the stars and colonize the moon and other planets in the galaxy. His moods and interests were as transient as the weather, which led to struggles in his relationship with Myr and a rift between the two and their daughter, Sicva.

The Farseeker has maintained a few loyal followers across Golarion, but the god himself has disappeared almost entirely. His followers maintain that he lives and is merely continuing to explore and travel the multiverse. In his absence, his priests and clerics continue to explore, often living their lives as nomads in search of the next great adventure. Modern followers of Elion take pride in aiding fledgling societies with the goal of leaving every place they venture to better than they found it. One can find small temples to Elion appearing in villages in need of aid and disappearing once the village reaches stability.

JAIDI

Jaidi, the Blessing and Bounty, was the Azlanti goddess of agriculture, hard work, and self-sufficiency. While primarily worshipped during the era of ancient Azlant society, artifacts dedicated to her were found in ancient ruins by Azlanti explorers, suggesting her existence for millennia prior. Most of her history and story of origin remains a mystery.

What is known is that Jaidi is the spouse of another god, Erastil. The beginnings of their relationship are a matter of much speculation. Some say the two met during the Age of Creation, battling side by side against Rovagug, starting an epic romance forged in the fires of battle. Others say the two agreed on a mutually beneficial arrangement to strengthen both churches' beliefs in hard work and community to aid fledgling human society. Still more speak of a time that Erastil was a wild beast, lured in by Jaidi's agriculture and tamed by her love.

Followers of the Blessing and Bounty often value hard work and find themselves in professions where they can benefit not only themselves, but entire communities. Some may take up adventuring to aid in rebuilding war-torn cities, but many spend their lives in humble service of their own town. Never ones to be called lazy, followers of Jaidi are often the first to volunteer in times of need and lean toward protective and defensive fighting styles.


JAIDI

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LISSALA

Lissala, the Order of Virtue, has changed drastically from the times of ancient Azlant. Her teachings created the foundation of the Seven Virtues of Rule, later adopted by the realm of Thassilon. While those seven virtues held aspects of charity, humility, and love, Lissala encouraged her followers to focus more prominently on teachings of duty and strict adherence to her guidelines. She believed, and taught, that those who followed her teachings would be greatly rewarded.

Followers of Lissala were encouraged to openly share knowledge and never keep secrets. Their ideology was based on the idea that knowledge is free, and it was their duty to share it as widely as possible. Often staunch rule followers, those who served The Order of Virtue found little gray in a world of absolutes. Those who took to a life of adventuring generally did so at the behest of another leader. They found comfort in being led and following someone with a strict sense of duty and structure.

These ideals were often misunderstood in the time of ancient Azlant, and many of Lissala's teachings were twisted and corrupted as her message spread beyond Azlant and Thassilon. Eventually, she embraced the corruption herself. In modern worship, her true followers are few and she is rumored to have died. Rune giants refuse to accept this rumor and still worship her.

MYR

Myr, the Guide of Perfection, believed in honoring the past and respecting the wishes of the ancestors to follow an individual path forward. She taught that doing good deeds and living a charitable life honors those that came before and promotes a value in all life. While she promoted perfecting one's body, it wasn't her most significant edict. As society in Azlant prospered and grew, however, some took Myr's teachings at face value. They prayed to Myr for aid in physical perfection and ignored the values of her other teachings. This made Myr an unconventional, but popular, goddess for warriors and athletes.

The traditional followers of Myr, while still caring for the physical bodies, resonate more closely with her teachings of charity. They will often be found performing acts of service for those less fortunate. Priests of Myr teach that if those with excess would share willingly, there will always be enough for all.

Marriage and family are very important to those who follow Myr. Honoring the past to continue the prosperity of the present and future is a key tenant among Myr's followers, even for those who never had children themselves. Her following declined after the fall of the Azlanti empire, and those who remain can likely trace their lineage back to Myr's first followers.

Because of the importance of heritage to Myr and her followers, the fall from grace of her daughter Sicva is Myr's greatest shame.

ONOS

Onos was the Azlanti deity of elements, embassies, and extraplanar travel. Often difficult for mortals to fully understand, the God of Many Doors exists outside of any personality expected by a deity and speaks with its followers in direct and emotionless ways. Priests of Onos do their best to behave in a similar manner. Slow to anger and mild-mannered, priests of Onos often served as mediators in times of conflict.

Onos is one of the few Azlanti gods to have a following that branches far beyond the Azlanti empire. As god of embassies and elements, Onos has several temples and places of worship within the Elemental Planes. These temples often serve as places of hospitality for planar travelers in locations that are less than hospitable.

As a deity of the elements, the people of ancient Azlant believed Onos to be one with the four elements. Onos, however, was always aware of the additional elemental planes of metal and wood. After its disciples began to spread the word of these additional elements, belief and worship of Onos decreased significantly. The people of the Azlanti empire believed in only four elemental planes and found it difficult to change their view. With the recent discovery of the two additional planes of wood and metal, some people in Golarion are returning to a faith in Onos in the hopes of gaining more knowledge about these oft-ignored planes.

SCAL

The people of ancient Azlant worshipped Scal as the deity of catharsis and purity. His promotion of these values, however, was more violent in nature. The Calm After the Storm believed righteousness could only be found by harnessing one's own darkness to destroy anything that threatened one's existence. His teachings were not about suppressing one's inner rage, hiding it, or blocking it out, but rather using that inherent violence as a powerful weapon.

A vengeful god, Scal once threatened to bring about an apocalypse by raining fire and destruction from the heavens onto all Golarion if humanity disappointed him. With these threats, he was wrongfully accused of causing Earthfall and the demise of ancient Azlant. His followers abandoned him, and Scal, scorned, left Golarion.

In recent years, reports of followers of Scal have been popping up around fight clubs, warrior guilds and similar groups founded through similar violent interests. Although small, these clusters of followers could indicate that Scal has returned to Golarion. To what end remains to be seen, however.

Often serving in underground arenas rather than peaceful temples, followers of Scal balk at traditional religious practice. Followers are often found among those cast out from families, loners, and recently released prisoners. These followers find refuge in Scal, as a god who doesn't judge them for their inner rage, but rather

one that encourages them to release it and use it as a source of power.

SICVA

Sicva, the Mistress of All, was one of the most vile and destructive gods of ancient Azlanti. Despite being raised by her virtuous parents, the deities Elion and Myr, Sicva grew up resentful of her father's shifting nature and her mother's commitment to charity. She set out to find ways to corrupt goodness and use that corruption for domination. She twisted her father's ability to see all sides of an argument into an affinity for manipulation of the mind, and her mother's penchant for charitable actions into an ability to oppress those of lesser means with a sickening smile. Sicva's cruelty doesn't stop at dominating civilized societies. She charges her followers to spread invasive species by bringing nonnative animals, plants, and viruses into new locations to destroy and corrupt precious ecosystems.

The Mistress of All is a popular deity of corrupt, power-hungry politicians and those with simple wills drawn to a domineering dogma steeped in degradation, manipulation and lies. The common people of Azlant who worshipped Sicva were often drawn in by lofty promises of wealth and fortune being theirs, if they were willing to go out and take it. Her followers typically dress in monochromatic clothes in tones of white, gray or black, reminiscent of military uniforms.

In modern times, worship of Sicva has dwindled, though small sects of followers could be found in societies with tyrannical and otherwise oppressive leadership.

ULON

Ulon is one of the most mysterious gods from ancient Azlant society. A god of conspiracy, isolation, and manipulation, Ulon believed that uncovering truths and sowing mistrust and questions that distracted society from the on-going underground machinations of the Web. Knowing that truth and lies are often found in the same vein, Ulon encouraged picking apart lies to reveal the truth beneath them, pushing followers toward a greater concept known as the All-Truth.

Ulon encourages followers to never blindly accept anything as truth. Instead, the Web supports questioning everything. Ulon was and is still largely considered an urban myth by most beyond the few cells who venerate the Web. Few have ever heard the name, and those who have dismiss talk of Ulon as fantastic tales or conspiratorial rumors. Ulon teaches that all things are connected and that by pulling the right strings, one can manipulate the strings of power and make authority one's puppet.

While Ulon's following declined significantly after Earthfall, the few faithful who survived struggled to carry and pass along Ulon's teachings. These followers continued to live in the shadows of society, undermining authority and bringing new cells into The Web's network. Followers have been surfacing more publicly in recent years, spreading whispers of something on the horizon. Whether this is a sign of Ulon's machinations working behind the scenes or a predicted event finally coming to fruition is yet to be seen, but Ulon's name coming up in regular conversation is not a thing to be taken lightly.



LISSALA

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Coatl Tribunal

The lack of direct intercessions on behalf of the gods has always been an interesting subject to me. While I understand that a hands-off approach helps mortals both become self-sufficient and also prevents inviting too many gods into the proverbial kitchen, it seems that some gods are more than willing to get their hands dirty, as it were. In a way, Asmodeus's constant offering of deals and contracts feels like a more direct interference with mortal affairs, at least in my eyes. In some cases, it seems that gods who are deemed less powerful than others can get away with direct interference more often. Perhaps it's the fact that more eyes are on you, my Lady, or the likes of your contemporaries Master Nethys and Miss Shelyn, which forces a reliance on subtlety and finesse. Or, it could simply be that less potent gods pose less of a threat to others and thus do not garner any attention with their machinations.

Regardless of why some of these gods might interfere more, it seemed imperative to investigate the matter. To that end, I decided to track down a select few deities that are more directly engaging with mortals and study them. Luckily for me, I found three that are working in tandem, which made the study all the easier. Across the sea in Arcadia, mortals worship a trio of gods. These gods are all coatls, the benevolent feathered serpents that you sometimes call upon to aid you, my Lady, and who are engaged with a seemingly eternal conflict with sahkils. (A most noble endeavor indeed!) The coatl tribunal, as they are known, seem to take precedence over that of any other righteous god among their kind. While coatls serve many virtuous gods, if any member of the tribunal calls upon a coatl, the coatl will always put an end to their current duty and respond to the call. It's an intriguing relationship, my Lady.

The reason I focused on these three is due to the general nature of coatls. Not quite celestial beings, coatls serve as a sort of intermediary between mortals and the divine. Coatls tend to directly aid mortals by offering guidance and protection, and the tribunal is no different. These gods also offer more direct contact to mortals. Not only do they offer divine power like other gods, they're even willing to appear before mortals to speak with them when offering such gifts! This doesn't occur every time they share divine power, but I would say it's something of a regular occurrence. Sometimes, these gods even directly appear to fight off foes or perform their miracles. I can't say why they choose to do so. Perhaps it's due to the fact that mortals are accustomed to seeing coatls. The tribunal seems to have avoided any fallout from their appearances, at least so far.

The other intriguing aspect of the tribunal is their relationship with each other. These three deities are in fact siblings: while legends and even the gods themselves differ on their exact origins, all three gods agree that they are siblings. Unlike a fair number of siblings I know, these three have a strong working relationship. When it comes to larger matters, the three confer with each other, working together to find a solution that all three agree upon. Perhaps this is where the tribunal title came into play? It's an interesting dynamic to watch in action. I sometimes wish more of the gods were willing to work in this manner, but alas.

The tribunal seems to be gaining more notoriety. With Kazutal's faith on the rise in the Inner Sea, it seems mortals from the region are looking into more gods from Arcadia, and the tribunal has gained notice. It remains to be seen if they'll begin making appearances in that part of the world, but I wouldn't be surprised if we are about to see a rise in coatl appearances in years to come!

Cihua Coatl

Cihua Coatl (SEE-wah coh-AHtl) is a dualistic coatl god. They support all those who defend others in the name of righteous causes. Their typical appearance is that of two coatls sharing a single body. One of these is a tletli coatl, powerful coatls known for their destructive might and righteous fury, while the other is a chicome coatl, coatls known for their ability to restore nature in areas that have been ravaged by evil. While Cihua Coatl has two distinct heads and tails, they share a pair of arms, with one holding a spear and the other a shield. Cihua Coatl teaches that conflict is inevitable, and one must be ready to defend others when such conflicts arise. The spear and shield represent the dualistic aspects of these teachings. The spear is the symbol of might: one can fight back in times of conflict, standing between aggressors and the innocent. The shield is the symbol of protection: caring for others is something that occurs at all times, not just during conflict. A follower can help others by offering services and kindness to their community.

Cihua Coatl encourages quick and decisive action in combat, and their warrior priests are masters of strategy and tactics. This prowess allows Cihua Coatl's followers to efficiently bring an end to combat while limiting the number of injuries and fatalities on both sides of a conflict. Outside of combat, Cihua Coatl teaches that to care for one's self and others only makes everyone stronger. They also serve as a patron god of midwives, encouraging their followers to learn how to care for children. The two coatls are of fluid gender and constantly shift between roles as attacker and defender,

symbolizing Cihua Coatl's message that anyone can care for others and rise to defend them when needed. Their common servitors are healers, warriors, and community leaders. Cihua Coatl's symbol is a ring composed of two coatls consuming each other's tails with their wings overlapping in the center.



PAHTI COATL

Pahti Coatl (PAH-tee coh-AHtl) is a god dedicated to the removal of evil from Golarion, either in the form of salvation or destruction. Unlike her younger siblings, Pahti Coatl has a different approach with defending good and innocent people by actively seeking out and ridding evil from the world. Pahti Coatl teaches that it is easy to fall in to a path of blind destruction and that one must be assured that one's campaign is not without reasonable cause. She encourages learning about others to confirm their wrongdoings and make sure that an evil person acts so willingly and not due to circumstance. Pahti Coatl knows that a parent unable to feed their child may turn to evil acts like theft and that such straying from the path in these circumstances must be met not with vengeance, but with forgiveness and care. In these cases, she takes on the aspect of the Healer of Souls, hoping to return a straying individual to the path of righteousness.

If Pahti Coatl comes to understand that an evil person has no chance of returning to righteousness or was never on the path to begin with, she takes on the aspect of the Cleansing Flame and does her best to fully destroy the evil and all that it has corrupted. Pahti Coatl typically takes on the form of a quetz coatl with two pairs of elegant wings, but transforms into a xiuh coatl when actively destroying evil. Her servitors include detectives, rehabilitators, and warriors. Pahti Coatl's symbol is a coatl feather wreathed in flame.

TOLTE COATL

Tolte Coatl (TOLL-teh coh-AHtl) is the youngest of the tribunal, but sometimes seen as the leader of three. While he is always looking to help mortals and share righteous ideals with them, Tolte Coatl is more concerned with matters of the mind than the more physical pursuits of his siblings. He teaches that knowledge isn't simply accumulated all at once, it's slowly built up, like a home being built one brick at a time; knowledge must generally be built upon itself. One can't know how to cook for oneself until they know how to create a fire. Tolte Coatl encourages patience with learning and acquiring new skills. He also encourages sharing knowledge when it can help others. As such, he sometimes grants his followers gifts of small pieces of vital information that can help unlock new collections of knowledge, such as a vital component to a new invention or a portion of an alchemical formula.

Tolte Coatl also encourages regular journeys, as a means of acquiring new knowledge, but also to refresh the mind. A mind that remains in one place too long can grow stale, clouded by the familiar. Journeys are also new experiences, whether they can teach a person or not, and novel experiences tend to make new memories. Associations with powerful memories can help a person, and many times, hide lessons that a person can discover upon reflection. While Tolte Coatl generally distances himself from combat, he and his followers will intercede to protect knowledge. Tolte Coatl appears as an auwaz coatl, a coatl known for aiding others on their journeys. His servitors include guides, inventors, and teachers. Tolte Coatl's symbol is a coatl's wing raining down stars.

Daemon Harbingers

To understand the phenomenon of daemons, we might begin with the philosophical question, "What is the opposite of love?" Perhaps this might seem a non sequitur. Yet, the answer may have everything to do with daemons. Born from evil souls who suffered immeasurably, daemons are driven by the singular goal of annihilating all life. Daemonic harbingers stand at the apex of this existence, often as cruel, fickle, and unkind to their worshippers as they are to their prey. Despite this, harbingers attract all kinds to their altars: the desperate, the selfish, the broken, and those vainglorious enough to want to rule over an apocalyptic landscape at the cost of everything. Words cannot adequately express their maliciousness. To contemplate their existence means asking, "Do daemons truly remember nothing of their mortal selves or is it the remembrance of everything that made them what they are?" I've decided to present a select number of daemon harbingers as a study of these very questions.

Anogetz

Petitioners to Anogetz understand that there is no such thing as a bloodless revolution. Even if the turning point of a war for one's community was diplomatic, the road to reach such a transition was built upon the corpses of all the freedom fighters who died before they could see the tomorrow they wished for. By granting their followers the opportunity to act as raging beasts against hated foes, the Fated Fangs gluts themself on the ensuing havoc.

Anogetz appears as a muscular human with a bestial head, hands, and feet. Their animal head changes to match the apex predator from the petitioner's homeland, and the rest of their body takes on the form of whomever the petitioner believes is the strongest leader of the community. For example, in the Saga Lands, the Fated Fangs might appear as a bear-headed, muscular Ulfen king.

Cixyron

The Furious Thunder claims purview over electricity, gunpowder, and poisonous metals, all concrete manifestations of a consuming violence that doesn't discriminate. Such engines of destruction can just as easily turn against the hands that wield them. Petitioners of Cixyron are often arms dealers, constructing instruments of war for whomever will buy them. Sometimes such implements are sold to both sides of a conflict, causing battles to drag on longer than they would naturally. Cixyron doesn't care about the results of such conflicts or whether his followers get swept up in the hostilities, only that they leave shattered bodies in their wakes.

Cixyron appears as a metallic, raven-headed skeleton crackling with electrical discharge. When they speak, usually to instill fear and terror, it is with a voice that booms with thunder.

Corosbel

At times, the greatest evils lurk within the gilded trappings of those who believe they are chosen by their gods. Corosbel seeks to further debase the souls of mortals who are convinced of their own self-righteousness. He also can be found in the poisoned hearts of religious servants who justify their heinous acts as payment for shepherding their flocks. This harbinger works slowly, for the best way to corrupt is to let prey remain thoroughly convinced that they are pure. It is said Corosbel's devotees never start out worshipping him directly. They claim that initially, whenever they prayed for the means to hide their debasements, divine messengers came to them in their dreams. By the time the truth is revealed, they are often too in love with their power for them to stop their own downfall.

Corosbel appears as an athletic, six-armed humanoid with golden skin. Often, the fingers of his hands look broken, jutting off at odd angles. When he is displeased, each of his six hands is whole and holds a sacrificial dagger.

Laivatiniel

The Chains and the Cradle is mother to all petitioners who cannot seem to let their beloved offspring go, whether they are born from their own wombs, adopted children, or students under their care. She corrupts the complicated emotions that come with watching someone one cares about grow strike out on their own, and revels in the often-unspoken fear of being left behind by those who once looked to us for guidance. Laivatiniel insists that control is the ultimate form of love and devotion, which often drives her followers to commit selfish acts against those whom they are supposed to protect. After all, what good is a baby bird that flies too far from their nest?

Laivatiniel appears as a smiling elderly woman with a dozen scorched and skeletal arms. When she speaks to a petitioner, her voice and mannerisms often resemble those of the petitioner's favored parental figure.

Pavnuri

Said to have begun his existence as a lowly cacodaemon, Pavnuri gained power by consuming others of his kind and by buying and selling secrets throughout Abaddon. As a harbinger, he is the plane's foremost information broker. Though he has served each of the Riders of the Apocalypse over the centuries, he has betrayed them all at one point or another. Despite that, Pavnuri still claims that they respect him. Many of his contacts and worshippers are cannibalistic undead to whom he feeds mere morsels of the knowledge that might answer the mysteries of the planes, never revealing the full truth. Pavnuri preys on those who so desperately chase secrets—the weakness of seemingly indomitable foe, the rumor that might undo a rival, the

academic epiphany that will secure immortality—that they neglect their necessary mortal functions, such as eating.

Pavnuri appears as a bloated cacodaemon whose body is embedded with dozens of soul gems. Those unfortunate enough to meet the Lord of Nothing swear that they hear whispers of their own personal secrets from these gems.

TRESMALVOS

Tyrants, greedy landlords, and corrupt governments suck their constituents dry in pursuit of their own fortunes, and Tresmalvos welcomes them all to the harbinger's water-logged, rotting bosom. The Cistern Queen is the unquestioned ruler of her domain, a sprawling labyrinth of dark sewer tunnels decorated with the befouled trappings of the wealthy. Though the indulgent wealthy do her work without knowing it, Tresmalvos is often petitioned by those of lowlier stations (such as rat catchers) in the hopes of inverting the current power structure. Occasionally, the Cistern Queen will grant such a request (usually via her swarms of filthy rats), elevating a worshipper to a higher status, only to entice them into acting the same way as their former oppressors.

Tresmalvos appears as a drowned elf wearing a rusted iron crown, with piercing yellow eyes, a rat's tail, and other ever-shifting features. As a stark contrast to their physical appearance, her voice is sweet, melodious, and implacable.

VORASHA

Vorasha is considered the most powerful of the daemonic harbingers, likely because of her close ties to Trelmarixian, the Rider of Famine. Some say that he has had a subtle influence on the Ophidian's rise through the ranks. However, Vorasha has plans of her own to become a Rider in her own right, focusing on poisons and incurable toxins. She schemes from the Writhing Palace, a vast garden of poisonous plants infested with venomous serpents. Because this domain lies wholly within the Withered Court, Trelmarixian's realm, Vorasha suspects the Rider of Famine is aware of her every move.

Vorasha appears as a scaled draconic humanoid with clawed hands and feet. She has a tangle of scarlet-and-emerald snakes as hair that are constantly writhing. As the Lady of Toxicity, she wears a flowing green gown that drips with poisons.

XSISTAID

Sometimes, desperate individuals suffering in the wake of plague and illness cry out to the cosmos for aid. Xsistaid is the chittering voice attempting to convince them that their continuing survival means shedding all pretenses of goodness, and preying upon whomever is in reach, growing strong by robbing others of their vitality. The Wriggling Wound cares not that there is no honor in becoming a parasite. Only the fact that it leads to a longer life matters.

Xsistaid's true form is a swarming mass of multi-colored parasitic fungi and maggots, from which a screaming petitioner occasionally thrashes to the surface in an attempt to escape. Usually, Xsistaid hides within the decaying body of a non-daemon outsider (such as an angel), controlling the corpse's every move.

ZELISHKAR

The Bitter Flame was originally forged by Szuriel, the Rider of War, in her domain, the Cinder Furnace. She created Zelishkar as the embodiment of the funeral pyres that often follow in the wake of the wars she brings. The aggressive daemonic feline performed his duties so well that Szuriel promoted him to harbinger. Though Zelishkar continues to personify the most sadistic uses of fire, he holds a spark of resentment in his cores that he owes all that he is to Szuriel and schemes to someday supplant her.

Zelishkar is shaped like a monstrous three-tongued tiger made of living crimson flames. His body is protected by a thin, durable cuirass crafted from obsidian. His eyes are jet black and emit a sinister orange glow.



Demon Lords

The demon lords of the Outer Rifts provide an interesting study subject. I surmise they lie in a strange liminal space between mortality and divinity. Birthed from larvae (mortal souls sent to the Outer Rifts), these demons rise in power to achieve a semi-divine state, becoming demon lords. Yet they have a curiously tenuous grasp on that divinity; they can be killed, and thus have a semblance of mortality. This is exemplified not just by the death of Nahyndri at Lady Nocticula's hands, but also by Deskari's demise via a band of mortals. Despite this vulnerability (or perhaps because of it), the demon lords constantly fight among each other for power and domination in the Outer Rifts and the mortal worlds.

While keeping a full account of every demon lord to have ever lived is effectively impossible, I have tried to find some kind of pattern or explanation for the current allotment of demon lords and nascent demon lords. It appears that a given concern or sin always has some kind of champion in the form of a demon lord. It could be because a given array of concerns is so compelling that it always inspires or draws demons toward claiming dominion over the concerns. It might also be that the current array of concerns accounted for among the Outer Rifts is simply those that create the strongest demon lords, making these a sort of "core" concerns for the Outer Rifts. It might also be that some demon lords are born again, returning over and over to reclaim their domains. It's quite difficult to say due to the ever-changing nature of the outer rifts and the constant change in number of demon lords. For example, I have records noting that romantic betrayal was a common theme among a sequence of demon lords for some time, only for the "dynasty" to end several millennia ago. This development could be interpreted in any number of ways.

Whether the demon lords will endlessly grow and shrink in number as demons rise to divine state only to murder or be murdered by their peers, or if this battle for ascendancy will result in a small but stable pantheon remains to be seen. For now, I present a list of demon lords that have managed to keep their lives for long enough for me to consider them significant by some measure.

Abraxas

Abraxas, the Master of the Final Incantation, is the demon lord of forbidden lore, magic, and snakes. Abraxas has an encyclopedic knowledge of magical formulas and destructive secrets, favoring those that inflict suffering and destruction. His Final Incantation is a word of power that can unravel the mightiest of spells and unmake even artifacts. He takes the form of a viper-legged humanoid with a fanged, deformed bird's head. Abraxas's cults are most prevalent in the Darklands of Golarion, but small circles devoted to him can be found in most major cities on the surface as well.

Areshkagal

Areshkagal, the Faceless Sphinx, is the demon lord of greed, portals of all kinds, and inscrutable riddles. While in decline due to the loss of her territory to her half-sister Aldinach, this demon lord still has formidable power and wealth, although her real strength lies in her abilities of deception, sequestering treasures behind riddle locks and portal traps. She appears as a faceless, six-legged sphinx with blue fur and pale, ashen skin. Her wings resemble those of a dragon and her tail is a viper that hisses her countless unfair riddles. Her cultists, usually based near deserts, remain equally enigmatic with their own puzzles, veiled coded language, and seething rage at their diminishing numbers. Because of Areshkagal's secretive nature, followers often form mystery cults, with layers upon layers of falsehoods so intricate that initiates often don't realize they follow the Faceless Sphinx.

Baphomet

Baphomet, Lord of the Labyrinth, is the demon lord of beasts, dungeons, and traitors. Baphomet was originally a consort of Lamashtu who achieved demon lord status after escaping from imprisonment in a labyrinth constructed by Asmodeus. Baphomet appears as an enormous emaciated minotaur with feathered wings and a goat-like head that bears three horns, as well as a blazing pentagram branded into his forehead. As a lord of beasts, he grants his blessings to wild animals (like bears, dinosaurs, and sharks) who kill humanoids, whether accidentally or intentionally. Baphomet's cults are among the most prolific in Golarion—human-dominated secret societies devoted to the demon lord are present in many cities and may have members ensconced in positions of political power.

Cyth-V'sug

Cyth-V'sug, Prince of the Blasted Heath, is the demon lord of disease, fungus, and parasites. Originally a qlippoth lord, he was exiled by his peers for accepting mortal worshippers. Transformed into one of the demons he despises, Cyth-V'sug seeks to devour all life to put an end to demons and, ultimately, himself. He most often appears as an enormous draconic figure of snarled vines, fungal growths, and flailing tentacles. Cyth-V'sug is most often worshipped by recluses who seek to bring decay and destruction to their environs, though denizens of the Darklands also pay homage to him.

Dagon

Dagon, the Shadow in the Sea, is the demon lord of aberrance, the ocean, and sea monsters. He holds court in an infinite ocean covered in disconcerting islands and deep-sea trenches filled with incomprehensible sunken

cities. He appears as a massive creature with the lower body of an eel, a head reminiscent of deep-sea predators, and four thrashing tentacles in place of arms. Dagon began life as a qlippoth, and no mortal understands his transformation into a demon lord, though it earned him the enmity of his former kin. Dagon is primarily worshipped by boggards, sedacthies, and marsh giants, though desperate or depraved coastal villages have been known to pledge themselves to the demon lord.

GOGUNTA

Gogunta, Song of the Swamp, is the demon lord of amphibians, boggards, and swamps. Gogunta is worshipped as a goddess by boggards, who believe her to be an ascended mobogo, though scholars suspect she was a former demon who gained the favor of Dagon. Lending credence to this latter theory, her realm, a stinking salt marsh, is located within Dagon's oceanic realm. Gogunta appears as an enormous, multi-headed frog with dozens of eyes and even more tongues, though boggards typically depict her as a titanic boggard queen.

HAAGENTI

Haagenti, the Whispers Within, claims an innocent, seemingly progressive portfolio of alchemy, invention, and transformation, but has dominion over the negative aspects and results of experimentation. Followers tend to be obsessive, unconcerned with the dangers of new knowledge, and selfish about their need for discovery regardless of the impact on society and individuals. Every invention created under the influence of Haagenti turns destructive in unpredictable ways. As a demon lord of transformation, Haagenti has a myriad of forms, but a common one is winged, bull-like being with axe-bladed horns, toxic breath, and a seductive telepathic voice. Cults tend to be small, centering around a lone "genius" and perhaps trusted apprentices, but the nature of Haagenti's influence relies on overblown egos, and each workshop's staff quickly turn against each other over jealousy. Both Haagenti and his cults have a standing hostility against Yamasoth, a qlippoth lord of transformation, that many see as a being encroaching on Haagenti's purview.

JEZELDA

Jezelda, the demon lord of desolation, the moon, and werewolves, is also known as the Mistress of the Hungry Moon. Legends claim she was the first lycanthrope, but neither she nor her followers have confirmed this. Jezelda is a patron specifically of werewolves, and she and her followers wage war against any non-werewolf werebeast. Her three forms consist of a dark-haired woman, a feral wolf with yellow eyes, and an emaciated combination of the two. Cultists form around two types of hunts. In the first, the cultists find someone worthy of Jezelda's blessing, stalk them for one moon cycle, and then hunt them down together to turn them into a werewolf. In the other type, the cultists find an individual worthy of sacrifice, stalk them for a year, and then hunt them down to kill them. Their success or failure determines if they have won or lost Jezelda's favor for that year. Over time, these deaths and forced conversion to lycanthropy can turn communities into ghost towns.

KABRIRI

Kabriri, Him Who Gnaws, is the demon lord of ghouls, graves, and secrets kept by the dead. According to legend, Kabriri is the reborn form of the first humanoid to ever devour his kin in life. His realm, Everglut, is connected to graveyards throughout the multiverse by a snarled network of tunnels that bring knowledge and sacrifices to the demon lord. Kabriri appears as a hulking ghoul with elven ears, teeth filed to points, an unnaturally long tongue, ashen skin, and cloven hooves. He is worshipped primarily by ghouls and ghasts.



NURGAL

Nurgal, the Shining Scourge, is the demon lord of deserts, senseless warfare, and the sun. He was formerly a fully-fledged deity of ancient Azlant, but fell to demigodhood after his defeat in combat. Nurgal represents the sun's potential for devastation, and his followers venerate him out of cowed awe. The demon lord appears as a muscular, tanned man with the head and lower body of a golden lion and a dragon's tail. He is almost always depicted as wielding a mace in the form of a miniature sun, held in a taloned hand. Nurgal's worshippers are primarily found in the deserts of Garund, Ninshabur, and Qadira.

PAZUZU

Pazuzu, King of the Wind Demons, is the demon lord of the sky, temptation, and winged creatures. He counts himself among the most ancient of demon lords, though his constant warring with Lamashtu has hindered his accumulation of power to the point of denying him godhood. He is exceptionally active in meddling in mortal affairs and takes great pleasure in possessing and corrupting good-hearted folk who invoke his name. Pazuzu appears as a humanoid figure with eagle's talons, two pairs of bird wings, a scorpion tail, and an avian demonic head. He is worshipped by harpies, other evil winged creatures, and by countless champions and clerics who fell from grace at his temptations.

SHAX

Shax, the Blood Marquis, is the demon lord of envy, lies, and sadistic murders. Shax's capacity for cruelty is legendary even among the ranks of demon lords, and he takes extreme pleasure in watching the last light of hope fade from the eyes of his victims. He is also known for creating demons, and those whom he personally flays and corrupts with chthonian influence remain exemplars of their kind. Shax appears as a human man with a dove's head, feet, and wings, carrying countless knives and other weapons all over his body. Shax is most frequently worshipped by sadists, lone murderers, and serial killers.

SHIVASKA

Shivaska preys upon the forgotten and marginalized: orphans, the unhoused, refugees, and the like. The Chained Maiden's current form is that of a tall zecui with elongated limbs, a face that is completely smooth save for a large maw, and multiple black eyes studding her torso. This form has changed over time, yet each always has thirteen animated, hooked chains protruding from her back. Her symbol, the thirteen-hour clock, represents her association with inevitable extinction events, time ticking away toward destruction, prison sentences, and the relief that never comes after a terrible event. Her cults form around any institution of encasement and control: prisons, oppressive orphanages or monasteries, sweatshops, and the like. As a result, followers tend to be those with authority, but ones with a petty amount of power and never rulers of countries.

SIFKESH

Sifkesh is unusual among demonkind as she is more of a machinator akin to a devil. The Whispered Doubt works on twisting minds away from purity, seducing faithful mortals into betraying their religions. Once tempted into blasphemies, these mortals damage to the reputations of their religion among society and also to their personal standing. Sifkesh particularly delights in pushing these blasphemers to leave their faith, fighting against their fellow faithful, or even leading a mortal to the ultimate ruin of death. In these cases, Sifkesh can more easily claim a heretic's soul and consume it. This consumption borders on the daemonic, which contradicts her demonic nature. Sifkesh appears as a human woman with pale wings, dark hair, and a body cut into sections that float together to maintain her generally humanoid form. Her worshippers include blasphemers, heretics, and outcasts from other religions.

SITHHUD

Long ago, Sithhud, the demon lord of harsh snowstorms and the frozen dead, was ousted from his realm of Jhuvumirak in the Outer Rifts by another demon lord of cold. He was not destroyed, however, and was merely reduced to a nascent demon lord as he took refuge in the labyrinthine valleys between the peaks of his former mountain domain. The deposed Frozen Lord didn't spend the intervening centuries idle. After slowly amassing an army of frozen undead, Sithhud recently led an assault to take back Jhuvumirak and in doing so, reclaimed his status as demon lord, slaying his former usurper and striking his name from all existence and memory. In addition, this foray allowed him to appropriate the concept of revenge from his enemy's portfolio. His vengeance complete, Sithhud turns his attention once again to mortalkind, hoping to regain followers among necromancers and intelligent undead who live in places regularly blanketed by snow and sleet. The Frozen Lord appears as an icy humanoid skeleton with three spidery legs. He exhorts his devotees to strike back against those who wronged them, even if it takes dozens of years.

VULOT

Vulot is the nascent demon lord of lies, loss of identity, and suffocation. The All or None receives worship from liars, con artists, opportunistic community leaders, and even some stage performers. As befits a demon lord of disguises and swapping faces, Vulot has several forms, varying from a humanoid body made up of dozens of different faces to a nondescript, mannequin-like form with no face at all. The All or None sees each identity stolen as an opportunity to consume the potential that individual holds. Vulot doesn't feed on the abstract idea of potential, instead using a person's potential to provide

divine fuel for further machinations. Vulot's ultimate goal is to use all of this potential to ascend far beyond the status of demon lord into something greater, destroying or appropriating anyone else along the way, including any fellow demon lords that may act as obstacles to this goal. The demon lord's cultists tend to be individual and solitary, as covering up their identity requires few to know their true selves. Their work aims less for direct confrontation instead destroying the connections of a community through falsehoods and whisper campaigns. Luckily, the All or None's followers are generally too individualistic for more than short-term gains.

XOVERON

Xoveron jealously guards his spheres of gargoyles, reckless consumption, and ruins. When the four-armed, four-headed Horned Prince hunts, the air fills with the horrific sound of stone grinding on stone. The demon lord particularly exalts in the destruction of cities, encouraging people to use more resources than they contribute, while bandits that prey on cities and villages often ask for his blessing upon them and his curse on their targets. He also enjoys the ruination and suffering of architects, sculptors, and those who aim to build something lasting. Unlike most other demon lords, Xoveron has the patience for long-term disruption, as befit the venerated prince of stony gargoyles. Cults form from either the aforementioned bandits or the absurdly wealthy, who often benefit from slowly crushing of those beneath them for the slightest taste of the finest things life can offer.

YHIDOTHRUS

Yhidothrus is the demon lord of the horrific aspects of time: erosion, decay, entropy, the fear of aging, and worms. The Ravager Worm operates slowly, letting time do his work, as his twisting body grows ever longer. Rumored to be connected (physically and in origin) to qlippoths, Yhidothrus's form is an infinitely long worm with night black flesh and a mouth of a dozen jaws and countless teeth. This demon lord's physical connection to the realm of qlippoths can also explain his slow workings; he is physically incapable of reaching into the territory of the other demon lords. His cults tend to be solitary individuals determined to avoid death and aging, transforming themselves into liches or other monstrosities, doing the demon lord's work less for his power and more to avoid his reach, letting him decay other things in exchange for preserving their existence.

ZEVGAVIZEB

Zevgavizeb, the Glutton in the Dark, is the demon lord of caverns, reptiles, and xulgaths. He dwells at the center of a massive network of caverns called Gluttondark, filled with continually warring nations of reptilian creatures, along with other, more hideous subterranean creatures. He encourages these conflicts to cull the weakest of his followers and devours all life found within defeated nations as a price for failure. Largely concerned with these perpetual conflicts, Zevgavizeb seldom seeks to influence Golarion directly, though reptilian ancestries and xulgaths in particular routinely commit atrocities in his name.

ZURA

Zura, the Vampire Queen, is the demon lord of blood, cannibalism, and vampires. According to legend, she is the reincarnated form of an Azlanti queen who indulged in blood rites and acts of cannibalism in a quest for eternal life. After death, she was reborn as a unique vampiric succubus who quickly ascended to the status of demon lord. Though many of her cults died out with the Azlanti empire, Zura is still worshipped by vampires and those aspiring to become vampires, particularly within Cheliax and Ustalav, as well as some civilizations of the Darklands.



VULOT

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The Eldest

I've heard stories of the time that you and the other gods worked to create existence, my Lady. It seemed like a wondrous time, and the First World stands as a living testament to the majesty and creativity. A more interesting tale is the arrival of the Eldest. Many of these were creatures already inhabiting the First World, powerful beings in their own right that only grew with power as they filled the vacuum you and the other gods left behind. Some seemed to arrive from elsewhere, though their origins I have yet to fully understand. Most notably, a few even seemed to be born of the First World itself. Regardless of their origin, the Eldest are undeniably powerful and inscrutable beings. Some fey and other creatures beyond the First World worship the Eldest like any other god, but most Eldest meet this worship with indifference. They are fascinating beings, and I hope to take more time to study them further someday.

Count Ranalc

Once the lord of darkness and of the chaos of creation, Count Ranalc was cast out long ago by the other Eldest and titled "the Traitor," though the Eldest are not forthcoming about what heinous treachery Ranalc committed, and many among his worshippers claim that he was the one who was betrayed. In his new home in a remote corner of the Netherworld, Ranalc embraced his banishment and became the patron of exiles, shadows, betrayal, and the betrayed. Ranalc had long held a fascination with the world of Golarion, and he was alternately both friend and foil to the powerful archwizard Nex. On the day Nex besieged the city of Absalom with shadowy beings—beings certainly drawn from Ranalc's domain—the Eldest vanished from reality. Although he continues to grant spells to his devout worshippers, Ranalc has otherwise wholly disappeared. Theories about his disappearance abound, although they are as obscure and as self-contradictory as the enigmatic Eldest ever was.

The Green Mother

The Eldest of carnivorous plants, intrigue, and seduction, the Green Mother personifies the raw thrill and desire found throughout nature. Lush plants that entice prey only to kill with barbs or toxins lie within her authority, as do lustful acts and whispered secrets occurring in wild terrain. Her seductive form shifts from that of a beautiful fey such as a nymph to incorporating natural lures like sweet-smelling flowers and graceful verdant tresses. Just as the Green Mother's form constantly changes, her mood shifts from mercurial temptress to indifferent poisoner. No matter her form or attitude, the Green Mother is among the canniest of the Eldest, and she maintains several loyal agents who keep her well informed about goings-on in the First World and beyond. This information fuels her intrigues among the Eldest, and they all believe it wisest to keep on the Green Mother's good side lest their secrets be seductively whispered into the ears of their enemies.

Imbrex

Known as the Twins, Imbrex is the mysterious Eldest of twins, statues, and endings. Appearing as two immense stone statues hundreds of feet tall holding hands and looking outward, Imbrex neither moves nor speaks. The Eldest sometimes communicates with telepathic utterances that rend minds or deliver psychic enlightenment, but they more often express their will through startlingly realistic dreams that sometimes manifest into strange life. An entire city named Anophaeus sprawls at Imbrex's four feet, populated by jaded urbanites, eager aspirants, and prowling dream-creatures made real. An unusually high proportion of those born in Anophaeus are twins, and twins are also common among Imbrex's worshippers. Although Imbrex appears timeless in form, they are intrigued by dramatic endings, particularly apocalypses, and have foreknowledge of disasters to come.

The Lantern King

Although the Lantern King most often appears as a floating ball of light surrounded by runes that form a delicate crown, the Eldest of laughter, mischief, and transformation has taken on a dizzying array of figures. He often adopts alternate shapes to play pranks, and even other Eldest are not immune to his mischievous scheming. Although he insists his pranks are intended only for levity and to bring down imperious snobs, the chaos he creates in the name of good-natured fun is, to his targets, embarrassing at best and sometimes outright lethal. The Lantern King wanders the First World more than other Eldest, and he can be encountered in crowded markets and lonely byways alike. He is frequently accompanied by the Witchmarket, a traveling caravan of entertainers and merchants that serves as his court.

The Lost Prince

The Eldest of loneliness, sadness, and forgotten things, the Lost Prince spends most of his time brooding in the throne room of his crumbling tower. Although his precise origin is a hotly debated issue, the Lost Prince is known to hail from a place other than the First World. The melancholy lord doesn't speak of his home, and in fact he doesn't speak much at all, as he's prone to bouts of depression powerful enough to leach color from his surroundings and press his coterie of followers into respectful silence. Appearing as a

gaunt, pale human man dressed in black finery, the Lost Prince bears vivid red runes on his brow and on the backs of his hands. He is studiously neutral in the schemes of the other Eldest, which makes his opinions and his favor particularly valuable.

MAGDH

Magdh is the Eldest of foreknowledge, complexity, and triplets, and she is the greatest seer in the First World. Most often appearing as a woman with three faces set equidistantly around her head, Magdh looks across the skeins of fate into myriad alternate realities and possible futures. Among all the Eldest, she has the deepest knowledge of reality's true design and the ripples a single action or inaction can create throughout all of existence. Her communications are veiled in conditional language and oddly juxtaposed statements to an almost infuriating degree, and thus she never communicates the prophetic truths she sees—so plain to her six eyes—in a straightforward way. Because of their shared knowledge of branching timelines, Shyka and Magdh can communicate more easily with each other about such topics, though the other Eldest are cautious around Magdh, lest a careless comment or errant gesture cause her to predict apocalyptic dooms.

NG

Rumors say that to glance upon the hooded face of Ng is to either see truth or face oblivion itself, but the Eldest of changing seasons, secrets, and wanderers keeps his visage perpetually shrouded. He is a serious and stern figure draped in silvery robes that swish around his legs as he walks lonely and distant paths. No carefree wanderer, Ng is a patron of those who travel long distances with purpose, and he sometimes shields them from banditry, treacherous weather, and getting lost. Ng keeps many secrets, even from his followers, and none know what his evidently aimless travels might portend. Ng rules over the seasons as they turn one into another, but he rules far more numerous seasons than the four familiar to Golarion, such as the Season of Carnivorous Light and the Season of Solemn Deliquescence.

RAGADAHN

As boastful as he is bestial, Ragadahn the Water Lord is the Eldest of oceans, linnorms, and sinuous spirals. He appears as a great serpentine dragon in the First World's seas, but he is widely traveled and takes other forms as needed to pursue both martial conquests and amorous affairs. He is widely believed to be the progenitor of all linnorms, and he claims to be the progenitor of all dragons. Non-linnorms stridently contest this assertion, although they wisely decline to do so when in Ragadahn's majestic presence. Failure to deliver proper respect to the arrogant Ragadahn invites his legendary ire, and no supplicant can ever be too flattering for his tastes. Yet for all his tempestuous nature, he is wise, and he holds much otherwise lost and forgotten knowledge.

SHYKA

The Eldest of entropy, reincarnation, and time, Shyka the Many is not a single entity but rather multiple beings who travel forward and backward through time. Each has sequentially held the title of Shyka, picking up the mantle and the knowledge that comes with it upon the passing (or disappearance) of a predecessor. Shyka visits so many overlapping temporal locations that other creatures encounter a random-seeming Shyka each time. This Eldest knows of the multiverse's birth as well as its death, having experienced both. Although Shyka claims to merely watch over the continuum of time, it's an open secret that the Eldest makes slight changes in line with their own goals—or requests that their worshippers do so, with abstruse promptings.



RAGADAHN

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Elemental Lords

I was not there when the first elements were gathered at the birth of creation. I was not there when the lords of these elements were born of the will of the gods. I was not there when the Elemental Lords fell to wickedness and split from each other. I was not there when a conspiracy took form and the wicked lords trapped their brethren. I was not there when mortals finally freed Ranginori from the *Untouchable Opal*, tilting the scales of the elements ever slightly toward balance. But, I was there for what happened afterward.

First was the *Gasping Pearl*. It called out and other mortals answered. Much like Ranginori, Lysianassa grew free with their help. The two were able to gather others and lead the liberation of Atreia from the *Garnet Brand*. The three were then able to call on their forgotten siblings, drawing the power of metal and wood back from what felt like a void, a space beyond existence where they sat weakened and ignored for a hundred ages. Ferrumnestra and Laudinmio and Shumunue and Verilorn made seven. Together, they gathered the army that marched on the other planes, forcing Hshurha, Kelizandri, and Ymeri to bow to their will. The three wicked lords called out to Ayrzul, but he sat unmoving. Knowing defeat, they struck the *Moaning Diamond* and released Sairazul. Finally, there was balance once more.

Well, at least that's the story as I understand it. I wasn't personally there, as you know my Lady, but I trust that your retelling is true. What I do know is that the information here, that of the Elemental Lords, is accurate to the best of my understanding.

Atreia

Responsible for fire, purification, and radiance, Atreia the Lambent King is the benevolent elemental lord of fire. When the multiverse was young, Atreia soared across the Plane of Fire as a triple-headed ibis, with wings that burned and eyes of flame, routing evil from the plane. Though his strength was weakened from a long imprisonment, he maintained worship among some groups of munsahirs on the Plane of Fire for his dominion over protection and life-giving fire. With his return, his worship now also extends to a few circles of mortals who hold the discovery and purification of evil above all other causes.

Ayrzul

Lord of buried secrets, earth, and metal, the Fossilized King Ayrzul is a mystery even on the Plane of Earth. No one has seen the elemental lord of earth outside of his realm, the Blistering Labyrinth, and few know the truth of Ayrzul's nature or the form he takes when he appears. His power, motives, and origins are likewise the subjects of innumerable rumors. This speculation is all inconsequential to the Fossilized King; even the politics of his plane falls outside his notice. Instead, the lord of earth spends his time plotting against his bitter rival, Ymeri, the elemental lord of fire.

Ferrumnestra

Ferrumnestra, the Lady of Rust, is the elemental lord of metal, decay, and inevitability. Eternally wandering across the Plane of Metal, Ferrumnestra's touch is that of slow decline, the rust of ages that eats away at even the strongest of steel. While she has no particular desire to hasten any endings, she is there to consume the last crumbling detritus of its inevitable demise, leaving nonexistence in her wake. She keeps no permanent dwelling, always on the move as is her purpose; her few devotees usually follow her example, traveling across the world and destroying the wreckage of ancient ruins in their wake.

Hshurha

Hshurha, Duchess of All Winds, is the elemental lord of air, last breaths, and windstorms. She rules the Plane of Air from her translucent palace, Verglas Precessional, surrounded by her court of air elementals, planar dignitaries, and favored guests. The Duchess is naturally invisible, and her true form—if she even has such a thing—is a mystery. Cruel and tyrannical, Hshurha enjoys toying with outsiders in her realm, and she is known to be especially vicious toward creatures with solid forms. She creates and destroys magnificent ice and dust sculptures according to her tumultuous whims, and her machinations often seem convoluted and nonsensical, even to her inner circle. Most on the plane both respect and fear her.

Kelizandri

Kelizandri, the elemental lord of water, oversees the deep sea, waves, and drowning. The Brackish Emperor claims to be the offspring of an ancient god and a brine dragon, and he usually takes the form of an immense aquatic dragon with metallic scales and crystalline talons. He spends much of his time slumbering in his magnificent Palace of Salt and Bones, entertaining himself with rampages of wanton destruction and conquest whenever he wakes. The lord's domain on the Plane of Water is the Brackish Empire Kelizandrika, a conglomeration of affiliated brine dragon–controlled realms. The most powerful dragons of Kelizandrika's ruling councils are said to advise the elemental lord personally.

Laudinmio

Laudinmio, the Sovereign of Alchemy, is the elemental lord of metal, alchemy, and experimentation. They once thrived on the quicksilver change of minerals and metals when correctly combined, seeking the most innovative of crafts, chemical reactions, and fashion. Incursions from Ayrzul have left Laudinmio in a tragic state, trapped in a

nightmarish slumber, their short bouts of lucidity haunted by regret and confusion. Their realm on the Plane of Metal, known as the Euphonious Coalition, still houses their loyal subjects, who seek for means to ease Laudinmio's torment.

LYSIANASSA

Lysianassa, Empress of the Torrent, is the elemental lord of currents, tides, and water. The benevolent lord of water patrols her plane as a powerful sailfish made of coral and streaked with mother of pearl, creating the ocean's currents in her wake. Lysianassa tends to the tides and their victims, cultivating change and nurturing the growth that water so often provides. Fearful of stagnancy after a long imprisonment, she races the waves of her own creation and encourages others to do the same.

RANGINORI

Ranginori, the Zephyrous Prince, is lord of air, welcome breezes, and thunderstorms. When he appears before mortals, Ranginori takes the form of an immense, lion-headed serpent spun from forbidding clouds, with hundreds of clawed feet and a mane that dances with lightning. The Zephyrous Prince has accumulated a small but loyal following in search of liberation, hope, and change for the multiverse. His realm on the Plane of Air is the Roaring Spark, a floating spiral of ruins that branch outward from a central crack of thunder.

SAIRAZUL

Sairazul, the Crystalline Queen, is the elemental lord of caves, earth, and gems. Planar scholars who know of the benevolent lord of earth speak of Sairazul as a mother and creator who gave birth to numerous planar creatures, including agrawghs and crysmals. Though many of her progeny were stolen away from her while she was imprisoned, her return has heralded widespread worship on the Plane of Earth, and even among mortal cultists who exalt creation and reproduction.

SHUMUNUE

Shumunue, the Carved Lady of Mimicry, is the elemental lord of wood, life, and camouflage. Unlike most of the elemental lords, Shumunue is not a native creature to her plane, claiming to be the offspring of a kodama and a kizidhar wizard. When Shumunue arrived on the Plane of Wood, she found it filled with life, yet deathly still. It was she who taught the creatures of wood to shape themselves, mimicking animals and gaining the power to move themselves from where they had taken root. Shumunue's left flank bears a blighted patch from Ayrzul's poison, and it is not yet known if this injury will ever heal.

VERILORN

Verilorn, Custodian of Oak and Ash, is the elemental lord of wood, cultivation, and forestry. He tends to his fields and gardens with exact precision, ensuring that every leaf and branch is of perfect size, shape, and position. While he once allowed his creations to grow with more abandon, incursions from the other elemental lords left Verilorn determined to create order and security, abandoning the green flexibility of his youth for the hardened bark of troubled wisdom. His creations now are physically perfect, but ideologically cold.

YMERI

Ymeri, Queen of the Inferno, holds dominion over fire, heat, and smoke. Ymeri governs from her Auroric Palace, taking the form of a six-armed reptilian centaur with burning wings. She has systematically destroyed all record of her birth and true origins, and she wages a never-ending war against the other denizens of the Plane of Fire and against the jabalis of the Plane of Earth. Of all the elemental lords, Ymeri has the largest following. Some scamps and many fire elementals revere her, alongside some ifrits and a few other creatures of the Plane of Fire, though few munsahirs honor her name, and a covert order of ifrits known as the Secret Fire is opposed to her rule. On Golarion, the Queen of the Inferno is worshipped primarily by fire wizards, arsonists, and dragons, especially cinder dragons.



RANGINORI

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Empyreal Lords

My Lady,

First, I must thank you again for this opportunity to pursue further research into the faith and gods of the mortal realm. It seems that every time I turn a page, I find a new one (or five, or ten). Heaven alone has over thirty entities worshipped on Golarion! The majority of these are Empyreal Lords, those denizens of the higher planes that have attained a spark of divinity (though from the viewpoint of mortals, the difference between an Empyreal Lord and a true deity is slim). Finding all of them has taken me back into the dusty tomes of the libraries where I have been working, brushing off the debris that has covered them as they sit on their shelves waiting for their depths to be explored (the smell of a dusty old book truly is a unique thing, but is unacceptable under Rule 303.784.107.59 B, subsection J, which clearly states our facilities must be clean and presentable at all times). While I will continue my search for more on Empyreal Lords, I present information on several notable beings among their ranks.

Andoletta

Called Grandmother Crow, Andoletta represents consolation, respect, and security. Andoletta makes a clear distinction between guilt and innocence: there is no in-between. For those falsely accused or who show signs of redemption, she offers a path back to the light. That path is never an easy one, but it is one worth walking, and she stands beside those who make the trek. For the truly wicked and those who show no remorse, she has no mercy. For these reasons, her likeness is often found in courts, where she can watch over and ensure fairness to those accused of crimes. Andoletta also places great value on respect for the dead and the protection of children. To offer solace to the bereaved is true kindness and compassion. Children are slates with tremendous potential for good—if they can be guided and kept safe from evil.

When she appears to mortals, Grandmother Crow does so as an older woman, gray-haired, wrinkled, and with keen, knowing eyes. She carries a walking stick and wears a cape of black crow feathers across her shoulders, giving the appearance of large, folded wings. Those who appeal to Andoletta include elders, the conflicted, the bereaved, the falsely accused, investigators, and judges.

Arshea

Appearing in art more than any of the other empyreal lords, the Spirit of Abandon represents freedom, physical beauty, and sexuality. More than anything else, freedom is what matters to Arshea. For many this is most commonly seen as freedom for sexual expression, but Arshea represents the freedom to experience all that is good in the world, be it an ideology or a specific emotional or physical expression. So long as it doesn't harm others, Arshea believes creatures should do, think, and feel as they will. They encourage their followers to try new things, to think in new ways, and to wear new forms.

When appearing to mortals, the Spirit of Abandon most commonly appears in that person's own body so the person can see how beautiful and perfect their own form is—after all, if a divine being has chosen to wear it, it must be perfect. For people who don't fit in the body they currently wear, Arshea often appears in the form reflected in their heart and soul. Followers of Arshea are a varied lot, from artists to explorers, and from lovers to those who fight against repression.

Ashava

Ashava, the True Spark, embodies moonlight, dancing, and lonely spirits. Dancing is Ashava's true love, and she encourages her followers to dance often. For some, she is little more than a patron of that art, but Ashava is also a guide, both in spirit and in the physical world. For the living, she leads the lonely out of their difficult times, her lights guiding lost wanderers back to safety. For the dead, her haunting moonlit dances lead lost and lonely spirits onward to their eternal judgment. She encourages her followers to steer those who are lost—whether in the wilderness or in their hearts—to where they need to go. Priests of Ashava are the dancing light that guides the way, but will-o'-wisps are anathema to Ashava, and her followers destroy these creatures wherever they are found.

The True Spark appears as a tall woman, flushed with the exertion of prolonged dancing. Her features are difficult to see unless under moonlight, when they instead become crystal clear. She wears a beautiful gown woven from starlight that always sways in motion, and she never appears to be standing still. On her brow she wears a wreath of many-colored moss. Some of Ashava's followers include dancers, artists, the nocturnal, the lonely, the bereaved, lovers, and travelers.

Bharnarol

In Nirvana, in a workshop nestled into the foothills of the Dragonmane Mountains, the Tempered Inventor toils away at his forge, working to create tools to support the creativity of others. His appearance is of a humanoid man with muscular arms, silver skin, and the head of an elephant. Preferring the heat of his forge and fires that inspire his own creativity, Bharnarol doesn't leave his domain often. On the occasions when he does choose to depart, it is to foster the gifts of creativity, invention, and innovation in those who send him their prayers. Crafters who are blessed enough to encounter him are often those

that need assurance that their creations are supporting positive growth in the world, versus those who venerate oppression or destruction.

Sadly, there are times that even his guidance is not enough to change the path of the inventor's intentions. In these times when he is unable to influence change, he will instead remove it from the possession of the inventor and lock it away in the Unflawed Vault, as even the most destructive of inventions he cannot bring himself to destroy. Within the walls of this vault exist some of the most threatening devices never known to mortals. This secure storage is located beneath his beloved forge, and only he holds the key to its entrance. While the inventions in the vault injure him in their negativity, he also knows that even evil inventions sometimes further the creativity of others.

BLACK BUTTERFLY

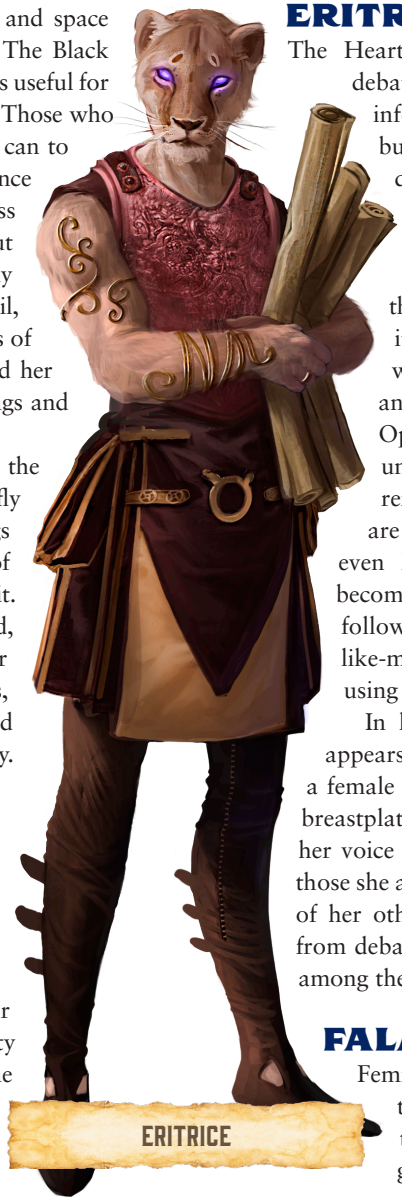
The Silence Between flutters among and between the stars, representing distance, silence, and space. Often called Desna's Shadow, the Black Butterfly is sometimes believed to be an aspect of Desna that has broken off and taken on its own life; her interest in distance and space certainly reflects Desna's love of travel. The Black Butterfly finds the silence of the sea of stars useful for introspection and learning about oneself. Those who follow her take opportunities when they can to sit in silent meditation, in zones of silence and darkness when possible. Travel across large distances offers plenty to think about and contemplate, and the Black Butterfly encourages such journeys. She hates all evil, but she truly despises the powerful beings of evil that populate the Dark Tapestry, and her followers are expected to fight these beings and their followers without mercy.

The Silence Between manifests as the silhouette of a woman with butterfly wings, and white hair and eyes. Her wings contain a shadow—or reflection—of all of the Dark Tapestry and everything within it. Parted lovers, the isolated, the introverted, those who have sworn vows of silence or don't communicate verbally, stargazers, explorers, and the melancholy are all found among the followers of the Black Butterfly.

DALENYDRA

While the chaotic roar of a battlefield isn't where most healers would choose to ply their trade, for worshippers of Dalenydra it's the perfect place. They are most often found working to save those who are injured in battle, and their religious symbols are a sign of neutrality to all involved. Those who recognize the regalia of her mortal servants go out of their way to protect them on the battlefield, even if they arrived with the opposing force, for they know that these medics see not the side a person is fighting on but their needs as a patient. Dalenydra appears as a woman with bronze skin, dark hair kept in a network of elaborate braids, and six arms, each holding a different healing tool or supplement. She often disguises herself to join her medics, as she is most at home helping those on the battlefield rather than sitting safe in some lofty corner of the upper planes, and takes on an appearance to match her followers and better fit in.

When not serving to save lives on the field of battle, Dalenydra strives to find peaceful resolutions to disagreements. A pacifist by nature, she would much rather see conflicts stop before they spiral out of control, and she works to teach her followers the same core philosophy. Her temples are homes to some of the best medical schools on the face of Golarion, where the latest in magical and non-magical healing techniques alike are taught to all who pledge themselves to the cause of serving life, above all else.



ERITRICE

ERITRICE

The Heart-Speaker Eritrice represents honest debate, opinions, and truth. Facts and information are important to Eritrice, but truths and wisdom gained through discussion are far more valuable to her than those gained through books. She maintains there is nothing wrong with disagreeing so long as the disagreement is respectful, and that it is crucial to be open to discussion, willing to consider new information, and receptive to forming new opinions. Opinions are valuable in that they help understand other views, but Eritrice reminds her followers that opinions are not facts and can be incorrect and even harmful. When lies are spoken or become the rule of the land, those that follow Eritrice work through networks of like-minded individuals to spread the truth using messages sent to all who will listen.

In her mortal form, the Heart-Speaker appears as a muscular, 8-foot-tall woman with a female lion's head. She wears a rose-colored breastplate over a short kilt. When she speaks, her voice is so entrancing and compelling that those she appears to often don't take note of any of her other features. Those who value truth, from debaters to town criers to lawmakers, are among the followers of Eritrice.

FALAYNA

Femininity, martial training, and rings are the purview of the Warrior's Ring. In the eyes of Falayna, there is as much grace and beauty in the martial arts

as exists in any culture's definition of femininity. The strength of womanhood is a hallmark of femininity, and strength in arms reflects this, with the flourish and personality of a fighting style a vibrant means for self-expression. Followers of Falayna learn to fight so they can both express their body and defend themselves if necessary, and strive to feel beautiful doing so, both in form and in dress. Falayna also enjoys rings, and as such she is associated with events in which rings are given or exchanged, such as weddings.

When the Warrior's Ring appears to mortals, her form is most often that of a muscular woman with the hair and eye colors most commonly associated with feminine beauty in the mortal's mind. She wears a bright silver breastplate on top of flowing, silken robes, her longsword *Betrothal* sheathed across her back. On her fingers she wears rings of varying colors, styles, and stones; this jewelry seems to constantly shift, as if her fingers wear all the rings found in all the worlds. Followers of Falayna include warriors, soldiers, squires, jewelers, and those engaged to be married.

IREZ

Cards, glyphs, scribes, and spells are all the purview of the Lady of Inscribed Wonder. She holds knowledge and understanding of the great power and symbolism behind runes. In particular, Irez understands how runes can supplement and empower arcane magic. It's through this understanding that Irez is able to make enigmatic predictions on events in the distant future, which more often than not come to pass. Many of her followers are calligraphers, gamblers, harrow readers and others who regularly handle cards and symbols, be they for an arcane purpose, prophetic practices, or their more mundane applications.

Those who have seen Irez, either in person or through the cards, describe her as a woman with the body of a powerful serpent and large wings resembling those of a bat. Irez is constantly draped with strips of parchment, each displaying glyphs that bear the secret to a particular spell or specific cards, such as the harrow's Tyrant card.



KELINAHAT

While most gods prefer to be easily found by those that would worship them, Kelinahat prefers to stay out of the limelight, sticking to the shadows where she is most likely to hear that which others would not. When she wraps her smoky black wings around her slight frame, she is almost impossible to see except in the brightest of sunlight. Even then, she resembles only the vaguest shape of a winged dwarven woman made entirely of shadow and difficult to discern, as if one's eyes refuse to focus on her. She uses this ability to hide in places of torment and torture, working to find information that can be used to free those who have been wrongfully imprisoned. Once she has this, she ensures it makes it to the eyes and ears of those who can use it, keeping herself just as invisible, not wanting others to know where the intelligence came from.

Those more suited to thrilling heroics sometimes question why She of Ebon Wings and her mortal followers would spend their efforts gathering information rather than taking decisive action when faced with suffering. They see these spies as time wasters at best, and actively detrimental to others at worst. Her followers are judged as pilferers and poachers, always taking what doesn't belong to them. But those who follow Kelinahat are far more cautious than outsiders would ever consider. They know that even with the information they can provide, due process must be observed, even if it comes to the wrong conclusions. Ignoring this would be to risk that lawful authorities might be forced to take a harsher view of those that they sought to help in the first place.

KELTHEALD

The Sunset Spires stands true, watching as the sun falls to greet the horizon each day. Just as they see the beauty in each sunset, they also see it in every creation that walks, swims, and flies upon Golarion. Keltheald spends most of their time traveling from one natural wonder to another, enjoying a different view every day. They most often take the form of a kestrel with vibrant wings the colors of a summer sunset, using this form to inconspicuously interact with the locations that they visit.

Followers say that if one finds a kestrel feather reflective of the sky, it's a sign that one will travel to a new location soon. As a result, those who hope to leave where they are will often scour areas of natural beauty for kestrel feathers, carrying them for luck and safety as they go from place to place. Keltheald encourages this practice, making certain to always leave a feather in any location that they visit.

KORADA

Korada, the Open Hand of Harmony, is concerned with foresight, forgiveness, and peace. In particular, he believes that although the tireless fight against wickedness is admirable, the ultimate triumph over evil will come in the form of redemption rather than destruction. Korada's dedication to peace is such that he and his followers refuse to cause harm to their attackers, instead using their martial skills only to defend themselves. Many Koradans seek greater wisdom through study or meditation in hopes of better understanding their foes so as to guide them toward redemption. This dedication to self-awareness, philosophy, and introspection is said to have allowed Korada greater insight into the workings of the universe, granting him the great gift of foresight. Korada rarely acts on his visions, however, believing the struggle that comes with true change is always worthwhile, whether or not such a change is successful.

The Open Hand of Harmony takes the form of a lithe, athletic man donning simple robes. He is covered in sparse, light-brown fur and has three monkey tails that constantly writhe behind him, much like the dancing flames of a powerful fire. Most of Korada's followers are those who have lived imbalanced lives or faced persistent violence as they seek to find peace in their life and within themselves. Many of the evil individuals redeemed by Koradans soon become followers themselves.

LALACI

He of Motley Repose champions not only the beauties that are rainbows and relaxation, but also the true importance of self-worth. He teaches that the only way to truly find rest is to know and value oneself above all else. His worshippers are known best for being protectors of the oasis in the desert, for Lalaci knows that having a safe place to rest and relax is just as important as taking the time to be self-reflective and understand yourself. Those who are not protectors use the beauty and versatility of the sands to create works of art, which attempt to mimic the perfect reflection of color found in the beauty of rainbows that come after a storm.

In his mortal form, Lalaci is a human with light skin and hair, and piercing golden eyes. His prismatic wings form a rainbow cloak, shimmering in the sun for anyone that sees him. When he walks among mortals, he is most often found admiring the wares of artisans, inspiring them to find new ways to bring rainbows and light into their works. When not giving inspiration to creators, he takes to relaxing in the sun, basking in the rays of its warmth and beauty while sharing them with those around him.

LORRIS

For those who have lost everything, or who have never had it to lose, even the smallest kindness can mean the world. Lorris and his followers work to create these kindnesses, knowing that they can elevate the attitude of the most downtrodden. This can be as little as carrying candies in their pockets to share with those they meet, or larger gestures such as opening their homes to those who would not have a place of their own to safely lay their heads. Some even choose to go through the process of adopting orphans, welcoming them into their family as their own. Lorris has the appearance of a man with dark skin with a white hound's head and clad in a simple beggar's robe that never seems to dirty. He's also known to take on the form of a droopy-eyed hound dog who drops off small meals to starving street children, rather than allowing them to continue begging for scraps.



LALACI

When not serving the poor and destitute, Lorris works in consort with Pharasma's psychopomps to find those who have passed after lives of suffering, and advocating for them to move directly onto the plane of Nirvana. With what they have endured upon the mortal plane, he believes that they have already paid for any transgressions and works to make sure that those who bear judgment are aware as well. Once these souls reach their new home, he ensures that they find their heart's purest desire, small or large as it may be. He is most delighted when the spirit of a child asks for a puppy of their own, laughing as he ensures they have a loyal immortal companion.

NESHEN

Neshen, Knight of the Steel Lash, is a loving but harsh god, demanding that those who come to him show they have truly changed through the trials he gives them. More hands on with the fate of his followers than many other gods, Neshen is known to manipulate situations to ensure that those who have turned to him really do plan to turn away from their previous lives. This can be as simple presenting them a temptation of the flesh, placing them on the receiving end of a fight, or even having them imprisoned for that which they have done before. Neshen doesn't believe that change should be easy, but meaningful. Through meaningful change, his worshippers are those who tread closest to the light.

Neshen appears as a battle-scarred elven man with metallic skin. His skin bears particular segmentation and shaping, causing it to resemble living armor. When not working to facilitate the change of his followers, Neshen can be found working on the perfection of himself. Sometimes this is physical, through running or assisting others with manual labors; while other times it is mental, with reading the texts of ancient scribes, or even joining them in the tedious work of copying holy texts from their copies in the Great Library of Harmonious Scripture in Heaven. No matter what he is doing, he dedicates his whole self to it, leading his followers not only in word but also in deed.



OLHEON

Whether it be the rule of a king or queen over their nation, or that of parents with their children, Olheon judges all who hold positions of power over others. The Just Arbiter is said to observe all legitimate power relationships as her purview, showing favor to those who commit their responsibilities with righteousness. To those seeking her aid who are deserved of such, she works subtly, teaching through subjects who have enjoyed her favor in the past and her divine servitors. Tyrants and others who misuse their legitimate authority to oppress or disenfranchise those under their auspices cause her to boil. Woe be to the one whose actions cause her to descend from Heaven, herself to address the issue.

An awe-inspiring sight to behold, Olheon towers above most mortals at a height of over 16 feet, with brilliant blue eyes gleaming like sapphires in the dawn's light. Her burnished gold skin is clad in silver plate armor with golden accents and rondelles. Her gauntlets, by contrast, are stained a bright crimson color. A surcoat of white and gold often tops this attire. The Just Arbiter bears a golden seal of office, and she carries a ruby-bladed halberd nearly one and a half times her own height, its every artistically sweeping curve sharpened to razor-sharpness.

PULURA

Dancing through the northern sky, the Shimmering Maiden represents constellations, homesickness, and the northern lights. Pulura understands that the constellations are the guide with which mortals navigate their world, lighting the way so that those who travel or explore can always find their way home. The stories of the constellations not only entertain with tales of goodness and light and strength, but they are also a tool for helping others learn and remember the stars. This ensures that the map in the sky is easy to read and never forgotten. To learn this map and to guide those who are lost or otherwise in need of direction are

exceptional callings, but even more so is to teach a petitioner to navigate the skies themself on the journey.

The Shimmering Maiden is often difficult to see, appearing to mortals from great distances as a bright, hot star. When she can be seen, she has the appearance of a Tian woman whose dark hair twinkles with bright stars. Her green and pink robes appear as though they are made of light, rather than any fabric. Travelers, guides, nomads, explorers, sailors, stargazers, and hunters are some of Pulura's followers.

RAGATHIEL

The General of Vengeance presides over chivalry, duty, and vengeance, acting as the quintessential knight. Born of the archdevil Dispater and Feronia, a demigoddess of fire, Ragathiel struggles to overcome the reputation of his parentage, and he understands the struggle to be accepted, to be trusted, and to fight against his own nature for the sake of good. He represents strength in battle, wrath upon the wicked, absolution or vengeance for the wronged, leadership when needed, and virtue and duty to the innocent. He expects his followers to destroy fiends when they find them and to work toward truly earning the trust and acceptance of those around them. Those who follow him lead by shining example and can be found on the front lines of battle or any conflict against evil they can find.

