

PATHFINDER[®]

CAMPAIGN SETTING™



ANDORAN, BIRTHPLACE OF FREEDOM

ANDORAN

CAPE OF HOPE

INNER SEA

ASPO BAY

STAR BAY

300 Miles



Aspedell Mountains

Five Kings Mountains

Carpenden Plains

Verduran Forest

Artifall Mountains

Nogortha Peaks

Nogortha Necropolis

Olfden

Wolfrun Hills

Darkmoon Plain

Darkmoon Vale

Falcon's Hollow

Andoshen River

River Foam

Withnosh River

Riverford

Oceanin

Black Fortis

Steyr

Triela

Sellen River

Dragonfly River

Caldamin

Bellis

Digger's Rest

Fusil

Saurton

Carpenden

Souston

Almas

Chas

Lavieton

Missa Shelf

Gyremium

Selfan's March

Augustana

Alvis

Crystal Falls

Piran's Bluff

Candlestone Caverns

300 Miles



PATHFINDER

CAMPAIGN SETTING

Authors • Tim Hitchcock and Jason Nelson

Cover Artist • Igor Grechanyi

Interior Artists • Eric Belisle, Ekaterina Burmak, Milivoj Čeran, Wayne England, Shen Fei, Miguel Regodón Harkness, Audrey Hotte, Will O'Brien, Yama Orce, Roberto Pitturu, Kim Sokol, and Matias Tapia

Cartographer • Robert Lazzaretti

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Managing Editor • James L. Sutter

Development Lead • Mark Moreland

Senior Developer • Rob McCreary

Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens

Assistant Developers • Crystal Frasier and Linda Zayas-Palmer

Associate Editors • Judy Bauer and Christopher Carey

Editors • Joe Homes and Jason Keeley

Lead Designer • Jason Bulmahn

Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter

Managing Art Director • Sarah E. Robinson

Senior Art Director • Andrew Vallas

Art Director • Sonja Morris

Graphic Designers • Emily Crowell and Ben Mouch

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

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Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Liz Courts, Winslow Dalpe, Lissa Guillet, Julie Iaccarino, Erik Keith, Chris Lambert, and Scott Spalding



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Reference

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

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 3</i>	B3
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM

On the Cover



An Eagle Knight proudly holds aloft an Andoren banner while facing a hobgoblin raider in this patriotic cover illustration by Igor Grechanyi!



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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Gazetteer

The cerulean heavens pay no heed to the words of kings or paupers, and mountains do not marvel at the mighty spires of Oppara. Rulers, thus, have no command over the natural world, and the edifices of their rulership pale in comparison to the wonders wrought by the gods. Neither fear nor want drives the flock to the shepherd; the flock follows of its own unmeasured accord. For it is not the role of the flock to follow a shepherd, but rather the role of a shepherd to serve the flock. A ruler who leads with the crook is naught but a tyrant, from whom the flock receives only oppression and injustice. Therefore, to ensure freedom, it becomes the people's responsibility to choose their own ruler—the sheep led by one of their own, a shepherd beholden to those who tasked him with shepherding.

—Darl Jubannich, “On Government”

Andoran, Birthplace of Freedom



After centuries as a vassal state of foreign monarchies, Andoran has risen to become the Inner Sea's first democratically governed sovereign republic. With its booming lumber industry and numerous economic resources, the young nation now stands as a significant and influential world power. Still, Andoran's greatest export remains its message of freedom.

The Andoren people founded their nation upon the fundamental principles of equality and liberty. Andoren justice holds equality according to number, not worth. Together, all citizens act as sovereign, and thus hold the decisions of the majority as the sole and final determination of justice. Through governing in this fashion, the poor become more powerful than the wealthy because they compose the majority. The dream of Andoran's founders was to erase all distinction between the government and the governed, which in a true democracy are the same individuals. These same founders sought to protect and guarantee these liberties through a formal constitution founded upon two principles: First, Andorens must possess liberty. Without liberty one's life becomes that of a slave. Second, democracy rises from both equality and liberty.

While Andorens desire not to be governed, they hold that an individual must accept that her personal liberties are of equal importance as the liberties of others. Standing resolute in their belief in equality, they assign citizens the responsibility to govern and be governed in turn, and establish that a shared government provides their nation the sole way to attain equalitarian liberty.

Still, some argument continues between those who favor the forthright law upheld by a strong centralized authority and those who seek to further diversify the realms of power to all people. The latter group warns that the polarizing effect of an increasingly centralized government risks inciting the kind of anarchic rebellion in Andoran that characterizes the bloody nation of Galt. Still, the majority of citizens continue to favor a strong centralized government and rely on the strength of elected officials and extensive welfare and social programs to maintain the country's current social and financial stability.

History

The earliest records of the Andoren people can be found in the accounts of explorers and colonists that emigrated from Old Taldor to newly acquired territory to the west. The Taldans found the vast and wooded plains inhabited by peaceful humans living in small agrarian villages throughout the region. During the centuries of Taldan rule, these shy and curious people integrated with the settlers, giving birth to a new culture whose people identified themselves as Andorens. As the colony grew, new industries emerged to meet the needs of Taldor's expansionistic foreign policy and demand for war vessels. Lumberjacks cleared vast acres of the Arthfell Forest to

provide timber for shipbuilders in the newly founded costal port of Augustana.

In 1707 AR, King Alvistus IV declared Andoran an official province of Taldor, placing it under the direct charge of General Khastalus of Corentyn. Shortly thereafter, Khastalus launched a brutal and bloody crusade against Arthfell's indigenous humans and wild fey. His success allowed lumberers to expand their efforts, and soon a nearly endless supply of timber fueled the growth of Augustana's emerging shipyards. By 1750, nearly all of Taldor's naval vessels came from Augustana. Taldor launched a new age of exploration, and Andoren sailors set off to explore lands beyond the Inner Sea, founding colonies in Garund, the ruined continent of Azlant, and farther to the west in Arcadia.

Toward the end of the forty-first century AR, the Taldan Empire had spread its resources too thin. The ruling aristocracy fell to petty infighting over landholdings and other political issues. Seizing the opportunity, neighboring Qadira sent an army of over 40,000 troops storming across Taldor's southern border, initiating a nearly 500-year conflict between the two nations.

Yet the fiercest blow to the empire came in 4081, when the Taldan governor of Cheliox, Aspex the Even-Tongued, declared the independence of his province and named himself its sovereign. Aspex quickly encouraged other territories to break from Taldan rule and aided the annexation of the provinces of Andoran, Galt, and Isger, finally stripping away centuries of Taldor's domination in Avistan.

Under Chelish rule, Andoran gave birth to a thriving new mercantile class whose wealth and influence quickly grew to rival the nobility, and for the next 6 centuries, the Chelish province experienced a prolonged period of social and economic growth.

Andoran's most defining historical event came in the mid-forty-seventh century in the wake of Chelish Civil War and the political upheaval leading to the Thrune Ascendancy. After the armies of Queen Abrogail I seized control of the west, Andoran's King Culliam IV and a handful of the ruling aristocracy attempted to make peace by capitulating to the queen's demand of fealty. The king ignorantly believed the pact would spare his people the bloodshed of the failed Galtan revolution, but rumors that Culliam's pact would subjugate Andoran to Chelish devil-worshippers sparked both riotous fear and outrage.

Dissidents and would-be revolutionaries sprang from the growing middle class, born with rights and privileges they refused to surrender. Educated and weaned on the disestablishmentarian tenets espoused by Galtan philosophers, they rallied their fellow Andorens to demand their freedoms and topple what remained of the old aristocracy. Younger nobles and members of progressive liberal families began to renounce their titles en masse and joined the freedom fighters' vision of a new democratic society. Tensions finally exploded in 4669 AR when massive

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riots erupted in both Almas and Augustana, throwing the nation into full-scale revolution. In an event now known as the People's Revolt, merchants and commoners readily joined the dissidents and ground the Andoren economy to a halt. They swarmed the houses of the old aristocracy and demanded the nobles surrender their titles or be exiled. In the end, the majority of the remaining aristocracy willingly ceded their titles and positions. The transition of power was bloodless and relatively brief, and several months later, the Andoren people declared themselves a free and sovereign democratic republic.

Government

Andoran's principle governing body is the People's Council, which consists of 350 representatives elected by their regional populaces. A single term in the council runs for 5 years. The council is responsible for appointing magistrates, arguing the law, and interpreting and setting into practice the tenets of the nation's constitution, known as the Associative Act. In any political debate, the word of a councilor holds weight over the positions of magistrates and other local officials. Each year the People's Council appoints a single member to serve as its public spokesperson. The current People's Voice is **Jarlisa Hermedas** (NG female aristocrat 3/expert 8), a former revolutionary and career politician from Almas currently serving her third term.

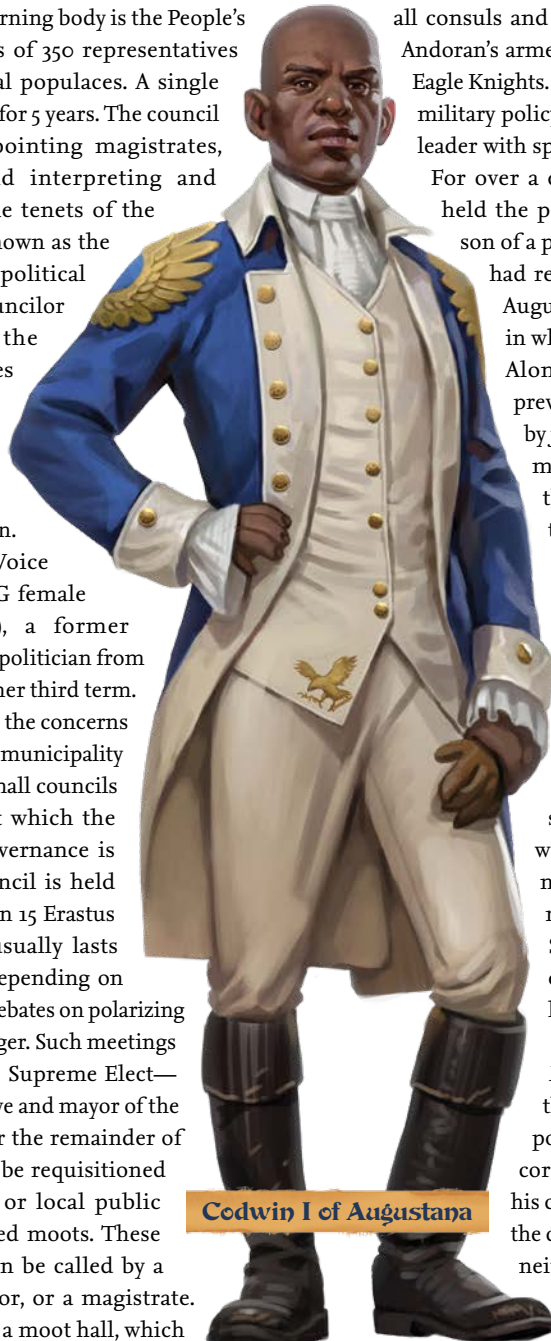
A councilor represents the concerns of the constituents of her municipality in various forums and small councils throughout the year, at which the bulk of the nation's governance is conducted. Formal council is held twice a year in Almas—on 15 Erastus and 15 Abadius—and usually lasts from 3 days to a week depending on matters at hand, though debates on polarizing issues sometimes last longer. Such meetings are presided over by the Supreme Elect—the nation's chief executive and mayor of the capital city of Almas. For the remainder of the year, councilors can be requisitioned to preside over minor or local public political discourses called moots. These occur regionally and can be called by a citizen's council, a mayor, or a magistrate. Most communities have a moot hall, which

is a large building designed to accommodate public assemblies ranging from 50 to several hundred people. Moots provide common folk the opportunity to raise their own issues or wishes and needs of their communities in a public political forum.

The Supreme Elect is aided by the Demarchy Assembly, a cabinet of 30 appointed individuals known as ministers, who oversee various governmental offices, including finance, foreign affairs, internal justice, trade and commerce, and the treasury. Ministers are chosen by lottery from a pool of candidates from throughout Andoran, and assigned to specific bureaucratic positions by the Supreme Elect. The Supreme Elect also holds the responsibility of appointing all consuls and serves as the final commander over Andoran's armed forces, including Andoran's famous Eagle Knights. Consuls advise the Supreme Elect with military policy, and the Supreme Vicar provides the leader with spiritual guidance.

For over a decade, Codwin I of Augustana has held the position of Supreme Elect. Born the son of a poor coastal fisherman, young Codwin had recently taken a job as a deck hand in Augustana when the first riots broke out in what would become the People's Revolt. Along with 17 other workers, Codwin prevented the revolts from turning bloody by jumping between protesters and angry mobs that opposed them out of fear the rebels might incite the wrath of their Chelish rulers. With a simple but impassioned speech, Codwin managed to unite both sides, allowing the protestors to commandeer the shipyards without any bloodshed or loss of property.

Elected in 4704 AR, Codwin officially took office the following year. In 4708, his reelection campaign scored a landslide victory. Codwin again won the popular vote in 4012, but by a much smaller margin. His continued reelection has raised concern that the Supreme Elect has acquired the stink of a monarchy. Several councilors have proposed term limits for rulers, citing a passage from the Hosetter's *Imperial Betrayal* that states, "Despite the best intentions, the authoritative power of ruling a nation can ultimately corrupt even the most pure of heart." To his credit, Codwin has publicly entertained the councilors' propositions, though he has neither openly endorsed them nor made any offers to place a self-imposed term limit on his own position.



Codwin I of Augustana

Andoran, Birthplace of Freedom



Andoran Timeline

The following are major events in Andoran's history.

1683 AR	Taldor's Fourth Army of Exploration maps and claims the lands that will one day become Andoran.
1707 AR	Andoran is officially founded as a province of Taldor when General Khastalus of Corentyn clears much of the Arthfell Forest and establishes the port city of Augustana.
1750 AR	Shipbuilding operations in Augustana reach their peak, providing Taldor nearly all of the ships for its vast navy.
1980 AR	Andoran begins to consolidate its borders.
2080 AR	Taldor conscripts thousands of Andoren militia members to serve in the Sixth Army of Exploration, and commandeers hundreds of ships from Augustana to carry them across the Inner Sea.
2724 AR	Goblins slaughter a group of contemplative monks at Black Forks, resulting in the release of a supernatural horror.
3980 AR	The Rending. Droskar's Crag's latest eruption to date causes widespread devastation in Darkmoon Vale. Sections of Almas wash away in massive flooding. Crevasses open above the Candlestone Caverns, providing surface access to the Court of Ether for the first time.
4079 AR	Admiral Genise Ratorian of Westcrown provides warships and Writs of Course to sailors in Augustana, encouraging them to attack Taldan merchant vessels and establishing the roots of the Gray Corsairs.
4081 AR	Andoran renounces its ties with Taldor as part of Cheliox's Even-Tongued Conquest.
4113 AR	Karas "the Falcon" Novotnian enters Darkmoon Vale and begins pacifying the otherwise largely wild and lawless region.
4139 AR	The Lumber Consortium is founded in Oregent.
4246 AR	Andoren explorers land on a small Azlanti island in the Arcadian Ocean and found Sun Temple Colony.
4438 AR	The druid kingdom of Narven is founded in the Arthfell Forest by the high druid Narven Feathereyes.
4508 AR	Forest King Narven dies in the Arthfell Forest.
4512 AR	Following Narven's death, the Arthfell Forest plunges into civil war.
4524 AR	All contact with the Sun Temple Colony is mysteriously lost.
4600 AR	The Eagle Knights form under the auspices of King Culliam II; their mission is to provide an honor guard to Aroden when the god returns.
4606 AR	Aroden dies. Chaos in Cheliox leaves the liege nation unable to fully govern Andoran.
4609 AR	Ulizmila, reportedly a granddaughter of Baba Yaga, arrives in Darkmoon Vale.
4660 AR	Diabolists of the Thrice-Damned House of Thrune take control of Cheliox after decades of civil war.

4662 AR	Galtan philosopher Darl Jubannich writes <i>On Government</i> , a treatise about the Chelish government's terrible betrayal of humanity.
4669 AR	Inspired in part by the ideals of Galt's Red Revolution and the writings of Jubannich, Andoran declares independence from Cheliox in what becomes known as the People's Revolt. Revolt leaders found the People's Freedom Movement in order to help establish a new egalitarian republic. The People's Freedom Movement drafts the Associative Act, establishing the foundations of Andoran's government. Recognizing the danger to its fledgling democracy, the government repurposes the Eagle Knights with the cooperation of its military leaders. Cheliox begins an embargo of Andoran as punishment for its secession.
4670 AR	A delegation of gillmen arrives in Almas and gifts the keystone to the Arch of Aroden to the fledgling nation.
4689 AR	Andoren ships successfully sink three Chelish warships off the shores of Westcrown, including the Chelish flagship, ending the 20-year-long Chelish embargo.
4697 AR	The Goblinblood Wars in neighboring Isger threaten the stability of the region. Andoran sends legions of Eagle Knights to assist in quelling the hobgoblin uprising.
4699 AR	The great wyrm red dragon DaralathylxI makes his last appearance along the border between Darkmoon Vale and the Five Kings Mountains.
4703 AR	The <i>Night Terror</i> , a Chelish merchant ship thought to be lost to the Eye of Abendego, is found adrift off the Andoren coast in pristine condition but with its entire crew missing.
4704 AR	Codwin I of Augustana is elected Supreme Elect of Andoran. Codwin is reelected to a second term 4 years later in a landslide victory.
4705 AR	The Gray Corsairs sink three Katapeshi slave galleons in the Inner Sea.
4709 AR	The Portside Strangler claims his first victim in Almas. The killer is caught and executed, but murders bearing his trademarks begin again soon thereafter and continue to this day.
4711 AR	After securing a position on the People's Council, the duplicitous Dorianna Ouidda seizes the Pathfinder Lodge in Almas, taking Amenopheus the Sapphire Sage, Venture-Captain Brackett, and several others as hostages.
4712 AR	Codwin I wins his third term as Supreme Elect, this time by a smaller margin than in his previous two elections. Opposition within the People's Council puts forth motions to restrict the Supreme Elect to three terms in office.
4715 AR	The present year.

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Almas

Center of Democratic Government

Alignment: NG

Settlement: Almas (76,600)

Notable Inhabitants: Eagle Knight Commander

General Reginald Cormoth (LG male human paladin of Iomedae 12), Pathfinder Society Venture-Captain Brackett (LN male human fighter 5/expert 3), Supreme Elect Codwin I (LG male human paladin of Iomedae 14)

Monsters and Enemies: Corrupt politicians, erinat gremlins (see page 56), foreign instigators, sewer vermin, street gangs

Resources: Arts, leather, paint, rope, sails

As Andoran's shining capital, Almas embodies the spirit of the Andoren people and their egalitarian philosophy. Beyond serving as the nation's symbolic heart, it is also its largest city and one of the Inner Sea's most vital ports. Here people from all walks of life and all reaches of the world congregate in celebration of freedom and liberty.