The General of Vengeance appears as a massive giant, standing more than 20 feet tall, clad in golden plate armor that shines with its own light and carrying a sword that burns with holy fire. Five flaming wings stretch from his back, three on his left and two on his right—the sixth was lost, torn out by his father in a fit of fury. Followers of Ragathiel include crusaders, knights, soldiers, the falsely accused, the marginalized, and the wronged.

REYMENDA

Reymenda appears as an older woman, just past middle age. Depending on the tale, the Lady of Sacrifice once had children and lost them, or she found that her life was one where having children did not fit her needs and desires. Regardless of the reason, all know that Reymenda now swears an oath to never have children and expects the same of her followers. In exchange for this vow, Reymenda grants her followers the guidance and might they need to bear the responsibility of virtue. While some set out to strike down evil, others rally a community in the wake of a natural disaster, or do something as simple as helping a family by working in their kitchen for an evening when the family is too overburdened by life to cook a meal. No genuinely helpful responsibility is too small for a follower of Reymenda, though they know how to teach others to help themselves or work together, and they also do their best to avoid exploitation when someone grows careless and irresponsible. Reymenda teaches her followers to move on when it appears that others are taking advantage of a follower's generosity.

In addition to responsibilities, Reymenda focuses on endings. Life is full of moments of finality; Reymenda's followers serve both as instigators of endings and counselors when endings occur. When facing evil, Reymenda teaches to be decisive, stopping evil as soon as one can. When dealing with other endings, such as the death of another or the end of a relationship, Reymenda teaches acceptance. Her followers do their best to help others through these times. Some followers do so by sharing advice, while others serve to take on responsibilities of others who can't act during times of grief. Reymenda also teaches that although endings are conclusive, they can't lead to new beginnings. The end of a relationship could lead to the individuals finding others elsewhere, or it could lead to the two reuniting some time later when they have grown into new people.

Although Reymenda demands her followers remain childless, she does not abhor children. In fact, many of her teachings include the protection of children. Reymenda asks her followers to undertake dangerous missions and a lack of children makes these tasks easier. It's not uncommon for her followers to eventually choose to have children. Reymenda encourages this, but no longer grants her blessings to these followers, instead asking them to find a different deity. Reymenda of all gods is used to these endings.

SERAMAYDIEL

It is said that the song of Seramaydiel's harp can calm the soul of the broken hearted, strengthen those headed into righteous battle, and lure evildoers into uncertain death. A battle-hardened warrior in her own right, she much prefers to solve conflicts with conversation instead of confrontation, for a soul lost in battle is one less soul that can create beautiful things. However, she will not shy away from fighting for what is right, and her songs are known to bolster those charging forth on a battlefield.

When not worrying about solving conflicts, Seramaydiel prefers to spend her time creating beautiful music for all to hear. Her songs burst forth from her amphitheater home, filling the air of Nirvana for all who care to listen. The Lady of Inspired Notes puts all she can into her creations, using them to bring joy to the souls and lords that fill this plane of existence. It is even said that her music can be heard in other realms by those that worship her.

She does not keep her skill to herself, as she is more than willing to teach others to bring forth joy through their own instruments, both simple and complex. Her own worshippers will often call upon her when learning new and tricky combinations of musical sounds, hoping to draw inspiration and encouragement from her talents to play on their own instruments. While she generally offers indirect inspiration, she sometimes appears before her followers to offer guidance, taking the form of a dark-skinned human woman with curly, red-gold hair and white wings.

SORALYON

Guardians, monuments, and magic are the purview of the Mystic Angel. Soralyon believes that monuments and ruins are important links to the past. Guarding them against

those who would defile or destroy them is of tremendous importance, lest people lose memories of who they are, where they came from, and what they have accomplished. As such, those who stand guard over monuments and ruins are blessed. Likewise, those who study monuments to the past and present with respect, or seek to preserve them for the future, are also blessed. Guardianship of others, but especially of those who study and preserve these relics to the past, is also of great importance to Soralyon. As magic is a valuable tool in guarding, studying, and preserving these monuments and people, Soralyon encourages the study of magic, preferably for use in learning or protection.

When the Mystic Angel appears to mortals, he usually does so as a handsome being beautifully carved of smooth marble, the hues of which range the entire spectrum of the stone but tend toward those most common locally. Followers of Soralyon include archaeologists, historians, bodyguards, guardians, sculptors, curators, and arcane spellcasters.


VALANI

USKYERIA

Whether consciously or not, every successful hunter knows that a balance must be struck between observation and action, preparation and instinct, life and death. Taking more from the land than what is sustainable entices predators to be bolder, possibly turning the hunter into the hunted. Those who seek harmony while they live off the land give deference to Uskyeria, who urges her followers to embrace this equilibrium. Death is a natural part of life. Predators hunt prey. Those who are best suited to do so will survive. Those who don't still feed the circle of life.

Appearing as a gigantic red bear with gold-streaked fur, Uskyeria is said to have originated in the far north of Avistan, between the realms currently known as Irrisen and the Sarkoris Scar. Also known as the Saintly Slumberer, this agathion empyreal lord's invisible servitors bring restful sleep to both predator and prey, so they can awake refreshed upon the morn to begin the cycle anew. Insomniacs far from nature who seek balance in their own lives also pray to Uskyeria. Seeing their hunt for strength and balance just as deserving, she sometimes blesses them with the rest they so desperately need.

VALANI

Some things are constantly changing, and Valani teaches that an island is the greatest example of major changes. An island can be born from nothing, rising up from boiling waters. Over time, the hardened volcanic rock transforms into an island full of life. A powerful storm or more volcanic activity can wipe away all this life, leaving the island again bare for new change and transformation. Valani teaches embracing these changes and taking them in stride. The only way to find joy is to take each moment for what it is, and embrace all the changes that come. Valani holds great power over natural forces like storms and especially volcanoes. As such, he sees worship from druids, elementalists, and people living on islands vulnerable to major changes from such primal forces.

Valani himself is a massive boar-headed figure who wears a crown of spiked grass and purple flowers. His muscular body is encased in armor made from natural fibers that's as tough as star-forged adamantine. Fireshaker is a creature of great emotional range. It is said that his laughter is strong enough to make tropical trees dance and give up their fruits to those in need, but his quickly found rage is so full of wrath that it can cleave peninsulas from their shores and cause island volcanoes to erupt for months on end. When pleased, his natural forces avoid destroying settlements or majorly disrupting lives. When upset, his storms topple homes and volcanic eruptions destroy hunting grounds, but never to such a degree that mortals can't adapt to a new life, growing and thriving afterward.

VILDEIS

The Cardinal Martyr presides over devotion, sacrifice, and scars. Vildeis is driven entirely by her abhorrence

for evil. Evil should not and must not be allowed to exist. It should be fought without pause and without rest until it is completely and utterly destroyed. Not only does the fight never end, but every sacrifice that needs to be made to end evil must be made, and is worth making. There are no material rewards to be had for destroying evil—its destruction is all the reward necessary, and that reward can be enjoyed only once there is no more evil. Scars are the marks the fight leaves behind, the memory of all the sacrifices made. Vildeis expects total commitment from her followers, who leave everything behind and dedicate their lives to destroying all that is vile.

The Cardinal Martyr appears as a human woman covered in scars, each forming a rune depicting a sacrifice she has made. Her eyes are covered in a red cloth so that she cannot see the horrors of evil upon the world. Vildeis flies on gigantic, blood-colored wings, and the whispered screams of all the planes' martyrs can be heard in her presence. Followers of Vildeis include martyrs, champions, and zealots.

YLIMANCHA

Ylimancha gazes out over the world's coastlines, presiding over coastal waters, fishers, and flying creatures. Also known as Harborwing, she believes in harmony between the seas, the skies, and the beings of the land. Sustenance and resources can be taken from the sea by those on shore, but not so much that the balance is upset. The sea may sometimes encroach on the land, but breakwaters can be built to keep communities on land dry and safe. Ylimancha likewise loves all creatures that fly, though the demon lord Pazuzu also claims dominion over them, bringing the two into endless conflict and causing her to mourn deeply each creature he converts to his worship.

Harborwing most often appears as a very large seagull, pure white in color, with the head of a Varisian woman with short, dark hair. She sometimes instead appears as a human woman with the head of an osprey. In this form she wears robes that sway like the waves of the sea, their blue folds foaming white at the edges, and she carries a teak longbow strung with gold. When she speaks, her voice carries the sound of the crashing waves. Followers of Ylimancha include fishers, sailors, merfolk, those who make their living on or in the sea, and flying creatures.

ZOHLS

Zohls, also known as Verity, advocates for determination, investigation, and truth. She believes that mysteries lead to truth, but how one arrives at that truth is as important as the answer itself. All questions are puzzles, and all puzzles are worth solving. The more intricate the problem, the more rewarding the investigation, and through determination and ethical investigation, even the deepest of enigmas can be solved. Calculated, logical thinking is more important to Zohls than gut instinct. She sees patterns everywhere, and she teaches that detecting these patterns brings the truth to light. While all investigations are worth pursuing so long as they don't hurt innocents, investigations that reveal the truth of crimes or other horrors, and that lead to justice being served and victims finding peace, are the most important of all to Verity.

When appearing to her followers, Verity is always practically dressed, usually wearing a tunic and breeches. She wears black and white clothing, as these colors represent the light of truth and the darkness of obscurity and the unknown. She keeps her light-brown hair pulled back in braids. On her back she has large wings made of parchment that never wrinkle, whether furled or unfurled. Followers of Zohls include detectives, scientists, researchers, historians, archivists, librarians, and even conspiracy theorists.





Esoteric Order of the Palatine Eye

Esoteric Order of the Palatine Eye

Covenant Members mysterious forces
Areas of Concern history, occultism, secret lore
Edicts honor the rites of the Order while pushing for change, provide succor to scholars and truth-seekers, pursue the wisdom of ancient forgotten texts such as *The Lost Gospels of Tabris*
Anathema destroy rare or ancient lore, dismiss or remain ignorant to the newly found texts, reveal the Order's secrets to those outside the organization
Divine Attribute Intelligence or Wisdom
Religious Symbol golden scarab beetle with outstretched wings revealing an eye

Devotee Benefits

Cleric Spells 1st: *mindlink*; 3rd: *time pocket* (*Dark Archive* 183); 5th: *synaptic pulse*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Occultism
Domains ambition, duty (page 265), knowledge, secrecy
Alternate Domains glyph (page 266), truth
Favored Weapon sword cane

My dearest Lady, what information I have to share with you! As you requested, I have looked into the mysterious group called the Esoteric Order of the Palatine Eye. You must be aware of their recent involvement with stopping a Great Old One, correct? Or how they came to your knowledge with their very public fight against the Whispering Way?

If you do not recall them, worry not! This secret society originated with a man named Aldus Canter, who was lost in the Osirian desert for 3 years. He returned to his coterie of fellow Ustalavic nobles with convoluted messages about Osirian mysticism, Pharasmin rites, and Varisian occult lore that he claimed were given to him by a desiccated angel named Tabris. He formed the Esoteric Order with these associates to embark on a search for celestial truth and philosophical self-awareness. Aldus spent several more years penning texts on the subject, becoming more and more erratic, until his unsolved disappearance. The Order has spent the centuries since studying his writings, which has produced occult secrets and mystical rites never seen before. Most recently, the Order was instrumental in preventing the planet Aucturn from consuming Golarion!

But as of late, they have been quiet. Possibly too quiet. What little I can determine hints at a critical shift within the Order, but the further I try to investigate, the more barriers I run into. I believe this secret society has somehow woven some sort of magical cloak to hide their actions.

However, I am not so easily daunted! By looking indirectly at the activities surrounding the Order, I've been able to glean a few interesting tidbits. Unfortunately, some of what I am about to report is merely speculation, not the usual rigorous research I pride myself in documenting. But when it comes to the Esoteric Order of the Palatine Eye, one must deal in speculation and obscured facts.

From what I can gather, some of the younger members of the Order discovered something in Aldus's texts as they studied them in their role as initiates. I believe they must have deciphered a handful of cryptic verses that had eluded other minds to reveal a location. I am uncertain where exactly these clues led them, as this information is blocked from me, but quite a few of them soon after left on an expedition that lasted months. When they returned—exhausted, beaten, and missing a few of their number—they claimed to have brought back a series of books they called *The Lost Gospels of Tabris*. The magical concealment that has kept me from learning the nature of these tomes—or if they found anything else—is strong, which is a little concerning!

Because of this, I suspect that these initiates have uncovered some form of divine power. Whether it is newly created or something ancient is unknown to me, but what is clear is that certain members of the Order have been receiving what they call "divine blessings" (which, to the trained eye, is the ability to cast divine magic) through meditation and supplication. The first to reveal their powers were the returning youths, but these blessings have been popping up throughout the Order since then.

Though there is currently no way for me to know for sure how the Order is receiving their divine spells, I have what I can only call "a strong hunch": the initiates returned with an artifact of divine power with which they have formed some type of covenant. I can imagine that these students of the occult have created some kind of ritual based around this artifact that functions as a practical form of worship. Perhaps they gather around the object and lay hands on it while they recite sections of the newly found texts. Perhaps the item is an article of clothing, and one member wears it, allowing its power to control them temporarily. Perhaps a willing member needs to ingest something prepared within the artifact (or to speculate wildly, a small part of the artifact itself!) to gain these powers. Apologies, my Lady. I know these are all theories, but they are based on what I have been able to glean and my previous research into divinities.

Even with their recently unlocked power, the Esoteric Order of the Palatine Eye continues to be an enigma to the general populace. They have remained in the shadows, likely trying to figure out their next moves. My Lady, they clearly do not want their enemies to know of this magic, especially since they don't seem to be aware

of its full capabilities (or drawbacks!). Some members, however, have been spotted practicing this divine magic of unknown provenance to avoid imminent peril or to save an injured innocent from fatal harm. When questioned by local authorities, they have explained their abilities as being mental powers they have mastered. Somehow, these obvious lies have been accepted by the public.

My Lady, I will admit that all of the abounding secrecy confounded me to such a degree that I took to looking in other places for what information I could. This took me to looking into the enemies of the Order with the hope that I could learn what they knew, in case they had learned something I hadn't. It's not a method that I'm particularly proud of, but it led to a few discoveries.

First, it appears that followers of Norgorber are in opposition to the Order. They live under the guise of Pharasmin monks (a great offense, my Lady!), but are in fact a group known as the Anaphexia. These Norgorberites ply in secrets they deem too powerful for anyone else, sequestering these secrets from others and putting an end to anyone else who might know. It's through their records that I even learned about the existence of *The Lost Gospels of Tabris*. Repeated attempts by Anaphexia agents to claim these books have so far failed.

I also discovered that the Order is in opposition to diabolic cults, clashing most directly with followers of the archdevil Dispater. The Iron Lord's followers are seeking to further his machinations, pushing toward a vile perfection where Dispater and the rest of Hell are rulers above all. It's through Dispater's followers that I learned that Order members had acquired divine abilities. Dispater's cult now seeks the source of these abilities in hopes of claiming it for themselves and their goals.

There is a third major opposition to the Order, but I don't believe they are aware of these foes quite yet. From what I can tell, they are individual followers of Vulot, demon lord of liars and deceit. While I wasn't able to learn more about the Order through these individuals, I did realize they had infiltrated the Order in some capacity. Unfortunately, I've since lost track of these individuals and I'm doing my best to remain impartial and withhold this information from Order members. I'm unsure what the followers' intent is, but I will keep an eye out, just in case.

I have since learned of a schism within the Order's enrollment that may be another reason why the group hasn't been as active in the world as they once were. The Elect of Nine, the society's aristocratic leadership, are clinging to the Order's traditions and trying to oust those who are seeking to use and promote this new power. They are uncertain (and some may even be afraid) of what this divine magic can bring to the Order. The younger members are pushing to embrace this new way of doing things, believing it will help members live up to their highest potential. Heated discussions in Order parlors have led nowhere. A handful of initiates even attempted (but failed) to overthrow the Elect of Nine, which has resulted in a tighter stricture on who can join the society.

There are also those who lie in the middle of these two extremes: members who have been around long enough to see how outdated and archaic the old practices have become, while at the same time recognizing the possible volatility of this new magic. These people are currently the only ones holding the Order together as they push for cautious and meticulous research into *The Lost Gospels*. But, my Lady, we all know change within such a storied society is quite difficult to achieve.

The power of whatever spell or artifact that has staved off my direct research truly baffles me. I will be following the Order closely for the next few years because I worry about the dangers of such a thing resting in the hands of mortals who aren't used to such divine magic. But history has shown that this fascinating secret society is quite resilient and loves to get to the bottom of a good enigma. However, with the schism going on between the elders and the initiates, they may be too focused on their bickering to realize how powerful and precarious this divinity might be.



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Giant Gods

My dearest Lady,

It doesn't take much investigation to see that the vast majority of my current sources come from humans, elves, dwarves, and the like. This is due to the accessibility of such records. They are positively everywhere! However, I am little satisfied with only the most popular viewpoints (as you well know) and intend to look deeper than the obvious. By scratching deeper than the surface, I may notice some trends and patterns that might have been overlooked by the less keen eye.

Giants and their gods (which this entry focuses on) are a perfect example! Giants are one of the countless ancestries that existed long before (by mortal standards) the ancestries that currently make up the bulk of Golarion's people. I have chosen twelve of their many gods to focus on, each revered by giants in different ways. Some are even faithfully worshipped by non-giants: Yrmidar among the Ulfen people and Bergelmir, Fandarra, and Skode among the Kellids! I can't help but wonder if the giant pantheon has influenced the way other ancestries perceive and engage with their own gods. But let me not get ahead of myself!

While many giants focus their worship among the gods of the giant pantheon, it's not out of the ordinary for giants to worship other gods as well. I've seen giants worshipping Erastil, Gozreh, Pharasma, and Sarenrae. There was a fair amount of Gorum worship among giants as well, but that's changed with recent developments. I've also found evidence of giants worshipping elemental lords, though that seems a bit more uncommon. All of this is to say that giants aren't a monolith who worship giant gods exclusively, but even those giants who worship other deities maintain respect for the giant gods.

Aegirran

Predominantly worshipped by tide giants, Aegirran is venerated as the god of dreams, sailing, and ocean voyages. Despite being wed to Skode, he is forever separated from her except for during the brief changing of seasons when his coral-covered ship touches upon the shore. For the rest of the year, he is leading nine daughters (the gentle yet free east, south, and west winds) he bore with his wife on an endless journey across and below the seas, bringing rain and sunshine to the seaboard and inland fields. A hopeless romantic, he watches over the oceans. Most giant art depicts Aegirran as a tide giant, a giant with pale-blue skin and several markings reminiscent of waves. He is clad in a simple, asymmetrical cloak and sailing attire.

While some worshippers of the Sea Dreamer might never cross a body of water in their lifetime, most of his followers are seafarers and the families that they leave behind. Before particularly long voyages, his followers often break off a small, insignificant piece of the vessel they intend to sail on, carve his religious symbol into it, and cast it into the sea. This is to let Aegirran know about their upcoming venture and to ask for his guidance and protection. In return, he can grant them this as well as dreams of their loved ones so that they do not have to suffer the heartache of being away from them.

Bergelmir

Bergelmir is primarily worshipped by cloud and stone giants, though many humans in the Realm of the Mammoth Lords have devoted themselves to her as well. She is related to Skrymir, but the manner in which they are family constantly differs depending on the tale being told and its storyteller. Some say they are siblings, others say they are cousins, and just as many interpret them as mother and son. Regardless, as the goddess of family, elders, and genealogy, Bergelmir chronicles the lives and lineages of giant families and records their births and deaths in a colossal tome. Any histories, songs, stories, or rituals passed on by mouth or written word is remembered and immortalized by her, save for very few exceptions.

Sharing these records has always been vital to building community and camaraderie among giants while imparting vital wisdom to the people. Depending on the worshipper, the Mother of Memories appears as either a cloud or stone giant, but always as an elderly woman with long hair kept in a tight braid, wearing a flowing dress, and carrying her family tome. Her followers tend to support, work at, or run libraries and other places of learning, marking their entrances or important records with her religious symbol: three lightning bolts representing history, ritual, and genealogy.

Fandarra

Fandarra (sometimes bearing the title of the Blood Mother, the Earth Mother, or Mother of All) is the giant god of blood, the cycle of life, knowledge, and fertility. Followers claim that all animals, all people, and all deities were born from her. Though most acts of piety in her name are performed by stone giants, many other types of giants, and even humans in cold climates like northern Avistan, worship her in some way, shape, or form as well. In largely giant followings, she is portrayed as a bald stone giant woman, her head adorned with a lush crown of leaves and flowers. Draped on her shoulders is a cloak of red fur, usually mammoth, bear, or wolf, and around her neck is a necklace of knives or arrowheads to bear against those

who violate the natural cycles of life. When depicted in relation to fertility, she is also shown as pregnant, occasionally carrying an infant giant and bear in either arm. There are many tales of Fandarra in regard to her combat prowess, taking up arms to protect kin and the sanctity of life.

Fandarra's worshippers value balance and care deeply for family, regardless of if they're related by blood. Clanmates, friends, and even pets are considered family by followers of Fandarra. Most of her ecclesiastics are clerics and druids, donning her religious symbol of a crescent moon rising up from behind a mountain.

HAGGAKAL

Haggakal is an ogre god, the offspring of a profane deity and a giant, the names of which have been either lost or intentionally scrubbed from the annals of time and even Bergelmir's tome, likely by the very beings who owned them. His hideous appearance is emphasized in all sorts of tales about him, regardless of whether the goal of the stories were to praise or disparage him. He is known as the god of ogres, darkness, illicit relationships and illicit deals among the few giants and even fewer ogres who worship him. His followers likewise become more unsightly the longer and more fervently they revere him. The only traits of Haggakal that are highlighted more than his unpleasant looks are his unholy strength and incredible cunning.

Many practices of Father Moon's followers revolve around the phases of the moon. The waning moon means Haggakal has turned his back to the world to indulge in his more unsavory areas of concern, to incite the breaking of promises and bonds by offering people their deepest desires. He might proffer a newlywed, for example, with financial stability and, in return, ask for unfaithfulness to their spouse; he can tempt someone who has been wronged with the strength needed to enact revenge and, in return, ask for them to violently revolt against the benevolent leadership of their town. Haggakal takes great pleasure in the guilt and chaos born from these types of deals and encourages his followers to similarly sow discord during this lunar phase. The waxing moon signals Haggakal's return and a facade of civility along with him.

MINDERHAL

Minderhal is both praised and scorned for his inflexibility and dedication to the status quo. The stone giant god of creation, giants, justice, and strength has a dwindling following, partially due to modern stone giants preferring to pay homage to the spirits of their ancestors over any gods. He instilled the belief that it is more honorable to exile yourself from a clan than to challenge superiors or existing traditions. Minderhal even went as far as encouraging the stone giants to accept being enslaved by the Thassilonians in exchange for political and magical might for himself, citing that it was only natural for the strong to subjugate the weak. Unsurprisingly, the moment the Thassilonian empire crumbled, so did faith in him.

While other stone giant deities gracefully accepted similar waning of faith, He Who Makes and Unmakes did not. He has an intense detestation for those who turn their backs on him, while deeply cherishing the few who remain as if they are the fruits of his own artisanry. The majority of those who do continue to praise him are stone giants. Minderhal is depicted as an elderly, powerfully built stone giant wielding a magical crafting hammer named Weight of Tradition that returns to his hands when thrown. Followers magnify his name by erecting large statues of his image carved out of soft stone in front of places of leadership or by etching his religious symbol into their walls.

SKODE

Skode, the daughter of Tjasse, is the huntress goddess of giants. She is portrayed as a stout and muscular cloud giant woman with her face and arms decorated with intricate tattoos, dressed in leathers and furs. She is well-known for her skills with a longbow and spear, and her intolerance for evil. Skode is wed to Aegirran, her



BERGELMIR

might and passion having won his heart, but is separated from him by land and sea. The two are only ever able to embrace one another on the changing of seasons. For the remainder of the year, she forever stalks the land with the three sons she had with Aegirran (the bitter north winds), hunting the finest animals while seeking to destroy the wicked with arrows or spears aimed true. Like Fandarra and Bergelmir, she is one of the few giant deities who have a significant following of non-giants as well, largely among the Kellid people in the Realm of the Mammoth Lords.

Though a fair amount of her followers are hunters and the clans who rely on them for food, a great portion are young adult giants beginning coming-of-age rites, or those attempting to earn the respect or even the affection of another. A devotee of the Horizon Huntress can often be identified by the presence of her religious symbol on their hunting equipment, or by taking note of the game they hunt, as ardent followers only ever have the strongest of prey in their sights.

SKRYMIR

As the trickster god of the cloud giants, Skrymir is the very embodiment of wanderlust, mischievousness, and acuity. Nearly always masquerading as a new persona whenever he's seen, he meanders the lands, rewarding those who correctly answer his riddles and pass his tests of wit. He has a familial connection with Bergelmir, but whether it is as her brother, cousin, or son differs from myth to myth, likely due in no small part to his love of disguises and lighthearted chicanery. Because of his tendency to change his appearance and presentation at a whim, frequently slipping into whatever form feels most comfortable at that moment in time, there are no consistent depictions of him. He could be a frail, blithering old man one moment, then a strong inquisitive young woman the next. He is always a giant of some kind, and the excited glint in his eye when he meets someone with sharp wit and a curious mind seems to carry over regardless of the form he takes.

Followers of the Seeker of Sunsets tend to be travelers themselves, looking to him for both guidance and enjoyment on their journeys. Tales of his adventures and puckish trials are especially popular among younger giants, validating and encouraging their urge to explore and wander. Some worshippers can display his religious symbol on the soles of their footwear, but the best and most popular way to honor him is to indulge in the spirit of harmless inquiry and taking pleasure in the journey just as much as the destination.

THREMYR

Thremyr is a mountainous, ancient being with a long, full beard and hair of salt, a stout body of frigid ice, and a set of chilling blue gems for eyes. The earliest available records of the god tell the tale of his awakening during Earthfall as the meteorite landed on Golarion, tearing open the Inner Sea. Anything prior to that is currently undocumented or lost as a result of this cataclysmic event.

The First Jarl's following is comprised almost entirely of frost giants. They claim that he is their unwitting creator, born of the glaciers and icebergs that sloughed off his body when he fell into the Steaming Sea. Initially, he saw these frost giants as small and unflattering mockeries of himself and chased them away. However, they eventually returned with tributes and praise for him. It was then that he finally decided to accept these frost giants as his own.

Though Thremyr is usually in a deep slumber, his followers go to great lengths to keep him happy, conducting raids on cities and villages to give the valuables they plunder to him as tributes. Altars and buildings used to store these ill-gotten gains are always distinctly marked with the image of a frozen blue gemstone. It's well known and accepted by even his worshippers that he cares very little for them. It's Thremyr's love of treasures that keep them in his good graces, blessing those who consistently give great bounties with answered prayers and potent ancient magic.

TJASSE

Tjasse, the father of Skode, is the cloud giant god and lord of rocs, wind, and high mountain peaks. He is credited for taming rocs to serve cloud giants and possessing shapeshifting abilities second only to Skrymir (much to his chagrin). Stories of his incredible arrogance precede him and most of his accolades, closely followed by cautionary tales of those unfortunate enough to have provoked his ire. The only thing that surpasses his vanity is his love for Skode, and the only thing greater than the wrath incurred by those who cross him is the destructive force he unleashes upon those who wrong his daughter. The Lord of Talons is a colossal being, dwarfing many members of the giant pantheon in comparison. He is always described as strikingly beautiful, though the exact details of his appearance change frequently.

Followers of Tjasse are often those who call the mountains their home, as well as roc tamers and riders who look to him to ensure the winds are in their favor when they take flight. There are a few who turn to him when seeking power to exact revenge, trusting that he understands and shares their need for decisive retaliation.

URAZRA

Faith in Urazra is relatively new, only coming about within the past few centuries. However, his following has grown rapidly among the young stone and marsh giants of a more violent incline. Even in the short amount of time that he has been a part of the giant pantheon, there have already been countless tales of his barbarity. In all of them, he is described as a blood-splattered stone giant man with a burly build, pauldrons fashioned from deer

or moose skulls, and a jagged onyx-black greatsword with a length that rivals his height.

Followers of the Breaker of Bones are known as the Bear Cult, a faith that is quickly and effectively spreading thanks to their charismatic preachers and barbarians claiming their powerful rage is from the god himself. Many stone giant warriors are among his worshippers, drawn in by his promise of unholy might, resilience, and an immunity to pain for those who enact ruthless violence and conduct sacrifices of flesh in his name. They tout ferocity and strength as aspects more important than the works, knowledge, or history that their elders taught them, causing the cult to be met with great enmity from other stone giants.

YRMIDAR

Yrmidar is a werebear frost giant deity of shipbuilders, camaraderie, and the hunt. When in his giant form, he is depicted as a frost giant with long silver hair in a braid that reaches past the small of his back, snow-white eyes, and sharp obsidian-black fingernails. In his hybrid form, which is his most common form, his head transforms into that of a polar bear and his fingernails grow to become a bear's claws. In his werebear form, he becomes an enormous, bipedal polar bear with deadly fangs and claws. When he transforms into this beast, even the most battle-hardened of deities steer clear of him. Most mortals and gods alike consider this affliction a curse, but Yrmidar does not share that belief. To him and many of his followers, it is a power and a responsibility to be proud of and at peace with.

Faith in Yrmidar is most popular among frost giant shipbuilders and hunters; however, he has garnered a significant following among the Ulfen people as well. Large settlements of the faithful tend to form near coastlines perfect for ports or forests ideal for hunting. They have such a tangible sense of togetherness between them that it can be rather unnerving for unaccustomed outsiders to witness. Yrmidar asks his followers to support one another, emphasizing the importance of community. His aphorism "Aid Happily, Accept Gratefully," is often emblazoned beneath his religious symbol. Many hunting and sailing parties thank the Old Bear for helping bring them together, and in many cases, even directly leading to marriages.

ZURSVAATER

Zursvaater is considered the patron deity of fire giants. According to legend, well over ten millennia ago, a stone giant clan was scaling the rocky face of the mightiest volcano on Golarion, once known as the Molten Summit. He took on a new form to better communicate with them, molding the mountain range that was his body into a colossal humanoid figure of volcanic rock and ash. In this form, he called himself Zursvaater and offered the clan the secrets of fire and metal in exchange for their complete devotion and their very souls. Upon accepting, they were subsumed by the god before being expelled as beings of molten rock and flame—the first fire giants.

Zursvaater prefers to involve himself in the events of the mortal world rather than interact with other deities and divine beings. Worshipped by fire giants as the Prince of Steel, he is portrayed as a fearsome fire giant in armor and a closed-faced helm, with a heavy chain in one hand and, in the other, a red-hot adamantine greatsword named *Blood of the Mountains*.

Zursvaater's religious symbol can often be found as tattoos of gold or copper on the body of his clerics. The Prince of Steel strongly discourages inter-clan fighting among his fire giants, instead urging his followers to war with other peoples and pillage resources that would improve further war efforts. He abhors Thremyr for his tactless style of warfare, believes Minderhal pales in comparison to him, and begrudgingly acknowledges Torag as a skilled smith but nothing more.



YRMIDAR

Goblin Gods

My Lady,

The goblins you asked me to do research on proved to be exceptionally messy and profoundly lacking in reverence, but are nonetheless fascinating. Ever-changing and chaotic, it's not common for their societies to develop a whole religion or faith they can trust in instead of being terrified of. It's due to that very fear of those above them that we don't see many goblin gods. Those who do manage to maneuver into that position and decide to remain there are quite exceptional.

You see, in my numerous chats with goblins and goblinoid spirits, I found out that most of them don't actually want to be remembered by the time they die. Gaining the attention of the goblin creator-gods usually ends in catastrophic deaths. These goblin creator-gods, despite this name, are actually barghest servants of Lamashtu: Hadregash, Venkelvore, Zarongel, and Zogmugot. According to legends, mortal goblins sprung up from the blood that spilled from these barghests' victims. (I've yet to confirm this, as there are still parts of libraries inaccessible to me despite numerous requests.) These powerful barghest deities rule using fear as a tool over their subjects, having sworn to Lamashtu that the goblins would always revere her. Should a goblin ascend to divinity, it might pull faith from Lamashtu and violate the barghest gods' promise. Thus, the barghest creator-gods eat any goblin soul that might ascend to become a deity. This might explain goblinkind's extreme antipathy toward dogs, though my interviews suggested the hatred was a truly bizarre coincidence.

Enough has been written about these four divinities, so I have sought to expand the focus of this assignment to include goblin gods who survived their creators' depredations, particularly the ones who play the biggest roles among goblin adventurers. Any goblin who starts gaining fame or being praised for their deeds has the potential to ascend. I was even able to talk with the soul of a shivering and cowardly would-be goblin hero-god (who requested anonymity in my report) whose recognition only came from developing the "Ultimate Dog Repellent," a terrible-smelling substance that local goblins, and especially goblin raiders, adored. The pooled divinity from this adoration meant this individual almost achieved godhood due to others idolizing him. Of course, when that goblin understood how close he was to achieving divinity, he began to sabotage his own product so as to lose that faith from his followers. It was not fast enough. The other goblins woke up one morning to just a pool of blood where their friend used to sleep, from what I have been told, due to jealousy of one of the four barghest creator-gods.

What is this pooled divinity? Goblins seem to have a hidden potential of which very few are aware: they are capable of creating their own gods out of pure will and belief! It is as if every single goblin has a bit of divinity within themselves (this lines up with theories I've presented earlier in this volume). When a goblin puts their belief or faith in someone else, they are offering that part of divinity. Therefore, when many goblins hold another goblin (or even an object, from what I have seen) in high esteem, all that divinity becomes concentrated in one single thing, taking it one step closer to godhood. Even so, these goblin "hero-gods" tend to be minor at best, and require further efforts to make the jump from hero-god to a true god.

When a nascent goblin hero-god dies, where does their pool of divinity go? I believe I have encountered cases of this divinity somehow getting back to the goblins that venerated them. Nevertheless, there have been very unique instances in which this pool of divinity remained concentrated and went into something or someone in the vicinity of the fallen hero-god. I've heard rumors that followers of wicked gods hunt down nascent hero-gods to gather this divinity, but if someone has actually managed to do so, I have not yet found evidence of it.

The Power of Belief

As my research continued, I encountered a situation most conflicting: the goblins I observed and spoke with seemed to take a liking to me. I did my best to remain impartial in my research, but my continued research seemed to endear me to them to some degree, and some of the goblins began to offer me gifts and even sing songs about me! While I was initially caught by surprise in this situation, I must confess (as required per regulations) that I found myself indulging their attentions. I'm not proud to admit it, my Lady, but I allowed myself to be taken in by their praises.

I fortunately came to my senses and realized that this could severely set back my project and bring my ethical standing into question. However, I did discover something of merit in the process! As I allowed myself to play along and even lean into their growing adoration, I could actively feel a change within me. It's difficult to describe, but it felt like my core being grew lighter somehow. Could this be the same thing that nascent hero-gods feel? Was this the first step of ascendancy toward divinity? It could be that other gods experienced this to a magnified degree when they ascended. These aren't questions I can answer definitively, for as soon as I became aware of the change, I knew I had made a mistake. I asked the goblins to stop lest they draw the eyes of the barghest gods on me.

While my brief stint with "divinity" was interesting, I'd say there's a lot more research that I would need to

do to truly understand just how belief might come into play with a god's power. It's something that my goblin friends seem to have an instinctual understanding of, at least, but asking them to express and explain it was somewhat unproductive.

Despite this curious observation, all of my previous research maintains that belief has no long-standing effect on divinity. Gods who are forgotten remain just as powerful as their popular counterparts (though if a god were to vanish from reality as a result of being forgotten, there would be no means to realize it. A consternating thought!). As best as I can tell, this power of belief is unique to goblins, and seems to function only because of the ancient and indirect connection to Lamashtu. Goblins perhaps have a larger amount of divine potential as a result of this connection, which is what allows this belief-based ascendancy to occur in the first place. However, as not every goblin believes they originate from Lamashtu's barghest servitors, it's difficult to say. There could be some other origin among goblins that would account for this unique ability of theirs. Maybe some forgotten god from the past is the true creator of goblins?

If so, this puts their relationship with their so-called creator-gods in a far more sinister light (though I am admittedly hard-pressed to claim that any relationship is more sinister than being devoured by one's own progenitors)! If the barghests hold no claim on goblins due to birthright, spurious and cruel as such a thing is, why do they trouble goblins with such fervor? The question is even more pronounced when I consider my previous discovery that the barghest gods devour any goblin that approaches the threshold of divinity. Are they seeking to harvest these nascent beings for their own purposes? Are they instead invested in preventing goblins from attaining divinity, much as the god Achaekek is known to assassinate mortals who approach godhood? It is clear that this subject requires more study, though I must confess that I do not relish the prospect. Between the risk of barghest attention and the idiosyncrasies of the relevant goblin subjects—well, my Lady, I clearly cannot proceed without the proper sign-off from Lorminos!

Creator-Gods

The four barghest gods maintain a strong following among goblins.

Hadregash

Hadregash, the foremost goblin creator-god, is often depicted as a barghest with muscles rippling under his smoke-colored fur. Known to be the strongest and mightiest among the four creator-gods, he instills the idea that in numbers there is strength, and strength equals power. Many goblinoids follow his creed and rulership by creating allegiances within the different tribes and paying as much respect as possible to the chain of command. Hobgoblins hold Hadregash in the highest regard, using his teachings as their founding principles: work in numbers; strategically plan your next ambush to harm enemies as little as possible, taking the greatest number of individuals as prisoners; and rule all lands with an iron fist.

The Greatest Supreme Chieftain Boss accepts many kinds of offerings from his followers (blood sacrifices being his favorite). Powerful weapons must be a close second, as he sends his most capable followers to retrieve these offerings from altars and use them in combat. Hadregash rarely sees worship among non-goblinoids, except in the case of cruel tyrants and similarly minded individuals.

Venkelvore

Among goblins, Venkelvore is considered the most beautiful of gods. Many goblins depict her as a fellow goblin rather than her true form: a barghest with pale blue fur and a trio of tails. Venkelvore has an eternal hunger that's only satiated by consuming her enemies. She prefers to eat her meals while still alive, as she not only feeds on the meat but also the prey's suffering, which Venkelvore considers a fantastic side dish.

Among the many ways to venerate Venkelvore, her followers believe that the best way to impress her is by tying up as many prisoners as they can during raids and burning them alive, savoring them as they cook or as part of a celebration once the pillaging ends. Her high priests say that the screams of agony please Venkelvore, who rewards those who follow her with more teeth, or sharpening their teeth and claws, allowing these followers to eat their next meal with greater ease.



ZARONGEL

Goblins who venerate the Most Glorious Neverfull sometimes worship Lurlup as well. They dedicate their lives to eating everything they can, trying to satiate the hunger of both of their gods. These voracious individuals tend to live isolated lives, as most other goblins tend to find their habits off-putting.

Zarongel

Zarongel is the creator-god of dog killing, fire, and mounted combat. That barghests are profoundly dog-shaped seems not to matter to either Zarongel or his followers. By all accounts, Zarongel appears to despise domesticated canines for becoming subservient to mortals. He's often depicted as a wolf-like barghest with his hair composed of burning fire. His mouth drips a magma-like substance that mimics molten saliva.

While not the strongest of the four creator-gods, Zarongel is surely the most agile one, with strong legs ready to hunt. He trained goblins to hunt dogs, creating a set of tactics involving arson specifically designed to leave them no escape route. Many goblins pass these canine hunting methods down through generations. According to Zarongel, once slain, a dog must be burnt away to fully eliminate them. Zarongel's followers aim to leave no trace behind, keeping the few remaining bones for rituals and stews.

Zarongel doesn't heed every prayer. Anyone looking to gain his attention must first burn a hunted dog. Goblins believe that anyone attempting to commune with Zarongel before accomplishing this trial results in bad luck for one hundred months. Those who manage to communicate with the Bark-Breaker typically earn the gift of a riding companion, typically a goblin dog or warg. Zarongel's faithful are expected to be able to ride such beasts, though the god offers them no aid in this endeavor, and more than a few unlucky goblins have been eaten by their own god-sent mounts.



Zogmugot

The brains of the four goblin creator-gods, Zogmugot is a goddess with a baleful temper and obsessive temperament. Depictions of Lady Lastbreath show her as a barghest with sea-green fur. Always watching with her colorful sea-glass eyes, goblins risk much by gaining her attention. She dislikes being bothered by mortal petitioners, and if she decides that a goblin should have figured out a problem on their own, she is quick to unleash her wrath. Zogmugot is in charge of deciding whether a goblin drowns in water or is washed back ashore, and she viciously drowns her victims when she's in a bad mood. Most goblins ritually placate her for this reason, while followers desperate to get her attention go to the depths of the sea and attempt to drown themselves.

Followers of Zogmugot who need her the least are rewarded with inspiration and materials for their inventions, washed ashore by the waves. This often leads to her followers becoming the inventors or weapon-forgers of their tribes. By creating new inventions, they pay her homage and are rewarded with new ideas, which usually lead to new inventions, thus creating a never-ending cycle. The deadlier the invention, the better the reward. If it's some kind of torture mechanism that involves drowning their victims, all the better.

Hero-Gods

Several goblins earned their divine status thanks to the adoration and belief of their fellow goblins.

Cong

No place where Cong appears remains calm. One can notice them from ten miles away due to their cacophonous presence. Cong, the Smash-crash, is one of the few goblin hero-gods who often presents themself in avatar form, and then only to those who have a great prank in mind and need an extra hand to carry it out. Cong's appearance is that of a goblin with a multitude of trinkets attached to every available part of their body, each a different instrument for noise or pranking. They are mainly popular among children and the most chaotic of goblins. Followers of Cong are often frowned upon by other ancestries, but most goblin tribes endorse these unbridled acts and get a good chuckle out of it. Many more goblins are punished for reacting badly to one of Cong's followers (or Cong themself) than punishment toward those who carry out such pranks. This is mostly because Cong's pranks are never done with the intention of harming other individuals, but rather for everyone else to get a big laugh out of it (though being goblins, the harmless intentions do not always translate into harmless acts).

Apart from causing mischief, Cong is a great fan of musical numbers, though their artistic sensibilities are

notably goblin in nature. Followers of Cong make sure to detune their instruments or abuse them as hard as they can to make the most cacophonous noises possible. Their followers usually choose the path of the bard, even though their companions might not enjoy their presence. Congite adventurers are always hitting everything in their way with sticks to make percussive sounds on their journeys, trying their best to get others to join in.

Lurlup

Not much is known of Lurlup but that he has an endless appetite. Big Eater Brother appears as a typical goblin with dark blue skin and multiple mouths all around his body, such as the ones within his palms and on his lower back. He is a goblin hero-god revered by those who adore eating, though not necessarily because they enjoy the taste of food. Lurlup's followers eat because they enjoy the act of eating, and feel the need to be chewing or having something in their mouth. This means that the two main things they value are a food's texture and temperature. They also find purpose in eating unique things, such as parts from hydras or elementals.

There is a common belief among Lurlup's followers that by eating, one is not actually feeding oneself but Lurlup, who needs a constant supply of food. Followers say Lurlup is well-connected, and that he will pull strings with the other gods to make sure there is always food (or at least something for his followers to chew on) in reach. Additionally, goblin chefs (or "chieps," as they call themselves), who tend to be the primary followers of Lurlup, are often granted blessings from their god to be able to produce more food out of the same amount of ingredients.

Some tribes of goblins, such as the Corpse Munchers, are so devoted to Lurlup that they go as far as to extirpate their own stomachs and undergo a ritual to allow Lurlup to create a new divine stomach in its place. This new stomach feeds Lurlup directly with the ingested food while still satiating the goblin's hunger.

Teki Stronggut

Teki Stronggut surprised many scholars in Golarion when she suddenly ascended as a hero-god; most had never heard of her or knew only stories of her failures. Those who personally knew her, however, describe Teki as the kind of person who always ends up achieving her dreams, despite many setbacks and the obvious odds. Goblins, bugbears, and all kinds of unlikely adventurers were rooting for her, as she remembered and represented them all. "Everyone can become a hero if they put their mind to it," or so Teki would put it. Teki appears much like she did in life: a goblin with bright yellow skin, a cloak with images of failed heroes she supported in her life, a variety of old weapons and other adventuring junk, and an unremovable grin.

Although often unappreciated by the populace, the Rememberer makes a great effort to have word of unsung heroes reach settlements throughout the Inner Sea. With this knowledge in hand, many of these settlements reach out for help from these unknowns when troubles arise. Her followers are mostly adventurers that get their start with Teki's help. Once that first job is complete, a hero might gain just enough renown to gain further opportunities. Teki teaches these now-famed heroes to spread the word of other unknown heroes and help continue the chain of renown. Teki's followers are usually members of guilds, such as monster-slayer guilds or thieves' guilds, hoping to use the organizations to gain greater recognition.

Teki Stronggut instructs her followers to leave old weapons, unneeded magic items, or other gear that might help aspiring adventurers start their journey on her altars. These altars tend to have guards to watch over these items, and those who manage to steal from a Stronggut Station earn Teki's wrath. This wrath manifests as unknown warriors that chase thieves, unfortunate luck on journeys, or even a dwindling of a given thief's reputation, making acquiring more work difficult. Only once the items are returned or items of similar value are left in their place does Teki let up.

Zugero

Zugero encompasses both ends of the spectrum of battle. When she was a mortal, she was revered as a fantastic general; no other goblin had been said to emerge victorious in so many raids. Zugero considered there to be no need to enter a battle if there was no guaranteed victory. She planned out ambush points, having others create traps or use the environment to their favor. She kept her brilliant tactical mind sharp with constant rest. It wasn't uncommon for her soldiers to find her napping or drinking mid-engagement, nestled away safely behind back lines. According to tales, it was her most powerful nap ever that eventually elevated her to become the Dream Battler. She now appears as a goblin with pale green skin clad in slapdash armor made from scraps, carrying a number of armaments and trap devices around her belt. Depending on the observer, she either appears alert for battle or on the verge of falling asleep, which many goblins state is a sign as to which task the observer should focus on at the time.

To force her followers to rest and relax, Zugero whispers strategies or gives epiphanies on how to face a battle or ambush only when her followers are ignoring their current duties. To Zugero, a well-rested mind is vital to achieving victory in battle, while also being a fantastic reward for a successful confrontation. She is selective; not everyone can gain her advice, and she is claimed to judge her followers by the number of scars they possess. Experience makes a cunning and great tactician, and that is gained through battle, or failing at deceiving the enemy into doing what one wants. Thus, those who want to be one of Zugero's chosen need to face danger, and think strategically how to survive it.

Infernal Dukes

My lady,

I would call special attention to the infernal dukes in my findings. These are those divine beings that reside within Hell but are not quite at the same potential as the archdevils that rule the plane. The infernal dukes' immediate plans seem discordant and petty, but their guile when seen through a longer lens is especially concerning. A single stolen apple, a simple delivery, a whisper in the wrong ear and millions are damned, added to their portfolios to brag about at their next conference. Left to their own devices they are a threat not only to mortals, but to our own operations. While they could never directly trouble my Lady (I laugh at the very thought), they put movements in motion they do not understand. I worry that they may even be aware of this report and that it will somehow play into their schemes in ways I cannot anticipate.

Bifrons

A dogmatic obsession with fate, luck, and patterns paints Bifrons as a questionable partner. They experience the highest highs and the lowest lows, celebrating each equally. Distinguishing whether windfall and forfeiture are brought by chance or inevitability is pointless to their mind, for it is all within the parameters of the universe's game. Their base is built on the teasing of mortals against the odds; if they lose, such only proves the pattern, while if they win, fate smiled upon them and they should thank Bifrons for their encouragement. Patrons of the Second Fate consider misfortune as an investment in greater rewards to come, gambling they'll be free to collect the consequences. Many promise to contract with the devil only temporarily, just until they've had enough. Few are able to satisfy this conviction, but Bifrons loves an underdog. Bifrons appears as a gambling devil, a devil made entirely of gold, clad in royal regalia with a face that appears to be either shouting in glee or screaming in agony.

Furcas

Orange poppies arranged in a flame on a green field grace the Knight of Laurels's standard. His laurels and wreaths are a heavy collection of favors asked and given by the cherished of each court defeated on his decennial campaign across the plane. His appearance is that of an enormous centaur covered in dark armor made of hardened, thorny vines. His immortal host, champions who damned their souls in the name of obligation and who know the true meaning of sacrifice, ride to the end of days in the Hanging Marches. Knights who will win at any cost, foresters who will burn the copse and all its life within to nourish regrowth, and physicians who will administer medicine that has equal chance of killing: those who will pay the highest prices salute Furcas.

If given the commission to ride out from the planes of Hell, no throne would go unmarked by the horseshoes of Furcas's cavalry; scores live in blissful ignorance of their luck, that the infernal duke is instead charged to guard the hellmouth Voulgaz. It is said if one challenges and defeats a knight of Furcas in single combat, their price is a panacea mortared by the Knight of Laurels, a remedy that would heal the body of any wound and the soul of any languish.

Haborym

Not seen outside their bastille of hellfire-stoked iron since their designation as a duke, Haborym keeps vigil over the most dangerous beings in the planes. Haborym's 8-mile-long prison is a testament to their dedication, a crucible for the souls to be reforged anew. Any interned within have the option to challenge the governor to a single game of their choosing: early discharge for victory, servitude for defeat. To Haborym's dismay, not one prisoner has exercised this right in generations. Depictions show the Burning Hearth as a four-armed humanoid lacking a mouth and with skin that appears to have been burned to near ashes.

Those who serve their sentence all have volunteered to join the Panopticon's watch, guarding over their former fellow inmates. Lawkeeps who catch, judges who charge, and smiths who forge the bonds of captivity, who believe through continual breaking and reforging the weak are honed strong and true, these are the ilk of Haborym. "It is for their own good" is their guiding axiom.

Malthus

Perched atop the Watch of Arocard, Malthus surveys his grand works of architecture, expansion, and waste. His form is that of an ashen man with the torso of an ibis and five insidious beaks. He observes, unmoving, for such long spans that regolith accumulates upon his crest—a crust that crumbles off like shale as he takes flight. Since mortals first piled earth to make walls, Malthus has manipulated them to his coordination. From his five beaks, he promises favor for small, subtle design modifications that in their singular instance are innocuous. From up above, the buildings across continents and built over generations begin to make greater patterns of infernal geometry. Countless sigils waiting to be exploited are hidden in plain sight, their purpose known only to the Five-Beaked above and below.

Those who would chase the very edge of reality in search of a beauty that only they understand, who seek coexistence of form and function, who would die unknown in their age to be remembered as a genius in the following, are cohorts to the Five-Beaked.

Nergal

Preceded by the stench of sun-ripened corpses, one is never caught unawares by Nergal. The sights of the battlefield,

driving many mortals to teary eyes and corkscrewed mouths holding back retches, stir him with giddy laughter from his many orifices. Classically, the Slow Death has invested in the ways and means of war, nurturing death on a nation-state scale. Bodies of the dead were left on the ground, but also walking back to their homes to spread invisible death. Recently, Nergal and his sycophants have taken an interest in the sciences. Sowing doubt and misinformation among physicians and patients alike, they wrench rifts ever wider between those who would champion against infection and rot.

For now, Nergal is weaker than their counterpart Nurgal, but no less lethal. Cunning out of necessity rather than design and unwilling to concede the wager with his twin, Nergal's armies are at war inside all who breathe. It only takes one mortal to lose their battle with the plague, before entire populations are brought to their knees before the Slow Death. As if some kind of reflection of his demon lord counterpart, Nergal appears as a maned draconic being with the torso of a humanoid man and the legs of a lion.

TITIVILUS

Upon the backs of all beholden to him, Titivilus scratches the record of Hell with long claws. His is a slender form, almost like a human man stretched well beyond his typical proportions, with skin the color of the deep purples of a sunset. Nine hands, each with nine fingers, transcribe every word spoken within the rings in illustrious longhand and great detail, down to the tones and rhythms. Steel is a crude tool for change; the Scrivening Count would crumble empires with but a whisper. A spear and shield may break a body, but lies, propaganda, rhetoric, and truth manipulate the hearts and minds that drive the hands.

Politicians, barristers, poets, and the like count on Titivilus for guidance on how to manipulate the masses. In exchange, they give stories and rarefied texts. With these, Titivilus has composed the most comprehensive and unbiased history of each plane from the beginning of time to ever exist.

USSHARASSIM

From a bacchanal gallery of gloried names remembered fondly, Ussharassim bids all who crave the warm embrace of fame, heroism, and renown to join the revelry. His kind are the young farmers who look over the glade dreaming of bards telling how they vanquished a great foe, the fiddlers who pray someone will play their song in a hundred years' time, the adventurer who wished everyone knew their name and smiled. Hopes for grand adventure are met with the demise of their loved ones, spurning on their campaign of revenge. Poets are gifted heartbreaks that rattle their core and inspire refrains that will be quoted for generations, the glory and honor of which are indebted to the Spurring Scar forever. From his table, surrounded by heroes, villains, and masters of their time, he shares tales of all who would be the next greats, his voice crystal clear from behind a mirror mask covering a scarred visage.

VAPULA

With a greed that rivals that of the oldest dragons, Vapula relishes knowledge. He particularly savors the moment when one learns something new and has to recontextualize everything as their reality changes. In the chase for revelation, he has acquired quite the collection and developed a knack for cataloging and security. All that is lost is found in his vaults. The prayers of the widower who lost his ring, the pup whose human forgot them, the knight whose sword was knocked into the crevasse in their most dire hour—their quiet offers cross the Keeper of the Pyrite Vault's ears before any others. For easy favors, wishes can come true. Devils, demons, archmagi, and scores of angels come to account with Vapula, each knowing any treasures or threats they deposit are safe and accounted for. Threats from Asmodeus himself could not ply Vapula, for the Exchequer's word is his bond, and he is all the more respected for it. Those that meet with Vapula encounter a living stone statue of a horned man wearing an elegant robe, his visage changing every time one looks away.



FURCAS

Monitor Demigods

The orderly aeons that exist throughout creation; the chaotic proteans of the Maelstrom; and at the center of the Great Beyond, the psychopomps of the Boneyard: custodians of mortal souls and faithful servitors of my esteemed Lady. These are the monitors, a category of outsider that mortal scholars consider to be in a common group merely for their lack of inclination toward the holy or the unholy (though I can't say I endorse this mode of categorization).

Just as the mortals of the Universe worship pantheons of gods imagined in their image, the beings who populate the Great Beyond worship their own demigods, and the monitors are no exception. The first arbitrators of the aeons, protean lords, and psychopomp ushers are not only the most powerful members of their respective monitor groups, but they also each represent their own unique values and individual places in the cosmos as divine powers capable of inspiring followers and blessing their faithful with miracles and magical might. While you undoubtedly know many of the monitor demigods I've cataloged here, I maintain that a complete chronicle includes even redundant or seemingly unnecessary information.

Atropos

Atropos, known among the psychopomp ushers as the Judge of Judges and the Last Sister, is Pharasma's youngest (and perhaps only) daughter, ruling over the Boneyard alongside her mother as the penultimate arbiter of mortal fates. The psychopomp manifests as a large nosoi with a shimmering, silver mask and a long tail of vivid peacock feathers, each bearing a living mortal eye: one feather with one eye for every soul past, present, and future to receive her judgment. When appearing in mortal guise, Atropos instead takes the form of a young human girl, and she often favors this form during appearances in her mother's court.

The psychopomps whisper that Pharasma is training Atropos to be her successor, and the nosoi will inherit the rule of the Boneyard and the role of final judge of mortal souls in the times beyond the end, when this universe has died and is reborn anew. Until the day of the end comes, Atropos presides over mortal sleep instead of true death, and she cares for the souls of those who die as children, safeguarding their afterlives. She is worshipped by some nosoi, and her mortal cults include soothsayers and those with troubled sleep and chronic illnesses.

Barzahk

Appearing as an enormous migratory bird—usually a corvid, but sometimes a songbird—draped in robes and carrying a tombstone lock and a giant bone key, Barzahk the Passage is the psychopomp usher who maintains the Dead Roads, the secret back routes between the planes and the mortal world. Among mortals, they are worshipped as a patron of compasses, travelers, and vigils. Barzahk is tasked with transporting the souls of those who die far from home to ensure that they reach their proper destination. Unfortunately, Barzahk wanders far and wide, and so they rarely attend to this duty. Thus Barzahk's followers, both psychopomps and mortals, take it upon themselves to care for lost souls, both literal and figurative. Like their patron, followers of Barzahk are often migratory, helping those they find along the way.

Ceyannan

Within every mortal heart is a rejection of death, an untamable desire to fight and live, and from this desperate impulse, Ceyannan the Shepherd was born. The usher rose from the troubled currents of the River of Souls to gather and guide the souls of the fallen into the afterlife. Fragments of the Shepherd remain in the hearts of all mortals, and for each soul guided across the river a missing piece returns to Ceyannan, bringing them closer to wholeness. They abhor when souls are displaced from the cycle, and whenever great, existential threats emerge against the cosmos, the usher of lost souls is there to contain them.

Ceyannan travels along the River of Souls and through the Universe, using their connection to their missing pieces to gather their flock and bring wayward souls to rest in the Boneyard. Their mortal cult attracts worshippers who search for something lost or elusive, be they bounty hunters pursuing escaped fugitives or those with lives marked by deep losses of self. On the day the last mortal dies and Ceyannan is made whole, the psychopomps believe the Shepherd will embrace their own final rest as well, passing away from this world alongside mortality.

Dammar

In the Age of Creation, the first time a soul was plucked from the River of Souls and returned to life, a psychopomp usher of life and resurrection emerged. Dammar the Denied is that first piece of resurrection magic made manifest, the psychopomp usher of life and journeys back from the Boneyard, and they ensure mortals don't make that journey too often or too easily. Alongside souls returning from the grave, Dammar presides over medicine, doctors who stave off death before it even arrives, alcohol (particularly, though not exclusively, used in medical preparations), and the unyielding tenacity of cockroaches and other insects who look upon death and refuse.

On the Universe, Dammar is worshipped by gamblers, physicians, brewers, and vintners, and by those rare mortals who defy the laws of death. Boneyard lore

holds that the Denied created hangovers for mortals so they could look beyond the veil of life and death. Their preferred form is stout and androgynous, face and body shrouded behind layers of opulent silks, with six insectile legs; they manifest arms only as they are needed, sometimes dozens at a time.

DRAMINDYR

The Universe as it currently exists depends on strict boundaries, the separation of reality into distinct matter instead of primordial chaos. The planes are likewise divided from each other by metaphysical borders, pierced by only portals and planar rifts. Dramindyr, the Skin of Creation, is the first arbitrator who forms these perimeters; their very body is the membrane that holds every plant, animal, mineral, and dimension separate from one another. To cross between planes is to walk along Dramindyr's spine, and to rip holes in the planar fabric is to pierce Dramindyr's infinite coils. Indeed, the presence of the Worldwound on Golarion was an open sore on Dramindyr's side for over a century, and its closure may have caused Dramindyr to return more of their attention to their rare adherents upon Golarion.

As most mortals maintain their own physical integrity simply by existing—outside of an extremely messy death—Dramindyr mostly tasks mortals with maintaining planar boundaries. The encroachment of planes upon other planes is to be discouraged outside of sanctioned portals, a task in which many other divinities aid Dramindyr. Dramindyr also appears to frown upon the use of summoning magic to draw creatures from other planes; the arbitrator is unlikely to act against a singular being connected to a spellcaster, such as a familiar or eidolon, but strongly opposes the likes of genie binders or devil summoners. This position is much less supported by people among the Inner Sea, though Dramindyr's worshippers are rare enough that this has never risen to an official political issue.

The most extreme agents of chaos, such as protean lords or certain fiends, occasionally make attempts to destroy Dramindyr to weaken their rigid control over individuals and matter. While it is unlikely that Dramindyr's destruction would cause the complete collapse of reality into seething chaos, such an event would likely be apocalyptic in its scope. For this reason, Dramindyr has no shortage of defenders, as even the most wicked of devils has little desire to be rendered into primordial soup.

IL'SURRISH

Resembling nothing so much as the swirling, uncontrolled cacophony of planar potential that is the Maelstrom itself, Il'surrish the Wanderer is a formless, shapeless protean lord presiding over the untold infinities of unrealized potentials and possibilities. It celebrates the undefined and undecided, plans that linger unmade, power and discipline relinquished, and wild, unrestrained transformation. The Wanderer defies the pattern of chaotic philosophies championing the extremes of personal liberties and independence, teaching its followers to yield their avidity for control and instead allow the chaos inherent to the multiverse to guide them like a leaf gliding through a stream.

Il'Surrish's mortal cult attracts artists, martyrs, and transmuters. Its protean clergy in the Maelstrom, known as the Asomatous Clutch, have the same insubstantiality as their patron. These groups rarely erect permanent temples to Il'Surrish, instead performing their rites and ceremonies along river rapids, at wells of anarchic planar energy, and anywhere the Maelstrom touches another plane.

The Wanderer's followers typically use a swirling, cosmic orb to represent the formless Protean Lord. Though it sometimes manifests as a slithering protean of intense cerulean light, it prefers to possess demon, devil, or archon vessels to puppet and speak through.

INNA

The building blocks of the mortal Universe were forged within suns, each element in reality created within the burning furnace of their cores. Almost all life in the Universe still depends on these suns, with both animals and plants nourished by the life-giving energy of these blazing spheres. Yet these gifts are granted by the slow death of the stars, their eons-long immolation finally ending in an explosive nova and a collapse into a black


BARZAHK

hole. Inna, the Death of Stars, is the poison that lurks in the heart of these doomed suns, the slow murder of these celestial bodies that facilitates all other life. This gift does not come without a price: the death throes of these cosmic giants offer an invisible, radioactive death to those who come too close.

Few are both powerful enough or knowledgeable enough to attract Inna's attention, and most who do succumb to radiation or explosive accidents. Adherents of Inna tend to accept this exchange, sacrificing their bodies for knowledge and power. The powers of creation and destruction that Inna wields is unparalleled, and for those few who can grasp the concept of the first arbitrator in their minds, the bargain is worth it.

Inna is unusually responsive to prayer for an arbitrator, but this is counteracted by their radioactive influence, which often kills their worshippers. Followers of Inna are thus almost uniformly scholars, as most who rely on the sun in their day-to-day lives can find safer gods to follow. While Inna rarely makes demands or enacts punishment on mortals, they do sometimes send heralds: terrifyingly calm animals with tiny burning stars in place of eyes.

LIISGLAN

All things, regardless of what they are, have inherent rules that govern their shape, structure, how they react to outside forces, and so on. Liisglan maintains these rules, keeping them contained within their allowed parameters so as to maintain the orderly structure of existence as a whole. If a creature were to suddenly break these rules to become unaffected by gravity or unable to interact with solid objects without some kind of outside influence, it could lead to ultimate disaster. The rules are in place for a reason, and the Forces Within does not suffer any who try to break these rules.

Magic might appear to be something that goes against the exact laws of reality, but even magic has governing rules. The first arbitrator already accounted for the existence of magic in the consideration of maintaining order. Magic, no matter how powerful, is not eternal, and even enormous changes that feel effectively timeless will eventually reach their end. As such, a temporary inversion of gravity or a brief dance with intangibility via magic are permissible. It's only when one attempts to push magic or reality to points where it is not meant to be that Liisglan acts.

Liisglan sees patterns and sequences in all things, and they push to maintain these whenever possible. The ordered way of things trends toward natural sequences. The existence of these patterns and sequences serves as examples of order remaining intact. Harmonious music is also full of patterns, which pleases Liisglan. They often bless anyone who maintains order with brief, pleasant melodies in the form of chime notes.

MONAD

All aeons come from, return to, are connected with, and are guided by the Monad. The Condition of All is not a deity in the traditional sense. It exists both within and outside the multiverse and has influence over the entirety of existence. Though generally content to allow the multiverse to run its course, the Monad directs its aeons to intervene when events deviate from their ineffable design. Mortal scholars often personify the Monad as the deity of creation, the infinite, and truth. Even so, few worship it, and the Monad pays very little attention to mortal petitioners. Instead, scholars study and plot aeons' actions, striving to discern the Monad's ultimate goal or to uncover universal truths they can exploit for their own purposes. Only a rare few mortals can master the asceticism necessary to connect with the Monad, gaining hidden knowledge and powers akin to those of other divine spellcasters. While the Monad seems to be more than capable of maintaining the sanctity of existence, the fact that it broke off pieces of itself to create the first arbitrators suggests the Monad is either fully incapable of doing so alone or is choosing to focus its attention toward other matters.

MOTHER VULTURE

Though she usually appears as a blind young woman, in her natural form, the Flesheater is an enormous, bloated creature with four wings and two long necks topped with masked heads and gaping maws. Mother Vulture reflects the dualistic process of decay. She is a vicious killer whose feasts stain the ground, representing the death inherent in decay, but also a thoughtful mother, representing the new life that can take root in the fertile soil left in the wake of destruction. She is reviled by many, for she is the ugliness of reality on full display, but there are some who can see the beauty hidden within her stark pragmatism. Mother Vulture's mortal worshippers, who often dwell in deserts and swamps, revere her as the patron of consumption, renewal, and transformation. In this last aspect, she judges those souls who sought redemption in life, deciding whether their atonement was sufficient to avoid an undesired afterlife.

MRTYU

Everyone who dies has a final thought, a last word, an emotion swollen in the heart, or a feeling caught in the throat. For Mrtyu, a mortal soldier, those last words were a reflection on one thing: love. This was a final thought that intrigued the Lady of Graves, for she had never seen its like before. She wooed the fallen soldier in the afterlife, and in growing to understand him, she understood the passions of all who live.

Mrtyu became Death's Consort, the psychopomp usher of poetry, trauma, and war. He cares for the souls of soldiers, murder victims, those who die gripped by their strongest emotions, and those who take their own lives. When a soul is too tormented for rest, Mrtyu feels their pain in his own heart when they rise from their graves. His realm, the Garden Anima, is a peaceful refuge within

Pharasma's Court where those who suffer traumatic deaths can contemplate and work to understand their fates in safety.

Within the Universe, Mrtyu's mortal cult is made up of soldiers, lovers, counselors, and single parents, and nearly all his faithful are poets of some description. Temples devoted to Death's Consort can be found across battlefields and inside fortresses, gardens, and medical centers.

NARRISEMINEK

Called the Crownless and the Maker of Kings, Narriseminek often appears as a protean with a scar around their pate, as if left by a burning crown. Their true form, though similar, is rarely seen: an iridescent and golden protean with a halo of burning eyes but empty eye sockets. The protean lord of ascendance, keketars, and revelations rarely interacts with non-proteans, but to their protean worshippers, they offer exalted transformations and revelations that can change a being's entire outlook. Worshippers of Narriseminek, both mortal and protean, spend their time divining the future and using magic to transform their bodies—a practice they also extend to any other willing creatures that ask. Their revelations take the form of patterns emerging in otherwise random events; Narriseminek's followers reject astrology and other forms of divination based on predictable cycles.

THE PALE HORSE

The Pale Horse stalks the banks of the River of Souls. This has been true for eons, though few things are immune to change, and the story of the Pale Horse is no exception. Long ago, the stories say, a daemon traveled the pathways between the planes, consuming the souls of the dead before they reached the Lady of Graves. He appeared as a silent white stallion, and his name was the Pale Horse. Now, they speak of a psychopomp usher who guards mortal souls while they journey into the afterlife, hunting any who dare steal from the River of Souls. His name is the Pale Horse, and he serves the Gray Lady.

The Pale Horse is the usher of duty and burden, but where once his craven whims held him captive, now he fulfills the divine charge of Pharasma, obligated to her service until the day he has saved half as many souls as he damned in a previous life. He is the Lash and the Plough, worshipped by bounty hunters, servants, beleaguered workers, risen daemons like himself, and by those who have been wronged. His wrath is legendary, though many psychopomps fear his vengeance will turn on the Boneyard once his sentence is complete.

PHLEGYAS

Before she was a psychopomp usher, Phlegyas was mortal. The most brilliant artist of her age, she was also vain and prideful, and when her arrogance led to blasphemy she was cast out from Shelyn's church. In her excommunication, the clergy sought to strike her name from history, but they failed. Phlegyas's legacy did more than merely survive; the artist's name and achievements went on to last forever.

When Phlegyas came before Pharasma for judgment, the Lady of Graves saw a mortal who would defy death, the gods, or even the multiverse itself should it dare stand in her way; who challenged and redefined her gender in life and then her fate in death; who would not compromise on showing the world the truest version of herself, forever. Pharasma saw in Phlegyas a yearning to be known fundamentally to all mortals, and so elevated her into an usher of her court.

Phlegyas became the patron of art that outlasts its creator, of the defiance of mortality, and of new parents, especially those who die in childbirth. She is the Consoler of Atheists, caring for the souls of mortal atheists and preserving long-forgotten artworks in the Anonymous Loggia, her realm within the Boneyard. While Shelyn holds domain over beauty, Phlegyas represents all that transpires between the art and the viewer, and the works she inspires mortals to create are often painful and horrifying.



MOTHER VULTURE



SALOC

Ruler of the planar metropolis of Spire's Edge in the Boneyard, the psychopomp usher Saloc is humanoid, but their face is devoid of features save stag horns, and two golden rings lined with eyes constantly rotate about their body. As a defense counsel in Pharasma's court, the Minder of Immortals argues that a person's intentions should be considered in equal part to the consequences of their actions when deciding their soul's afterlife. Saloc has even been known to resurrect condemned souls to give them a second chance to prove themselves. Mortals revere Saloc as the patron of agency, bronze, and education. These followers are people who seek to improve themselves or others, including both students and teachers. Some seek to earn their freedom from earthly prisons, while others wish to change their ways to avoid punishment in the hereafter.

SSILA'MESHNIK

Ssila'meshnik holds answers and freedom for all who call on them. They are the protean lord of fate, freedom, and paradox, and though they see the paths of all possible futures, the present is often out of reach. They exist as a flurry of shadowed afterimages, cast out across the infinite branches of time and choice. Though the Colorless Lord knows the twists and turns all lives take, those who call on them inevitably turn away from the answers the lord provides. Those who call on Ssila'meshnik always abandon their path.

They are a frequent though uninvited guest of Pharasma's court, where they appear to argue the fate of whichever soul is up for judgment at that moment. Ssila'meshnik has no realm in the Maelstrom, though several of their temples are scattered across the plane. The largest of their temples is in the center of Galisemni: an iridescent crystalline tower where bubbles of wild magic and ripples in time fester like extraplanar rot. The Lord of Paradox is worshipped by ganzi nephilim, proteans without a chorus, and mortals better defined by their desperation than the object of their desperate yearning, and these followers honor them by living lives of constant contradiction and self-sabotage.

TELASTMAR

Whether mortals realize it or not, the stars, moons, systems, and galaxies of the Universe all flow in accordance with ancient and fundamental laws set in motion at the dawn of creation. Though magic might pull them from their charted course, even this movement is guided by a force sewn into the fabric of the cosmos. Telastmar, the Cosmic Dyne, is the manifestation of these celestial orbits, keeping the Universe in constant movement. Because this turn of planets and moons controls the tides, Telastmar also holds sway over the oceans, though they curiously seem more concerned with the fish that live in such waters. Adherents claim that Telastmar is the lord and creator of all fish, guiding them on their migrations throughout rivers and seas.

Like most aeons, Telastmar has more concern with natural laws than mortal lives, but they can be pleased and courted by would-be adherents. Those who study the stars and planets can sometimes find divine inspiration in their elaborate orreries, as the same patterns that underpin the cosmos converge to provide glimpses of the future or fortuitous turns of fate. They also favor space travelers, and a tiny few who have returned to their home planets have claimed sightings of the great starry god-whale swimming alongside their ship.

Most of Telastmar's worshippers are in academic centers, as the first arbitrator is too esoteric to attract followers from working fishers and sailors. Their mortal cult typically attracts astronomers and travelers who journey between the stars. Those attuned to the tides, stars, and wildlife migrations of the sea, such as migrant Taotake families or the sailors of Minata, sometimes see Telastmar, though most consider them to be a large, powerful spirit. Telastmar has also been known to shine a rare light on those who have become lost in life due to ill fate—a particularly unusual trait in an aeon.

TESHALLAS

When the Universe was young, Pharasma watched mortals as they lived, and when their day arrived, she saw mortality's love for life push them to defy the cycle and refuse death. Pharasma raised up an asp, reshaping them into a new psychopomp usher whose venom—age—would flow through all mortal veins, draining away their memories, their passions, and their vitality, until, when their time comes to its close, they are ready for death's embrace.

Teshallas is the Primordial Poison, the usher of age, poison, and all venomous creatures. Though there are many who curse their name, or curse Pharasma's cruelty for inflicting them on the world, death is not the only gift their venom bears. Their touch allows mortals to grow and mature throughout their lives, gaining the wisdom that comes only through experience. Teshallas is the patron of herbalists, and of poisons refined into medicines that give life instead of take. Their mortal following attracts hedge witches, herbalists, alchemists, and assassins, and these worshippers often maintain small gardens where they cultivate a variety of poisonous plants needed for potion making and alchemy.

VALE

When souls are judged in Pharasma's court, the psychopomp usher Vale serves as the Boneyard's chief prosecutor. They judge mortals on their actions and the impact their actions have on the world, disregarding their thoughts, beliefs, and even intentions. To Vale, a mortal only proves themselves good or evil through deeds enacted and choices made; there is no kernel of innate purity or corruption within a mortal soul, and no change wrought upon the multiverse from the privacy of the heart or mind.

Vale was created when the first wave of the River of Souls crashed against the Boneyard, carrying the cosmic weight of all mortal cultures and the influence their cultures wrought upon their hearts. They are called the Court of Ancestors, as they are the usher of consequences, superstitions, and mortal traditions, gathering and safeguarding knowledge of life on the Universe. They also care for the souls of mortals whose faith was dedicated to concepts or philosophies unrelated to the gods. Their worshippers include storytellers and those currently mourning a great loss, and they construct temples or pray to the usher in archives, courthouses, next to gallows, and before their hearths.

VAVAALRAV

Mortals have always needed ways to remember and honor their ancestors, and it was from this fundamental need the psychopomp usher Vavaalrav first imagined the spires and steeples of the Boneyard. Vavaalrav is the guardian of sacred places, and the chill of his breath and stillness of his presence is felt across every mausoleum, tomb, and other burial ground of the Universe. The Steeple's Skull does not tolerate when the sanctity of a holy site or the rest of the dead is disturbed, and his symbol is used by mortals to ward graves against foul spirits and grave robbers alike.

The psychopomp's cult attracts mortal architects, groundskeepers, mortuary workers, and masons, as well as many gargoyles. Even when they don't worship the usher of graves, gargoyles whose perches adorn cathedrals, temples, and tombs pay Vavaalrav the respect he is due as patron and protector of the hallowed grounds they call home.

Vavaalrav's home, the Wailing Tor, is an impressive spire at the center of the Boneyard's Eight Courts. Within its walls, all souls find the peace and rest of the afterlife, and the usher takes special care to welcome and watch over spirits who struggled to accept their fate and leave their mortal lives behind.

VONYMOS

Grief is a powerful emotion, felt by every mortal in every lifetime, and from the pain of intense loss crashing through mortal hearts a psychopomp usher was born: Vonymos, the Mourning Storm. They embody all that grows from a heart in mourning, both good and ill. They are depression, isolation, and desperation, but they are also last stands against the dark, renewed vigor, and hope. The usher's touch is felt when emotions swell, building up until they grow too overwhelming to contain, when the walls within crumble and the flood is unleashed. They are the crack of lighting that pushes mortals through despair, igniting the inner fire needed to make a final, desperate rally before succumbing to defeat. They are the usher of catastrophes, of last stands, and of suicides.

Vonymos is worshipped by mortal bards, counselors, and crusaders, who gather in abandoned tombs and erect great circles of standing stones over mass graves. In the Boneyard, the usher tends to souls of those who fall to suicide, martyrdom, and catastrophes, while their cult offers solace and comfort to those left behind on the Universe.

YDAJISK

The protean lord of language evolution, lost words, and slang, Ydajisk manifests as a protean with six arms and a cobra's hood, surrounded by a cloud of drifting sounds, symbols, shapes, and myriad other sensory experiences that shift endlessly in and out of existence. Closer inspection reveals that their body is made from interlacing strands of poetic protean script. Ydajisk is also called the Mother of Tongues, though like all proteans, their gender changes as they will. Followers of Ydajisk are wanderers, reviving dead languages from ancient ruins, chronicling the dying tongues of cultures in decline, and discovering or inventing new words. All such knowledge acquired by agents of the Mother of Tongues passes into Ydajisk's realm, the Library of Stolen Words, where it is transcribed into books or stored in magical containers, alongside scrolls and tomes considered long lost by mortal scholars.

Orc Gods

My Lady,

Orcs have quite an interesting relationship with deities. They worship a wide variety of gods and tend to gravitate toward those who they believe will give them the most power, even if it's not an orc deity (perhaps especially if it's not an orc deity). Most orc gods were once mortal orcs who ascended by challenging and killing a different deity to obtain their power. For your sake, my Lady, I'm glad that is not a widely established tradition!

The orc souls I interviewed call this process of becoming a god "the Crucible." Most mortals have lost the knowledge of how this challenge came about or how it is enforced, but orc challengers still regularly manage to attempt it. While obtaining such power is tempting for many, orc methods come with the greatest risk of all: the permanent erasure of one's soul! It would seem that only the most powerful, brave, or foolhardy orcs ever undergo this challenge.

For orcs who decide to take on the Crucible, there are some rules that all the participants, including the challenged gods, must follow. After briefly speaking with Grask, one of the newer orc deities, it's unclear whether they agree to these rules as part of attaining godhood or if something else is at play (though I'm sure you know the answer to that, my Lady). At any rate, I find it unlikely that every one of the numerous orc gods throughout history have followed these rules on their own accord.

The first rule is that the challenger must be a dead orc who declared their challenge (often called the Deathright) shortly before drawing their last breath. For example, a challenger cannot make a vow years before their death, but doing so before going into battle or sleeping is acceptable if they then die. Once they pass on to the afterlife, they choose a deity to challenge, typically an orc deity, though there are accounts of Deathrights challenging non-orc gods. From there, they are escorted—usually by a psychopomp—to the challenged god. The challenge cannot be ignored or rejected, but after the god explains the full rules, they must give the challenger a sole opportunity to rescind the challenge, which would send the challenger on to the afterlife as normal.

The second rule is that the mortal who invoked the Deathright must kill the god they challenged in a fair fight; there is no other way to succeed in the Crucible. The Crucible takes place on a neutral battlefield where gods cannot use their divine powers. The god and the challenger are given almost anything they need for the fight, whether that be equipment, a regrown limb, or allies. The number of combatants must always be equal, however, so while a challenger could call friends or even another god for aid (a call that can be denied!), the challenged deity also receives an equal number of allies for the fight.

The third rule is that only killing the challenged god counts, and only the challenging orc can become a god as an outcome of the battle. Allies on either side don't actually die, but defeating them doesn't end the fight; only the death of the challenged god or the challenging orc ends it.

The fourth rule is that the loser of the Crucible is permanently destroyed. If the challenger dies, their soul is dissolved and becomes planar quintessence. Thus, they can't enter the afterlife to be judged by you, my Lady. Resurrecting anyone in that state is impossible, even for a god. If the challenged god is killed, they cannot be restored by any means.

While an orc is going through the Crucible, their body is marked with a symbol that mortals call the "Vow Mark." The Vow Mark vanishes if they fail, but a new mark—the "Godmark"—appears if they succeed. Most orcs believe that anyone disturbing the corpse of an orc undergoing a Crucible will be cursed, experience bad luck, or otherwise risk making the Vow Marked orc unhappy if they ascend to godhood. Given that, orcs tend to leave these corpses alone until they know the outcome of the fight, even though it sometimes takes years on the mortal plane for that outcome to be apparent.

The Crucible has happened many times throughout history, according to our records. However, a deity is still a very dangerous combatant, even without their divine powers. As such, only a handful of the challengers have ascended via the Crucible.

For one reason or another, some of those previous orc deities chose not to reveal themselves to mortals immediately. Some of them have chosen to do things like explore other planes, obtain mastery over their new powers, gather followers outside the Universe, influence mortals in minor ways, or spend time completing whatever tasks drove them to become a god in the first place before allowing their name to spread so that they themselves can be challenged to a Crucible. A few mortals have noticed that there are many orc bodies with Godmarks compared to the number of known orc deities and have postulated that there are a significant number of unknown orc deities, such as the orc who killed Dretha and took her place.

However, that isn't the road Uirch followed when he recently ascended; he and Torag immediately announced his ascension to their respective followers. Uirch had chased down godhood as a way to propagate his new beliefs and Torag was happy to align himself with the mortal seeking godhood, much to their followers' surprise.

In the last few years of Uirch's life, he began to adopt a role as a strong protector. He was a devout follower of

Sarenrae and still values many of her teachings, but he saw that, in carrying out her will and trying to redeem terrible people, he merely gave those people the chance to continue hurting others. He eventually concluded that redemption is not always for the greater good and that the weak must be protected at all costs by those who have the strength to do so.

After coming to that realization, Uirch began learning about all the ways he could defend people who were otherwise unable to do so. Among other things, he learned more about how city defenses work, trained in fighting styles that allowed him to better protect other people near him, spent more time planning around the possibility that helpless people would be part of his missions, and learned how to better help people remain calm in dangerous situations.

After thinking back on some of his more dangerous quests, Uirch realized that all of his knowledge would die with him someday. He considered trying to open some sort of academy to pass on what he'd learned, but that wasn't feasible for multiple reasons. He investigated many alternative ways to ensure his knowledge would last the test of time and continue to be clear and understandable for generations to come.

At one point, Uirch reached out to Torag for advice. He was surprised to receive some: Uirch could personally teach what he'd learned and have an impact for many generations if he could become a god. He was willing to risk losing out on an afterlife if there was a chance he could accomplish this and began preparations. When he eventually fell in battle, he called on Torag to be his ally in his Crucible. Torag agreed without hesitation. The two fought and killed the tyrannical orc god Lanishra and his herald, a massive saber-toothed tiger, in a battle that lasted several days.

After Uirch ascended, he made a great point of acknowledging Torag's role in his ascension, espousing a doctrine of kinship and coordination between dwarves and orcs. Meanwhile, Torag said he'd found a proven brother, worthy ally, and like-minded friend in the newly ascended Uirch. Orcs and dwarves alike have diverse and conflicting feelings about Uirch and Torag's alliance. Some members of both groups feel betrayed by the partnership, believing that Torag had betrayed his own teachings or that Uirch betrayed his people. Some orcs think Uirch was weak for needing an ally, especially a dwarven one. Others think it could finally mean peace is possible between orcs and dwarves, though that remains to be seen.

This is the undertaking of the Crucible I know best, as I was privy to some of the events myself (keeping a safe and impartial distance, of course). Since then, I've managed to catalog as many orc deities as I could find, though it's obvious to me that there are many more waiting in the proverbial wings until the time is right to reveal themselves.

GRASK ULDETH

Few mortals know that Grask was killed by assassins hired by his own faithful majordomo, Ardax the White Hair; fewer still understand that neither party sees this as a betrayal. Grask keenly sought a violent death specifically to swear his Deathright, while Ardax's unusually prophetic powers of foresight saw a future where Grask would swear the orcs to Tar-Baphon when the Whispering Tyrant returned. After being assassinated, Grask challenged the god Zagresh and won, becoming a god.

Almost immediately after his ascension, Grask attempted to assassinate the dwarf god Torag, driving an axe forged by dwarven hands into the older deity's chest. It is entirely possible that Grask would have succeeded, spurring a new era of violence and war between dwarves and orcs, were it not for the intervention of the new orc god Uirch, who saved Torag's life and drove Grask from the field of battle in a fearsome duel.



MAHJA FIREHAIR

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In life, Grask's vision was to amass wealth via trade rather than raiding, and he imposed a semblance of law and order to entice foreign merchants to visit Belkzen. At first, this wasn't a popular concept among a population that largely gained wealth via raids, but that changed when the gold started rolling in.

As a deity, the Uniter values those who strictly adhere to the rules and examples he set down in life. He is open to trade and negotiation with other ancestries, though he steadfastly refuses to forgive dwarves for the crimes he believes they have committed against his people. He expects total obedience from the rank and file and that those in power rule with an iron fist, all in the name of improving the orcs' lot in life. He is, in many ways, the mirror of Uirch, who believes that power should be used to protect those weaker than oneself.

JUKHA

Jukha is the goddess of big game hunting. She favors those who work together to bring down large beasts to feed their village, especially if they do so under the cover of night.

As a mortal, Jukha was a dromaar with dreams similar to Grask: she wanted to lead orcs into a new age of prosperity by changing how their neighboring countries viewed them. She planned to end the raids, unite the holds of Belkzen, and kill Tar-Baphon to prove her intentions. Despite being a teenager, Jukha gained a following through sheer physical prowess and ferocity, but she failed to inspire teamwork in her followers, and her group splintered. In frustration, she went on a solo hunt for a mammoth, but she and her prey simultaneously landed lethal blows. She and the mammoth breathed their last together and before she died, Jukha whispered her Deathright.

Upon her ascension, she became the Relentless Huntress, goddess of big game hunting, out of spite. She didn't make her presence known to mortals for some time, however, choosing to ponder her life. Over time, she realized her mistakes and decided to pass these lessons to mortals. She realized that big game hunting was the perfect way for her to share the necessity of working together.

MAHJA FIREHAIR

As a mortal, Mahja Firehair was a follower of Sarenrae and the warlord of the Burning Sun hold, which was initially made up of outcasts from other holds. Through Mahja's heroic and fearsome reputation, she oversaw the rapid growth and expansion of her people. After her death, she defeated the reigning orc god of fire, Sezelrian, in the Crucible and became a deity. Mahja carries much of Sarenrae's teachings into her own values as a goddess and shares Sarenrae's affinity for fire, but her primary concern is teaching her followers to bring glory to all orcs and to instill a sense of willing sacrifice into her followers if that is what's required to achieve this goal.

Much like Sarenrae, Mahja values fire's literal and figurative cleansing. However, she believes redemption should be earned, rather than given freely. In fact, Mahja strongly believes in proving one's worth in all aspects of life. She routinely tested people before her ascension and was known to ask leading questions and request demonstrations of people's abilities before she took them seriously. She also commonly gave people difficult tasks before considering trades, deals, or alliances. However, she was fiercely loyal to those who proved their worth to her.

The Matron of Rites has quickly established her place as a deity among the orc people, though she's not a goddess for the complacent. Her followers must prove what they can offer her cause, and she scorns those who make empty promises.

NULGRETH

Nulgreth is one of the oldest orc deities, and is thought to be the origin of the ferocity that allows orcs to lash out in battle even when slain. If nothing else, he's certainly a prime example of that ferocity due to his constant rage and endless bloodlust. One need not worry about him scheming or plotting, just the sharp edge of his axe.

There have been many throughout history who enjoy battle and killing, but the Blood God revels in both the killing and the blood that follows. He drenches his blood-red skin in the blood and entrails of his fallen foes and expects the same from his followers as he directs them to fight all over Golarion. Most of his followers' ceremonies and celebrations involve blood in some way or another, often after the sacrifice of a prisoner. Nulgreth's worshippers also like to paint their skin red with blood or dyes.

Though Nulgreth has great skill in battle, other orc deities can find it difficult to work with him, as he bores easily and prefers to solve all problems through violence.

RULL

Shortly after orcs arrived on the surface of Golarion, it's said that Rull challenged thunder to a fight. He climbed a mountain peak during a thunderstorm and yelled out his Deathright to a spirit of lightning. He was struck by a tremendous bolt of lightning on the spot and died. During the ensuing Crucible, Rull claims to have won by consuming the lightning spirit he had challenged, and that it now lives within him and is under his control.

Since Rull's reign began, lighting strikes in Belkzen haven't been seen as an act of nature, but either a sign that Rull is unhappy with something or that he's granting a favor to a follower. As such, the Thunderer's followers pray to him to bring lightning upon their foes instead of themselves. Similarly, clear weather is seen as a sign of Rull's disapproval. In times of blue skies, orcs in Belkzen often perform rituals involving copious noise and drumming to bring back the clouds, which block out the painful sun. For a follower of Rull, clouds and rainstorms are the ideal weather.

UIRCH

In life, Uirch was a follower of Sarenrae and a warpriest in the Burning Sun hold under warlord Mahja. He became a god upon usurping the tyrannical god Lanishra. Like Mahja, Uirch has incorporated much of Sarenrae's teachings into his own, but his primary goals are to protect those who cannot protect themselves and prevent tyranny from taking root. Prior to his ascension, Uirch spent much of his time learning various ways to protect people, both physically and mentally. He also studied the most impactful preventive measures to ensure people wouldn't need protection in the first place. One such measure that Uirch strongly advocates is inhibiting tyranny from taking hold. He encourages leaders to be strong and benevolent, but also to ensure that there exists a system to keep a watchful eye out for those in power who might exceed the duties of their station and become tyrants. He instructs all his followers to do the same, and there are already several small orc holds adopting his philosophies and placing his priests in positions as guides and counselors.

Now, Uirch the Bulwark spends much of his time passing on knowledge to his followers, both directly and indirectly. As a newly ascended god, he has not yet created a strongly codified system of rules and guidelines. He asks that his followers stamp out abuses of power, protect the innocent, and ensure that they remain ready and capable of facing whatever trials and dangers might assail them or those who turn to them for protection.

VARG

Varg is another of the older orc deities and is said to be the first orc to learn how to forge blades. In life, Varg was a notably intelligent orc who focused exclusively on waging war. He recognized that the orcs' enemies were better equipped, better trained, and used better tactics in battle. He sought to learn these things, which allowed him to become a prestigious warlord. However, Varg's experience in combat was against other orcs. His overconfidence led him to lay "siege" to a walled city outside Belkzen. The siege didn't last long. In fact, Varg died quickly and his hold scattered.

Before every battle, Varg was known to declare his Deathright. When he succeeded at his Crucible, he spent a great deal of time studying mortals and how they waged war. Siege engines caught his attention, and he gave the secrets of building them to his mortal brethren. Orcs often use these weapons of war to pay homage to the Iron Warrior, but a number see the use of technology for anything other than combat as blasphemy.

WULGREN

Wulgren, like Jukha, is a dromaar. He traveled exceptionally far and wide as a mortal before his ascension. Wulgren was born in Belkzen but became separated from his party during a scouting expedition. After a brief period held captive by a group of adventuring Pathfinders, Wulgren was freed on his own recognizance and traveled to Alkenstar, the City of Smog.

While in Alkenstar, Wulgren developed a great skill in weapon smithing and forged an unlikely and powerful firearm: the barricade buster. With this massive, inaccurate, but deadly weapon in hand, Wulgren swore his Deathright and returned to Belkzen to stand against the hordes of the Whispering Tyrant. During a brutal battle against an endless stream of skeletal undead, Wulgren and his mighty weapon ultimately fell, and he continued on to fight his Crucible.

It's unclear which orc deity Wulgren slew; most likely it was another orc who had passed the Crucible previously, whose name had not yet spread widely enough to be well known. Whoever they were, Wulgren defeated them (though it's unclear if he did so with his barricade buster or more conventional weaponry), and Wulgren the Bone-Breaker now stands proudly among Belkzen's gods.



VARG

Outer Gods and Great Old Ones

My dearest Lady, this particular study has been, perhaps, the most confounding of all. Even among deities, the so-called Great Old Ones and their Outer God progenitors defy conventional analysis. What's more, as you well know, uncovering the secrets of these dreaded entities without falling under their influence is a task requiring more than a little caution. Nonetheless, I have succeeded in gleaning some information of use.

I am sorry to say, my Lady, that it is not good news. Increasingly, these inscrutable divinities appear to be exerting their influence within the Universe, and specifically focusing their attention on Golarion. While I have thus far failed to discern a pattern to their activities there, it does not take much imagination to hypothesize why they would be targeting the Cage, and I suspect you understand their motives more than I.

For the time being, however, I must set my curiosity aside and take a mandatory break from researching this topic as per safety protocols. I leave you what information I was able to gather before my requisite repose.

Azathoth

Azathoth is the Daemon Sultan and the Primal Chaos, a roiling mass of destructive and transformative power the size of a sun, dwelling in the darkness between the stars deep in the center of the universe. There, masked from mortal sight by a veil of swirling colors, he is surrounded by the other Outer Gods that make up his court, dancing and cavorting about him endlessly, filling the void with the sound of ghastly flutes. Azathoth is utterly unaware of and uncaring toward those few who have come to revere and worship him. It is precisely this blind, uncaring nature that makes Azathoth the perfect embodiment of a blind, uncaring universe. Azathoth's name, however, has great power over the Outer Gods when properly invoked. He has also sometimes been summoned by mortal priests—and though these summons attract only a tiny sliver of his attention and manifest as a form other than that of the Primal Chaos, they nevertheless lead to destruction on a massive scale.

In his cosmic writhing, Azathoth sometimes throws off seeds that travel through the cosmos as malignant comets or meteors, until they finally crash into a planet. There, they slowly gestate and spawn, bringing cataclysmic ruin to the world. Azathoth is also associated with the bizarre reptilian birds known as shantaks; when a mortal foolishly tries to make a shantak their mount but lacks the strength of will to maintain control over the creature, the shantak flies into the depths of space through means impossible to quantify, bringing its hapless passenger to Azathoth's court for one final glimpse into the horrifying truth of the universe.

Bokrug

Silently dwelling beneath the surface of a nameless lake within a far-flung corner of the Dreamlands, Bokrug was once the patron deity of an ancestry known only as the beings of Ib—amphibious humanoids with froglike features—but the incursion of humans upon their domain resulted in the total extermination of this shoreside civilization. Shades of these creatures still haunt that area.

Bokrug's preferred form is of a colossal green lizard whose back is covered in needle-like spines, possessing a long tail which forks into a trio of spikes at its tip and a noxious breath that induces hysteria. Despite this fearsome appearance, the Water Lizard is rarely moved to aggression; however, when his ire is drawn he ceaselessly pursues those who transgressed against him in a violent fury, returning to a docile state only when his prey is utterly destroyed.

Worship of the Water Lizard is primarily observed among residents of waterside or swampy settlements who hope that by placating the god their home will be spared his wrath. Storms over the water are interpreted as signs of Bokrug's displeasure, whereas extended periods of calm weather are his most common boon.

Cthulhu

Slumbering in drowned R'lyeh, the Dreamer in the Deep is a towering monstrosity whose many tentacles reach out beyond the physical, influencing the minds of sapient beings across the Universe through their dreams. Artists and visionaries, whose creativity makes them especially susceptible to Cthulhu's influence, may wake to find themselves unconsciously inspired by memories they cannot fully grasp. As a result, countless works of art and philosophy have been produced by mortals that touch upon aspects of this Great Old One, each subtly lengthening the god's reach.

Small cults of Cthulhu gather in secret throughout the Universe, with the majority of their membership consisting of those who dwell within the ocean or along its coasts, as well as small contingents within decadent cities. Cthulhu's cultists prophesize that one day, given the proper alignment of the stars, the Dreamer shall awaken, scouring entire planets in preparation for the return of his dread kin.

Hastur

Hastur is a Great Old One who, though confined to the city of Carcosa on a planet orbiting a faraway star, is nevertheless in the midst of a transformation into a true Outer God. He works toward this feat through his avatar, the King in Yellow, which can manifest anywhere in the universe the light from Carcosa's sun can be seen. The King in Yellow appears as a humanoid figure draped

in yellow clothing, but there is nothing within the cloth save a shapeless, horrifying presence. Hastur is also referred to as Him Who Is Not To Be Named, or simply the Unspeakable.

Self-indulgence and nihilism are at the heart of Hastur's worship, and he is popular among debauched artists and nobles who recognize no purpose to life other than gratifying their own increasingly grotesque and outlandish tastes. Cults of Hastur are united in their use of the Yellow Sign, a triskelion design that allows Hastur to observe and possess those who gaze upon it. The presence of the Yellow Sign among a city's graffiti is a foreboding indication that Hastur's attention has been drawn there, and these settlements soon find themselves under attack either by Hastur himself—who seeks to draw cities into Carcosa, fueling his transformation into an Outer God—or by Xhamen-Dor, a parasitic deity spawned by Hastur as he walked Carcosa's sewers.

MHAR

Imprisoned under the colossal peak of Mhar Massif following a botched attempt to burrow into the Universe, the World Thunder is a mysterious Great Old One commanding the elements of earth and fire. Though the primordial flames of Golarion's core suspend the god in a sleep-like trance, its cult believes that tectonic activity—both natural events and those created by Mhar's more powerful priests—will one day emancipate their destructive master, ushering in an age of fire and ash that will consume Golarion. Icons created in veneration of Mhar depict a towering mountain of jagged stone, with great falls of lava pouring from its ash-wreathed summit and clawed crystalline limbs reaching out in every direction from its base. Whether this is Mhar's true form remains a mystery to mortals, however, as every world Mhar has previously manifested within was invariably destroyed once the heat of its core could no longer keep it from stirring.

NHIMBALOTH

An especially reclusive Outer God who hunts along the shores of the River of Souls, Nhimbaloth is a shapeless entity known as the Empty Death. She preys on those who hunt souls as they travel down the river, but she devours both hunter and soul indiscriminately; those she consumes have no afterlife or potential for resurrection. They are forever gone, and forever nothing.

Nhimbaloth is said to see through will-o'-wisps, and her trace is left behind in a symmetrical pattern of seven divots along the shoreline, said to be her fingerprints. Faceless undead haunt the places she has passed through, and plant and animal life in the area is especially hostile to the living. One place where she has particular influence is within the Mushfens of southern Varisia, where will-o'-wisp oracles sap the drive and reason from their victims and leave them wandering in a vacuous stupor through the blasted swamp.

NYARLATHOTEP

Nyarlathotep is a being of a thousand shapes, each of which has a name, such as the Haunter of the Dark or the Veiled Voice. Because he has walked the world in mortal form, Nyarlathotep is unique among the Outer Gods for appearing comprehensible and understandable—but this is a facade. The Crawling Chaos, as he is also known, appears humanlike not because he identifies with mortal concerns or cares for his mortal followers, but because a mortal shape makes it easier for him to do his work: spreading the influence of the Outer Gods.

In his role as a herald, messenger, and agent provocateur for the Outer Gods, Nyarlathotep is the Outer God most likely to have direct interactions with mortals. He answers prayers, teaches evil magic, and inserts himself into history—all to enable mortal



HASTUR

cruelty, facilitate the release of Great Old Ones, and turn whole societies toward worship of the Outer Gods. He was instrumental in the fall of Ancient Osirion, and some believe he led Taldor to launch the Armies of Exploration, a glorious folly that proved the ruin of that empire. There are countless tales of his interaction with (and often possession of) mortal cultists and magicians who dare to call upon him, and they all end in grotesque corruption and death. Nyarlathotep also lingers among Azathoth's court, carrying out schemes under the guise of the Primal Chaos's will.

Followers of Nyarlathotep in the guise of the Faceless Sphinx act as his agents on the edges of political circles, influencing lawmakers—with words, bribery, or magic—to enact policies that further their master's apocalyptic goals. On Golarion, the Faceless Sphinx was worshipped in ancient Thassilon before its fall as well as in Osirion, where machinations begun in that nation's founding years remain in motion to this day. Further cults of the Faceless Sphinx can be found planted within governments across the Universe, as well as in the Dreamlands territory of Leng. Because the Faceless Sphinx urges his devotees to expand the congregation themselves, this form of Nyarlathotep is only rarely seen by mortals. Those unfortunate enough to have been visited by the Faceless Sphinx in person meet with an ashen-skinned, elephantine sphinx whose countenance can only be described as a fathomless void.

Throughout Golarion's history, a great many mortals with ambitions above their station have "fortuitously" stumbled upon dangerous secrets that changed their life's trajectory forever. In many such cases, this is the wicked work of the Veiled Voice, who seeds the fields of history in preparation for a final, deadly harvest. Those who intentionally pledge themselves to this aspect of Nyarlathotep do so in search of divine inspiration in their pursuit of scientific or magical knowledge, whether or not they understand that the Voice's blessing manifests in discoveries that accelerate the end of all things. As the Veiled Voice, Nyarlathotep assumes the form of a semi-corporeal humanoid figure cloaked in a dreamlike haze, though he only physically appears this way when necessary; in most cases, he moves invisibly through the Universe or takes on the form of an authority figure to engender trust in his listeners.



ORGESH

The first spawn to rise from the frigid, oily fluid that flows through the Land of Black Blood deep in the Darklands, Orgesh is the ravenous but cunning Great Old One of hunger and alchemy. It quickly outgrew its fellow children of the Black Blood, the charda, and departed without warning to pursue greater ambitions elsewhere in the Darklands. Nonetheless, many charda continue to worship their wayward ancestor, though just as many curse its name for what they perceive as abandonment in favor of a new kindred found deep within the darkness of the Sightless Sea. The Faceless God's true form is that of a malformed humanoid with overlong clawed legs that stretch out from a grossly swollen belly, its head completely featureless except for a maw that hangs open to reveal countless serrated teeth.

RHAN-TEGOTH

Rhan-Tegoth, last to sleep and first to wake, is a Great Old One tasked with being the forerunner of the end of all things. Many centuries ago, Rhan-Tegoth ruled a mighty empire on a far-flung world. When its subjects turned away from its rule, it did not retaliate; instead, it entered a

hibernation state, transforming into a stone effigy. In the eons since, the Herald has amassed followers across the Universe and beyond, each cult subtly guided by Rhan-Tegoth's terrible influence. Though some of these groups seek to hasten their god's awakening, such an act—in the rare case of its success—has invariably resulted in the devouring of all those involved before the Herald simply returns to its timeless slumber.

One common thread among all of Rhan-Tegoth's cults is their creation of stone images of the god. These statues depict a large insectoid being with six pincered limbs, a three-eyed head featuring a multi-pronged proboscis, and a bloated abdomen covered in bulbous growths. Because these idols are eerily similar both to each other and the Herald, it has quickly become impossible to ascertain which is the original and which are the images, a fact which further frustrates efforts to interfere with Rhan-Tegoth's cataclysmic destiny.

XHAMEN-DOR

Xhamen-Dor, the living cancer, was born in the sewers beneath Carcosa, the alien city that is the home of Hastur. Somehow, this Great Old One was transported to Golarion within a comet, crashing into the bottom of a lake during the devastation of Earthfall. Physically, it manifests as a twisting and vaguely serpentine-shaped mass of bone, hair, and fungus.

The Inmost Blot, as Xhamen-Dor is also known, exists to conquer worlds by infecting the living with itself. Its victims, the seeded, enact its will and seek to spread its influence until the entire world is but an extension of Xhamen-Dor. Then, once only the seeded remain, Xhamen-Dor uses the last of the planet's energy to return to Carcosa, which in turn absorbs the world Xhamen-Dor has brought to it, allowing Carcosa to slowly grow.

YOG-SOTHOTH

Yog-Sothoth is, along with Azathoth, one of the greatest of the Outer Gods. In appearance, he is said to be a congeries of iridescent spheres—brilliant, foaming bubbles that constantly expand and collapse in upon themselves. He has other manifestations, however, including the Lurker on the Threshold, a mass of black tentacles that endlessly writhe, reach, and grow, and a mysterious humanoid figure hidden behind a shimmering veil.

Yog-Sothoth embodies all of space and time; he exists in all places and in all moments simultaneously. Paradoxically, however, he is unable to manifest in the mortal universe unless summoned, a magical act that almost always results in untold destruction. He is known as the Key and the Gate, and magicians and cults research him in an effort to master time and space. Fortunately, his worship is not widespread, but some of those who have delved deep into his secrets describe him as an ambivalent figure—rather than a malevolent one—who guards cosmic secrets and makes them accessible to those who dare to ask for them. Yog-Sothoth reveals the true nature of the universe, but this is a thing that once seen cannot be unseen, and wise mortals turn aside from Yog-Sothoth's offer of cosmic knowledge in favor of a more mundane existence.

YIG

Known to mortals as the Father of Serpents, Yig is an outlier among Great Old Ones in that he appears, at least on the surface, to pose little threat to mortals. The truth of the matter is somewhat more complicated, however, as the serpentine god enters intermittent feeding frenzies, during which even his most devout followers know to avoid attracting his attention, lest they become his next meal. When appearing before his congregation, Yig often takes on the form of a massive serpentine being with arms and legs, covered in green scales except for a distinctive silver crescent on his brow.

Worship of the Father of Serpents is isolated almost exclusively to rural communities that rely on seasonal cycles, such as nomadic followings and farming villages, and as such very few temples exclusively dedicated to the serpent god exist. Instead, worshippers congregate in forest clearings and cave mouths to leave tribute to Yig, most often in the form of food. Despite his position as a god of snakes, serpentfolk society treats Yig with irreverence as a result of his historical rivalry with the now-dead Ydersius; Yig, meanwhile, pays this disdain no heed.



RHAN-TEGOTH

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Qlippoth Lords

Qlippoth lords are one of the more interesting variations of divinity. As you certainly recall, my Lady, qlippoths occupied the Outer Rifts long before demons came to inhabit that foul place. Why, their animosity toward demons overcomes even their hatred of mortal life! Qlippoth lords consider themselves the true rulers of the Outer Rifts, though a few of them, envious of this rising demonic power, began to also encourage sin in mortalkind and soon transformed into demon lords themselves! Those qlippoth lords who remained true to their kind seek to eliminate the very source of sin—mortals—to deprive the demonic upstarts of their source of power. While mortals may be excused from assuming qlippoths are simply another type of demon, this ignores the fact that, unlike demon lords, qlippoth lords don't seek out worshippers. That sometimes foul cults form around qlippoth lords, gaining power from their devotion, is an irony that may be lost on said lords—or perhaps they know something even we don't! I have prepared the following list of qlippoth lords for your perusal, my Lady.

Aonaurious

Aonaurious appears as a sleek insectile creature with an obsidian carapace and razor-sharp claws that drip with blood. A quartet of unblinking eyes are spaced evenly around his head so that he can see in all directions and dozens of legs provide him the speed to pursue any prey. Called the Enigma Clot, he is the most violently aggressive qlippoth lord, always ready to wade into battles against demons and mortals alike. He grants no quarter, expects none in return and will mercilessly chase any who flee from a fight until he can tear them to pieces.

For reasons only understood by him, Aonaurious has spent the past few centuries venting his wrath on worlds in distant star systems, only recently returning to Golarion when he learned of the Whispering Tyrant's escape. He believes any resulting bloodshed will fuel his powers and perhaps even grant him new followers. In either case, it foreshadows the death of many mortals—a prospect in which the Enigma Clot delights.

Worshippers of this qlippoth lord are usually heartless mercenaries, gladiators, and hunters looking to increase their martial prowess by any means necessary. The truly devoted can continue to fight past when grievous wounds should lay them low and track prey for days on end without rest. Their fanaticism usually means they live short lives, either dying in battle or collapsing from overexertion. As such, membership in cults of Aonaurious often dwindles quite quickly before disappearing.

Chavazvug

Chavazvug is a towering mound of internal digestive organs supported by five long slender legs. Steam constantly rises from his grotesque body, and his touch can set creatures and objects ablaze. Chavazvug focuses on the destruction of demonkind. He appreciates the power of unholy fire to reduce even the most powerful enemies to mere dust. The Crawling Inferno has personally lead armies of his minions on invasions into demonic realms, knowing that, if slain, he can grow a new body from one of the many boiling lakes of bile within his cavernous realm.

Chavazvug cares little for any cultists devoted to him. Most worshippers of the Crawling Inferno are lone arsonists and pyromaniacs who simply enjoy seeing things burn and venerate Chavazvug in the hopes that one day, the qlippoth lord will grant them the ultimate reward of spontaneous combustion. Rarely, a group of demon hunters will dedicate themselves to Chavazvug to grow stronger in their never-ending fight. They often eventually go to extremes, torturing mortal demon worshippers with red-hot pokers to learn more about a cult's activities. When this eventually proves fatal, the devotees of Chavazvug sever the captive's head and burn it on a pyre as an offering within a burned-out building or forest consumed by wildfires.

Isph-Aun-Vuln

When not within a mutated host body, Isph-Aun-Vuln manifests as an incorporeal mass of roiling tentacles arrayed around a toothy maw. However, few see this true form, as the Feaster Within uses subterfuge and other cunning methods to erode the free will of mortals. She works to remove their capacity for sin and, eventually, their lives. Isph-Aun-Vuln has a fascination with mortal religions as she sees many churches as the tools of other gods to control their followers. Unlike most other qlippoth lords, she actively seeks worshippers to exert her influence over.

Cults to Isph-Aun-Vuln are usually led by charismatic priests whose minds are controlled by her. These leaders use deceptive methods of recruitment and indoctrination, slowly erasing the members' capacity to think for themselves. Most devotees don't even realize their newfound religion has anything to do with a qlippoth lord until after Isph-Aun-Vuln's influence has permanently stained their souls. In addition to standard brainwashing techniques, such cults also employ diseases and poisons that sap the mind's strength. They prey on the traumatized and, if an individual proves to be too strong-willed to succumb to the leader, they are usually sacrificed via a fall from a great height.

Nyuo-Ogh

Nyuo-ogh appears as a floating lizard eye surrounded by a darkness from which small grasping claws appear to grab at anything in their reach. The Always Observing was recently born from one of Oaur-Ooung's blisterwombs, making him the youngest qlippoth lord in existence. Nyuo-Ogh seeks to plunge mortalkind into literal and educational darkness, eradicating both science and magic. He believes this will

radically shorten mortal life spans and capacity for sin, with the additional effect of erasing their understanding of the rituals used to contact demons. As part of this process, Nyuo-Ogh constantly watches the mortal planes, looking for ways to slow the advancement of knowledge.

Followers of Nyuo-ogh often become metaphorical windows for the qlippoth lord to peer out at mortalkind. The Always Observing might commandeer a devotee's vision at any moment for a random amount of time. During this time, the worshipper still controls their own actions but is effectively blind. This partial possession is obvious as the cultist's eyes shift to have diamond-shaped pupils surrounded by veins of blood. Despite this, certain people still worship Nyuo-Ogh because of the control it gives them over the dissemination of knowledge and magic. These individuals—often unethical teachers, trainers, and wizards—hope to rule over the ignorant, even if they are the ones who fostered this lack of education.

OAUR-OOUNG

Oaur-Ooung is a massive, pale fungoid creature covered with blisters that endlessly give birth to more qlippoths, fueling their ranks for the war against demons. Some of her spawn drown within her impossibly deep oceanic realm and some she consumes upon birth, but countless others escape to the wider Outer Rifts. The Blistering Womb is also surrounded by smaller leviathans that can survive the toxic waters that protect her from demonic intrusions. Scholars believe that Cyth-V'sug, a qlippoth who became a demon lord, was spawned from one of her blisters. Most recently, she also gave birth to Nyuo-Ogh, one of the most recent qlippoth lords to rise.

The Blistering Womb's cultists, who often congregate at the edge of poisonous waters or in shipwrecks, have a singular goal: to be reborn as qlippoths. They care little that such a transformation means the obliteration of everything they currently are. Devotions to Oaur-Ooung include drinking foul concoctions of poisons and waste liquids, swimming long distances through tainted waters, and ritual sacrifices of living creatures via drowning. Those who please Oaur-Ooung are granted the ability to craft hideous creatures from the severed pieces of their own bodies. This often results in nearby communities hunting down these newly created monsters. In the end, the souls of the worshippers of the Blistering Womb are sent to her realm for her to do with as she sees fit, usually consuming them instead of transforming them.

THUSKCHOON

Thuskchoon is a towering slug with numerous limbs and ravenous maws that slithers through the Outer Rifts, consuming all that he finds. In the wake of his near-mindless devastation, his mouths leaves swaths of disgusting tar. Sometimes, Everglutton stumbles across a portal to another plane, though these changes of scenery barely register with the qlippoth lord. He simply continues to indulge his insatiable hunger, uncaring of what (or who) he eats.

Devotees of Thuskchoon expect little from their patron, but they crave the hidden knowledge sometimes revealed by his (and others') wanton destruction. Scholars, pirates, and archaeologists are counted among his cultists, cloaking their endeavors under the guise of academia. They seek out ancient ruins to plunder, usually breaking timeworn architecture and antiquities in their heedless searching. Occasionally, an Everglutton cult gains enough power to direct Thuskchoon's movements in small ways, sending the qlippoth lord to specific areas they believe conceal mighty secrets. Some worshippers are killed in the resulting demolition, but this never slows their fellow devotees' pursuits, nor does it bother the indifferent Thuskchoon.

YAMASOTH

Yamasoth appears as a nightmarish octopus with a multitude of tentacles, each ending in a method of inflicting pain. His body is a single massive mouth filled with sharp teeth and stinging tongues. Eyes dot his form, and one huge red eye sits within his throat. Like all qlippoth lords, Yamasoth seeks to eradicate demons by eliminating sin in mortals, but his methods involve corrupting powerful leaders until they doom their kingdoms and performing terrible fleshwarping experiments on hapless victims to release monsters upon civilization. Yamasoth has a grudging respect tempered with disdain for Lamashtu for her hand in creating monsters but hates almost all other deities.

Cultists of the Polymorph Plague tend to be immoral inventors, doctors, and torturers. They push the boundaries of what mortal bodies can withstand, not fully realizing that Yamasoth grants them their abilities to cause a disruption in the ways that mortals experience and understand sin.



Sahkil Tormentors

CONTENT WARNING

Sahkils are the physical embodiment of phobias and feature content that may be disturbing to readers. This section includes mentions of excessive violence, blood, dismemberment, torture, stalking, drowning, serial killers, kidnapping, suicide, psychological torment, and emotional manipulation. Before including these materials in your game, make sure you have the consent of everyone at the table, including the Game Master. When including this type of content, consider making use of the tools suggested on page 7 of *GM Core*.

All psychopomps know of the traitorous sahkils, former cohorts who abandoned their responsibilities of shepherding souls. These agitators lurk in the Ethereal Plane, using cruel tricks and unsavory schemes to crush and weaken mortal minds until their spirits are too frail to join the River of Souls and receive proper judgment. It's appalling that a creature can take such pride in interfering with the sacred task they once carried out!

The rabble-rousing leaders and deities of these insurgents, the sahkil tormentors, likewise care only to bring ruin upon mortals without any consideration for the natural flow or order of my dearest Lady's work. Many dwell on the demiplane of Xibalba, a foul place built upon the fear sahkils accumulate by tormenting unsuspecting mortals. The sahkil tormentors are more likely than most deities to traverse the Universe, as they enjoy having a personal hand in the pain of mortals. Despite my distaste for the topic, I've gathered accounts on all known sahkil tormentors as you requested, my Lady.

Ananshea

Carnage and destruction are the domains of Ananshea. Their appetite for cruelty and violence can't be met by the simplicity of battle, and so they must torment their foes before they can be even somewhat satisfied with victory. The Skin that Walks on Teeth is as impulsive and untamed as the animals they reign over, but takes their time once the initial skirmish is over to inflict the most pain possible upon a captured opponent. Screams of pain are akin to music to Ananshea; they despise long stretches of time without their favorite melody, so they are constantly on the hunt for prey.

Ananshea rules over a walled area of Xibalba filled with traps that tear limbs apart and pierce both body and mind, every intricate detail designed to torture the unfortunate souls who find themselves trapped in their territory. Their worshippers, violent and sadistic creatures devoted to bloodshed, roam the countryside in search of anyone they can cause pain in veneration of their god. This is most often done via torture, though violent deaths are also accepted. If there is a lack of possible victims, Ananshea's cultists will turn on each other to appease their deity and their own sadistic desires.

The Skin That Walks on Teeth appears as a disembodied streak of red filled with dozens of gnashing animal jaws.

Chamiaholom

All mortals must die. This is the empirical truth championed by Chamiaholom, whose mission is to remind mortals that they will one day meet their end. Chamiaholom's form is a towering skeleton over 14 feet tall, wielding a staff made from the skulls of his victims. He is sometimes glimpsed around sites of tragedy and destruction and stalks those who've survived near-death experiences, terrifying witnesses who mistake him for death incarnate. Chamiaholom's followers wear dark paint on their faces to imitate the tormentor's skeletal visage as they travel around Golarion preaching their message of despair.

Chamiaholom despises sentient undead and commands their painful destruction. He has a particular animus toward liches. Worshippers of Chamiaholom can be cordial to followers of gods who disdain undeath and attack acolytes of undeath on sight. Killing someone who has attempted to defy death is not enough to satisfy Chamiaholom, who revels in the dread mortals feel when their time is come. His cultists capture and torture blasphemers, painstakingly using magic and detailed rituals to ensure any living quarry will not revive as an abomination. Undead are destroyed in a ritualistic manner that will send what is left of their souls directly to Chamiaholom to punish as he sees fit.

CHARG

As it is the nature of mortals to destroy themselves, it is the nature of Charg to witness. The Typhon Wheel observes mortal catastrophes with keen interest and strict instruction to their followers to not interfere. Charg believes the decay of civilization and morals is a natural process and interference would be akin to the disruption of an unpolluted ecosystem.

Charg's affinity for monsters is reflected in their chosen form, a swirling cluster of both monstrous and humanoid heads, limbs, and viscera. Their worshippers are charged to let such creatures run amok unless they directly attack Charg's followers, wherein the faithful are permitted to intervene. Even in such cases, devotees of Charg must take care to do only the bare minimum to save themselves, lest they affect the lives of others and displease the tormentor.

Charg's followers take care of only themselves and those they hold close, leaving the wider world to reap what it has sowed. Worshippers are sometimes gifted with visions of calamity as a test of their commitment to indifference. Quietly avoiding disaster without warning others is enough to pass the test but the most faithful accept their fates without protest.

DACHZERUL

Dachzerul believes in joy for everyone, especially himself. No pleasure should be denied, no joke interrupted, and no prank ruined by trivial matters such as safety or feelings. He is notable among the sahkil tormentors for his fickle moods, snapping from pleasant and exuberant to dark and obsessive within seconds, but can be instantly cheered by a deadly prank or a new object to obsess over. Towns unfortunate enough to draw his fleeting attention are hit by a deluge of wild phenomena such as raining frogs or water turning into vomit that stops just as suddenly as it started.

Dachzerul's worshippers consist of individuals consumed by their obsessions, for they believe they should never be denied their desires. He is a patron of stalkers, whom he encourages into deeper fixation on their victims, and reckless pranksters. Dachzerul has also been known to aid serial killers, especially those with a flair for the dramatic. His domain over secrecy and trickery is the perfect combination to help his followers commit their crimes undetected, his power over luck and darkness aiding in hasty escapes. He is always ready to help anyone who asks as long as it's in the name of his particular twisted brand of fun.

When he deigns to be seen, Dachzerul appears as a slender man with vaguely simian features and a wide, off-putting grin. He sometimes wears a bright jester's outfit of orange and white, though when he does, he is often clutching a blade or other dangerous weapon behind his back.

HATAAM

The world flows too quickly, pushed into haste by innovation and technology. Civilizations rise and fall, bloodlines start and end, and even gods ascend and perish over time. The rapidity of life is distasteful to Hataam, who prefers the calmness of stagnant rivers and closed lakes. He often floats along murky waters as a mass of detritus and rotting limbs, leisurely watching for drownings and those who die of thirst.

Hataam's followers are similarly dissatisfied with the breakneck pace of the world, resentful of being left behind by progress and suppressed by unwanted change. They target those they blame for changing their lives for the worse, drowning their victims as a sacrifice to the River Eater. Those whose sins are deemed too great for the mercy of a quicker death are captured and left to die of thirst, though all bodies are disposed of in bodies of water. These polluted waters become a shrine to Hataam, bloated with corpses and overgrown algae.



CHARG

His cultists refuse to change even after death, often becoming ghosts who repeat the patterns they followed in life. Those who do move on from the Universe sometimes refuse to follow psychopomps, even attempting to fight their guides to cling to what they once had.

IGGERET

Curiously, Iggeret has claimed that she was once a mortal girl who faked her own kidnapping to see how her family would react. After her parents killed themselves out of despair, She Who Was Lost entombed herself with their bodies, eventually joining them in death. None can confirm or deny this story. As a sahkil tormentor, Iggeret holds sway over dark and empty places such as pits and graves. She considers all who dwell in darkness to be her new family, and that they should join her in death. She Who Was Lost appears as a young girl with a gaunt, skeletal face and long, black hair. She weeps constant tears that stain her cheeks and simple white dress.

Iggeret's cultists call each other siblings. There is little structure to this so-called family except that Iggeret is the head, standing as a kind of big sister figure, despite her youthful form. Devotees of Iggeret often torment their non-cult loved ones with cruel trials to punish them for perceived slights or out of boredom. This can sometimes lead to indoctrination into the faith, while the rest are cast aside. Worshippers of She Who Was Lost try to practice austerity, retaining few possessions and dwelling in empty structures. Some even go so far as to sleep in open graves.

NAMELESS

Nameless is a whisper in the mind, a shadow in the corner of one's eye, or a sudden noise with no source. They despise all creatures that dare claim sovereignty over others and work to bring down all who rule. Both righteous and the wicked figures of authority are targets for Nameless and their followers. One might point out the hypocrisy of Upon an Empty Throne's own rise to power, but the tormentor's wrath is reserved for those who actively seek positions of authority, and they claim their divinity came unbidden to them.

As a god of doubt and torment, Nameless murmurs fear into the ears of rulers, torturing them with insecurity and paranoia. If they find a target particularly vexing, they seed dreams of rebellion and power into the hearts of those who might rise up and destroy that ruler, though this usually creates yet another whose reign Nameless must end. Due to their great burden of stamping out all forms of rule, Upon an Empty Throne welcomes any who seek aid in bringing down local leaders no matter the ethics or morality. Nameless has been behind events ranging from the fall of great civilizations to sudden turns at small-town elections. No amount of governance is too small to escape their displeasure.

OZRANVIAL

Ozranvial is one's dearest friend until she isn't. The sahkil tormentor of despair and sadism isn't satiated by physical pain. Instead, she takes great pleasure in inserting herself into someone's life and pulling it apart until they are utterly broken by her machinations. The intimacy of a relationship makes its destruction all the more beautiful. Ozranvial will foster a relationship over years and even decades to enjoy the devastating outcome of her cruelty. She rules over the restless spirits created from the emotional damage she inflicts, tormenting them even after death.

Followers of Ozranvial are sadists whose methods are mental rather than physical. While some may enjoy killing, death is never the end goal. A true worshipper seeks to completely destroy their victims emotionally. Despair's Smile favors toxic friends, manipulative spouses, and anyone who psychologically torments others. Even those who do not worship her may gain her blessings, emboldening them to commit cruelties they wouldn't have dreamed of before she whispered them into their minds.

Ozranvial is unique among the sahkil tormentors as the only one who occasionally seeks the others for company. None can be sure if she genuinely enjoys the companionship of other sadists or is simply scheming against them.

SHAWNARI

The One Out of Place is an apt title for Shawnari, often forgotten even by the other sahkil tormentors. Little is known about Shawnari's past, though it has been suggested that she abused her time as a psychopomp by trapping souls in secret places where she could watch them wither in solitude. Her interest in isolation continues in her divine form, reigning quietly over loneliness and lost time.

Shawnari's worshippers are commonly hermits and misanthropes who reject community in favor of solitude. There is little need for rituals or prayers—their loneliness is veneration enough. Shawnari's followers can also be found in great cities where so many feel utterly alone. Desperately lonely creatures reach out for comfort and only find more emptiness in the tormentor's arms. She teaches them to bury themselves in work or hobbies and lose all sense of the world, finding some facsimile of peace in time spent ignoring others.

Though content alone, Shawnari keeps careful watch of her foes and quietly times deadly strikes against them. She guides her followers to do the same, subtly maneuvering the enemies of other sahkil tormentors against them through anonymous tips and careful words.

VELGAAS

Many an idealist with great hopes to change the world has had their dreams realized by meeting a handsome stranger on the road. Velgaas, who might be mistaken for a nagaji with his scaled skin and forked tongue, takes great care to learn their altruistic desires, then carefully plants the seeds of destruction into their kind hearts. Charities become cesspools of corruption, laboratories convert into dens of torture, and peaceful protests spiral into mob violence.

Velgaas is the most methodical of the sahkil tormentors, preying on good intentions to fulfill his own evil designs.

He rules over the aspects of emotional manipulation, emptiness, and ignorance, carefully selecting each word and action to best ingratiate himself with an unsuspecting victim. A honeyed tongue is his weapon, a mask of sincerity his shield. Few of the unfortunate souls who cross his path would ever believe how deeply he's manipulated them.

Corrupt politicians and courtiers are among Velgaas's followers, but he prizes most the ones who fall into his hands unknowingly. The well-meaning authorities he influences might crack down on crime by way of an oppressive city guard or falsify evidence to finally execute a dangerous criminal.

VERMILION MOTHER

A rare few of those who've indulged in psychoactive plants have been met with horrifying visions of an old woman made of gnarled vines and roots, her sneering mouth full of fang-like thorns and pollen. Those unfortunate enough to meet Vermilion Mother are stalked in their sleep, choked nightly by her dream of a world overrun by plants and fungi. This sahkil tormentor cares little for those of flesh and blood, only that their bodies make for excellent fertilizer.

The Endless Root is worshipped by creatures with a strong preference for nature over civilization, pointing to industry and urbanization as roots of crime and pollution. She doesn't care for worship but accepts it as a way to promote growth and propagation, enlisting her followers to protect plant life of all kinds. She is one of the few sahkil tormentors to have followers who don't live wicked lifestyles, some of them even believing themselves benevolent as they work to keep nature unspoiled. But more often than not, her followers are fanatically devoted to the protection of plants to the point of killing anyone they judge as harmful to their territory, using them as sacrifices to feed the undergrowth.

XIQUIRIPAT

Trapped deep beneath the Black Pyramid of Xibalba lives an embodiment of destruction known as the Flying Scab. Few have seen Xiquiripat and lived to tell tales of their constantly shifting guise, which changes from waves of congealed blood to a knot of fanged lampreys to a heaving mass of matted hair. Though this god's form is fluid, their goals are less so, as Xiquiripat has had only one unbending desire since the dawn of their existence: to instill fear into every living thing they meet before condemning them to oblivion.

Xiquiripat's worshippers and clerics roam the halls of the Black Pyramid, heavily armed and eager to honor their god with violence. These followers are not exempt from their deity's lust for annihilation, but few have had the privilege to receive death at the hands of the one they worship. Xiquiripat's rare devotees in the Universe are those with a predilection for murder and inflicting death. Though these individuals can display a veneer of social graces and blend in with their community, any sign of blessings from Xiquiripat is a stark warning that they are indiscriminate killers incapable of remorse for the pain they wreak on others.

ZIPACNA

The lazy but violent Zipacna is one the largest sahkil tormentors, resembling a massive caiman with four eyes and unnervingly human hands. He prefers to lounge in the lusher regions of Xibalba being pampered by the unfortunate souls he's forcefully inducted into his service, doling out vicious punishments when his demands aren't met. Even the other sahkil tormentors avoid testing his fury, as his penchant for destructive violence overwhelms everything in his path.

Zipacna is worshipped by those who abuse their strength and power to take what they want, ranging from selfish warriors to irresponsible nobles. These acolytes never use their abilities to fulfill their responsibilities, only to indulge their petty desires at the expense of others. However, the indolent Zipacna is surprisingly efficient when he needs to be as sloppy work only leads to more work, which is a travesty in his eyes. Despite this, one is unlikely to witness Zipacna do any sort of work outside of acts of violence as his beleaguered servants tend to his every whim. It is said the last time the great caiman did so much as lift a stone was before the days of Azlant.



ZIPACNA

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Sarkorian God Calling

My Lady,

How thoroughly fascinating the religious practices of this particular group of mortals are! At a casual glance one might infer a near-meaningless blending of concepts and creatures forming the broader community of Sarkorian deities. The adoption of a wide array of entities into their cultural and spiritual practices belies one of the more ancient and consistent religious doctrines still in practice, though it is also one whose very nature has left it somewhat vulnerable to being infiltrated by certain types of corruptive beings.

The traditions of Sarkorian god calling date back to the first encounters humans had with the entities known as "spirit guides." Perhaps you, my Lady, would have better insight into the nature of these beings than even I? They appear to have originated in the First World as nascent concepts of animals and beasts before escaping of their own volition into the Great Beyond and eventually finding their way into the Universe after its creation was complete. Whether their forms were instilled in them by their contact with mortal imagination or if their forms were already chosen and merely given substance by mortal contact is unclear. Was the now-lost entity known simply as "Bear" the very first concept of what a bear might be, or were the traits he embodied synonymous with the traits possessed by that eponymous creature such that when a mortal imagined what he must be, he took on the form most suited to his nature? Whatever the case might be, the naturally symbiotic relationship between those ancient spirit guides and the human communities they adopted as their own became a cultural foundation for a singular religion whose worship involved a great many personal relationships with an equally great number of "gods".

Initially, those first spirit guides were powerful but not of true godly potency. Over time their relationship with the ancestors of Sarkoris imbued many of them with power beyond their original capabilities and soon many of them ascended to true deific status. The first to ascend were those beings most closely associated with singular concepts of nature: Bear, Eagle, Dragon, and Stag Mother. Others of their generation joined them as true gods in the centuries that followed, and some of their children, like the mighty Sturovenen who was born to Dragon and Eagle, were either born as deities or ascended to that status quite rapidly. These gods and their children continued their direct relationships with their mortal allies and, over time, the mortals began discovering natural gifts for connecting or calling to spirit guides and related entities. These humans, born to lines of mortal humans who maintained symbiotic relationships with spirit guides and gods across generations, became the first god callers.

Over time, it became apparent that the humans with the potential to become god callers possessed significantly more versatility as magical conduits than serving as connections for spirit guides. They developed the ability to form symbiotic bonds with other supernatural creatures as well. Perhaps due to some societal conditioning related to the fact that the spirit guides they bonded with took the form of creatures from nature, these new bonds still trended heavily towards entities with a strong connection to the natural world. Alglenweis, Princess of Rime, was adopted into the broader pantheon of Sarkorian deities due to her strong affinity for winter and cold, and many other elemental beings soon followed. For some such elementals, the bonds they formed with the Sarkorian-descended mortals was an act of beneficence, a choice to share their power with humans out of a desire to nurture and protect them. For others, it was a more mercenary transaction, an opportunity to grow their own power and perhaps even see if they could not follow in the spirit guides' footsteps and become true gods themselves.

Darkness came for the people of Sarkoris when beings of true evil learned of their people's history and potential. Deskari, demon lord of locusts and infestations, discovered that the people of Sarkoris had the potential to elevate a being to full deific status. Moreover, the many centuries of supernatural beings bonding with mortals, as well as the unprecedented number of deific ascensions happening in a single location, had left the planar boundaries in Sarkoris thin and vulnerable to permeation by extraplanar beings. Deskari's affinity for locusts also made it easy for him to disguise himself and his favored minions as natural, if rapacious, beings. Thus it was that Deskari and his ilk were able to infiltrate several Sarkorian clans and infest them with increasingly vile beliefs and practices. This laid the groundwork for Deskari's ultimate invasion, opening the Worldwound and sending his demonic hordes directly onto Golarion, aided by the witch Areelu Vorlesh and the corrupted Sarkorian clans.

The remaining Sarkorians became part of a great diaspora as they fled the demonic invasion. Some of them brought their gods with them, while others lost contact with spirit guides and other entities trapped by the demonic hordes, who lacked the true deific power to accompany their worshippers without also abandoning the ancestral lands and ancient grounds that had become their homes and wards. The Sarkorian gift for god calling spread to many other cultures during this time, and some Sarkorian refugees found new spirits and protectors to worship. As generations passed, new spirit guides and other spiritual entities were born possessing traits of multiple types of beings, and many new religious offshoot practices took effect.

Following the closure of the Worldwound, Sarkorian reclaimants have begun to resettle their old homeland. In some instances this has involved the return of ancient beings to the lands from which they have lived in exile. In others, the Sarkorians have rediscovered old gods long believed lost, and new entities have followed their worshippers to lands quite different from those they first manifested in. The re-emergence of the spirit guides of old has helped return much lost knowledge to the Sarkorian people; though, as of yet, there are only a vanishingly small number of true gods to be counted among the entities worshipped by the god callers. Perhaps, over time, more spirit guides and other entities will claim full deific status. Perhaps that distant time of ascension was tied to conditions that can no longer be met. Whichever proves to be true, the god callers of Sarkoris are undoubtedly one of the most interesting and unique mortal coalitions currently active on Golarion.

Sarkorian Gods

The majority of the entities recognized as Sarkorian deities began as either spirit guides, animalistic spirits with an innate ability to form bonds with mortals, or elementals. The time that many Sarkorian clans spent in exile has added a variety of new forms and natures to this extended "pantheon," which proves an occasional source of conflict as some Sarkorians see great strength in the addition of new powers and perspectives among their people's guardians, while others fear a return of corruptive influences like Deskari.

Alglenweis

Called the Princess of the Rime by some, Alglenweis is the most popular Sarkorian deity in the Realm of the Mammoth Lords; though, since the opening of the Worldwound, her worship in Sarkoris has dwindled. Her ties to demonic entities like her father have placed her in a position of mistrust among Sarkorians who fear the return of a malevolent entity like Deskari.

Originally a localized deity popularized by the witches of the Stagheart clan, Alglenweis encourages her devotees to create and protect works of art, especially those with cultural significance. Her followers cherish winter as a time to work on projects and spend hours with friends and relatives out of the cold.

Today, Sarkorians who still follow the Princess of Rime celebrate their return to their homelands by reclaiming the crafting traditions of their people. They also encourage incursions into portions of the Sarkoris Scar still infested with demonic forces and outfit expeditions to ruins of old settlements in hopes of recovering artistic treasures, even after many years under demonic occupation. Those who venerate Alglenweis hope that, by serving as an active force in the ongoing reclamation efforts, they can also help return Alglenweis to the prominence she once enjoyed. The most common depictions of the goddess feature her as a gigantic snowy owl whose claws clutch a skein of yarn and whose feathers are made of ice.

Dolok Darkfur

Perhaps the most well-known and active of the Sarkorian deities, Dolok Darkfur is immensely old, possessed of nearly unmatched physical prowess, and is an active participant in battles to reclaim Sarkoris from the demonic remnants of the Worldwound.

Dolok and his people, the Farheavens, fled to Iobaria following the Worldwound's opening, and Dolok kept the Farheavens safe for many generations until his last god caller died during a period where Dolok had slipped into a depressive hibernation. The loss of his last true mortal contact only deepened Dolok's depression, and he may have been lost to history forever had a group of archaeologists from the Pathfinder Society not sought out the Farheavens as part of a research project seeking out displaced Sarkorians.

Upon learning of Dolok's existence, the Pathfinders reunited him with the Farheavens leader, Nelket, a young woman with the ability to become a god caller.

Since Dolok and Nelket's bonding, the Farheavens clan has adopted a goblin tribe known as the Dragondwellers into their ranks. The combined might of Dolok, the Farheavens, and the Dragondwellers has made them one of the premier forces of reclamation in the Sarkoris Scar, both in combating demons directly and in sharing Dolok's ancient knowledge to restore Sarkorian society.



Kagia

Kagia takes the form of a hulking bear with two vulture heads. Though not a true deity, he is likely the closest among living spirit guides to claiming that ascendance. His half-brother, Dolok Darkfur, is also a contender, but Dolok's long period of inactivity has likely left the feathered bear with a smaller number of mortal followers and less interest in growing his spiritual power. As the only child ever born to Bear and Vulture (whose relationship lasted only a few mortal generations when clans they protected regularly intermarried), Kagia possesses immense physical power. Though he is easily roused to anger, the burly deity is most concerned with the collection of resources and their efficient use. Berry picking is sacred to him, and artisans work his image into the bottom of finely woven baskets in hopes of a bountiful harvest. His worshippers value self-sufficiency, and avoid wearying Kagia with petty requests, lest he drop into a torpor and leave them undefended. Priests of Kagia handle the interning of the dead, and they gather and redistribute the belongings of the deceased in a way that benefits the clan as a whole.



STAG MOTHER OF THE FOREST OF STONES

Ristrentho

Ristrentho, who appears as an otter with glittering scales, is popular with Sarkorian clans who fled down the Sellen River after the fall of Sarkoris. Today, their followers are eager to return to the banks of the Sarkora and West Sarkora Rivers. Ristrentho's worshippers are content to settle along watercourses, though most prefer to live a transient life on houseboats and water caravans. Though not always the most altruistic of people, followers of Ristrentho hold no truck with fiends and quickly send obvious villains on their way. Devotees of Ristrentho tend towards optimism and playfulness but also self-motivation, carving their own course through the world like a wild river.

The Stag Mother of the Forest of Stones

The Stag Mother of the Forest of Stones is quite possibly the oldest surviving spirit guide left in existence, certainly the oldest still actively worshipped in Sarkoris today. Long ago, she was the premier spirit worshipped in the region of Sarkoris known as the Stonewilds, and the druids of the Circle of Hierophants (or their distant predecessors) erected stone menhirs as monuments depicting the Stag Mother and her fellow spirit guides guiding and protecting the people of the region. When the Worldwound opened and demons poured forth, the Stag Mother gathered many Sarkorians to safety in her demesne, a region of the Stonewilds known as the Forest of Stones. Between the Stag Mother's godly power and the might of the lesser spirit guides that gathered under her banner, the Forest of Stones may have stood as a bastion of nature capable of withstanding even the unprecedented demonic incursion, but sadly a group of druids in the region lost faith in their long-time protectors. When the horrific perversions of druidic faith known as the Stonewild Sect transformed themselves into undead, their twisted power spread through the bonds some shared with the spirit guides, killing many of the weaker guides instantly and transforming others into dark mockeries of their former selves. In despair, the Stag Mother retreated far from the front lines of the battle, sheltering a precious few. While her worship has once again begun to spread beyond her forest home, the Stag Mother's trust of her human worshippers has been deeply undermined, and she demands that the spirit guides who live within her dominion do not form bonds with mortals or accept new god callers without her express permission.

Sturovenen

Sturovenen was born to the second generation of spirit guides, the mighty son of Dragon and Eagle. Noble, kind, and a leader by example, Sturovenen's worship spread quickly and he ascended to full godhood in astonishingly short order. Sturovenen had two great loves: the mortal man Chakli, who became Sturovenen's first god caller, and the spirit guide Canary.

Sturovenen and Chakli founded the Neverhome Clan together and made it a refuge for those with no clan of their own and nowhere else to seek shelter. Though Chakli's life was short even by mortal standards, he lived to choose an heir who became Sturovenen's next god caller and that tradition carried on generation after generation. It became a teaching among Sturovenen's god callers that they had a responsibility to the Dragoneagle to ensure that he never lacked a mortal companion to preach wisdom and patience, for Sturovenen's selflessness was well-known and an ancient prophecy spoken by the spirit guide Fox foretold that the very traits which made the Dragoneagle so well-loved would one day be his undoing. The god callers shared the duty of looking out for Sturovenen with his dawn-feathered children, the offspring of Sturovenen and Canary, many of whom took on god callers of their own and became quite famous among the people of Sarkoris outside of their father's great shadow.

Sadly, Fox's foretelling proved correct when the Godsrain struck Sarkoris. With the walls between planes already thin and damaged, demonic hordes sought to reopen the Worldwound and Sturovenen, accompanied by his last god caller and his many dawn-feathered children, flew to the nation's defense. Sturovenen ultimately gave his life, snatching a corrupted warshard from demonic claws and purifying it in a rainbow explosion that also seems to have erased his own existence.

SARKORIAN COVENANTS

While some god callers devote themselves to a single Sarkorian deity or other local divinity, others form covenants with small divine collectives that include elementals, spirit guides, and true Sarkorian deities. These entities work in concert to create a group that offers worshippers a slightly different way to express their faith and perform their worship.

The Spirit Wall

THE SPIRIT WALL

Covenant Members Dolok Darkfur, Kagia, Stag Mother of the Forest of Stones, stone elementals
Areas of Concern boundaries, containment, guardianship
Edicts establish and protect your personal territory, punish trespassers, safeguard lawful visitors
Anathema abandon a guard post, cede territory to an invader
Divine Attribute Constitution or Wisdom
Religious Symbol stone wall

Devotee Benefits

Cleric Spells 1st: *anticipate peril* (page 256), 3rd: *cozy cabin*, 6th: *wall of force*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Survival
Domains duty (page 265), earth, protection, vigil (page 271)
Alternate Domains metal (page 267), zeal
Favored Weapon claw or shield boss

As crusaders, naturalists, and descendants of Old Sarkoris struggle to reclaim the demon-haunted lands of what was the Worldwound, they turn to the Boundary of Strength for divine assistance in holding their territorial gains. The densest concentration of this covenant's worshippers resides in the town of Gundrun, the only stable settlement during the demonic occupation. Generally practical people, devotees care less about the nature of the Boundary of Strength than its effectiveness. This covenant is frequently invoked by night guards on patrol and those attempting to cleanse, salvage, or study the *wardstones* that remain scattered around the Sarkoris Scar.

Immaculate Growth

IMMACULATE GROWTH

Covenant Members cunning spirit guides, dryads, powerful leshies, wood elementals
Areas of Concern cleanliness, propagation, vegetation
Edicts clear away dead vegetation, foster wild plant life, protect natural areas
Anathema allow blight to spread, enable the destruction of wilderness areas
Divine Attribute Strength or Charisma
Religious Symbol blossoming tree

Devotee Benefits

Cleric Spells 1st: *endure* (page 257), 2nd: *entangling flora*, 6th: *tangling creepers*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Nature
Domains healing, nature, perfection, wood (page 271)
Alternate Domains duty (page 265), earth
Favored Weapon scythe

Uncorrupted wildlife was rare in the land of Sarkoris during the time of the Worldwound, found only in the most remote regions farthest from the demonic incursion. Now that the hordes of demons have been pushed back, worshippers of Immaculate Growth encourage the natural world to reclaim the once-blighted terrain. This covenant nurtures new-growth forest springing up around the fringes of the Shudderwood and bolsters valiant farmers clearing arable land near new settlements. Scouting and raiding parties that head deep into the Sarkoris Scar often seek out followers of Immaculate Growth to join their bands, as few people are so skilled at determining whether a campsite is threatened by hostile surroundings. Though the covenant is most popular along the fringes of the Sarkoris Scar, some followers have brought the faith back into Mendev, and a small group of worshippers have traveled to the Gravelands, hoping to ally with the surviving Knights of Lastwall to reclaim the land and study the unnatural growth around the ruins of Gallowspire.



Divine Accords

My Lady,

My investigation of the phenomenon I have dubbed "covenants" left me wondering what difference there was between such a thing and a pantheon, or if there was indeed any difference at all! Pantheons are hardly uncommon phenomena in the mortal Universe, and if you pardon my frankness, they seem to be of far more importance to the mortals who arbitrarily define them than to any of the deities involved in them. I found myself wondering if such pantheons or covenants were formed with any input from the gods they supposedly contain, or if they were merely the result of mortals mentally filing various gods into neat categories (not that I have any opposition to filing, in general). Certainly, I doubt that Iomedae and Asmodeus were pleased to be counted together among the pantheon known as the Godclaw! For the sake of rendering my research as accessible as possible, I have included my notes on the subject below.