Nearly two-thirds of the nation's population live within a day's travel of the metropolis. Scores of outlying villages near Almas serve as homes for droves of farmers, craftsmen, and seasonal laborers. This region is known as Freeland, and consists in large part of lands once owned by Andoran's noble class prior to the People's Revolt.

Almas itself is situated on a series of hills where three smaller rivers—the Tamuth, the Kernite, and the Moulton—join the mighty Andoshen shortly before it empties into the sea. Sturdy stone bridges link the city together across the rivers, high enough that riverboats can ship their goods to market without colliding with the pilings.

While Almas is an independent municipality, much of its administration is undertaken by Andoran's federal government, and the nation's Supreme Elect also serves as the city's mayor. The Eagle Knights, while present in large numbers within the city, have no official jurisdiction to keep the peace beyond their normal mandate to serve Andoran within and beyond its borders.

Andoran, Birthplace of Freedom



East Hill

Most of the city's residents live in East Hill, which separates Portside from Liberty District. At its heart, the stone mansions of the wealthy stand overlooking Almas's many landmarks, while farther from the district's center, the streets narrow and the houses become considerably smaller.

Almas Lodge: The Pathfinder Society's lodge in Almas resides in the soaring twin towers of the former Cathedral of Aroden on the Avenue of the Gods, replaced long ago by the Golden Cathedral when Almas grew beyond its ability to serve. The lodge boasts a curious but alchemically advanced homunculus lab and an extensive library. The lodge is run by Venture-Captain Brackett, a hawk-nosed man noted for his skill with a blade.

Avenue of the Gods: The stunning architecture of the dozen temples, churches, and sanctuaries that line this wide street keeps the avenue crowded with both the pious and the curious. Temples here include those dedicated to Abadar, Aroden (this temple is now under the control of the Pathfinder Society), Cayden Cailean, Erastil, Pharasma, Shelyn, and Torag, as well as smaller chapels dedicated to various empyreal lords and other demigods.

Godsgate: The largest of Andoran's city gates, Godsgate provides easy access to visitors to both Liberty District and the Avenue of the Gods. Since Andoran's emancipation from Chelish rule, the Godsgate has never been closed, a fact most Andorens hold as source of pride.

Liberty District

The most famous of Almas's quarters, the Liberty District is home to Andoran's civic buildings and some of the city's most notable landmarks, as well as famed restaurants, taverns, and inns such as the Succulent Eel, Totter's Barn, and the Eagle's Nest.

Archstone Monument: Shortly after Andoran's founding, a delegation of gillmen arrived in Almas bearing the keystone to the Arch of Aroden, a gift symbolizing the Low Azlanti's support of Andoran's peaceful establishment of equality and freedom. The keystone now stands in the Field of Concord. Touching the keystone is considered good luck.

Citadel of the Supreme Elect: Toward the western end of the Field of Concord stands a walled citadel with a great copper dome, which serves as the executive office and living quarters of the Supreme Elect. A battalion of Steel Falcons keeps a vigilant watch over its broad campus. About its square stand several other marble buildings, including the House of the Demarchy Assembly and the offices for various consuls, ministers, and other officials.

Field of Concord: Stretching from the Andoshen almost to the city walls, a great cobblestone avenue lined with fountains, statues, manicured hedges, and flowered trellises rises toward an old Chelish fortress. Numerous plaques adorn the statuary, and gardens commemorate the deeds of fallen soldiers. Between these lie walkways into

ALMAS

NG metropolis

Corruption +2; **Crime** +4; **Economy** +7; **Law** +2;

Lore +4; **Society** +9

Qualities academic, holy site (Abadar), prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government council

Population 76,600 (52,088 humans, 6,894 halflings, 6,128 dwarves, 5,362 elves, 3,830 half-orcs, 1,532 gnomes, 766 other)

Notable NPCs

Almas University Provost Felandriel Morgethai
(CG female elf wizard 17)

Commander of the City Guard Jhonn Bleys
(NG male half-elf ranger 8)

Gavel Ryma Bloodthorn (NE female half-orc
fighter 2/rogue 4)

Grand Bishop Darius Silvershoe (LN male human
cleric of Abadar 9)

Supreme Elect Codwin I of Augustana (LG male
human paladin of Iomedae 14)

MARKETPLACE

Base Value 27,456 gp; **Purchase Limit** 150,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4;

Major Items 3d4

small gardened alcoves, in which merchants set up stalls and display their wares during the monthly market. The largest of Andoran's public squares, the Field of Concord is considered the property of all Andorens, and most of the nation's governmental buildings stand on its edge.

Golden Aerie: Towering over the heart of the Field of Concord is a bastion crafted of massive white marble. Upon its pinnacle stands a great gilded statue of Andoran's adopted patron, the heroic avoral Talmandor. As commander of the Eagle Knights, General Cormoth currently holds the title of Lord of the Golden Tower. While both the strategic and symbolic home of the Eagle Knights, the Golden Aerie is also a functional fortress, and houses several thousand of the order's most skilled soldiers from all three branches of service.

Golden Cathedral: At the east end of the field stands the Golden Cathedral, formerly a grand temple of Aroden and now a gathering place used for secular sermons on the value of Common Rule. The cathedral's twin spires make it the tallest building in Andoran. Within lies a vast public library—the largest in Andoran—that is open 24 hours a day to the nation's citizens. Enshrined upon the cathedral walls hang the tenets of Common Rule and the

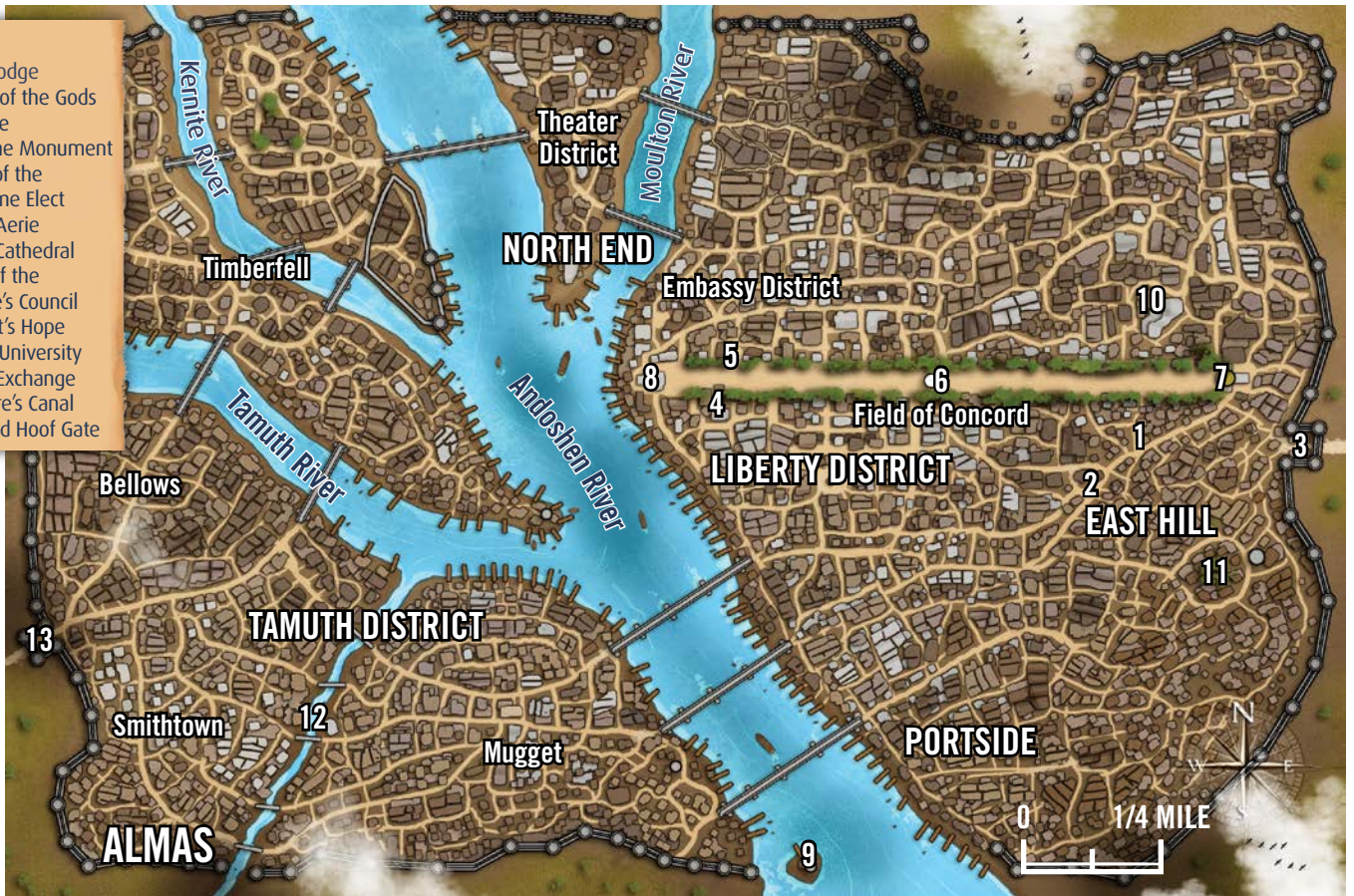
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- Locations**
1. Almas Lodge
 2. Avenue of the Gods
 3. Godsgate
 4. Archstone Monument
 5. Citadel of the Supreme Elect
 6. Golden Aerie
 7. Golden Cathedral
 8. Palace of the People's Council
 9. Benedict's Hope
 10. Almas University
 11. Grand Exchange
 12. Balmore's Canal
 13. Iron and Hoof Gate



published writings of those eminent emancipators, poets, and philosophers upon whose ideals Andoran was founded.

Palace of the People's Council: Dominating the western end of the Field of Concord stands a grand palace that serves as concourse for the People's Council. The ground floor consists of a colossal amphitheater crammed with marble benches where the councilors assemble when called to deliberate on the laws and treaties of Andoran's future. The remainder of the palace is divided into hundreds of rooms that serve as personal chambers to various members of the council. Though the councilors remain citizens by law, many of them maintain a lifestyle that mirrors that of the former aristocracy.

North End

Almas's largest district, the North End spans the entirety of the city north of the Tamuth River and the Field of Concord. It is full of a number of smaller districts, where small industries center their activity within the city.

Almas University: North of Liberty District stands the ivy-strewn campus of Almas University. While technically any Andoren citizen may apply for acceptance, class openings are few and competition among those able to afford the tuition remains fierce. The university's principle fields of study include law and politics, modern philosophy, and history—though their modest school of

zoology is reknowned throughout the Inner Sea. Noted scholar Felandriel Morgethai serves as the school's provost, a position she has held for over 100 years.

Embassy District: Northwest of the Field of Concord, atop the cobbled river walls, perches a walled-off collection of aged manses that once belonged to wealthy nobles but now serve as accommodations for visiting foreign diplomats. Not beholden to Andoren law, the embassies and their properties provide foreign dignitaries and their guests political asylum. Slavery is the sole exception, and remains forbidden throughout the city, even in the embassies. While the small number of city watch patrols under the command of **Lassila Karan** (LN female half-elf fighter 6) safeguard the enclaves, embassy leaders are responsible for providing protection for their own embassies.

Theater District: Between the Andoshen and Moulton rivers stands a small collection of dilapidated Taldan mansions that artists have transformed into tired apartments, artist studios, and struggling playhouses. The Theater District is home to most of the city's many true artists, but the low cost of living also makes this part of the city attractive to petty criminals, addicts, and prostitutes. Though it's not the most respectable neighborhood in Almas, the district is largely safe during daylight hours.

Timberfell: During the initial struggling years of Andoran's independence, the People's Council agreed to

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sell several parcels of land to the Lumber Consortium in the northern part of Almas. As a result, Timberfell was born. Though Timberfell is still technically part of Almas, as the property of the consortium its jurisdiction falls to the cruel, heavy-handed authority of Gavel Ryma Bledthorn.

Portside

Home to Almas's robust foreign trade industry, Portside is largely controlled by the Supreme Elect's ministers. Recent mergers between importing and exporting houses has led some to fear that Chelish business owners or the Aspis Consortium might be trying to establish a monopoly under their own control. Grain and salt are the two most important imports, while exports include timber, wine, cheese, and fish.

Benedict's Hope: On a small rocky island just outside the harbor, an ever-burning lighthouse guides ships through the channel. Upon the lighthouse's foundation stands a weathered brass statue of a stern-faced woman who is hunched over a desk, clutching a feather stylus and scribbling furiously upon reams of parchment. The statue memorializes Aylsande Benedict, a hero of the People's Revolt famed for writing political essays that condemned House Thrune yet urged the people to seek peaceful, diplomatic solutions over bloody violence.

Grand Exchange: Almas's largest money exchange stands among the many merchant's shops, warehouses, and logistical facilities of Portside. Here one can find not only currency from nearly every nation in the Inner Sea region and beyond, but also agents of these nations, who deal in information, alliances, and underhanded threats. Many adventurers find their way here in the hopes of gaining a contract to explore the far reaches of the world.

Tamuth District

The district located south of the Tamuth River contains many of the city's least glamorous jobs and poorest citizens.

Baltimore's Canal: This shallow canal bisects Tamuth District from north to south. Designed to transport merchant rafts, it has become a flowing cesspool of both chemical waste from Smithtown and biological waste from Mugget. The canal has grown into a public embarrassment, to which no one has yet offered a real solution.

Bellows: In the northwestern section of this district, a swath of squat stone dwellings houses a small dwarven community known as the Bellows. Descendants of the survivors of Tar Khadurrr, the population here is slowly dwindling. The dwarves earn their livings by plying their superior skills in Smithtown or running small shops, working as masons, gem cutters, and silversmiths.

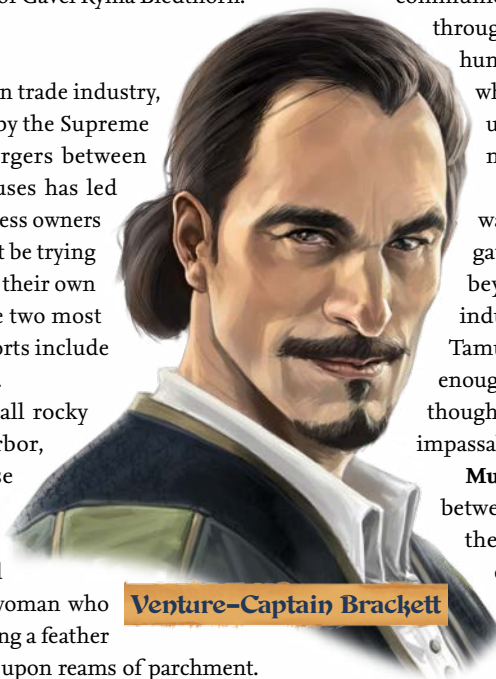
At present, fewer than a hundred dwarves live in the enclave under the guidance of their spiritual leader, **Elgrid Twelvehammers** (LN female dwarf cleric of Torag 7), and they now rely on individuals from outside to send communications to other dwarven settlements throughout Andoran. Recently, an influx of humans have moved into the area, many of whom are workers seeking to apprentice under dwarven masters, hoping to learn new trade secrets.

Iron and Hoof Gate: In Almas's west wall, a pair of tremendous reinforced gates opens the city to the trade roads beyond. Connecting directly to the industrial neighborhoods that compose Tamuth District, the dirt streets are wide enough to permit draft animals and wagons, though in heavy rains they transform into an impassable morass.

Mugget: A maze of narrow lanes twists between the tall, ramshackle buildings of the center of Almas's meat industry, commonly known as Mugget. A broad and heavily trafficked street known as Blackrocks Thoroughfare cuts through the heart of the district, from the stockyards in the southeastern corner nearly to the Iron and Hoof Gate. Throughout the day, covered mule carts loaded with livestock carcasses head down the road to Mugget's numerous butcher shops and tanneries, leaving the cobbles slippery with gore. Lining Blackrocks Thoroughfare stand large structures covered with grit and leaking the acrid smoke of boiling lye and alkaline dust—warehouses used by various operations in the growing tanning industry. Other buildings serve as offices or specialize in livestock transfers. Across the thoroughfare, small alleys thread between butchers' shops where meat shanks dangle from porch eaves or on hooks in yellow-stained windows. On either side of the cobbled street, raised pavestones form a channel where the butchers wash away their offal and blood.

Smithtown: Throughout the day and well into the evening, the streets of Smithtown ring with the relentless ping of hammers on anvils, and the fire-warmed breeze bears the sour tang of iron. Master smiths of all specialties dressed in oil-slicked leather aprons hover feverishly over glowing flames, their coal-stained faces gleaming and their eyes hidden behind thick protective goggles. Though there is ample work, competition between shops remains fierce, and the wait for apprenticeships is sometimes several years.

Smithtown's streets are narrow and laid out somewhat haphazardly. While smiths of all types work from this district, most of them craft goods for construction, the shipbuilding industry in Augustana, or farm equipment.



Venture-Captain Brackett



Arthfell

Resource-Rich Land of Opportunity

Alignment: N

Notable Settlements: Alvis (2,090), Augustana (54,200), Claes (648), Cyremium (370), Lavieton (505), Riverford (1,740)

Notable NPCs: Augustana Mayor Radas Menadian (LN male human expert 12), Augustana Venture-Captain Caudron Wallace (N male fighter 7), Consul Admiral of the Andoren Navy Haskell Whaley (LG male human expert 3/fighter 8)

Monsters and Enemies: Arthfell druids, Nogortha undead, treants, werewolves

Resources: Grain, lumber, seafood, ships, wool

The area known as Arthfell stretches from Andoran's western border with Cheliox to the Andoshen River, and from the Nogortha Peaks in the north to the coast of the Inner Sea. The region takes its name from the Arthfell Forest, which once stretched far beyond its current borders, covering much of western Andoran. Now greatly reduced in size due to millennia of logging, the forest nevertheless still largely

defines the region, and Arthfell is known for its lumber and for the ships constructed in the harbor of Augustana.

In addition to exports of lumber and ships, Arthfell offers a large supply of barley, hemp, hops, millet, and wool, with farms filling much of the highly arable land not overcome with forest. Craft goods of the region include ale, heavy rope, sailcloth, and dyed textiles. Most of Andoran's coastline lies within Arthfell, and a majority of the nation's seafood is collected by the fishers and trappers of the region's many coastal settlements.