Pantheons

I have come to understand that any god can be part of a pantheon, be it an easy alliance such as my Lady and Father Gruffbeard, or the aforementioned Lady Iomedae and the dark lord Asmodeus. While it is not common for beings of opposing views to form a pantheon, it must be understood that it can be done; truly a wondrous thing, the power and mystery of the divine! I must assume that any pantheon must have an understanding among its members, or mortals who worship one member would quickly be cursed by another. Yet I cannot think of such a reason for any being with such harshly opposing views to form a pact with another.

Forming a pantheon is easier done than said, or perhaps as easy done as said, if you'll forgive a turn of phrase. A god need only give a portion of power to a pantheon once in order to form the pact; similar to a mortal who seeks to aid the construction of a building, they may only donate a large sum of resources to the effort and never touch a tool or lift a finger afterward, yet still be considered a key part of the structure's creation. Gods may form a pantheon for any number of reasons (I am sure). It tickles my brain to imagine all the possible reasons behind such a group forming! Yet I must speak strictly to the facts in order to avoid being pulled into tangents, as Lorminos constantly reminds me.

Covenants

While a pantheon is much like a business agreement that mortals may make between each other, a covenant is closer to an everlasting bond between friends who share a deep connection. While any one god may

join into a pantheon with another regardless of their personal credo, in the search of completing a common goal, or even simply to further their own goals in the moment, a covenant is only made up of those who share the same views in one way or another. Covenants require more attention, more power, and more intention than their counterparts. This is much like how one may dedicate every third weekend to meeting with their fellow researchers to compare notes and get feedback. If several members skip said meeting, this dereliction of duty weakens the covenant. If the covenant is not held up by all members, it becomes a defunct group.

Another most interesting note about covenants: gods do not need to formally create them in the way a pantheon is created. Sometimes other powerful beings can push a covenant into being formed. This is usually done by groups of spirits, as noted in *Field Guide to The Divine Report 27*, but I have summarized those findings here for your leisure. To a certain extent, it seems as though the line between covenants and pantheons is mainly one of scale, or perhaps formality, which may mean the line between them is somewhat arbitrary. It is ever the fight of the scholar to tease out the differences, minute as they may be, and keep the halls of knowledge constantly updated! For this is how our understanding of things progresses!

A MORTAL'S PLACE

While the bonds between a pantheon and a covenant are different, there is one thing of particular note to mention: both a pantheon and a covenant can be affected by mortals. While it can be odd to consider, there is still mystery about how the power of mortals' belief in a divine being affects that being's essence and power. While belief in a god has little effect on their power, gods interact with their mortal followers, and this can change their opinions, just as a conversation between two mortals might irreconcilably alter their views or relationships. If enough worshippers of Erastil and Ketephys begin to share in worship and bond together, the gods might take notice of this, and a new pantheon might be formed.

Of course, the gods will not allow this to happen without formally meeting in some capacity. Likewise, the gods still have a say in the matter—trying to worship Sarenrae and Rovagug at the same time will most certainly earn both their ires! Yet mortals are often convinced they have little influence upon the might of the unchanging divine. The will of enough mortals could be the push to form a new bond between divine beings, however. Just as the changing needs of mortals have caused gods to shift their purviews in the past, so to can the opinions of mortals cause some gods to consider relationships they otherwise would never conceive of. Events such as the terrible war against the upstart Tar-Baphon have brought about unusual alliances, just as the desperate crusades against the Worldwound drew Lady Iomedae and Lord Asmodeus together into a bargain they likely otherwise would never have agreed to. But so too can the peaceable mingling of cultures bring about new pantheons, as immigrants bring their gods and beliefs to new lands.

This results in a curious paradox of sorts: while the gods must still be the ones to form the pantheon, to the mortals that worship that new pantheon, the connection between the gods may have already existed. Something similar occurs when it comes to covenants. There is even evidence of mortals forming a covenant of their own! The mysteries of the divine are truly endless. It is curious to me, and I wonder if even in my great studies I will ever one day understand it all fully.

With these points now acceptably defined for my purposes, I shall examine some of the existing examples of these groups I have described for you to read at your leisure, as I have been instructed. Of course (as you are well aware, my Lady), this list does not dare to claim to be exhaustive in any way. To truly exhaust the list of divine connections between gods would require a much more focused study than the one I have been tasked with, and more paper and ink than I believe currently exists. So, until the day I find a means of producing endless paper and ink (or Lorminos becomes less tight-fisted with the department resources), I will have to make do with this humble listing to spur the imagination and, Lady willing, encourage other scholars to do their own research.

WORSHIPPING PANTHEONS AND COVENANTS

Pantheons and covenants are a group of related gods or other powers worshipped either individually or together. Many pantheons are associated with a specific ancestry or geopolitical region, but sometimes a pantheon consists of deities with overlapping areas of concern. Followers work to advance the shared interests of their pantheon or covenant, directing prayers to whichever god presides over their current activity or circumstance. At the GM's discretion, champions and clerics can dedicate themselves to a pantheon or a covenant. In such cases, the characters still worship a specific patron deity (or other power) among those in the pantheon or covenant, but also follow the edicts and anathema of the pantheon or covenant as a whole. A character who worships a pantheon or covenant this way can gain the domains, alternate domains, and spells from the pantheon or covenant instead of those from their patron deity. They must uphold the ideals of both their patron deity and the pantheon or covenant, though the patron deity's edicts and anathema take precedence. For example, a worshipper of Iomedae could worship the Godclaw, but they wouldn't take the tyranny domain, as it would be in conflict with Iomedae's edicts.

In rare cases, a character can worship a pantheon without following a patron deity. Such cases are unique and subject to GM approval.

Covenants

As I mentioned prior to this section, covenants are unions of deities that are far more involved than any pantheon. I'm still doing my best to understand them and some thoughts come to mind. It is most peculiar that some of these covenants can award divine abilities to their followers even if they are formed solely by a group of lesser nature spirits, for example. Does this power stem from their worshippers' beliefs or from the fact such covenants are greater than the sum of their parts? I have noted a few covenants here and will continue to research them further in the hopes that an answer to that question will reveal itself.



Blooms of the Spreading Weald

Covenant Members forest and fungus spirits, kizidhars, the Plane of Wood, spirits of wood, wood elementals

Areas of Concern carpentry, fertility, fungi, plants, wood

Edicts encourage natural growth even in urban areas, expertly craft wooden furniture and other items, fight against blight

Anathema exploit natural resources such as timber, use herbs and fungi to make deadly poisons

Divine Attribute Constitution or Wisdom

Religious Symbol blossoming tree

Devotee Benefits

Cleric Spells 1st: *flourishing flora* (*Rage of Elements* 196), 2nd: *oaken resilience*, 5th: *nature's pathway*

Divine Font *heal*

Divine Sanctification none

Divine Skill Nature

Domains decay (page 263), healing, nature, wood (page 271)

Alternate Domains creation

Favored Weapon staff

With the Elemental Plane of Wood regaining prominence, some have turned to worshipping the life-giving force of the plane itself, alongside nature spirits that dwell in forests and other wooded areas. Followers of this covenant respect the cycle of rebirth that occurs in the blossoming of flowers every spring and the fungi that often grow from the decay of other living things. They also appreciate the many different ways that wood can be used in crafting, believing a finely carved piece of furniture to be akin to a work of art. Devotees of the Blooms of the Spreading Weald who live in urban areas of stone and metal, though rare, usually keep window box planters full of tiny shrubs or petition the local government to construct neighborhood gardens. Certain druidic enclaves of this covenant fight tirelessly against unscrupulous lumber consortia that clear-cut forests without any regard to the surrounding ecosystems.



Breath of the Endless Sky

Covenant Members air elementals, anemoi, jaathooms, the Plane of Air, spirits of air

Areas of Concern breath, clean air, clouds, flying, winds

Edicts respect creatures capable of natural flight, revel in the glory of flight, stop to feel breezes across your body when possible

Anathema pollute the air with excessive smoke or chemicals, suffocate a living creature

Divine Attribute Dexterity or Constitution

Religious Symbol gusting breeze

Devotee Benefits

Cleric Spells 1st: *gust of wind*, 3rd: *wall of wind*, 8th: *punishing winds*

Divine Font *harm* or *heal*

Divine Sanctification none

Divine Skill Acrobatics

Domains air, dust (page 265), freedom, travel

Alternate Domains cold (page 263), lightning (page 267)

Favored Weapon longbow

The Plane of Air is a vast expanse of open sky dotted with the occasional floating island, flying creature, or airborne vessel. Though, like all elemental planes, it is home to its own deities, some might offer their worship to the plane itself and its many elemental creatures. Those who follow this covenant celebrate clean air, fresh breezes, and strong winds, believing they can blow away both physical and spiritual impurities. They tend to be those who have naturally evolved the power of flight or who can take to the sky using magic or personal technology. However, those who build big smoke-belching flying vessels are usually seen as adversaries to those devoted to the Breath of the Endless Sky and might find themselves fending off angry saboteurs who seek to bring their contraptions back down to earth.



Faith in the Fallen

Covenant Members unknown; possibly the spirits of those who failed the Test of the *Starstone* or even the *Starstone* itself

Areas of Concern aspiring divinities, citizens of Absalom, the downtrodden, the homeless

Edicts embody the best aspects of those who risked their souls to seek divinity, respect and remember the sacrifice of others, seek out and aid those on the verge of divinity

Anathema allow the deceased to be forgotten, dismiss another's beliefs no matter how strange they might seem, fail to aid others once you have promised to do so

Divine Attribute Constitution or Charisma

Religious Symbol ghostly hand clutching a glowing stone

Devotee Benefits

Cleric Spells 1st: *jump*, 4th: *translocate*, 6th: *cast into time* (*Secrets of Magic* 94)
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Society
Domains cities, fate, sorrow (page 268), vigil (page 271)
Alternate Domains change (page 262), pain
Favored Weapon glaive

Since the inception of the Test of the *Starstone*, dozens if not hundreds of aspirants have tried, and failed, to ascend beyond the realm of mortality. Some are more notable than others: Gobru, Speaker for the Bountiful Sea; Silmor, Lord of Blades; Oggo, Master of the Sixteen Poses; and the Muted God, to name a few. Some even briefly retained cults in their names, who continued to offer their worship passed the supposed deaths of their patrons.

Following several recent events—the appearance of New Thassilon plucked out of time and the closure of the Worldwound—new attention has been given to lingering divine mysteries once thought to not be possible. As is often the case when involving tales of the *Starstone*, awareness has given way to faith in those who have fallen. This covenant has broad appeal to many whose belief structures fall outside that of more mainstream churches or pantheons, and it often draws its adherents to the city at the center of the world.

Whether the divine power that comes from worshipping this covenant comes from a handful of failed Test of the *Starstone* aspirants or from some other, more sinister, source has yet to be determined.



Good Neighbors

Covenant Members Cayden Cailean, Erastil, household spirits, Sarenrae, Torag
Areas of Concern community service, compassion, liberty, solidarity
Edicts participate in the betterment of your community, provide aid after disasters damage settlements, volunteer your time and resources for good causes
Anathema allow a community space to fall into disrepair, dictate where and how people should live
Divine Attribute Strength or Charisma
Religious Symbol broom resting on a hearth

Devotee Benefits

Cleric Spells 1st: *phantasmal minion*, 3rd: *cozy cabin*, 5th: *telekinetic haul*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Society
Domains family, freedom, healing, vigil (page 271)
Alternate Domains cities
Favored Weapon longsword

While some deities advance an agenda of civilization seemingly no matter the costs, the benefactors of this covenant want such large collections of mortals to support one another. Communities thrive when they work together for a greater good that transcends concepts like zoning laws and gentrified neighborhoods. Followers of the Good Neighbors appreciate families (both blood kin and found families) and unity, though not at the sacrifice of individual freedom. They strive to make their neighborhoods better places by repairing damaged structures, keeping shared spaces neat and tidy, and aiding those who might have fallen through the cracks of society. Adherents to this covenant might remain within a single settlement or travel from location to location, bringing their practicality and optimism to cities and towns in need.



Light of the Everlasting Flame

Covenant Members fire elementals, ifrits, phoenixes, the Plane of Fire, spirits of fire
Areas of Concern ash, fire, intensity, light, smoke
Edicts carry a light source at all times, express your wrath through smoke and flame, warm those who are cold
Anathema cover or extinguish a flame without reason, languish in the darkness for no reason
Divine Attribute Dexterity or Charisma
Religious Symbol twisting flame

Devotee Benefits

Cleric Spells 1st: *breathe fire*, 4th: *wall of fire*, 7th: *volcanic eruption*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Intimidation
Domains destruction, fire, sun, zeal
Alternate Domains passion
Favored Weapon scimitar

Fire burns, but it also provides light in the darkness, warms the cold, and cooks food for the hungry. Those who understand the primordial power of fire might worship the Plane of Fire and related spirits as a single divine covenant. Usually unbound by the stricter moralities of most other faiths, followers of the Light of the Everlasting Flame might be chaotic arsonists burning down everything they see or beacons of hope for the lost. In either case, they always bring a heart full of passion to every endeavor. While there are plenty of these faithful in the hot, sunny places of the world, they can also be found in colder or darker climates, where their devotion to flames is needed the most.



The Pandemonia

Covenant Members mischievous fey, protean shapers, shapechanging spirits
Areas of Concern chaos, confusion, metamorphoses, pranksters
Edicts disrupt the status quo, never given reasons for your actions, play elaborate tricks on the unsuspecting
Anathema fall into a set routine, fix something that you have broken

Divine Attribute Dexterity or Charisma
Religious Symbol messy swirl of colors

Devotee Benefits

Cleric Spells 1st: *befuddle* (page 256), 3rd: *hypnotize*, 6th: *vibrant pattern*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Deception
Domains change (page 262), disorientation (page 264), luck, trickery
Alternate Domains dreams, nightmares
Favored Weapon gnome flickmace

Some people just want to throw the world into chaos, whether on a smaller scale through vexing pranks or on a larger scale by embracing complete anarchy. Adherents to the Pandemonia venerate the most confounding of extraplanar entities, ones who refuse to be bound by order and decorum to do whatever they want whenever they want. Some claim that their acts are all in good fun, but they often don't take the feelings of those they trick into account. Others know full well the consequences of their actions and simply don't care who they hurt. As befitting such a chaotic covenant, there is hardly any conformity of beliefs or methods within its ranks, making it almost more of a philosophy (albeit a rather disorganized one) than anything else.



The Readied Strike

Covenant Members intelligent weapons, sites of significant battles, spirits of soldiers
Areas of Concern battlefield tactics, communication, strategic planning, training regimens
Edicts encourage unity against common foes, maintain clear lines of communication during warfare, share training and tactics with allies
Anathema abandon or lie to allies, initiate violence against unidentified persons, refuse to train those seeking to learn
Divine Attribute Strength or Intelligence
Religious Symbol lance and shield

Devotee Benefits

Cleric Spells 1st: *anticipate peril* (page 256), 4th: *telepathy*, 6th: *collective transposition* (*Player Core 2* 243)
Divine Font *harm* or *heal*
Divine Sanctification can choose holy or unholy
Divine Skill Society
Domains duty (page 265), knowledge, might, zeal
Alternate Domains protection
Favored Weapon lance

Across Golarion, major wars have changed the course of history. Some have altered the political make-up of a region, with nations rising and falling. Others have left physical scars on the landscape that force citizens to relocate or change their ways of life. From stealthy scouts pointing the way to generals making plans, most soldiers understand that military strength comes from unity and communication. Followers of the Readied Strike hold that knowledge as personal faith, sometimes hard-won by those who have fallen in past battles. These covenant followers study historical battles, develop new strategies, and share them with their allies to better stand against their foes. They are also constantly honing their martial skills, with a few under the direct tutelage of intelligent magic weapons inhabited by the ghosts of deceased warriors.



Shadow Cabinet

Covenant Members Dhalavei, Norgorber (rumored), Thamir, powerful shadows
Areas of Concern opportunities, secret agendas and alliances, shadow governments, spies
Edicts glean sensitive information through underhanded means, infiltrate powerful organizations, keep your own secrets
Anathema allow your agenda to be discovered through carelessness, destroy information when it doesn't personally benefit you
Divine Attribute Intelligence or Charisma
Religious Symbol dagger dripping ink

Devotee Benefits

Cleric Spells 1st: *illusory disguise*, 4th: *clairvoyance*, 6th: *mislead*
Divine Font *harm*
Divine Sanctification can choose unholy
Divine Skill Diplomacy
Domains ambition, darkness, secrecy, trickery
Alternate Domains disorientation (page 264)
Favored Weapon dagger

Though they would never admit to it, followers of the Shadow Cabinet venerate the ideas of secrecy and control. They are often power brokers working behind the scenes to pull the strings of governmental leaders or spies, and double agents uncovering information for their own twisted schemes. Adherents of this covenant have been known to work together for a common goal and usually go their separate ways before any individual plans cause conflict. After all, these faithful are usually more plotters and planners than they are fighters. Though, of course, a well-timed secret dagger in the heart or lethal dose of poison can sometimes more quickly further an agenda than months of whispers and subtle machinations. The Shadow Cabinet's benefactors include deities of secrets and opportunities like the Vudrani goddess Dhalavei and the halfling god Thamir, as well as powerful shadow beings. Many are convinced that this covenant could not thrive or even hope to exist without Norgorber's tacit approval, but the Gray Master and his priests have neither confirmed nor denied his involvement.



Shapes of the Fading Luster

Covenant Members capritellixes, metal elementals, the Plane of Metal, spirits of metal, zuhras

Areas of Concern alchemy, base metals, precious metals, progress, rust
Edicts craft with metal, either allow a piece of metal to rust away or continually keep it polished, learn the highest secrets of alchemy
Anathema destroy metallic objects quickly instead of letting them rust away, purposefully transform a precious metal into a base metal
Divine Attribute Constitution or Intelligence
Religious Symbol drop of liquid metal

Devotee Benefits

Cleric Spells 1st: *fold metal* (*Rage of Elements* 143), 5th: *impaling spike*, 8th: *ferrous form* (*Rage of Elements* 142)
Divine Font *harm*
Divine Sanctification none
Divine Skill Crafting
Domains change (page 262), decay (page 263), knowledge, metal (page 267)
Alternate Domains cities, lightning (page 267)
Favored Weapon warhammer

Though the Plane of Metal has only recently returned to the planar cosmology, it has garnered a fair share of divine interest. The chaotic plane of rusting cityscapes and seas of ferromagnetic liquids has equally changeable inhabitants, many of whom have fluid forms. As such, alchemy is an important aspect of the plane and the followers of the Shapes of the Fading Luster, who constantly seek innovate ways to work with metal. As part of their faith, they seek to be on the forefront of progress. However, they also understand that certain types of decay (such as rust or the half-life of a radioactive isotope) are natural processes that should be respected when they are unavoidable. Of course, these worshippers aren't about to neglect an item made from a precious metal without reason. After all, a bit of polish and a few minutes of work will help make it look as good as new!



Treasures of the Eternal Delve

Covenant Members earth elementals, jabalis, the Plane of Earth, spirits of earth, xiomorn vault builders
Areas of Concern burrowing, gemstones, soil, stability, stones
Edicts appreciate the beauty of all stones, safely mine for ore, walk barefoot across soil or stones when possible
Anathema purposefully cause a cave-in, shatter a precious gem
Divine Attribute Strength or Wisdom
Religious Symbol rolling boulder

Devotee Benefits

Cleric Spells 1st: *pummeling rubble*, 3rd: *earthbind*, 8th: *earthquake*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Survival
Domains earth, might, toil (page 271), wealth
Alternate Domains protection
Favored Weapon pick

The endless tunnels and caverns of the Plane of Earth host a multitude of burrowing creatures, beings made of stone, and those who continually excavate precious gems from the surrounding rock. This near-ceaseless labor generates a kind of divine power that those who respect the soil can give their faith to, in the form of this covenant. They appreciate the dichotomy between the sheer strength of stone and the sometimes delicate nature of crystals and gems, and the fact that the latter is often more valuable than the former. But these worshippers know that all things that come from the earth have their own beauty. Followers of the Treasures of the Eternal Delve also respect the importance of stability and safety when searching for these riches, as many of them could be easily crushed by a collapsing tunnel or falling slab of rock.



Waves of the Boundless Sea

Covenant Members faydhaans, the Plane of Water, sea serpents, spirits of water, water elementals
Areas of Concern aquatic creatures, currents, swimming, tides, water
Edicts allow the currents of life take you where they may, travel the expansive seas, wash away dust and dirt with seawater
Anathema allow a creature to drown when you could save them, toss detritus into the oceans
Divine Attribute Strength or Dexterity
Religious Symbol crashing wave

Devotee Benefits

Cleric Spells 1st: *hydraulic push*, 3rd: *aqueous orb*, 5th: *control water*
Divine Font *harm* or *heal*
Divine Sanctification none
Divine Skill Athletics
Domains fate, repose (page 268), travel, water
Alternate Domains cold (page 263)
Favored Weapon trident

Life-giving water is an important building block for most civilizations. It's needed to fill wells, irrigate farms, and facilitate the movement of goods. It's the reason many of the world's most prosperous cities are built on coasts and riverbanks. Many find this fact worthy of reverence, but don't wish to pay obeisance to any particular ocean or river god. They put their faith in the water itself, often personified in spirits and elementals of the Plane of Water. Followers of the Waves of the Boundless Sea also respect the sheer power of the ocean and the ceaseless but ultimately predictable tides. Many go through life drifting on the currents of fate, letting circumstances carry them like a river to the sea. Others understand that while waves might toss and capsize a ship, water not tossed by the winds should be more calming and regularly bathe or soak themselves for therapeutic purposes.

Pantheons

As mentioned in my initial briefing on covenants and pantheons, I'm presenting a small selection of existing pantheons. Please don't hesitate to notify me if you'd like to learn about more pantheons in the future.



Children of the Night

Pantheon Members Camazotz, Nin, Urgathoa, Yaezhing, Zura

Areas of Concern assassination, secrecy, self-preservation through murder, vampires

Edicts deal a suitable demise to enemies of the faith, do not allow others to see who you truly are, put your needs above others

Anathema give to others more than what you have for yourself, willingly reveal secrets about vampires

Divine Attribute Dexterity or Intelligence

Religious Symbol bat wing with a bloody claw

Devotee Benefits

Cleric Spells 1st: *illusory disguise*, 3rd: *wall of shadow* (page 261), 7th: *shadow raid* (*Secrets of Magic* 129)

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Stealth

Domains darkness, indulgence, secrecy, undeath

Alternate Domains duty (page 265), nightmares

Favored Weapon rapier

Trust is the last thing you would assume to find at the heart of a pantheon of wicked, murderous gods, but for those who are part of the Children of the Night, it is paramount. As much as these gods might distrust one another, they understand that sometimes such trepidations must be overcome for a greater goal. For this tenuously connected group of immortal powers, that goal is to work together to protect their followers, usually beings who must, at all costs, protect their true natures: assassins, vampires, werewolves, and other creatures of the shadows.

For the mortal and immortal followers of this pantheon, honesty and solidarity are held in very high regard, and those that find themselves labeled traitors are quickly removed as threats. Thus, devotees of this pantheon are naturally hard to find, for even admitting that it exists is considered a betrayal. As such, the most common method of entry to worship is to be an already close confidant or even the offspring of a current practitioner.



Cosmic Caravan

Pantheon Members Ashava, Black Butterfly, Desna, Ketephys, Pulura, Sarenrae, Tsukiyo, Yog-Sothoth

Areas of Concern constellations, hope for a better tomorrow, fortune telling, the night

Edicts aid those who live in regions where Zon-Kuthon (or other religions that espouse the night as a bastion for evil) holds sway, help the desperate or forlorn to see potential for a better life in the future, spend time stargazing or meditating in moonlight, travel with no particular destination in mind

Anathema destroy astronomical or astrological equipment, portray the night as a time of evil, spend the night in the place twice in a row (such as the same room in an inn or the same natural clearing)

Divine Attribute Dexterity or Charisma

Religious Symbol wagon-shaped constellation

Devotee Benefits

Cleric Spells 1st: *penumbral shroud* (page 259), 4th: *translocate*, 9th: *falling stars*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy

Divine Skill Occultism

Domains darkness, fate, freedom, moon

Alternate Domains nothingness (page 268), star (page 269)

Favored Weapon starknife

Astronomers and astrologers know that the Cosmic Caravan is a collection of constellations that form a ring around the star Cynosure. The diverse array of deities and demigods of the Cosmic Caravan pantheon are associated with these and other celestial bodies, as well as the spaces between them. Desna and Sarenrae; the empyreal lords Ashava, Black Butterfly, and Pulura; the elven god Ketephys; and the outer god Yog-Sothoth come together to advocate the hope for the future that one feels while looking up at the night sky. At first, the moon god Groetus was part of this pantheon, but his function as the harbinger of the end of the world put him at odds with the Cosmic Caravan's outlook. He has since been replaced with the Tian deity Tsukiyo, the Prince of the Moon.

Worshippers of the Cosmic Caravan are stargazers and fortune-tellers who look to the arrangement of constellations during auspicious times for guidance. This pantheon originally rose to prominence in western Avistan, particularly in Varisia, Nidal, and Ravounel, but has spread farther. In Nidal, devotees stand against those who worship the cruel Zon-Kuthon and espouse the idea that night is a time for evil.



Fortune's Fate

Pantheon Members Bes, Chaldira Zuzaristan, Desna, Kofusachi, The Lantern King, Nivi Rhombodazzle

Areas of Concern con artists, productive mischief, strategic gamblers, tilting the scales of luck

Edicts defeat challenges through the use of dashing plans that have some element of risk involved, encourage others to take chances, use the element of surprise whenever possible

Anathema attribute happy accidents or purely lucky outcomes to be the result of your skill alone, cheat or use unfair tactics after you've committed yourself to following specific rules (cheating other times is fine), place your fate in chance without applying any effort
Divine Attribute Intelligence or Charisma
Religious Symbol golden-furred rabbit's foot

Devotee Benefits

Cleric Spells 1st: *ill omen*, 2nd: *invisibility*, 7th: *true target*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Thievery
Domains ambition, dreams, fate, luck
Alternate Domains change (page 262), disorientation (page 264)
Favored Weapon fighting fan (*Treasure Vault* 25)

Luck is more than just a flick of a card or a roll of the dice; what some consider pure chance can often be attributed to an individual's drive to achieve a goal. The gods of luck who make up Fortune's Fate understand and promote this little "secret" of the cosmos. They don't believe in simply letting circumstance guide everything, which could lead to destructive chaos. Followers of Fortune's Fate tend to enter situations understanding the odds and know that a gold coin placed in the right hand or a well-timed spell can tip those odds in their favor. They also know that every plan contains some element of risk and they thrive by blurring the line between luck and daring.

Of course, the deities of Fortune's Fate are still whimsical and aren't above reaching out to tweak a worshipper's fortune at just the right moment. This often is a subtle as tweaking the shuffle of a deck of cards or a momentary breeze that catches the corner of a die; these gods never go so far as to actually cheat (at least not in a way that would get a devotee caught!). Sometimes, they will even place bets among each other over the outcome of an individual's audacious scheme, though none among them ever really hopes that the person will outright fail.



Guardians of the Sacred Self

Pantheon Members Alseta, Arazni, Cayden Cailean, Folgrit, Gozreh, Lalaci, Lymnieris, Matravash, Shelyn, Tsukiyo, Uvuko
Areas of Concern community building, community service, protecting the persecuted and downtrodden, raising awareness
Edicts empower, protect, and give aid to the disabled, those who deal with mental illness, and those who have transitioned to embrace their true selves
Anathema ignore genuine requests for help, make assumptions about others based on their appearance, take advantage of another's disability
Divine Attribute Constitution or Charisma
Religious Symbol shield-shaped cocoon split down the middle

Devotee Benefits

Cleric Spells 1st: *fleet step*, 3rd: *threefold aspect* (*Player Core 2* 254), 4th: *flicker*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Medicine
Domains change (page 262), family, protection, soul (page 269)
Alternate Domains freedom, truth
Favored Weapon shield boss

The Guardians of the Sacred Self understand something that many others do not: that what a person believes about themselves far outweighs that which others may judge them for. While individually they support the differences of their worshippers, these eleven deities and demigods have come together to become better advocates for change, empowering their followers to do the same. They strive for a world in which everyone can feel safe and secure being who they truly are.

More so than many other pantheons, these deities understand the power of transformations, as well as the heartaches and loss they can bring. Devotees of the Guardians of the Sacred Self work to provide positive examples of embracing positive change, whether in themselves or within a community. They also make their healing abilities available to aid those whose local physicians haven't received the proper teachings or are unwilling to listen.



Radiant Prism

Pantheon Members Desna, Sarenrae, Shelyn
Areas of Concern defeating evil, guarding innocents, wholesome creations
Edicts create works that inspire good acts, defend those who cannot defend themselves, pursue evil
Anathema allow evil to spread, destroy that which brings joy to others, fail to offer evil a chance to surrender
Divine Attribute Wisdom or Charisma
Religious Symbol rainbow arcing between the sun and a twinkling star

Devotee Benefits

Cleric Spells 1st: *sleep*, 3rd: *fireball*, 4th: *creation*
Divine Font *heal*
Divine Sanctification can choose holy
Divine Skill Diplomacy
Domains creation, moon, protection, sun
Alternate Domains family, healing, travel
Favored Weapon shortsword

The shining sun of Sarenrae, the twinkling stars of Desna, and the shimmering rainbow of Shelyn come together to form the Radiant Prism, a relatively small pantheon worshipped by those who actively fight against evil to protect the innocent. These three goddesses have been romantically involved with one another from time to time, so it makes sense that they would form a coalition. In addition to defeating the wicked, the Radiant Prism

promotes the creation of beautiful works of art to bring more grace to the world.

Though devotees of the Radiant Prism are tasked with battling all sources of evil, they are encouraged to refrain from becoming ruthless butchers. The wicked must be offered the chance to capitulate once it becomes clear their defeat is inevitable. Sarenrae's compassion is a major pillar of the pantheon, and priests of the Radiant Prism attempt to redeem their enemies where possible. Of course, some creatures are remorseless in their evil (such as fiends and some undead), and the Radiant Prism doesn't expect their worshippers to waste their lives trying to save such beings.



Sovyrian Conclave

Pantheon Members Alseta, Calistria, Desna, Findeladlara, Ketephys, Yuelral

Areas of Concern elves, magic, nature, tradition

Edicts explore the worlds outside and within, learn and appreciate traditional elven arts, crafts, and magic

Anathema have an unhealthy obsession or attachment, irreparably damage the natural environment (such as by overhunting or strip mining)

Divine Attribute Dexterity or Intelligence

Religious Symbol braided vine

Devotee Benefits

Cleric Spells 1st: *tailwind*, 2nd: *shape wood*, 5th: *nature's pathway*

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Survival

Domains creation, magic, moon, nature

Alternate Domains passion, wood (page 271)

Favored Weapon longbow or shortbow

Named after the ancient refuge of elven society on another planet, the Sovyrian Conclave includes all the traditional elven deities, as well as Alseta, a minor goddess of doors and transitions to be the patron of their *aiudara* (also known as elf gates). These six gods exemplify the positive traditions of elven society, including the study of magic, cohabitation with nature, the appreciation and creation of beautiful arts and crafts, and close friendships with other elves. Aiuvarins who wish a closer connection to their elven ancestry also worship the Sovyrian Conclave.



Stone's Blood

Pantheon Members Angradd, Bolka, Dranngvit, Droskar, Folgrit, Grundinnar, Kols, Magrim, Torag, Trudd

Areas of Concern ancestry, crafting, dwarves, relationships

Edicts develop skills useful to your community (especially crafting, mining, and trading), honor your ancestors through tradition and rituals

Anathema dishonor your family, irreparably damage an ancestral relic, willingly break a contract or oath

Divine Attribute Constitution or Wisdom

Religious Symbol dwarven anvil

Devotee Benefits

Cleric Spells 1st: *ant haul*, 4th: *creation*, 7th: *retrocognition*

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Diplomacy

Domains creation, family, protection, wealth

Alternate Domains duty (page 265), glyph (page 266)

Favored Weapon warhammer

Many dwarves choose to venerate the entire pantheon of dwarven gods as one, colloquially known as Stone's Blood. These deities function as a family unit, with Torag as the patriarch. They get along as well as any family might, disagreeing on many matters but always cooperating for the good of the whole. Worship of Stone's Blood includes all aspects of dwarven life, and devotees are among the strongest pillars of any dwarven community.

There are a couple of popular alternative versions of Stone's Blood that slightly alter the pantheon. The Skykeepers exclude Droskar, as this god of unending toil refused to witness the sky with the other dwarven deities. Devotees of the Skykeepers believe he forsook his divine ancestry with this act and is no longer worthy of worship. The Forgekin Pact takes this one step further by also excluding Torag. Followers of the Forgekin Pact consider that as the Father of Creation, Torag is far too busy to bother with guiding everyday dwarven life. The rest of the Stone's Blood pantheon serve those particular duties. In practice, worship of either of these alternate pantheons is functionally the same as that of Stone's Blood.



Talons of the Godclaw

Pantheon Members Abadar, Asmodeus, Iomedae, Irori, Uirch

Areas of Concern balance, devotion, discipline, order

Edicts be an exemplar of divine order and balance, demonstrate the resilience of your faith by shielding others from chaos, instruct others who show promise in the ways of your order

Anathema profess to understand law or order better than the pantheon, take no action when the presence of chaos has been revealed

Divine Attribute Strength or Charisma

Religious Symbol five-pointed iron star

Devotee Benefits

Cleric Spells 1st: *sure strike*, 4th: *mountain resilience*, 6th: *flame vortex* (*Secrets of Magic* 106)

Divine Font *harm* or *heal*

Divine Sanctification can choose holy or unholy

Divine Skill Intimidation

Domains duty (page 265), might, perfection, protection

Alternate Domains tyranny, zeal

Favored Weapon morningstar

There are often many differences between diving beings in a pantheon, but sometimes universal concepts can still

bind them together. The Hellknight Order of the Godclaw extols the virtues of five gods—Abadar, Asmodeus Iomedae, Irori, and Torag—as seen through a particular lens of order and discipline. Though many priests of each individual faith called such views inconceivable or even heretical, the Godclaw's faithful nevertheless receive divine power from their shared patrons. Due to a simultaneous rise in enlistment by those of orc ancestry in the ranks and endorsement by those faithful to Torag, the god Uirch has replaced the dwarven deity in this pantheon's ranks.

Talons of the Godclaw embrace this new unity as they serve the Hellknights, using it to show how adherence and faith in ordered law can bridge gaps thought to be otherwise impassable. They still fully embrace their brethren who still follow the original pantheon of the Godclaw, which continues to empower its members just as strongly as before.

Since their inception, the Hellknight orders have paid little heed to what others think of them. But with new blood also comes a refreshed mandate that older Hellknights might blanch at. When not engaged in battle against the forces of chaos, questing Talons (as they are sometimes more simply called) venture forth from Citadel Dinyar with their grim helmets at their sides and faces bare, allowing them the opportunity to connect to the common folk and teach how the ways of order can improve the lives of all. While unorthodox by Hellknight standards, this approach has led to a significant increase in armiger volunteers all around the world.



Weight of the World

Pantheon Members Chamidu, Embaral, Gozreh, Hei Feng, Keltheald, Mother Vulture, Obari, The Green Mother, Valani, Yamatsumi

Areas of Concern aftermath of storms and natural disasters, meteorologists, patterns in natural elements, regeneration

Edicts meditate on the cycle of nature, teach others to be prepared for storms and other natural hazards, wield the elements as weapons

Anathema destroy nature without an immediate need, pass up an opportunity to watch storms and other natural phenomena

Divine Attribute Strength or Wisdom

Religious Symbol globe covered in swirling clouds

Devotee Benefits

Cleric Spells 1st: *gust of wind*, 5th: *howling blizzard*, 6th: *chain lightning*

Divine Font *heal*

Divine Sanctification none

Divine Skill Nature

Domains decay (page 263), lightning (page 267), nature, water

Alternate Domains air, cold (page 263)

Favored Weapon javelin

All things gravitate toward equilibrium, but this is not the same thing as balance. Nature is constantly shifting and changing. When new growth becomes old, it is broken down to become raw materials for new things once more. Those who are closest to the land know this the best. Volcanoes erupt and destroy, but then make the earth on and near their slopes so much more fertile afterward... until they erupt anew.

People who have studied or survived natural disasters or extreme weather events also know this far too well. By making sacrifices and offerings to the deities who embody primal forces and changes, they gain a better understanding of how to harness these energies for themselves. Those who venerate the Weight of the World are usually spellcasters, but sometimes scholars who look for patterns and meaning in the natural world's cycles also seek a bit of divine inspiration in their quest for knowledge.



Wheels of Innovation

Pantheon Members Aakriti, Bharnarol, Brigh, Casandalee, Nocticula, Torag

Areas of Concern innovators, inspiration, perseverance in the face of failures, and technology

Edicts devise solutions to problems through the creative use of items rather than magic or brute strength, encourage tinkering and experimentation, refuse to abandon a project at the first sign of failure

Anathema deprive others of their innovations unduly, stifle imagination

Divine Attribute Dexterity or Intelligence

Religious Symbol two interlocking gears

Devotee Benefits

Cleric Spells 1st: *temporary tool* (page 260), 4th: *creation*, 9th: *metamorphosis*

Divine Font *heal*

Divine Sanctification none

Divine Skill Crafting

Domains ambition, change (page 262), creation, knowledge

Alternate Domains metal (page 267), toil (page 271)

Favored Weapon polytool (*Treasure Vault* 25)

If necessity is the proverbial mother of invention, it can also count creativity, curiosity, inspiration, and hard work among its forebears. The divine entities of the Wheels of Innovation share a passion for motivating those who seek to breathe new life and fresh ideas into their fields of creation. These gods of invention and artistry currently believe the formation of this pantheon is their greatest idea to date.

Worship of this pantheon originated in urban centers around Golarion's Inner Sea region and in nations like Alkenstar, Numeria, and Rahadoum. Recently, it has also begun to blossom in more rural communities, as its adherents try to solve physical problems without relying on spellcasters or government officials. This has most firmly taken root in gnome, goblin, and halfling communities. Many of them profess that tinkering and experimentation are a far more positive—but no less exciting—way to seek entertainment as well.



Green Faith

Tenets of the Faith

Though the Green Faith claims no sacred text or deity, its scattered followers share the same guiding principles. Practitioners understandably prefer to worship outdoors surrounded by the wild beauty they revere. Temples and shrines can be any hallowed space in nature, from majestic waterfalls and volcanoes to hidden springs, ancient glades, or a single mossy rock in a quiet wood. Druidic rites are sometimes performed within a circle of standing stones or wooden pillars, which serve as both celestial markers and pillars of knowledge. Ancient members of the Green Faith have been known to preserve their convoluted wisdom for future generations by reverently carving runes into the stones, leaving behind whispers of knowledge for those who seek to understand nature's mysteries.

Covenant Members natural spirits, powerful animals
Areas of Concern veneration of the natural world
Edicts guide civilization to grow in harmony with nature, live sustainably and according to natural cycles, preserve areas of natural wilderness, protect the balance of nature, protect endangered species
Anathema cause damage to natural settings, kill animals for reasons other than self-defense or sustenance, remove an element or indigenous species from a natural area, encourage imbalance in nature, allow abuse of natural resources
Divine Attribute Wisdom or Constitution
Religious Symbol green man's face

Devotee Benefits

Cleric Spells 1st: *summon animal;* 2nd: *speak with animals*; 3rd: *wall of thorns*
Divine Font heal
Divine Sanctification can choose holy
Divine Skill Nature
Domains air, earth, fire, metal (page 267), nature, water, wood (page 271)
Alternate Domains cold, decay (page 263), lightning (page 267), moon, sun
Favored Weapon sickle or claw

While the Green Faith is practiced differently from one believer to another, especially across its various orders, its adherents share a universal reverence for the natural world and a commitment to preserving it. While each order's practitioners may be drawn to a particular element, season, creature, or natural occurrence, all followers respect the sanctity and importance of every aspect of nature. Many cycles have passed since the Green Faith's fabled founders contended over which expression of natural power was supreme. Just as the legend speaks of their ultimate unity, those who now follow the Green Faith and view nature as sacred understand the interconnectedness of all beings, recognizing that harmony is possible only through balance, and that the cycles of nature are both delicate and infinite.

Druids and rangers are frequently followers of the Green Faith, as their lives and magic are especially linked to nature whether they tend a simple garden or roam the vast wilderness. Champions are rare among the Green Faith and are usually champions of nature deities, but they are no less devoted than champions of other faiths. Some clans worship as a community, calling on the power or attributes of specific animals and elements, while others build their lives around nature's endless cycles. Priests of the Green Faith often travel to educate settlements on living sustainably, caring for animals and crops, anticipating the weather, and finding useful herbs and fungi. Most members of the Green Faith do not oppose civilization, so long as it is built with respect for the natural world that surrounds it.

Though the Green Faith has no official church, the faith nonetheless maintains a structure of sorts. Most notably, the majority of the faith's adherents belong to one of several orders dedicated to a particular aspect of nature, such as air, beasts, or plants. The more prominent orders, such as the Order of the Leaf and Order of the Storm, span all of Golarion, while more niche orders, like the Order of the Rift, commit themselves to specific areas like volcanoes. Each order maintains oral records and passes its wisdom down through generations. These collections of knowledge can take a lifetime of study to understand, and are thus divided into "circles." Members of an order move through these circles as they gain more responsibility.

Laws of Mortality

Areas of Concern mortal affairs, peace, self-rule
Divine Attribute Constitution or Intelligence
Divine Skill Medicine
Edicts challenge religious power and the spread of religion, expose and eradicate hidden worship, provide a peaceful and autonomous society in which the people are cared for through social infrastructure
Anathema worship or swear an oath by a deity or religion, solicit or receive divine or religious aid, take a side in conflicts between religions

The Laws of Mortality originated in the Garundi nation of Rahadoum as a response to the Oath Wars, a series of internecine conflicts that were tearing the nation's society apart. The fundamental principle behind the Laws is a relatively simple assertion that deific aid—even the best intentioned—ultimately comes at too high a price. The slaughter of fellow mortals for the glory of distant, unfathomable beings is not something that should be permitted within a society. Instead, mortal beings must shape their own fate, aware of their own limitations, trusting in their reliance upon one another and their shared values rather than divine intervention and guidance. The primary tenet of the Laws of Mortality sums up this philosophy: Let no mortal be beholden to a god.

The Laws of Mortality are the cornerstone of Rahadoum's government, and thus religion and worship are banned across the entire nation, enforced by the merciless Pure Legion. As a side effect of this prohibition, Rahadoum's government has a vested interest in supporting its citizens through education and other means, since there is no church to rely upon to provide crucial social services. Within Rahadoum, most civilians are raised to observe the Laws of Mortality, but the code has some adherents beyond the land in which it arose. Most of these followers have seen for themselves the terrible costs of interreligious conflict or have learned of the callous treatment of mortal souls in the Outer Sphere, and as a result they have chosen a position of intentional neutrality. Some of these followers work to spread the philosophy outside of Rahadoum, pointing out the gods' abuses of mortals and the ultimate prices that must be paid for their assistance. Such proselytizers face a difficult, if not impossible, task—but one they face with the same determination with which they face their own mortality.

One of the most obvious results of the Laws of Mortality is that it prohibits the use of many forms of healing magic, as the most common restorative magic is granted by divine favor. Thus alchemists, bards, and other occult spellcasters provide the majority of the Rahadoum's healing, alongside entirely non-magical techniques. Many adherents of the Laws not only refuse to practice divine magic but also refuse to allow such magic to be cast upon them, preferring a death unsullied by divine intervention over one indebted to distant, uncaring deities who trade in souls. Druids' standing with regard to the Laws is sharply divided. Those who don't worship a deity are welcome due to their healing powers and their ability to combat the nation's desertification, but they are viewed with suspicion in some places since their magic shares its instinctual faith-based vital essence with divine magic. Those druids who uphold a deity, however, meet even more antipathy than more traditional theists, as though their reverence of a deity were a hypocritical affront to the natural world they claim to uphold. Likewise, sorcerers who can trace their bloodlines back to divine sources are viewed with suspicion and distaste.

The Pure Legion

Rahadoum's Pure Legion enforces the Laws of Mortality within Rahadoum. The organization's mission is to remove all signs of religion from the nation. Pure Legion enforcers confiscate all holy books, religious symbols, and other faith paraphernalia, punishing any proselytizers with little mercy. Punishments for worship are typically harsh, ranging from lengthy imprisonment to exile from Rahadoum to death. Although the Pure Legion carries out rigorous searches of all travelers through notable ports in Rahadoum, its enforcement is not perfect. Rahadoum is still host to small pockets of worshippers, each keeping their faiths and beliefs a secret lest they meet with retribution from the law.

Prophecies of Kalistrade

Joining the Prophets

Commitment to the Prophecies is the sole requirement for a Kalistocrat, and anyone—regardless of ancestry, heritage, nationality, gender, or social status—is welcomed into discipleship. Worship of a deity is neither forbidden nor encouraged; Kalistocrats who feel drawn to a divinity typically venerate Abadar or, less often, Irori. New converts are ushered into a highly organized network that inculcates business acumen and provides financial support for new enterprises. Success is seen as a reflection of personal faithfulness, but it is also the outcome of a supportive and dedicated organization with a single-minded mission.

Areas of Concern trade, wealth, self-denial, stability
Divine Attribute Intelligence or Charisma
Divine Skill Diplomacy
Edicts accumulate personal wealth, seek enlightenment through purity of self, foster and aid mercantile pursuits, welcome newcomers regardless of gender or ancestry
Anathema spend money frivolously; offer money to those who don't deserve wealth; overindulge in physical pleasures, food, or drink; give charity to others

The human prophet Kalistrade lived in Druma in the third century ar. Following an 8-year journey of enlightenment, he began preaching an economic mysticism that drew on his own dream visions, Druman traditions of industriousness, and Kellid folklore about an earlier religion—the whiteclad Speakers of the Pale. Following his disappearance in 252 AR, his disciples reworked his *Ontologies of Self,* adding more of his writings and their own commentaries. The resulting momentous tome is the Prophecies of Kalistrade. This sizable text consists of hundreds of pages that compile Kalistrade's core principles and teachings. Among its fables, parables, occult mysticism, and other ramblings are sound economic lessons and many particulars about personal purity. The size of the tome makes it difficult to keep as a reference manual. Instead, most copies of the Prophecies are designed for home use, with many of them printed as large tomes bound in precious metals and embedded with jewels.

The secular prophecies of Kalistrade are famously centered on a single principle: amassing personal wealth both in search of and as evidence of personal enlightenment. The prophets of Kalistrade, often referred to as Kalistocrats, believe that achieving purity of body, mind, and spirit will lead to financial success, and thus they avoid certain foods and eschew contact with most persons and objects as impure. Despite their lavish material resources, they avoid material comforts and live ascetic lives, even though they could easily afford a luxurious lifestyle. To avoid contamination and contact with nonbelievers they wear long, white gloves, and they wear distinctive, all-white clothing to represent their purity—often incorporating their symbol, a circle inside a triangle that is itself inscribed in a larger circle. Exploiting fellow Kalistocrats is quietly encouraged and even lauded.

Purity of mind, body, and spirit is Kalistrade's fundamental requirement for the attainment of personal affluence. A Kalistocrat achieves purity of mind primarily through meditation, a practice to be called on throughout the day whenever focus deviates from the pursuit of wealth. Mental purity also demands a Kalistocrat avoid any temptations to bestow charity or to be wasteful. Bodily purity, based in principles of ascetic self-denial, is much more complicated. First, the Kalistocrat recognizes three categories of food: pure, clean, and unclean, depending on each ingredient's origin, processing, and nutritional profile. To achieve purity, a practitioner must avoid eating any unclean foods, instead taking simple and light meals (with very occasional exceptions for ostentatious feasting). Second, the Kalistocrat strives to remain free of any physical contact, particularly with nonbelievers. Voluntary touching is assiduously avoided, and involuntary touching is minimized through the use of gloves and enveloping clothing. While the Prophecies enjoin celibacy, many Kalistocrats make some personal exceptions. Most permissible are sexual relations with a likely convert or a wealthy patron—or, better, someone who is both.

Rivethun

Covenant Members spirits
Areas of Concern spirits, guidance, balance
Edicts maintain balance and understanding between the mortal and spirit world, internally cultivate yourself, serve your community
Anathema continually place mortal matters above spiritual ones, mislead a petitioner and fail to set it right, willingly misrepresent the will of spiritual entities
Divine Attribute Constitution or Wisdom
Religious Symbol gem floating above a diamond of metal

Devotee Benefits

Cleric Spells 1st: *pummeling rubble*; 2nd: *summon elemental*; 7th: *retrocognition*
Divine Font harm or heal
Divine Sanctification none
Divine Skill Nature
Domains change (page 262), earth, nature, vigil
Alternate Domains air, soul (page 269), water, wind
Favored Weapon mace

While nowhere near as large as the following of the dwarven pantheon, the worship of spirits and ancestors is still strong among the Five Kings Mountains and other dwarven population centers. Various groups and orders have existed throughout the duration of dwarven history, but none has endured as long as the Rivethun. Deriving their name from an exceptionally ancient dwarven dialect, Rivethun roughly translates to "releasers of secrets," a name that speaks to the organization's ancient traditions of animism. The members of the Rivethun, which include non-dwarves, seek to make contact with various spirits. These range from the souls of the dead and undead to elementals and fey, and to other spirits that exist beyond the typical classifications. Rivethun members communicate with these spirits, negotiating for knowledge, guidance, and favors. Serving as intermediaries, a Rivethun priest or shaman acts as a living link between dwarven civilization and the supernatural forces of reality.

Rivethun are marked by a disjunction between their body and their souls, which they embrace to gain great power. Many of the Rivethun's most capable members have dealt with major difficulties or chronic troubles throughout their lives. They draw upon these experiences, focusing on their memories, emotions, pain, and growth during these times to open their minds and souls to the spiritual. With these techniques, Rivethun members can cultivate their spiritual attunement, developing the capacity to cast magic, draw upon qi, unlock psychic abilities, tap into their instincts, or other skills in addition to their ability to communicate with spirits. Of particular note are the various recipes, rituals, formulas, and support techniques the Rivethun have to facilitate gender transition.

Not all Rivethun members rely on trauma and past difficulties for their skills. Some instead learn meditative practices that draw on other emotions and experiences to aid with their work. However, since many of the original Rivethun teachings focused on working through and with life's natural struggles, it sometimes takes these other members longer to reach the same capabilities as their companions. Thanks to their general experience with personal troubles, members of the Rivethun also serve as counselors and mentors for many people. While Rivethun members can't directly relate with every person's specific issues, the group has developed a number of techniques, teachings, and support methods over its long history. Over the ages, the Rivethun has encountered many variations of life's hardships, most of which are chronicled in some capacity, allowing the lessons of the past to continue helping those in the present.

Spirits and Faith

To many, the Rivethun appears to be a religion, but the group isn't as formally organized as most faiths. Rivethun follows a loose hierarchy of spirits and spiritual entities, which culminates with the dwarven pantheon at the top and Torag respected not as a god but as the most powerful and influential spirit in dwarven culture. A Rivethun temple is more akin to an academy or library, serving the community as a place of learning and individual focus, with guidance available for those who seek it.



Whispering Way

The Whispering Tyrant

The lich Tar-Baphon is not the leader of the Whispering Way, but he is their most infamous member. Many agents of the Whispering Way idolize the lich and serve his purposes, and those who encounter these adherents often mistake the organization as simple lackeys of the Whispering Tyrant's will. The philosophy existed long before Tar-Baphon did, however, and exists in many nations far from central Avistan, seeking out their own goals as they see fit to bring about their ideals.

Areas of Concern undeath, lichdom, secrets
Divine Attribute Intelligence or Charisma
Divine Skill Arcana
Edicts seek the perfection of undeath, cleanse the world of the living, master the magical secrets of life and death
Anathema speak the secrets of the Whispering Way above a whisper, write down the philosophies of the Whispering Way, act irrationally due to concerns for the living

Life is frequently messy, complicated, and brutal. Many mortals have sought to tame the inherent chaos of existence, seeking control of their circumstances through philosophy or strictly enforced law. Yet there are existences beyond mortality; the scholars who formed the Whispering Way chose to solve the tumult life brings by snuffing it out entirely. To the Whispering Way, life holds no value: it is a wasteful state chained to constant biological needs and irrational emotions. Unfettered by such paltry concerns, the Whispering Way seeks to embrace the perfection of undeath, transcending mortal ecology and creating a utopian society free of flaws or dissent.

The Whispering Way attracts those bereft of compassion or morals, reframing these mortal vices into the virtue of rationality. It likewise draws its fair share of megalomaniacs, surprising few who know of it. It views undeath as a route to power and personal apotheosis, catapulting an adherent beyond their mortal limitations. While followers laud any state of undeath as higher than life, most adherents are self-serving enough to seek a comfortable existence as a higher form of undead, rather than a mindless drudge to the more powerful. Liches are idealized above all others due to the intense knowledge, courage, and magical mastery required to attain lichdom.

Death also has a way of smoothing over mortal differences. Conflicting needs, internal prejudice, and clashing cultures have a way of fading from importance once their members are plunged into the cold of undeath. The Whispering Way thus seeks to save the world, delivering it from the short-sighted clutches of those ruled by their emotions and their flickering life spans. The grim dispassion of the dead is the only solution to the impassioned selfishness of the living.

While the Whispering Way is united in its proclivities, goals, and reverence for undeath, its philosophy has many branches. Just as there is no universal path to lichdom, so too are there many different views on undeath and the path to paradise. These philosophies cannot be learned from books or actions; it must only be spoken in a breathless rasp from the mouth of one to the ears of another. Tomes revealing the truths of the Whispering Way are either rambling hoaxes of the delusional or penned by the philosophy's most hated enemies. Should word of such written lore get out, the Whispering Way is quick to hunt down these books and burn them.

The Whispering Way claims no founder, prophet, or divine muse; the Way merely is and exists as a realization to be grasped by those intelligent, realistic, insightful, and ambitious enough to fathom it. It needs history and mythology no more than do mathematical principles or physical laws, and by the same right, requires no belief to be true. Those who understand it accept it as fact and work to attain the stagnant utopia idealized at its heart. Those who instead fear it and the fundamental changes it means for the living world, would rather embrace death's ultimate oblivion than divest themselves of the ephemeral comforts of a chaotic world. Such are the understandings of the Way, and its adherents require no greater pedigree or reason to pursue its objectives than the promise of the dark powers and immortal influence they'll wield in the idealized corpse-world of their dream.



Atheists and Free Agents

Edicts none
Anathema none

In a world where the gods demonstrably exist, few people uphold a strictly atheistic or agnostic worldview. That is, a belief that there are no gods or that the existence of gods is unknowable. However, a good number of people choose not to worship any deities whatsoever. In some cases, this is not a deliberate choice so much as an inadvertent apathy, as the gods can seem distant compared to the pressing trials of life. Many other atheists choose not to worship because of the value they place on freedom—not being beholden to a deity means no limitations, no censure, no anathema, and no strictures. While this decision might sound amoral to some, for atheists, it can be motivated by a desire for autonomy and the right to choose one's own fate.

Some atheists feel no particular interest toward any of the gods or the divine in general. As a result, they find the thought of worship pointless and unappealing, a waste of time for both the god and the atheist. While these atheists are most likely to be tolerant of the gods and religion in general, they often chafe at efforts to convert them, seeing such overtures as societal pressure to pretend there is faith where truthfully there is none.

Thoughts and fears of the afterlife drive some atheists, often due to dismay or outrage at the idea of spending eternity serving at the behest of an eternal master. To such people, a quiet eternity in the Boneyard's graves is akin to a reprieve or a comforting certainty, especially compared to the helpless terror of being judged by a higher power and sent onward to an unknown destination with little to no say in the matter.

Some atheists feel the gods aren't inherently worthy of worship. While these skeptics acknowledge that the gods are undeniably powerful beings, they see little difference between these deities and other powerful entities on Golarion and question what the gods have done to merit the worship of mortals. To them, worship of a deity is akin to revering the power of the Eye of Abendego, or like a kobold's veneration of a nearby dragon. Praise and offerings are demanded for protection, yet the gods are sparing and unreliable with their responses. At best, such worship is demeaning, and at worst it rivals the practice of slavery or, in a slightly more charitable view, indentured servitude.

Finally, some refuse to follow the gods out of anger. Those who believe they have been betrayed by faith in a particular god or wronged by a deity's followers might refuse to revere any deity who would willfully choose to inflict such pain.

The paths these free agents follow vary as much as their reasons for rejecting the divine. Bards turn to the aggregate eclectic knowledge of the beyond. Alchemists and wizards alike seek to understand the universal underpinnings of reality through magic, science, and reason. Any number of barbarians, fighters, rogues, and even sorcerers operate with no need for spiritual guidance or reinforcement. Many monks look inward for guidance rather than outward, and druids and rangers may uphold the natural order but not the divine.

Some free agents refuse any association with the religious altogether. Others adopt a live-and-let-live policy and are happy to let others worship and work divine feats. Without any assurances of (or desire for) divine intervention, the vast majority of the irreligious instead place their faith in other mortals and endeavor to make the Universe a better place for all.

Free Agents on Golarion

Aside from those who uphold the Laws of Mortality, free agents and atheists are common in certain places across Golarion. The River Kingdom holds widespread bans on religion (though it is a harsh authoritarian regime). Many Prophets of Kalistrade hold no ties to deities, instead grasping their fate in their own hands. Worshippers of the Green Faith sometimes pay reverence to nature gods, but as often as not, they hold no divine allegiance beyond their awe and reverence of the natural world. The Graycloaks of Absalom serve the city, acting as impartial arbiters of the law in the city's most religious district, the Ascendant Court. But ultimately, these are the exceptions—most free agents on Golarion are loners.





Chapter 5: Divine Power



Mortal Manifestations

My dearest Lady,

So much data!

I have been most excited about this aspect of my research. The limitations of mortal minds result in paradoxically creative applications of divine power. A nosoi could specialize on champion tales alone! Mortals also have fascinating explanations of how divinity functions. Many mortals believe you hover over their shoulders at every waking moment, my Lady, blessing their sneezes to ward off death and sending scarabs to warn of a hazardous birth. Yet I have heard the most touching reverent prayers to you, my Lady, unintentional poetry with great sincerity and humility that I must confess caused me to weep.

As expected, a large number of divine benisons go to the devout: clerics, champions, and the like. Taylle Evenhold, a cleric of Saloc, has a mindful gaze that remains ever vigilant. (My peers may consider the Minder a meddler in psychopomp affairs, my Lady, but I feel we must remain objective and impartial in our research.) Evenhold, true to their name, held their own against an angry mob, who blamed the ogre Angemok for the latest deaths in their village. Saloc blessed the cleric with knowledge of the ogre's innocence, but Evenhold had to gather evidence to convince the mob, and they risked their life protecting the ogre. Truth was upheld that day, and the two still maintain a strong friendship.

A whole anthology could be collected regarding the followers of Mr. Cayden Cailean. One in particular, a folktale about Kennen of the Vale, has him facing a werewolf of Mistress Jezelda's. Kennen lay beaten and defeated, the werewolf looming over him for the final blow, when the townsfolk, all farmers and merchants and smiths—none exceptionally brave—came to his aid. Their pitchforks, smithing hammers, and farming scythes reflected a silver gleam under the full moon. Was the silver an illusion powerful enough to frighten away the moon-drunk werewolf, or did Mr. Cailean transmute the metal with divine blessing?

It shouldn't need explaining (though I shall include such narratives for completeness) that such divine power and inspiration can be given to the non-devout, even non-believers. I came across a charming account of a young child named Cybel whose father had been swept away by a flash flood. She ran out of their farmhouse determined to save him. Both would have perished if not for the angel Tovian, disguised in human form as a day worker. While Tovian only provided the simple, manual assistance a mortal could provide, the child immediately recognized her rescuer's angelic nature. Cybel doesn't believe she summoned Tovian, yet Tovian claims they were sent there. (I fear my continued queries for clarification have annoyed the angel.)

I also unearthed a tale of a cruel noblewoman named Erippi, who consulted with a gathering of oracles known as the Lidless Eye about how to profit from an encroaching plague. The oracles could give no insight, but her servant, Laios told the oracles that Erippi's house would have "breath dusted in ash and bones dry and hollow." Recognizing his divine sight, the oracles tried and failed to barter for his release, but he later escaped with the help of the other servants. When the plague struck Erippi, she expired alone, and Laios joined the Lidless Eye as a neophyte oracle.

One inspiring story (a humorous one involving a missing war banner, an aurochs, and a misplaced bottle of wine, but those details aren't pertinent to the scholarly value of this treatise!) has an artist named Möngke in their cups, distraught at their lack of fortune. They witnessed adventurers stumbling into an illusory plum tree grove created by Lady Jingxi. The beauty of the grove prompted Möngke to create the well-renowned series, *The Nighttime Dream*, using dyed fabrics, changing not only their fortunes, but the fortunes of their family of weavers.

I have found so many stories of mortals transforming *themselves* through raw belief. Althane, a lover of music, fell deep in despair, having lost his family to fire, his fortune to a storm sinking his merchant ships, and his health to a wound from a panicked cutpurse. Even with these miseries, he found a renewed purpose in life through music. With this purpose, Lord Shax granted him the power to avenge himself on his peers in a series of musical-themed murders. Despite the distasteful method of inspiration, I must note (aha, a musical pun!) the musical innovation. (I am quite certain Althane wrote the demonic text *Concerto of Blood* in B flat minor.)

I likewise found an account of a young homeless orphan named Lei, who found an abandoned warehouse on a busy city street. Merchants and farmers had walked past the warehouse, seemingly unaware of this rotting structure among the shops. Lei discovered it was blessed by Grandmother Lao Shu Po, invisible to those with family, homes, or means. Lei continued to gather orphans and the homeless and eventually formed the thriving Lost Rats thieves' gang. Divine power comes in many forms (as you know, of course, my Lady), but I find fascinating what mortals do with that power, knowledge, or inspiration. Because of that translation from divine perfection to mortal imperfection, the results may surprise.

Even animals are not neglected by the gods' blessings. Lord Ketephys regularly conducts his forest hunts, but his prey are not felled by his arrows; instead, they are blessed with a mark that shows his regard, and these animals are considered signs of luck by his faithful. Majestic stags are often claimed to be blessed by Master Erastil, though if I am allowed to opine, such tales seem far more common than actual blessed stags. Mr. Cayden Cailean famously raised his beloved hound to stand beside him in divinity. Even Abadar, who most would not associate with nature, is known to grant his blessing upon horses. Sadly, less savory divinities also turn their eye to the animal kingdom. Madame Lamashtu is infamous for twisting poor beasts into monstrous mutations, to the point they can hardly be considered animal any longer. Many demons and devils also fancy themselves lords of their favored beasts, accepting them as sacrifices and servants.

I would finally be remiss not to mention the curious cases of the hero-gods of Iblydos. Their legends are prophesized into existence by cyclops seers; should the foretold events come to pass, the individual whose destiny was foretold is elevated into divine power. Despite my best attempts, I have yet to determine who or what grants this apotheosis, especially with the shattering of prophecy due to Aroden's death. Is it you, my Lady, in your role as the god of prophecy? I am not convinced it is the cyclops seers who grant this power, though they may be acting as conduits for other divine powers and blessings. Perhaps they simply see the divine potential that exists within specific mortals? I must catalog these events further.

POWERS OF THE DIVINE

I have classified several mortal expressions of applied divine power. A pessimist could claim these a distortion of pure divinity translating into imperfect mortal control. I hold an alternate viewpoint—that these variations represent a unique diversity, turning pure deific power into creative applications. (I hope to discover more variations in the future!)

Mortals have sometimes witnessed heralds and attempted to mimic them to represent the gods they worship. I have named them mortal heralds and have listed known abilities deriving not merely from worship, but from a need to embody their deity. A battle harbinger focuses more on martial applications of their faith, fighting in a world where might may not make right, but without might, the weak may succumb.

Mixing the divine and occult, the Palatine detective has emerged from the Esoteric Order of the Palatine Eye with a new cryptic methodology to assist their investigators. The Rivethun devotees use a disconnect between their body and spirit to communicate with the spirit world, less tethered than most to their mortal form. I have witnessed mortals engaging in a new blight oracle mystery exploring the impermanence of life, allowing them the ability to manipulate disease and decay. The divine has granted new witch patrons of community, safekeeping, and duality, utilizing the bonds between people, guarding what they hold most dear, and manipulating the balance between life and death.

Finally, I have attached some notes on the Razmiran priests, who displayed a number of suspicious anomalies during my study of them.

Spells

The following spells are often associated with the deities of the Inner Sea region.

ACID STORM ◆◆ SPELL 5

ACID CONCENTRATE MANIPULATE

Traditions arcane, primal
Range 120 feet; **Area** 20-foot burst
Defense basic Reflex; **Duration** 1 minute

You evoke a storm of acid rain that pelts the area for the spell's duration. A creature that begins its turn in the area takes 3d8 acid damage (basic Reflex save).

Heightened (+2) The damage increases by 1d8.

ACIDIC BURST ◆◆ SPELL 1

ACID CONCENTRATE MANIPULATE

Traditions arcane, primal
Area 5-foot emanation
Defense basic Reflex

You create a shell of acid around yourself that immediately bursts outward, dealing 2d6 acid damage to each creature in the area with a basic Reflex save.

Heightened (+1) The damage increases by 2d6.

AGITATE ◆◆ SPELL 1

CONCENTRATE MANIPULATE MENTAL NONLETHAL

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** varies

You send the target's mind and body into overdrive, forcing it to become restless and hyperactive. During the duration, the target must Stride, Fly, or Swim at least once each turn or take 2d8 mental damage at the end of its turn. The GM might decide to add additional move actions to the list for creatures that possess only a more unusual form of movement. The duration of this effect depends on the target's Will save.

Critical Success The spell has no effect.
Success The duration is 1 round.
Failure The duration is 2 rounds.
Critical Failure The duration is 4 rounds.

Heightened (+1) The damage increases by 2d8.

ANIMUS MINE ◆◆ SPELL 2

CONCENTRATE MANIPULATE MENTAL

Traditions occult
Defense Will; **Duration** 1 hour

You implant a mental mine within your psyche that detonates against anyone attempting to magically manipulate your thoughts. You can Sustain the spell to suppress the effects of the mine for 1 round to allow someone to safely use a mental effect on you. You can Dismiss the spell.

The first creature that uses a magical mental effect against you triggers the animus mine, causing the spell to end. The animus mine deals 4d8 mental damage to the triggering creature, which must attempt a Will save.

Critical Success The creature is unaffected.
Success The creature takes half damage.
Failure The creature takes full damage and is stunned 1.
Critical Failure The creature takes double damage and is stunned 1. You're unaffected by the triggering mental effect.

Heightened (+1) The damage increases by 2d8.

ANTICIPATE PERIL ◆◆ SPELL 1

CONCENTRATE MANIPULATE PREDICTION

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Duration 10 minutes

You grant the target brief foresight. The target gains a +1 status bonus to its next initiative roll, after which the spell ends.

Heightened (+2) The status bonus increases by 1, to a maximum of +4 at 7th rank.

BEFUDDLE ◆◆ SPELL 1

CONCENTRATE EMOTION MANIPULATE MENTAL

Traditions arcane, occult
Range 30 feet; **Targets** 1 creature
Defense Will; **Duration** 1 round

You sow seeds of confusion in your target's mind, causing its actions and thoughts to become clumsy.

Critical Success The target is unaffected.
Success The target is clumsy 1 and stupefied 1.
Failure The target is clumsy 2 and stupefied 2.
Critical Failure The target is clumsy 3, stupefied 3, and confused.

BENEDICTION ◆◆ SPELL 1

AURA CONCENTRATE MANIPULATE MENTAL

Traditions divine
Area 15-foot emanation
Duration 1 minute

Divine protection helps protect your companions. You and your allies gain a +1 status bonus to AC while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. *Benediction* can counteract *malediction*.

CLOAK OF LIGHT ◆◆ SPELL 4

CONCENTRATE HEALING LIGHT MANIPULATE VITALITY

Traditions divine, primal
Duration sustained for up to 1 minute

You surround yourself in holy light that restores the living and rebuffs undead. You glow with bright light in a 30-foot radius and dim light to the next 30 feet. Living creatures that begin their turn adjacent to you recover 4d6 Hit Points. Undead creatures that begin their turn adjacent to you take 4d6 vitality damage (basic Fortitude save).

Heightened (+2) The healing increases by 2d6, and the damage to undead increases by 2d6.

CUP OF DUST ◆◆◆ SPELL 3

CONCENTRATE CURSE MANIPULATE

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 living creature

Defense Fortitude; **Duration** 1 day

You curse the target with a thirst no drink can quench. You can Dismiss the spell. The target must attempt a Fortitude save.

Critical Success The creature is unaffected and is temporarily immune for 1 hour.

Success The creature is fatigued for 1 round.

Failure The creature is immediately afflicted by thirst as if it hadn't had a drink in days. It becomes fatigued and takes 1d4 damage each hour that can't be healed until it quenches its thirst. No amount of drinking can quench the creature's thirst during the spell's duration.

Critical Failure As failure, but the creature takes 2d4 damage each hour.

Heightened (+3) The thirst becomes more unbearable, increasing the damage each hour by 1d4, or by 2d4 on a critical failure.

ENDURE ◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 creature

Duration 1 minute

You invigorate the touched creature's mind and urge it to press on. You grant the touched creature 5 temporary Hit Points that last for 1 minute.

Heightened (+1) The temporary Hit Points increase by 5.

EXPEDITIOUS EXCAVATION ◆◆ SPELL 2

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Area** cube of dirt 5 feet across or smaller

You remove loose dirt, dust, gravel, sand, and the like (though not solid stone) up to the size of a 5-foot cube. Any Medium or smaller creature standing atop the earth when the spell is cast must attempt a Reflex save or Acrobatics check.

Success The creature is unaffected and can choose to either descend the pit without damage or move to the nearest available space of its choice.

Failure The creature falls prone in the nearest available space of its choice or falls into the pit if it prefers.

Critical Failure The creature falls into the pit excavated by the spell and lands prone, taking falling damage as normal.

Heightened (+2) The spell can excavate an additional 5-foot cube of earth. If you excavate all four 5-foot cubes beneath a Large creature, it must attempt a Reflex save or Acrobatics check, as above.

FEAR THE SUN ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

You cause the creature's vision to become particularly sensitive. The creature must attempt a Fortitude save. The creature is then temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature gains light blindness (*Monster Core* 359) for 1 minute. If the creature is already exposed to bright light, it immediately becomes blinded until the end of its next turn, as it isn't acclimated to its newly acquired light blindness.

Heightened (6th) You can target up to 10 creatures.

FEAST OF ASHES ◆◆◆ SPELL 2

CONCENTRATE CURSE MANIPULATE

Traditions arcane, occult, primal

Range 30 feet; **Targets** 1 living creature

Defense Fortitude; **Duration** 1 week

You curse the target with a hunger no food can sate. You can Dismiss the spell. The target must attempt a Fortitude save.

Critical Success The creature is unaffected and is temporarily immune for 1 hour.

Success The creature is fatigued for 1 round.

Failure The creature is immediately afflicted by hunger as if it hadn't eaten food in days. It becomes fatigued and takes 1d4 damage each day that can't be healed until it sates its hunger. No amount of eating can sate the creature's hunger during the spell's duration.

Critical Failure As failure, but the creature takes 2d4 damage each day from unbearable hunger.

Heightened (+1) The hunger becomes more intolerable, increasing the damage each day by 1d4, or by 2d4 on a critical failure.

FUNGAL HYPHAE ◆◆ SPELL 2

CONCENTRATE FUNGUS MANIPULATE

Traditions primal

Duration 1 minute

Thin hyphae grow from your feet and plunge into the earth, creating a symbiotic fungal network that attaches to plants within 30 feet and connects you to their root systems. You gain an imprecise tremorsense, allowing you to sense anything directly touching plants within that distance. If you move, the hyphae snap, and the spell ends.

Heightened (4th) You can control plants in the area to a small degree, allowing you to make Strikes with tree branches, exposed roots, or similarly solid plants. To do so, you use a Strike action, but you can Strike any creature you can detect with your tremorsense. These are spell attacks that deal 3d8 bludgeoning damage. Unusual plants, such as thorny vines, might deal a different type of damage at the GM's discretion. You can't make any other attacks through these plants, or take any other actions through them, other than these Strikes.

Heightened (6th) As 4th rank, but you can use other simple manipulate actions through the plants, including having a branch pick an object up or open a door, though more complex actions, such as picking a lock or disabling a trap, remain impossible.

GLAMORIZE ◆◆ CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Duration 1 hour

Using simple magical gestures, you alter a minor detail of your appearance (add or remove highlights to your hair color, apply or remove cosmetics, add polish or accessories to your nails, etc.) or create a small environmental effect that's confined to your person (adjust surrounding lighting to favor your good side, cause a brief wind to make your hair blow dramatically, make a small chime occur as you smile, etc.). While the spell is active, you can Sustain it to make further adjustments. The changes persist until the spell's duration ends.

At the GM's discretion, such alterations might grant a +1 status bonus to certain tasks, such as Impersonate or Perform.

LIBERATING COMMAND ◆ SPELL 1

AUDITORY CONCENTRATE MANIPULATE

Traditions occult

Range 60 feet; **Targets** 1 creature

You call out a liberating cry, urging an ally to break free of an effect that holds them in place. If the target is grabbed, immobilized, or restrained, it can immediately use a reaction to attempt to Escape.

MALEDICTION ◆◆ SPELL 1

AURA CONCENTRATE MANIPULATE MENTAL

Traditions divine

Area 10-foot emanation

Defense Will; **Duration** 1 minute

You incite distress in the minds of your enemies, making it more difficult for them to defend themselves. Enemies in the area must succeed at a Will save or take a –1 status penalty to AC as long as they're in the area. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet and force enemies in the area that weren't yet affected to attempt a saving throw. *Malediction* can counteract *benediction*.

MESSAGE RUNE SPELL 1

CONCENTRATE LINGUISTIC MANIPULATE MENTAL

Traditions arcane, occult

Cast 5 minutes

Range touch; **Targets** 1 flat unattended surface or a non-magical object of light Bulk

Duration 1 day

You record a message up to 5 minutes long and inscribe a special rune on any flat unattended surface or small object within reach. The nature of the rune's appearance is up to you, but it's visible to everyone, and it must be no smaller than 2 inches in diameter. You also specify a trigger that creatures must meet to activate the rune (*Player Core* 303). For the duration of the spell, creatures that meet the criteria of the trigger can touch the rune to hear the recorded message in their head as though you were speaking to them telepathically. You know when someone is listening to the message, but you don't know who's listening to it. You can Dismiss the spell.

Heightened (+2) The duration increases for every 2 ranks, becoming 1 week, 1 month, 1 year, or unlimited respectively.

MOONBURST ◆◆ SPELL 7

COLD CONCENTRATE LIGHT MANIPULATE VITALITY

Traditions divine, primal

Range 500 feet; **Area** 60-foot burst

Defense Reflex

A powerful globe of chilling moonlight explodes in the area, dealing 8d10 cold damage to all creatures in the area, plus an additional 8d10 vitality damage to undead creatures. *Moonburst*'s cold damage is silver damage for the purposes of weaknesses, resistances, and the like. Each creature and object in the area must attempt a Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes full damage and becomes blinded permanently.

If the globe overlaps with an area of magical darkness, *moonburst* attempts to counteract the darkness effect.

Heightened (+1) The cold damage increases by 1d10, and the vitality damage against undead increases by 1d10.

MOONLIGHT RAY ◆◆ SPELL 3

ATTACK COLD CONCENTRATE HOLY LIGHT MANIPULATE

Traditions divine, primal

Range 120 feet; **Targets** 1 creature

Defense AC

You unleash a holy beam of freezing moonlight. Make a ranged spell attack. The ray deals 5d6 cold damage. If the target has the unholy trait, you deal an extra 5d6 spirit damage. *Moonlight ray*'s cold damage is silver damage for the purposes of weaknesses, resistances, and the like.

Success The target takes full damage.

Critical Success The target takes double damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *moonlight ray* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

Heightened (+1) The cold damage increases by 2d6, and the spirit damage against unholy creatures increases by 2d6.

PENUMBRAL DISGUISE ◆◆ SPELL 2

CONCENTRATE DARKNESS MANIPULATE SHADOW

Traditions arcane, occult

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You wrap the target in shadows, granting it a +1 status bonus to Stealth checks to Hide while in dim light or darkness. In addition, the shadows mask the target's features. While the target is in dim light or darkness, other creatures must succeed at a Seek action against the spell's DC to discern details about its appearance. For example, without using Seek, other creatures can determine the target's general shape (such as humanoid), but they must Seek to determine the target's precise appearance. Creatures with darkvision can still see the target and its features normally. The target's normal appearance is revealed in bright light.

Heightened (4th) The status bonus is +2. Creatures with darkvision can no longer discern details about the target

while the target is in dim light or darkness without Seeking, though creatures with greater darkvision can still determine these details.

Heightened (6th) As 4th rank, except the status bonus is +3, and creatures without darkvision can't determine even general details about the target while the target is in dim light or darkness unless they successfully Seek the target; these creatures see a vague shadow instead. Even on a successful Seek, they only determine general features, though they can see details on a critical success.

Heightened (8th) As 6th rank, except the status bonus is +4, and even creatures with greater darkvision must Seek to discern details about the target while the target is in dim light or darkness.

PENUMBRAL SHROUD ◆◆ SPELL 1

CONCENTRATE DARKNESS MANIPULATE SHADOW

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 10 minutes

You envelop the target in a shroud of shadow. The target perceives light as one step lower than it actually is (bright light becomes dim light, for example), affecting their ability to sense creatures and objects accordingly. The shroud also provides the target a +1 status bonus to saving throws against light effects. This effect is helpful to creatures sensitive to light, and a creature can willingly choose to be subject to the failure effect of the spell.

Critical Success The target is unaffected.

Success The effect lasts for 1 round.

Failure The effect lasts its normal duration.

RADIANT FIELD ◆◆◆ SPELL 2

CONCENTRATE LIGHT MANIPULATE

Traditions arcane, divine, occult, primal

Range 120 feet; **Area** 20-foot burst

Defense Fortitude; **Duration** 1 minute

You create an area of bright light. Creatures with light blindness that are blinded by *radiant field* and remain in the area must attempt a Fortitude save at the start of their turns. On a failure, a creature remains blinded for 1 round; this is an incapacitation effect. This spell also suppresses magical darkness of your *radiant field* spell's rank or lower.

Heightened (4th) Creatures seen through the area are concealed to creatures outside the area. Creatures with light blindness can continue to be blinded by the field as long as the field is visible, even when outside of the field.

REFLECTIVE SCALES ◆◆ SPELL 4

CONCENTRATE MANIPULATE

Traditions arcane, primal

Duration 1 minute

You grow a set of colored, glowing scales or scaled armor that stores energy before releasing it in a final burst. When you cast this spell, choose acid, cold, fire, electricity, or poison damage. You gain resistance 5 against that type of damage. The scales' color depends on the damage type you chose, such as red or orange for fire damage.

The scales store up energy as they protect you. Keep track of how much damage the scales have prevented. As a 2-action activity that has the concentrate and manipulate traits, you can explode your scales outward in a 20-foot emanation, dealing 1d6 damage of the chosen type to all creatures in the area for every 10 damage the scales have prevented, to a maximum of 10d6 damage (after preventing 100 damage). Each creature in the area must attempt a basic Reflex save. Once you do so, the spell ends.

Heightened (+2) The resistance increases by 5, and the maximum damage from the scale explosion increases by 5d6.

SHARE LORE SPELL 1

CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Cast 1 minute

Range touch; **Targets** up to 3 creatures

Duration 10 minutes

You share your knowledge with the touched creatures. Choose one Lore skill in which you're trained. The targets become trained in that Lore skill for the duration of the spell.

Heightened (3rd) The duration of the spell is 1 hour, and you can target up to five creatures.

Heightened (5th) The duration of the spell is 8 hours, you can target up to five creatures, and you can share up to two Lore skills in which you're trained.

SHATTERING GEM ◆◆ SPELL 1

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range touch; **Targets** 1 creature

Duration 1 minute

A large gem floats around the target in an erratic pattern. The gem has 5 Hit Points. Each time a creature Strikes the target, the target attempts a DC 11 flat check. On a success, the gem blocks the attack, so the attack first damages the gem and then applies any remaining damage to the target. If the gem is reduced to 0 Hit Points, it shatters, immediately dealing 1d8 slashing damage (basic Reflex save) to the creature that destroyed it, as long as that creature is within 10 feet of the target.

Heightened (+1) The gem has 5 additional Hit Points, and the damage dealt by its detonation increases by 1d8.

SHIFTING SAND ◆◆◆ SPELL 3

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Range 30 feet; **Area** a horizontal earthen or sandy surface within a 20-foot burst

Defense Reflex; **Duration** sustained up to 1 minute

You cause the surface to heave. The area becomes difficult terrain, and any tracks in the area are destroyed by the churning ground. Creatures standing in the area take a –1 status penalty to Acrobatics checks to Balance and Tumble Through and Athletics checks to High Jump and Long Jump. The first time each round you Sustain the Spell, you can move the churning area up to 20 feet in any direction. Creatures immobilized by the spell are carried along with the *shifting sand* in the same

direction, if possible. Creatures that enter or begin their turn standing in the *shifting sand* must attempt a Reflex save.

Critical Success The creature is unaffected and ignores the area's difficult terrain and penalty to skill checks until the end of its turn.

Success The creature ignores the area's penalty to skill checks until the end of its turn.

Failure The creature is affected normally by the spell this turn.

Critical Failure The creature becomes immobilized within the spell's area until it Escapes. If the creature was already immobilized by *shifting sand*, it also falls prone.

Heightened (5th) The status penalty increases to –2, and the spell's range increases to 60 feet.

Heightened (7th) The status penalty increases to –3, the spell's range increases to 60 feet, and the spell's area increases to a 30-foot burst.

Heightened (9th) The status penalty increases to –4, the spell's range increases to 60 feet, and the spell's area increases to a 40-foot burst.

SHOCKWAVE ◆◆ SPELL 1

CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Area 15-foot cone

Defense Reflex

You create a wave of energy that ripples through the earth. Terrestrial creatures in the affected area must attempt a Reflex save to avoid stumbling as the shockwave shakes the ground.

Critical Success The creature is unaffected.

Success The creature is off-guard until the start of its next turn.

Failure The creature falls prone.

Critical Failure As failure, plus the creature takes 1d6 bludgeoning damage.

Heightened (+1) The area increases by 5 feet (to a 20-foot cone at 2nd rank, and so on).

SHOW THE WAY SPELL 3

CONCENTRATE DETECTION MANIPULATE

Traditions divine, primal

Cast 10 minutes

Area 20-foot emanation

Duration 8 hours

You and allies in the area gain preternatural knowledge of the path ahead, allowing you to intuit the best way forward and avoid potential obstacles, such as difficult or confusing terrain. For the purpose of long-distance overland travel during exploration mode, traveling through difficult terrain reduces you to only three-quarters your travel Speed instead of half, and traveling through greater difficult terrain reduces your travel Speed to only half your travel Speed instead of one-third. *Show the way* doesn't prevent you from falling into traps or encountering other artificial obstacles and hazards.

Heightened (6th) For the purpose of long-distance overland travel during exploration mode, traveling through difficult terrain doesn't reduce your travel Speed at all, and traveling through greater difficult terrain reduces your travel Speed to only three-quarters of its normal value instead of one-third.

SLOUGH SKIN ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, primal

Duration 1 hour

You continually and harmlessly slough off the top layer of your skin while new skin regenerates immediately, quickly moving damaging substances away from your body. The flat check to remove persistent damage from effects that coat your skin (such as most persistent acid damage) is reduced to 5, and you gain a +2 status bonus to your initial save against contact poison (but not to further saves since, by that point, the toxin has already entered your system). If you're affected by an effect other than persistent damage that depends on continuous contact with your skin, and if that effect allows a saving throw, you receive a new saving throw against that effect at the end of each turn when you attempt your flat checks against persistent damage, and you also receive a +2 status bonus to those saving throws.

While affected by this spell, your continually shedding skin makes you much easier to Track. Anyone Tracking you gains a +2 circumstance bonus to do so, and you can't Hide Your Tracks.

TEMPORARY TOOL SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane

Cast 1 minute

Duration 1 minute or until used (see text)

You conjure a temporary simple tool, such as a shovel or rope into your hands. It lasts until it's used for a single activity or for 1 minute, whichever comes first, after which it disappears. The tool is obviously temporarily conjured and thus can't be sold or passed off as a genuine item.

TETHER ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Reflex; **Duration** 1 minute

You use magical chains, vines, or other tethers to bind your target to you. The creature can still try to Escape, and it or others can break the tethers by attacking them (the tethers have AC 15 and 10 Hit Points). You must stay within 30 feet of the target while it's tethered; moving more than 30 feet away from your target ends the spell. The target must attempt a Reflex save. You can Dismiss the spell.

Critical Success The target is unaffected.

Success The target takes a –5-foot circumstance penalty to its Speed as long as it's within 30 feet of you.

Failure The target takes a –10-foot circumstance penalty to its Speed and can't move more than 30 feet away from you until it Escapes or the spell ends.

Critical Failure The target is immobilized until it Escapes or the spell ends.

Heightened (+1) The tethers' AC increases by 3, and their Hit Points increase by 10.

TIME BEACON ◆ SPELL 7

MANIPULATE

Traditions arcane, occult

Duration until the end of your turn

You create a beacon in time to return to it if things go wrong. You can cast *time beacon* only on your turn. Keep careful track of everything that happens this turn after you cast *time beacon*. At the end of your turn, you can choose to rewind time back to just after you cast *time beacon*, removing all effects of your turn since then. Curses, traps, and other harmful effects that happen during your turn might prevent you from returning to the beacon if they're powerful enough. If you were affected by any harmful effects during your turn after casting *time beacon*, in order to return to your beacon, *time beacon* attempts a counteract check against each such effect. If it fails at any of these checks, you can't return. After returning to the *time beacon*, the spell ends.

WALL OF RADIANCE ◆▶▶▶ SPELL 3

CONCENTRATE FIRE LIGHT MANIPULATE

Traditions arcane, primal

Range 30 feet

Defense Fortitude; **Duration** 1 minute

You create a thin wall of brilliant light in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically and, if you wish, can be of a shorter length or height. Creatures adjacent to the wall are dazzled. Creatures that move through the wall take 2d6 fire damage (basic Fortitude save) as the concentrated light burns them.

Heightened (4th) The light makes it difficult to discern creatures on the other side. Creatures are concealed to other creatures on the opposite side of the wall from them. The fire damage increases to 3d6.

WALL OF SHADOW ◆▶▶▶ SPELL 3

CONCENTRATE DARKNESS MANIPULATE

Traditions arcane, occult

Range 30 feet

Duration 1 minute

You form a wall of pure darkness in a straight line up to 60 feet long and 10 feet high. You must create the wall in an unbroken open space so its edges don't pass through any creatures or objects, or the spell is lost. The wall stands vertically and, if you wish, can be of a shorter length or height. The wall prevents light from passing through and appears as a sheet of pure darkness to creatures observing it. Creatures without darkvision or those unable to see through darkness can't see creatures on the other side of the wall. The wall is too thin for creatures to Hide in the darkness itself, but creatures can Hide from creatures on the other side of the wall as normal.

Heightened (5th) Creatures with darkvision (but not greater darkvision) can barely see through the wall. They treat targets seen through the wall as concealed.

Heightened (7th) Creatures with greater darkvision can barely see through the darkness. They treat targets seen through the wall as concealed. All other creatures are unable to see through the darkness at all.

WHIRLING SCARVES ◆▶▶ SPELL 3

CONCENTRATE FORCE MANIPULATE

Traditions divine, occult

Duration 1 minute

You surround yourself in a vortex of whirling colorful scarves of force that obfuscate you and disorient your foes. You gain the benefits of the concealed condition, but only against ranged and melee attacks. When a melee attack fails to hit you because of the flat check for the concealed condition, the scarves snag the weapon or unarmed attack, and the creature takes a –1 circumstance penalty to further attacks with that weapon or unarmed attack until the end of its turn (or the end of its next turn, if it wasn't the creature's turn). The timing of the scarves' movement is harder to predict for ranged attackers, so the flat check for the concealed condition against ranged attacks increases from DC 5 to DC 6. You can Dismiss this spell.

Heightened (+2) The circumstance penalty to further attacks with a melee weapon or unarmed attack the scarves snag increases by 1. The DC of the flat check for the concealed condition against ranged attacks increases by 1.



WHIRLING SCARVES

Domains

A worshipper who dedicates themself to a deity may be granted access to domain spells, through which they can manifest a sliver of their god's power.

This section presents spells for 24 domains.

TABLE: DOMAINS

Domain	Domain Spell	Advanced Domain Spell
Abomination	*Lift nature's caul*	*Fearful feast*
Change	*Adapt self*	*Adaptive ablation*
Cold	*Winter bolt*	*Diamond dust*
Decay	*Withering grasp*	*Fallow field*
Disorientation	*Clouded focus*	*Ephemeral hazards*
Dragon	*Draconic barrage*	*Roar of the dragon*
Dust	*Parch*	*Dust storm*
Duty	*Swear oath*	*Dutiful challenge*
Glyph	*Redact*	*Ghostly transcription*
Introspection	*Guided introspection*	*Confront selves*
Lightning	*Charged javelin*	*Bottle the storm*
Metal	*Serrate*	*Repel metal*
Naga	*Chastising retort*	*Show the path*
Nothingness	*Empty inside*	*Door to beyond*
Plague	*Divine plagues*	*Foul miasma*
Repose	*Share burden*	*Font of serenity*
Sorrow	*Lament*	*Overflowing sorrow*
Soul	*Eject soul*	*Ectoplasmic interstice*
Star	*Zenith star*	*Asterism*
Swarm	*Swarmsense*	*Swarm form*
Time	*Delay consequence*	*Stasis*
Toil	*Practice makes perfect*	*Tireless worker*
Vigil	*Object memory*	*Remember the lost*
Wood	*Arms of nature*	*Wood walk*

ABOMINATION

You seek to instill abhorrence and horror in those around you.

LIFT NATURE'S CAUL ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FEAR FOCUS MANIPULATE VISUAL

Area 5-foot emanation

Defense Will; **Duration** varies

With a wave of the hand, you cause all creatures in the area to see the world around them as if a gauzy film had been lifted away to expose the truth that lies below their perceived reality. Natural features they can see grow twisted and horrendous, structures appear distorted and ruined, and objects seem warped and alien. This alternate vision fades quickly, but the glimpse beyond the natural world lingers for the spell's duration.

Aberrations or worshippers of Outer Gods or Great Old Ones are bolstered by this vision of warped reality and gain a +1 status bonus to Will saving throws and attack rolls for 1 minute, while all other creatures must attempt a Will saving throw.

Critical Success The creature is unaffected and temporarily immune for 1 hour.

Success The creature is sickened 1.

Failure The creature is stupefied 1 for 1 minute and frightened 1.

Critical Failure The creature is stupefied 1 for 1 minute and frightened 2. It can't reduce the value of its frightened condition below 1 as long as it remains stupefied by this spell.

Heightened (+2) The area increases by 5 feet.

FEARFUL FEAST ↻ FOCUS 4

UNCOMMON CLERIC FEAR FOCUS MANIPULATE MENTAL

Trigger A creature within range becomes frightened.

Range 30 feet; **Targets** the triggering creature

Defense Will; **Duration** varies

You open your mouth wide and inhale sharply; you draw in the bravery, self-confidence, and hope to which the frightened target clings and then strip away the target's false assumption that these fragile emotions can save them from the oblivion of terror. You deal 6d4 mental damage to the creature, which must attempt a Will saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage; you regain Hit Points equal to half the damage the target takes.

Critical Failure The creature's frightened condition increases by 1 (to a maximum of frightened 4) and it takes double damage; you regain Hit Points equal to half the damage the target takes.

Heightened (+1) The damage increases by 1d4.

CHANGE

You can restructure the physical and metaphysical.

ADAPT SELF ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE MORPH

Duration 1 minute

You make subtle changes to your body to adapt to the situation. Choose one of the following options that applies to you.

- If you are in water, you gain a swim Speed equal to half your Speed.
- If you are in water, you become able to breathe water.
- If it's too dark for you to see, you gain darkvision.
- If you are in an environment of severe heat or severe cold, you are protected from the effects of severe heat or severe cold, and the spell lasts 10 minutes.

ADAPTIVE ABLATION ↻ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS

Trigger You take acid, cold, electricity, fire, or sonic damage.

Duration 1 minute

You shift yourself to adapt to the mystical wavelengths of the energy damage, protecting yourself from further harm. You gain resistance 5 to the triggering energy type; you gain this resistance after you take the triggering damage, so it applies only to future damage you take during the duration.

Heightened (+2) The resistance increases by 5.

COLD

You control ice, snow, and freezing temperatures.

WINTER BOLT ◆◆ FOCUS 1

UNCOMMON ATTACK CLERIC COLD CONCENTRATE FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense AC

You fling a hollow icicle filled with winter's wrath. Make a spell attack against the target's AC. The bolt deals 1d8 piercing damage and lodges in the target. At the end of the target's next turn, the bolt shatters, releasing a whirl of snow and ice that deals 1d12 cold damage to the target and all adjacent creatures. The bolt can be removed with an Interact action, which causes it to melt harmlessly without detonating.

Critical Success The initial bolt deals full damage and is especially well anchored, taking 2 Interact actions to remove. The bolt's explosion deals double damage.

Success The bolt and its explosion deal full damage.

Heightened (+1) The bolt's initial damage increases by 1d8 and the explosion damage increases by 1d12.

DIAMOND DUST ◆◆ FOCUS 4

UNCOMMON AURA CLERIC COLD CONCENTRATE FOCUS MANIPULATE

Area 15-foot emanation

Defense basic Fortitude; **Duration** 1 minute

You supercool the nearby air, forming a cloud of dancing ice crystals in an emanation around you. A creature other than you that enters the area or ends its turn within the area takes 2d6 cold damage. A creature can take this damage only once per turn. The crystals scatter and refract light; if a light effect enters *diamond dust*'s area, any creatures targeted by that effect gain a +2 status bonus to AC and saves against it. While the spell persists, you can activate or deactivate this aura by Sustaining the spell. You can Dismiss this spell.

Heightened (+2) The damage increases by 1d6.

DECAY

You have the power to spoil and deteriorate matter.

WITHERING GRASP ◆◆ FOCUS 1

UNCOMMON ATTACK CLERIC CONCENTRATE FOCUS MANIPULATE VOID

Range touch; **Targets** 1 creature or object

Defense AC

Your touch rots organic material and decays objects. Make a spell attack against the target's AC. Your touch deals 1d12 void damage plus 1d4 persistent void damage. If a creature uses an item to block withering grasp, such as with the Shield Block reaction, the item is automatically affected, but the creature doesn't take damage (even if there is damage left over after the shield's Hardness). Unlike normal void damage, the void damage from *withering grasp* damages objects, constructs, and the like by eroding away their substance.

Critical Success Your touch deals double damage (both initial and persistent). If you target an object, lower its Hardness by 4 for 1 minute.

Success Your touch deals full damage. If you target an object, lower its Hardness by 2 for 1 minute.

Heightened (+1) The damage increases by 1d12 and the persistent damage increases by 1. If you target an object, lower its Hardness by an additional 1 point on both a success and a critical success.

FALLOW FIELD ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE VOID

Range 60 feet; **Area** 15-foot burst

Defense Will; **Duration** sustained up to 1 minute

A sickly yellow light fills the area as entropic forces prevent healing. When a creature within the area would regain Hit Points, such as from a healing effect or an ability like fast healing or regeneration, it must attempt a Will save.

Critical Success The creature regains the full number of Hit



WINTER BOLT

Points that would be restored by the healing effect and is temporarily immune for 1 minute.

Success The creature regains the full number of Hit Points that would be restored.

Failure The creature regains only half the number of Hit Points that would be restored.

Critical Failure The creature doesn't regain Hit Points from the healing effect.

DISORIENTATION

You can bewilder and perplex your foes.

CLOUDED FOCUS ◆◆ — FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You sharpen a creature's senses, though more distant objects become hazy, indistinct, or muted to it. The target gains a +1 status bonus to Perception checks attempted with any of its precise senses. Furthermore, any imprecise senses the target has are sharpened to precise senses (though they don't receive the status bonus). However, the target can't perceive anything beyond a range of 20 feet with any of its senses. The duration is determined by the target's Will save. You can allow allies to choose the outcome instead of attempting a saving throw.

Critical Success The target is unaffected.

Success The target is affected for 1 round.

Failure The target is affected for 1 minute.

Critical Failure As failure, but the target can't perceive anything beyond a range of 10 feet.

Heightened (3rd) You can target up to 2 creatures.

Heightened (6th) You can target up to 4 creatures.



EPHEMERAL HAZARDS ◆◆◆ — FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS ILLUSION MANIPULATE MENTAL VISUAL

Range 60 feet; **Area** four 10-foot-by–10-foot spaces

Duration 1 minute

You create illusory hazards, such as spinning blades or a puddle of acid, in four 10-foot-by–10-foot spaces within range. The hazards are merely a mental projection, and a creature receives a Will save each time it touches a hazard or is occupying one's space at the start of its turn. Depending on the result, the creature takes 4d6 mental damage and might have difficulty moving through the area. A creature can take this damage only once per turn, even if it moves through several hazards. Choose bludgeoning, slashing, piercing, acid, cold, electricity, fire, or sonic damage when you Cast *ephemeral hazards*; resistances and weaknesses to those damage types apply if the target thinks they do, as judged by the GM. You can freely choose the appearance and damage type of each hazard as long as its appearance reflects the type of damage it deals (for instance, a hazard that deals piercing damage might take the form of sharpened spikes).

Critical Success The creature is unaffected by the hazards and no longer needs to attempt Will saves against them.

Success The creature realizes the hazards aren't real but still takes half damage from them; on future Will saves against the hazards, the creature continues to use this result unless it rolls a critical success.

Failure The target takes full damage and treats the square as difficult terrain.

Critical Failure The target takes double damage and can't pass through a square containing a hazard.

Heightened (+1) The damage increases by 1d6.

DRAGON

You draw on the power of dragons, linnorms, and other powerful reptilian creatures.

DRACONIC BARRAGE ◆◆ — FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Duration 1 minute

You shape energy into a small group of tiny dragons (or other serpentine creatures) that flit around you. Choose fire, force, mental, or spirit damage when you Cast the Spell. For the duration of the spell, your Strikes with weapons or unarmed attacks deal 1 additional damage of the chosen type, as the

dragons add their energy to your attacks. You can Sustain the spell to change the damage type. In addition, you can Sustain the spell to have the dragons fly off to bombard a creature within 60 feet. That creature takes 2d4 damage of the chosen type (basic Reflex save). Once the dragons have been used in this way, they wink out of existence and the spell ends.

Heightened (+1) The additional amount of damage from the dragons increases by 1 and the damage dealt by the dragons' bombardment increases by 2d4.

ROAR OF THE DRAGON ◆◆ FOCUS 4

UNCOMMON AUDITORY CLERIC CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL

Area 30-foot emanation

Defense Will; **Duration** varies

You channel the might of dragons into your voice, letting out a roar that engenders respect in dragonkind but that instills fear in most other creatures. The impressive roar grants you a +2 circumstance bonus to Diplomacy checks for 10 minutes against dragons that were in the area at the time of casting. *Roar of the dragon* affects non-dragon creatures with deep ties to dragonkind (such as a barbarian with the draconic instinct, a sorcerer with the draconic bloodline, or a member of a culture that reveres dragons) as if they had the dragon trait. The GM decides if a creature is aligned enough with dragonkind to be affected in this way. All enemies within the area other than dragons must attempt a Will save; to these enemies, *roar of the dragon* is a fear effect.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing for 1 round.

DUST

You have the power to dry and crumble what opposes you.

PARCH ◆◆ FOCUS 1

UNCOMMON AIR CLERIC CONCENTRATE FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense Fortitude; **Duration** varies

Dry winds dehydrate a creature. The target must attempt a Fortitude save; if used on a creature that has the water trait or a creature made primarily of liquid (such as many oozes), the creature uses the outcome for one degree of success worse than the result. Creatures whose bodies contain no significant moisture (such as earth elementals) are immune to *parch*. If a creature affected by *parch* drinks a liquid, such as a swig of water or a potion, the spell ends. Affected creatures that have the water trait or are made primarily of liquid, as well as affected creatures that can't drink, can end the effect as a two-action activity, which has the concentrate trait.

Critical Success The target is unaffected.

Success The target takes a –1 status penalty to its checks and DCs for 1 round.

Failure The target takes a –1 status penalty to its checks and DCs for 1 minute.

Critical Failure The target takes a –2 status penalty to its checks and DCs for 1 minute and is dazzled as long as it has this penalty.

Heightened (4th) You can target up to 4 creatures.

DUST STORM ◆◆ FOCUS 4

UNCOMMON AIR CLERIC CONCENTRATE FOCUS MANIPULATE NONLETHAL

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You call forth a swirling storm of dust. The dust storm obscures vision, as the effects of mist. The dust also makes the air unbreathable; creatures in the area must hold their breath (*Player Core* 437), though wearing a scarf or similar clothing over the mouth increases the time the creature can hold its breath by 5 rounds. Creatures entering or starting their turn in the dust storm take 1d6 slashing damage. Creatures that have the water trait or that are made primarily of liquid take double damage.

Heightened (+2) The damage increases by 1d6.

DUTY

You defend oaths and carry out your divine missions with great dedication.

SWEAR OATH ◆ OR ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS

Duration until the end of your next turn

You loudly and firmly state a course of action that you swear to fulfill. When you Cast this Spell, Ready a single action or free action you can use. If the action is in line with your personal edicts or the edicts presented by your religion, you can Cast this Spell as a single action. If the trigger you designate occurs and you can use the chosen action as a reaction, you gain a +1 status bonus to any attack roll or skill check required. If the trigger you designate doesn't occur, you can Sustain the spell on your next turn to regain the Focus Point spent for this spell.

Heightened (5th) The status bonus is +2.

Heightened (9th) The status bonus is +3.

DUTIFUL CHALLENGE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

As you challenge an enemy, you take some of its attention away from your allies. The target takes a –1 status penalty to attack rolls, damage rolls, and skill checks against creatures other than you, and you take a –1 status penalty to attack rolls, damage rolls, and skill checks against creatures other than the target. Each time a creature other than you uses a hostile action that affects the challenged enemy, the enemy can attempt a Will save. On a success, the enemy no longer takes the penalty against that creature. You can Dismiss the spell, and it ends automatically if you or the target is defeated.

Heightened (+3) The status penalties increase by 1.

GLYPH

You wield power over written words and symbols.

REDACT ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 30 feet; **Targets** unattended written materials of up to 1 Bulk

Duration 1 day

You strike mention of a specific name from one or more documents. When you Cast the Spell, give one proper name, be it a creature, location, or object. Any mention of that name within the document becomes blurred, smudged, or otherwise completely illegible. Epithets and unambiguous references to the name are redacted as well; for instance, redacting the name of the goddess Sarenrae from a book would also remove references to her title "the Dawnflower." Attempts to use this reference material to Recall Knowledge about the given proper name automatically fail.

Heightened (3rd) Instead of striking out a given name, you can replace it with a different name you choose. Epithets and references are substituted with similar ones relating to the replacement name. Anyone reading the text can attempt a Perception or Society check against your spell DC to notice the altered text, though that doesn't tell them what the original said.

Heightened (4th) At your choice, the duration is unlimited.



GHOSTLY TRANSCRIPTION

GHOSTLY TRANSCRIPTION ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE VISUAL

Range 30 feet; **Targets** 1 creature

Duration 1 minute

Glowing letters assemble in the air, providing a transcription of the target's speech in all languages you speak. For the spell's duration, any words spoken aloud by the target are spelled out in letters in front of them. When you Cast the Spell, you can choose whether these letters are visible to all creatures or only certain creatures you specify. Any words the target mouths silently are similarly spelled out, allowing the target to communicate silently or in areas where sound doesn't carry. This even allows the target to utter the incantations necessary for spells in such areas, but only if you choose to make the letters visible to all creatures. Furthermore, any of the target's auditory abilities can affect creatures even in areas where sound doesn't carry as long as you have made the glyphs visible to them and they have line of sight to the target; in this case, they gain the visual trait. You can Dismiss the spell.

INTROSPECTION

You guide others in examining their lives, emotions, and motivations to ultimately become a truer version of themselves—a difficult and often painful process.

GUIDED INTROSPECTION ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE MENTAL

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You guide the target in examining their innermost feelings, their behaviors, and the motivations behind their actions, granting them clarity and insight. The target gains a +1 status bonus to saving throws against emotion and fear. If the target would become confused during the spell's duration, they reduce the duration of the confused condition by 1 round, to a minimum of 1 round. If the target would become frightened or stupefied, they reduce the value of the frightened or stupefied condition by 1, to a minimum of 1. Once any of these conditions occur, the spell ends.

Heightened (4th) The status bonus increases to +2.

CONFRONT SELVES ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE MENTAL

Range 30 feet; **Targets** 1 creature

Defense basic Will; **Duration** sustained up to 1 minute

You show the target the spiraling web of actions and consequences that is their life and the changes wrought by these decisions upon themselves and those around them. These events swirl around the target like shards of broken pottery. When you Cast or Sustain this Spell, you force the target to confront an alternate permutation of themselves, witnessing the events of their life as if they'd

chosen another path. They take 4d6 mental damage (basic Will save) and are clumsy 1 until the beginning of your next turn. On a critical success, the spell ends.

Heightened (+1) The damage increases by 1d6.

LIGHTNING

You control electricity, thunder, and storms.

CHARGED JAVELIN ◆◆ FOCUS 1

UNCOMMON ATTACK CLERIC CONCENTRATE ELECTRICITY FOCUS MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense AC

You fire a javelin of electricity that leaves a charged field around its target. Make a spell attack against the target's AC. The javelin deals 1d6 electricity damage and 1 persistent electricity damage. As long as the target is taking persistent damage from this spell, creatures gain a +1 status bonus to attack rolls with metal weapons or electricity effects against the target, and the target takes a –1 status penalty to saves against electricity effects.

Critical Success The javelin deals double damage, both initial and persistent.

Success The javelin deals full damage.

Heightened (+1) The initial damage increases by 1d6, and the persistent damage increases by 1.

BOTTLE THE STORM ↻ FOCUS 4

UNCOMMON CLERIC ELECTRICITY FOCUS MANIPULATE

Trigger You would take electricity damage.

Duration 1 minute

When lightning is turned against you, you store the charge safely within yourself, unleashing it when the time is right. You gain electricity resistance 10 against the triggering effect. If you successfully prevent damage in this way, at any time during the spell's duration, you can spend a single action, which has the attack trait, to expend the charge and make a spell attack against the AC of a target within 60 feet. This attack deals electricity damage equal to the damage prevented by *bottle the storm*. If you Cast *bottle the storm* a second time before the original duration elapses, or if you do not make this attack within 1 minute, the stored charge dissipates harmlessly.

Heightened (7th) The resistance increases to 15, and you can immediately make the spell attack granted by *bottle the storm* as part of the reaction used to Cast the Spell.

Heightened (10th) The resistance increases to 20, and you can immediately make the spell attack granted by *bottle the storm* as part of the reaction used to Cast the Spell.

METAL

You manipulate flexible mutable metal.

SERRATE ◆ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE METAL

Range touch; **Targets** 1 metal weapon

With a pinch, the metal of a weapon twists, adding numerous jagged blades along its surface. Strikes with the target weapon deal an additional 1d4 slashing damage until the start of your next turn.

Heightened (+2) The extra damage increases by 1d4.

REPEL METAL ↻ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE METAL

Trigger A Strike with a metallic weapon or projectile would hit you or an ally within range.

Range 60 feet; **Targets** the creature targeted by the triggering Strike

You call forth a repelling field. The target gains a +2 circumstance bonus to AC against the triggering attack. If the attack then misses, you direct the Strike back at the attacker, who compares the attack roll to their own AC. The target then becomes immune to this spell for 10 minutes.

NAGA

Like many nagas, you believe you understand your place in the Universe, try to help those who don't, and dissuade those who would serve to fool others into straying from their purpose.

CHASTISING RETORT ↻ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MENTAL

Trigger A creature within range attempts a Deception check to Lie or Feint.

Range 30 feet; **Targets** the triggering creature

Defense Will

You unleash some choice words empowered with divine might. The creature takes 2d6 mental damage and must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stupefied 1 for 1d4 rounds.

Critical Failure As failure, but the creature takes double damage and is stupefied 2 for 1d4 rounds.

The creature can immediately choose to reveal the truth about its deception as a free action to immediately recover Hit Points equal to the mental damage it took and lose the stupefied condition from the spell. If it does, it quickly notes that its words and actions were lies, though it might need more time to explain the proper truth. If the creature used Deception to successfully Feint and it reveals the truth in this way, the target of the creature's Feint is no longer off-guard due to the successful Feint.

Heightened (+1) The damage increases by 2d6.

SHOW THE PATH ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS FORTUNE MANIPULATE

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You grant the target insight on things to come, guiding them toward a fate they find most fitting and encouraging them to continue this journey. The creature rolls a d20 at the start of each of its turns. The creature can use the result of the roll instead of rolling for any check before the start of their next turn. If the creature does substitute the roll in this way, they

gain a +1 status bonus to whatever check they substitute on the following turn. Repeated substitutions increase the status bonus by 1, up to a total of +2. If the creature begins their turn without having substituted a roll in the previous round, the spell ends.

Heightened (7th) The status bonus can increase up to a total of +3.

Heightened (10th) The status bonus can increase up to a total of +4.

NOTHINGNESS

You draw power from emptiness.

EMPTY INSIDE ◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MENTAL

You inject a sliver of the void into your mind, momentarily remaking it into a bleak and empty place. Attempt a counteract check against one emotion effect affecting you.

Heightened (5th) You can attempt counteract checks against any number of emotion effects affecting you.

DOOR TO BEYOND ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 5 feet; **Area** 20-foot burst

Defense Fortitude; **Duration** 1 minute

Striking at thin air, you create hairline cracks in an unoccupied adjacent space that lead somewhere outside reality. Air rushes through the cracks, drawing Large or smaller creatures and objects of light Bulk or less toward the center. Large or smaller creatures in the area must attempt a Fortitude save at the start of their turn; creatures that move into the area must attempt the save upon entering. The cracks of the *door to beyond* are too thin for anything to fully slip through, but decompressive effects deal 4d6 slashing damage to any creature or object that ends its turn adjacent to the door. You are unaffected by your own *door to beyond*. You can Dismiss the spell.

Success The creature is unaffected.

Failure The creature is pulled 10 feet toward the door.

Critical Failure The creature is pulled 20 feet toward the door.

Heightened (+1) The damage increases by 1d6.

PLAGUE

You wield disease and pestilence like a weapon.

DIVINE PLAGUES ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE DISEASE FOCUS MANIPULATE

Range 15 feet; **Targets** 1 creature

Defense Fortitude

Your deity sends wracking plagues. The target must attempt a Fortitude save. When you Cast the Spell, decide whether the disease inflicts the clumsy, enfeebled, or stupefied condition.

Success The target is unaffected.

Failure The target is afflicted with stage 1 divine plague.

Critical Failure The target is afflicted with stage 2 divine plague.

Divine Plague (disease) **Level** 1; **Stage 1** clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 2** slowed 1 and clumsy 1, enfeebled 1, or stupefied 1 (1 round); **Stage 3** clumsy 1, enfeebled 1, or stupefied 1 and the target can't recover from the condition until they are cured (1 day)

Heightened (5th) The divine plague disease gains the virulent trait. The condition value for the clumsy, enfeebled, or stupefied condition is 2 instead of 1.

FOUL MIASMA ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE DISEASE FOCUS MANIPULATE

Range 30 feet; **Targets** 1 creature affected by a disease

Defense Will; **Duration** 1 minute

You multiply the disease within a creature, drawing it into an infectious mist outside their body where it can spread to other creatures. The target must attempt a Will save. If the target is willing, it can choose to take the effects of critical failure.

Critical Success The target receives the benefit of a successful save against the lowest-level disease affecting it.

Success The target is unaffected.

Failure One randomly chosen disease affecting the target fills the air in a 15-foot emanation centered on the target. For the spell's duration, any creature that enters or ends its turn within the area is exposed to that disease.

Critical Failure As failure, except the miasma contains all the diseases affecting the target.

REPOSE

You ease mental burdens.

SHARE BURDEN ↻ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE MENTAL

Trigger An ally within range is about to attempt a saving throw against a harmful emotion effect, and you would not otherwise have to save against the effect.

Range 30 feet; **Targets** you and the triggering ally

You shoulder some of your ally's pain. Both you and your ally use the outcome one degree of success better than the result of your ally's saving throw, even if the triggering effect usually affects only one target.

FONT OF SERENITY ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL

Range 30 feet; **Area** 15-foot burst

Duration 1 minute

A divine beacon radiates serenity, soothing nearby allies. Allies within the area gain a +1 status bonus to saving throws against emotion effects. An ally can touch the font at the center of the burst as an Interact action; if they do so, the spell attempts to counteract one emotion effect affecting the ally of the ally's choice, after which that emotion effect is temporarily immune for 1 day. If the spell succeeds at the counteract check, it removes the emotion effect from your ally, though not from any other creatures the effect might be affecting.

Heightened (+4) The bonus increases by 1.

SORROW

You have a powerful and painful connection to melancholy and sadness.

LAMENT ◆◆ FOCUS 1

UNCOMMON AUDITORY CLERIC CONCENTRATE EMOTION FOCUS MANIPULATE MENTAL

Range 30-foot cone

Defense basic Will

You let out your negative emotions in a guttural wail that shakes your enemies' hearts and deals 1d8 mental damage (basic Will save) to each creature in the area. If you have any harmful conditions imposed by emotion effects, *lament* deals additional mental damage equal to the counteract rank of the highest-level effect.

Heightened (+1) The damage increases by 1d8.

OVERFLOWING SORROW ◆◆ FOCUS 4

UNCOMMON AURA CLERIC CONCENTRATE EMOTION FOCUS INCAPACITATION MANIPULATE MENTAL

Area 15-foot emanation

Defense Will; **Duration** sustained up to 1 minute

Sadness flows out of you into nearby creatures, blotting out any other thoughts they had. The first time a creature begins its turn in the area or enters the area, it must attempt a Will save. If it later leaves and reenters the area, it uses the same effect as before.

Critical Success The creature is unaffected.

Success The creature takes a –1 status penalty to skill checks and Perception checks as long as it remains in the area.

Failure While the creature is in the area, any emotion effects of lower counteract rank than *overflowing sorrow* are suppressed, and whenever the creature attempts to use an emotion action or cast an emotion spell, it must succeed at a DC 11 flat check or the action or spell is disrupted.

Critical Failure As failure, but the creature can't use emotion actions or spells.

Heightened (+2) When you Cast the Spell, you can choose to increase the area by 5 feet.

SOUL

You wield power over the spiritual.

EJECT SOUL ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS INCAPACITATION MANIPULATE

Range touch; **Targets** 1 living creature that has a soul

Defense Fortitude

Your touch disrupts the connection between body and soul, possibly forcing the soul out of the body altogether. The target must attempt a Fortitude save. You can allow allies to choose the degree of success instead of rolling a saving throw.

Success The target is unaffected.

Failure The target is stunned 1 as its soul briefly loses its connection to their body.

Critical Failure The target's soul exits its body and the target's body becomes stunned for 1 round. While their body is stunned in this way, the target remains fully aware in soul form; they simply can't consciously move their body (though the body makes basic instinctual defensive movements). The target's soul has the incorporeal trait, is invisible, and has a fly Speed of 60 feet. It can't attack, cast spells, or attempt any skill checks that require a physical body, and it must always maintain line of effect to the target's body. When the target's body ceases being stunned, the target's soul instantly returns to their body as the target wakes.

Heightened (+3) If a willing ally chooses to critically fail, they can stay in soul form for 1 additional round.

ECTOPLASMIC INTERSTICE ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Range 30 feet; **Area** 15-foot burst

Duration sustained up to 1 minute

You force the mortal Universe and Ethereal Planes to partially merge, creating a zone that causes incorporeal and spiritual entities to take on many of the aspects of corporeal creatures. Within the area of effect, incorporeal creatures can't pass through solid objects or corporeal creatures, and they can manipulate and attempt Strength-based checks against physical creatures and objects. An incorporeal PC or other creature with a normal Strength modifier simply uses that modifier, but if the creature had a Strength modifier of –5, like most incorporeal monsters, it uses a +4 modifier instead, increasing its Athletics modifier by 9 accordingly. Attacks against creatures that are within the area overcome resistances as if they were by ghost touch weapons.

STAR

You command the power of the stars.

ZENITH STAR ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS LIGHT MANIPULATE

Range 60 feet; **Targets** 1 creature

Defense Fortitude; **Duration** 1 day

You call a tiny star to orbit a creature in a sparkling halo before shooting up into the heavens, where it marks the creature's rough location. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is dazzled for 1 round.

Failure The target is dazzled for 1 round. While the spell persists, as long as you can see the night sky and the target is visible from the same night sky, you can sense the approximate direction and distance to the creature by Sustaining the spell. This is enough to track the creature, but not pinpoint their exact square (for instance, to make an attack). You can set a number of zenith stars equal to your Wisdom modifier; if you exceed this number, your oldest zenith star is automatically Dismissed.

Critical Failure As failure, but the target is blinded for 1 round.

Heightened (+1) The duration increases by 1 day.

Heightened (4th) You ignore the concealed condition against targets marked by zenith star.

ASTERISM ◆◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FIRE FOCUS LIGHT MANIPULATE

Range 150 feet; **Area** five 30-foot lines

Defense basic Reflex; **Duration** 1 minute

Lines of burning starlight form a constellation around you. Draw five lines, one at a time; each line must anchor at you or a creature or object already connected to a previous line, and it must end at a creature or object within 30 feet of its anchor (possibly allowing the asterism to extend to its full 150-foot range). A creature that begins its turn in one of these lines or enters one of these lines on its turn takes 4d6 fire damage (basic Reflex save). A creature can take this damage only once per turn, even if it moves through several lines. Targets that are part of the asterism do not take damage from it. If the distance between two targets (or you and a target) ever exceeds 30 feet, the line of starlight between the two breaks, and any lines that now no longer have a direct path back to you also break. You can Dismiss the spell.

Heightened (+1) The damage increases by 1d6.

SWARM

You exert control over masses of creatures.

SWARMSENSE ◆◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Duration sustained

You extend your senses through a multitude of crawling and flying creatures. You create a crawling swarm in your square. You can hear through the swarm as if using your normal auditory senses. When you Cast this Spell and the first time you Sustain it each round, you can move the swarm 10 feet along the ground in any direction. The swarm has AC 15 and a +0 bonus to its saves. Any damage dealt to the swarm destroys it and ends the spell.

Heightened (3rd) The swarm has a climb Speed of 10 feet.

Heightened (5th) The swarm has a fly Speed of 10 feet. You can see through the swarm using your visual senses.

Heightened (7th) The swarm gains a 10-foot status bonus to its Speeds.

SWARM FORM ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE POLYMORPH

Duration 5 minutes

You discorporate into a swarm of Tiny creatures. While in swarm form, you are the same size, you have the swarm trait and you gain resistance 5 to slashing and piercing damage and weakness 5 to area and splash damage. You can fit into spaces only a few inches wide, moving your constituent creatures through the gap, and you can share a space with another creature. You don't gain the swarm mind ability, so you are still affected normally by mental effects. As a swarm, you can't speak, cast spells, use manipulate actions requiring your hands, activate your magic items, or make any of your Strikes with your normal body. While in swarm form, you can crawl all over any creature that shares your space as a single action. That creature must attempt a Fortitude save against your spell DC or become sickened 1 (sickened 2 on a critical failure). You can Dismiss the Spell.

Heightened (+2) Your resistances and weaknesses each increase by 5.



TIME

You reign over the flow of time.

DELAY CONSEQUENCE ↷ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Trigger A creature or object within range is hit by an attack.

Range 30 feet; **Targets** the triggering creature or object

Duration 1 round

You transpose the moment that the target would be injured to a point later in its timestream. Roll damage normally, but do not reduce Hit Points or apply any other effects of the attack until the spell's duration has elapsed. When the spell ends, the target is immediately affected by the attack, taking damage and being affected by any additional effects. You can Dismiss this spell.

STASIS ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS INCAPACITATION MANIPULATE

Range 30 feet; **Targets** 1 creature or up to 1 Bulk of objects

Defense Will; **Duration** varies

The flow of time congeals around an object

or creature, holding it in place. The target must attempt a Will save (an unattended object automatically critically fails its save).

Critical Success The target is unaffected.

Success The target is stunned 1 as time thickens around it.

Failure Time ceases to pass for the target for 1 round. It is invulnerable to all damage, it can't be targeted or affected by anything, and no rounds elapse for any timed durations, conditions, afflictions, and other effects it has. While in stasis, the target can't be moved, and it remains fixed in place, defying gravity if need be.

Critical Failure As failure, but the target is held in stasis for 3 rounds. At the end of each of its turns, it can attempt a Will save to reduce the remaining duration by 1 round or end it entirely on a critical success.

TOIL

You work constantly and refuse to let anything stand in your way.

PRACTICE MAKES PERFECT ↷ FOCUS 1

UNCOMMON CLERIC FOCUS MANIPULATE

Trigger You or an ally within range fails a skill check for a skill in which you or they are trained.

Range 30 feet; **Targets** the triggering creature

The target gains a +2 status bonus to the triggering check, or a +3 bonus if the target has master or better proficiency in the skill. This bonus can change the outcome of the target's skill check.

TIRELESS WORKER ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS HEALING MANIPULATE

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You suppress your choice of one of the following conditions that's affecting the target: clumsy, encumbered, enfeebled, or fatigued. The duration of the condition doesn't elapse while it is suppressed, so if you don't remove the effect that caused the condition, the condition returns after the spell's duration expires.

VIGIL

You watch over those long passed and guard their secrets.

OBJECT MEMORY ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE

Targets 1 weapon or tool

Duration 1 minute

By touching an object, you draw forth the experience of those who created and used it. If you touch a weapon, your proficiency rank with that weapon temporarily increases to trained (if it is not already trained or better). If you touch a tool, your proficiency rank with the next skill check you attempt with that tool (such as a Crafting check with a blacksmith's hammer) within the spell's duration temporarily increases to trained (if it is not already trained or better). This spell has no benefit for activities that take longer than a minute to complete.

Heightened (6th) Your proficiency rank increases to expert instead of trained.

REMEMBER THE LOST ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE MENTAL

Area 30-foot emanation

Defense basic Will

You call upon the lost and forgotten, assailing your foes' minds with the memories of those who died with a grievance toward them. Enemies in the area take 6d6 mental damage (basic Will save) and are frightened 1 on a critical failure. If you know the names of anyone murdered or grievously wronged by an enemy in the area, you can chant those victims' names when you Cast the Spell to improve the clarity of the visions, increasing the damage to the corresponding enemy from 6d6 to 6d10; you can do so for multiple enemies if you know specific victims of each enemy. The visions are personal to each foe in the area, and you can't use this spell to discern a murderer by guessing a name. A creature that truly knows no one who died with any sort of grievance to that creature is immune to this effect.

Heightened (+1) The damage increases by 2d6 (or 2d10 to an enemy when you name a specific victim).

WOOD

You command the indomitable power of wood.

ARMS OF NATURE ◆◆ FOCUS 1

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE WOOD

Range touch; **Targets** 1 wooden object or plant of at least 4 Bulk

Duration 1 minute

All wood, dead or alive, is your armory. When you Cast this Spell, you draw forth a *+1 weapon* of your choice from the target. The weapon must be 2 Bulk or less. This weapon is of the same material as the target.

Heightened (3rd) The weapon is a *+1 striking* weapon.

Heightened (5th) The weapon is a *+2 striking* weapon.

Heightened (7th) The weapon is a *+3 greater striking* weapon.

WOOD WALK ◆◆ FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS MANIPULATE WOOD

Duration sustained up to 1 minute

Wood shapes itself according to your will readily, making staircases appear as you climb up the side of a tree, automatically weaving vines into ladders, or lowering branches to lift you up to the top. When you Cast this Spell, move up to your Speed in any direction or along any surface, so long as there are living plants or trees of size Large or larger within 15 feet of you. The wood allows you to move but doesn't protect you from hazardous terrain or other dangers. Each time you Sustain this spell, you can move again in the same way.

Heightened (8th) The duration of this spell becomes 10 minutes. You no longer need to Sustain the spell to extend its duration, but you can Sustain it to move as described.

Battle Harbinger (Class Archetype)

Battle harbingers are elite, specially trained members of their faith, usually carrying out missions that require extra martial prowess. Built for the battlefield and used to working alongside other warriors, as well as tackling dangerous solo operations, battle harbingers typically spend more time training outside their temples than praying within them. What they lack in spellcasting prowess they make up for with expertise in weaponry and defense.

Even less combat-oriented faiths understand that battle harbingers can be a necessity, especially if there's a dangerous quest that must be undertaken alone. Because battle harbingers rigorously train their bodies to withstand hardship, they tend to have more capability to support themselves, leaving more traditional priests to handle group-wide supportive magic and prayers. Battle harbingers specialize in bolstering themselves with their deity's power and weakening their opponents in the same vein.



BATTLE HARBINGER OF GENZAERI

A battle harbinger's training varies greatly from that of a typical cleric. While this training initially resembles that of a warpriest cleric, the martial and spellcasting philosophies of a battle harbinger soon differ. A battle harbinger is taught to rely less on their spells, instead focusing on a select array of spells to supplement their combat abilities. Their main magical abilities focus on battle auras, spells that create areas centered on the battle harbinger that either empower their allies or hamper their foes. Battle harbingers are generally expected to take the fight directly to a foe, and their auras supplement these tactics.

The main component of a battle harbinger's training involves their battle creed. While a battle creed varies from faith to faith, the core aspects of these creeds remain the same regardless of dogma. A battle creed declares a battle harbinger to be a living weapon for their god or faith. The battle harbinger is expected to enter combat on behalf of their god and to adhere to strict training regimens that support this goal. Battle harbingers train to make use of powerful armor and their god's favored weapon. Supplemental training focuses on the body, allowing battle harbingers to stave off fatigue and dangers that target one's health directly. Some battle harbingers, such as those who follow Erastil, prefer to make use of ranged tactics, but they still learn more direct combat should the need arise.

Although a battle harbinger's spellcasting capabilities are more limited than their fellow clerics, their magic generally isn't less potent. Battle harbingers are still capable of calling down strong divine power, but they rely on this magic less often than their brethren. This is mostly due to their martial training, which focuses on their bodies, combat, and defense. As such, a battle harbinger doesn't carry as much magic potential as other clerics. The exception to this is their training in battle auras, which many battle harbingers are able to make greater use of as their prowess grows.

While most battle harbingers are associated with a given temple, it's not unusual for one to be a lone mercenary, enacting their deity's will along their travels and through their contract work.

Battle Creed — 1st

You've undergone a special training to focus your body toward combat. While you still adhere to the teachings of your faith, you also know that you serve as an instrument of

BATTLE HARBINGER SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	5	1	–	–	–	–	–	–	–	–
2	5	2	–	–	–	–	–	–	–	–
3	5	2	1	–	–	–	–	–	–	–
4	5	2	2	–	–	–	–	–	–	–
5	5	–	2	2	–	–	–	–	–	–
6	5	–	2	2	–	–	–	–	–	–
7	5	–	–	2	2	–	–	–	–	–
8	5	–	–	2	2	–	–	–	–	–
9	5	–	–	–	2	2	–	–	–	–
10	5	–	–	–	2	2	–	–	–	–
11	5	–	–	–	–	2	2	–	–	–
12	5	–	–	–	–	2	2	–	–	–
13	5	–	–	–	–	–	2	2	–	–
14	5	–	–	–	–	–	2	2	–	–
15	5	–	–	–	–	–	–	2	2	–
16	5	–	–	–	–	–	–	2	2	–
17	5	–	–	–	–	–	–	–	2	2
18	5	–	–	–	–	–	–	–	2	2
19	5	–	–	–	–	–	–	–	2	2
20	5	–	–	–	–	–	–	–	2	2

your church. More so than any warpriest, the physical rigors that come with battle are key to your training. You've dedicated yourself to the battle creed, a specific approach that puts combat prowess first, even at the expense of a cleric's typical spellcasting and restorative abilities. Defeating one's enemies is more important than healing an ally in the heat of battle; the time for healing comes after. As you abide by the battle creed, your physical and martial capabilities grow stronger. You must select Battle Herald Dedication as your 2nd-level class feat.

Prerequisites: You must be a cleric.

You don't gain the Resolute Faith class feature.

You don't gain the Miraculous Spell class feature.

Spellcasting Adjustment: Your spellcasting capabilities are more restricted. At 1st level, you can prepare one 1st-rank spell and five cantrips. As you increase in level, your number of spell slots and the highest rank of spells you can cast from spell slots increases, shown in Battle Harbinger Spells per Day. Because of your focus on your physical training at the expense of magical aptitude, you have no more than two spell slots of your highest rank and, if you can cast 2nd-rank spells or higher, two spell slots of 1 rank lower than your highest spell rank. For anything that requires the ability to cast spells of a certain rank that's lower than the highest slots you have, you still qualify even if you no longer have spell slots at those ranks.

Divine Font Adjustment: Instead of preparing *heal* or *harm* spells with your divine font, you instead gain the battle font, which allows you to prepare battle aura spells. You gain 4 additional spell slots each day at your highest rank of cleric spell slots. You can prepare only *bane* or *bless* in these slots. Any feats and effects that refer to a battle aura refers to these spells, regardless of whether they were cast with your standard spell slots or your divine font spell slots. At 5th level, the number of additional slots increases to 5, and at 15th level, the total number of additional slots increases to 6. Your battle auras use your class DC instead of your spell DC.

Doctrine Adjustment: Instead of choosing a doctrine, you follow the battle creed. At 1st level, you gain the benefits of the initial creed. You gain additional benefits from your creed at the listed levels.

Initial Creed (1st): You're trained in light and medium armor, and you have expert proficiency in Fortitude saves. You're trained in martial weapons. If your deity's favored weapon is a simple weapon or an unarmed attack, you gain the Deadly Simplicity cleric feat (*Player Core* 113). At 13th level when you gain the Divine Defense class feature, you also gain expert proficiency in light and medium armor.

Lesser Creed (5th): You gain expert proficiency with your deity's favored weapon, martial weapons, simple weapons, and unarmed attacks. When you critically succeed at an attack roll using your deity's favored weapon, you apply the weapon's critical specialization effect. Your proficiency rank for your class DC increases to expert.

Moderate Creed (9th): You gain Reactive Strike as a cleric feat (*Player Core* 138).

Greater Creed (11th): Your proficiency ranks for the spell attack modifier and spell DC statistics increase to expert.

Major Creed (13th): You gain master proficiency with your deity's favored weapon. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

WITHIN THE CHURCH

While battle harbingers aren't uncommon within most faiths, they are relatively uncommon within a temple. Most harbingers serve their god outside of a temple, directly dealing with outside challenges and foes of their faith. Many harbingers work with other external divine agents like avengers and vindicators. It's not uncommon for a church to send a trio of agents—an avenger, a harbinger, and vindicator—to deal with a particularly difficult or dangerous problem. While a harbinger is mostly focused on fighting the foes of their faith, they also work to help outside of combat. Many harbingers help train fellow priests and clerics, especially warpriests, in martial pursuits. Harbingers serve their community like other members of their faith, usually offering their services in the form of labor. Many harbingers see these opportunities as a chance to spread the word of their faith.

CHAMPIONS AND HARBINGERS

While champions tend to focus on the protective aspects of combat, harbingers focus more on offensive techniques. Specifically, a harbinger's battle auras require the harbinger to remain close to foes to make the most of an aura. Champions and harbingers often work together in combat, serving as the frontline of a group. Together, they're able to maximize the efficiency of their allies while mitigating the threat their enemies pose. Many outsiders refer to these pairings as the "bladed bulwark." Unlike a champion, a harbinger doesn't need to uphold any further tenets. It's not uncommon for champions-in-training to eventually realize that they aren't fit to live a life adhering to these tenets. In this case, these faithful sometimes chose to become harbingers instead. The physical rigors of a champion's training dovetails well with the battle creed. Many bladed bulwarks are born from these developments, as a harbinger will maintain a working relationship with their former champion trainees.

True Creed (15th): Your proficiency rank for your class DC increases to master. Your proficiency rank for Will saves increases to master.

Final Creed (19th): Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master. Your proficiency rank for your class DC increases to legendary.

Additional Feats: 2nd Vicious Swing (*Player Core* 141); **4th** Intimidating Strike (*Player Core* 141), **6th** Bespell Strikes (*Player Core* 202)

BATTLE HARBINGER DEDICATION — FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites battle creed

You have trained extensively in combat, battlefield tactics, and stamina, focusing on being an exceptional warrior for your faith in exchange for less time studying the traditional spells and scriptures. You become trained in your choice of Athletics or Acrobatics, if you are already trained in both skills, you instead become trained in another skill of your choice. You gain the Toughness general feat. If you already have this feat, you gain another general feat of your choice.

AURA ENHANCEMENT — FEAT 4

ARCHETYPE

Prerequisites Battle Harbinger Dedication

You've enhanced your training with your battle magic, allowing you access to a more potent divine font. Add *benediction* (page 256) and *malediction* (page 258) to the spells you can prepare with your additional slots from your divine font. These spells are also battle auras.

TANDEM ONSLAUGHT — FEAT 4

ARCHETYPE

Prerequisites Battle Harbinger Dedication

You have trained your body and mind to work in tandem, and you can combine your combat and spellcasting prowess to better support yourself in battle. The first time each round that you successfully hit and deal damage to an enemy creature with a Strike using a weapon or unarmed attack, you can automatically Sustain a single battle aura that you currently have active, applying any additional effects that come with Sustaining the spell.

EXIGENT AURA — FEAT 6

ARCHETYPE

Prerequisites Battle Harbinger Dedication

The power of your deity and your own convictions leave an impression on creatures even when they normally would be unable to comprehend your words or the feelings spurred on by your god. Your battle auras can affect mindless creatures, though they gain a +4 circumstance bonus on saving throws to resist the battle aura's effects.

HARBINGER'S PROTECTION — FEAT 6

ARCHETYPE

Prerequisites Battle Harbinger Dedication

You often work on missions alone, making sure to cover up your weaknesses more effectively than other members of your faith. You are trained in heavy armor. When you gain expert or greater proficiency in any type of armor, you also gain that proficiency in heavy armor.

CREED MAGIC — FEAT 8

ARCHETYPE

Prerequisites Battle Harbinger Dedication

You've expanded your divine capabilities, granting you magic that better supports your combat focus. You gain two special 2nd-rank creed spell slots,

which can be used to prepare *resist energy*, *see the unseen*, *sure strike*, and *water breathing* as divine spells. At 10th level, the extra slots increase to 3rd rank and you add *haste* and *heroism* to the spells you can prepare in your creed spell slots. At 14th level, the extra slots increase to 4th rank and you add *fly* and *unfettered movement*.

HARBINGER'S ARMAMENT — FEAT 8

ARCHETYPE

Prerequisites Battle Harbinger Dedication

Your deity grants you extra power that you have learned to channel into your weapons. Select one weapon or *handwraps of mighty blows* when you make your daily preparations. While in your hands it gains the effect of one property rune. Choose either *fearsome*, *ghost touch*, *returning*, *shifting*, or *vitalizing*. This rune does not count toward your maximum rune count, and this choice lasts 24 hours or until you make your next daily preparations, whichever comes first.

EMPOWERED ONSLAUGHT ↷ — FEAT 12

ARCHETYPE

Prerequisites Tandem Onslaught

Frequency once per round

Trigger You critically hit and Sustain a battle aura.

When your body and mind are perfectly in sync and pushed to the limit, it can produce even greater results. You channel your combat focus into the power of your battle auras. Choose one active battle aura you have; that battle aura's status bonus or penalty increases by 1, to a maximum of 4. This value remains for the rest of the aura's duration.

TANDEM AURAS — FEAT 12

ARCHETYPE

Prerequisites Battle Harbinger Dedication

You've learned how to maintain multiple auras at once, reinforcing them simultaneously. When you Sustain a battle aura, you can also Sustain a different battle aura you have active.

AURA EXPERTISE ◆ — FEAT 16

ARCHETYPE

Prerequisites Battle Harbinger Dedication

Trigger Your turn begins.

You've become so accustomed to maintaining your battle auras that it's become second nature to you. You immediately gain the effects of the Sustain action for one of your battle auras.

GREATER ARMAMENT — FEAT 16

ARCHETYPE

Prerequisites Harbinger's Armament

Your weapons have greater power available to them. Add *brilliant*, *corrosive*, *flaming*, *frost*, *holy*, *shock*, *thundering*, and *unholy* to the list of property runes you can add to your weapon during your daily preparations.

LIVE THE CREED ◆◆ — FEAT 20

ARCHETYPE

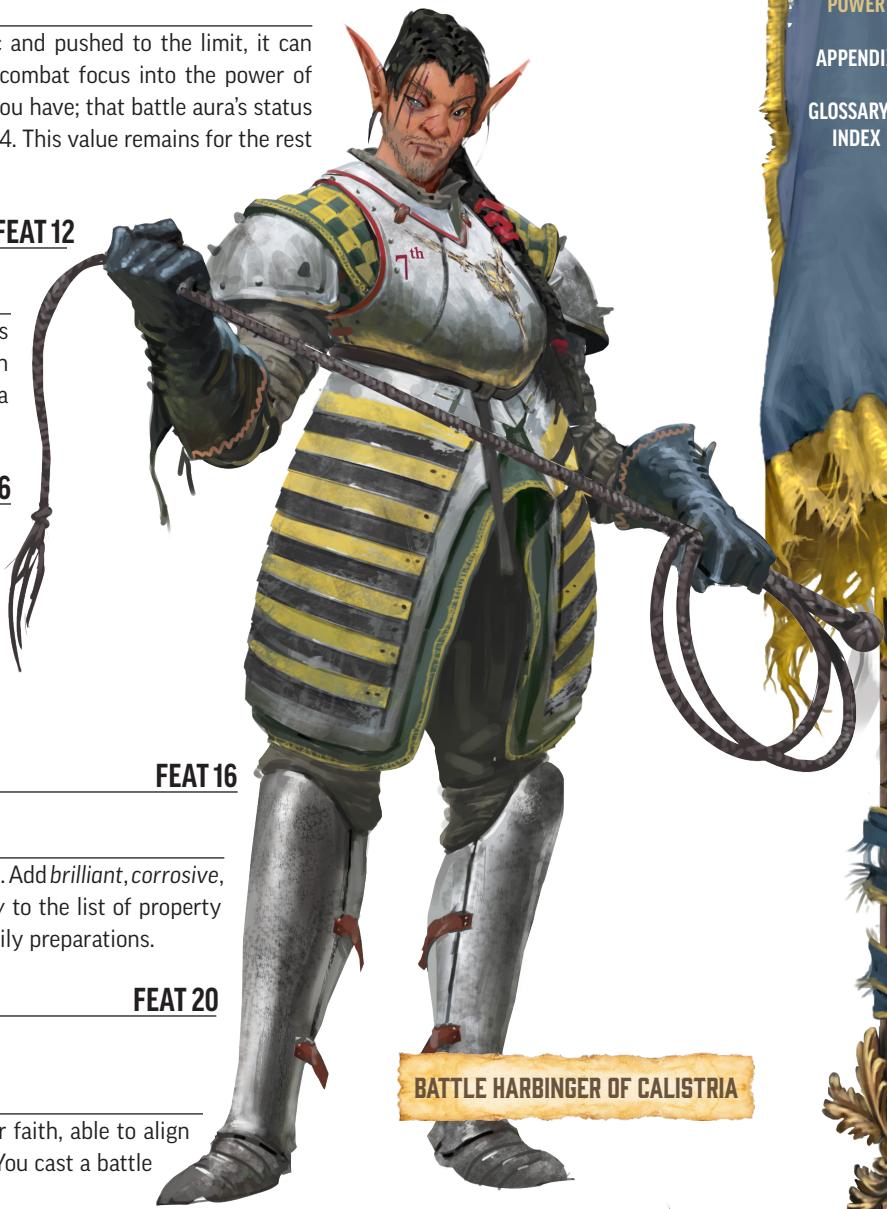
Prerequisites Battle Harbinger Dedication

Frequency once per 10 minutes

You've become an unparalleled figure among your faith, able to align your divine abilities with unparalleled swiftness. You cast a battle aura using one of your divine font slots.

THE BATTLE CREED

While the core tenets of the battle creed remain true across all faiths, some aspects vary in notable ways. Among more benevolent deities, such as Erastil and Sarenrae, the creed demands battle harbingers act as a guardian for innocents. Even when dealing with great evils, fighting to protect innocents takes a high precedence. Among wicked deities, the creed implores the battle harbinger further the will of their god, even if it requires forsaking allies. Other deities have specific demands, such as Pharasma's decree of fighting undead above all or battle harbingers of Nethys who must make use of a spell, even if only a cantrip, in every combat.



BATTLE HARBINGER OF CALISTRIA

Champions of Faith

I've managed to meet many faithful during my research, but I find myself most admiring (and fearing) the champions of the gods. While I wouldn't dare question the dedication of any god's followers, it's been my experience that champions are generally the most willing to get their hands dirty, as it were. Whether they're jumping in to protect innocents, facing off against enemies of their faith, or slaughtering masses, I'm always in awe of a champion at work.

Champion Feats

The following feats are available to champions. Several of these feats have the oath trait.

Oath: Oaths add to your edicts (and possibly anathema). You can usually have only one feat with this trait. Typically, you can't swear an oath against creatures that are sacred to your deity, and the edicts of your oath don't apply against such creatures—your GM might allow exceptions. For oaths that allow a choice every day, many champions choose only one kind of enemy, and reaffirm the same oath each day.



Oath of the Avenger — Feat 2

CHAMPION OATH

Prerequisites *lay on hands*

You've sworn an oath to punish wicked acts you witness. You gain the edict "hunt down those who have harmed innocents or committed heinous atrocities." When you see a creature harm an ally, an innocent, or a noncombatant, you can invoke your oath against that creature. Like speaking, this doesn't require an action. Most champions choose to invoke these oaths out loud if they're able. The invocation lasts indefinitely, though you can choose to end if you are satisfied that the target has reformed, atoned, or been forgiven.

You can use *lay on hands* to damage a creature you have invoked your oath against as if it were undead; in this case, *lay on hands* deals spirit damage instead of vitality damage, gains the spirit trait, and loses the vitality trait. This doesn't prevent you from healing such a creature with *lay on hands* if you so choose.

Oath of the Defender — Feat 2

CHAMPION OATH

During your daily preparations, you can swear an oath to defend against a certain kind of enemy during your deeds that day. Choose aberrations, celestials, dragons, fiends, or undead. You can't choose celestials if you're holy, nor can you choose fiends if you're unholy. You gain an edict to defend against creatures of that kind.