The people of Arthfell are hardy and hard working, but not all are loyal to Andoran. More so than any other region in Andoran, however, Arthfell's proximity to Cheliox fosters dissidents and imperial loyalists, and the de-landed nobility of pre-revolution Andoran find no shortage of allies here. The secretive organization known as the Seven Houses makes its headquarters here, working to restore the overthrown nobility to their former glory throughout the fledgling democracy.

Andoran, Birthplace of Freedom



Augustana

Andoran's second-largest city, Augustana is primarily a military seaport but also serves as the cultural and economic hub of the Arthfell region. The lumber trade fuels Augustana's lucrative shipyards and makes the metropolis one of the premier shipbuilding sites in the Inner Sea region.

Augustana's economic success comes in no small part from the industries along its Great Salt Harbor—the seaward of the city's two ports—which include cargo companies and the city's famous shipyards. The other harbor (known as Fresh Harbor) is formed by the slowing of the Arthfell River as it flows into the Inner Sea, resulting in a small basin of brackish water. Two low bridges, Fleet Bridge and Market Bridge, span the waters between the two harbors, restricting large ships from entering the heart of the city.

While the city's primary waterways are divided into two parts, Augustana itself is split into seven districts, based both on geography and the socioeconomic classes of those within each neighborhood.

Admiralty Hill: At the northwestern tip of the river mouth, the halls and manors of wealthy naval officers and merchants stand upon a small rise known as Admiralty Hill. Towering atop its crest stands Fort Constance, a hulking fortification surrounded by battlements of sea-splashed stone. The fortress serves as the consul admiral's headquarters, and its barracks house over a thousand battle-hardened marines. Atop each of its gray and weathered bastions rest huge catapults aimed at the harbor mouth, poised to fire payloads of alchemist's fire on any enemy fleet.

Arsenal District: Encompassing the north shore of the Great Salt Harbor, this broad district houses a complex of shipyards and moorage for commercial vessels, and facilitates most of the foreign trade that passes through Augustana. The district gets its name from the nearby Arsenal Island, which serves as the official home of much of Andoran's naval fleet. The Arsenal District is home to the temples of Erastil, Torag, and Sarenrae, and is generally one of the best protected of the seven districts.

Copperdown: Rimming the marshy eastern coast of Fresh Harbor lies Copperdown, an overcrowded slum filled with shacks stacked tightly together and decorated with windblown refuse. Stray animals dart through the narrow, urine-scented alleys, dodging beggars and drunks who have passed out wherever they can find respite.

Most of the working poor known as Copperdowners hold only temporary or seasonal jobs as longshoremen or fishers, or work as day laborers in various shipyards. As Copperdown's population continues to grow, the struggle for territory and resources has given rise to a number of covert and predatory shanty gangs that seek to aid their own members through thuggery and intimidation of others.

Fleet: A mass of overcrowded markets and barking streetside merchants form the labyrinthine commercial district residents have dubbed Fleet. Cutting through the

AUGUSTANA

N metropolis

Corruption +4; **Crime** +5; **Economy** +7; **Law** +1; **Lore** +5;

Society +8

Qualities academic, notorious, prosperous, strategic location, tourist attraction

Danger +20

DEMOGRAPHICS

Government council

Population 54,200 (32,400 humans, 6,480 halflings, 5,400 dwarves, 3,780 half-orcs, 3,240 elves, 1,620 gnomes, 200 half-elves, 1,080 other)

Notable NPCs

Consul Admiral of the Andoren Navy Haskell

Whaley (LG male human expert 3/fighter 8)

High Priestess Meandri Hembor (N female human cleric of Gozreh 17)

Lumber Consortium Gavel Nevissa Rolante

(LE female half-elf ranger 8)

Mayor Radas Menadian (LN male human expert 12)

President of the Forester's Endowments Silea

Pentarian (N female human expert 4)

MARKETPLACE

Base Value 35,693 gp; **Purchase Limit** 225,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4;

Major Items 3d4

center of the city, zigzagging across bridges, and pressing into the outlying squares once used as the city commons, Fleet has hordes of eager merchants who grow wealthy feeding all manner of goods and raw materials to diverse industries in the shipyards. Farther from the markets, one can find the shops of sail makers, mast and rigging designers, woodcarvers, chartmakers and cartographers, and engineers who craft and manufacture navigational tools.

In addition to housing the powerful Merchant's Council that represents the district and advises the city government on matters of economy and trade, Fleet also serves as the home of the Forester's Endowment, a society of naturalists who rail against the commercial exploitation of Andoran's natural resources, especially by the Lumber Consortium.

Oldtown: Among the historic structures found in one of the oldest and most affluent districts in the city are Andoran's first bank, the temples of Abadar and Gozreh, the former Regent Master's Court, and Aroden's Feasthall. Recently, an ambitious entertainer and entrepreneur named **Bria Chestnut** (NG female halfling bard 12) has restored the district's Feasthall in the hopes of attracting a less stodgy citizenry to the district to revel in the historic venue.

Shipyards District: When most people envision Augustana, they imagine the Shipyards District—a vast sprawl of timber-

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framed shops and industrial workhouses crammed right down to the wharves. Here, every inch of the shore lies buried beneath dense wooden piers, oily waters lap against hundreds of hulls of great Andoren warships, and frigates lashed to long docks slowly heave and creak against massive pylons. The coal fires of the foundries glow long into the night to the ominous beat of the mallets and saws of toiling shipbuilders. These tireless shipyards built many of the vessels that now sail the Inner Sea, and few artisans rival the skill and experience of Andoren shipwrights.

The Slopes: Under the shadow of Fort Constance's stony countenance stand the lavish manor houses of the more affluent families of Augustana, who trace their fortunes back to noble Taldan roots. Rumors abound that one of the district's most wealthy and powerful individuals, the elderly **Madame Ravonge** (LN female human aristocrat 6), has ties to the subversive covert organization known as the Seven Houses and hosts secret meetings upon her premises.

Other Settlements

Though it is the largest city in Arthfell, Augustana is not the only bastion of civilization within the region.

Alvis: Once a small fishing village, Alvis rose to notoriety when it became home to the Andoren Alchemical Society after the group was found to be the cause of fires that nearly consumed several naval shipyards in Augustana.

As the isolated village grew, it attracted merchants and scholars from throughout the region; it has since become one of the foremost marketplaces for alchemical reagents, poisons, and other oddities both eldritch and mundane.

The runoff of the town's alchemical waste filters into Aspo Bay, which has begun to concern local fishers. These folk claim the waters near the town have taken on a greenish, almost phosphorescent hue, and shellfish harvested from near the bay's mouth now have a metallic flavor. At the moment, the current counselor, **Bugris Troad** (N male human alchemist 5), and portly magistrate **Neldana Applebraith** (N female human alchemist 2/expert 2) are both members of the Alchemical Society, though a local fisher named **Mogad Grayman** (NG male human expert 3) has declared his intent to run for a seat on the People's Council.

Claes: Like many residents of the small towns along Andoran's coast, the inhabitants of Claes have few resources and subsist on only what they can catch and grow themselves. Claes would be unremarkable if it were not the birthplace of Eagle Knight Commander Reginald Cormoth, or if it were not built near the ruins of an ancient, subterranean Azlanti fortress known as the Claes Redoubt. For more information on the Claes Redoubt, see page 41.

Cyremium: Along the jagged coastline just north of the Cape of Hope rise the sun-bleached walls of Cyremium, an isolated fishing village nestled within the ruins of an ancient

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Taldan fortress. After Taldor lost its provincial landholdings during Chelixa's Even-Tongued Conquest in 4081 AR, its scattered settlers claimed the fortress and salvaged its stone to build their town. Little is now left of the four watchtowers, though the fortress walls remain sturdy. A stone archway leads into the town square, from which a dozen smaller flagstone streets weave off through stacks of clay-covered wooden structures splashed with fading whitewash.

Recently, Cyremium has been confronted with an unsettling phenomenon. For the past several months, whenever the moon fades to black, residents have woken to find the shoreline littered with thousands of dead silverscales—a small and excessively greasy bait fish that travels up and down the coast in large schools.

Lavieton: A peaceful and unassuming collection of small, daub-splattered cottages sits amid the grassy dunes of a shallow seaside bluff. Fisherfolk here use small outriggers and great nets, yielding tremendous catches from midsummer through early autumn. At the end of the season they salt and smoke fish for export, and longtime exporters such as **Waldry Quence** (NG male human expert 4), who runs the Sign of the Blue Sail, are known throughout the Inner Sea for their high-quality goods.

Riverford: A few hundred miles north of Almas, where the Old Bridge crosses the shallowest point of the Andoshen River, spreads the town of Riverford. Being at one of few locations where an army can cross the Andoshen makes Riverford one of the most strategically valuable landlocked locations in Andoran. Almas purchases nearly all of the grain, produce, and cattle produced in Riverford. As a result of its location and agricultural wealth, Riverford and its outlying territories have been the sites of at least 10 major battles over the last 3 millennia.

The main part of the town is a single cobbled street that sits back from the river. A few dirt side roads lead to private homes, a few inns, and rickety warehouses. On a nearby hill rises the Old Bridge Tower, a squat fortified bastion that serves as the armory for the Riverford militia. The Eagle Knights keep a commander and small cadre of soldiers on site to oversee the militia's training. Small cairns and barrows dot the nearby pastoral landscape with humble reminders of a violent past.

Sites of Interest

The following sites of interest provide for exploration and adventure beyond the beaten path.

Arthfell Forest: This sweeping forest of slender white pines, sugar pines, and monumental firs fills the

Andoren heartland. The Arthfell Forest has long been the lifeblood of the Andoren economy, with its seemingly endless supply of timber feeding the hungry shipyards of Augustana. The thick canopy keeps the world within the forest dark and alien, filled with wild creatures and ancient fey that recall a mythical time before the humans came.

While the Lumber Consortium's eager axes greedily chopped their way through a third of the Arthfell Forest, the wood's vast, dark core remains relatively unscathed by the company's efforts. The Arthfell Forest is further detailed on page 38.

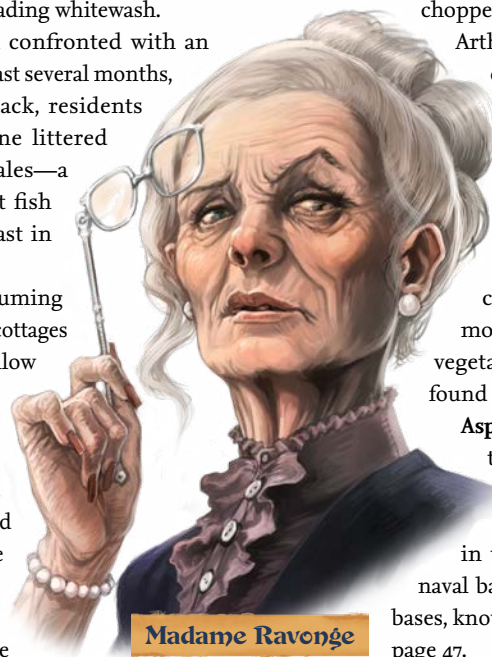
Arthfell Peaks: The gentle, rocky slopes of the Arthfell Peaks rise softly upward, blanketed with purple heather and intermittent copses of fir trees. The lonely mountains see few travelers, and the vegetation possesses a lush beauty not found in more civilized lands.

Aspo Bay: This bay provides safe harbor to dozens of small fishing towns, as well as the influential port of Augustana. Small crags and islands in the bay contain ruins of Chelish naval bases. The most prominent of these bases, known as Selian's Watch, is detailed on page 47.

Cape of Hope: Andoran's southernmost point, the steep cliffs of the Cape of Hope provide resting places for thousands of seabirds. In the rocky waters just south of the cape stands a curious black obelisk rising from the waves, which legend says wards the land from sea demons.

Chimera Cove: While numerous craggy islets jut from surrounding waters, Chimera Cove takes its name from the three large islands that shelter its harbor: the Goat, the Lion, and the Dragon. The town is young, and its isolated and somewhat precarious location has prevented the town from developing into a commercially successful fishing port. Still, the residents manage well enough to survive year after year and have a small enough population to easily sustain themselves through subsistence farming and fishing. For more information, see *Pathfinder Module: Treasure of Chimera Cove*.

Nogortha Necropolis: Scattered along the rocky ridges of the Nogortha and Arthfell mountain ranges lie hundreds of burial mounds of various shapes, sizes, and designs, built and left behind by ancient hill tribes over the course of many centuries. Over the years, the necropolises have lured explorers and archeologists eager to reap their ancient secrets. While a handful of tombs have been cracked and pilfered, most remain untouched or even unseen by anyone other than their furtive and near-primal constructors. The Nogortha Necropolis is further detailed on page 45.



Madame Ravonge



Carpenden Plains

Fields of Freedom

Alignment: NG

Notable Settlements: Carpenden (10,600), Sauerton (2,780), Souston (920), Steyr (2,634), Triela (3,899)

Notable NPCs: Eya Mannos (N female human expert 3), Joniah Kruse (N male human oracle^{AP6} 4), Ranai Cimbar (LN male human expert 5), Tercio Andares (LN male human aristocrat 4/expert 3)

Monsters and Enemies: Ankhegs, bears, brigands, gremlins, river drakes^{B3}, wolves

Resources: Cheese, fruit, grain, olives, vegetables, wine

All territories in Andoran between the eastern bank of the Andoshen River and the Verduran Forest, as well as the grasslands to the south of the forest, make up what is known as the Carpenden Plains.

The Carpenden Plains are what most outsiders think of when imagining Andoran's rolling hills, stretches of farmland, and wild veldts. The Carpenden Plains produce

a vast array of vital foodstuffs, including grains, grapes and wine, olives, melons, and vegetables, which are used throughout Andoran and make up a large portion of the nation's edible exports. The region's position between the wilds of the Verduran Forest and the heavily traveled Andoshen River means the plains are relatively safe from outside threats, but where there are natural resources, there is always conflict.

Representing the Andoren heartland, the Carpenden Plains are the rural interior of the nation, its population unused to even moderately busy urban life. With few external or local threats on the plains, wanderlust runs strong among the youth here, and many Andoren adventurers first toned their muscles on Carpenden farms before leaving for more exciting endeavors elsewhere in the nation or abroad. Those who remain are often insular and provincial, looking down upon any who rely on others to tend the land for them, who labor in a city to buy food instead of producing it themselves, or who prioritize politics over running one's

Andoran, Birthplace of Freedom

own farm. While farmers from the plains do travel to larger urban centers to trade their crops for other commodities, they rarely stay long.

Carpenden

The largest and most influential settlement of the region is Carpenden, after which the plains take their name. The city stands upon a small rise of low and oddly shaped hills that provided shelter to early settlers.

Carpenden evolved as an amalgam of seven distinct settlements, each situated upon its own hill. To date, the city retains this somewhat fragmented structure, with residents dividing themselves into seven neighborhoods, each of which possesses its own flavor and culture. In past centuries, this divide was the root of many disputes, riots, feuds, and street fights. To better keep the peace, a number of soldiers' barracks were built in the valleys between the hills, along with armories and other accommodations. It soon became apparent that with its independent agriculture and broad expanse of land, Carpenden was ideal housing for troops, and the city grew into one of the region's largest military stations. At present, a third of Andoran's standing armies are stationed in Carpenden, overseen by the head of Andoran's military operations, Consul Marshal Jorab Mire. Although recent political changes have eased the tension between neighborhoods, citizens remain fiercely loyal to where they were raised and continue to identify themselves by their hills. The seven districts are as follows.

Arensfell: As in many of the other districts, the southeastern hill known as Arensfell has been heavily terraced, though instead of being used for farming, the terraces contain the hill's residential districts. This neighborhood has specialized in curing and fermenting olives. This industry requires vast quantities of salt, and many of those not directly involved in the curing process organize or work for merchant caravans that voyage south in order to procure the mineral. Eya Mannos runs the majority of the salt caravans and is constantly in need of mercenary guards to protect her wagons.

Beacon: Lying at the center of the seven hills, Beacon rises above the hills to the west, offering a vertiginous view of the military base in the valley below. On the north slopes, Beaconers have built long ladder trellises from which they grow moonmelons, a ghostly pale fruit prized by city residents. Puckeringly sour, the fruits ferment in their rinds a few days after ripening. At the end of the summer harvest, the entire city shuts down for a great festival to determine which hill will hold political primacy over the others for the next year. Over the course of 5 days, citizens wheel cartloads of moonmelons into the streets to be used as ammunition in a citywide food fight. At its conclusion, the Consul Marshal chooses the victor and transfers his headquarters to the winning district for the next year.

Carpenden Hill: The city's largest and easternmost district, Carpenden Hill is built along broad slopes that

CARPENDEN

N small city

Corruption +1; **Crime** +0; **Economy** +3; **Law** +0; **Lore** +2;

Society +4

Qualities insular, prosperous, rumormongering citizens, tourist attraction

Danger +5

DEMOGRAPHICS

Government council

Population 10,600 (10,176 humans, 212 halflings, 112 elves, 100 other)

Notable NPCs

Banker Ebzin Frain (N male human cleric of Abadar 11)

Consul Marshal Jorab Mire (LN male human fighter 8)

Mayor Deliah Grange (LG female human aristocrat 4/expert 6)

Town Sage Alivanta Torgraso (NG female human diviner 6)

MARKETPLACE

Base Value 6,240 gp; **Purchase Limit** 37,500 gp;

Spellcasting 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

receive plenty of direct sunlight, making them ideal for growing olives and grapes. Farmers have terraced the entire eastern face, which is now covered with tiers of stone-columned pergolas entwined with ripening grapevines, while orchards of thickly trunked olive trees encircle the lower steps. Atop the hill, narrow cobblestone streets wind their way between precariously tilting row homes built from rose-colored brick.

At the center of the hill, a large grassy square encircles the Moot Hall, the public gardens, an open-air courtyard for hosting large congregations, and the magistrate's house—a publicly owned manse reserved for whoever currently holds the title of magistrate. Most of Carpenden Hill's residents are well off and own several vineyards or orchards. Those called in to work on the terraces or in the homes of the wealthy typically come from poorer districts such as West Hill.

Colline: Just south of Carpenden Hill and slightly farther east, Colline gets more direct sunlight than the other hills. Great orchards of wind-twisted olive trees cover Colline's gentle slopes. The farmers allow their prized Colline olives to ripen to a rich black hue before sending them to Arensfell for curing. Colline also hosts an annual merchant's council run by Magistrate Ranai Cimbar, who hopes one day to strengthen Carpenden's economic power by launching a collective trading company.

Ranette Hill: Ranette Hill is best known for producing grapes, and is a renowned source of fine wine and other delicacies. It's also known for the wisdom of its soothsayer,

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a miraculously recovered leper known as Joniah Kruse who reads the entrails of livestock and prophecies in tongues.

Tildencrest: The people of this hill support themselves through a small woodworking industry aimed at the production of furniture, art objects, and other trade goods. These woodworkers also manufacture tools other hills need for farming. Given Carpenden's location on the plains, they must import most of their lumber. To protect their caravans from bandits, they often try to join larger trade caravans or hire residents of Westhill or other hills as guards.

Westhill: When agricultural trade brought wealth into the city, Westhill quickly became the least desirable farmland because of its shady face. Westhillers who stayed took to raising livestock for food and other resources. They raise sheep for meat and wool, which they use to weave thick blankets and knit sweaters for the colder months. They also raise and sell goats and chickens, and produce cheese, milk, and eggs. Though among the poorest citizens of Carpenden, Westhillers have a reputation for being skilled, hardy fighters with indomitable dispositions.

Other Settlements

Settlements in the Carpenden Plains tend to be small and isolated, but nevertheless embody the spirit of the land.

Sauerton: In the northern reaches of the Carpenden Plains stretches a long plain of dry, rocky soil. Toward the

center of this plain lies the township of Sauerton, a semicircular collection of slender stone buildings. The region's rocky soil makes it difficult to farm anything but grapes; the townsfolk rely almost entirely on the production and export of Sauerton Red, a notoriously foul-tasting wine. Though it tastes awful, the wine is extremely inexpensive, has a high alcohol content, and contains a mild herbal stimulant. While many from afar joke of the poor quality of Sauerton wine, Andoran's working class celebrates it as the drink of the common folk, as the wine's rough flavor and strong bite are free of the pompous stink of nobility.

Sauerton is surrounded by nearly 10,000 acres of vineyards owned almost entirely by the town's mayor, Consul Tercio Andares, for whom a large percentage of the population work. During grape harvests, workers from the surrounding area crowd into the town seeking the quick pay of these seasonal jobs.

Souston: East of Almas, a small village of brightly painted wooden shanties clings to the gentle, sloping boulders that line the southern coast. According to local lore, a Chelish captain named Erin Souston founded the town when her vessel crashed on the rocks during an unusually thick fog. The rusted anchor that now marks the entrance to Souston's harbor was pulled from the wreckage of her ship.

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Souston has fewer than 1,000 residents, most of whom are fisherfolk who live off their catches and whatever they grow in the nearby fields. Despite having almost nothing of value, Souston still suffers from occasional pirate attacks. Unable to defend themselves when the black flags fly into the harbor, the townsfolk grab whatever they can and flee until the pirates leave. In the last century, Souston has been burned to cinders no fewer than three times, yet each time its stalwart residents have rallied together and rebuilt it. The source for this cycle may lie in the rumor that when Captain Souston crashed, she was in the possession of an item of great value and may have hidden or buried it somewhere in the vicinity of the town.

Steyr: Deep inland, in the isolated reaches that lie to the west of the Sellen River, a tall plaster wall painted with huge murals depicting faces of now-famous Galtan revolutionary folk heroes surrounds a small settlement of clay brick homes known as Steyr. In the past few decades, Steyr's population has swelled with a steady stream of artists, philosophers, poets, and writers fleeing persecution in the turbulent nation of Galt. Capitalizing upon Andoran's cherished right to freedom of expression, the town produces a remarkable amount of stunning and thought-provoking artistic and literary work that has captured the imagination of Andoran's educated middle class. Steyr's councilor, **Maya Cartson** (NG female half-elf expert 5), has many supporters within the artists' community and relies on their connections to gain inside intelligence concerning the ongoing developments within Galt's borders.

Triela: Triela began as a small seaside trading post but grew into a large town in only a few short years, due in no small part to its strategic location near the mouth of the Sellen River and the logging camps that provide the steady supply of wood flowing downstream from the nearby Verduran Forest. In addition, Triela's location and resources remain attractive to merchants, pirates, privateers, and others traveling the trade routes by sea. Along with its profitable shipping, the rough-and-tumble portside town specializes in debauchery and prostitution. A long row of bars, brothels, taverns, and gambling halls runs the length of the waterfront, which loggers call the Skids, though this area constitutes only a small portion of the city. Shops, markets, warehouses, and private homes crowd the remainder of the street. For the most part, residents stay clear of the Skids and go about their daily lives working menial dock or shipping jobs. About once every season, things in the Skids get out of control and the

drunken crowd turns riotous. In such times, the city relies on a group of paid mercenaries known as the Band of the Mauler to break up fights and set things back to order.

Sites of Interest

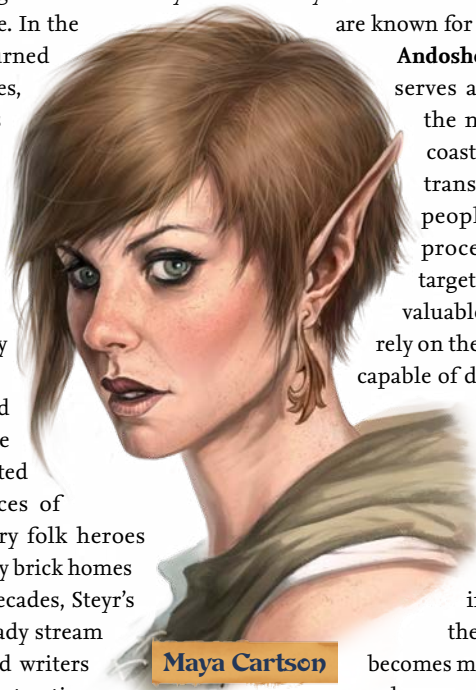
Many of the most notable locations in the Carpenden Plains are known for their beauty or valuable resources.

Andoshen River: The wide Andoshen River serves as Andoran's main artery between the northern lumber industry and the coastal cities to the south. Flat-bottomed transport vessels and barges transport people, supplies, cords of wood, and processed lumber. While sometimes targeted by bandits, the vessels carry few valuables, and the burly lumberjacks who rely on the vessels for passage tend to be quite capable of defending them.

Carpenden Plains: As a result of over-logging, the northern reaches of the Carpenden Plains are mostly flat and treeless. Shrubs and bushes are scarce, and only tenacious scrub grasses survive in any quantity. Southward, where the rains increase and the temperature becomes more moderate, the grasses grow taller and are more lush, ranging in color between flower-spangled green to gold with the changing seasons. The plains provide little protection from the elements, and temperatures throughout the region can change quickly from blistering heat at noon to a frigid chill during the night. Most mornings, the plains are foggy and the grass is wet with dew. Fall comes quickly and winter is hardly kind, yet despite the land's wind-swept ruggedness, the tall grasses of the uncultivated areas provide a habitat for numerous species, while the direct sunlight, hot summers, and loamy soil make this region perfect for growing wheat and other grains.

Occarin: Rising from the middle of a broad stretch of sodden marshlands east of Sauerton totters the crumbling ruins of a small fortress and other structures that once belonged to the wealthy House Occarin of Taldor. These ruins are further detailed on page 17.

Star Bay: Where the mighty Sellen River empties into the Inner Sea, the waters form a wide bay that serves as one of the most important and heavily trafficked waterways in the Inner Sea. When Taldan settlers first crossed these waters, the indigenous Kellids they encountered told them that its endless waters came from the great star that slept beyond the mountains in the north, and so they named the bay after the old legend. Only the bay's western shore belongs to Andoran; thus, the waterway remains a constant subject of dispute, in regard to both fishing rights and taxation of foreign ships.



Maya Cartson

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Darkmoon Vale

Frontier of the Edge of the Wild

Alignment: N

Notable Settlements: Falcon's Hollow (1,400),
Oldfen (3,319), Oregent (22,700), Piren's Bluff (210)

Monsters and Enemies: Fey, kobolds, Lumber Consortium thugs, lycanthropes, undead, wolves

Resources: Ale, animal pelts, darkwood, iron ore, lumber, marble

Few Andorens are unfamiliar with the frontier region known as Darkmoon Vale. Though ostensibly tamed centuries ago when Karas "the Falcon" Novotnian began pacifying the "lawless" Kellid natives, Darkmoon Vale is still a dangerous wilderness. Its isolation from Almas and the other cities of Andoran means it has less oversight by the national government, a situation that allows the influential Lumber Consortium, which makes its headquarters in the city of Oregent, to force its own tyrannical, mercantilist principles upon the region.

The Lumber Consortium covets the region so jealously in large part because of the rich darkwood trees that fill its many forests. At one time, these woods stretched from the Arthfell in the southern vale to what is now called Darkmoon Wood, at the foot of the great mountain known as Droskar's Crag. Centuries of logging have greatly thinned the forest between these two woodlands, straining relations between the region's humanoid settlers and the fey tasked with protecting the land's natural beauty. Additionally, the region is home to a large number of lycanthropes who travel in humanoid form as simple bands of brigands or in terrible wolf packs under the light of the full moon.

The most significant event in the history of Darkmoon Vale was the volcanic eruption of Droskar's Crag known as the Rending, which took place in 3980 AR. The Rending destroyed the dwarven settlement of Jernashall, flooded large sections of Almas with millions of tons of snowmelt and opened the Candlestone Caverns to the surface for the first time in millennia.

Andoran, Birthplace of Freedom



Oregent

The largest inland city in Andoran, Oregent is the headquarters of the corrupt Lumber Consortium, whose monopoly over the lumber resources of Andoran's interior gives them incredible influence within the nation. While the consortium does not officially govern the city, its political and economic weight is so uncontested in Oregent that the organization controls nearly every aspect of local governance. For centuries, the organization has preyed upon struggling landholders, driving them into debt, buying them out, and converting the land into "mill towns," populated by poor souls inescapably indebted to the consortium.

In the wake of the Lumber Consortium's progress, Oregent has transformed into a crowded and filthy honeycomb of cramped shacks and temporary dwellings wedged between towering buildings and derelict structures overrun with squatters. The buildings that remain bear cracks and gashes from the tremors that have plagued Oregent and the surrounding territories for centuries. In the years following the great earthquake known as the Rending, citizens took to hanging bells over their thresholds to warn them of tremors. These bells now adorn every spire and rooftop in the city. As tremors rattle the city from time to time, the city guard uses the bells to relay coded messages and warnings to the public, using a system that is drilled into every citizen from an early age.

Oregent's population is large enough to warrant the election of its own councilor, a position held by former Lumber Consortium gavel Droagen Spites. In response to suspicious circumstances surrounding Councilor Spites's victory, the People's Council appointed Golden Eagle Commander Elsbet Regere, a paladin of Iomedae, as the city's magistrate. This obvious attempt to curb the overarching political dominance of the Lumber Consortium has not been well received by the company's Grand Gavels. While there has always been tension between the consortium and the Andoren government, the increasing polarization keeps everyone on edge.

Lumber Lodges: As in many towns north of Almas, once Felling Season begins, loggers, haulers, and other laborers cram into Oregent, eager for the fast money of backbreaking and often dangerous seasonal jobs. The influx of people also attracts merchants hoping to cash in on the windfalls, and the coffers of brothels, inns, and taverns become cramped with untaxed gold. To secure a labor force, the Lumber Consortium offers squalid lodgings—soot-covered stone buildings gutted and filled with hundreds of pallets. For coppers a night, residents receive a blanket and hard bed, and in the morning a breakfast of warm gruel and coffee.

Lumberyards: Walled off from the rest of Oregent, the consortium's lumberyards occupy a large portion of the city's northwest quarter. The grounds within house a number of large, rickety warehouses used for processing

OREGENT

LN large city

Corruption +3; **Crime** +3; **Economy** +4; **Law** +1;

Lore +2; **Society** +5

Qualities insular, notorious, prosperous, rumormongering citizens, strategic location

Danger +20; **Disadvantages** impoverished

DEMOGRAPHICS

Government council

Population 22,700 (17,993 humans, 2,043 dwarves, 1,135 halflings, 681 elves, 400 half-elves, 254 gnomes, 200 half-orcs, 54 other)

Notable NPCs

Corrupt Demagogue Theroux Muraine (NE male human bard 7)

Gavel Cedrog Deadknuckle (NE male human brawler^{ACG} 8)

Lumber Consortium Enforcer Bruiser Tor (LE male human ogrekin^{B2} monk 4)

Magistrate Elsbet Regere (LG female human paladin of Iomedae 6)

Master Archeologist Gristin Dowlvelver (CG male gnome rogue 5)

MARKETPLACE

Base Value 7,436 gp; **Purchase Limit** 56,250 gp;

Spellcasting 7th

Minor Items 2d4; **Medium Items** 1d6; **Major Items** 1d4

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as well as drying and storing more valuable woods. The remainder of the lumber rests stacked in immense piles about the yard.

A scarred gavel, Cedrog Deadknuckle, serves as the Lumberyard's current overseer. Years of logging mishaps have left his hands and muscled forearms gruesomely scarred and his disposition cold. He manages and polices the yards with the aid of a group of well-paid, burly thugs known as Toothknockers. The thugs stalk the lumberyards with vicious dogs, ready to unleash the beasts on any trespassers and beat the survivors senseless.

Old Quarter Square: Old Quarter centers on a large, crooked bell tower that climbs from the middle of a grand cobbled square. Since the town's earliest years, this square has served as a centralized meeting place for merchants to congregate and sell their wares. During the week, street merchants transform the square into a maze of pushcarts and wagons known as the Stone Market.

Oregent Base: During the early years of Chelish rule over Andoran, frequent hobgoblin raids prompted the Marquise of Augustana to order the construction of three large garrisons in Oregent for the province's defense. As Andoran's standing armies grew, the garrisons were merged



into a large, permanent military base charged with holding the borders and launching attacks against werewolf clans, goblin hordes, and darker, unknown horrors lurking in the Aspodell Mountains and Darkmoon Vale. A small cadre of Golden Legionnaires under the command of **Captain Pras Windstill** (LG male human fighter 4) walk the grounds and report directly to the magistrate.

Smelting Yards: While the lumber industry dominates Oregent's economy, other industries such as ore refining, metalworking, and glassworking allow some citizens to foster economic opportunity. Many forges and refineries have been fitted with reclaimed and redesigned equipment scavenged from ancient dwarven settlements in the Five Kings Mountains.

The Squats: Few Oregentans own their homes. Instead, the consortium rents plots of its own property to workers, and then allows them to build small dwellings on the land while retaining the right to immediately evict anyone it chooses. Whatever possessions these folk hoard are stored in portable chests, allowing them to carry their things from place to place.

Other Settlements

The uninhabited region of Darkmoon Vale offers few true settlements, but those that exist are welcome sights to weary travelers.

Falcon's Hollow: At the edge of Darkmoon Vale lies the small logging town of Falcon's Hollow. Founded during the tenure of General Khastalus, Falcon's Hollow remains under the thumb of the wealthy Lumber Consortium boss **Thuldrin Kreed** (LE human male rogue 4/expert 4), who uses both his wealth and thuggery to hold his position. For more information on Falcon's Hollow, see *Pathfinder Campaign Setting: Towns of the Inner Sea*.

Olfden: Along the Elberwick Rise stands the quiet farm town of Olfden. Home to many retired Eagle Knights, Olfden provides a safe haven for travelers, merchants, and loggers. Despite the relative security of its walls, Olfden's proximity to the northern reaches of the Arthfell Forest make it an easy target for werewolves, a threat ever looming in the minds of residents. For more information on Olfden, see *Pathfinder Campaign Setting: Guide to Darkmoon Vale*.

Piren's Bluff: On a broad rocky plateau overlooking a narrow canyon that trails into the Aspodell Mountains rest the spiked wooden palisades of the small fortress town of Piren's Bluff. Under the watch of its tired baron, the town's worn ramparts stand as Andoran's lone bastion in the west. All but forgotten by the politicians of Almas, it provides a strategic hold over the Aspodell Pass, as well as a reminder that Andoran still controls the Aspodell Mountains' iron-rich peaks. For more information on Piren's Bluff, see *Pathfinder Module: Tower of the Last Baron*.

Andoran, Birthplace of Freedom



Sites of Interest

Darkmoon Vale is a dangerous, untamed land, and home to many inhabitants who mistrust outside adventurers.

Arthfell Forest: The northern portion of the Arthfell Forest stands as one of Golarion's oldest living forests, and its roots are said to stretch from the Material Plane into the First World. To the druids and fey of the Arthfell, the forest represents the divinity of nature and its ability to invest both magic and beauty into fleeting mortal bodies. Some fey would argue that this is what gives mortal life purpose, and those mortals who would dare to tear it down deserve death in return. Under the tutelage of their bestial arch-druid, **Blooded Stag** (NE male fey creature^{B3} human druid 15), the druids of Arthfell worship powerful, capricious, and ancient fey lords in bloody rituals. While they are no more evil than the woods themselves, these druids' capacity for violence and stone-faced apathy toward Andorens has conveniently provided the Lumber Consortium means to demonize them in the eyes of the common folk.

Aspodell Mountains: This 350-mile range of steep and jagged mountains forms a natural border between Andoran and Cheliox. While small in comparison to the Five Kings Mountains to the north, some of the taller peaks reach heights of nearly 2 miles above sea level. The official border between the two countries remains contested, with Cheliox claiming the iron-rich mountains as its territory. In response to the dispute, Andoran maintains an armed keep at the apex of Aspodell Pass, the single passageway through the wild and monster-infested mountains.

Candlestone Caverns: Along the edge of the badlands that rim the Aspodell Mountains lies the opening to a massive underground labyrinth of limestone caves known as Candlestone Caverns. Home to the sinister fey of the Court of Ether, the caverns, while beautiful, are anything but a tourist attraction. More information on Candlestone Caverns can be found on page 40.

Darkmoon Plain: Once part of the vast Arthfell Forest, this region has been transformed by centuries of logging into a broad wasteland of rotting stumps and dry, lifeless earth. The plain sits atop a geothermal hotspot, and on occasion geysers and vents burst from the ground. Those seeking to uncover Darkmoon Plain's past can find its tales hidden in the crumbling weathered foundations of early logging communities such as Falconridge and Northsap, though most give these ruins wide birth, for both are rumored to be haunted by the walking dead.

Darkmoon Vale: The forest that gives the entire region its name, Darkmoon Vale once stretched far to the south before its borders were stripped back by loggers. Home to capricious fey who violently defend it against the loggers of Falcon's Hollow, the vale is among the most dangerous woodlands in all of Avistan. For more information on this site, see *Pathfinder Campaign Setting: Guide to Darkmoon Vale* and the Pathfinder Modules *Carnival of Tears*, *Crown of the Kobold King*, *Hollow's Last Hope*, and *Hungry Are the Dead*.

Droskar's Crag: Andoran's highest peak, this towering volcano last erupted in 3980 AR after a series of earthquakes triggered a massive eruption known as the Rending. This single event wiped out the two most powerful cities in the dwarven empire of Tar Khadurrrm. In the wake of the destruction, the broken survivors renamed the peak Droskar's Crag after the dwarven god of toil and slavery. Droskar's Crag is detailed on page 44.