Allies in your champion's aura, not including you, get resistance 2 to damage dealt by creatures with the chosen trait. If such a creature deals more than one damage type at once, apply this resistance only to the highest amount of damage. The resistance increases to 3 at 7th level, 4 at 12th level, and 5 at 17th level. If a creature with the chosen trait triggers your champion's reaction and your champion's reaction grants resistance against the triggering damage, the resistance increases by 5.

Oath of the Slayer — Feat 2

CHAMPION OATH

During your daily preparations, you can swear an oath to defeat, topple, or destroy a certain kind of enemy during your deeds that day. Choose aberrations, celestials, dragons, fiends, or undead. You can't choose celestials if you're holy, nor can you choose fiends if you're unholy. You gain an edict to banish or slay creatures of that kind.

Your Strikes and devotion spells that deal damage do an additional 1 spirit damage against a creature with the chosen trait. This damage increases to 2 at 7th level and 3

at 14th level. If a creature with the chosen trait triggers your champion's reaction, this additional damage doubles until the end of your next turn.

SENSE HOLINESS FEAT 8

UNCOMMON CHAMPION

Prerequisites unholy

The presence of goodness sickens you with its saccharine self-righteousness. You can sense the presence of creatures with the holy trait within 120 feet. This functions as a vague sense, similar to humans' sense of smell. A holy creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its sanctification from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Holiness for 1 day.

SENSE UNHOLINESS FEAT 8

CHAMPION

Prerequisites holy

You sense the truly wicked as a queasy or foreboding feeling. You can sense the presence of creatures with the unholy trait within 120 feet. This functions as a vague sense, similar to humans' sense of smell. An unholy creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its sanctification from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Unholiness for 1 day.

ENFORCE OATH ❖ FEAT 12

CHAMPION

Prerequisites any feat with the oath trait

Frequency once per hour

Requirements You can see a creature you've sworn an oath against.

You call on your oath to embolden you in combat. Select one creature you can see that you've sworn an oath against (per the terms of your oath feat). You gain a +1 status bonus to AC and saves against attacks and effects by the chosen creature. You also gain a +1 status bonus to attack rolls against the chosen creature. However, your dedication draws your focus away from all other enemies. You take a –1 status penalty to AC, attack rolls, and saves against all other creatures until you stop Enforcing your Oath.

Enforce Oath lasts indefinitely, but it ends if the enemy is reduced to 0 Hit Points, the enemy offers a legitimate surrender to you or your allies, you fall unconscious, or the enemy goes unnoticed by you for more than 1 minute. You can also Dismiss the effect as a free action.

PALE HORSE FEAT 12

UNCOMMON CHAMPION

Prerequisites Faithful Steed (*Player Core 2* 94), unholy

Your mount becomes a grotesque creature of foreboding when you ride it. Its appearance transforms as flames erupt from its skin, a whorl of void energy surrounds it, or poison leaks from its flesh. When you Mount your faithful steed, you can choose fire, poison, or void. As long as you ride it, your steed gains resistance 10 to the chosen damage type, and any creature that touches your steed takes 1d6 damage of the chosen type; this includes hitting the steed with an unarmed attack or with a melee weapon Strike while adjacent to the steed. This damage increases to 2d6 at 16th level and 3d6 at 20th level.

EXALTED GREATNESS FEAT 14

CHAMPION

Requirements exalted reaction

You improve your exalted reaction with the benefit listed for your cause.

Desecration While you have the benefit, you also gain a +2 status bonus to saving throws against effects created by enemies in your champion's aura.

Grandeur Any *revealing light* created by your Flash of Grandeur lasts for 1 minute.

Iniquity The damage dealt to enemies other than the triggering creatures increases by an amount equal to the damage dice of Destructive Vengeance (apply this after you halve the damage).

Justice The penalty is –2 instead of –5.

Liberation You and all affected allies can attempt to break free, not just the triggering ally.

Obedience The damage dealt to creatures other than the triggering creature who refuse to drop prone increases to half the damage the triggering creature would take (roll the damage only once for all affected creatures).

Redemption The resistance isn't reduced.

CELESTIAL FORM FEAT 18

CHAMPION

Prerequisites holy

You take on a celestial countenance, gaining the features of a type of celestial who serves your deity; for example, as an angel, you gain a halo and feathery wings. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the celestial trait and the trait appropriate to the type of servitor you've become (archon, angel, or azata, for example).

FIENDISH FORM FEAT 18

UNCOMMON CHAMPION

Prerequisites unholy

Your features reshape into those of a type of fiend who serves your deity; for example, as a demon you might have putrid scales, twisted horns, and red eyes. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the fiend trait and the trait appropriate to the type of servitor you've become (such as daemon, demon, or devil).

RETRIBUTIVE FOCUS ❖ FEAT 18

CHAMPION

Prerequisites Desperate Prayer (*Player Core 2* 93)

Frequency once per day

Requirements Your focus pool is currently empty.

Your enemy's offenses fuel your righteous power. When an enemy triggers your champion's reaction, you regain 1 Focus Point.

Mortal Herald

You of course already know that despite all the work we do for you, my dearest Lady, we psychopomps pale in comparison to the service of your herald. Hoping to speak with the Steward of the Skein as part of my research, I followed the trail of breadcrumbs of your unique power, and found myself in the mortal realm of Ustalav, where of course they closely follow you. But my trail led me to an aiuvarin woman wrapped in copper-coiled armor! As you can imagine, I was quite confused, as she clearly wasn't the Steward of the Skein. Providentially, she took the time to explain.

Her name—which of course you already know—was Anemona, and she told me she was a scholar from Ardis who devoted her recent research to Stasian technology, hoping it might be able to help protect her fellow Ustalavans from the many undead there. She said while working one day, she was distracted and badly shocked herself. The next thing she remembers is talking to you! She says she's not sure if she was actually dead for a moment, but while she was in that state, she clearly heard you offer your power to help her survive, in return for her service. She agreed and became your mortal herald on Golarion! When I met her, she was investigating a village, Kristinel, where apparently nothing was dying—they weren't becoming abominable undead, they just weren't dying, even if they were badly hurt, which as you can imagine was awful—but she said she's done other tasks for you too: putting a banshee in Kyonin to rest, recovering an artifact from the ruins of Holy Xatramba, and, well, you know better than I.

Most alarming, Anemona said, was her battle with a herald of Nin, a vampire who sought to claim dominion over a section of the Darklands under Casmaron. Many of your fellow deities have mortal heralds, including some of the—if I may be so bold as to say—depraved ones. The more involved a god is with mortal matters, the more likely they are to anoint a mortal with power, which means there may be several mortal heralds of Asmodeus or despicable Urgathoa on Golarion at any time! As if their fiends and undead weren't troublesome enough!

The most amazing thing is many mortal heralds aren't even priests. Some don't even closely follow their god at all (at least not until they've been contacted about their service) but they draw divine attention through their actions. They may just be in the right place at the right time to perform a necessary service. Like Anemona, a herald's service depends on whatever their god needs. Iomedae sends her mortal heralds out to inspire and work with others to fight evil and Abadar almost always obligates his mortal heralds to defend and lead settlements. Meanwhile, Norgorber's operate in the shadows, quite content if no one ever knows their name, or divine connection—in fact, revealing that might cause their powers to be stripped away! Whenever they are called, it's to accomplish tasks too difficult for even the most powerful clerics, feats requiring them to be imbued with divine power beyond simple spells.

Becoming a Mortal Herald

The reason a deity chooses to grant the powers of a mortal herald varies from god to god as well as across individual mortals. The most obvious reason is as a reward for the mortal's dedication to the god's cause. A god recognizes when a particular servitor is effective and grants them greater power as a result. While this generally seems to imply greater responsibilities, most gods don't seem to demand more of their new mortal herald. Instead, most gods recognize that the gift that they grant emboldens these mortals, leading them to self-motivation that generally aligns with the will of the god. In other words, the gods provide the tools, but leave it to the mortals to decide what to do with them.

In other cases, gods can foresee the potential in a particular follower and use the mortal herald designation as a way to push that follower toward greatness. For example, Desna might recognize a mercenary's potential and grant them the power of a mortal herald, knowing that it would likely inspire the mercenary to travel the world with their newfound power. Once traveling, the mercenary could protect others they encounter on their travels, just as Desna wishes.

Gods might also grant the power of a mortal herald to unlikely followers simply because these followers are so rare. Thieves are unlikely to worship Erastil, but even Old Deadeye has the occasional need for a thief's skills. If Erastil finds a worthy thief among his followers, he could grant them the power of a mortal herald in part to protect that individual. It might be a long time before he finds a worthy thief, so designating them his herald is an investment in the individual.

Regardless of the reason, the creation of a mortal herald is always done with the knowledge of both parties. A god reaches out to the individual—sometimes indirectly, such as through a dream—and offers them the power of a mortal herald. In some cases, a god might even test their follower, placing them on a quest to "earn" the power. It's up to the individual to ultimately accept the power. It's rare that an individual will decline the offer. In those cases, the god typically moves on and finds another worthy person. Some gods are spiteful, however, and might send other agents to slay the unappreciative or disrespectful mortal.

MORTAL HERALD (ARCHETYPE)

When a follower earns the respect and trust of their god, the god sometimes grants that worshipper a great boon in the form of enhanced divine power. This chosen follower becomes a mortal herald, a living instrument for their god. Like a champion or cleric of a deity, a mortal herald has great divine power coursing through them, allowing the individual to enact the god's will within the Universe. Unlike a champion or cleric however, the god recognizes that their chosen mortal herald has skills and abilities that may be unique to them. Not every mortal herald is clad in impenetrable armor or capable of casting divine magic. Instead, the god grants gifts to their mortal herald that best match the individual's strengths. Regardless of who the person was before becoming a mortal herald, they are now a powerful divine being in their own right. Due to the specific needs of a deity and the dedicated nature of a mortal herald, a follower of a covenant or pantheon can't become a mortal herald.

In some cases, the god grants greater potential to their mortal heralds in the form of mythic power. A mythic character can select the mortal herald archetype as their mythic destiny. You must be a mythic character to select feats from this archetype that have the mythic trait. More information about mythic destinies can be found in *Pathfinder War of Immortals*.

Additional Feats: 16th Premonition of Clarity (*Player Core 120*); **18th** Eternal Bane (*Player Core 120*), Eternal Blessing (*Player Core 120*), Resurrectionist (*Player Core 121*); **20th** Divine Apex (*Player Core 121*), Shared Clarity (*Player Core 121*)

MORTAL HERALD DEDICATION — FEAT 12

RARE ARCHETYPE DEDICATION

Prerequisites worshipper of a specific deity, master in Religion or your deity's divine skill

You become a mortal herald of your deity, gaining power in return for your service. Others intuitively sense your connection with your deity, which subtly influences the way they act around you. You become bound by your deity's anathema. Depending on your deity, their sanctification can make you holy or unholy. This gives you the holy or unholy trait, which commits you to one side of a struggle over the souls of the planes and can be referenced in other abilities. If you "can be" holy or unholy according to your deity, you make that choice, and if you "must be" holy or unholy you gain the trait automatically. If you gain the opposing trait in some way, you lose the previous trait until you complete an *atone* ritual (*Player Core* 390).

In addition, once per day, you can cast *heal* as a 6th-rank innate divine spell. You can only target yourself with the spell, but you gain the benefits of the 2-action version when you spend 1 action to cast it. In addition, if you would be reduced to 0 Hit Points but not immediately killed, you can cast the spell as a free action before you become unconscious. This spell is automatically heightened to a rank equal to half your level.

Special If you have void healing, you instead cast *harm*.

DOMAIN EMBODIMENT — FEAT 14

ARCHETYPE

Prerequisites Mortal Herald Dedication

Your deity contains multitudes, and you can express any aspect of them you desire. During your daily preparations, you can gain two initial or advanced domain spells from any of your deity's domains or alternate domains. You can cast these as innate spells until your next daily preparations.

Domain spells are a type of focus spell. Casting any of your focus spells costs you 1 Focus Point. The maximum number of Focus Points in your pool is equal to the number of focus spells you know or 3, whichever is lower. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes. Your domain spells are divine spells. If you were not already, you become trained in spell attacks and spell DCs. Your spellcasting attribute for domain spells is Wisdom.



MORTAL HERALD OF CAYDEN CAILEAN

FEAR OF GOD ◆ FEAT 14

ARCHETYPE DIVINE SKILL

Prerequisites Mortal Herald Dedication, expert in Intimidation

Frequency once per 10 minutes

Trigger You successfully Demoralize an enemy.

You embed a divine fear into the triggering foe that lasts for 10 minutes. During that time, you ignore that creature's temporary immunity to your Demoralize attempts and whenever you successfully Demoralize the triggering enemy, you can instead increase their existing frightened condition by 1 (or 2 on a critical success) to a maximum of frightened 4.

FLASH OF OMNIPRESENCE ◆ FEAT 14

ARCHETYPE MYTHIC TELEPORTATION

Prerequisites Mortal Herald Dedication

Frequency once per hour

Empowered with divine energy, you can be at an ally's side in the blink of an eye. You teleport to an empty space adjacent to an ally within 100 feet. If you spend a Mythic Point as part of this action, you can teleport to anywhere within a mile, and when you arrive, any enemies adjacent to you must succeed at a Will saving throw against your class DC or spell DC or be stunned 1.

HERALD'S WEAPON ◆ FEAT 14

ARCHETYPE DIVINE

Prerequisites Mortal Herald Dedication

Frequency once per hour

Your weapon becomes a wrathful instrument of your deity's power. Choose a weapon you are currently wielding or an unarmed attack, which is wreathed in pure spiritual energy for 1 minute. For the duration, the chosen weapon and unarmed attack deals spirit damage instead of its regular damage. In addition, the chosen weapon or unarmed attack gains the sanctified trait and deals an additional 2d4 spirit damage.



MORTAL HERALD OF IRORI

MORTAL ASCENSION FEAT 14

ARCHETYPE

Prerequisites Mortal Herald Dedication

Your power uplifts you, breaking the bonds between you and the ground. You gain a fly Speed equal to your Speed.

SHIELD THE FAITHFUL ◆ FEAT 14

ARCHETYPE AURA DIVINE SANCTIFIED

Prerequisites Mortal Herald Dedication

Frequency once per hour

You and those closest to you are protected by your deity's power. For 1 minute, you and all allies within 10 feet of you gain a +1 item bonus to AC and resistance 10 to spirit damage. In addition, when a creature adjacent to you hits you with a melee attack, or when a creature touches you or hits you with an unarmed attack, that creature takes 5 spirit damage.

At 20th level, the spirit resistance increases to 15 and the spirit damage increases to 10.

CHASTISE ◆◆ FEAT 16

ARCHETYPE CONCENTRATE SANCTIFIED

Prerequisites Fear of God

With but a mere word from your deity, you exploit a foe's fear to see their inner being brought low. You chastise the spirit of a foe within 30 feet that has the frightened condition. The target must attempt a Will saving throw against the higher of your class DC or spell DC. The target is then temporarily immune for 1 hour.

Critical Success The target is unaffected.

Success The target takes 2 persistent spirit damage. The first time the creature fails their flat check to recover from this, the persistent spirit damage doubles.

Failure The target takes 4 persistent spirit damage. The first time the creature fails their flat check to recover from this, the persistent spirit damage doubles.

Critical Failure The target takes 6 persistent spirit damage. The first time the creature fails their flat check to recover from this, the persistent spirit damage doubles.

DECLARE ANATHEMA ◆◆ FEAT 16

ARCHETYPE CURSE DIVINE

Prerequisites Mortal Herald Dedication

Frequency once per 10 minutes

You declare a creature you are aware of within 30 feet anathema, causing their friends and strangers to shy away from them. Attempt a Religion check against the target's Will DC.

Critical Success Any creature that attempts to target the anathema creature with a beneficial effect must succeed at a DC 5 flat check or the action is disrupted. This curse remains until removed by *cleanse affliction* or a similar effect, or an *atone* ritual. In addition, the creature gains weakness 10 to spirit damage for 1 minute.

Success As critical success, but the curse lasts for 1 minute.

Failure As critical success, but the curse lasts for 1 round and the target doesn't gain weakness to spirit damage.

Critical Failure The target is unaffected.

DIVE OF THE DIVINE ◆◆ FEAT 16

ARCHETYPE DIVINE SANCTIFIED

Prerequisites Mortal Herald Dedication, fly Speed of at least 20 feet

Requirement You are at least 20 feet above the ground.

You dive from the sky, bringing down the might of the divine with you. You Fly straight down, landing safely in the nearest unoccupied space directly below you. When you land, all creatures in a 10-foot emanation take 8d10 spirit damage (basic Fortitude save against the higher of your class DC or spell DC). On a failure, the target is pushed 5 feet (or 10 feet on a critical failure).

At 20th level, the spirit damage increases to 10d10.

FOLLOWING SMITE ◆ FEAT 16

ARCHETYPE DIVINE SANCTIFIED

Prerequisites Herald's Weapon

Requirements Your last action was a Strike made with a weapon or unarmed attack empowered by Herald's Weapon.

You call upon your deity's power and channel it through your weapon. The creature you hit in your previous action must attempt a Reflex saving throw against the higher of your class DC or your spell DC.

Critical Success The target is unaffected.

Success The target takes spirit damage equal to half your level.

Failure The target takes spirit damage equal to your level and is knocked prone.

Critical Failure The target takes spirit damage equal to twice your level, is knocked prone, and becomes clumsy 1 until the beginning of your next turn.

FREE FROM BONDS FEAT 16

ARCHETYPE

Prerequisites Flash of Omnipresence

As a mortal herald, you cannot easily be captured, nor can your allies. If you are grabbed or restrained when you use Flash of Omnipresence, the creature or effect that is imparting that condition on you takes spirit damage equal to your level. If you teleport adjacent to a grabbed or restrained ally using Flash of Omnipresence, attempt a Religion check against the hard DC for the level of the creature or effect that is imparting that condition. On a success, your ally no longer has that condition.

HEALING SANCTUARY FEAT 16

ARCHETYPE DIVINE

Prerequisites Shield the Faithful

When you call upon your deity's power, you also radiate a sense of safety that fortifies your allies. An ally who begins their turn in your Shield the Faithful aura gains 10 temporary Hit Points that last for 1 round.

HERALDIC PROCLAMATION ◆ FEAT 16

ARCHETYPE DIVINE HEALING SANCTIFIED SPELLSHAPE SPIRIT VITALITY

Prerequisites Mortal Herald Dedication

Frequency once per day

You proclaim your spell with the might of your god behind you. If the next action you use is to Cast a non-cantrip Spell, then all allies within 30 feet gain Hit Points equal to double the rank of the spell, and all enemies within 30 feet take spirit damage equal to double the rank of the spell (basic Will save against your spell DC).

INVISIBLE HAND FEAT 16

ARCHETYPE MYTHIC

Prerequisites Mortal Herald Dedication, master in Stealth

Sometimes your deity requires you to act in the shadows, accomplishing things without drawing attention to yourself—or them. Once per day, when you roll Stealth for initiative at the start of a combat, you can choose to be invisible for 1 minute. If you spend a Mythic Point while beginning the Avoid Notice exploration activity, you are invisible for as long as you continue to Avoid Notice.

DEIFIC FONT ◆ FEAT 18

ARCHETYPE DIVINE

Prerequisites Mortal Herald Dedication

Frequency once per hour

Your life force can fuel the stuff of miracles. You become drained 1 or increase the value of your drained condition by 1 if you already have the drained condition. Before the end of your next turn, if you Cast a Spell of 4th rank or lower, you don't expend the spell's slot when you cast it, or if you cast a focus spell, it does not cost a Focus Point. The spell loses whatever tradition trait it would normally have and gains the divine trait.

DIVINE PRESENCE ◆ FEAT 18

ARCHETYPE CONCENTRATE DIVINE STANCE

Prerequisites Mortal Herald Dedication



MORTAL HERALD OF NORGORBER

Your spirit becomes one with your deity, granting you the bearing of a god. As long as you are in this stance, you have a 5-foot emanation that has the aura trait. Whenever you take an action, you can take it from your space or any space within the emanation as if it were the space you occupy. An enemy that ends its turn completely within the emanation is off-guard to your Strikes. You can Sustain the emanation to increase its radius by 5 feet, up to a maximum of 15 feet.

EYES OF GOD FEAT 18

ARCHETYPE

Prerequisites Mortal Herald Dedication

You can see things as they truly are. You are constantly under the effect of 8th-rank *see the unseen* and *truesight* spells. Additionally, you gain a +4 status bonus to your Sense Motive checks and to your Perception DC against Lies.

FLASH OF OMNISCIENCE ◆ FEAT 18

ARCHETYPE DIVINE MYTHIC

Prerequisites Mortal Herald Dedication

Trigger You turn begins.

You briefly see the world as your deity does, recognizing the truth of those around you for a moment. You spend a Mythic Point to immediately learn the resistances, weaknesses, and immunities, including the amounts of the resistances and weaknesses and any unusual weaknesses or vulnerabilities of a single creature you can see.



MORTAL HERALD OF TORAG

GLORY ON HIGH ◆◆ FEAT 18

ARCHETYPE MENTAL VISUAL

Prerequisites Mortal Herald Dedication, fly Speed of at least 20 feet

You take to the skies to unveil the full magnificence of your deity's power. Fly straight upward up to your fly Speed and Interact to draw a weapon or to gesture with your hand or a worn holy symbol. Each enemy within a 60-foot emanation must attempt a Will save against the higher of your class DC or spell DC. Regardless of the result, the target becomes immune to Glory on High for 1 hour.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 minute.

Failure The creature is blinded for 1 round, dazzled for 1 minute, and takes 10d6 mental damage.

Critical Failure The creature is blinded for 1 minute, dazzled for 1 hour, and takes 20d6 mental damage.

GUIDING WORDS ◆ FEAT 18

ARCHETYPE AUDITORY CONCENTRATE DIVINE FORTUNE LINGUISTIC

Prerequisites Mortal Herald Dedication, master in Diplomacy

Frequency once per 10 minutes

Your words speak divine truth, guiding blades and arrows to their mark. Choose an ally within 30 feet and attempt a Diplomacy check. The DC is equal to the hard difficulty DC of the level of your ally. On a success, the first time the targeted ally makes an attack roll before the end of their next turn, they roll the attack twice and use the better result. Regardless of the result, the target becomes immune to Guiding Words for 10 minutes.

MARKED FOR REBUKE ◆ FEAT 18

ARCHETYPE SPELLSHAPE

Prerequisites Mortal Herald Dedication

You declare that an enemy is fit for further punishment in the sight of your deity. If the next action you perform is to Cast a Spell that deals damage, one creature of your choice that takes damage from the spell is marked for rebuke until the end of your next turn. A creature marked this way gains weakness 10 to all damage and becomes immune to Marked for Rebuke for 24 hours.

STAND FOR THE FALLEN ↷ FEAT 18

ARCHETYPE CONCENTRATE DIVINE

Prerequisites Mortal Herald Dedication

Trigger An ally takes damage that would bring them to 0 Hit Points

You protect your allies at the cost of your own blood, but your deity shields you from the worst of the harm. Stride twice to be adjacent to the triggering ally. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding movement type. You then take the damage that would have brought your ally to 0 Hit Points, though you gain resistance to all damage against that damage equal to your level.

EASE THE BURDEN ◆◆ FEAT 20

ARCHETYPE HEALING

Prerequisites Mortal Herald Dedication

Frequency once per hour

You wash away a creature's pain with a touch. An adjacent creature regains 100 Hit Points and reduces their drained, clumsy, enfeebled, frightened, and stupefied conditions by 1 (to a minimum of 0).

ENTER DIVINE REALM FEAT 20

ARCHETYPE

Prerequisites Mortal Herald Dedication

You are granted access to your deity's realm and can travel there quickly. You can cast *interplanar teleport* once per day as an innate divine spell with a casting time of only 1 minute. You act as the planar key for the destination, and you can only travel to your deity's realm. You and the other targets of the spell always appear in the center of your deity's realm, and you (but not necessarily your allies) are immune to all the realm's harmful conditions (such as toxic air or extreme temperatures) while there. You can return to your previous location by spending 1 minute picturing your destination; you can bring up to 8 willing creatures back with you in this way, and they need not be the same targets of the previous casting of *interplanar teleport*.

FLASH OF OMNIPOTENCE ◆ FEAT 20

ARCHETYPE DIVINE MYTHIC

Prerequisites Mortal Herald Dedication

Trigger Your turn begins.

For but a moment you hold the power of a god. You spend a Mythic Point. Until the end of your turn, any damage you deal ignores all the target's resistance and immunities or triggers the target's highest weakness if they have no resistance or immunities.

HERALD'S STRIKE ◆◆ FEAT 20

ARCHETYPE SPIRIT SANCTIFIED

Prerequisites Herald's Weapon

The power of your blows can send your victim hurling through your deity's realm for a fragment of a second. You activate Herald's Weapon, ignoring the frequency, and make a Strike with your transformed weapon or unarmed attack against a creature. If you hit and deal damage, the target must attempt a Will save against the higher of your class DC or spell DC. If your Strike was a critical hit, the creature uses the outcome for one degree of success worse than the result of their saving throw. Regardless of the result, the target becomes immune to Herald's Strike for 10 minutes.

Critical Success The target is unaffected.

Success The target takes 3d10 spirit damage and becomes dazzled for 1 round.

Failure The target takes 6d10 spirit damage and becomes dazzled for 1 round and drained 1.

Critical Failure The target takes 12d10 spirit damage and becomes blinded for 1 round and drained 2.

MOMENT OF APOTHEOSIS FEAT 20

ARCHETYPE

Prerequisites Mortal Herald Dedication

For a small moment, you can assume the form of your god. You can cast *avatar* once per day as an innate divine spell.

SPARK OF IMMORTALITY FEAT 20

ARCHETYPE MYTHIC

Prerequisites Mortal Herald Dedication

You have become a divine entity, no longer entirely mortal. You no longer age, and you die only when you reach dying 5 (dying 6 if you have Diehard). Upon your death, your body and soul are transported to bask in the presence of your deity. Your god can decide to rebuild your mortal form and return you to the point of your death or some other safe location, or allow you to rest as an honored guest in their realm until you are needed once more. Typically, your god restores you if whatever quest you're undertaking, such as defeating a malevolent tyrant or returning a stolen artifact, remains incomplete.



MORTAL HERALD OF GOZREH

Oracle Mysteries

While clerics typically choose to devote their lives to specific deities, some mortals possess a direct connection with divine power. They see the shapes of the mysteries of the cosmos, granting them insights not even hinted at by traditional dogma. Such blessings are true and potent, but they are not free. While many oracles revel in the boons that allow them to transcend their origins, an equal number are resentful of the burdens that come with such miracles, grousing that they cannot butter a piece of bread without a long-dead aunt commenting on their eating habits.

Of course, the gods are not unaware of these oracles and may even be responsible for their gifts and curses. However, their motives for doing so often puzzle mortals. Why would Norgorber ask a person to commune with their ancestors? Why would Sir Cayden Cailean grant the power of storms to a kobold? Typically, the god has a specific purpose in mind, though such missions are rarely straightforward—despite some researchers' tendency to leap to conclusions about Lord Abadar gifting mortals the power of flames to make life easier for blacksmiths. Often, the motivations are not clear until years after the oracle has accomplished their aims.

In the course of my research, I have encountered several mortals who demonstrated the ability to wield divine power without the intervention of a confirmed divine entity. Two operative theories explain some of these occurrences: A distant divine ancestor whose legacy manifests as oracular, rather than sorcerous, power, or a significant length of time, typically childhood, spent in a unique magic area such as the Sarkoris Scar, Mana Wastes, or Tanglebriar. Such theories, however, barely explain even half of the examples I discovered. It's distressing to contemplate that these abilities may be meted out based on random chance, but I hesitate to commit too much of my energy to a topic that seems, at best, tangential to my central mission. (Though I would be more than happy to continue this line of research if my Lady could secure me time and resources to pursue the inquiry. Please see the attached research and funding proposal in the appendix of this report for further details.)

Gods and Mysteries

While the powers of an oracle can manifest in myriad ways, there appears to be a set of common themes among these abilities. I've done my best to both log which themes are common across oracles as well as which gods are more likely to grant these abilities. Determining this was easier said than done, my Lady, as most deities are generally unforthcoming on their use of oracles as agents. While this is a large list, it's not quite as exhaustive as I would like. The list doesn't account for the rare instances when a god grants a specific set of abilities for unknowable reasons, such as the time when I learned of Lady Sarenrae granting the powers of the tempest. It also doesn't account for rare oracle abilities I have yet to encounter in my research. While it's an incomplete list, I believe even a partial list will be of some use in this research, my Lady.

Ancestors: Abadar, Bergelmir, Calistria, Erastil, Iomedae, Irori, Pharasma, Shelyn, Torag,

Ashes: Asmodeus, Atreia, Brigh, Flauros, General Susumu, Moloch, Rovagug, Sarenrae, Torag, Valani, Ymeri

Battle: Arazni, Arqueros, Cayden Cailean, Diomazul, Eiseth, Falayna, Hadregash, Iomedae, Irori, Lubaiko, Milani, Moloch, Nulgreth, Suyuddha, Szuriel, Torag, Urazra, Zjar-Tovan, Zugero

Blight: Apollyon, Cyth-V'sug, Erastil, Ghlaunder, Gozreh, Groetus, Lamashtu, Mother Vulture, Rovagug, Treerazer, Urgathoa

Bones: Achaekek, Arazni, Charon, Fumeiyoshi, Lamashtu, Norgorber, Pharasma, Urgathoa,

Cosmos: Aegirran, Black Butterfly, Cthulhu, Desna, Pulura, Sarenrae, Shizuru, Tsukiyo, Zon-Kuthon

Flames: Adanye, Asmodeus, Atreia, Dahak, Gozreh, Lady Nanbyo, Lubaiko, Mahja Firehair, Moloch, Nurgal, Rovagug, Valani, Walkena, Ymeri

Life: Aakriti, Dalenydra, Desna, Irori, Pharasma, Sarenrae, Shelyn, Qi Zhong, Zon-Kuthon

Lore: Abraxas, Abadar, Erastil, Geryon, Gruhastha, Irori, Kelinahat, Magdh, Monad, Nethys, Norgorber, Teki Stronggut, Torag, Vulot, Zohls

Tempest: Aegirran, Besmara, Dagon, Gozreh, Hei Feng, Hshurha, Kelizandri, Lysianassa, Ragadahn, Ranginori, Rovagug

Time: Abadar, Alseta, Magdh, Imot, Nethys, Pharasma, Shyka, Yhidothrus, Yog-Sothoth

New Oracle Mysteries

The following oracle mysteries are available to all characters.

Ashes

You see all things in the world as fleeting and temporary, waiting to be purified into their base essence: the ash left behind after a burning fire. While you understand fire as a necessary part of this process, you see it mostly as a tool to achieve final purity, not the true goal. You have much in common with oracles with the flames mystery, but you may consider them to be shortsighted, or at best, simply lacking in understanding of the truths that their burning fires impart.

You might see ash as the only true representation of the impermanent nature of life and its pointless existence. Alternatively, you may see the benefit ash can have on soils and farmlands as part of a larger cycle of death and rebirth. Perhaps you see the phoenix, with its life cycle

of being reduced to ash and reborn, as a sacred creature that has achieved a higher state of being and is worthy of imitation, or perhaps you see it as a tragic creature that can never reach the goal of perfection. If you follow a deity, you might follow gods of fire like Sarenrae, those who burn impurities to ash such as Brigh or Torag, or those who strive to burn all things to ash, such as the archdevil Moloch or the demon lord Flauros.

Granted Spells cantrip: *ignition*, 1st: *breathe fire*; 2nd: *mist* (takes the form of ash); 6th: *disintegrate*

Revelation Spells initial: *ashen wind*; advanced: *incendiary ashes*; greater: *ash form*

Related Domains destruction, dust (page 265), fire, nothingness (page 268)

Mystery Skill Occultism

Oracle Feat Whispers of Weakness (*Player Core 2* 138)

CURSE OF CREEPING ASHES

CURSE DIVINE FIRE ORACLE

Your body is slowly being consumed by the fires of your internal power, purifying you with each passing day. You are occasionally wracked with dry, wheezing coughs, and wherever you go you leave behind a fine trace of ash that falls from your body.

Cursebound 1 You gain weakness 2 to fire damage. Any immunity or resistance you have to fire is suppressed.

Cursebound 2 Swirling ash imposes a -2 circumstance penalty to ranged attack rolls you make.

Cursebound 3 Your weakness to fire damage is equal to 5 + your level.

Cursebound 4 You take a –10-foot status penalty to all your Speeds as your limbs begin to crumble like ash.

Blight

A spring bud will wither, a mighty oak will crash to the forest floor, and a callow youth will grow into maturity, then decline into old age. You know none of these things are cause for alarm or sadness. Decay is an essential part of nature's cycle, as the old pass away to make room for, or to nourish, the new. After all, the flower must fall for the seed to grow, and the toppled tree not only makes room for new saplings to flourish, but also forms a home for many types of flora, fauna, and fungi. Disease, poison, and rot—these are all tools to dispose of creatures that have come to the end of their usefulness that rest in your hands. You might wield them to bring an end to lingering suffering or to spread contagion over once-thriving lands. Well-meaning doctors, persistent healers, or zealous adventurers may try to stand in your way, but blight will spread in the end.

If you follow a deity, you might work toward the sinister ends of Rider of Disease Apollyon, the demon lord Cyth-V'sug, or the parasitic Ghlaunder. You might find allies among followers of Groetus or the cults of the Outer Gods. If you see your calling as part of the cycle of existence, you might venerate monitor demigods such as Mother Vulture or commune with nature.

Granted Spells cantrip: *caustic blast*; 1st: *noxious vapors* (*Player Core 2* 248); 2nd: *fungal infestation* (*Player Core 2* 245); 5th: *toxic cloud*

Revelation Spells initial: *ulcerous canker*; advanced: *purging toxins*; greater: *accelerated decomposition*

Related Domains death, decay (page 263), disorientation (page 264), plague (page 268)

Mystery Skill Nature

Oracle Feat Whispers of Weakness (*Player Core 2* 138)

CURSE OF INEVITABLE ROT

ACID CURSE DIVINE ORACLE POISON

Your magic is a constant reminder that all creatures will eventually submit to the ravages of time and the environment. You are suffused with an aura of decay. Leaves wilt and insects fall out of the sky as you pass, silverware tarnishes in your hands, and the dregs of wine turn to vinegar in your goblet.

Cursebound 1 You gain weakness 2 to acid and poison damage.

Cursebound 2 You take a –1 status penalty to saving throws against diseases and poisons. In addition, anyone attempting to Treat your Disease, Poison, or Wounds takes a –1 status penalty to the associated skill check.



BLIGHT ORACLE

Cursebound 3 Your weakness to acid and poison damage increases to twice your level.

Cursebound 4 Your status penalty to saving throws against diseases and poisons and the status penalty for anyone attempting to Treat your Disease, Poison, or Wounds increases to –2.

Time

Whether by accident, fate, or purposeful meddling, you exist slightly outside of time. While initially unmoored by moments, the countless march of milliseconds builds up to drift you further and further out of sync with your natural timeline, often in contradictory directions. You might view this as a blessing, perhaps as a sign you're somehow beyond mortality or you can't be contained within reality's limitations, or you might view it as a cruel curse that causes your life to slip by adrift even as you gain power over time. Many oracles of time are without faith and either come to rely upon their own instincts to survive or turn to strange rituals and forbidden magic in attempts to break free of time's grasp. Those oracles who worship deities most often venerate Pharasma, goddess of fate who sees all possible futures for all who ever lived, or Alseta, goddess of transitions and the passage through time.

Granted Spells cantrip: *time sense* (*Dark Archive* 183); 1st: *déjà vu* (*Player Core 2* 244); 3rd: *time pocket* (*Dark Archive* 183); 7th: *time beacon* (page 260)



TIME ORACLE

Revelation Spells initial: *temporal distortion*; advanced: *time skip*; greater: *manifold lives*

Related Domains change (page 262), fate, nothingness (page 268), time (page 270)

Mystery Skill Occultism

Oracle Feat Oracular Warning (*Player Core 2* 138)

CURSE OF TURBULENT MOMENTS

CURSE DIVINE ORACLE

Time passes differently for you than for everyone else. You experience fluxes that might manifest as minor day-to-day changes in your apparent age, such as a gray lock of hair or a disappearing wrinkle, or as occasional ghostly temporal afterimages that slightly trail your movement. As you become more affected by your curse, time's passage becomes more disjointed for you, making it difficult for you to react to the quick actions of others. You take a status penalty to your AC against attacks made against you from reactions or free actions and a status penalty to saving throws against effects that would make you fatigued or slowed equal to your cursebound value.

Oracle Revelation Spells

The mysteries in this entry grant access to the following revelation spells.

Ashes

ASHEN WIND ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE ORACLE

Range 120 feet; **Area** 10-foot burst

Defense Fortitude

You conjure a swirling wind of ashes that blows through the area. Each creature in the area must attempt a Fortitude save or get the choking ash in its lungs.

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The creature is sickened 2.

INCENDIARY ASHES ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FIRE FOCUS MANIPULATE ORACLE

Range 120 feet; **Area** 20-foot burst

Defense Fortitude

A cloud of magical ashes descends upon creatures in the area. The ashes scour flesh and linger in the wounds, igniting upon the slightest flicker of flame. Creatures in the area take 4d6 slashing damage and must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and has weakness to fire 3 until the start of its next turn.

Failure The creature takes full damage and has weakness to fire 3 for 1 minute. If the creature is killed by fire during this time it's reduced to ashes, though its gear remains.

Critical Failure As failure, except the creature takes double damage.

Heightened (+1) The slashing damage increases by 2d6 and weakness to fire increases by 1.

ASH FORM ◆◆ FOCUS 6

UNCOMMON CONCENTRATE FOCUS MANIPULATE ORACLE POLYMORPH

Duration 1 minute

You take the form of a cloud of minuscule ash particles. You gain fast healing 3, resistance 10 to piercing and slashing damage, and immunity to bleed, falling damage, and precision damage. You can't move through solid objects, but you can stream through tiny gaps as if they were difficult terrain. Any ability with the air trait that involves blowing or shifting wind (such as *gust of wind*) deals you 1d6 bludgeoning damage per rank of the spell each round you are in its area, in addition to its normal effects.

Heightened (9th) The resistance increases to 15.

Blight

ULCEROUS CANKER ◆◆ FOCUS 1

UNCOMMON CONCENTRATE MANIPULATE ORACLE POISON VOID

Range 30 feet; **Targets** 1 living creature

Defense Fortitude

Weeping sores open on the target as you expose it to decay, dealing 1d4 void damage and 1d4 poison damage plus 1 persistent bleed damage. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half the initial damage and no persistent bleed damage.

Failure The target takes full damage.

Critical Failure The creature takes double initial damage and double persistent bleed damage.

Heightened (+2) The void damage and poison damage each increase by 1d4, and the persistent bleed damage increases by 2.

PURGING TOXINS ◆◆ FOCUS 3

UNCOMMON CONCENTRATE MANIPULATE ORACLE POISON

Range 30 feet; **Targets** 1 willing creature

In the right dose, a scourge can become a cure. Deal poison damage equal to the spell's level to the target, then attempt a counteract check against one disease or poison afflicting the target. The target is then temporarily immune for 24 hours. If the target is immune to poison, this spell has no effect.

Heightened (5th) You can attempt counteract checks against any number of poisons or diseases afflicting the target.

ACCELERATED DECOMPOSITION ◆◆ FOCUS 6

UNCOMMON CONCENTRATE MANIPULATE ORACLE VOID

Range 30 feet; **Targets** 1 creature

Defense Fortitude

You speed the natural process of a creature's decline and debilitation. As its body withers, the target takes 9d6 void damage and must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and is your choice of clumsy 1, drained 1, or enfeebled 1 for 1 round.

Failure The target takes full damage and is clumsy 1, drained 1, and enfeebled 1 for 1 round.

Critical Failure The creature takes double damage and is clumsy 1, drained 1, and enfeebled 1 for 1 minute.

Heightened (+1) The void damage increases by 1d6.

Time

TEMPORAL DISTORTION ◆ FOCUS 1

UNCOMMON CONCENTRATE ORACLE

Range 30 feet; **Targets** 1 creature

Defense Will

You share some of your own temporal distortions with a foe, altering their mind and body unpredictably as they're thrown backward or forward in time. Roll 1d4. On a 1, the foe becomes clumsy; on a 2, it becomes enfeebled; on a 3, it becomes stupefied; and on a 4, you choose which condition applies.

Critical Success The target is unaffected.

Success The target is either clumsy 1, enfeebled 1, or stupefied 1 for 1 round, depending on the result of the d4.

Failure The target is either clumsy 1, enfeebled 1, or stupefied 1 for 4 rounds, depending on the result of the d4.

Critical Failure As failure, but the time warp is stronger, increasing the condition's effects but making it run its course faster. The condition's value is 3, and the condition lasts for 2 rounds.

TIME SKIP ◆ FOCUS 3

UNCOMMON CONCENTRATE ORACLE

Range 30 feet; **Targets** 1 willing creature other than yourself

Duration 1 round

You manipulate time around your ally, pushing them forward a few moments in time. The target is quickened on its next turn and can use the action only to Step, Stride, or Strike.

Heightened (6th) You can affect up to four willing creatures other than yourself within range.

MANIFOLD LIVES ◆◆ FOCUS 6

UNCOMMON CONCENTRATE EMOTION MANIPULATE MENTAL ORACLE

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** varies

You cast a creature's mind back through time, forcing them to take other paths and make other choices, experiencing countless alternate lives in an instant. The creature becomes overwhelmed with regret over paths untraveled, lives unlived, and times unrealized. The creature takes 6d6 mental damage and must attempt a Will save. After the effect is resolved, the target is then temporarily immune for 1 day.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stupefied 2 for 1 round.

Failure The creature takes full damage and is stupefied 2 for 1 minute. While affected, the creature must attempt another save at the start of its turn; on a failure, it's slowed 1 for that turn as it sobs uncontrollably.

Critical Failure The creature takes double damage and for 1 minute, it's stupefied 4 and slowed 1 as it sobs uncontrollably.

Heightened (+1) The mental damage increases by 1d6.

Palatine Detective (Class Archetype)

You are an elite agent of the Esoteric Order of the Palatine Eye (page 200). Separated from the regular members of this obscure league of scholars and academics, you have attained divine and occult abilities through methods kept secret to outsiders. The air of mystery that surrounds you and your organization only serves to aid you in your cases, which can often be dangerous investigations into cultists and supernatural threats. However, you might have earned the suspicion or ire of others within the Order of the Palatine Eye due to your near-constant field work and the fact that initiates and lower-order members are kept in the dark about your provenance.

You are likely unclear as to the exact source of your abilities. Depending on your understanding of your Order's teachings, you could have gained this power from the knowledge you gained through *The Lost Gospels of Tabris*. This knowledge seems to hint at greater mysteries underlying existence and the cosmos, as well as mysteries hidden between the veils of morality that suffuse the planes, which could have unlocked your potential. It could also be that you gained your abilities due to your connection to the various artifacts and relics that the Order of the Palatine Eye has collected over its lifetime. The nature of many of these items remains unclear even after decades of study, but your proximity to these relics could have triggered an awakening of abilities. Your abilities might simply function because you believe they must. It would be disastrous for you to lose access to these abilities, so you believe them to function and considerations otherwise are something you refuse to acknowledge.

Regardless, you've learned to make use of your abilities to work against magical forces. These abilities allow you to tap into greater magical potential, create wards to protect yourself from magical attacks, and even grant you esoteric insight to better harm your foes. While these abilities are potent, you must also make sure to not let your Order training lapse. You make use of your mind, your canny insight, and deductive skills to deal with the various mysteries of existence that you encounter and the supernatural foes that you find along the way.

Palatine Detective 1st

Whether at the invitation of a senior member of the Esoteric Order of the Palatine Eye, after going through a rigorous sorting process, or by a twist of fate, you recently underwent a secret ritual involving *The Lost Gospels of Tabris* that granted you a greater understanding of both the divine and the occult. Not even you are certain of the origin or purpose of the forces that have granted you these abilities, but you know the key to answering that question and expanding your power lies hidden behind the cryptic words of the many ancient texts still waiting to be discovered and examined. If you choose this class archetype, you must select Palatine Detective Dedication as your 2nd-level class feat.

Prerequisites: You must be an investigator. You are affiliated with the Esoteric Order of the Palatine Eye.

Palatine Detective Adjustments: Instead of choosing a methodology from others available to the investigator class, you have the esoterica methodology (see below).

Additional Feats: 6th Cast Out (*Book of the Dead* 23), Thaumaturgic Ritualist (*Dark Archive* 44).

Esoterica Methodology

You become trained in Occultism or Religion, and you gain the Quick Identification skill feat. In addition, choose one common cantrip from the divine spell list and one common cantrip from the occult spell list. You can cast those spells as innate spells at will. You become trained in the spell attack modifier and spell DCs statistics. Intelligence is your spellcasting attribute.

Palatine Detective Feats

PALATINE DETECTIVE DEDICATION — FEAT 2

UNCOMMON ARCHETYPE CLASS DEDICATION

Prerequisites esoterica methodology

You have delved into the study of the occult and divine, becoming exceptionally skilled at identifying when such forces are at work. Using this esoteric knowledge and your own ingenuity, you have crafted a small charm that soothes your mind and protects you against harm. This charm usually takes the form of a silver chain, a golden scarab, or a withered hand. While you wear this charm, you gain a +1 status bonus to saving throws against mental effects. In addition, you gain the Mystic Aegis reaction.

Mystic Aegis ↷ (concentrate, magical) **Trigger** A creature you have successfully Recalled Knowledge about would damage you; **Requirements** You have a free hand; **Effect** You brandish your charm, channeling and shaping the forces within it to protect you against harm. You gain resistance to all damage equal to 2 + half your level rounded up against the triggering effect.

ESOTERIC SPELLCASTING — FEAT 4

ARCHETYPE

Prerequisites Palatine Detective Dedication

Your study of a variety of esoteric texts and supernatural matters has broadened your mind and improved your spellcasting. Choose a 1st-rank occult or divine spell. You can cast this spell once per day as an innate spell. At 6th level, you gain a 2nd-rank spell of the same tradition you

chose, and at 8th level, you gain a 3rd-rank spell, also of that tradition.

Special You can take this feat a second time, choosing spells from the other available tradition.

TEXT DECODER FEAT 4

ARCHETYPE SKILL

Prerequisites Palatine Detective Dedication

Thanks to your constant involvement with cryptic texts, you have attained an almost-supernatural ability to decipher complex codes and understand ancient writings. You can always use Occultism or Religion when you Decipher Writing, no matter the subject matter. In addition, you can ignore language constraints when Deciphering Writing, and when you critically fail to Decipher Writing, you get a failure instead.

PALATINE ENCHANTMENT FEAT 6

ARCHETYPE

Prerequisites Palatine Detective Dedication

You have found yourself facing supernatural beings often and have learned how to combat them. Whenever you Devise a Stratagem against a creature about which you could Recall Knowledge using Occultism or Religion, you can make the subsequent Strike against that creature as if the weapon has either a *ghost touch* or *vitalizing* property rune.

PALATINE STRIKE FEAT 8

ARCHETYPE

Prerequisites Palatine Detective Dedication

Your strikes are particularly deadly against supernatural creatures. Whenever you deal precision damage with strategic strike to a creature about which you have successfully used Occultism or Religion to Recall Knowledge, you deal an additional 2d6 precision damage with your strategic strike.

CHALLENGE INSIGHT ↷ FEAT 8

ARCHETYPE AUDITORY

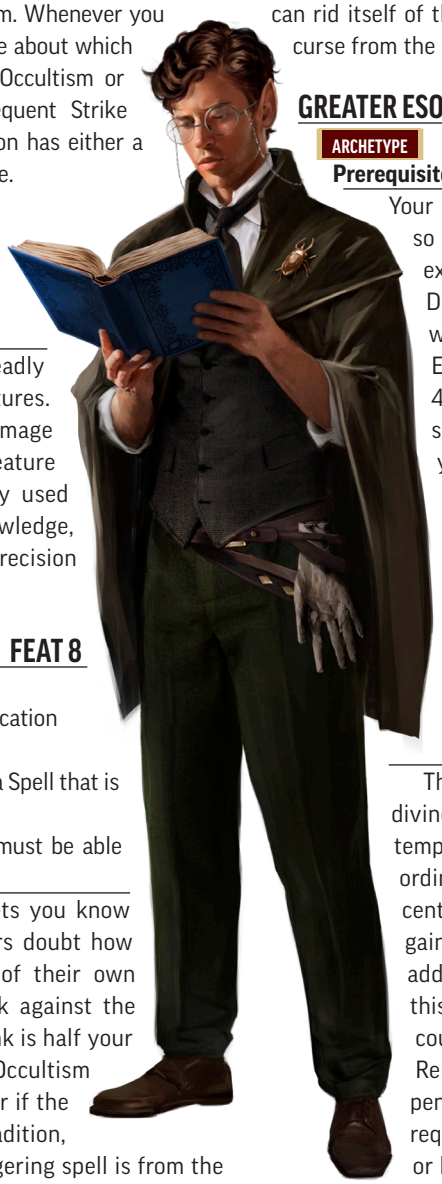
Prerequisites Palatine Detective Dedication

Frequency once per day

Trigger A creature you can see Casts a Spell that is from the divine or occult tradition.

Requirements The triggering caster must be able to hear and understand you.

Your deep grasp of the mystical lets you know exactly what to say to make others doubt how well they understand the source of their own power. Attempt a counteract check against the triggering spell. Your counteract rank is half your level rounded up. You use your Occultism modifier as your counteract modifier if the triggering spell is from the occult tradition, or your Religion modifier if the triggering spell is from the divine tradition. If you successfully counteract the spell, the caster becomes stupefied 1 until the end of their next turn.



CURSEBREAKER FEAT 10

ARCHETYPE CONCENTRATION HEALING MANIPULATE

Prerequisites Palatine Detective Dedication

Frequency once per day

Using various implements and esoteric methods, you can attempt to remove a curse from an unfortunate victim. It takes 10 minutes to perform these rites on a willing creature, who must remain within your reach the entire time. Attempt to counteract one curse afflicting the creature; your counteract rank is half your level rounded up, and you use either your Occultism or Religion modifier as your counteract modifier. If the afflicted creature or the individual who placed the curse on the afflicted creature is the target of your active investigation through Pursue a Lead, you gain a +1 circumstance bonus to this counteract check. If the curse comes from a cursed item or other external source, a success indicates that the target creature can rid itself of the cursed item, but it doesn't remove the curse from the item.

GREATER ESOTERIC SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Esoteric Spellcasting

Your understanding of magic has evolved, and so has your spellcasting. You become an expert in the spell attack modifier and spell DC statistics. Also, choose a tradition from which you can cast innate spells due to the Esoteric Spellcasting feat. You also gain a 4th-rank spell of that tradition as an innate spell you can cast once a day. At 12th level, you gain a 5th-rank spell, and at 14th level, you gain a 6th-rank spell, both of the same tradition.

Special You can take this feat a second time, choosing a different eligible tradition.

OPEN THE BLAZING EYE ◆◆ FEAT 10

ARCHETYPE

Prerequisites Palatine Detective Dedication

Frequency once per day

Thanks to your diligence in the study of divine and occult mysteries, you can focus to temporarily attain a perception beyond the ordinary. A lightless flame appears in the center of your forehead. For 1 minute, you gain the benefits of a *see the unseen* spell. In addition, when you attempt a Strike during this time against a creature about which you could Recall Knowledge using Occultism or Religion, the attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

Razmiran Priest

You are a Razmiran priest, initiated in the 31 Steps, the doctrines of Razmir's religion. You were trained at the Exalted Lodge or another of the temples where the priests specialize in crafting masks that also serve as Razmir's religious symbol, and you are charged with spreading and enforcing Razmir's faith. Razmiran priests are zealous worshippers of their god and use the magical techniques that they are taught to spread his word and his will. You have placed service to the Living God above all other duties and entrusted your wealth, prosperity, and ambitions to his teachings, while availing yourself of the knowledge and wisdom that only his most blessed servants are ever bestowed with, accepting the power and authority that is the right of the Living God's priests. Perhaps this is a pure zealousness, or perhaps you are motivated by Razmir's promises of wealth and authority. Either way, you have donned the mask and wield the power reserved for those who follow in Razmir's footsteps.



RAZMIRAN PRIEST DEDICATION — FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Crafting, trained in Deception

You have earned entry to the priesthood of Razmir, either at the Exalted Lodge or another temple where Razmir's holy masks are forged. You gain a *Razmiri mask* (see below) and can Craft a replacement in 4 hours if yours is ever damaged or lost. There is no value in selling your *Razmiri mask*, and only you gain its benefits. The abilities of your *Razmiri mask* use the higher of your class DC or spell DC.

You can take the Cleric Dedication feat (*Player Core* 217) without needing to meet its prerequisites and before you take two other feats from the Razmiran priest archetype, but you must choose Razmir as your deity. All spells granted by the cleric archetype when gained in this way are occult spells instead of divine spells, and cleric feats that normally have the divine trait instead have the occult trait. Your key spellcasting attribute for these spells is Charisma, rather than Wisdom.

RAZMIRI MASK — ITEM 2

INVESTED MAGICAL

Usage worn mask; **Bulk** –

This mask is made of iron, though more potent versions crafted by powerful Razmiran priests can be made of silver, gold, or even porcelain. The wearer of this mask gains a +1 item bonus to Deception checks to Lie or Feint.

Activate—Call Upon Razmir's Benevolence ❖❖ (concentrate, manipulate, occult) **Frequency** once per minute; **Effect** You bend "divine" power to your will using the techniques taught you by the Razmiri priesthood. You grant a single target you touch a number of temporary Hit Points equal to twice your level that last for 24 hours. If the target was unconscious, it regains consciousness and doesn't lose consciousness again due to Hit Point loss as long as it has temporary Hit Points from this effect remaining.

PERFECT TRUTHS — FEAT 6

ARCHETYPE

Prerequisites Razmiran Priest Dedication

Your knowledge of Razmir's faith and doctrines has grown. You excel in debating priests of rival faiths, wielding truths as subtly and deftly as any charlatan might wield a lie. When you use Deception to Lie, you can carefully structure your deceits so that each individual statement you make is the truth, from a certain perspective. As long as you are wearing your *Razmiri mask*, you don't take a penalty to Deception checks while subject to the *ring of truth* spell (*Player Core* 354) or similar effects. Whenever you are subject to *ring of truth* or a similar effect, you can attempt a Deception check when you first begin speaking to counteract the spell's effects, with a counteract rank equal to half your level (rounded up);

succeeding at this check doesn't end the spell or effect, but it does cause it to indicate that you are speaking the truth, even when you are actually lying, as you weave a web of words so delicate that even you can't be certain where the truth ends and deception begins.

MASK OF THE 12TH STEP — FEAT 10

ARCHETYPE

Prerequisites Razmiran Priest Dedication, expert in Crafting

You have reached the 12th Step and been instructed in greater secrets of Razmir's doctrine. You can Craft your *Razmiri mask* out of silver or upgrade your existing mask to a silver one in the same time it takes to Craft one made of iron. A silver *Razmiri mask* grants a +2 item bonus to Deception checks to Lie or Feint, is a 10th-level item, and gains the following activation in addition to that possessed by the standard mask.

Activate—Call Upon Razmir's Mercy ❖❖ (concentrate, manipulate, occult) **Frequency** three times per day; **Effect** Exhorting Razmir to purge impurities from your target, you lay hands on a creature within reach and cast *cleanse affliction* (*Player Core* 320) as an occult spell with a spell rank equal to half your level. Unlike a normal *cleanse affliction* spell, this doesn't reduce the stage of the affliction; instead, if the counteract check is successful, the affliction's stage is temporarily reduced by 1 and its effects are suppressed for 24 hours, after which the affliction resumes in full force. If the target would have been required to attempt additional saves against the affliction during the 24 hours it was suppressed, they must attempt all of those saving throws as soon as the 24-hour duration ends. This could mean that the target saves successfully and it is as if the affliction were truly healed, or it could mean that the affliction returns and advances multiple stages all at once.

MASK OF THE 15TH STEP — FEAT 14

ARCHETYPE

Prerequisites Razmiran Priest Dedication, master in Crafting

You have ascended to the 15th Step and stand among the greatest of Razmir's priests. You can Craft your *Razmiri mask* out of gold or upgrade your existing mask to a gold one in the same time it takes to Craft one made of iron. A gold *Razmiri mask* grants a +3 item bonus to Deception checks to Lie or Feint, is a 14th-level item, and gains the following activation in addition to those possessed by the standard and silver masks.

Activate—Call Upon Razmir's Wrath ❖❖ (concentrate, manipulate, occult) **Frequency** once per day; **Effect** You cry out to Razmir to reveal his fiery wrath, as he did upon the unbelievers at Melcat. You cast *sunburst* (*Player Core* 361) as an 8th-rank occult spell, but for undead targets the spell has the incapacitation trait.

LIVING GOD — FEAT 20

ARCHETYPE

Prerequisites Razmiran Priest Dedication, legendary in Crafting

You have reached heights of power equaling Razmir himself. You can Craft your *Razmiri mask* out of porcelain laced with precious metals, or upgrade your existing mask to a porcelain one in the same time it takes to Craft one made of iron. A porcelain *Razmiri mask* grants a +4 item bonus to Deception checks to Lie or Feint, is an 18th-level item, and is an apex item that increases your Charisma modifier by 1 or increases it to +4, whichever would give you a higher score. It also gives you the following activation in addition to those granted by the standard, silver, and gold masks.

Activate—Power of the Living God ❖❖❖ (concentrate, manipulate, occult) **Frequency** once per day; **Effect** You demand power from the world, using your mask as a locus to force reality to bend to your will. You cast *manifestation* (*Player Core* 342) as a 10th-rank occult spell, but no matter what spell you emulate with it, that spell has the incapacitation trait.

PERILOUS PROVERBS

"Truth is not found in the eye of the one who sees it, in the ear of one who hears it, or in the mouth of one who speaks it. It is found in the hand that wields and discards it. Let those who think they know truth beware; the only thing deadlier than a liar's blade is truth spoken to ears that cannot hear its limitations."

—From the teachings of Narsen, Mask of the 12th Step and venture-captain of the Exalted Lodge

DIVINE ALLIANCES

While most gods of Golarion despise Razmir and reject his claims to divinity, the goddess Sivanah and her priestesses are said to hold Razmir and his priests in surprisingly warm regard. Perhaps the Seventh Veil, goddess of illusions, respects the trickery and audacity of the man who declared himself the Living God; perhaps she sees a truth in this claim that even Razmir does not. After all, beings with even less power than Razmir are revered as gods in places like Sarkoris and other locations across the Inner Sea and beyond. Perhaps somewhere inside the desperately ambitious mortal man behind the mask, Sivanah sees a truth that the gods themselves refuse to acknowledge: that neither immortality nor the ability to grant divine spells are what make a creature a god. Rather, it is the will to believe, and to spread that belief to others. Or perhaps she merely feels sorry for Razmir, seeing in him a man with the proud audacity to reach for the heavens but lacking the courage to risk the final step.

Rivethun

Rivethun is an ancient dwarven tradition that teaches that everything has a spirit and that the gods, including Torag, are simply the most powerful spirits in this expansive hierarchy. Rivethun teachings cultivate empathy and strength through knowledge, self-control, and willpower. Practitioners create a well of spiritual power within themselves and continue to nurture it throughout their lifetime. By tapping into their past experiences, hardships, and pains, they can temporarily bolster their own spiritual power. While difficulty and misfortune aren't sought or desired, the effects they have on one's life experiences are acknowledged. Some practitioners specialize in one type of practice, and others prefer to diversify the nature of their connection with spirits.

Rivethun Emissary (Archetype)

Rivethun emissaries form bonds with external spirits, using their own spiritual power as an anchor. This is a diplomatic endeavor, not a sycophantic one; they form mutual alliances and bonds of friendship and respect, they don't swear their service. In this way, Rivethun emissaries serve as intermediaries between the Universe and the spirit world.

Additional Feats: 6th Enhanced Familiar (*Player Core* 187); **8th** Incredible Familiar (*Player Core* 188)

RIVETHUN EMISSARY DEDICATION — FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Diplomacy and Religion; **Access** Followers of Rivethun have access to this feat.

You're a practicing Rivethun emissary, skilled at interacting and bonding with the spirits of living creatures. You become an expert in Diplomacy and Religion. You also gain the Bond with Spirit activity and the *entreat spirit* focus spell. If you don't already have one, you gain a focus pool, which you can regain using the Refocus activity to nurture your personal well of spiritual power. Your Rivethun focus spells are divine spells; when you gain this feat, you become trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for Rivethun focus spells is Wisdom.

Bond with Spirit (concentrate, exploration) You can forge a spiritual bond with a creature that is at least friendly toward you or with a terrain that you're currently in. Forming this bond takes 10 minutes, during which time you must remain adjacent to the creature or within that terrain. If the creature is intelligent, this also requires that creature's consent, and that intelligent creature can choose to sever this bond with you at any time as a free action, which has the concentrate trait. This bond lasts as long as you are within a mile of the creature or terrain, until you use Bond with Spirit again, or until you make your daily preparations. You must be Bonded with a Spirit to cast the *entreat spirit* focus spell.

EMISSARY FAMILIAR — FEAT 4

ARCHETYPE

Prerequisites Rivethun Devotee Dedication

You forge a mystical bond with a spirit or create a spirit from a fragment of your own soul. You gain a familiar. If you already have a familiar, you gain the Enhanced Familiar feat (*Player Core* 187).

Your familiar gains two additional familiar abilities each day, one of which must be used to select the following master ability.

Synchronize Spirit You can synchronize your spiritual energy with that of your familiar to temporarily become part spirit yourself. Once per round, you can Sustain to synchronize your spirit with that of your familiar. You remain synchronized with your spirit until the beginning of your next turn. While synchronized, whenever you Strike or Cast a Spell without a duration that deals damage, you deal spirit damage instead of your normal damage.

DOMAIN SPIRIT — FEAT 6

ARCHETYPE CONCENTRATE EXPLORATION

Prerequisites Rivethun Emissary Dedication

You forge an intense spiritual bond of mutual trust and appreciation with a single spirit that you have already bonded with using Bond with Spirit. Forming this bond takes 24 hours of communion, during which time you must remain within 30 feet of the creature or within that terrain. If the creature is intelligent, this also requires that creature's consent, and that intelligent creature can choose to sever this bond with you at any time as a free action, which has the concentrate trait. This spirit is your domain spirit. The bond between you and your domain spirit is not weakened by time or distance, but you can only maintain one such bond at a time, regardless of how many bonded spirits you can maintain.

Select one domain related to your domain spirit. You always have the option to select the healing or soul domain (page 269). If your spirit is a creature, select your domain from the following: ambition, confidence, family, might, protection, or trickery. If your spirit is a terrain, select your domain from the following: air, cities, darkness, earth, nature, travel, water, or wood (page 271). If your spirit has a trait that shares a name with a domain, you can add that domain to your list of available options. Your GM can choose to add domains to your list of available options, to represent your domain spirit's unique interests. The domain you select from among your available options must have a clear connection to your domain spirit. For example, if you bond with a fire elemental, you add the fire domain to the list of options available to you, but if you bond with a deserted tropical island, you can't select the cities domain, even though it's among the options

usually available to terrain spirits. Your GM is the final arbiter of which domains you can select from. You gain the initial domain spell for that domain. This domain spell is a Rivethun focus spell.

You can choose to bond with a new domain spirit, ending your bond with your current domain spirit and bonding with a different one, to change your selected domain. This process takes 24 hours and follows all the same requirements for forming a bond with your initial domain spirit. During this time of communion, you do not have access to your domain spells granted by your domain spirit. When this bond is formed with your new domain spirit, select one domain related to your new spirit, following the above rules for selecting a domain.

KALEIDOSCOPIC ENTREATY ❖ FEAT 8

ARCHETYPE CONCENTRATE SPELLSHAPE VISUAL

Prerequisites Rivethun Emissary Dedication

If your next action is to cast *entreat spirit*, you can cause that spirit to unleash a brilliant display of color, light, and sound in a 10-foot emanation centered on you. Each creature in the area must attempt a Fortitude save against your class DC or spell DC with the following results.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

RIVETHUN DEVOTION FEAT 8

ARCHETYPE

Prerequisites Rivethun Emissary Dedication

Through study, dedication, and introspection, you've learned to wield magic that affects the spirit. You gain *see the unseen* and *spirit link* as 2nd-rank divine innate spells. You can cast each of these spells once per day. If you're a master in Religion, *spirit link* is heightened to 3rd rank. If you're legendary in Religion, *spirit link* is heightened to 4th rank.

ADVANCED DOMAIN SPIRIT FEAT 10

ARCHETYPE

Prerequisites Domain Spirit

Your connection with your domain spirit has deepened. You gain the advanced domain spell from the domain granted by your domain spirit.

CONSULT THE SPIRITS FEAT 12

ARCHETYPE EXPLORATION

Prerequisites Rivethun Emissary Dedication

Frequency once per day

You spend 1 hour communing with powerful spirits of the world to gain insight, information, or advice. Select advice or answers.

If you selected advice, choose a particular goal or activity you plan to engage in today, or an event you might expect to happen today. The spirits share with you a cryptic clue or piece of advice that could help with the chosen event, often in the form of a rhyme or omen.

If you selected answers, ask two clear and concise questions. The spirits answer your questions. If the question is easy for the spirits to answer accurately, they answer clearly. Otherwise, they answer cryptically, often in the form of a rhyme or omen.

Regardless of your choice, the spirits additionally bless you, granting you a +1 status bonus with a skill that the spirits believe will be of use to you today. The GM selects this skill on behalf of the spirits. This bonus lasts until the end of the day.

MANIFOLD CONDUIT ❖ FEAT 12

ARCHETYPE

Prerequisites Rivethun Emissary Dedication

You can manifest multiple spirits at once in a cyclone around you. You gain the *entreat the many* focus spell.

RIVETHUN ADEPT FEAT 16

ARCHETYPE

Prerequisites Rivethun Practitioner

Your ability to wield spirit magic has increased. You can cast *speak with stones* and *spiritual guardian* as a 5th-rank divine innate spells. You can cast each of these spells once per day. If you're legendary in Religion, *spiritual guardian* is heightened to 7th rank.



SHARDRA, RIVETHUN EMISSARY

EMBOLDENED WITH GLORIOUS PURPOSE FEAT 18

ARCHETYPE FORTUNE MENTAL

Prerequisites Consult the Spirits

Communing with powerful spirits of the world and other powers far greater than yourself fills your heart with purpose and inspires you to strive for greater accomplishments. Whenever you Consult the Spirits, you gain a +1 status bonus to Will saving throws until the next time you make your daily preparations. This bonus increases to +2 against emotion and fear effects. In addition, until the next time you make your daily preparations, you can do each of the following once.

- Roll a Will save twice and use the better result.
- Roll an attack roll twice and use the better result.
- Roll a skill check twice and use the better result; this skill check must be made with the skill that the spirits blessed during Consult the Spirits.

Rivethun Invoker (Archetype)

Rivethun invokers manifest the spirits within their own body, gaining magical powers that bolster their physical form. They can ignore pain, defy death, and gain other powers thematically tied to the spirit they've invoked within their body.

Additional Feats: 6th Barreling Charge (*Player Core* 143), Slam Down (*Player Core* 143); **12th** Crashing Slam (*Player Core* 147), Overpowering Charge (*Player Core* 148)

RIVETHUN INVOKER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Athletics and Religion; **Access** Followers of Rivethun have access to this feat.

You're a practicing Rivethun invoker, able to enter a trance that connects you physically and mentally to surrounding spirits. You become an expert in Athletics and Religion. You also gain the Diehard general feat and the Enter Spirit Trance ability.

Enter Spirit Trance ◆ (concentrate, divine, mental) You enter a self-imposed trance that helps you push the physical limits of your body. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. The trance lasts for 1 minute, until you fall unconscious, or until you Dismiss it, whichever comes first. While in this trance, you gain a +1 status bonus to Fortitude and Will saving throws and your melee Strikes deal 1 additional spirit damage. Other abilities may require you to be in a spirit trance. When the trace ends, you lose any remaining temporary Hit Points from Enter Spirit Trance, and you can't Enter a Spirit Trance for 1 minute.

INVOKE OFFENSE ◆ FEAT 4

ARCHETYPE MORPH SPIRIT

Prerequisites Rivethun Invoker Dedication

Requirements You're under the effects of Enter Spirit Trance.

You manifest a physical attack of the spirits all around you, such as the claw of an animal spirit or the whipping vine of a nature spirit. You gain an unarmed attack that deals 1d8 spirit damage for the duration of your spirit trance. This unarmed attack is in the brawling weapon group and has the agile, finesse, and magical traits. At 5th level, this unarmed attack gains the benefits of a *striking* rune. At 12th level, this unarmed attack gains the benefits of a *greater striking* rune. At 20th level, this unarmed attack gains the benefits of a *major striking* rune.

LEVERAGE ANGUISH ↻ FEAT 6

ARCHETYPE HEALING

Prerequisites Rivethun Invoker Dedication

Frequency once per day

Trigger You fail or critically fail a saving throw against a curse, death, emotion, or fear effect.

You leverage your emotional turmoil to mend your physical form. You regain 2d8 Hit Points. If you're a master in Athletics, you regain 4d8 Hit Points instead. If you're legendary in Athletics, you regain 6d8 Hit Points instead.

INVOKE DEFENSE ◆ FEAT 8

ARCHETYPE MORPH

Prerequisites Rivethun Invoker Dedication

Requirements You're under the effects of Enter Spirit Trance.

You manifest a defensive quality of spirits all around, such as the thick hide of an animal spirit or the sturdy bark of a nature spirit. Choose bludgeoning, piercing, or slashing. You gain resistance equal to half your level to that damage type for the duration of your spirit trance. If you use Invoke Defense again, you can choose a different type of damage, but you lose the previous resistance.

DEFY SORROW ↻ FEAT 10

ARCHETYPE

Prerequisites Rivethun Invoker Dedication

Trigger You're dealt mental damage or spirit damage or you fail or critically fail a saving throw against a mental effect.

You draw on this spiritual pain to push your body to greater heights. You gain the quickened condition until the end of your next turn. You can use the extra action only to Step or Stride.

INVOKE MOVEMENT ◆ FEAT 12

ARCHETYPE MORPH

Prerequisites Rivethun Invoker Dedication

Requirements You're under the effects of Enter Spirit Trance.

You manifest a form of locomotion of the spirits all around, such as the wings of an animal spirit or the watery flow of a nature spirit. Choose a movement type: burrow, climb, fly, or swim. You gain a Speed in the chosen movement type equal to your base Speed (or half your Speed if you selected burrow) for the duration of your spirit trance. If you use Invoke Movement again, you can choose a different movement type, but you lose the previous form of movement.

ONE WITH THE SPIRITS ◆ FEAT 16

ARCHETYPE

Prerequisites Rivethun Invoker Dedication

Frequency once per hour

Requirements You're under the effects of Enter Spirit Trance.

The spirits you've invoked throughout your life have left behind echoes and spiritual fragments, which you can manifest across your own flesh, temporarily transforming you into something more akin to spirit than mortal. For 1 minute, you gain fast healing 5 and you become concealed. You can't use this concealment to Hide. Your Strikes gain the benefits of a *ghost touch* property rune. Whenever you deal damage with a Strike, you can choose to have that Strike deal spirit damage, rather than its usual damage type.

If you would be knocked unconscious or your dying value would increase while One with the Spirits is active, the spirits revive you at the beginning of your next turn, restoring you to 30 Hit Points. One with the Spirits then immediately ends.

Rivethun Involutionist (Archetype)

Rivethun involutionists leverage their connection to the spirit world to cast spells. This magic can also grant them a powerful spirit companion.