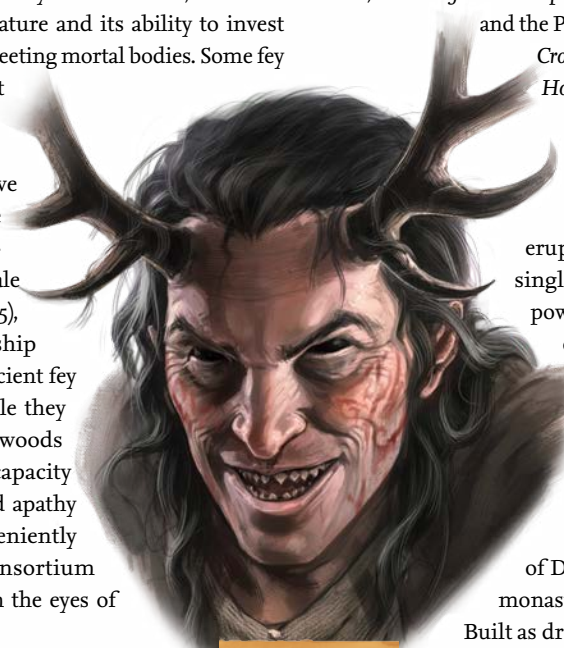
Droskar's Crucible: In the shadow of Droskar's Crag teeters a crumbling monastery of worn and weathered stone.

Built as dreary tribute to the dwarven god of toil, it is one of hundreds of monuments raised by dwarves left listless and lost in the wake of

the destruction of their kingdom. As in many other ruins in the vale, foul creatures now infest Droskar's Crucible and the tunnels beneath, including a tribe of ambitious kobolds led by the self-proclaimed Kobold King. For more information, see *Pathfinder Module: Crown of the Kobold King*.

Nogortha Peaks: Along with the Arthfell Peaks, this small range of granite mountains blocks the sprawling Arthfell Forest from expanding eastward. In ancient times, tribes of Kellids held the peaks and the surrounding lands, though plagues brought by early foreign settlers wiped out most of them and forced the survivors into seclusion. Modern accounts of the people of the Nogortha Peaks portray them as reclusive highlanders grown ignorant and aberrant from centuries of malnourishment and inbreeding. While these descriptions may well be overdramatized, there remains something both bestial and unwholesome about those who inhabit the peaks.

Wolfrun Hills: A small rise of tree- and shrub-capped basalt highlands known as the Wolfrun Hills marks Darkmoon Vale's eastern border. Through their center runs a jagged earth scar formed during the Rending that divides the territory. The lands surrounding the scar are inhospitably barren and littered with strange monoliths and crumbling sanctuaries, now haunted by the furtive and sinister death cult known as the Third Veil and a group of lycanthropic druids called the Shadow Pack.



Blooded Stag

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Verduran Forest

Ancient Fey-Ruled Woods

Alignment: N

Notable Settlements: Bellis (4,800), Caldamin (550), Fusil (241)

Notable NPCs: Bellis Mayor Brigim Tell (NG male human aristocrat 5), Viviana Albercroft (NG female cleric of Shelyn 4)

Monsters and Enemies: Bee-Man of Bellis (see page 22), dryads, forest drakes⁹², nymphs, satyrs, treants

Resources: Beeswax, honey, lumber, mead, quartz

The ancient Verduran Forest is the largest woodland in Avistan, and spans the border between Andoran and its eastern neighbor, Taldor. The dense forest covers hundreds of square miles and is among the least populated regions of Andoran. Though life in the forest is hard, and few make their homes there, its valuable resources—as well as those of the Sellen River, which flows through the forest's heart—are enough to draw brave explorers into the darkness in

the hopes of claiming a fortune in lumber, fey treasures, or ancient druidic relics.

While several thousand Andorens live in small towns and villages in or on the edge of the Verduran Forest, most of the region's humanoid inhabitants live on their own deep in the woods. Among these forest dwellers are the Primordial Ones (see page 34), who are as far removed from civilization as any society can be, as well as countless smaller druid circles, hardy rangers, and lone hunters. Many of these wildlings don't recognize the political border between Andoran and Taldor, instead believing that the forest defines its own border. The Sellen cuts a wide line between the nations, however, and only those with access to a boat, flight, or preternatural swimming abilities can easily move back and forth.

The large population of druids and guardian fey in the Verduran Forest has limited the reach of the Lumber Consortium in the region, and the forest, while once much larger, has not suffered the same sorry fate as the

Andoran, Birthplace of Freedom



Arthfell Forest and Darkmoon Vale. The shipyards in Augustana could not be farther from the Verduran and still be in Andoran, but the time will likely soon come when the lumber of closer forests has been exhausted and the shipwrights will have no choice but to look east. For now, however, most of the logging taking place within the Verduran Forest is done by local lumberjacks, who transport their lumber down the Sellen so it can be sold to the highest bidder, much to the chagrin of the Lumber Consortium, which would rather see the wood harvested directly by its own agents. While the consortium often buys this wood to maintain its monopoly on Andoran's lucrative lumber industry, it is ever looking for the opportunity to consolidate power and force the independent lumberjacks of the deep woods into its growing enterprise.

Nestled between the edge of the towering pines of the Verduran Forest and the banks of the mighty Sellen River, the idyllic town of Bellis rests quietly on a broad rise overgrown with the bright orange flowers after which it takes its name. The town is so young that many of its citizens remember its founding only half a century ago. Though somewhat isolated, Bellis remains one of the last safe stops along the Sellen River for anyone heading north, and therefore receives a steady flow of travelers who bring the town's reclusive residents news from the outside world.

Bellis is best known for its apiaries, and Bellis honey, mead, and wax are prized throughout the Inner Sea region. The beekeepers who tend the hives are respected members of the community, and their opinions—especially as they relate to Bellis's economy—carry additional weight. Among the many beekeepers are a number of druids who make their home in the woods near Bellis. These druids come infrequently to tend their hives, but can usually be counted upon to aid the town in times of need.

The citizens of Bellis live on the high bluff overlooking the river in the permanent homes that make up Old Town. Most of the structures are simple timber-frame designs of two to three stories. The town's flower gardens remain its most stunning feature. Beds of wild and cultivated flowers in dozens of colors line nearly every street and footpath and weave along arbor-covered walkways, fountains, and trellises.

Chapel of Shelyn: Toward the edge of Old Town, a small path leads several hundred yards into the forest, where a small chapel rests in a grove of red pines. The residence belongs to Viviana Albercroft, a Taldan expatriate who found acceptance in Bellis a few years ago and uses her home as her chapel.

Bellis Library: In an effort to ensure their children were well read, the town's founders built a small library. Most of the citizens donated whatever books they owned, and the library's modest but eclectic collection ranges from beekeeping manuals to volumes of poetry, and from geographical atlases to tomes on political discourse.

BELLIS

NG large town

Corruption +0; **Crime** -1; **Economy** +2; **Law** -1; **Lore** -1;
Society +5

Qualities insular, prosperous, tourist attraction

Danger +5

DEMOGRAPHICS

Government council

Population 4,800 (3,792 humans, 432 halflings, 240 elves, 144 dwarves, 93 gnomes, 45 half-elves, 42 half-orcs, 12 other)

Notable NPCs

Councilor Alva Cordet (NG female half-elf expert 3)

Councilor Elyin Ursage (LN male half-elf ranger 7)

Logging Magnate Ulfas Blust (N male human expert 4)

Mayor Brigrim Tell (NG male human aristocrat 5)

Priestess Fayette Tount (LG female human cleric of Erastil 6)

MARKETPLACE

Base Value 3,120 gp; **Purchase Limit** 15,000 gp;

Spellcasting 5th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

Citizens' Watch: To maintain order during the Felling Season, the residents of Bellis mustered a volunteer city watch. These individuals serve 1 or 2 nights a week as criers who walk the streets, enforcing the town's curfew and calling out for other members of the watch when they run across any questionable or illegal activity. Most keep to Old Town, as the growing population in the Pit (see below) grows more raucous and unruly every season.

Constable House: This small structure contains a front office and two stone cells. Appointed by the citizenry to keep the town's peace, **Constable Adram Colrane** (LG male old human fighter 8) does his best to keep the independent contractors known as the Pit Jacks in line. While the constable commands the respect of the townsfolk and was once a colonel in the Golden Eagles, the lumberjacks view him as a doddering old man. Now in his early sixties, Colrane usually travels in the company of his aide, a deceptively young-looking woman from Almas named **Bonny Grant** (NG female human investigator^{ACG} 4).

The Palace: The least favored son of Magistrate Wenton Marsh and a pariah in Bellis, the ever-grinning **Brilam Marsh** (CN male human rogue 1/expert 3) bought a large warehouse near the Pit that he converted into a tavern that sells ale and cheap mead to lumberjacks. While he argues his establishment helps contain some of the "lumberjack problem," it's quite obvious that the sole purpose of his venture remains raking in profits—at anyone's expense. Brilam also sells a homemade liquor he calls jackfire, which

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Locations

1. Chapel of Shelyn
2. Bellis Library
3. Citizen's Watch
4. Constable House
5. The Palace



he distills from honey and certain toxic roots. Throughout the week, he provides entertainment by running a booze-fueled fight club where patrons can bet on the winners. In the 2 years since it was opened, the Palace has caught fire twice (Brilam's prior establishment, the Hillside, burned to the ground 5 years ago in a blaze that destroyed three neighboring buildings).

The Pit: While river traders bring the small town some much-needed prosperity, over the past few decades Bellis has also become a way station for hundreds of transient lumberjacks. They begin arriving early each spring, pitching tents or erecting small shanties in the lowlands along the riverbank, which locals have taken to calling the Pit. Soon, the congregation grows into a small and somewhat brutish horde that holds the camp until the first snowfalls end the Felling Season. Though the Bellisians prepare for the lumberjacks' arrival, each year seems to bring an ever-increasing number of loggers, and the townsfolk find themselves hard pressed to keep up with the demand for supplies and services.

Pit Jacks work for themselves as independent contractors, selling their lumber to the highest bidder (usually the Lumber Consortium). Often, if the consortium discovers lumberjacks selling to third parties, they blacklist the offending loggers, who suddenly find themselves unable to sell trees to the biggest purchaser of timber in

the region. To keep an eye those loggers selling to third parties, the consortium employs a few dozen moles to gather intelligence in the Pit and report back to company headquarters in Oregent.

While the Pit attracts a number of disturbing individuals, few dispute that **Lucrecia Pryne** (N female human witch^{APG} 9) is among the most unsettling of the wretched lot. A slight, stooped woman with wild hair and an unwholesomely pallid complexion, Lucrecia steals around the camp in threadbare garments, selling strange substances that she keeps in a large burlap sack slung over her shoulder. While all manner of suspicion and conjecture are cast upon her, none suspect her affiliation as a ranking agent of the Twilight Talons, who relays messages to other deep-cover agents working within the Lumber Consortium.

Other Settlements

The dense, unwelcoming trees of the Veduran Forest limit the number of settlements that can flourish in the region, though several towns do exist.

Caldamin: The desolate rural town of Caldamin lies near the northern edge of the forest, on the Dragonfly River. Though most of its houses have stood for less than a century, their weathered planks buckle and moss clings desperately to the clapboards. While the woodfolk who inhabit the town are somewhat insular, they aren't wholly

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unwelcoming to travelers, who have been coming to the town with increasing frequency of late to witness an unusual ongoing battle between a red reaver (*Pathfinder Adventure Path* #11 88) the locals call Auger and a gray render (*Pathfinder RPG Bestiary* 2 140) dubbed Shepherd Graygulp. Exactly how two such alarmingly monstrous creatures came to dwell so close to one another and why they've picked the area near Caldamin for the site of their battles has become the subject of much speculation. Still, when the sentries' great horns sound, hordes of eager tourists clamber up the cramped wooden watchtowers to overlook the fight, gleefully betting large sums of gold on the sensational matches.

Fusil: In the center of the Verduran Forest hides Fusil, a small town whose odd, backwater residents make their livings selling raw quartz in a wide array of colors. Fusil is far older than most other towns in the region, and here residents live in simple stone cottages of ancient construction heated with coal and peat. On occasion they trade with "southlanders" (as they call the folk from downstream) for heads of cattle, but subsist mostly on harvested forest greens. Any axes the citizens once owned have long since been reworked into plowshares or mining picks, and the townsfolk fear neither the wolf's howl nor the crying winds that haunt the wood after sunset. They remain tightlipped when in the company of strangers, and many find the people of Fusil curious since no creatures have risen from the wood to molest their settlements for a number of decades.

In truth, the town is protected by three kindly fey who, when settlers came to this area, brokered a deal with the newcomers via their followers among the Primordial Ones rather than fighting them off. Believing they could live in harmony with the settlers, the dryad Gillialara, the nereid Cymewray, and the lampad Yvenliss agreed to care for the town's citizens, providing them with food, access to clean water, and a supply of valuable quartz to trade with others in exchange for peace and a life of balance with nature. Those who come to Fusil with ambitions of modernizing the town or exploiting the forest around it find the town's mayor, **Unril Foghammer** (LN male dwarf expert 4), inhospitable, and those who refuse to leave when prompted are left to the whims of the town's capricious fey guardians.

Sites of Interest

The untamed forest provides many sites ripe for adventure.

Black Forks: Near the southern tip of the Verduran Forest lies Black Forks, a weathered monastery formed of cyclopean stone whose strange architecture hints at its eldritch origin. Over the years, adventurers exploring the temple have recovered ancient tablets describing the bizarre

practices of the monks who once lived here and the mystic forces they sought to awaken. For more information on Black Forks, see page 39.

The Colony: The Verduran Forest hides a sizable colony of renegade lumberjacks, smugglers, and political exiles known simply as the Colony. The Colony doesn't have a single specific location; rather, the group sporadically relocates, moving seminomadically through the forest to keep its location a secret. For more information on the Colony, see page 41.

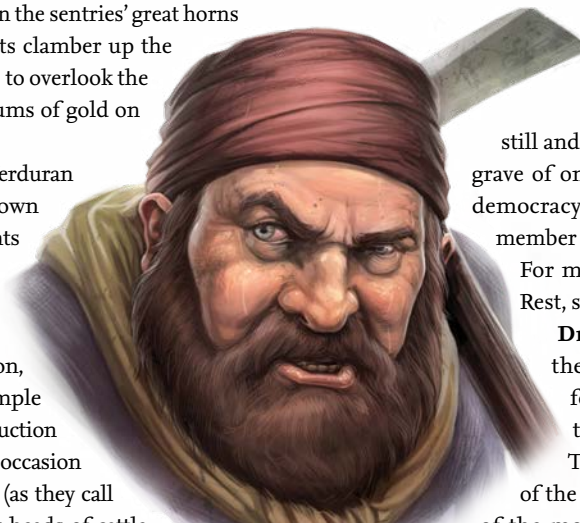
Diggen's Rest: Beneath this still and lonely mound lies the modest grave of one of the fallen champions of democracy in Andoran and a founding member of the Free People's movement.

For more information on Diggen's Rest, see page 43.

Dragonfly River: Few living in the Verduran Forest would be foolish enough to discount the Dragonfly's importance. Though only a small tributary of the mighty Sellen, it provides one of the most direct routes through the northern forest. Much of the river is navigable, with depths ranging between 5 and 15 feet, though patches of shallows and rapids make journeying its entire length impossible for larger craft. In late fall, just before the snows, the water levels drop significantly, making it easy to ford the river in the pebbly shallows. Those living in the region rely on the river as an ample source of fish, but few venture to its banks alone, for it is said the Primordial Ones hold its waters sacred, and rumors abound of the eerie folk of the woods drowning anyone who witnesses their secret rituals.

Sellen River: Rolling out of the north, the swift and icy waters of Sellen River define the border between Andoran and Taldor as they cut the final path of their journey to the Inner Sea. One of Golarion's largest inland waterways, the Sellen accommodates the passage of thousands of merchant vessels and trade barges each year, and serves as one of the region's most important and reliable trade routes between the isolated town of Bellis and the southern coast. Beyond the Verduran Fork, the river widens and currents slow. On both sides, dozens of small villages line its banks, their inhabitants eking out simple livings as loggers, traders, or fisherfolk.

While Andoran claims the western shoreline, the waterway itself remains disputed territory. A sorely underfunded branch of the Taldan Navy known as the River Guard polices the river's mouth, but farther upstream smugglers and river pirates have become frequent menaces. As a result, Consul Admiral Haskell Whaley has increased the issuing of privateer's writs to Andoren mercenaries.



Unril Foghammer



Andoren Factions

Within human conscience, the ability to act freely hinges upon two qualities: will, which can be defined as the moral conviction to act; and force, which is the physical means by which the action is carried out. So too are the properties of will and force distinguished in an effective republic. Our collective will is envisioned by the legislative authority held in the words and ideals of all Andoren citizens, as represented by the People's Council. Our force manifests in the people's support of the executive authority of the Supreme Elect. These two great institutions stand to temper each other, and without their cooperation and mutual consent, nothing is, or should be, done.

—Excerpt from *Tenets of Common Rule*

Andoran, Birthplace of Freedom

A democracy such as Andoran is largely defined by its people. Yet equality in the eyes of the law means that few individuals shape Andoran on their own. Rather, it is the established organizations, both new and old, that distinguish Andoran from other Inner Sea nations. The following pages detail important groups in Andoran, and present a useful feat for members of each.

The Lumber Consortium is among the most powerful organizations in the nation, driving Andoran's economy and maintaining a monopoly on a lucrative lumber industry fueled by the nation's many old-growth forests. In regions such as Darkmoon Vale, the Lumber Consortium holds such a strong sway that life for the average working Andoren hasn't changed much under common rule. In other places in Andoran, the consortium is simply the most vocal and persuasive of many mercantile conglomerates lobbying for favor among the electorate.

Foreigners most often associate Andoran with the elite soldiers of the Eagle Knights—be they members of the Golden Legion, the Steel Falcons, or the Gray Corsairs—for these embodiments of freedom, justice, and liberty put on a fine show in their bright, shining armor. The Twilight Talons, another branch of the Eagle Knights, carry the Andoren belief in the abolition of slavery throughout the Inner Sea, but do so in utter secrecy.

Not all organizations in Andoran support its democratic government, however, such as the secretive and manipulative Seven Houses, who work to reestablish an aristocracy within the fledgling democracy. Still other organizations remain separate not only from Andoran's government and economy, but from civilization as a whole, such as the reclusive Primordial Druids of the Verduran Forest.