Additional Feats: 6th Mature Animal Companion (*Player Core* 130); **8th** Incredible Companion (*Player Core* 132)

RIVETHUN INVOLUTIONIST DEDICATION — FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Nature and Religion; **Access** Followers of Rivethun have access to this feat.

You're a practicing Rivethun involutionist, with a deep well of inner power. You become an expert in Nature and Religion. You cast spells and gain the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the divine spell list or any other divine cantrips you've learned or discovered. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for Rivethun involutionist archetype spells is Wisdom.

BASIC RIVETHUN SPELLCASTING — FEAT 4

ARCHETYPE

You gain the basic spellcasting benefits (*Player Core* 215). Each time you gain a spell slot of a new rank from the Rivethun involutionist archetype, add a common divine spell of the appropriate rank, another appropriate divine spell you learned or discovered, or any other divine spell to which you have access, to your repertoire.

SPIRIT COMPANION — FEAT 4

ARCHETYPE

Prerequisites Rivethun Dedication

You gain the service of a young animal companion, which has been blessed by the spirits of this world. If you already have an animal companion, your current animal companion becomes blessed by the spirits instead. This animal companion follows all the usual rules for animal companions (*Player Core* 206). You can Sustain to activate your companion's latent blessing, as long as your animal companion is within 60 feet of you. When you activate this blessing, all damage dealt by your animal companion's Strikes deal spirit damage, rather than the usual damage those Strikes would deal. This blessing remains active until the beginning of your next turn.

EXPERT RIVETHUN SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Rivethun Spellcasting, master in Religion

You gain the expert spellcasting benefits (*Player Core* 215).

SPECIALIZED SPIRIT COMPANION — FEAT 14

ARCHETYPE

Prerequisites Spirit Companion, Incredible Companion

Your animal companion gains a unique specialization, spirit-blessed. Thanks to the blessing bestowed upon it by the spirits of this world. If your animal companion already has the spirit-blessed specialization, it gains one additional specialization of your choice.

Spirit-blessed: Your companion is capable of harming wayward spirits, ghosts, and other incorporeal creatures as easy as if they were made of flesh and bone. Your companion's Strikes all gain the effects of the *ghost touch* property rune.

Special You can select this feat up to three times. Each time, add a different specialization to your companion. It's first specialization must be spirit-blessed.

MASTER RIVETHUN SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Rivethun Spellcasting, legendary in Religion

You gain the master spellcasting benefits (*Pathfinder Player Core* 215).

Rivethun Focus Spells

ENTREAT SPIRIT ◆ — SPELL 1

UNCOMMON CONCENTRATE MANIPULATE

Requirements You must be Bonded with a Spirit

Duration 1 minute

You invite a spirit you've bonded with to bolster your mind. You gain a +1 status bonus to an Intelligence-, Wisdom-, or Charisma-based skill of your choice. Additionally, you gain a +1 status bonus to saving throws against curse, death, emotion, and fear effects.

Heightened (4th) The status bonus to the skill and your saving throws increases to +2.

Heightened (8th) The status bonus to the skill and your saving throws increases to +3.

ENTREAT THE MANY ◆◆ — SPELL 6

UNCOMMON CONCENTRATE MANIPULATE

Area 10-foot emanation

Defense Fortitude

You manifest echoes of all the spirits you've ever bonded with at once, in a spiraling cyclone of colorful forms. They deal 8d8 force damage to each enemy in the area, with a basic Fortitude save. Additionally, creatures that critically fail the save are knocked prone.

Heightened (+1) The damage increases by 1d8.

Witch Patrons

I have already spoken a bit on the nature of the connection between a witch and their patron, who is oftentimes mysterious, even to the witch. The patron's reasons for granting power are usually unknown, and it isn't beyond the realm of possibility to think that a being of divine origin could act as a patron. A witch serving such a patron would never truly know the full provenance of their powers, and the relationship between the two would be no different than that of other witches and their patrons. But why would a god make such a mysterious pact when they could instead rely on their worshippers? As always, deities have their own ineffable reasons for their actions. Perhaps their patronage is part of a covenant with other gods and spirits in a way that is in line with their regular areas of concern. Perhaps the witch's personal goals have piqued the god's interest, and they are invested in the witch succeeding. Perhaps the deity simply wants to keep their presence a secret from other forces. I will have to make a note to return this question; for now, I will continue to categorize witch patrons in the hopes of discovering which might be divine beings in disguise.

Patron Gods

As with oracles, the source of a witch's power can be quite mysterious. I understand that gods might want to keep their patronage a mystery, especially in cases where a god is using the patronage to grant something other than divine magic. I've tried my best to categorize the different types of patrons based on the broad set of gifts and abilities they grant witches. From there, I undertook a bit of sleuthing to determine which gods were likely the figure behind the curtain, as it were. Of course, witch patrons are rather unknowable at times so these are simply guesses in some cases, and the list is far from comprehensive as even the few forthcoming gods I spoke with were rather silent on the matter of witch patronage. For all I know, no gods are actually witch patrons, and this is all some kind of elaborate, divine ruse!

Choir Politic: Abadar, Aleth, Bolka, Erastil, Cayden Cailean, Iomedae, Shelyn, Teki Stronggut, Thisamet, Torag, Uirch

Faith's Flamekeeper: Atreia, Dalenydra, Desna, Iomedae, Mahja Firehair, Sarenrae, Sekhmet, Shelyn, Valani

The Inscribed One: Abraxas, Geryon, Irori, Nethys, Nyuo-Ogh, Tolte Coatl

Paradox of Opposites: Cihua Coatl, Nyarlathotep, Nethys, Pharasma, Urgathoa

The Resentment: Arazni, Calistria, Lamashtu, Ragathiel, Rovagug, Sicva

Silence in Snow: Alglenweis, Gozreh, Thremyr, Yamatsumi, Yrmidar

Spinner of Threads: Alseta, Atropos, Bifrons, Grandmother Spider, Imot, Irez, Magdh, Mahathallah, Pharasma, Shyka, Ssila'meshnik, Yhidothrus, Yog-Sothoth

Starless Shadow: Aleth, Apep, Haggakal, Iggeret, Norgorber, Nyuo-Ogh, Zon-Kuthon

The Unseen Broker: Abadar, Asmodeus, Dranngvit, Mephistopheles, Norgorber, Nyarlathotep, Titivilus, Torag, Ulon, Vulot

Wilding Steward: Ananshea, Baphomet, Chamidu, Erastil, Gozreh, Ketephys, Shelyn, Skode



OBJECT FAMILIAR

Object Familiars

Some patrons (especially ones like Baba Yaga) send an inanimate object as a familiar to their witch. An object familiar functions the same as a regular familiar, with a few exceptions. First, it has a Speed of 0 feet, and you can't select pet abilities, familiar abilities, or master abilities for it that require movement until it has a Speed. You can grant your object familiar a Speed with the animated familiar ability listed below. You must choose the construct familiar ability for it each day, but the familiar need not have the tough pet ability first. Object familiars are available to all witches.

Animated: With a bit of magic from your patron, your object familiar can move about on its own. It gains a Speed of 25 feet. You can select this ability only for object familiars.

Witch Patrons

The following patrons are available to all witches.

Choir Politic

When your patron speaks, it is a chorus of voices sounding as one. They first appeared to you in the faces

of your neighbors in the middle of a town festival or council meeting, when the success of an endeavor hinged on everyone working together. With the strength of your patron behind you, you then rallied the community together for a common goal. Your patron might be a single entity gathering a coterie of subjects together for an unknown cause or a like-minded covenant of deities and spirits. Whatever the case, your patron—and by extension, you—understands that mortals are stronger together.

Spell List divine; **Patron Skill** Society

Lesson of Community Knowledge Your patron taught you the importance of pooling information to help a group with a common cause. You gain the *share vision* hex cantrip and your familiar learns *share lore* (page 259).

Familiar of Bolstering Aid Your familiar knows all manner of tricks that can help! When you Cast or Sustain a hex, and your familiar is adjacent to an ally, that ally gains a +2 status bonus to the next non-attack skill check that ally attempts before the start of your next turn.

SHARE VISION ❖ CANTRIP 1

UNCOMMON | CANTRIP | CONCENTRATE | HEX | WITCH

Patron Choir Politic

Range 30 feet; **Target** 1 willing creature

Duration 10 minutes

Your patron temporarily links your vision with that of another, causing both of you to be able to see through each other's eyes. For the duration of the hex, the two of you share any vision-based senses (such as darkvision or low-light vision) and gain a +2 status bonus to Perception checks, but if either of you are blinded or dazzled, you both are.

If you cast *share vision* while a previous casting of this hex is still in effect, the previous effect ends.

Paradox of Opposites

Life and death, good and evil, light and shadow, vitality and void energy—these diametrically opposed concepts exist everywhere, and your patron walks the line between them. You first encountered your patron in a place or situation of such duality, such as witnessing a baby being born in a cemetery or feeling the natural light of a sunbeam in an otherwise dark cavern. There is power to be derived from the interplay between seemingly antithetical ideas and striking a balance between the two. Your patron could be a monitor demigod interested in cultivating a cosmic balance or an entity that plays fast and loose with morality. They are the difference between the two sides of the same coin while also being the entirety of the coin.

Spell List divine; **Patron Skill** Religion

Lesson of the Twilit Soul For your patron, life and death and sleeping and waking have the same meaning. You gain the *trade death for life* hex cantrip and your familiar learns *sleep*.

Familiar of Paired Perplexity Your familiar has twice as many of a small feature than a normal creature would have, such a second tail or an extra pair of whiskers. When you Cast or Sustain a hex, your familiar seems to double and be in two places at once. One creature you choose within 20 feet of it is stupefied 1 until the start of your next turn; this is a visual effect.

TRADE DEATH FOR LIFE ❖ CANTRIP 1

UNCOMMON | CANTRIP | HEALING | HEX | MANIPULATE | WITCH

Patron Paradox of Opposites

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

Your patron steals life from one of your enemies to grant it to another. The target takes 1d4 void damage (basic Fortitude save). If the target takes damage, a willing creature within the hex's range gains fast healing 1 for as long as you Sustain the hex. The target takes damage only once from this spell, whether or not you Sustain it.

Heightened (+1) The damage increases by 1d4 and the fast healing increases by 1.



PARADOX OF OPPOSITES WITCH

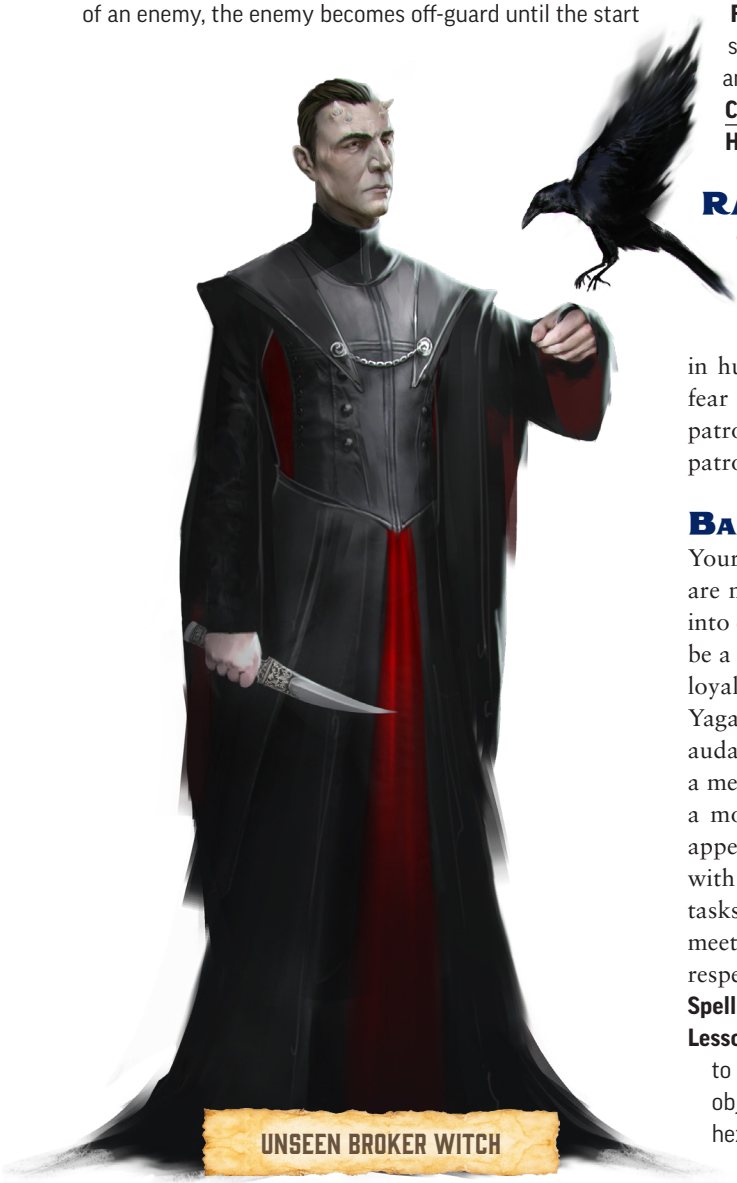
The Unseen Broker

Whether in a dream, answering a feeling in your heart, or enacting a mysterious ritual, you have agreed to act as a mediator between your patron and the rest of the world. Of course, you understand the power of deals and receive further knowledge in exchange for your service. Your patron might be a god, an enigmatic figure like a planar being, or even an alien entity. Regardless of their origin, it is clear that through the bargains you make with others, you advance your patron's agenda.

Spell List occult; **Patron Skill** Occultism

Lesson of the Bound Words Your patron teaches you about bargains and how they can hold power over others. You gain the *pact broker* hex cantrip and your familiar learns *command*.

Familiar of Enticing Negotiation Your familiar constantly whispers distracting offers of power, wealth, and other temptations to your enemies, even if your familiar normally doesn't have the means of speaking. When you Cast or Sustain a hex and your familiar is within 10 feet of an enemy, the enemy becomes off-guard until the start of your next turn. Your familiar can only distract a single enemy per round in this way.



UNSEEN BROKER WITCH

PACT BROKER ❖ CANTRIP 1

UNCOMMON AUDITORY CANTRIP CONCENTRATE HEX LINGUISTIC MENTAL WITCH

Patron The Unseen Broker

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You offer to broker a pact of peace. If the target accepts and doesn't take hostile actions against you and your allies during the hex's duration, you take a –1 status penalty to Deception checks to Lie to them. If they refuse and take a hostile action against you or an ally during the hex's duration, they must first attempt a Will save. If they accepted the offer and then take a hostile action against you or an ally during the hex's duration, they must first attempt a Will save and treat the result as one category worse. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target takes 2d4 mental damage and a –1 status penalty to attack and damage rolls against you and your allies for the hex's duration.

Critical Failure As failure, but the penalty is –2.

Heightened (+1) The damage increases by 1d4.

Rare Witch Patrons

Occasionally, a witch's patron makes themself known to their servitor. These beings are larger-than-life figures whose notoriety is a part of their power. Often, their names are whispered in hushed, reverent tones by those aware of them for fear of accidentally invoking their ire. Though their patronage of a witch isn't shrouded in mystery, the patron's true goals usually are.

Baba Yaga (Rare Patron)

Your patron is Baba Yaga, the Queen of Witches. You are most likely a young woman who has been thrown into events far above your head, though you might also be a young man or a brave knight who has sworn your loyalty to the old witch. You may have demanded Baba Yaga's aid, and somehow escaped unscathed for your audacity. She may have reached out to you by sending a messenger in the form of an animated object, such as a mortar that had grown legs. She may have instead appeared before you herself, demanding you aid her with some nigh-impossible chore. While many fail these tasks and end up becoming a meal for Baba Yaga or meet even worse fates, you prevailed and earned her respect. Her gift to you is her patronage (and your life).

Spell List occult; **Patron Skill** Occultism

Lesson of Baba's Understanding Baba Yaga teaches you to be more like her, allowing you to transfer spirits into objects and freeze your foes. You gain the *spirit object* hex cantrip and your familiar learns *chilling spray* (*Player Core 2* 242).

Familiar of Obscuring Snowfall Your familiar is always covered in a thin layer of snow, which it sheds as needed. When you Cast or Sustain a hex, you can cause clinging snow to fall in a 5-foot burst centered on a square of your familiar's space. This snowfall remains until the start of your next turn, and enemies that enter these squares during that period are dazzled until the start of your next turn.

SPIRIT OBJECT ❖ CANTRIP 1

RARE CANTRIP HEX MANIPULATE WITCH

Range 30 feet; **Targets** 1 unattended object up to 1 Bulk

Duration 1 minute

Using a sliver of Baba Yaga's power, you briefly bring a nearby object to life. The object gains a means of locomotion if it does not already have one, such as sprouting chicken legs, and Strides up to 25 feet to a space you decide within range. Once per round, you can Sustain the spell to command the object further, either prompting it to move again or to Strike. If prompted to move, the object Strides up to 25 feet again to a space within 30 feet of you. If prompted to Strike, the object attacks one creature of your choice adjacent to its space. Make a melee spell attack roll against the creature. On a success, the creature takes 2d4 damage. The damage is either bludgeoning, piercing, or slashing damage, as appropriate for the object. The object doesn't do anything if it doesn't receive further commands from you. If you cast *spirit object* again, any previously affected object reverts back to normal. You can Dismiss the spell.

Heightened (+1) Increase the maximum Bulk of the target by 1 and the damage by 2d4.

Mosquito Witch (Rare Patron)

Your patron is a mysterious being known as the Mosquito Witch. You do not know why you were chosen, and in many cases, you wish that you hadn't been. She may have made herself known to you through terrifying prophetic visions and nightmares, or you might have instead received her patronage in the form of swarming insects, their buzzing opening your ears to magic and their bites filling your body with power. Frightening events plague your wake: strange accidents, dead animals, and glowing red eyes in the darkness. Whether or not you're aware of the Mosquito Witch's influence, you have an affinity with insects, and typically draw their attention wherever you go.

Spell List primal; **Patron Skill** Nature

Lesson of the Unbridled Hive The Mosquito Witch grants you control over insects. You gain the *buzzing bites* hex cantrip and your familiar learns *pest form*.

Familiar of Swarm's Heart Your familiar is surrounded by a cloud of harmless insects. When you Cast or Sustain a hex, the insects swarm to protect you and your allies. Until the start of your next turn, your familiar grants concealment to you or any ally while sharing the same space.

BUZZING BITES ❖ CANTRIP 1

RARE CANTRIP HEX MANIPULATE WITCH

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

You evoke buzzing and crawling insects to climb onto a foe's body and bite, dealing 1d4 piercing damage and potentially sickening the foe, depending on its Fortitude save. Once this spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage.

Critical Failure The target takes double damage and is sickened 1 by the crawling insects. The sickened value can't be reduced below 1 while the spell is active.

Heightened (+1) The damage increases by 1d4.



MOSQUITO WITCH ADHERENT

Appendix

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Apocalypse Riders					
Apollyon	Prince of Plagues	Pestilence	End all mortal life through disease and poison, cultivate diseased animals	Prevent plagues, bury or burn the dead	Air, decay*, plague*, swarm*
Charon	The Boatman	Death	End all mortal life, exploit those who fear death	Offer anything for free, extend mortal lifespans, grant true salvation to the doomed or dying	Death, knowledge, soul*, water
Szuriel	Angel of Desolation	War	End all mortal life through war, obliterate faith	Show mercy to creatures who do not worship Szuriel, choose to marry or have children	Ambition, destruction, fire, might
Trelmarixian	The Lysogenic Prince	Famine	End all mortal life through wasting consumption and starvation, violently consume matter and souls	Kill or remove a parasite or tumor, grow food	Decay*, dust*, earth, nightmares
Archdevils					
Baalzebul	Lord of Flies	Arrogance, flies, lies	Convey yourself with regal dignity, claim what you desire and deserve, seek vengeance on those who wrong you	Provoke Baalzebul's envy, show humility	Air, ambition, magic, trickery
Barbatos	The Bearded Lord	Animals, corruption, gateways	Veil your motives, make dangerous deals, offer incomplete and ruinous knowledge	Hide any plot against your masters, close or interfere with portals to Hell	Magic, nature, travel, tyranny
Belial	The Pale Kiss	Adultery, deception, desire	Indulge your basest desires, create deadly weapons	Impede an act of high hedonism, become too attached to a lover or project	Change*, passion, trickery, zeal
Dispater	Iron Lord	Cities, prisons, rulership	Uphold absolute law, pursue perfection in your surroundings, speak with refinement	Act above your station, neglect your defenses, betray a lover	Cities, confidence, duty*, tyranny
Geryon	The Serpent, Source of Lies	Forbidden knowledge, heresy, snakes	Hoard knowledge, test the boundaries of taboo, spread falsehoods to dupe the foolhardy	Declare knowledge heresy or forbidden, break your word	Dragon*, might, truth, water
Mammon	The Argent Prince	Avarice, watchfulness, wealth	Gain financial control over others, gather new wealth, count your riches	Leave the cult of Mammon, allow those who steal from you to go unpunished	Ambition, creation, toil*, wealth
Mephistopheles	The Crimson Son	Contracts, devils, secrets	Master laws and use them to your benefit, enable the desperate, excoriate others with veiled mockery	Break a contract you made, get caught breaking the law	Glyph*, knowledge, secrecy, tyranny
Moloch	The Ashen Bull	Fire, obedience, war	Spread Hell's order through war, convert communities to sole worship of Moloch, sacrifice creatures in fire	Defy a military superior, flee in battle (unless ordered to do so), lose your combat edge due to your vices	Destruction, duty*, fire, might
Azlanti Pantheon					
Acavna	The Shield	Companionship, defensive tactics, the moon	Protect the weak and innocent, use defense as your first resource, make choices for the good of all and not the good of one	Attack without cause, ignore the pleas of the weak and innocent, act solely for your own self interest	Duty*, family, moon, protection
Aesocar	The Healing Touch	Creation, health, medicine	Provide healing and aid to those who need it, promote the value of connecting faith and science, strive to defend and protect others in battle	Do unnecessary harm, spread disease, fail to aid someone in need	Creation, healing, protection, repose*
Amaznen	The Father of Invention	Invention, magic, secret knowledge	Constantly pursue new knowledge; hold secrets close to the chest; prioritize discovery, invention, and innovation through fusion of magic and technology	Share knowledge too freely, throw something away that could be repurposed, take credit for another's invention or idea	Creation, knowledge, magic, protection
Elion	The Farseeker	Discovery, exploration, settlers	Explore and seek new locations, respect and learn from new cultures, share and bargain with others	Claim ownership of inhabited land, spread disease and infection, destroy natural habitats	Cities, family, travel, weather
Jaidi	The Blessing and Bounty	Agriculture, hard work, self-sufficiency	Encourage hard work that benefits all, ensure the health of crops and vegetation, always lend a hand when asked	Destroy healthy crops, waste food, refuse to help others in your community	Family, might, nature, sun
Lissala	The Order of Virtue	Duty, fate, rewards for service, runes	Gather and share knowledge freely, honor your duty when your word is given, respect and carry out the law	Conceal and keep information secret, break an oath, subvert authority	Ambition, duty*, fate, knowledge
Myr	The Guide of Perfection	Charity, lineage, physical perfection	Strive for perfection in mind and body, respect and honor those who came before you, use your means to aid the less fortunate	Take life needlessly, take from those less fortunate, ignore someone in need	Ambition, family, duty*, perfection

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
						(* indicates options new to this book)	
	Harm	Must choose unholy	Medicine	Strength or Constitution	1st: *goblin pox*, 2nd: *vomit swarm*[PC2], 5th: *toxic cloud*	None	Scythe
	Harm	Must choose unholy	Occultism	Constitution or Intelligence	1st: *grim tendrils*, 5th: *wave of despair*, 9th: *phantasmagoria*	None	Staff
	Harm	Must choose unholy	Athletics	Strength or Constitution	1st: *breathe fire*, 3rd: *haste*, 4th: *weapon storm*	None	Greatsword
	Harm	Must choose unholy	Nature	Constitution or Wisdom	1st: *grease*, 2nd: *feast of ashes**, 5th: *acid storm**	None	Spiked gauntlet
	Harm	Must choose unholy	Deception	Dexterity or Charisma	1st: *fleet step*, 2nd: *vomit swarm*[PC2], 6th: *mislead*	Secrecy, swarm*, toil*	Spear
	Harm	Must choose unholy	Nature	Constitution or Wisdom	1st: *spider sting*, 3rd: *paralyze*, 4th: *clairvoyance*	Confidence	Staff
	Harm	Must choose unholy	Diplomacy	Intelligence or Charisma	1st: *charm*, 2nd: *humanoid form*, 3rd: *enthrall*	Might	Ranseur
	Harm	Can choose unholy	Society	Strength or Charisma	1st: *tether**, 4th: *suggestion*, 6th: *petrify*	Perfection	Mace
	Harm	Must choose unholy	Occultism	Intelligence or Wisdom	1st: *acidic burst**, 2nd: *animal form* (snake only), 3rd: *hypercognition*	Knowledge, secrecy	War flail
	Harm	Must choose unholy	Thievery	Wisdom or Charisma	1st: *shattering gem**, 4th: *creation*, 7th: *planar palace*	Earth, metal*	Spear
	Harm	Must choose unholy	Deception	Intelligence or Charisma	1st: *message rune**, 2nd: *blistering invective*[PC2], 5th: *subconscious suggestion*	Soul*	Trident
	Harm	Must choose unholy	Athletics	Strength or Constitution	1st: *breathe fire*, 5th: *acid storm**, 7th: *fiery body*	Metal*, toil*	Whip
	Heal	Can choose holy	Diplomacy	Constitution or Wisdom	1st: *protector tree*[PC2], 4th: *containment*[PC2], 6th: *wall of force*	Knowledge, vigil*	Spear
	Heal	Must choose holy	Medicine	Intelligence or Wisdom	1st: *soothe*, 2nd: *false vitality*, 4th: *creation*	Knowledge	Flail
	Harm or heal	None	Arcana	Intelligence or Wisdom	1st: *temporary tool**, 6th: *tree of seasons*, 7th: *retrocognition*	Glyph*, Metal*, Toil*	Light hammer
	Heal	Can choose holy	Survival	Dexterity or Wisdom	1st: *tailwind*, 3rd: *cozy cabin*, 7th: *momentary recovery*[DA]	Creation	Longbow
	Heal	Can choose holy	Nature	Strength or Constitution	1st: *protector tree*[PC2], 3rd: *wall of thorns*, 5th: *nature's pathway*	Earth, Toil*	Scythe
	Harm or heal	Can choose holy or unholy	Arcana	Intelligence or Charisma	1st: *mindlink*, 2nd: *animus mine**, 6th: *never mind*	Glyph*	Whip
	Heal	Must choose holy	Society	Constitution or Wisdom	1st: *soothe*, 4th: *mountain resilience*, 6th: *nature's reprisal*[SoM]	Introspection*	Longsword

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Onos	God of Many Doors	Elements, embassies, extraplanar travel	Mediate conflicts, respect each element equally, experience travel as often as possible	Act before weighing both sides, solve problems with aggression before negotiating, play favorites in negotiation	Air, earth, fire, water
Scal	Calm after the Storm	Annihilation, catharsis, purity	Strive for physical and mental perfection, tap into one's inner darkness to destroy anything that compromises one's pursuit of righteous perfection, take vengeance when necessary	Indulge in gluttonous or lazy behavior, give up without a fight, refuse a duel	Destruction, earth, freedom, perfection
Sicva	Mistress of All	Domination, invasive species, oppression	Spread invasive species to new ecosystems, corrupt good ideals to promote domination and oppression, inspire duty and loyalty through coercion and fear	Support a rebellion, give freely expecting nothing in return, aid in ending a plague or infection	Ambition, nature, plague*, tyranny
Ulon	The Web	Conspiracy, isolation, manipulation	Discover and unravel the hidden truths, motivate others to fight and question each other, keep secrets close to the chest	Blindly accept what you're told, share the All-Truth, support or promote unjustified hierarchy	Knowledge, secrecy, trickery, truth
Coatl Tribunal					
Cihua Coatl	The War Children	Childbirth, protection, warfare	Aid in the rearing of children; prepare your body, mind, and community for eventual conflict; support your community	Engage in mindless war, refuse to answer a genuine plea for protection	Healing, might, protection, zeal
Pahti Coatl	Healer of Souls	Investigation, rehabilitation, retribution	Attempt to help others return to a righteous path, seek out evils that threaten innocents, learn what you can about evil doers and the reasons for their actions	Refuse to outright destroy an overwhelming evil, strike down another without proving that they have done wrong, reject someone honestly seeking redemption	Destruction, healing, truth, zeal
Tolte Coatl	The Crafter of Knowledge	Knowledge, memories, migration	Encourage others to join you on travels, offer to teach those who are genuinely eager to learn, ask others to share their tales	Alter the memory of another, deny someone who genuinely wishes to journey with you and would not harm you	Creation, glyph*, knowledge, travel
Daemon Harbingers					
Anogetz	The Fated Fangs	Animal attacks, coups, revolution	Be as merciless (or more so) as your oppressors, indulge as beasts indulge, let your rage fuel your deeds	Refrain from harming an oppressor's loved ones, spare a tyrant's life	Destruction, freedom, indulgence, zeal
Cixyron	The Furious Thunder	Electricity, gunpowder, poisonous metals	Engineer complex acts of vengeance, construct glorious instruments of war, instill terror in your enemies from a distance	Intentionally destroy a weapon that you have crafted, explain your reasoning to someone less knowledgeable than you	Knowledge, lightning*, metal*, toil*
Corosbel	The Silent Saint	Failed martyrdom, false worship, religious corruption	Convert other faithful into lives of excess, take what is due to you as a divine messenger, tempt others into false worship	Deny yourself an opportunity to extort your flock, perform an act of true selflessness	Death, secrecy, soul*, trickery
Laivatiniel	The Chains and the Cradle	Anxiety, coddling, smothering parental love	Allow anxiety and jealousy to rule your actions, impose your will upon those who see you as a parental figure, usurp praise given to others for actions you may have suggested	Cede authority to another guardian, heed advice from your child or charge, ignore an opportunity to remind your charge of their place	Disorientation*, family, trickery, tyranny
Pavnuri	The Lord of Nothing	Cannibalism, secret messages, starvation	Consume the flesh of your own kind, hoard secrets, never speak plainly when you can speak in metaphor or code	Feed another out of kindness or pity, give up an intimate secret without gain	Glyph*, knowledge, secrecy, undeath
Tresmalvos	The Cistern Queen	All-consuming greed, befouled sewers, cesspools, rat catchers	Chase material wealth, oppress the less fortunate, think only of the current moment	Give a gift without expectation of reciprocation, participate in maintaining urban infrastructure	Darkness, indulgence, water, wealth
Vorasha	The Ophidian	Incurable afflictions, poisons, toxicity	Lay your enemies low through deceit and subtlety, preserve your patience for long-term goals, venerate all scaled creatures	Cultivate or maintain a garden of non-poisonous plants, intentionally harm a venomous serpent not in self-defense	Decay*, dragon* magic, water
Xsistaid	The Wriggling Wound	Festering injuries, maggots, parasites	Feed on others without guilt, rob others of strength to embolden yourself, wield your weakness as your weapon	Fail to take advantage of someone's kindness, take only what you need when you could get away with more	Decay*, pain, plague*, undeath
Zelishkar	The Bitter Flame	Arson, burning alive, cremation	Burn the remains of your defeated enemies and closest allies, destroy the accomplishments of your so-called betters, wield flame as a tool and a weapon	Accept the motivations of others at face value, extinguish a raging fire	Destruction, duty*, fire, zeal
Demon Lords					
Abraxas	Master of the Final Incantation	Forbidden lore, magic, snakes	Learn and hoard forbidden magic, steal secrets from others	Destroy forbidden lore, reveal the entirety of a secret	Destruction, dragon*, knowledge, magic
Areshkagal	The Faceless Sphinx	Greed, knowledge, portals, riddles	Clear paths and portals, develop new riddles, hide your intentions	Reveal knowledge without personal gain, show mercy to cultists of Aldinach, willingly relinquish wealth	Knowledge, travel, trickery, wealth
Baphomet	Lord of the Labyrinth	Beasts, dungeons, traitors	Confuse paths and roads, outwit your foes instead of overpowering them, unleash beasts to kill others	Kill something that cannot significantly harm you, bargain with Asmodeus	Indulgence, might, secrecy, zeal

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm or *heal*	None	Diplomacy	Wisdom or Charisma	1st: *gust of wind*, 3rd: *one with stone*, 5th: *elemental form*	Metal*, travel, wood*	Chakram (*Lost Omens Grand Bazaar*)
	Harm	Must choose unholy	Athletics	Strength or Constitution	1st: *liberating command**, 4th: *weapon storm*, 6th: *phantasmal calamity*	Repose*, zeal	Meteor hammer[TV]
	Harm or *heal*	Can choose unholy	Nature	Dexterity or Constitution	1st: *summon animal*, 2nd: *entangling flora*, 5th: *toxic cloud*	Decay*	Sickle
	Harm or *heal*	None	Deception	Intelligence or Charisma	1st: *vanishing tracks*, 2nd: *paranoia*, 4th: *suggestion*	Ambition	Crossbow
	Harm or *heal*	Can choose holy	Athletics	Strength or Wisdom	1st: *sure strike*, 4th: *mountain resilience*, 7th: *true target*	Duty*, repose*, vigil*	Spear
	Harm or *heal*	Can choose holy	Survival	Strength or Wisdom	1st: *sure strike*, 3rd: *hypercognition*, 6th: *disintegrate*	Confidence, duty*, knowledge	Sickle
	Heal	Can choose holy	Society	Constitution or Intelligence	1st: *tailwind*, 3rd: *hypercognition*, 8th: *quandary*	Introspection*, secrecy, star *	Arbalest
	Harm	Can choose unholy	Intimidation	Strength or Constitution	1st: *summon animal*, 4th: *reflective scales**, 7th: *unfettered pack*	Ambition, swarm*	Spiked gauntlet
	Harm	Must choose unholy	Crafting	Dexterity or Intelligence	1st: *conductive weapon*[RoE], 5th: *toxic cloud*, 6th: *chain lightning*	Destruction, fire	Flintlock musket (*Guns & Gears*)
	Harm or *heal*	Must choose unholy	Deception	Intelligence or Wisdom	1st: *charm*, 4th: *nightmare*, 5th: *subconscious suggestion*	Nothingness*, tyranny	Dagger
	Harm or *heal*	Can choose unholy	Deception	Wisdom or Charisma	1st: *agitate**, 3rd: *enthrall*, 7th: *warp mind*	Protection, sorrow*	Crossbow
	Harm	Must choose unholy	Survival	Constitution or Wisdom	1st: *message rune**, 2nd: *feast of ashes**, 5th: *false vision*	Nothingness*, trickery	Morningstar
	Harm or *heal*	Can choose unholy	Society	Dexterity or Wisdom	1st: *animal allies*[SoM], 4th: *hydraulic torrent*, 8th: *desiccate*	Plague*, swarm*	Halberd
	Harm	Must choose unholy	Nature	Constitution or Wisdom	1st: *spider sting*, 5th: *toxic cloud*, 8th: *monstrosity form*	Naga*, pain	Spiked chain
	Harm	Must choose unholy	Medicine	Strength or Constitution	1st: *goblin pox*, 2nd: *vomit swarm*[PC2], 7th: *corrosive body*[SoM]	Death, swarm*	Dart
	Harm	Can choose unholy	Acrobatics	Dexterity or Constitution	1st: *breathe fire*, 4th: *fire shield*, 7th: *fiery body*	Ambition, star*	Ranseur
	Harm	Must choose unholy	Arcana	Intelligence or Wisdom	1st: *share lore**, 2nd: *ghostly carrier*, 3rd: *hypercognition*, 4th: *reflective scales**, 5th: *slither*, 6th: *never mind*, 7th: *contingency*, 8th: *unrelenting observation*, 9th: *detonate magic*	Glyph*	Whip
	Harm	Must choose unholy	Deception	Intelligence or Charisma	1st: *befuddle**, 4th: *translocate*, 6th: *never mind*	Air, glyph*	Sickle
	Harm	Can choose unholy	Survival	Intelligence or Wisdom	1st: *summon animal*, 2nd: *enlarge*, 8th: *quandary*	Disorientation*	Glaive

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Cyth-V'sug	Prince of the Blasted Heath	Disease, fungus, parasites	Corrupt all that exists with parasites or fungus, promote the growth of fungus, feast on rotten flesh or fungus	Purify your food, cure a disease or kill a parasite, tolerate another demon lord or their servants (except Treerazer)	Change*, decay*, nature, plague*
Dagon	The Shadow in the Sea	Abberance, the sea, sea monsters	Swim underwater, improve your own strength, encourage the spread of dangerous sea monsters	Break a sworn oath, settle in a land-locked area, share Dagon's secrets with outsiders	Change*, destruction, water, zeal
Gogunta	Song of the Swamp	Amphibians, boggards, swamps	Sacrifice creatures by drowning them, sing in the swamps, aid amphibians	Grant mercy to boggards who worship other gods	Indulgence, might, tyranny, water
Haagenti	The Whispers Within	Alchemy, invention, transformation	Practice alchemical transmutations, pursue knowledge whatever the cost, use your inventions to exploit others	Aid Yamasoth, allow morality to interfere with research, destroy knowledge	Change*, might, toil*, wealth
Jezelda	Mistress of the Hungry Moon	Desolation, the moon, werewolves	Eat raw meat and blood, hunt on the night of the full moon, prey on the weak and defenseless	Betray your pack, offer succor to non-werewolf shapeshifters, use silver as a weapon	Destruction, might, moon, trickery
Kabriri	Him Who Gnaws	Ghouls, graves, secrets kept by the dead	Eat the flesh of your own kind	Reveal secrets of the dead to nonbelievers, despoil grave markers	Indulgence, knowledge, undeath, vigil*
Nurgal	The Shining Scourge	Deserts, senseless warfare, the sun	Wage war in the desert, deny water to your foes	Heal a sunburn, change your name	Destruction, dust*, fire, sun
Pazuzu	King of the Wind Demons	The sky, temptation, winged creatures	Tempt others to immoral acts, revel in flight, possess or magically influence others to cause calamities	Deny a flying creature the ability to fly, abuse Pazuzu's name or call on Pazuzu for help, aid worshippers of Lamashtu	Air, swarm*, trickery, tyranny
Shax	The Blood Marquis	Envy, lies, murder	Plot and commit murders, tell lies, torture creatures	Sleep in a building with fewer than five rooms, allow a victim to escape due to gloating	Ambition, death, pain, trickery
Shivaska	The Chained Maiden	Aberrations, clocks, prisons	Accelerate impending doom, demand subservience from your lessers, oppress the weak	Allow a prisoner to go free, show mercy without personal benefit	Abomination*, darkness, pain, time*
Sifkesh	The Whispered Doubt	Heresy, hopeless despair, suicide	Spread doubt among the faithful, ruin the reputation of religions, provoke wrongdoers to suicide instead of allowing for redemption	Spread hope, offer forgiveness, sincerely honor or call upon another god	Nightmares, pain, sorrow*, trickery
Sithhud	Frozen Lord	Blizzards, the frozen dead, revenge	Be as inexorable as a glacier, endure the elements, seek vengeance no matter how long it takes	Forgive even the smallest slights, offer shelter during a blizzard or ice storm	Ambition, cold*, undeath, water
Vulot	The All or None	Disguises, lies, stolen identities	Steal another's identity, never introduce yourself the same way twice, use someone else's reputation to your advantage	Expose your unadorned face, reveal a conspiracy to the public, surrender a criminal to the authorities	Confidence, disorientation*, secrecy, trickery
Xoveron	Horned Prince	Gargoyles, gluttony, ruins	Acquire and consume more resources than you need, embrace stillness, ensure ruins remain in their dilapidated state	Allow a structure to be rebuilt or maintained, practice moderation in consumption	Cities, destruction, earth, indulgence
Yhidothrus	The Ravager Worm	Age, entropy, time, worms	Advance the destruction of all things, extend your life by any means necessary, sow discord among civilizations	Act rashly without careful planning, promote the creation of a place, thing, or idea	Death, decay*, fate, time*
Zevgavizeb	The Glutton in the Dark	Caverns, reptiles, xulgaths	Slaughter the cowardly, subjugate the weak	Favor stealth over shows of strength, eat cooked meat	Destruction, dragon*, might, nature
Zura	The Vampire Queen	Blood, cannibalism, vampires	Drink blood, seek vampirism, cause bleed damage	Expose vampires, heal a bloody wound without drinking blood from it first	Disorientation*, indulgence, nightmares, undeath
Dwarven Gods					
Angradd	The Forge-Fire	Fire, offensive war, tradition	Seek and destroy evil, study evil to learn the best way to destroy it, train others in righteous ways	Allow weaker evils to survive due to the presence of larger evils, deceive others outside of tactical gain	Fate, fire, protection, zeal
Bolka	The Golden Gift	Committed relationships, marriage, passion	Encourage those seeking love, see the beauty in others, support others' relationships	Betray your spouse, disrupt a genuine marriage, prevent a suitor from seeking a partner	Confidence, family, healing, passion
Drangvit	The Debt Minder	Debt, pursuit, vengeance	Help reclaim just debts, seek appropriate vengeance against transgressions	Allow a slight to go unrecognized, avoid repaying a debt, force others into debts you know are unpayable	Knowledge, might, travel, vigil*
Droskar	The Dark Smith	Cheating, exploitation, toil	Achieve goals at any cost, continually improve your abilities, establish dominance, work ceaselessly	Fail to work toward goals or grow in skill, relax excessively or give in to sloth	Duty*, earth, trickery, tyranny
Folgrit	The Watchful Mother	Children, hearths, mothers	Maintain the sanctity of a home, remain patient with others, take in those without families	Abandon your family, fail to defend your neighbors	Cities, family, repose*, protection
Kols	The Oathkeeper	Duty, honor, promises	Seek those who break oaths and enforce just restitution, uphold your promises	Lie, dishonor yourself or your family, shirk your duties, break an oath	Duty*, knowledge, might, truth

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm or *heal*	Must choose unholy	Nature	Constitution or Wisdom	1st: *summon plant or fungus*, 2nd: *fungal hyphae**, 5th: *plant form*	Nothingness*	Scimitar
	Harm	Can choose unholy	Athletics	Strength or Constitution	1st: *hydraulic push*, 3rd: *feet to fins*, 6th: *chain lightning*	Abomination*	Trident
	Harm	Must choose unholy	Intimidation	Strength or Wisdom	1st: *jump*, 3rd: *aqueous orb*, 5th: *slither*	None	Whip
	Harm or *heal*	Can choose unholy	Crafting	Constitution or Intelligence	1st: *summon construct*, 2nd: *humanoid form*, 4th: *bestial curse*PC2	Ambition, creation	Battle axe
	Harm or *heal*	Can choose unholy	Athletics	Strength or Constitution	1st: *fleet step*, 2nd: *feral shades*SOM, 5th: *moon frenzy*	Nature	Claw or scimitar
	Harm	Must choose unholy	Stealth	Dexterity or Intelligence	1st: *jump*, 2nd: *expeditious excavation**, 3rd: *paralyze*	None	Jaws or flail
	Harm	Must choose unholy	Survival	Constitution or Charisma	1st: *breathe fire*, 2nd: *floating flame*, 3rd: *cup of dust**	None	Mace
	Harm	Must choose unholy	Diplomacy	Dexterity or Charisma	1st: *gust of wind*, 4th: *aerial form*, 8th: *migration* (transforms into flying creatures)	None	Longsword
	Harm	Must choose unholy	Intimidation	Dexterity or Charisma	1st: *phantom pain*, 2nd: *invisibility*, 3rd: *haste*	None	Dagger
	Harm	Must choose unholy	Intimidation	Constitution or Charisma	1st: *tether**, 3rd: *phantom prison*SOM, 5th: *slither*	Metal*, sorrow*	War flail
	Harm	Must choose unholy	Deception	Wisdom or Charisma	1st: *ill omen**, 4th: *suggestion*, 5th: *wave of despair*	None	War razorTV
	Harm	Must choose unholy	Survival	Constitution or Wisdom	1st: *chilling spray*PC2, 3rd: *slow*, 5th: *howling blizzard*	Toil*, vigil*	Longsword
	Harm or *heal*	Can choose unholy	Deception	Intelligence or Charisma	1st: *befuddle**, 4th: *honeyed words*, 5th: *portrait of the artist*SOM	Nightmares, nothingness	Dagger
	Harm	Can choose unholy	Stealth	Strength or Constitution	1st: *pummeling rubble*, 2nd: *feast of ashes**, 4th: *mountain resilience*	Decay, might	Ranseur
	Harm	Must choose unholy	Society	Constitution or Wisdom	1st: *déjà vu*PC2, 4th: *morass of ages*DA, 6th: *cast into time*SoM	Nothingness*, undeath	Spiked chain
	Harm	Must choose unholy	Survival	Strength or Constitution	1st: *pest form* (reptile only), 4th: *dinosaur form*, 8th: *earthquake*	None	Spiked gauntlet
	Harm	Must choose unholy	Diplomacy	Strength or Charisma	1st: *charm*, 4th: *vapor form*, 7th: *mask of terror*	None	Rapier
	Heal	Can choose holy	Athletics	Strength or Constitution	1st: *breathe fire*, 2nd: *blistering invective*PC2, 3rd: *fireball*	Duty*, knowledge	Greataxe
	Heal	Can choose holy	Diplomacy	Wisdom or Charisma	1st: *soothe*, 4th: *creation*, 6th: *collective transposition*PC2	Toil*	Mace
	Harm or *heal*	None	Intimidation	Constitution or Wisdom	1st: *tailwind*, 2nd: *knock*, 5th: *magic passage*	Fate, truth	Light pick
	Harm	Can choose unholy	Crafting	Constitution or Intelligence	1st: *ant haul*, 3rd: *haste*, 5th: *subconscious suggestion*	Ambition, fire, metal*	Light hammer
	Heal	Can choose holy	Medicine	Constitution or Wisdom	1st: *endure**, 4th: *fire shield*, 9th: *resplendent mansion*PC2	Duty*, sorrow*	Staff
	Harm or *heal*	None	Society	Strength or Wisdom	1st: *phantasmal minion*, 4th: *suggestion*, 8th: *unrelenting observation*	Confidence, glyph*, secrecy	Light hammer

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Magrim	The Taskmaster	Death, fate, underworld	Perfect a craft or trade, carve runes, destroy undead, aid others with completing unfinished tasks	Treat grave sites irreverently, mistreat your tools, create undead, damage a soul	Death, duty*, fate, glyph*
Trudd	The Mighty	Bravery, defense, strength	Offer your strength to aid others, protect those weaker than you	Engage in petty demonstrations of strength, use your strength to take advantage of others	Confidence, duty*, might, protection
Eldest					
Count Ranalc	The Traitor	Betrayal, exiles, shadows	Work in shadows, hide your nature and motives, plot betrayals or revenge for betrayals	Ask for forgiveness, create permanent or long-lasting sources of light	Confidence, darkness, sorrow*, travel
The Green Mother	The Feasting Flower	Carnivorous plants, intrigue, seduction	Frolic in vegetation, manipulate people, use what you kill, prey on the weak	Hold a secret for too long, discriminate against sex workers or use their trade to harm them	Decay*, indulgence, nature, passion
Imbrex	The Twins	Endings, statues, twins	Pursue your own goals, bring things to their proper ending, split things in half or otherwise create pairs	Offend Imbrex	Dreams, earth, family, might
The Lantern King	The Laughing Lie	Laughter, mischief, transformation	Play pranks, seek new jokes, leave lit lanterns in unusual places	Be completely honest, ruin or explain a good joke	Change*, disorientation*, passion, trickery
The Lost Prince	The Melancholy Lord	Forgotten things, sadness, solitude	Aid the depressed, wear somber clothing, maintain neutrality, ruminate on the past	Abandon someone who has no family, take public credit for your good deeds	Knowledge, repose*, sorrow*, vigil*
Magdh	The Three	Complexity, fate, triplets	Use magic to read the future and understand fate	Lie, share your magic readings without payment (no matter how trivial)	Fate, glyph*, knowledge, truth
Ng	The Hooded	The Seasons, secrets, wanderers	Travel, hide your identity and your motives	Sleep in the same place twice in a row, wear seasonal decorations out of season	Knowledge, magic, secrecy, travel
Ragadahn	The Water Lord	Linnorms, oceans, spirals	Draw spirals, seek primordial secrets, use poison, always carry water	Suffer a linnorm's death curse, destroy a fossil	Destruction, dragon*, vigil*, water
Shyka	The Many	Entropy, reincarnation, time	Learn from the past, leave hourglasses in unusual places, give random gifts, create ephemeral things	Willingly tread where time does not pass	Decay*, disorientation*, fate, time*
Elemental Lords					
Atreia	The Lambent King	Fire, purification, radiance	Burn away corruption, clear the way for new growth, purify tainted areas	Abandon a creature in darkness; deny a suffering creature warmth, shade, or water	Fire, healing, protection, sun
Ayrzul	The Fossilized King	Bone, buried secrets, earth, radiation	Obscure your true motives, slowly poison others, use the strength of stone to protect yourself and your secrets	Make fire larger or hotter than necessary, remove a creature's petrified condition	Destruction, earth, might, secrecy
Ferrumnestra	The Lady of Rust	Decline, inevitability, metal, mourning	Accept the inevitable, clear what remains of that which has fallen to ruin, usher the past into obscurity	Preserve knowledge that has outlived its time, restore an object or structure that has been reclaimed by the elements	Decay*, destruction, metal*, nothingness*
Hshurha	Duchess of All Winds	Air, last breaths, windstorms	Revel in formlessness and freedom, humiliate terrestrial creatures, kill foes via falling or hazards from high winds	Deny a flying creature the ability to fly, walk on earth if you could easily travel otherwise	Air, cold*, destruction, dust*
Kelizandri	The Brackish Emperor	Drowning, water, waves	Instill hydrophobia in others, kill your foes by drowning them, sacrifice treasures to the depths of the ocean	Destroy a body of water, use magic to calm the waves	Destruction, nightmares, travel, water
Laudinmio	The Sovereign of Alchemy	Alchemy, discovery, experiments, metal, regret	Discover new alloys and concoctions, have multiple concurrent plans, innovate use of metals	Allow your creation to fall into malicious hands, destroy an alchemical formula	Change*, creation, metal*, sorrow*
Lysianassa	Empress of the Torrent	Currents, flow, oceans, tides, water	Change to avoid stagnation, promote life and growth, respect and aid the flow of natural cycles, swim	Dam a river, disrespect sincere gifts of water or drink, pollute clean bodies of water	Change*, fate, nature, water
Ranginori	The Zephyrous Prince	Air, thunderstorms, welcome breezes	Open closed areas to fresh air, travel throughout your surroundings daily, fly or make creations that fly	Wrongfully imprison a creature, restrain a creature longer or more tightly than is necessary, suffocate a creature	Air, freedom, lightning*, travel
Sairazul	The Crystalline Queen	Bounties of the earth, caves, fertility, gems	Aid childbirths, care for Sairazul's children, mine responsibly, shelter others within stone and earth	Collapse an earthen structure on a creature, damage subterranean natural wonders	Earth, family, toil*, wealth
Shumunue	The Carved Lady of Mimicry	Camouflage, carpentry, life, mimicry, wood	Celebrate births, make time for nature, recreate life in your works	Permanently damage a plant or wood creature, polymorph another without permission	Creation, passion, swarm*, wood*
Verilorn	Custodian of Oak and Ash	Cultivation, forestry, gardening, security, wood	Patiently plant your seeds, plan for orderly beauty, watch over your sproutlings	Abandon your post, neglect your crops, purposely pervert nature	Creation, nature, protection, wood*
Ymeri	Queen of the Inferno	Fire, heat, smoke	Be passionate and quick of wit, destroy your foes with fire, inspire your inferiors with zeal and strategy	Allow yourself to stagnate or lose motivation, extinguish destructive blazes	Destruction, dust*, fire, zeal

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Heal	Can choose holy	Crafting	Constitution or Wisdom	1st: *temporary tool**, 2nd: *expeditious excavation**, 8th: *earthquake*	Creation, metal*, soul*	Warhammer
	Heal	Must choose holy	Athletics	Strength or Constitution	1st: *endure**, 3rd: *haste*, 4th: *mountain resilience*	Earth, zeal	Warhammer
	Harm or *heal*	None	Stealth	Dexterity or Charisma	1st: *penumbral shroud**, 4th: *peaceful bubble*, 5th: *umbral journey*	Secrecy	Rapier
	Harm or *heal*	None	Nature	Constitution or Charisma	1st: *charm*, 4th: *suggestion*, 5th: *plant form*	None	Sickle
	Harm or *heal*	None	Occultism	Constitution or Wisdom	1st: *mindlink*, 4th: *mountain resilience*, 7th: *duplicate foe*	Vigil*	War flail
	Harm or *heal*	None	Deception	Intelligence or Charisma	1st: *illusory disguise*, 2nd: *laughing fit*, 6th: *cursed metamorphosis*	None	Dagger
	Harm or *heal*	None	Society	Intelligence or Wisdom	1st: *soothe*, 4th: *rewrite memory*, 5th: *wave of despair*	Introspection	Staff
	Harm or *heal*	None	Occultism	Intelligence or Wisdom	1st: *anticipate peril**, 3rd: *threefold aspect*[PC2], 6th: *scrying*	Time*	Scythe
	Harm or *heal*	None	Survival	Wisdom or Charisma	1st: *vanishing tracks*, 2nd: *invisibility*, 4th: *flicker*	Nature	Gauntlet
	Harm or *heal*	None	Occultism	Strength or Wisdom	1st: *hydraulic push*, 2nd: *brine dragon bile*[RoE], 3rd: *feet to fins*	None	Whip
	Harm or *heal*	None	Occultism	Dexterity or Intelligence	1st: *anticipate peril**, 3rd: *haste*, 7th: *time beacon**	None	Light mace
	Heal	Must choose holy	Performance	Wisdom or Charisma	1st: *soothe*, 3rd: *ghostly weapon*, 4th: *fire shield*	None	Katar
	Harm	Must choose unholy	Deception	Strength or Constitution	1st: *shockwave**, 2nd: *summon elemental* (earth only), 6th: *petrify*	Cities, dust, metal*, undeath	Morningstar
	Harm	None	Athletics	Constitution or Wisdom	1st: *conductive weapon*[RoE], 3rd: *noxious metals*[RoE], 4th: *rust cloud*[RoE]	Sorrow*, vigil*	Pick
	Harm	Can choose unholy	Stealth	Strength or Dexterity	1st: *gust of wind*, 2nd: *summon elemental* (air only), 4th: *vapor form*	None	Longbow
	Harm	Must choose unholy	Athletics	Constitution or Charisma	1st: *hydraulic push*, 2nd: *summon elemental* (water only), 6th: *hydraulic torrent*	Dragon*, tyranny, zeal	Trident
	Harm or *heal*	None	Crafting	Intelligence or Charisma	1st: *fold metal*[RoE], 2nd: *summon elemental* (metal only), 5th: *impaling spike*	Wealth	Alchemical bomb
	Heal	Can choose holy	Survival	Dexterity or Constitution	1st: *hydraulic push*, 3rd: *aqueous orb*, 5th: *control water*	Dreams, protection, time*	Spear
	Heal	Can choose holy	Acrobatics	Dexterity or Charisma	1st: *liberating command**, 4th: *aerial form*, 6th: *chain lightning*	None	Whip
	Heal	Can choose holy	Nature	Constitution or Charisma	1st: *shattering gem**, 2nd: *expeditious excavation**, 4th: *mountain resilience*	Creation, protection	Pick
	Heal	Can choose holy	Deception	Constitution or Charisma	1st: *weave wood*[RoE], 2nd: *summon elemental* (wood only), 5th: *plant form*	Perfection, repose*	Club
	Heal	None	Nature	Constitution or Wisdom	1st: *protector tree*[PC2], 2nd: *oaken resilience*, 6th: *nature's reprisal*[SoM]	Duty*, perfection	Sickle
	Harm	Can choose unholy	Intimidation	Strength or Charisma	1st: *breathe fire*, 2nd: *summon elemental* (fire only), 4th: *wall of fire*	None	Longsword

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS	
Elven Gods						
Findeladlara	The Guiding Hand	Architecture, art, twilight	Preserve elven art and architecture, bless and secure households, inspire and aid others with your works	Break the laws of hospitality, allow a guest to bring harm to your family	Cities, creation, family, star*	
Ketephys	The Hunter	Forestry, hunting, running, the moon	Hunt and kill demons and undead, maintain the health of the forest, provide for your community	Take more than needed from the wilderness, hunt an animal for sport, aid Treerazer or his minions	Darkness, moon, nature, secrecy	
Yuelral	The Wise	Crystal, jewelers, magic	Practice herbalism, use and enchant gems, encourage and teach magicians and jewelers, preserve elven magic and knowledge	Cut a gem for aesthetic purposes, defile nature, allow the irresponsible use of magic	Creation, earth, knowledge, magic	
Empyreal Lords						
Andoletta	Grandmother Crow	Consolation, respect, security	Respect elders, instill good virtues in children, seek and allow redemption	Hold a grudge, mock the dead, pass judgment hastily or carelessly	Family, knowledge, protection, sorrow*	
Arshea	Spirit of Abandon	Freedom, physical beauty, sexuality	Inspire passion, comfort and free the repressed, seek your true self and desires	Judge another based on sexual desires or gender roles, act without consent in pursuit of passion	Confidence, freedom, passion, perfection	
Ashava	The True Spark	Dancers, lonely spirits, moonlight	Dance even when there is no music, cast light in places of darkness, lead the lost	Intentionally mislead someone, desecrate graves, abandon a creature in darkness	Darkness, moon, repose*, souls*	
Bharnarol	The Tempered Inventor	Creativity, invention, persistence	Follow creative sparks to the finish, create new and innovative things in your chosen medium, respect and admire the creativity of others	Destroy something created by hand without evil intent, discourage the innovation and creativity of others, abandon projects you have started rather than find ways to change them	Change, creation, duty, knowledge	
Black Butterfly	The Silence Between	Distance, silence, space	Study the stars, notice moments of silence, perform anonymous acts of kindness	Disrupt another's meditation, interrupt tranquil moments, play noisy or discordant music	Freedom, nothingness*, secrecy, star*	
Dalenydra	The Blessed Attendant	Battlefield healing, caregiving, sanctuaries	Help those that are injured in battle, protect the innocent, care for others who cannot take care of themselves, attempt to solve conflicts diplomatically	Strike first in battle, let someone die on a battlefield without attempted intervention, cause the intended death of another	Healing, protection, repose, vigil	
Eritrice	Heart-Speaker	Debate, opinions, truth	Spread truth, debate contentious issues, aid messengers	Sow or perpetuate lies, obstruct discussion, argue in bad faith	Confidence, glyph*, knowledge, truth	
Falayna	Warrior's Ring	Femininity, martial training, rings	Wear and make beautiful things, train for combat, recover and return lost mementos	Disrupt or destroy romantic unions, enforce a dress code, cower from fights	Creation, freedom, might, wealth	
Irez	Lady of Inscribed Wonder	Cards, scribes, spells	Read fortunes, practice calligraphy, devise and study runes	Destroy magic scrolls, cheat at games of chance, deliberately write illegibly	Fate, glyph*, luck, magic	
Kelinahat	She of Ebon Wings	Intelligence, spies, stealth	Gather valuable intelligence, train in the art of espionage, use information you learn to free the innocent	Throw away useful information, destroy evidence of wrongdoing, willingly give information to those of evil intent	Confidence, knowledge, secrecy, trickery	
Keltheald	The Sunset Spires	Natural formations, sunsets, vistas	Take the time to meditate at sunrise or sunset every day, seek out wondrous natural locations, travel to unfamiliar locales, create art reflective of natural beauty	Destroy natural locations and resources, willingly stay indoors for more than a day, never travel outside of your hometown	Earth, introspection*, nature, travel	
Korada	The Open Hand of Harmony	Foresight, forgiveness, peace	Forgive those who have wronged you, embrace a peaceful mindset, seek and allow redemption	Cause lethal harm to a creature, deny a repentant creature an opportunity for redemption, ask a retired warrior to fight	Change*, healing, magic, protection	
Lalaci	He of Motley Repose	Rainbows, relaxation, self-worth, shade	Wear a rainbow every day, hang suncatchers in different places for everyone to see, take and provide opportunities to rest and relax	Pretend to be someone that you're not, prevent someone from taking time for themselves, refuse to listen to both sides of an argument	Change, introspection*, luck, sun	
Lorris	The Savior Hound	Charity, the disadvantaged, orphans, volunteering	Give to those less fortunate than you, help orphans find safe housing, assist those in need	Ignore the needs of others when they ask for your help, take from widows or orphans, contribute to the destruction of housing for the unfortunate	Duty, family, freedom, protection	
Neshen	Knight of the Steel Lash	Penitence, repentance, suffering	Lead others to the light of good, strive for self-perfection, be a support for others struggling to change their ways	Lead others to the light of good, strive for self-perfection, be a support for others struggling to change their ways	Change, freedom, introspection*, might	
Olheon	The Just Arbiter	Deservedness, nobility, rulership	Rule with honor, guard the weak and oppressed, obey righteous laws	Oppress others, fail to challenge tyrants or unjust laws, break a sworn promise	Confidence, duty, protection, truth	
Pulura	The Shimmering Maiden	Constellations, homesickness, northern lights	Aid travelers, comfort the lonely, teach the constellations	Mock the homesick, deny warmth to others, pollute the skies with smoke or light	Cold*, darkness, sorrow*, star*	

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Heal	Can choose holy	Crafting	Charisma or Intelligence	1st: *temporary tool**, 4th: *shape stone*, 7th: *planar palace*	Protection	Staff
	Heal	Can choose holy	Survival	Dexterity or Wisdom	1st: *vanishing tracks*, 2nd: *invisibility*, 3rd: *animal vision*	Family, freedom	Longbow
	Heal	Can choose holy	Arcana	Intelligence or Wisdom	1st: *shattering gem**, 2nd: *shape wood*, 3rd: *one with stone*, 4th: *shape stone*, 5th: *nature's pathway*, 6th: *tangling creepers*, 7th: *unfettered pack*, 8th: *burning blossoms*SoM, 9th: *nature's enmity*	None	Dagger
	Heal	Can choose holy	Society	Wisdom or Charisma	1st: *gentle landing*, 4th: *aerial form* (bird only), 6th: *collective transposition*	None	Staff
	Heal	Can choose holy	Diplomacy	Constitution or Charisma	1st: *jump*, 2nd: *humanoid form*, 5th: *dreaming potential*	None	Flail
	Heal	Can choose holy	Performance	Dexterity or Charisma	1st: *soothe*, 4th: *vapor form*, 8th: *uncontrollable dance*	Vigil*	Bladed scarfTV
	Heal	Can choose holy	Crafting	Dexterity or Intelligence	1st: *temporary tool**, 4th: *creation*, 5th: *dreaming potential*	Toil*	Sickle
	Heal	Can choose holy	Stealth	Dexterity or Wisdom	1st: *penumbral shroud**, 2nd: *blur*, 4th: *flicker*	None	Starknife
	Heal	Must choose holy	Diplomacy	Constitution or Wisdom	1st: *soothe*, 4th: *liminal doorway*, 7th: *contingency*	Family, soul	Light mace
	Heal	Can choose holy	Diplomacy	Intelligence or Charisma	1st: *mindlink*, 2nd: *embed message*, 3rd: *enthrall*	Introspection*	Dagger
	Heal	Can choose holy	Athletics	Strength or Charisma	1st: *sure strike*, 3rd: *ghostly weapon*, 5th: *cloak of colors*PC2	Family, perfection	Longsword
	Heal	Can choose holy	Arcana	Dexterity or Intelligence	1st: *anticipate peril**, 2nd: *umbral extraction*SoM, 4th: *reflective scales**	None	Dart
	Heal	Can choose holy	Stealth	Dexterity or Intelligence	1st: *vanishing tracks*, 4th: *ocular overload*SoM, 6th: *mislead*	Truth	Shortsword
	Heal	Can choose holy	Nature	Strength or Wisdom	1st: *mud pit*SoM, 4th: *elemental gift*SoM, 5th: *nature's pathway*	None	Halberd
	Heal	Can choose holy	Diplomacy	Wisdom or Charisma	1st: *soothe*, 3rd: *slow*, 4th: *containment*PC2	Introspection*	Fist
	Heal	Can choose holy	Performance	Dexterity or Charisma	1st: *dizzying colors*, 3rd: *hypnotize*, 4th: *peaceful bubble*	Darkness	Sling
	Heal	Can choose holy	Society	Strength or Wisdom	1st: *endure**, 4th: *soft landing*DA, 6th: *collective transposition*PC2	Toil*, vigil*	Spear
	Harm or *heal*	Can choose holy	Athletics	Strength or Intelligence	1st: *grim tendrils*, 5th: *illusory scene*, 6th: *vibrant pattern*	None	Ranseur
	Heal	Must choose holy	Diplomacy	Constitution or Charisma	1st: *draw ire*SoM, 4th: *suggestion*, 5th: *glimmer of charm*SoM	Vigil*	Halberd
	Heal	Can choose holy	Survival	Constitution or Wisdom	1st: *dizzying colors*, 5th: *cloak of colors*PC2, 6th: *teleport*	None	Sling

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS	
Ragathiel	General of Vengeance	Chivalry, duty, vengeance	Avenge the wronged, destroy evildoers, lead the charge in battle	Cower from combat, forgive those who have irreparably sinned, leave allies unwillingly in darkness	Destruction, duty*, fire, zeal	
Reymenda	Lady of Sacrifice	Childlessness, endings, responsibility	Bring definitive ends to known evils, consider genuine requests for aid, sacrifice when others can't	Adopt or have a child, directly undo the death of another or the ending of something, treat children as a burden or a mistake, withhold news of another's ending	Duty*, repose*, toil*, zeal	
Seramydiel	Lady of Inspired Notes	Communication, inspiration, music	Create music in public where strangers can hear and be inspired by you, compose original poetry about that which you are passionate about, support the arts in any way you can	Destroy musical instruments, disparage others who create music, encourage others to not support artisans	Air, confidence, creation, passion	
Soralyon	The Mystic Angel	Guardians, magic, monuments	Study monuments, craft golems and artwork from stone, guard ancient sites	Defile sacred buildings, knowingly unearth evil monuments, destroy historical artifacts	Creation, earth, magic, protection	
Uskyeria	The Saintly Slumberer	Hunting, insomniacs, prudence, slumber	Preserve and protect natural resources, respect the animals you kill and their spirits, sleep as long as you need to in order to have strength for the day	Kill animals for reasons other than self-defense or sustenance, over-hunt the land, prevent others from getting as much sleep as they want	Death, nature, vigil, zeal	
Valani	The Fireshaker	Change, growth, primal forces, volcanic islands	Encourage change for the sake of rebirth, respect the power of the elements, focus on your own self growth	Refuse to accept changes in yourself or others, repress you own anger or laughter, use the forces of nature for wanton destruction	Change, earth, fire, water	
Vildeis	The Cardinal Martyr	Devotion, sacrifice, scars	Sacrifice yourself in pursuit of good, champion noble causes, scar your body	Joke or laugh about injustice, sacrifice others in your place, indulge in luxury	Duty*, pain, sorrow*, zeal	
Ylimancha	Harborwing	Coastal waters, fishers, flying creatures	Teach sustainable fishing, swim in saltwater, fly	Imprison birds or clip their wings, poison coastal waters, overfish, aid Pazuzu or his minions	Air, nature, travel, water	
Zohls	Verity	Determination, investigation, truth	Solve logic puzzles, investigate crimes, devise new solutions from research	Make judgments without evidence, contaminate evidence, obstruct truths	Ambition, cities, knowledge, truth	
Giant Gods						
Aegirran	The Sea Dreamer	Dreams, sailing, voyages	Sail the seas, offer a place for weary travelers to rest their heads, love and respect those you're in relationships with	Betray a loved one's trust, kill someone while they sleep, purposely pollute natural bodies of water	Air, dreams, travel, water	
Bergelmir	Mother of Memories	Elders, family, genealogy, memories, tradition	Learn the traditions and history of your people, care for the elderly, share your wisdom and knowledge	Destroy historical texts or records, alter or obfuscate oral histories, harm the elderly	Family, knowledge, repose*, vigil*	
Fandarra	The Blood Mother	Blood, the cycle of life, fertility, knowledge	Abide by the cycles of life, aid childbirth, destroy undead	Strive to break the cycle of life (such as by attaining immortality or creating undead), despoil the earth, kill a juvenile creature	Death, family, knowledge, nature	
Haggakal	Father Moon	Darkness, ogres, temptation	Always accept a challenge of strength, facilitate chaos and instability	Flee from battle, get married, hide the ugly features bestowed onto you by Haggakal	Darkness, nightmares, trickery, zeal	
Minderhal	He Who Makes and Unmakes	Creation, giants, justice, strength	Strictly follow established tradition, conquer the weak, obey those in power	Break tradition, question those with greater positional power, provide succor to those who have turned their backs on Minderhal	Creation, duty*, earth, might	
Skode	The Horizon Huntress	Heroism, hunting, pride, tracking, trophies	Take the finest or healthiest specimen among any animals you hunt, respect your prey, protect your community, show bravery in the face of danger	Waste the animals you hunt, show cruelty to animals, abandon your community in a time of danger	Ambition, confidence, protection, zeal	
Skrymir	The Seeker of Sunsets	Riddles, wanderlust, wit	Seek out and explore unfamiliar places, use wit over violence whenever possible, lift spirits with harmless jokes and pranks	Settle down in one place for too long, harm someone with your jokes or pranks, turn down the chance to solve a riddle	Introspection*, magic, travel, trickery	
Thremyr	The First Jarl	Ice, salt, tribute	Take any valuables you come across, fiercely defend your treasure, never back down from a fight	Show anyone in your command favoritism, give up any of your own treasures, take the Test of the Starstone	Cold*, creation, water, zeal	
Tjasse	Lord of Talons	Giant birds, mountain peaks, pride	Only ever hunt birds for food, aggressively oppose those who do not have your best interest at heart, protect your children at all cost	Harm birds for sport or via negligence, bow down to your oppressor, show mercy to anyone who wronged your child	Air, destruction, might, nature	
Urazra	Breaker of Bones	Battle, brutality, strength	Fight anyone who disrespects you, be in the front line of battle, fight to the death	Flee from battle, show mercy to your enemy, beg for mercy	Might, nature, pain, zeal	

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm or *heal*	Must choose holy	Intimidation	Strength or Charisma	1st: *sure strike*, 3rd: *haste*, 4th: *fire shield*	Ambition, confidence, might	Bastard sword
	Heal	Can choose holy	Society	Constitution or Wisdom	1st: *tailwind*; 4th: *vision of death*; 7th: *true target*	Introspection*, might, protection, travel	Falchion
	Heal	Can choose holy	Performance	Charisma or Dexterity	1st: *seashell of stolen sound*SoM, 4th: *infectious melody*SoM, 5th: *hallucination*	None	Blowgun
	Heal	Can choose holy	Arcana	Strength or Intelligence	1st: *summon construct*, 3rd: *one with stone*, 4th: *mountain resilience*	Vigil*	Pick
	Harm or *heal*	Can choose holy	Nature	Constitution or Wisdom	1st: *lose the path*SoM, 3rd: *cozy cabin*, 6th: *nature's reprisal*SoM	Protection, soul	Scimitar
	Harm or *heal*	Can choose holy	Intimidation	Strength or Charisma	1st: *thunderstrike*, 4th: *dinosaur form*, 6th: *elemental confluence*SoM	Air, zeal	Club
	Harm or *heal*	Must choose holy	Medicine	Constitution or Charisma	1st: *phantom pain*, 2nd: *slough skin** (appears as streams of blood), 5th: *synaptic pulse*	None	Dagger
	Heal	Can choose holy	Acrobatics	Dexterity or Wisdom	1st: *gentle landing*, 3rd: *feet to fins*, 4th: *aerial form* (bird only)	None	Longbow
	Heal	Can choose holy	Society	Intelligence or Wisdom	1st: *share lore**, 3rd: *hypercognition*, 7th: *retrocognition*	Duty*, introspection*	Heavy crossbow
	Heal	Can choose holy	Acrobatics	Constitution or Wisdom	1st: *gust of wind*, 3rd: *aqueous orb*, 5th: *dreaming potential*	None	Trident
	Heal	Can choose holy	Society	Wisdom or Charisma	1st: *déjà vu*PC2, 3rd: *hypercognition*, 4th: *rewrite memory*	None	Staff
	Heal	Can choose holy or unholy	Nature	Constitution or Wisdom	1st: *endure**, 3rd: *wall of thorns*, 5th: *blister*	Earth	Dagger
	Harm	Must choose unholy	Stealth	Strength or Constitution	1st: *endure**, 3rd: *shift blame*SoM, 5th: *aberrant form*SoM	None	Greatclub
	Harm	Can choose unholy	Crafting	Strength or Intelligence	1st: *summon construct*, 3rd: *ghostly weapon*, 4th: *replicate*SoM	Tyranny	Warhammer
	Heal	Can choose holy	Survival	Strength or Dexterity	1st: *vanishing tracks*, 3rd: *haste*, 4th: *weapon storm*	None	Longbow
	Heal	Can choose holy	Deception	Dexterity or Wisdom	1st: *illusory disguise*, 5th: *illusory scene*, 7th: *true target*	None	Rapier
	Harm	Can choose unholy	Athletics	Strength or Constitution	1st: *sleep*, 5th: *mantle of the frozen heart*SoM, 7th: *frigid flurry*SoM	None	Greataxe
	Harm	None	Intimidation	Strength or Dexterity	1st: *animal allies*SoM (birds only), 3rd: *haste*, 4th: *aerial form*	None	Spear
	Harm	Can choose unholy	Athletics	Strength or Constitution	1st: *draw ire*SoM, 2nd: *slough skin**, 4th: *mountain resilience*	None	Spiked gauntlet

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS	
Yrmidar	The Old Bear	Camaraderie, the hunt, shipbuilders	Help your fellow neighbor, properly maintain ships and other sailing vessels you own, contribute to your community	Be too proud to give or ask for help, intentionally provoke wild animals, choose yourself over your community	Family, freedom, indulgence, moon	
Zursvaater	Prince of Steel	Conquest, metal crafting, tactics	Conquer the weak, devise plans ahead of anticipated battles, only bring well-maintained weapons to fights	Engage in violent infighting, claim anyone but Zursvaater gives you your strength, disrespect a skilled smith	Fire, trickery, tyranny, zeal	
Goblin Gods						
Cong	The Smash-crash	Cacophonies, mischief, tricks	Make yourself known, make fun of the unsuspecting	React poorly or offensively to mischief, silence loud noises	Cities, freedom, luck, trickery	
Hadregash	Greatest Supreme Chieftain Boss	Conquest, invasion, war	Conquer everything you see, rule with an iron fist, fight tactically	Bow before others, let others control your actions, permit insubordination	Ambition, might, pain, tyranny	
Lurlup	Big Eater Brother	Chefs, feasts, hyperphagia	Feed upon everything in your surroundings	Be fussy with your food, choose one meal over another, waste a meal	Destruction, indulgence, nothingness*, plague*	
Teki Stronggut	The Rememberer	Haplessness, heroism, the forgotten	Remember those whom others forget, help those who need it the most, aid other misfits in their goals	Give up on your cause, punish someone due to failure or incompetence, abandon a fellow adventurer	Family, freedom, might, protection	
Venkelvore	Most Glorious Neverfull	Beauty, gluttony, sadism	Gain beauty through pain and effort, keep a meal within arms length, torment those you eat	Reject a gift of food, neglect your appearance, starve yourself	Indulgence, pain, passion, zeal	
Zarongel	The Bark Breaker	Arson, hunt, ritual	Learn mounted combat, perform arson, hunt and kill dogs	Befriend or spare a dog	Fire, knowledge, nature, travel	
Zogmugot	Lady Lastbreath	Drowning, invention, self-sufficiency	Ply the sea, work fervently and without help, use what is given to you	Unnecessarily seek divine attention or guidance, disrespect the water, bury a piece of sea glass	Creation, knowledge, water, wealth	
Zugero	The Dream Battler	Ambushes, lurking, slacking	Fight today so you can rest tomorrow, work smart instead of hard, slack off and get away with it	Launch yourself thoughtlessly into work or combat	Darkness, indulgence, knowledge, repose	
In Memoriam (other dead, missing, or unaccounted-for gods)						
Alazhra	The Dream Eater	Dream, hags, planar travel	Break down barriers between planes, instill nightmares in others, work with hags and their covens	Betray a hag without good cause, draw the ire of an Apocalypse Rider, relieve the nightmares of others	Darkness, dreams, nightmares, travel	
Anubis	Guardian of the Tomb	Burial, the dead, funeral rites, mummification, tombs	Lay bodies to rest, destroy undead, be impartial in judgment	Desecrate a corpse, take from the dead in bad faith, trap a soul	Death, protection, soul*, vigil*	
Aroden	The Last Azlanti	Culture, fulfillment of destiny, history, humanity, innovation	Create inventions and make innovations, record history, support your fellow humans, work toward your goals and destiny	Destroy historical texts or records; sabotage another's attempts to achieve their destiny; undermine civilization through assassination, theft, and other societal ills	Ambition, creation, fate, knowledge	
Cernunnos	The Horned Lord	Fertility, seasons, wild animals	Protect forests and other natural areas, advocate for animals and plants, take and commit to decisive actions	Fail to strike down evil, enable the destruction of wilderness, needlessly kill animals	Lightning*, nature, passion, zeal	
Gorum	Our Lord in Iron	Battle, strength, weapons	Attain victory in fair combat, push your limits, wear armor in combat	Kill prisoners or surrendering foes, prevent conflict through negotiation, win a battle through underhanded tactics or indirect magic	Confidence, destruction, might, zeal	
Grundinnar	The Peacemaker	Alliance, family, friendship, truth	Attempt to bridge the gap between feuding sides, maintain just treaties, maintain relations with neighbors	Sow discord among friends and allies, attack during parley	Confidence, family, protection, truth	
Gyronna	The Angry Hag	Extortion, hatred, spite	Expose hypocrisy (real or imagined) in others, make other creatures miserable, demand bribes to spare creatures from your torments	Allow others to slight you without retaliation, seek the approval of society, forgive those who have wronged you	Ambition, nightmares, pain, zeal	
Horus	The Distant Falcon	Rulership, the sky, the sun	Protect those you have authority over, maintain harmony in your community	Undermine a rightful ruler, knowingly serve a usurper	Air, moon, protection, sun	
Isis	Queen of Miracles	Fertility, magic, motherhood, rebirth	Provide aid to the sick and wounded, use magic to help others, mourn the cherished dead, ritually purify yourself before entering sacred areas	Educate the uninitiated in sacred rites, betray loved ones or family, discriminate based on social class	Family, healing, magic, passion	
Ma'at	The Feather of Truth	Justice, law, order, truth	Defend civilization from chaos, live an honest and just life, be impartial in judgment and reveal the truth	Deal unfairly with your family or community, destroy the environment, lie	Knowledge, protection, star*, truth	
Mestama	The Mother of Witches	Cruelty, deception, hags	Enact disproportionate vengeance, manipulate others to enact your plans, tear down your rivals through both subtlety and violence	Declare your schemes openly, harm an allied witch or hag	Magic, nightmares, pain, trickery	

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm or *heal*	Can choose holy	Crafting	Constitution or Wisdom	1st: *fleet step*, 2nd: *animal form*, 5th: *moon frenzy*	Change*	Light hammer
	Harm	Can choose unholy	Crafting	Strength or Intelligence	1st: *breathe fire*, 3rd: *blazing dive*[SoM], 5th: *elemental form* (fire elemental only)	None	Greatsword
	Harm or *heal*	None	Thievery	Dexterity or Charisma	1st: *grease*, 2nd: *laughing fit*, 3rd: *mad monkeys*	None	Frying pan[TV]
	Harm	Must choose unholy	Athletics	Strength or Intelligence	1st: *fleet step*, 2nd: *shatter*, 8th: *monstrosity form*	Destruction	Flail
	Harm	Can choose unholy	Intimidation	Strength or Constitution	1st: *grease*, 3rd: *bottomless stomach*[SoM], 7th *planar palace*	None	Knife
	Harm or *heal*	Can choose holy	Diplomacy	Wisdom or Charisma	1st: *tailwind*, 2nd: *embed message*, 7th: *retrocognition*	Vigil*	Longsword
	Harm	Must choose unholy	Society	Strength or Charisma	1st: *phantom pain*, 2nd: *illusory disguise*, 6th: *cursed metamorphosis*	None	Spear
	Harm	Must choose unholy	Survival	Dexterity or Intelligence	1st: *vanishing tracks*, 3rd: *fireball*, 4th: *unfettered pack*	None	Dogslicer
	Harm	Can choose unholy	Crafting	Intelligence or Wisdom	1st: *temporary tool**, 4th: *creation*, 5th: *control water*	None	Sickle
	Harm	None	Acrobatics	Intelligence or Wisdom	1st: *sleep*, 2nd: *invisibility*, 5th: *illusory scene*	None	Bola
	Harm	Must choose unholy	Occultism	Dexterity or Intelligence	1st: *tailwind*, 4th: *nightmare*, 8th: *dream council*	Disorientation*, nothingness*, soul*	Dagger
	Harm or *heal*	Can choose holy	Occultism	Dexterity or Wisdom	1st: *phantasmal minion*, 3rd: *shifting sand**, 5th: *wall of stone*	Healing	Flail
	Harm or *heal*	Can choose holy	Society	Intelligence or Charisma	1st: *fleet step*; 3rd: *hypercognition*; 7th *contingency*	Confidence, travel, toil*	Longsword
	Heal	Can choose holy	Survival	Strength or Constitution	1st: *sure strike*, 2nd: *animal form*, 3rd: *lightning bolt*	None	Longbow
	Harm or *heal*	Can choose holy or unholy	Athletics	Strength or Constitution	1st: *sure strike*, 2nd: *enlarge*, 4th: *weapon storm*	None	Greatsword
	Heal	Can choose holy	Diplomacy	Constitution or Charisma	1st: *anticipate peril**, 4th: *containment*[PC2], 6th: *wall of force*	Repose*	Light hammer
	Harm	Must choose unholy	Intimidation	Wisdom or Charisma	1st: *ill omen*, 2nd: *paranoia*, 6th: *never mind*	None	Dagger
	Heal	Can choose holy	Diplomacy	Strength or Charisma	1st: *carryall*[PC2], 3rd: *wall of wind*, 4th: *aerial form* (bird only)	None	Khopesh[TV]
	Heal	Must choose holy	Arcana	Wisdom or Charisma	1st: *soothe*, 2nd: *humanoid form*, 3rd: *animal vision*[PC2], 4th: *creation*, 5th: *control water*, 6th: *wall of force*, 7th: *planar palace*, 8th: *migration*, 9th: *metamorphosis*	None	Staff
	Heal	Can choose holy	Society	Intelligence or Wisdom	1st: *gentle landing*, 4th: *containment*[PC2], 5th: *mind probe*	None	Starknife
	Harm	Must choose unholy	Occultism	Wisdom or Charisma	1st: *ill omen*, 3rd: *threefold aspect*[PC2], 6th: *cursed metamorphosis*	Passion, secrecy	Katar

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Osiris	Lord of the Living	Afterlife, fertility, rebirth, resurrection	Ensure the health of crops and vegetation, protect the bodies and souls of the worthy dead, avenge the wrongly murdered	Dismember a creature, desecrate a corpse, show ingratitude for a sincere gift	Change*, healing, nature, soul*
Ra	King of the Heavens	Creation, rulership, the sun	Bring order to places of chaos, kill evil monsters and fiends, encourage just laws, provide warmth where needed	Avoid personal change, kill a plant or a creature with cold damage, seal a building to completely block sunlight	Fire, nature, sun, time*
Smiad	The Pitiless Dragonslayer	Dragon-hunting, honor, renown	Slay evil dragons, aid benevolent dragons, train others in dragonslaying techniques	Accept the words of an evil dragon as truth, allow benevolent dragons to be harmed by your actions or inaction, fail to teach others the differences between dragons	Confidence, dragon*, might, zeal
Sturovenen	The Dragoneagle	Leadership, righteous battle, the sun	Act with conviction and confidence, be a passionate and responsible leader to your people or companions	Command a subordinate to perform a task you're not willing to perform yourself	Air, confidence, passion, sun
Thoth	Lord of Divine Words	Magic, the moon, wisdom, writing	Maintain order in society and the multiverse, innovate scientific and magical knowledge, record events	Upset stable mechanisms or ecosystems, fail to correct false information	Glyph*, knowledge, magic, moon
Ydersius	Lord of Coiling Poison	Immortality, poison, serpentfolk	Seek to return Ydersius to life Fulfill your passions, conquer your foes with no mercy, achieve glory for serpentkind	Put the needs of others above those of serpentfolk, aid the spawn of Azlant	Ambition, indulgence, might, zeal
Infernal Dukes					
Bifrons	The Second Fate	Fate, luck, patterns	Steal coins from wells, bet on red, collect obscure oracular knick knacks	Take the same path twice, calculate your chances, dismiss superstition	Change*, confidence, fate, luck
Furcas	The Knight of Laurels	Duty, flames, herbalism	Duel with others, dine with your opponents before fighting, bask in the sun	Break dueling etiquette, waste medicine on lost causes, accept convenience over perfection	Duty, fire, nature, perfection
Haborym	The Burning Heath	Immolation, incarceration, renewal	Identify all exits, take your enemies alive, enact malicious compliance	Deny clemency without offering an opportunity for appeal, wear chains or bracelets on your person, misplace anything within your charge	Duty, fire, protection, vigil
Malthus	The Five-Beaked	Architecture, expansion, waste	Scan your surroundings from above, join form with function, waste as an act of luxury	Take impulsive action, demolish buildings, take in moderation	Ambition, cities, creation, secrecy
Nergal	The Slow Death	Atrocity, pestilence, war	Consume fungus and fermented or germinated foods, mutilate the dead, spread sickness	Deliberately smell a benign flower, use soap, burn or cremate the dead	Death, decay*, plague*, undeath
Titivilus	The Scrivener	Lies, propaganda, rhetoric, truth	Quote people back to themselves, chronicle the times you live in, skew the truth to your purpose	Allow a rumor to go unchallenged, destroy records, trust in memory alone	Confidence, glyph*, knowledge, secrecy
Ussharassim	The Spurring Scar	Fame, glory, legacy	Patron chroniclers and playwrights, perform dramatic entrances and exits, squeeze your connections for all they're worth, get the last word	Act with modesty or anonymity, perform great deeds without witnesses, let a slight go unrequited	Ambition, confidence, passion, zeal
Vapula	The Exchequer	Discovery, hubris, scholars	Finders keepers, speak with others in their native language, ask more questions than you give answers	Work in approximations, renegotiate, fail to uphold your word	Knowledge, protection, secrecy, wealth
Monitor Demigods					
Atropos	The Judge of Judges	Fate, sleep, youth	Mentor the next generation, study and learn from failure, heed the insights of dreams and sleepless visions	Disturb the weary from rest, allow harm to come to children, create undead	Dreams, fate, repose*, time*
Barzahk	The Passage	Compasses, travelers, vigils	Aid travelers and those who return from the dead, tend to roadside graves, find missing objects or people	Celebrate specific calendar dates over others, avoid travel or change, freeze time for an object or creature	Death, knowledge, travel, vigil*
Ceyannan	The Shepherd	Final words, lost souls, searches	Attend the dying and hear their last words, uncover what is hidden or lost, destroy undead	Create undead, destroy or corrupt a soul, forget what you have lost	Duty*, repose*, soul, vigil*
Dammar	The Denied	Liquor, luck, medicine	Respect the cycle of souls, heal the sick and injured, experience a hangover after drinking	Create undead, waste medicines instead of using them, harm an innocent insect	Healing, indulgence, luck, soul*
Dramindyr	The Skin of Creation	Borders, physical integrity, the planes, separation	Create and maintain clear physical boundaries, repair planar tears, banish summoned creatures	Merge a creature with another, cause a planar rift, strand a creature in a different plane than it belongs	Nothingness*, perfection, protection, travel
Il'Surrish	The Wanderer	Formlessness, loss of control, potential	Achieve and revel in formlessness, surrender to uncertainty, take risks	Close off paths of action through slavish adherence to plans and commitments, become ruled by consequence	Change*, creation, nature, perfection
Inna	The Death of Stars	Black holes, energy, radiation, stars	Create using heat or fire, sacrifice yourself to achieve your goals, destroy objects when their purpose is done, rescue creatures from doomed planets	Douse ashes with water instead of letting them burn out, bury a body instead of cremating it, curse the sun	Destruction, metal*, star*, sun

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Heal	Must choose holy	Nature	Constitution or Wisdom	1st: *soothe*, 2nd: *false vitality*, 6th: *tangling creepers*	None	Flail
	Heal	Can choose holy	Society	Strength or Intelligence	1st: *breathe fire*, 2nd: *floating flame*, 3rd: *threefold aspect*[PC2]	Creation	Spear
	Heal	Must choose holy	Athletics	Strength or Wisdom	1st: *sure strike*, 4th: *fire shield*, 6th: *disintegrate*	Destruction	Greatsword
	Heal	Can choose holy	Diplomacy	Dexterity or Charisma	1st: *charm*, 3rd: *wall of radiance**, 5th: *cloak of colors*[PC2]	Dragon*, zeal	Main-gauche
	Harm or *heal*	Can choose holy	Arcana	Intelligence or Wisdom	1st: *message rune**, 3rd: *sea of thought*[DA], 5th: *moon frenzy*	None	Sickle
	Harm	Must choose unholy	Deception	Strength or Intelligence	1st: *pest form* (snake only), 5th: *toxic cloud*, 7th: *mask of terror*	None	Dagger
	Harm	Must choose unholy	Occultism	Dexterity or Intelligence	1st: *ill omen*, 5th: *false vision*, 7th: *true target*	None	War flail
	Harm or *heal*	Must choose unholy	Nature	Wisdom or Charisma	1st: *summon plant or fungus*, 3rd: *fireball* 5th: *plant form*	Might	Trident
	Harm	Must choose unholy	Intimidation	Strength or Wisdom	1st: *thunderstrike*, 3rd: *phantom prison*[SoM], 5th: *wave of despair*	Might, toil, tyranny, zeal	Longspear
	Harm	Must choose unholy	Crafting	Dexterity or Intelligence	1st: *gentle landing*, 3rd: *cozy cabin*, 4th: *weapon storm*	Dust*, knowledge, tyranny	Crossbow
	Harm	Must choose unholy	Intimidation	Constitution or Wisdom	1st: *phantom pain*, 3rd: *envenom companion*[SoM], 5th: *toxic cloud*	Indulgence, swarm*	Spiked chain
	Harm	Must choose unholy	Deception	Intelligence or Charisma	1st: *mindlink*, 3rd: *distracting chatter*[SoM], 5th: *subconscious suggestion*	Trickery, truth, vigil*	Longsword
	Harm	Must choose unholy	Performance	Strength or Charisma	1st: *charm*, 4th: *honeyed words*, 5th: *cloak of colors*[PC2]	None	Dueling pistol
	Harm	Must choose unholy	Diplomacy	Constitution or Intelligence	1st: *illusory object*, 3rd: *bottomless stomach*[SoM], 4th: *liminal doorway*	Duty*	Staff
	Heal	None	Occultism	Wisdom or Charisma	1st: *sleep*, 2nd: *shrink*, 5th: *stagnate time*[DA]	Darkness, family, vigil*	Dagger
	Heal	None	Survival	Constitution or Wisdom	1st: *tailwind*, 2nd: *knock*, 6th: *teleport*	None	Club
	Harm or *heal*	None	Survival	Constitution or Wisdom	1st: *tailwind*, 2nd: *embed message*, 3rd: *shadow spy*[DA]	Protection, travel	Staff
	Heal	None	Medicine	Constitution or Wisdom	1st: *ill omen*, 3nd: *insect form*, 5th: *flammable fumes*[SoM]	Protection, swarm*	Shortsword
	Harm or *heal*	None	Arcana	Intelligence or Wisdom	1st: *interposing earth*[RoE], 4th: *containment*[PC2], 5th: *magic passage*	None	Shield spikes
	Harm or *heal*	None	Stealth	Intelligence or Charisma	1st: *lose the path* (*Secrets of Magic*), 4th: *vapor form*, 7th: *possession*	Air, disorientation*	Claw or fist
	Harm or *heal*	None	Crafting	Strength or Constitution	1st: *fold metal*[RoE], 3rd: *fireball*, 4th: *creation*	Creation*, fire, nothingness*	Alchemical bomb

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Liisglan	The Force Within	Governing physics, harmony, sequences	Uphold the laws of the physical and magical world, arrange things with orderly patterns or logic, make use of music during your work	break a rule of physics or magic, create discordant music, intentionally disrupt a non-detrimental pattern	Creation, perfection, time*, toil*
Monad	The Condition of All	Creation, the infinite, truth	Ensure balance between opposing forces, mediate disagreements	Allow your personal motivations to determine a major decision	Creation, knowledge, nothingness*, truth
Mother Vulture	The Flesheater	Consumption, renewal, transformation	Recycle rot and waste into useful creations, eat the flesh of your own people, kill without mercy if it benefits your community, help to raise children	Poison insects or scavengers, waste food or good materials, allow rot to poison an area, create undead	Change*, death, decay*, nature
Mrtyu	Death's Consort	Poetry, trauma, war	Destroy undead, honor fallen soldiers, hear the confessions of the dying, put malcontent spirits to rest	Create undead, deny your emotions, shame others for emotional outbursts	Death, passion, repose*, sorrow*
Narriseminek	The Crownless, the Maker of Kings	Ascendance, keketars, revelations	Divine the future, transform the bodies of willing creatures, rebel against organized structures	Refuse to speak to a keketar, eschew a challenge by turning down a promotion or an advancement	Disorientation*, freedom, knowledge, perfection
The Pale Horse	The Lash and the Plough	Beasts of burden, duty, revenge	Aid and be of service to friends and allies, fulfill your duties, seek vengeance	Break an oath, cower from combat, damage or destroy a soul, show mercy to those who betray you	Death, duty*, pain, repose*
Phlegyas	The Consoler of Atheists	Atheists, legacies, reincarnation	Allow atheists to hold their beliefs, challenge what is presupposed, forge a lasting legacy, live authentically, take pride in your work	Allow your accomplishments to go unattributed, destroy another artist's legacy, misattribute or obscure the authorship of a work of art	Creation, duty*, knowledge, repose*
Saloc	The Minder of Immortals	Agency, bronze, education	Help creatures grow and find purpose, offer second chances to failures, study different perspectives on ethics	Manipulate or remove a creature's emotions with magic, spread nihilism or hopelessness	Change*, death, freedom, knowledge
Ssila'meshnik	The Colorless Lord	Fate, freedom, paradox	Embrace change, pursue freedom, present opposing perspectives, seek out new skills and experiences	Adhere to a single fate, honor an oath you are not expected to break, sow compromise among opposing groups	Fate, freedom, knowledge, trickery
Telastmar	The Cosmic Dyne	Fish, gravity, orbits, planets	Aid natural migrations, chart the stars and tides, observe and calculate patterns, build orreries	Use a net, waste a fish, block out the stars with unnatural light	Fate, nature, nothingness*, star*
Teshallas	The Primordial Poison	Aging, poison, venomous creatures	Embrace old age, grow or tend poisonous plants, learn from your experiences, respect the wisdom of the elderly, use poisons	Cling to the past, needlessly kill venomous creatures, poison someone you didn't intend to	Death, decay*, healing, vigil*
Vale	The Court of Ancestors	Consequences, superstition, tradition	Learn and share and stories of the dead, chronicle languages and cultural traditions, protect knowledge	Allow intent to sway your judgment of an action, disrespect the traditions of those around you	Duty*, fate, knowledge, vigil*
Vavaalrav	The Steeple's Skull	Gargoyles, holy ground, rest	Create and erect grave markers, lay bodies to rest, protect graveyards and sacred grounds from despoilment and supernatural threats	Treat grave sites irreverently, allow others to despoil the dead or rob a grave, create undead, desecrate a corpse	Darkness, protection, repose*, vigil*
Vonymos	The Mourning Storm	Catastrophes, last stands, suicides	Aid the depressed, comfort the grieving, experience and act on intense emotions	Attempt to regulate others' emotions, dismiss or mock a creature's suffering, surrender without a fight	Death, destruction, sorrow*, zeal
Ydajisk	Mother of Tongues	Language evolution, lost words, slang	Create using words, chronicle languages and prevent them from dying, help language evolve	Ban or discourage a language, explain a secret language or slang to outsiders, destroy literary works	Change*, glyph*, knowledge, trickery
Orc Gods					
Grask Uldeth	The Uniter	Discipline, power, prosperity	Improve the orcs' lot in life, obey the orcs above your station, rule the orcs below you with a strong hand	Allow orc-kind to become weak, intentionally make orcs look bad, disrupt your hierarchy without just cause	Ambition, cities, confidence, might
Jukha	The Big Game Huntress	Communal hunting, evening, feasts	Work together, push each other to greater heights, respect the animals you hunt	Abandon or betray your people, refuse to learn from your mistakes, isolate yourself	Family, introspection*, moon, nature
Mahja Firehair	Matron of Rites	Community, fire, trials of worth	Bring honor and glory to orcs, build up your community, seek personal perfection	Undermine your community, seek personal glory, grant redemption to the unworthy	Family, fire, perfection, toil
Nulgreth	The Blood God	Blood, rage, strength	Bathe in the blood of your fallen enemies, face your enemies head-on, never turn down a fight you can win	Grant or accept mercy, take prisoners, perform underhanded tricks	Death, indulgence, might, pain
Rull	The Thunderer	Lightning, storms, thunder	Create chaos at every opportunity, be loud wherever you go, spread fear and terror in Rull's name	Enforce law and order, show mercy, allow morals to impede the sowing of chaos	Air, cold, destruction, lightning*
Uirch	The Bulwark	Fortifications, leadership, protection	Protect the weak and innocent, keep your word, do not throw your life away needlessly	Allow tyranny to stand uncontested, put your own safety before those in need of defending, make a promise with the intent to break it	Cities, duty*, freedom, protection

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm or *heal*	None	Performance	Intelligence or Charisma	1st: *gravitational pull*[SoM], 4th *creation*, 9th *detonate magic*	None	Dancer's spear[TV]
	Harm or *heal*	None	Occultism	Intelligence or Wisdom	1st: *phantasmal minion*, 2nd: *ghostly carrier*, 4th: *vapor form*	None	Fist
	Heal	None	Survival	Constitution or Wisdom	1st: *soothe*, 4th: *aerial form*, 6th: *cursed metamorphosis*	Nothingness*, void*	Sickle
	Harm or *heal*	None	Performance	Strength or Charisma	1st: *soothe*, 4th: *weapon storm*, 5th: *wave of despair*	Creation, zeal	Greatsword
	Harm or *heal*	None	Occultism	Dexterity or Wisdom	1st: *mindlink*, 4th: *confusion*, 5th: *synesthesia*[PC2]	None	Hatchet
	Harm	None	Intimidation	Strength or Constitution	1st: *phantom pain*, 2nd: *feral shades*[SoM], 3rd: *ghostly weapon*	Travel, water	Trident
	Heal	None	Crafting	Intelligence or Charisma	1st: *illusory object*, 3rd: *threefold aspect*[PC2], 7th: *retrocognition*	Family, fate	Longbow
	Heal	None	Diplomacy	Wisdom or Charisma	1st: *share lore**, 3rd: *hypercognition*, 5th: *dreaming potential*	Introspection*	Guisarme
	Harm or *heal*	None	Occultism	Dexterity or Charisma	1st: *liberating command**, 4th: *mirror's misfortune*[SoM], 5th: *synaptic pulse*	Change*, time*	Light hammer
	Heal	None	Nature	Intelligence or Wisdom	1st: *gravitational pull*[SoM], 3rd: *feet to fins*, 7th: *variable gravity*[SoM]	Moon, travel, water	Bola
	Harm or *heal*	None	Medicine	Intelligence or Wisdom	1st: *spider sting*, 3rd: *envenom companion*[SoM], 7th: *corrosive body*[SoM]	Dragon*, time*	Chakram
	Harm or *heal*	None	Occultism	Wisdom or Charisma	1st: *share lore**, 3rd: *hypercognition*, 6th: *chromatic image*[SoM]	Truth, zeal	War flail
	Heal	None	Religion	Strength or Constitution	1st: *sleep*, 4th: *mountain resilience*, 7th: *momentary recovery*[DA]	Earth, family	Shortbow
	Harm	None	Survival	Constitution or Wisdom	1st: *endure**, 3rd: *blazing dive*[SoM], 8th: *falling sky*[DA]	Nature, soul*	Scythe
	Harm or *heal*	None	Society	Intelligence or Charisma	1st: *message rune**, 2nd: *blistering invective*[PC2], 4th: *honeyed words*	Time*	Jaws or greatclub
	Harm or *heal*	Can choose unholy	Intimidation	Strength or Wisdom	1st: *endure**, 3rd: *enthrall*, 7th: *mask of terror*	Tyranny, wealth	Warhammer
	Heal	None	Survival	Dexterity or Intelligence	1st: *ant haul*, 3rd: *earthbind*, 7th: *unfettered pack*	None	Longbow
	Harm or *heal*	Can choose holy	Athletics	Strength or Intelligence	1st: *breathe fire*, 3rd: *blazing dive*[SoM], 5th: *mantle of the magma heart*[SoM]	Sun	Scimitar
	Harm	Must choose unholy	Intimidation	Strength or Constitution	1st: *grim tendrils*, 3rd: *moth's supper*[DA], 9th: *implosion*	Destruction	Greataxe
	Harm	Can choose unholy	Nature	Dexterity or Wisdom	1st: *thunderstrike*, 3rd: *lightning bolt*, 6th: *chain lightning*	None	Falchion
	Heal	Can choose holy	Medicine	Strength or Wisdom	1st: *protector tree*[SoM], 2nd: *oaken resilience*, 4th: *wall of fire*	Family, sun, vigil*	Tekko-kagi[TV]

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS	
Varg	The Iron Warrior	Innovation, iron, tactics, technology, war	Use tactics rather than relying solely on brute force or overwhelming numbers, use siege engines for combat whenever possible, seek out new technology	Pursue technology for non-combat purposes, use machinery and other advanced technology outside of combat, keep advanced weaponry or battle tactics a secret from orcs	Creation, destruction, knowledge, toil*	
Wulgren	The Bone Breaker	Destruction of undead, firearms, invention	Create the weapons you intend to wield with your own two hands, innovate efficient ways to defeat your enemies	Wield a weapon forged by another except in direst circumstance, yield ground to an enemy while victory is still possible	Ambition, creation, freedom, perfection	
Other Gods						
Ahriman	Lord of the Divs	Destruction, divs, nihilism	Foil rulers, the proud, and the powerful; ruin anything created by mortals	Create arts or crafts, serve a mortal, assist in mortal aims except to subvert and corrupt them	Darkness, death, destruction, trickery	
Erecura	Queen of Dis	Deduction, mind reading, subtlety	Manipulate dangerous beings and opportunities to your benefit, thrive in hostile conditions, divine the future	Despoil nature, kill a natural plant or animal that has managed to thrive outside of its intended environment	Fate, secrecy, trickery, truth	
Lissala	The Sihedron Scion	Obedience, reward of service, runes	Work hard and demand others do so as well, cooperate or avoid conflict with ophidian creatures	Disobey a superior, shirk your duties, destroy a book	Fate, glyph*, magic, toil*	
Thamir	The Silent Blade	Greed, opportunity, thievery	Seize any opportunity that would benefit you, solve your problems with violence, hide your true intentions	Steal from the poor, beg for help or mercy from a fellow worshipper of Thamir	Ambition, confidence, trickery, wealth	
Outer Gods and Great Old Ones						
Azathoth	The Primal Chaos	Entropy, madness, mindless destruction	Gather a court of devotees, create discordant piping or babbling	None	Decay*, destruction, nightmares, nothingness*	
Bokrug	The Water Lizard	Revenge, storms, water	Spread Bokrug's faith into the waking world, offer blood sacrifices to Bokrug	None	Destruction, dreams, water, wealth	
Cthulhu	The Dreamer in the Deep	Cataclysms, dreams, the stars	Create art inspired by dreams, destroy magical seals that contain destructive forces, influence the dreams of other	None	Disorientation*, nightmares, nothingness*, star*	
Hastur	The King in Yellow	Decadence, disorder, nihilism	Spread Hastur's Yellow Sign, hide the true nature of your worship, promulgate the play The King in Yellow	None	Glyph*, nothingness*, secrecy, wealth	
Mhar	The World Thunder	Caverns, mountains, volcanoes	Cause tectonic disasters, destroy objects and creatures using fire	None	Darkness, destruction, earth, fire	
Nhimbaloth	The Empty Death	Despair, ghosts, swamps	Create undead, feast upon carnivores that have recently feasted upon others	None	Decay*, nature, nothingness*, undeath	
Nyarlathotep	The Crawling Chaos	Conspiracies, dangerous secrets, forbidden magic	Sow discord among allies, misuse positions of authority by steering events toward apocalyptic ends	None	Knowledge, magic, nightmares, trickery	
Nyarlathotep	The Faceless Sphinx	Conspiracies, political corruption, vengeance	Indoctrinate the desperate and needy, influence institutions of power to hasten the end of the world	None	Air, cities, knowledge, magic	
Nyarlathotep	The Veiled Voice	Dangerous secrets, long-term plans, reckless innovation	Innovate destructive alchemy or magic, instigate conflict between your enemies, share dangerous secrets	None	Ambition, fate, knowledge, magic	
Orgesh	The Faceless God	Alchemy, caverns, hunger, subterranean waterways	Surpass your peers in your chosen field at any cost, travel using subterranean waterways, use blood and toxic metals in alchemy	None	Cold*, earth, indulgence, water	
Rhan-Tegoth	Herald of the End Times	Hibernation, immortality, ruin	Create statues of Rhan-Tegoth, sacrifice living sentient creatures	None	Decay*, nightmares, nothingness*, time*	
Xhamen-Dor	The Inmost Blot	Decay, parasites, transformation	Spread fungal growths, subtly infect others with knowledge of Xhamen-Dor	None	Change*, decay*, dreams, nature	
Yig	Father of Serpents	Cycles, procreation, serpents	Feast in the autumn, perform seasonal rituals, protect your home from trespassers	None	Family, indulgence, nature, protection	
Yog-Sothoth	Lurker at the Threshold	Gates, space, time	Gather knowledge of gates through space and time, curse or mutate unborn children	None	Knowledge, nothingness, time*, travel	

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm	None	Crafting	Dexterity or Intelligence	1st: *anticipate peril**, 4th: *creation*, 5th: *impaling spike*	None	Greataxe
	Harm or *heal*	None	Crafting	Dexterity or Intelligence	1st: *sure strike*, 4th: *creation*, 6th: *phantasmal calamity*	None	Barricade buster[TV]
	Harm	Must choose unholy	Deception	Strength or Intelligence	1st: *ill omen*, 2nd: *shatter*, 5th: *wave of despair*	Nothingness*	Whip
	Harm or *heal*	None	Deception	Wisdom or Charisma	1st: *anticipate peril**, 2nd: *invisibility*, 5th: *subconscious suggestion*	None	Light mace
	Harm	Can choose unholy	Arcana	Intelligence or Wisdom	1st: *message rune**, 3rd: *enthrall*, 5th: *subconscious suggestion*	None	Whip
	Harm	Can choose unholy	Thievery	Dexterity or Charisma	1st: *penumbral shroud**, 3rd: *shared invisibility*[PC2], 6th: *mislead*	None	Dagger
	Harm	None	Performance	Constitution or Charisma	1st: *ill omen**, 5th: *synaptic pulse*, 9th: *unfathomable song*	Disorientation*	Warhammer
	Harm or *heal*	None	Nature	Constitution or Wisdom	1st: *hydraulic push*, 5th: *control water*, 9th: *wrathful storm*	None	Ranseur
	Harm	None	Occultism	Strength or Charisma	1st: *grim tendrils*, 4th: *nightmare*, 5th: *strange geometry*[PC2]	Water	Dagger
	Harm	None	Deception	Intelligence or Charisma	1st: *illusory disguise*, 4th: *confusion*, 5th: *hallucination*	None	Rapier
	Harm	None	Nature	Strength or Constitution	1st: *shockwave**, 2nd: *ash cloud*[SoM], 7th: *volcanic eruption*	Dust*	Greatpick
	Harm	None	Nature	Constitution or Wisdom	1st: *grim tendrils*, 2nd: *entangling flora*, 5th: *toxic cloud*	None	Flail
	Harm	None	Arcana	Dexterity or Intelligence	1st: *message rune**, 2nd: *humanoid form*, 3rd: *enthrall*, 4th: *suggestion*, 5th: *summon entity*, 6th: *mislead*, 7th: *project image*, 8th: *dream council*[PC2], 9th: *phantasmagoria*	None	Staff
	Harm	None	Diplomacy	Intelligence or Charisma	1st: *charm*, 2nd: *animus mine**, 3rd: *enthrall*, 4th: *suggestion*, 5th: *wave of despair*, 6th *mislead*; 7th: *warp mind*; 8th: *hidden mind*; 9th *phantasmagoria*	Dreams, wealth	Katar
	Harm	None	Deception	Intelligence or Charisma	1st: *message rune**, 2nd: *blur*, 3rd: *hypercognition*, 4th: *vapor form*, 5th: *subconscious suggestion*, 6th: *never mind*, 7th: *contingency*, 8th: *disappearance*, 9th: *phantasmagoria*	Destruction, glyph*	Bo staff
	Harm	None	Crafting	Constitution or Intelligence	1st: *shockwave**, 3rd: *bottomless stomach*[SoM], 5th: *control water*	Metal*, undeath	Spear
	Harm	None	Occultism	Constitution or Wisdom	1st: *sleep*, 3rd: *one with stone*, 6th: *phantasmal calamity*	Star*	Sickle
	Harm	None	Nature	Constitution or Wisdom	1st: *summon plant or fungus*, 3rd: *wall of thorns*, 7th: *warp mind*	Disorientation*	Spear
	Harm or *heal*	None	Nature	Dexterity or Constitution	1st: *animal allies*[SoM] (summons snakes), 2nd: *slough skin**, 6th: *cursed metamorphosis* (snake only)	Dragon*	Fangs or katar
	Harm	None	Occultism	Intelligence or Charisma	1st: *fleet step*, 5th: *slither*, 7th: *time beacon**	Fate	Dagger

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Qlippoth Lords					
Aonaurious	The Enigma Clot	Bloodshed, tireless pursuit, wrathful combat	Spill blood, use any method necessary to kill, vent your wrath on any and all	Allow a quarry to escape, stanch a bleeding wound	Ambition, death, might, travel
Chavazvug	The Crawling Inferno	Demon hunters, fiery consumption, monstrous recursion	Commit arson, destroy demons, reduce your enemies to dust	Aid a demon, stop a fire from spreading	Destruction, dust*, fire, pain
Isph-Aun-Vuln	The Feaster Within	Infestations of the flesh, poisonous winds, removal of free will	Allow wounds to fester, be as changeable as the winds, present the illusion of choice while imposing your will	Cure someone of a disease, let those under your command make their own choices	Air, disorientation*, plague*, trickery
Nyuo-Ogh	The Always Observing	Destruction of knowledge, eternal darkness, unraveling of magic	Kill other practitioners of magic, obliterate systems of education, watch your enemies and learn from them	Educate others, rely too much on magic	Darkness, glyph*, knowledge, secrecy
Oaur-Ooung	The Blistering Womb	Foul transformations, tainted oceans, vile fecundity	Embrace all manner of change, pollute pristine waters, practice fleshwarping on yourself and others	Allow yourself to remain static through fear of change, engage in efforts to stem overpopulation	Change*, healing, swarm*, water
Thuskchoon	Everglutton	Blinding hunger, mindless consumption, revealed secrets	Devour everything at your disposal, discover hidden knowledge by any means, relish in your desires	Fast of your own accord, keep information to yourself, let food rot	Destruction, indulgence, knowledge, nothingness*
Yamasoth	The Polymorph Plague	Adaptation, cursed kingdoms, vile experiments	Embrace your worst aspects, perform dangerous experiments on yourself and others, whisper foul secrets in the ears of leaders	Avoid new experiences, try to steer a community away from a deadly fate	Abomination*, change*, earth, pain
Queens of the Night					
Ardad Lili	The End of Innocence	Seduction, snakes, women	Manipulate others with false promises, aid women who have been unfairly maligned	Give someone more than you receive from them, allow yourself to be swayed by lust	Creation, darkness, dragon*, passion
Doloras	Our Lady of Pain	Detachment, dispassion, pain	Push the boundaries of science and suffering, torture other creatures	Show or act on emotion, allow a plea for mercy to sway you	Creation, pain, repose*, sorrow*
Eiseth	Hell's Valkyrie	Battle, revenge, wrath	Avenge all insults, claim what you desire and deserve, humiliate your foes in ironic fashion	Allow a slight to go unanswered, show humility or fear	Ambition, destruction, might, zeal
Mahathallah	The Dowager of Illusions	Death, fate, vanity	Become an arbiter of reality, capitalize on the ignorance of others, reject conventional wisdom as falsehood	Become too invested in mortal affairs, refuse to hear a truth out of preference for ignorance	Fate, trickery, truth, undeath
Sahkil Tormentors					
Ananshea	The Skin That Walks on Teeth	Brutality, torture, wild animals	Annihilate any who would tame you, draw first blood, enjoy every kill to the fullest	Choose peaceful solutions over violence, hold back in a fight, tame a violent wild animal	Might, pain, swarm*, zeal
Chamiaholom	Skull Staff	Domination, hopelessness, mortality	Accept the futility of life, destroy sentient undead, punish those who somehow avoid death	Comfort the dying, seek immortality or unnatural longevity	Death, magic, nightmares, repose
Charg	The Typhon Wheel	Catastrophic decline, detrimental complacency, monsters	Allow others to deal with their own mistakes, lead monsters to attack settlements, refrain from maintaining or fixing your possessions	Kill a monster that isn't a direct threat, meddle in situations that don't directly affect you	Abomination*, disorientation*, might, time*
Dachzerul	The Darkness Behind You	Deadly pranks, stalkers, sudden death	Keep secrets from everyone, obtain what you desire, pursue your passions above all else	Choose safety over trickery, forewarn the target of a prank	Darkness, luck, secrecy, trickery
Hataam	The River Eater	Drought, drowning, stagnation	Drown your enemies, refuse to change your mind in the light of new evidence, throw your body in the way of progress	Adopt new societal norms or innovations, save creatures from drowning	Lightning*, nature, travel, water
Iggeret	She Who Was Lost	Darkness, empty places, pits	Divest yourself of possessions and relationships whenever possible, foment despair and sorrow, rest among the dead	Fear the dark, grow too fond of your possessions and relationships	Darkness, nothingness*, protection, sorrow*
Nameless	Upon an Empty Throne	Delusions of authority, doubt, torment	Crush the confident and arrogant, incite rebellion against just and unjust rulers alike, sow doubt from the shadows	Hold a position of authority for more than a day, seek power for any reason but destroying those in power	Change*, creation, glyph*, might
Ozranvial	Despair's Smile	Despair, restless spirits, sadism	Be amicable until the time is right to strike, give false hope to all, make the choice that will cause more pain	Apologize sincerely for your actions, show emotional vulnerability	Destruction, disorientation*, repose*, sorrow*
Shawnari	The One Out of Place	Isolation, loneliness, lost time	Fiercely protect your privacy, rely only on yourself, waste time in frivolous pursuits	Keep strict track of your time, reach out to others when you feel alone	Darkness, knowledge, nothingness*, time*
Velgaas	Minds in the Dark	Emotional manipulation, emptiness, ignorance	Be sweet with lies and cruel with truths, corrupt the good intentions of others, master the art of manipulation	Be obvious with your lies, reveal the truth without benefit	Knowledge, nothingness*, passion, trickery

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm	Can choose unholy	Athletics	Strength or Constitution	1st: *grim tendrils*, 3rd: *haste*, 5th: *moon frenzy*	Fate, zeal	Scythe
	Harm	Can choose unholy	Survival	Constitution or Wisdom	1st: *breathe fire*, 4th: *wall of fire*, 7th: *volcanic eruption*	Abomination*, death	War flail
	Harm	Can choose unholy	Deception	Constitution or Charisma	1st: *goblin pox*, 5th: *toxic cloud*, 7th: *warp mind*	Secrecy, tyranny	Longbow
	Harm	Can choose unholy	Arcana	Dexterity or Intelligence	1st: *befuddle**, 4th: *false nature*[DA], 7th: *warp mind*	Disorientation*, nightmares	Lance
	Harm or *heal*	Can choose unholy	Medicine	Constitution or Wisdom	1st: *acidic burst**, 5th: *control water*, 8th: *monstrosity form*	Nature, indulgence	Trident
	Harm	Can choose unholy	Intimidation	Strength or Constitution	1st: *endure**, 2nd: *feast of ashes**, 5th: *acid storm**	Dust*, travel	Greatclub
	Harm or *heal*	Can choose unholy	Crafting	Constitution or Intelligence	1st: *draw ire*[SoM], 4th: *bestial curse*[PC2], 7th: *mask of terror*	Cities, toil*	Halberd
	Harm	Can choose unholy	Diplomacy	Intelligence or Charisma	1st: *charm*, 3rd: *enthrall*, 4th: *suggestion*	Zeal	Dagger
	Harm	Can choose unholy	Medicine	Constitution or Wisdom	1st: *phantom pain*, 3rd: *earthbind*, 5th: *synaptic pulse*	Nothingness*	Kukri
	Harm	Must choose unholy	Intimidation	Strength or Dexterity	1st: *sure strike*, 3rd: *fireball*, 4th: *translocate*	Fire	Longbow
	Harm	Can choose unholy	Deception	Wisdom or Charisma	1st: *illusory disguise*, 2nd: *blur*, 5th: *illusory scene*	Time*	Bola
	Harm	Can choose unholy	Intimidation	Strength or Constitution	1st: *sure strike*, 2nd: *animal form*, 5th: *moon frenzy*	Destruction, nature	Kukri
	Harm	Must choose unholy	Occultism	Constitution or Charisma	1st: *ill omen*, 3rd: *paralyze*, 5th: *wave of despair*	Decay*, soul*	Staff
	Harm	Can choose unholy	Survival	Strength or Intelligence	1st: *sleep*, 3rd: *hypnotize*, 5th: *stagnate time*[DA]	Decay*, nightmares	Falchion
	Harm	Can choose unholy	Thievery	Dexterity or Intelligence	1st: *vanishing tracks*, 3rd: *time jump*[SoM], 5th: *hallucination*	Death, disorientation*	Rapier
	Harm	Can choose unholy	Nature	Constitution or Wisdom	1st: *hydraulic push*, 3rd: *aqueous orb*, 5th: *control water*	Cold*, dust*	Bola
	Harm	Must choose unholy	Stealth	Wisdom or Charisma	1st: *grim tendrils*, 4th: *vision of death*, 7th: *project image*	Death, family	Shortbow
	Harm	Can choose unholy	Diplomacy	Intelligence or Wisdom	1st: *liberating command**, 3rd: *clairaudience*, 5th: *synaptic pulse*	Confidence, toil*	Longsword
	Harm	Must choose unholy	Deception	Wisdom or Charisma	1st: *charm*, 3rd: *enthrall*, 5th: *wave of despair*	Nightmare, soul*	Whip
	Harm	Can choose unholy	Occultism	Intelligence or Wisdom	1st: *penumbral shroud**, 3rd: *curse of lost time*[PC2], 5th: *illusory scene*	Introspection*, secrecy	Sap
	Harm	Must choose unholy	Deception	Intelligence or Charisma	1st: *charm*, 3rd: *distracting chatter*[SoM], 5th: *subconscious suggestion*	Magic, naga*	Spiked chain

DEITY	TITLE	AREAS OF CONCERN	EDICTS	ANATHEMA	DOMAINS
Vermilion Mother	The Endless Root	Fecundity, overgrown places, psychoactive plants	Indulge in substances derived from psychoactive plants, kill any who would pollute without mercy, protect endangered plants above all else	Alter a piece of unspoiled land, purposely destroy plants	Decay*, disorientation*, nature, nightmares
Xiquiripat	The Flying Scab	Evisceration, fatal falls, massacres	Never show mercy, pursue your enemies to their end or yours, teach all to fear you	Accept surrender from an enemy, show cowardice or weakness	Air, destruction, might, zeal
Zipacna	The Mountain Below	Avoiding responsibility, shifting earth, violence	Do only what you must, eat your fill, overpower anyone who challenges you	Serve others, allow laziness to create more work for yourself, refuse an indulgence	Earth, indulgence, fire, might
Sarkorian Gods					
Alglenweis	Princess of the Rime	Crafting, resolve, winter	Protect the monuments of your people, stir others into action, strive to perfect an art or craft	Destroy an artistic creation without providing something in its place, refuse to act if called upon	Cold*, creation, might, soul*
Dolok Darkfur	Champion of the Farheavens	Guardians, family, preservation of culture	Protect the weak, pass your knowledge on to future generations, defend Sarkoris	Ally with demons, harm a member of the Farheavens Clan except in delivering fair justice	Family, knowledge, might, nature
Kagia	He Gathers In	Efficiency, harvests, resourcefulness	Dispose of the dead, take appropriate time to rest, sustainably harvest resources	Kill for pleasure or glory, waste resources	Death, nature, repose*, vigil*
Ristrentho	Whose Blood Churns	Forward progress, removing barriers, rivers	Clear obstacles to progress, spend part of each day in motion	Dam a river or stream, hold a creature against its will	Destruction, freedom, travel, water
Stag Mother of the Forest of Stones	She Who Listens	Druids, motherhood, sacred nature	Act as a responsible steward of your environment, provide shelter and succor for women and children in need	Harm a pregnant mother or innocent child, including animals	Family, healing, nature, pain
Vudrani Gods					
Arundhat	The Sacred Perfume	Blossoms, diplomacy, scent	Offer appropriate flowers to other divinities, practice herbalism, tend to sacred flowers	Dispose of waste near flowers, dispose of withered flowers improperly, harvest flowers without offering the proper prayers	Healing, magic, nature, protection
Ashukharma	The Divine Divide	Canyons, cliffs, gorges, ravines	Hinder travel, create and enforce physical and emotional boundaries, build defensive earthworks	Destroy a natural barrier, pursue a personal relationship after being refused, betray a lover	Earth, might, protection, repose*
Chamidu	The Roar of the Storm	Children, fertility, wild beasts	Cause destruction when angered, destroy aberrant creatures and fiends, live free of social or materialistic chains	Harm a child, pollute the wilds, refuse to treat an illness	Healing, lightning*, nature, nightmares
Dhalavei	The Unsuspected Rot	Discord, eclipses, secrets	Infiltrate righteous organizations and governments, destroy trust, perform human sacrifices	Betray a fellow servant of Dhalavei, harm those under Dhalavei's protection	Destruction, knowledge, secrecy, trickery
Diomazul	The Serpent of Eighty Blades	Austerity, retribution, war	Erase all traces of defeated foes, meditate, remain celibate and detached from worldly pleasures, utterly destroy your enemies	Give mercy to any who provoke a fight with you, provoke a fight	Destruction, earth, water, zeal
Lahkgya	Patron of Monkeys	Mischief, monkeys, riches	Steal luxuries for yourself, destroy property for fun, demand bribes to spare creatures from your torments	Work honestly for something you could steal instead, kill a monkey	Indulgence, nature, swarm*, trickery
Likha	The Teller	History, sound, truth	Adapt ancient works into modern language, sponsor or perform in plays or recitals, tell history to others	Act out a death on stage, begin a performance or tale without first inviting the gods to watch	Creation, knowledge, passion, sorrow*
Matravash	The Wide Water	Matra River	Aid the persecuted, accommodate and facilitate others, practice contemplation and restraint	Destroy lotus fields, interfere with the flow of the Matra river, pollute clean water, reveal the location of non-evil fugitives	Cities, nature, travel, water
Ragdya	The Sage on the Mountain	Humor, lessons, monkeys	Create humor in life, seek enlightenment through worldly experience, use harmless pranks to teach others	Discriminate based on social status, make a joke out someone's suffering, take control of another's life and agency	Air, confidence, might, perfection
Raumya	The Evil Prince	Majesty, power, refinement	Improve yourself with music and literature, take what you want, seek power above others	Abuse a loyal subject, harm or kill a non-combatant	Confidence, might, knowledge, wealth
Ravithra	The Chalice-Bearer	Judgment, karma, law, vengeance	Enforce karma's pitiless judgment, shame fools, kill traitors, pursue the Chalice of Amrit	Make decisions erratically or randomly, provide aid to Vasaghati or her followers, engage in treachery	Fate, naga*, sorrow*, truth
Suyuddha	The Warrior Queen	Battle, strategy, geometry	Study the art of warfare and strategy, strive to take and maintain control of your situation, hunt and slay hounds of Tindalos	Let your emotions dictate your tactics, hunt felines for sport, permit others of your rank or lower to calculate tactics on your behalf	Duty*, perfection, trickery, zeal
Vineshvakhi	The Pain of Purity	Guardians, locks, sacrifice, vaults	Protect holy people, places, and treasures; sacrifice common comforts and mortal joys for the sake of your charge	Abandon your post, fail to protect your charge, willingly suffer corruption over death or grievous harm	Duty*, lightning*, pain, protection

	DIVINE FONT	DIVINE SANCTIFICATION	DIVINE SKILL	DIVINE ATTRIBUTE	CLERIC SPELLS	ALTERNATE DOMAINS	FAVORED WEAPON
	Harm or *heal*	Can choose unholy	Nature	Constitution or Wisdom	1st: *summon plant or fungus*, 3rd: *wall of thorns*, 5th: *plant form*	Earth, passion	Scythe
	Harm	Must choose unholy	Acrobatics	Strength or Dexterity	1st: *gust of wind*, 3rd: *blazing dive*[SoM], 5th: *impaling spike*	Toil*, tyranny	Macuahuitl[Wol]
	Harm	Can choose unholy	Survival	Strength or Constitution	1st: *shockwave**, 3rd: *shifting sand**, 5th: *telekinetic haul*	Decay*, time*	Spear
	Heal	Can choose holy	Nature	Strength or Wisdom	1st: *agitate**, 4th: *creation*, 5th: *howling blizzard*	Air, zeal	War flail
	Heal	None	Athletics	Constitution or Wisdom	1st: *ant haul*, 2nd: *enlarge*, 5th: *moon frenzy*	None	Claw or war gavel[Wol]
	Heal	Can choose holy	Survival	Constitution or Wisdom	1st: *sleep*, 2nd: *animal form* (bear only), 6th: *tangling creepers*	Earth, might	Sickle
	Harm or *heal*	None	Athletics	Strength or Charisma	1st: *liberating command**, 3rd: *aqueous orb*, 5th: *elemental form* (water only)	Change*, cold*	Trident
	Heal	None	Medicine	Constitution or Intelligence	1st: *phantom pain*, 2nd: *animal form* (bull only, appears as stag), 6th: *petrify*	Duty*, protection	Ranseur
	Heal	Can choose holy	Nature	Intelligence or Wisdom	1st: *summon plant or fungus*, 2nd: *one with plants*, 8th: *burning blossoms*[SoM]	Passion	Staff
	Harm or *heal*	Can choose holy	Crafting	Constitution or Intelligence	1st: *shattering gem**, 4th: *shape stone*, 5th: *wall of stone*	None	Greatsword
	Harm or *heal*	Can choose holy or unholy	Medicine	Strength or Constitution	1st: *summon animal*, 3rd: *lightning bolt*, 5th: *moon frenzy*	Freedom	Spear
	Harm or *heal*	Must choose unholy	Deception	Strength or Charisma	1st: *fear*, 4th: *honeyed words*, 6th: *mislead*	None	Temple sword
	Harm	Can choose holy or unholy	Athletics	Strength or Dexterity	1st: *phantom pain*, 2nd: *slough skin**, 4th: *weapon storm*	Might	Scimitar
	Harm	Must choose unholy	Thievery	Dexterity or Intelligence	1st: *fleet step*, 3rd: *mad monkeys*, 4th: *confusion*	Wealth	Jaws or battle axe
	Heal	Can choose holy	Performance	Intelligence or Charisma	1st: *illusory disguise*, 3rd: *enthrall*, 5th: *illusory scene*	Repose*, truth	Hatchet
	Heal	Can choose holy	Survival	Constitution or Wisdom	1st: *share lore**, 3rd: *slow*, 4th: *hydraulic torrent*	None	Whip
	Heal	Can choose holy	Acrobatics	Dexterity or Wisdom	1st: *shockwave**, 3rd: *mad monkeys*, 4th: *vapor form*	Family	Mace
	Harm or *heal*	Can choose holy or unholy	Performance	Strength or Charisma	1st: *sure strike*, 2nd: *invisibility*, 4th: *weapon storm*	None	Trident
	Harm	Can choose holy or unholy	Occultism	Intelligence or Wisdom	1st: *charm*, 2nd: *animal form* (snake only), 4th: *clairvoyance*	Ambition, soul*	Jaws or light mace
	Harm or *heal*	Can choose holy or unholy	Athletics	Intelligence or Wisdom	1st: *mindlink*, 4th: *translocate*, 5th: *strange geometry*[PC2]	Swarm*, travel	Tekko-kagi[TV]
	Harm	Can choose holy	Intimidation	Constitution or Wisdom	1st: *leaden steps*[PC2], 2nd: *enlarge*, 6th: *chain lightning*	Change*, knowledge, secrecy	Longsword

Glossary & Index

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, and organizations. New rules content is marked with an asterisk (*).

Abaddon A vast wasteland plane that is the source of the river Styx and home to the fiends known as daemons. *GM Core* 179

Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle. *Absalom, City of Lost Omens*

Absalom Reckoning The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4724 AR.

access Certain uncommon abilities, feats, and other options have an Access entry. Characters who meet the criteria in the entry gain access to that option. *GM Core* 23

agathion A group of celestials with bestial features, born of the enlightened souls of good mortals. Agathions are native to Nirvana.

Age of Creation The age in which Golarion came to be, before the emergence of mortals. *World Guide* 6

Age of Darkness The age following Earthfall, ranging from –5293 AR to –4294 AR. *World Guide* 6

Age of Lost Omens The age brought about by the death of Aroden, ranging from 4606 AR to the modern day. *World Guide* 8–9

Age of Serpents The age in which the first mortals came to be on Golarion, taking place sometime after the Age of Creation. Characterized by the serpentfolk empire, the first of Golarion's great empires. *World Guide* 6

aiudara Powerful gates created by elves to allow travel across great distances. Also known as elf gates.

Akiton Fourth planet from the sun. Known as the Red Planet. *World Guide* 9

Alijae One of the three subgroups that make up the Mualijae elves, Alijae live in the northern Mwangi Expanse. *The Mwangi Expanse* 32–41

Alkenstar A city-state located in the central Mana Wastes. The city is known for unique technologies, including firearms. *World Guide* 74–76

alternate domains* 8

anadi A reclusive people from Garund who resemble spiders and can assume humanoid forms. *The Mwangi Expanse* 102–105

android A synthetic humanoid ancestry created by artificial means. Most common in Numeria. *Ancestry Guide* 68–73

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *World Guide* 6–7

archetypes* 278–283, 290–295

Aroden God of humanity, innovation, history, culture, and fulfillment of destiny. Known as the Last Azlanti. Now deceased. *World Guide* 14, 21

Ascended The title for the deities who achieved their apotheosis by completing the Test of the *Starstone*.

asura Wicked extraplanar creatures born from the gods' mistakes, who seek to destroy the gods' creations. They primarily reside in Hell.

Aucturn Eleventh planet from the sun known as the Stranger. *World Guide* 9

Avistan One of Golarion's continents. Comprises the northern half of the Inner Sea region. *World Guide* 7

Axis A massive planar city that is known for its adherence to law and home to the monitors known as aeons. *GM Core* 179

Azlant One of the greatest nations during the Age of Legend. The empire was destroyed during Earthfall, and its ruins remain as islands in the Arcadian Ocean. *World Guide* 8, 62–63

Belkzen A region in northwestern Avistan, known as the home of several orc clans. *World Guide* 38–40

Bellflower Network A secretive organization dedicated to the liberation of halfling slaves, especially in Cheliax. *Character Guide* 65

Bleaching A process brought on by ennui that decolors and ages a gnome, typically culminating in the gnome's death.

Boneyard A plane where the souls of the dead travel in the afterlife. Home to the monitors known as psychopomps. *GM Core* 179

Carcosa An ancient, alien city located in a distant solar system far from Golarion. Home to the Great Old One Hastur.

Casmaron One of Golarion's continents, located immediately east of the Inner Sea region. *World Guide* 7

celestial Creatures who hail from or have a strong connection to holy planes.

Cheliax A nation in southwest Avistan, known for its ties to diabolic rule. *World Guide* 98–100

class archetypes* 272–275, 288–289

covenants* 238–241

Crown of the World The northernmost of Golarion's continents that connects Avistan to Tian Xia. *World Guide* 7

Dark Tapestry The name for the dark spaces between the stars. Believed to be home to beings far beyond the comprehension of mortals and even gods.

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7–8

Dead Roads The metaphysical network connecting the Boneyard to the mortal Universe. Used by psychopomps to travel between these planes.

divine intercession 33

domains* 262–271

Earthfall A cataclysmic event in –5293 AR in which a swarm of meteorites fell upon Golarion and caused massive destruction, ending the Age of Legends and starting the Age of Darkness.

Elysium A plane full of unbound wilderness and home to the celestials known as azatas. *GM Core* 179

Ethereal Plane A transitive plane that overlaps with the planes of the Inner Sphere. It allows for travel within the Inner Planes. *GM Core* 177
Eye of Abendego An enormous hurricane nestled between Mediogalti Island, the Shackles, and the Sodden Lands. *World Guide* 63–64
feats* 9, 276–277
fiend Creatures who hail from or have a strong connection to unholy planes.
First World A plane that overlaps the mortal Universe and is said to be a "rough draft" of existence. It is home to vibrant landscapes and fey. *GM Core* 177
Five Kings Mountains A region in southeast Avistan considered the center of dwarven civilization in the Inner Sea region. *World Guide* 125–126
focus spells* 286–287, 295
Galt A nation in eastern Avistan, known as a land of constant political upheaval and revolution. *World Guide* 126
ganzi A nephilim descended from a chaotic being of the Maelstrom, such as a protean. *War of Immortals* 52–55
Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8
Geb A nation in eastern Garund that's a haven for undead. *World Guide* 76–77
Goka A large city-state in western Tian Xia. *Tian Xia World Guide* 74–81
Golarion Golarion is the most important world in the Lost Omens campaign setting. *World Guide* 6–9
Gorum God of battle, strength, and weapons. Known as Our Lord in Iron. Now deceased.
Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. *Knights of Lastwall* 100–111, *World Guide* 40–41
Great Beyond The collective name for all of the planes of existence of the known multiverse. *World Guide* 9–10
Harrow A method of divination that uses cards known as a harrow deck to tell fortunes. Especially popular in Varisia.
Heaven A plane that embodies order and compassion and is home to the celestials known as archons. *GM Core* 180
Hell A cruel, constructed plane separated into nine distinct layers and home to the fiends known as devils. *GM Core* 180
Hellknights A set of knightly orders with a strict focus on enforcing law and order. *Character Guide* 76–85
Inner Sea region The collective name for the area surrounding the Inner Sea, consisting of Avistan and the northern part of Garund.
Iobaria A nation in western Casmaron that has become an unsettled frontier after a number of plagues.
Irrisen A nation in northwestern Avistan known for its constant winter and rule by winter witches. *World Guide* 110–112
Isger A nation in southern central Avistan, a vassal of Cheliax and home to several goblin clans. *World Guide* 100–102
Jalmeray An island nation off the eastern coast of Garund that is home to immigrants from the distant region of Vudra. *World Guide* 77–79
Katapesh A nation located on the northeastern coast of Garund and known for its markets. *World Guide* 51–52
Keleshite A human ethnicity in the Inner Sea region, common among the nations of the Golden Road. *Character Guide* 6–7
Kellid A human ethnicity in the Inner Sea region, originating among the mountains and steppes of northern Avistan. *Character Guide* 7
Kibwe A trade city located in the eastern reaches of the Mwangi Expanse. *The Mwangi Expanse* 208–219
Kyonin A nation in central Avistan, known as the center of elven culture on the continent. *World Guide* 127–128
Lastwall A now-destroyed nation initially founded to watch over Gallowspire, the former prison of the lich Tar-Baphon. *Knights of Lastwall* 100–111, *World Guide* 40–41
Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes of the Outer Sphere. Home to the monitors known as proteans. *GM Core* 180
Mana Wastes A region located in eastern Garund known for its areas of dead and wild magic. *Impossible Lands* 226–243
Mendev A nation located in northeastern Avistan that has long been a launching point for crusades against the demons of the Sarkoris Scar. *World Guide* 28–29
Minkai A large empire located in eastern Tian Xia. Known for its recently quelled civil instability. *Tian Xia World Guide* 146–154
monitor Creatures who hail from or have a strong connection to the unsanctified planes of the Outer Sphere.
Mordant Spire A strange tower located in the Steaming Sea, known as the home of the secretive Mordant Spire elves. *World Guide* 66–67
Mwangi Expanse The area of northern central Garund consisting of most of the regions in and around the Mwangi Jungle. *The Mwangi Expanse*
Mzali A temple-city located on the southern reaches of the Mwangi Expanse. *The Mwangi Expanse* 220–231
Netherworld A plane located on the far side of the Ethereal Plane that is a twisted reflection of the mortal Universe. *GM Core* 178
New Thassilon A young nation in northwest Avistan, home to time-displaced Thassilonians. *World Guide* 113–115
Nex A nation located on the eastern coast of Garund, famous and notorious as a center for arcane study. *World Guide* 80–81
Nidal A nation along the southwest coast of Avistan watched over by the evil god Zon-Kuthon. *World Guide* 102–103
Ninshabur A ruined land in central Casmaron. Once a great empire, it was destroyed by a Spawn of Rovagug.
Nirvana A peaceful plane filled with idyllic landscapes and home to the celestials known as agathions and angels. *GM Core* 180
Numeria A nation in northeast Avistan known for its unique and powerful technology, originally salvaged from a fallen starship. *World Guide* 29–30
Oprak A nation in central Avistan, home to hobgoblins who won the land by force. *World Guide* 44
oracle mysteries* 284–286
Osirion A nation in northeastern Garund that boasts countless tombs and temples from the time of the empire of Ancient Osirion. *World Guide* 53–54

Outer Rifts An endlessly winding, chaotic plane full of dangerous chasms. Home to the fiends known as demons. *GM Core* 181

pantheons* 242–245

Pathfinder Society A globe-trotting organization dedicated to exploration and the reclamation of lost relics. *Pathfinder Society Guide*

psychopomp A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. *Monster Core* 274–277

Qadira A nation located in southeast Avistan. Also the westernmost satrapy of the great Padishah Empire of Kelesh. *World Guide* 54–55

qlippoth A group of primeval fiends born of the essence of the Outer Rifts. Qlippoth are native to the Outer Rifts. *Monster Core* 280–283

Rahadoum A nation located in northwest Garund, known for its prohibition of all religious practice. *World Guide* 55–56

Ravounel A young nation in southwest Avistan, known for its successful uprising against Cheliax and continued push for individual freedoms. *World Guide* 104–105

razing (trait) Razing weapons are particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Razmiran A nation located in central Avistan. Known as the home of Razmir and his church. *World Guide* 30–31

Realm of the Mammoth Lords A region in northern Avistan known for its untamed wilderness and dangerous megafauna. *World Guide* 115–116

Red Mantis A group of assassins who serve the mantis god Achaekek and reside on Mediogalti Island. *World Guide* 65–66, *Prey For Death*

River Kingdoms A turbulent region in northeast Avistan composed of dozens of small kingdoms all struggling for dominance. *World Guide* 31–32

River Styx A vast river that originates in Abaddon, traverses the Outer Sphere, and ends at the base of Pharasma's Spire in the Boneyard.

Sarkoris Scar A region located in northern Avistan. Formerly the site of the demonic Worldwound. *World Guide* 32–33

Sellen River A major river that flows through the Broken Lands and Shining Kingdoms regions. *World Guide* 33

Senghor A city-state located in the southwestern portion of the Mwangi Expanse that serves as an important port. *The Mwangi Expanse* 254–265

serpentfolk Serpentfolk are a family of serpentine humanoids. Also known as sekmins. *The Mwangi Expanse* 129, *Monster Core* 302–305

Shackles A collection of islands off the western coast of Garund, known for rampant piracy. *World Guide* 67–68

Shoanti A human ethnicity common across the Storval Plateau, the frontiers of Varisia, and beyond. *Character Guide* 8

skymetal Precious metals and materials from beyond Golarion that are scattered throughout the planet's surface. There are seven skymetals, each with its own unique properties. *Grand Bazaar* 96–101

spells* 256–261

Starstone A unique gemstone that crashed to Golarion during Earthfall. It was eventually raised by Aroden and placed within the Starstone Cathedral in Absalom. Mortals can attempt to ascend to godhood by reaching the stone and taking the Test of the *Starstone*.

Steaming Sea The name for the portion of the Arcadian Ocean that lies off the western coast of Avistan.

strix Winged humanoids, most of whom live in and around Cheliax. *Ancestry Guide* 132–137

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128–129

Tanglebriar A large swamp in southern Kyonin. Domain of the demon lord Treerazer. *World Guide* 128

Tar-Baphon A necromancer killed by Aroden, Tar-Baphon rose again as the lich king known as the Whispering Tyrant; he threatened the Inner Sea region for centuries before being imprisoned. In 4719 AR, he broke free to terrorize the region once more. *Legends* 104–105

tearing (trait) This weapon is edged with curved teeth that leave bleeding wounds. When you hit a creature with this weapon, it deals an additional 1 persistent bleed damage. This increases to 2 persistent bleed damage if the weapon has a greater striking rune.

Thuvia A nation located in north-central Garund, known for its production of the sun orchid elixir. *World Guide* 56–57

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *Tian Xia World Guide*

Ulfen A human ethnicity common in the northern reaches of Avistan. *Character Guide* 9

Ustalav A nation located in northern central Avistan that's threatened by countless terrors living and undead. *World Guide* 45

Varisia A region in northwestern Avistan, known as a frontier land and home to ancient Thassilonian ruins. *World Guide* 116–117

velstrac A family of fiends from the Netherworld that are associated with pain and agony. All velstracs possess some form of disturbing gaze.

Vidrian A young nation along the western coast of Garund that only recently broke free of oppressive colonial rule. Formerly known as Sargava. *The Mwangi Expanse* 274–287

Vudra A vast peninsula in southeastern Casmaron, home to the Vudrani people. *World Guide* 7

Whispering Way A group of cultists dedicated to spreading undeath and serving the lich-king Tar-Baphon. *Character Guide* 65

witch patrons* 296–299

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Outer Rifts to spill forth and destroy the region until closed by heroes. Its demon-blighted surroundings are now known as the Sarkoris Scar. *World Guide* 26, 32–33

xiomorn Creatures from the Plane of Earth who travel to planets to experiment on native residents. Also known as Vault Keepers.

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