Other Andoren Organizations

In addition to the organizations detailed on the following pages, other regional and local groups operate within Andoran. Among these are the Greenfire Circle, the Diamond Regiment, the Fangwatch, and the Third Veil, all of which are found exclusively in the Darkmoon Vale region (see *Pathfinder Campaign Setting: Guide to Darkmoon Vale* for more information). The following regional organizations also maintain a strong presence in Andoran.

Aspis Consortium: The Aspis Consortium has agents positioned throughout the Inner Sea, many of whom operate in the open, masquerading as traders in a benign mercantile conglomerate. Such is not the case in Andoran, where the Aspis Consortium's ties to Chelixa prevent it from conducting business openly. Despite this, Aspis agents have established shell businesses in Almas, Augustana, Carpenden, and Oregent, funneling resources to Aspis coffers. Likewise, field agents venture into the nation's wilds unhindered, retrieving ancient treasures that fetch high prices on the black market from druidic enclaves, dwarven ruins, and other locales better left undisturbed.

Andoran's Eagle Knights

The Eagle Knights have received much attention in other publications, more so than any other faction in this chapter. Players or Game Masters interested in creating Eagle Knight characters can find numerous mechanics to help them do so.

The Golden Legionnaire prestige class is presented in *Pathfinder Campaign Setting: Paths of Prestige*, while the Steel Falcon prestige class can be found in *Pathfinder Player Companion: Andoran, Spirit of Liberty*. The Eagle Knights are further detailed in *Pathfinder Campaign Setting: Faction Guide*.

Bellflower Network: While the halfling organization known as the Bellflower Network operates primarily in Chelixa, helping slaves escape to freedom, many of its resources are safely held in Andoran. Bellflower agents can be found in nearly every town and village in Andoran, and even non-agents are eager to aid fleeing slaves seeking asylum. While the Andoren government takes no official stance on the network, the Eagle Knights—in particular, the Twilight Talons—are frequent allies of Bellflower tillers.

Green Faith: Andoran's many forests are home to scores of independent druid circles, many of which follow the Green Faith. In general, Green Faith druids in Andoran have civil relations with other druids, save those who promote violence or savagery, such as the lycanthropic Shadow Pack druids in the Arthfell Forest. Conversely, members of nearly every druid circle in Andoran offers aid or assistance to Green Faith acolytes who seek their hospitality or help.

Lion Blades of Taldor: As a neighbor and a former province of Taldor, Andoran is ever in the fallen empire's sights. As a result, members of the secretive spy organization known as the Lion Blades operate within Andoran more than any other nation in the Inner Sea (save Taldor itself). Often maintaining their guise as performers or artists—especially in cultured cities like Almas—the Lion Blades secretly gather information about Andoren politics and attempt to inject Taldan influence into both Andoren society and governance.

Pathfinder Society: The Pathfinder Society maintains three noteworthy lodges in Andoran: one each in Almas, Augustana, and Oregent. From these outposts, countless Pathfinders undertake expeditions to Andoran's many adventure sites, including the Candlestone Caverns, the Arthfell and Verduran Forests, and the dwarven ruins in the north of Darkmoon Vale. Pathfinders are generally seen as heroic figures, highly romanticized by Andoren citizens for their ingenuity and independence. Within the Society, Eagle Knight Major Colson Maldris has represented a faction with strong ties to Andoran, hoping to use the Society's reach to spread Andoren ideals far and wide.

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Eagle Knights Elite Knightly Defenders of Freedom

Alignment LG

Headquarters Golden Aerie (Almas)

Leader General Reginald Cormoth (LG male human paladin of Iomedae 12)

Prominent Members General Andira Marusek, Marshal Helena Trellis, General Hedrik Traxxus

Structure Military hierarchy

Resources Numerous castles, citadels, and fortresses across Andoran

The Eagle Knights stand as the embodiment of Andoren idealism, loyal and dedicated warriors who vow to protect not only their nation, but also the tenets of liberty, equality, and justice upon which it was founded. The uniform and sigil of the Eagle Knights makes them among the most easily identifiable soldiers in the Inner Sea region, due in no small part to the patriotic accounts of their heroism spread by loyal Andorens. While some such stories are clearly embellished to increase the standing of Andoran, the heart of the tales remains true; Eagle Knights are noble, honorable, and steadfast, and willingly lay down their lives for the people they represent.

Andoran's King Cullaim I founded the Eagle Knights in 4600 AR as the honor guard for Aroden upon his prophesied return. Mustered from the best soldiers in Andoran's military and strenuously trained for 5 years, the first Eagle Knights stood beside King Gaspodar of Cheliox on the eve of the Last Azlanti's return. When the god failed to appear and word spread that he had died, the Eagle Knights returned to Almas to seek their king's command. The world was in chaos in the wake of Aroden's death, and Culliam quickly put the knights to work bringing order to the land. In their polished silver-and-gold armor, the Eagle Knights represented Andoran's resolve, and eased the minds of those fearful citizens who had wondered what the uncertain future held for their nation.

In the following years, the Eagle Knights continued to grow, maintaining their role as symbols of Andoran, keepers of the peace, and elite soldiers for military conflicts. Battalions of Eagle Knights (still primarily infantry and cavalry) were stationed throughout Andoran, often answering to local nobles. As war between nobles in Cheliox increased, some Andoren nobles with strong ties to Chelish houses attempted to send Eagle Knights into the civil war. Despite this, the Eagle Knights were sworn to protect the Andoren people, not to serve noble lords, and no Eagle Knight fought in the decades-long conflict in any official capacity.

When the people of Andoran, dissatisfied with serving a liege nation run by devil-worshippers, threw off the yoke of Chelish rule and the Andoren aristocracy along with it, the Eagle Knights remained neutral, their loyalty to the people never tested due to the bloodless nature of

the revolt. Just as they had at the dawn of the Age of Lost Omens, the Eagle Knights served once again as symbols of stability, order, and the common people of Andoran.

While the Eagle Knights consider themselves an independent organization, they ultimately answer to the office of the Supreme Elect, and their actions are overseen by 30 consuls appointed to the People's Council. Following the People's Revolt, many revolutionaries raised concerns about the potential dangers of allowing an independent order of knights into the political forum—especially as military commanders—despite the Eagle Knights' neutrality during the conflict. Still, the majority supported the knights without question.

The rank of Eagle Knight brings with it both responsibility and privilege, and members of the order are respected throughout the Inner Sea (if regarded as somewhat naive and idealistic by some). The Eagle Knights have aided Andoran's allies in past and ongoing conflicts, including the Goblinblood Wars and the Mendevian Crusades, further establishing themselves as peacekeepers that those in need can depend on for aid and assistance. As a result of this, Eagle Knights abroad are often treated as well as they are in Andoran, generally eating and sleeping for free while on the road, and being feted and honored when in urban centers.

The Eagle Knights are divided into three distinct branches: the Golden Legion, the Steel Falcons, and the Twilight Talons, each of which is explored further in the following pages. The Golden Legion consists of elite soldiers that serve alongside Andoran's own standing troops. They train and command rank-and-file units and rarely operate outside Andoran's borders. The Steel Falcons serve as foreign emissaries who travel throughout the world spreading the principles of justice and equality, acting as diplomats and aiding others that fight against oppression and tyranny. Among the ranks of the Steel Falcons are the Gray Corsairs, who serve as the order's navy, escorting materiel throughout the Inner Sea region and combating slavery and piracy on the open ocean. The Andoren government formally denies the existence of the order's third branch, the Twilight Talons, which acts as the nation's covert intelligence-gathering agency and spy network.

Eagle's Resolve

You are resolute in your opposition to slavery and oppression, and the very thought of mental control disgusts you.

Prerequisites: Iron Will, member of the Eagle Knights.

Benefit: You receive a +1 bonus on saving throws against mind-affecting effects. When you succeed at such a saving throw, you gain a +2 morale bonus on all attack rolls, damage rolls, and saving throws for a number of rounds equal to the effect's spell's level, or if the effect is not a spell, one-third the Hit Dice of the creature behind the effect.

Andoran, Birthplace of Freedom

Golden Legion

The Eagle Knights of the Golden Legion are sworn to defend Andoran's borders, and serve as an elite standing army to support Andoran's ground forces. Within Andoran, Golden Legionnaires are the most commonly seen Eagle Knights, as they are tasked with the protection of the homeland, from overseeing military training exercises, to conducting ceremonial maneuvers for holidays, to conducting investigations that require national jurisdiction.

The largest branch of the Eagle Knights, the Golden Legion is also the most regimented, with a complex hierarchy of ranks and units that make up its corps. Such order helps the Golden Legion meet whatever challenge it faces, be it mustering and marching troops for an all-out war or training small companies of regular soldiers for specialized missions. Many Golden Legionnaires command units of Andoren regulars, and are as much a part of the army's chain of command as they are a part of the Eagle Knights. While orders from the Golden Aerie supersede those from an army commander, the presence of the legionnaires fosters camaraderie between the Eagle Knights and Andoran's regular military, a relationship that benefits both organizations.

The Golden Legion's commander, General **Hedrik Traxxus** (LG male human fighter 15), is a master of military strategy who sees the interaction between his legionnaires and the Andoren army as a necessity. Under the legion's guidance, regular soldiers learn invaluable strategies and techniques, and when faced with insurmountable odds, can take inspiration from the Eagle Knight who fights alongside them. For the Golden Legion, Andoran's army has long served as a fertile recruiting ground. Each embedded legionnaire is instructed to report any noteworthy regulars to the aerie for potential investment into the ranks of the Eagle Knights.

Legionnaires are famed for rousing speeches and inspirational acts of heroism in battle. While tales of their deeds tend to be romanticized by the common folk, most possess at least an element of truth, especially those of a Golden Legionnaire selflessly risking all to overcome seemingly insurmountable odds. The measure of a Golden Legionnaire's success is not only in her own tactics and victories, but in the acts of bravery and heroism she elicits from those under her command.

Golden Legionnaires are constantly training, mastering the techniques of dozens of different weapons and numerous fighting styles. Training also includes a solid understanding of large-scale tactical warfare as well as the effects of terrain, morale, and political influence upon the battlefield. A legionnaire must be able to identify troops by their flags and also have a basic cultural understanding of the people of neighboring countries.

The Golden Legion maintains barracks in every major city in Andoran, though nowhere is their presence more strongly felt than in the city of Almas, where they maintain the Golden Aerie in the center of the Field of Concord and perform daily marches around the capital. In more rural

areas, they maintain small fortresses from which they keep watch over strategic locations along the borders and interior trade routes. Additional units travel the countryside and coast from village to village, helping the common folk organize, arm, and train local militias.

Legionnaire's Inspiration

You can inspire your comrades-in-arms to stand against impossible odds.

Prerequisite: Member of the Golden Legion.

Benefit: As a standard action, you can grant all allies within 60 feet who are able to see and hear you a +1 morale bonus to Armor Class for a number of rounds equal to your Charisma bonus (minimum 1 round). You can do this once per day, plus one additional time for every 3 character levels you possess.



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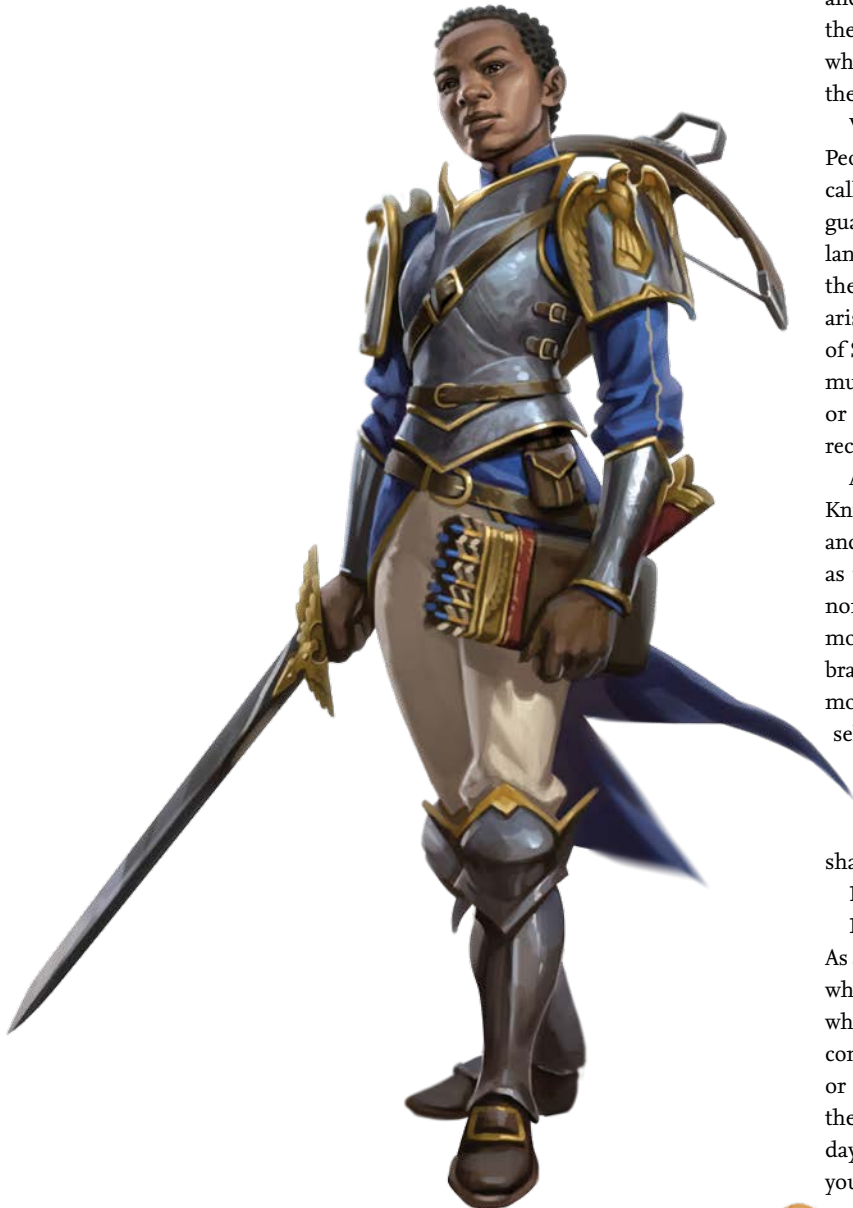
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Steel Falcons

The Steel Falcons of the Eagle Knights serve as Andoran's foreign emissaries, traveling throughout the Inner Sea region in an effort to spread the philosophies of common rule and oppose tyranny in both word and deed. Under the command of General **Andira Marusek** (LG female human fighter 9/ranger 3), Steel Falcon units travel the world freeing slaves, sinking slaving ships, and convincing foreign officials to reject practices of slavery. Steel Falcons strive to embody the Andoren ideals of freedom, democracy, and justice in an effort to lead others to political and social enlightenment by example. The Steel Falcons readily find favor among the common folk, peasants, and the downtrodden, and it is among these people that the Steel Falcons wish to sow the seeds of peaceful revolution. Outside of Andoran, however, the Steel Falcons are not universally welcomed—especially



in regions where slavery is a major industry or where tyrannical governments hold power.

While they occasionally serve as envoys and diplomats, Steel Falcons more often indulge audiences with pure demagoguery. The Steel Falcons organize in small battalions, and upon reaching new territory, they spread out and begin teaching others about human liberties, the People's Revolt, and the principles upon which their nation was founded. As such, they're the most likely to cause trouble with slavers and others in nations where ideologies that encourage individual freedoms are less than welcome.

When the Eagle Knights took on the role of Andoran's protectors and representatives after the nation declared independence, they also adopted the privateers of the Gray Corsairs into the Steel Falcons. Just as the Golden Legion augments the Andoren army, so too do the Steel Falcons work alongside the Andoren Navy and provide the ships and materiel of the Gray Corsairs. Within the organization, the Gray Corsairs help the Steel Falcons get to foreign ports where their services are most needed, and fight slavery on the open seas as officially sanctioned privateers.

When magistrates and other representatives of the People's Council serve as foreign dignitaries, they often call on Steel Falcons to serve as their envoys and honor guards. With their experience in both friendly and hostile lands, Steel Falcons provide valued expertise in navigating the political landscapes beyond Almas. Should conflict arise, they are capable warriors; even a small contingent of Steel Falcons can protect a besieged ambassador from a much larger force. In some cases, particularly diplomatic or decorated Steel Falcons serve as envoys themselves, recounting their achievements for maximum political gain.

Among the ranks of the other branches of the Eagle Knights, Steel Falcons have a reputation for being egotistical and self-aggrandizing. While the Steel Falcons are regarded as the faces and voices of the Andoren people by most non-Andorens, the perception that they are braggarts is more often than not the result of cordial rivalry among the branches. Steel Falcons, while occasionally braggadocios, are more aptly characterized by their shared zeal, dedication, selflessness, and diplomatic acumen.

Falcon's Cry

You can inspire those around you to throw off the shackles of oppression, both physical and supernatural.

Prerequisites: Cha 13, member of the Steel Falcons.

Benefit: You can inspire a zeal for freedom in your allies. As a standard action, you can grant everyone within 60 feet who is able to see and hear you the ability to roll twice when attempting an Escape Artist check, a Will save against compulsions, or a Strength check to break chains, manacles, or similar bonds. Such checks must be attempted before the beginning of your next turn. You can do this once per day, plus one additional time for every 3 character levels you possess.

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Twilight Talons

The unsung heroes of the secret Twilight Talons branch of the Eagle Knights operate outside the eye of the republic, undertaking covert missions in the very hearts of major slave operations, among the courts of rival nations, and inside secret political organizations that seek to destroy Andoran. Those serving as Twilight Talons surrender their entire lives to the organization, becoming invisible agents in order to undertake covert missions that can last years, even decades.

Agents frequently find themselves alone in the company of their enemies, ever at risk of being discovered—the penalty for which is often death or enslavement. Undertaking deep-cover missions for extended lengths of time takes a profound toll on Twilight Talon agents. Upon their return to society, many remain skittish and distrustful, and few find peace after their service ends. They don't keep close companions and remain emotionally withdrawn. Even years after their missions have ended, they cling to the underlying fear that if they ever drop their guard, they will be found out.

Not surprisingly, Twilight Talons undergo years of training before they undertake their first missions. They become skilled in the use of many unusual and improvised weapons and possess an extensive knowledge of poisons, including toxins derived from plants and snakes. They also receive training in sabotage in case the need for such measures should arise in the field. They learn to communicate using codes, disguised writing, and obscure languages. They also rely on the technological advancements of alchemists and sages, who provide them with invisible inks, complex mathematical encryptions, and clever non-magical tools like telescopes and clockwork devices. Lastly, the Twilight Talons employ a number of specialists outside of their organization, including linguists, scholars, authors, engineers, scientists, and others that seek and analyze intelligence.

The Twilight Talons routinely engage in espionage and deception to protect their nation's interests and to enable the spread of Andoren ideals in other parts of the Inner Sea. Using espionage to keep abreast of rival nations, Talons spies serve as conscripted officers in the armies of Cheliox, Taldor, Galt, and Qadira, providing comprehensive reports on military operations and defenses. In remote areas, agents infiltrate small communes and renegade settlements in an attempt to convince local leaders to ally with Andoran. If an agent uncovers a potentially hostile organization, she quickly relays her findings, allowing her fellow Eagle Knights to engage the threat.

Other agents cull information concerning trade and economic practices from traders, merchants, sailors, and various guildsmen, and communicate intelligence by relaying messages through a series of hidden outposts, ships, and towers using lantern semaphore. In foreign nations, the Twilight Talons use informants from their

resistance networks to assist in hiding escaped slaves. Some agents specialize in missions that involve infiltrating prisons to free captured allies and slaves, while others are experts at sabotaging the palaces, temples, or military defenses of Andoran's rivals.

The Twilight Talons also keep wary agents in Almas and Augustana to root out the schemes of corrupt factions within the government. They maintain vast networks of informants dedicated to denouncing suspected aristocratic sympathizers and other political dissidents, as well as locating and infiltrating their secret cells. In recent years, with the rise of the new mercantile aristocracy, concern over political rivalries and corruption necessitated the development of agents skilled in counterintelligence. Another branch of the Talons employs systems of couriers, translators, and messengers that carry diplomatic messages between magistrates, governors, and the courts in Almas. Missives of utmost secrecy are never written down, but are instead delivered verbatim by Talon couriers.

Ultimately, the Andoren government doesn't acknowledge the Twilight Talons exist—many disbelieve their existence altogether, chalking up tales of their deeds as the fabrications of conspiracy theorists. Those within the branch often hold dual positions elsewhere in the Eagle Knights and handpick new candidates from those they know and trust. While Marshal **Helena Trellis** (LN female human investigator^{ACG 12}) serves as the head of operations, she has no direct contact with field agents, instead sending missives and information via anonymous third parties, who deliver them in clandestine drop boxes in remote locations. Thus far, she has managed to keep her role secret. As a precaution, she avoids contact with members of the other branches of the Eagle Knights except in cases of utmost urgency—even then, she contacts them only in complete anonymity. Likewise, individual agents receive no direct government funding, no outside help, and little chance of rescue if their missions should fail.

Twilight Tattoo

You have a special tattoo that identifies you as a Twilight Talon when you speak a designated command word.

Prerequisites: Wis 13, member of the Twilight Talons.

Benefit: You gain an invisible magical tattoo that identifies you as a Twilight Talon. When you speak the command word, the tattoo becomes visible for 1 round before fading again. The tattoo has no magical aura when not visible and is not an illusion; it can't be observed through magical means. (The command word causes the tattoo to manifest rather than ending the magic concealing it.)

Additionally, you gain a +2 bonus on Disguise checks and Sleight of Hand checks to hide small objects on your person, and a +2 bonus on all Will saving throws against attempts to scry upon you or read your mind.

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Eagle Knight Subbranch: Gray Corsairs

As the naval branch of the Steel Falcons, the Gray Corsairs' primary mission is to provide safe transport to Steel Falcons traveling to other parts of the Inner Sea region. In practice, the ships and sailors of the Gray Corsairs patrol Andoran's coast as adjuncts to the navy and act as secret privateers, fighting slavers or any other vessels whose intentions pose threats to the freedoms and liberties of the Andoren people.

The roots of the Gray Corsairs stretch back to the beginning of the forty-first century AR, a few years prior to Andoran's secession from Taldor. Admiral Genise Ratorian of Westcrown gathered groups of Andoren sailors, trained them in combat, and then provided them with warships to raid Taldan merchants in an effort to weaken Taldor's hold on Andoran and several other holdings that Chelixa hoped to annex under its new independent banner. During the secession, the admiral convinced the baron



of Triela to grant rights of asylum to her corsairs and others willing to take up arms against Taldan interests. The small port soon became a haven for all manner of thieves, rogues, and outcasts. The baron declared Triela an independent republic, and while this status did not last more than 4 years, it proved long enough for the corsairs to earn a strong reputation as rebels. Following Aroden's death, House Thrune took power in Westcrown, cutting centuries-old ties with the corsairs and leaving them without a patron. As the Eagle Knights transitioned into their new role, they adopted the Gray Corsairs as the naval arm of the Steel Falcons.

While the Gray Corsairs assist the Andoren Navy in patrolling its territorial waters and publicly transport Steel Falcons and other Andoren dignitaries to foreign ports, their most important role is a secret. More than any other branch of the Eagle Knights, the Gray Corsairs actively combat the spread of slavery, either on the open water or by delivering Steel Falcons and Twilight Talons to slaver ports or hideouts in other lands. Among the most proficient and daring mariners of the Inner Sea, the Gray Corsairs fly no Andoren flags on their ships, protecting their anonymity even while taking the risk of being mistaken for pirates. The corsairs keep small, covert bases at remote ports throughout the Inner Sea where they keep supplies and can hide from a pursuing enemy should the need arise. At some of these locations, it is rumored, they even leave ships with different names and papers in order to dodge those who would hamper their efforts to foster freedom abroad.

The Gray Corsairs focus most of their naval combat resources against slaver ships such as the yellow-sailed galleons of Okeno, and pirates that support the slave trade. Slaver captains and their crews are given but one chance to surrender to Andoren justice before the Gray Corsairs show them no quarter. Liberated ships are plundered and scuttled or given over to their former slave captives, though particularly valuable vessels are taken back to Augustana for refitting under the control of a skeleton crew. Freed slaves are offered refuge in Andoran or safe passage to the nearest port. The most dedicated of these former slaves stay aboard the ships of their saviors, and after months of training at sea, eventually join their ranks as Gray Corsairs themselves.

Expert Boarder

You are as comfortable swinging from a rope or dangling from a ship's rigging as you are on stable land.

Prerequisite: Member of the Gray Corsairs.

Benefit: Acrobatics and Climb are class skills for you. You gain a +2 bonus on Acrobatics and Climb checks to climb or swing on a rope or ship's rigging. You do not provoke attacks of opportunity from climbing or swinging on a rope or ship's rigging.

Andoran, Birthplace of Freedom

Lumber Consortium

Prosperous Criminal Mercantile Syndicate

Alignment LE

Headquarters Oregent

Leader Chairman Garland Rakesclaw (LE male human rogue 4/expert 8)

Prominent Members Gavel Cedrog Deadknuckle (see page 19), Gavel Thuldrin Kreed (see page 20), Gavel Rhyma Bloodthorn (see page 7)

Structure Business conglomerate

Resources Monopoly over Andoran's lucrative lumber business, numerous cutyards, sawmills, lumber barges, and other facilities throughout Andoran

Long before Andoran was a free nation, those who settled the land saw its great potential—not the potential to become the first nation in the Inner Sea region to establish a democratic republic, but rather the potential to yield unimaginable profits (and the influence that comes with them) for those able to exploit its rich natural resources. With its vast stretches of virgin timber, Andoran naturally attracted lumber barons, who quickly started working the Arthfell Forest, Darkmoon Vale, and the Verduran Forest. Over time, these nobles of industry made alliances and brokered agreements with one another to gain more profit, until 413 AR, when Rakesclaw of Oregent founded what is today known as simply the Lumber Consortium.

The consortium's initial founders shrewdly bought or forced out smaller logging companies and independent loggers, nearly creating an industrial monopoly. In less than a decade, the Lumber Consortium had systematically seized control of the nation's lumber supply, from its harvesting, to its milling, to its final sale to artisans and shipwrights throughout the country. The rapid growth and incredible efficiency of the consortium came at the expense of independent loggers, who couldn't afford to compete with the organization's ruthless business practices.

The conglomerate's influence, wealth, and power grew with each passing year, until it rivaled those of Andoran's most highly placed nobles, including the nation's sovereign. As Andoran served as the primary source of timber for the greater Chelish empire, the consortium's reach spread beyond Andoran's borders, with nothing but potential for further growth. When House Thrune came to power in Cheliox, however, Queen Abrogail had no interest in powerful private businesses. She and her agents systematically closed off the Lumber Consortium's access to Chelish ports and markets, greatly diminishing the company's influence. As a result, the consortium welcomed Andoran's independence as much as the common people did, and the board of directors was quick to come to the financial aid of the fledgling Andoren government, firmly establishing the Lumber Consortium as a vital part of the burgeoning independent economy.

Still, many members of the People's Council who remember the consortium's tyranny prior to Andoran's

emancipation are suspicious of the company's continued cooperation in Almas. The Eagle Knights maintain a constant watch over consortium facilities in an effort to catch the organization in violation of the nation's laws, but to date the company has kept its illicit dealings and general thuggery out of the Golden Legion's watchful eyes.

One cannot discard the Lumber Consortium's formidable drive to gain a stranglehold on Andoran's lumber industry. Yet with the rise of democracy, the consortium's ability to maintain this control through fear and intimidation has steadily decreased. As a result, the organization has seen its wealth and influence decline ever since the young nation declared its independence from Cheliox. Still, the consortium's monopoly on the majority of jobs in remote municipalities and smaller communities allows the company a domineering influence over those whose livelihoods depend on the lumber industry. Consortium influence still dominates the political economy in the west, and the company maintains a strong presence in the towns of Falcon's Hollow and Olfden. Its principle offices remain in Oregent, a city greatly in the consortium's debt.

The Lumber Consortium is overseen by an executive council consisting of eight powerful individuals appointed by the tyrannical merchant houses that own its landholdings and mills. Acting upon the advice of their families, council members oversee the organization and manage long-term production and growth strategies. Lumber bosses known as gavels oversee operations at the local level. Though at one time, the consortium employed dozens of gavels, currently only three remain—Thuldrin Kreed, the sadistic overlord of Darkmoon Vale, Cedrog Deadknuckle, overseer of Oregent's vast lumberyards, and Rhyma Bloodthorn, the brute of Timberfell.

The primary office of the Lumber Consortium's executive council is housed in Oregent, though its operatives in Andoran's other major cities allows it to seek out new recruits and to lean on local, regional, and national authorities in any part of the country. More sinister rumors suggest that a number of the company's newer recruits have strong connections to the sinister Apsis Consortium, which has taken a growing interest in Andoran and its holdings since the young nation broke ties with Cheliox.

Strongarm

You are experienced at long-term intimidation of those you wish to exploit, and strike fear into the hearts of those you bully.

Prerequisites: Intimidating Prowess, member of the Lumber Consortium.

Benefit: When you use the Intimidate skill to improve a target's attitude, if your check result exceeds the DC by 5 or more, the target's attitude is improved for 5d6 hours. During this time, should it attack you, the target immediately becomes shaken for 1d6+1 rounds, as though it had been demoralized.

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Primordial Ones

Ancient Matriarchal Druidic Circle

Alignment CN

Headquarters Mog-Tor, Verduran Forest

Leader Kudre Mos (N female human druid 17)

Notable Members Shimwa (CN female human shaman^{ACG} 12),
Uroh (CN male human barbarian 8)

Structure Matriarchy

Resources Ancient druidic relics and sites of power
throughout the Verduran Forest

Secreted in the forgotten covertures of the dense Verduran Forest lie the last living remains of a once-vast nation of druids known as the Primordial Ones. Nearly as elusive as wild fey, these druids interact little with civilized people, leading many people to believe that fey blood flows through the druids' veins. In truth, the druids adopt the practices of fey not through interbreeding with denizens of the First World, but because they worship the mysterious Eldest who rule over that realm.

The Primordial Ones refer to themselves as the Keth, and consider themselves the descendants of the first humans. They believe their ancestors were the humans created by the Eldest in the First World, and as a result, they have a strong sense of superiority over other humans. Their veneration of the Eldest and cavorting with the fey of the Verduran Forest only reinforce this arrogance. The Primordial Ones avoid contact with civilized humans as much to aid their fey allies in their goal of protecting the wild as they do because other people are so far beneath them.

The Primordial Ones live in small matriarchal tribes led by dominant high-ranking female druids and their warrior sons. They claim the entire western half of the Verduran Forest as their territory, but tend to make their homes in only the deepest, most isolated groves, far from potential interactions with the people of Andoran. Druids from different tribes communicate through the throaty chirps of the forest swallows, which act as their ears and eyes throughout the forest; little falls beyond their watch. Curiously active even at night, these birds travel by moonlight in great fluttering flocks, their red-ringed eyes burning with an uncanny glow. The cacophony of their fluttered chattering has been the source of uneasiness in many small villages on the forest's outskirts.

Like many fey with whom they associate, Primordial Ones wear no clothing. Instead, they decorate themselves by elaborately scaring and tattooing their bodies with mystic symbols of long-forgotten eons. They color these designs with purplish dye, making them resemble bruises when viewed from a distance. The Keth believe the markings bear their souls, and cover the tattoos and scars when traveling outside their isolated villages, lest an enemy see the symbols and gain power over the druid as a result. To conceal the symbols, they paint their bodies in clay, thus remaining naked to the elements but hiding their unique,

identifying markings. The Primordial Ones use no worked metals when crafting weapons, tools, and shelter, preferring to use only those materials they can readily salvage from the natural world, such as wood, stone, sinew, and bone.

The Primordial Ones live as hunter-gatherers and leave behind little evidence of their existence, traveling in small tribes as they migrate with the seasons from place to place. Though the long route they take seems to follow a pattern, it remains unknown to non-Keths. Each location along the route possesses great meaning to the druids, whether it's marked with a great stone or hidden in a remote grove where a particular constellation burns visibly through the forest canopy during their stay. At each of these sites, the boundaries between the Material Plane and the First World wear thin, allowing skilled druids and their fey counterparts to pass between the planes. The most sacred of the sites is a centralized mound called Mog-Tor, where the druids bury their dead. An ancient priestess named Kudre Mos and her grandson Uroh guard the grove, and both are said to have lived for many generations.

As long as non-Keths don't interfere with the natural order of the forest or endanger their fey allies, the Primordial Ones tend to avoid civilized interaction altogether. In recent years, however, the Lumber Consortium's efforts to exploit the Verduran Forest has prompted more daring action on the part of the druids. Under the command of the fearless war-leader Shimwa, the Primordial Ones have been attacking ever larger, more heavily guarded cutyards and lumber camps. Consortium members have taken to hanging the slain bodies of captured Primordial Ones in the woods, hoping to send an ominous message back to the druids. Thus far, their threatening efforts have only increased tensions and incited the Keth to plot further attacks.

Despite their conflict with the encroaching lumberjacks, the Primordial Ones remain on good terms with the people of Fusil, whom they aid at the behest of the three fey who first made a bargain with the town's founders (see page 25). Non-Keth druids from elsewhere in the Verduran Forest or beyond are treated kindly, but the Primordial Ones refuse to share their practices or rituals with non-Keths. They do, however, share knowledge of the Druidic and Sylvan languages with non-druidic members of their own tribe, and include non-druid warriors, hunters, and artisans in certain rituals throughout the year.

Primal Ancestry

You have a deep connection to the primal First World and can channel this link into powerful effects once a day.

Prerequisites: Wis 13, member of the Primordial Ones

Benefit: Once per day as a move action, you can tap into the essence of the First World, and gain DR 5/cold iron for 1 minute. If you have 11 or more Hit Dice, this increases to DR 10/cold iron. Additionally, while under this effect, enchantment spells you cast gain a +1 bonus to caster level.

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The Seven Houses Conspiracy of Former Nobles

Alignment LE

Headquarters Augustana

Leader Madame Ravonge (see page 12)

Notable Members Eduarmot DeVorge (LE male human rogue 7), Prialla LaTourne (N female human aristocrat 6/fighter 2), Salvres Therisol (NE male human bard 4/rogue 2)

Structure Loosely affiliated trade and political syndicate

Resources Vast stores of wealth secreted and invested throughout Andoran

Within the circles of Andoren politics rise whispers of a covert organization of former nobles secretly working together to control the wealth and power their families flaunted before the rise of the new republic. Considered foolish by most, these rumors hold more truth than fiction. The organization, known among its own ranks as the Seven Houses, consists of several hundred members from seven powerful oligarchic noble families originally of Taldan descent that secretly managed to survive the People's Revolt.

During the years of Chelish rule, nobles belonging to each of these seven families used their titles to secure positions in the high courts of both Almas and Augustana. When civil war in Cheliox brought chaos to Andoran, the houses began selling off land and hiding away their wealth and resources.

While some nobles maintained their wealth and privilege through their business relationships and elected positions in the government, others moved to distant parts of Andoran and adopted new names, taking the surnames of common folk such as Founder and Thorne. Regardless of the names they now use, members of the Seven Houses identify themselves to each other using figures found on their former family crests. These figures consist of simple images or objects that can be openly displayed without arousing the suspicion of others. While a few commoners now suspect the dual nature of these icons and the greater collusion that lies behind them, none have stepped forward to voice their suspicions.

The Seven Houses continue to operate in large cities, particularly Almas and Augustana, where they can pool resources to buy up businesses without raising too much suspicion. In the poorer districts, members pose as common folk and take advantage of their educations and quick tongues to win local positions as representatives on the People's Council. While the influence exercised by the former nobles over these offices is subtle, the results almost always benefit the Houses, usually by creating advantageous trade routes, customs laws, and taxes. With these new funds, the Seven Houses has been able to buy up and parcel off lands to members, who then sublet the holdings to subsistence farmers, mill workers, and other day laborers, creating what amounts to a new feudal system. The Seven Houses members employ whatever means necessary to

seize and retain their power, and engage in covert acts of assassination, murder, blackmail, slander, kidnapping, or even inciting riots to tear down political candidates. Among the most active in the Seven Houses are Eduarmot DeVorge and Prialla LaTourne, both members of the People's Council, and Salvres Therisol, who lives under the guise of a modest innkeeper in Riverford.

Secret Capital

You have access to family connections and secret funds you can use to make things happen more easily.

Prerequisites: Int 13, member of the Seven Houses.

Benefit: When you use gp to buy capital using the downtime rules (*Pathfinder RPG Ultimate Campaign* 76), you pay only 75% of the normal cost.



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“People say the Arthfell Forest is the safest it’s been in years, but that kind of talk usually comes from Lumber Consortium recruiters trying to get a few strong arms to swing axes. If you talk to anyone who lives there—or even nearby—you’ll get a different line altogether. Those farm folk and lumberjacks tell stories of fairy creatures confounding them in the woods, or even worse, killing them while they sleep. Some of them talk about the precautions they take when the full moon grows near. Me? You couldn’t get me to leave Oregent for twice what they’re paying. I’ll stick to sweeping dung and keeping my guts in my body, thank you very much.”

—Jeorin Kraldberk, local gossip and dungsweeper

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Though Andoran is young as a sovereign nation, its vast lands hold millennia's worth of secrets—and secrets both past and present continue to influence the fate of the Andoren people. Andoran's icy peaks, haunted forests, vast plains, and courtly conspiracies create a world of challenge and adventure for those daring enough to seek it. The geographical and cultural diversity of the young nation make location a crucial factor in determining the types of encounters one may expect when adventuring and campaigning within Andoran's borders.

For example, characters in a campaign that takes place in Oregent can quickly run afoul of the oppressive wrath of the Lumber Consortium. Early adventures may focus on dealing with street violence that arises in the lumber camps, which then leads to ongoing altercations with lumber bosses who find the PCs meddling. High-level PCs might attempt to end the consortium's influence over the region, or might side with the consortium to act as muscle against rebels trying to break their monopoly.

Alternatively, a game set in Almas might have the PCs begin as spies seeking to pry into the private lives of potentially corrupt politicians. Such espionage missions could include tracking politicians to catch them engaging in nefarious actions such as embezzling funds, intimidating rivals, stealing important documents, or simply campaigning outside the courts and buying assured votes.

Andoran's numerous rivers, coastlines, and ports provide other points of interest from which characters can set off on shipboard adventures. The PCs could even secure military positions and serve the Andoren Navy, using this as a springboard for mounting exploratory missions to other lands, or strike out on their own and take up the dangerous life of piracy.

As the PCs increase in level, they might delve for lost secrets hidden within the ruins of the great dwarven kingdoms to the north. Alternatively, they could head deep into the nation's ancient forests, trying to prevent the resident druids and fey from avenging the wrongdoings of the Lumber Consortium by laying siege to humanity.

Though Andoran presents numerous challenges for low- and mid-level characters, it's also home to some of the most dangerous locations and deadliest foes in the Inner Sea. The region around Darkmoon Vale boasts hordes of powerful lycanthropic druids, a passage to Nar-Voth that passes through the monster-infested Candlestone Caverns, and no fewer than two ancient dragons. Characters may also face other, less ancient mysteries such as the horrors lurking at Black Forks or Selian's Watch.

Political Intrigue in Your Game

Andoran's unique form of government provides plenty of opportunities for adventures about political intrigue. While the new regime idealistically considers all Andorens equal and attempts to place the governing of the entire nation in the hands of the common people, there remain many

former nobles who seek lost glory, as well as upstarts who view the revolution as an opportunity to seize power.

This element of underlying political frailty lends itself to the creation of adventures involving the desires and plots of individuals for whom Andoran provides not only freedom, but also opportunity. Conflict can arise from corruption within the government, clashes between opposing democratic ideals, or even the formation of a new aristocracy by those in elected office who use their influence to maintain their positions of power.

An adventure designed around the concept of political intrigue need not take place in a specific location, especially if it deals with a number of characters taking part in a widespread conspiracy. Seemingly unrelated individuals might maintain covert political ties to illicit or covert organizations designed to give them advantages at the expense of others. A campaign of this sort might also require something of a scavenger hunt, where the players travel throughout Andoran, slowly collecting more and more information that reveals the antagonist's full intentions once all the facts are put together.

Political intrigue adventures are almost entirely driven by the actions or intentions of NPCs; therefore, both antagonists and allies should have well-established ideals, desires, and goals. When designing this type of campaign, consider the following questions before you start.

What motivates the NPC? It could be money, power, romance, idealism, or vengeance. Knowing a character's motivations allows the GM and the PCs to better judge and predict the NPC's actions or responses in various situations.

What is the NPC working to accomplish? The character's goal might be to gain more power for herself, but maybe also for her organization or constituency. For example, a former noble might join the People's Council to regain lost power, while a member of the Lumber Consortium might work to gain control over properties within densely forested territories or change tax laws to turn higher profits. Use the NPC's goals as the basis for creating problems the PCs must overcome.

How trustworthy is the NPC? Determine how trustworthy each NPC is, and what would cause each one to break the PCs' trust. Don't look at trust as a simple case of whether one is or isn't trustworthy, but rather as something that's influenced by that NPC's goals and personality. Decide the personality and background of these characters, and figure out how they're going to act. Characters in this type of campaign are often portrayed in one light, but they act behind the scenes in a way counter to their initial presentation, making it difficult to know whom to trust. While it might be tempting to switch the roles of NPCs during your campaign to make it seem like loyalties have shifted, doing so too often runs the risk of muddying the waters for the players, who will likely have more fun if they are able to unravel and decipher the campaign's secrets without those secrets changing around them.

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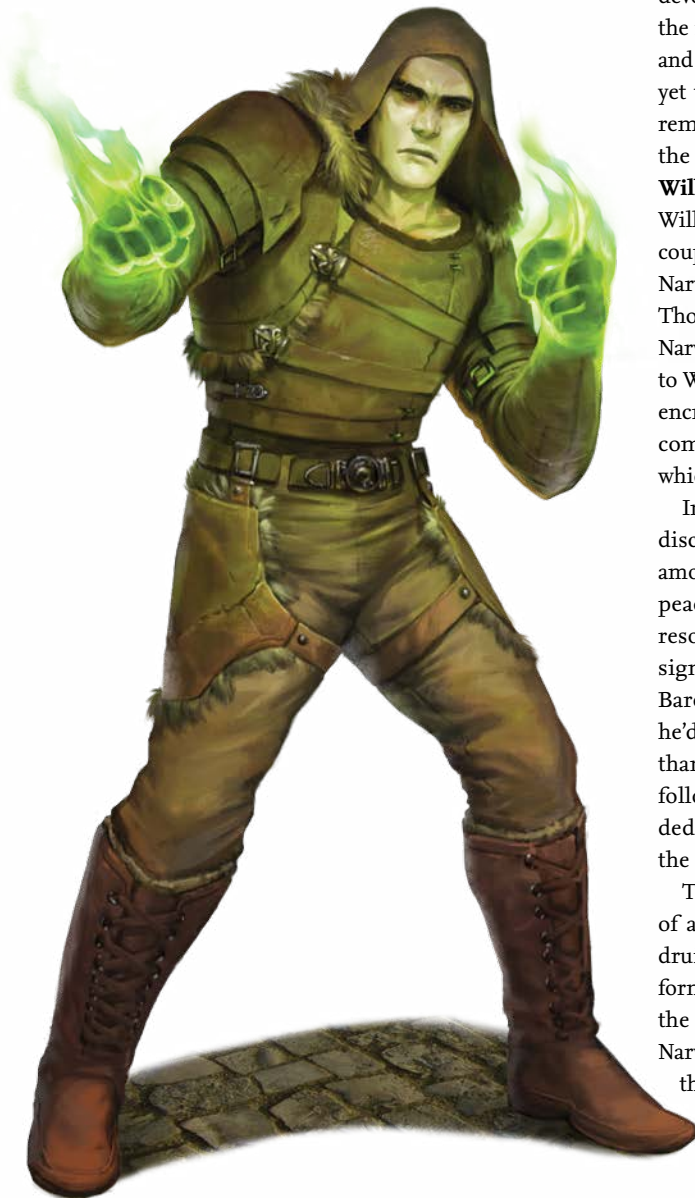
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What steps will the NPC take to achieve her goals? Some of these steps should be seen by the players, while the rest should remain hidden. In the end, once you know what a character is going to do and how she's going to act, the PCs can use this information to make predictions and uncover clues, eventually tracking down the villain.

Adventure Sites

Long before the nations of the Inner Sea fought with each other over the lands that would one day be Andoran, sinister creatures stalked the lush forests, ancient dwarven heroes saw the sky for the first time, and dragons staked claim to their domains. Outside of the great cities of Augustana and Oregent, monstrous dangers threaten rural villagers and lumber camps, providing excitement and treasure for adventurers throughout Andoran.



The remainder of this chapter details several sites where adventurers can uncover some of Andoran's lost secrets. Each entry begins with a short summary of the site's location, the kinds of inhabitants that dwell in the site or nearby, and features that define the place.

Arthfell Forest

Scattered Forest Kingdom

Location: Northwestern Andoran

Inhabitants: Druids, fey, goblins, treants, werewolves, winter wolves

Features: Deep forests, secret groves

The second-largest woodland in Andoran, the Arthfell Forest holds a wealth of intrigue and danger. Schisms rising in the wake of the slaying of the Arthfell's last renowned hero, Narven Feathereyes, have divided the last of the great druidic devotees of the Green Faith. Narven succeeded in placating the needs of the fey, befriending Count Aerl of Elberwick, and even establishing a truce with Baron Nyes of Darkmoon, yet the circumstances surrounding the end of his reign remain a mystery. While Narven's closest allies claimed the druid-king died of natural causes, a druid named **Willowroot** (NG female elf druid 8) believes otherwise. Willowroot alleges that Narven fell victim to a murderous coup led by members of the Lumber Consortium who saw Narven as standing in the way of advancing civilization. Those who believe in his peaceful passing seek to uphold Narven's teachings on coexistence, while those who ascribe to Willowroot's version of the story fight back against the encroachment of civilization. These conflicting views have compounded into violence and bloodshed concerning which philosophy best serves the forest.

In the years following Narven's death, his remaining disciples became scattered and disorganized. Infighting among tenuous factions led the druids away from Narven's peaceful tenets. Unlike Narven, these fractious druids resorted to primal, sometimes violent tactics—the most significant of which was the orchestrated murder of Baron Nyes, who had been accused of breaking the pacts he'd made when Narven was alive. This chaotic time was thankfully brief, coming to an end when one of Narven's followers formed the Greenfire Circle, an organization dedicated to continuing Narven's work and rebuilding the trust that had been shattered after his death.

The Greenfire Circle has since come under the leadership of an enigmatic man known as **Tablic** (N male human druid 8/fighter 2), who seized his position by besting the former leader in a series of competitions. Tablic continues the work of leading the organization along the path that Narven trod, and works tirelessly to ease relations between the human foresters and the fey of the Arthfell while teaching lumberjacks how to work responsibly to protect the future bounty of the forests. Though the Greenfire Circle has accomplished much toward its

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goal of regaining trust and maintaining a peaceful balance in the forest, its members continue to stand vigilant against the spread of a dark faction known as the Third Veil that grew out of the chaotic times following Narven's death. This group of evil druids snatches people from their farmsteads and lumber camps, murders them, and leaves their bodies in prominent places as warnings to those who would settle in the forest.

Another cult that grew to prominence since Narven passed is a band of lycanthropic druids known as the Shadow Pack, whose sadistic members are bent on eviscerating the consortium and other encroaching humans. Lycanthropes are a dire threat in the Arthfell Forest, and many of the those in the Shadow Pack are far more sinister than the average werewolf. After much gruesome experimentation, a number of werewolves subjected themselves to a ritual that tied them even more tightly to the cycles of the moon. Known as silverblood werewolves, these creatures are more powerful when the moon is full, but exhibit devastating weaknesses during the new moon. For more information on silverblood werewolves, see page 60.

The bloody rampages of the Shadow Pack—the most infamous of which was the Night of Silver Blood, wherein attacking werewolves nearly overwhelmed Olfden—inspired human settlers to take up arms against this threat. Training deep in the forest, these individuals assemble in an organization known as the Fangwatch. Led by **Aurora Kaisera** (N female half-elf werewolf ranger 7), these bold rangers patrol the forest, attempting to protect Andoren settlers. It's said the Fangwatch has been trying to find the lair of these silverblood werewolves to coordinate an attack on the lycanthropes during the next new moon. Some of the forest's inhabitants claim that Aurora is herself a werewolf, but many believe this is just slander designed to discredit the rangers and their activities. In fact, the ranger is indeed a werewolf, but she has worked to gain control over her feral urges and channel them into her mission to keep the Arthfell Forest safe.

Black Forks

Eerie Monastery Built over a Mysterious Lair

Location: Verduran Forest

Inhabitants: Dreamer in the Depths

Features: Lost artifacts, monastery ruins with hidden secrets, strange pool of unknown depth

Deep within the southern reaches of the Verduran Forest, draped with blankets of moss and surrounded by coarse tangles of undergrowth, rises a temple of ancient, crumbling stone. The temple's minaret breaches the canopy, resting high atop dozens of layers of staggered arches accented with the carved facades hideous half-humanoid, half-bestial creatures. During the daytime, sunlight streams through thousands of tiny holes in the stone, creating an elaborate maze of glimmering shafts of light within. These beams

focus upon a massive pool of black, stagnant water that fills the center of the ground floor.

The pool is far older than the temple, and for eons has served as a sanctuary of a powerful and near-immortal supernatural creature known only as the Dreamer in the Depths. Though none alive have seen the being, carvings and pictographic writing on a series of huge clay tablets depict it as having a globular body coated in slime. Its long tentacles have led some to believe it's a qliphoth or some similar horror. These same tablets also describe acts of ritual sacrifice wherein individuals were hung above the pool and left to their fate. They go on to show that while some involved in the ritual perished, others survived but were changed as a result. The tablets say that these victims returned from the depths of the pool as mutes with strange insights. Some scholars believe that those who survived the ritual were the same people who inscribed these tablets.

Over 2 millennia ago, the pool was rediscovered by a monastic order of scholarly monks that were investigating the mysteries of Andoran's wilds. Finding the pool, the monks became intrigued, and they eventually built the massive temple over and around it. Over time, the temple and the monks who lived within became a local curiosity because of the extreme nature of their rituals. Outsiders began to refer to both the monks and the temple they constructed as "Black Forks," after the two-headed forks fashioned from black iron the ascetics used to perform self-inflicted torture rites. In an effort to recreate the ancient rituals depicted on the tablets, the monks would hang themselves over the pool for several days. To prevent themselves from sleeping during the ritual, they'd lash the double-headed forks to their throats so that one set of tines rested under the chin and the other set pressed upon the breastbone so that the slightest movement resulted in searing pain and prevented them from nodding off.

In 2724 AR, violent activities in the northern part of the forest displaced numerous hordes of goblins, pushing them southward. By the end of that same year, the hordes had reached as far south as Black Forks, and when the goblins came across the monks hanging above the pool, they simply butchered the ascetics where they hung and dropped their bodies into the pool. This impetuous attack had unintended consequences, however, as the blood and violence awakened the horror within. The creature slithered from the pool and tore into the forest, indiscriminately rending everything in its path. Soon it reached the Carpenden Plains, where it slaughtered the settlers and devoured their livestock.

A group of Taldan soldiers responded to the attack by driving the creature back into the forest using a mythical spear fitted with a great rune-covered blade carved from an unknown material. Although the Taldans turned back the monstrosity, none of them returned from the assault, and those curious for answers found no trace of the creature,

the spear, or the warriors. The settlers persevered, drove back the goblins who had invaded their lands, and got on with their lives. Soon, the incident at Black Forks became nothing more than a fireside tale.

While rural villagers leave the site alone and Black Forks remains a place of quiet solitude, it doesn't lie entirely forgotten. On occasion, forest travelers stop at its gates to marvel at the strange stone structure, and the primordial druids who wander the Verduran Forest sometimes hold great rituals upon the temple's roof, during which they burn unknown offerings in hideous clay urns painted with their own blood.

A more mysterious group of strangers visits the site with even greater regularity. Calling themselves the Tenders, these visitors wear thick woolen robes with great cowls that cover their faces in shadow. The Tenders arrive during the

new moon and wander through the ruins, making silent but very deliberate ritual gestures. The purpose of their strange visits remains unknown.

Candlestone Caverns

Perilous Cavern Passage to the Darklands

Location: Darkmoon Vale

Inhabitants: Aberrations, duergar, fey (gremlins, mites, redcaps, pixies), kobolds, mongrelmen, troglodytes

Features: Twisted limestone caverns, subterranean rivers and lakes, vast dark fey city

For thousands of years, the Candlestone Caverns lay hidden, inaccessible from the surface except through lost secret passages connecting to shadowy ingresses in remote, widely scattered locations. The caverns are truly massive, and their extent is unknown. In centuries past, hordes of orcs used the passages to orchestrate the devastating siege that toppled the dwarven empire of Tar Taargadth. With their homeland lost, a small but determined group of dwarves sacrificed their lives to collapse and seal off all surface entrances to the caverns.

When an earthquake ripped through Andoran in 3980 AR and reopened the caverns, hordes of subterranean terrors spewed through the fissures and into the sunlit worlds that had been denied to them for centuries. In the years since, kobolds, goblins, gremlins, and other creatures have tormented the region's settlers, who have left the area and now avoid it altogether.

Named for their tremendous, pale stalagmites that resemble pillars of melting wax, these labyrinthine limestone caverns plunge deep beneath the surface into the Darklands realm of Nar-Voth. Through the great earthquake exposed the caverns, it also destroyed much of the upper levels. Uplifted rock sheared many of the caverns' winding passages, while other portions collapsed or were cramped with rubble.

Some openings in the caverns lead into long-abandoned dwarven ruins, while others trail off in endless webs of tiny, water-eroded catacombs. Humanoid tribes adapted to operating in sunlight infest the upper caverns; the most infamous of these are the Black Claw kobolds. The kobolds have excavated one-way tunnels connecting the cavern's deeper levels to the surface, baiting the passageways to lure terrible subterranean horrors out of the depths so they can savage the unsuspecting populace outside.

The Tenebrous River divides the upper caverns from the great caves beneath where one may encounter duergar settlements and the fabled ghost of a crystal dragon slain by a dwarven hero who perished in the fight. Even greater horrors lie in wait in the Shining Grotto, a vast subterranean swamp guarded by a primordial neothelid.

Moldering, lightless fissures veil the gateway to even greater powers deeper in the cavern. Here the caves widen and the stone formations warp unnaturally, forming a



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massive cave. At the far end, a great arch in the stone opens to a wide, eons-old passage known as the Gate of Ether. Strange and maniacal fey stand guard over the entrance, demanding that all who pass pay tribute to the Court of Ether and its ruler, Queen Frilogarma, who lays claim over the lightless realms beyond. The well-traveled road leads to an incredible fey metropolis that hangs from the ceiling of a vast chamber amid the flapping of millions of bats.

Few outside the endless depths of the Darklands have heard of the Court of Ether, but those living near Candlestone Caverns have felt its presence. Queen Frilogarma weaves her will through hundreds of devoted followers, many of whom hold sway over other groups of fey found in the Arthfell Forest, Darkmoon Wood, and the Verduran Forest.

The whispers of these dark fey find audience with many of their surface world kin, who have become more desperate in the face of the relentless logging and expansion of human civilization into their hallowed wildernesses and sacred forests. Eager to sow terror and destruction upon humans, Queen Frilogarma readily bargains with her forest kin, offering them powerful magic items and sending her most amoral and vicious denizens into sleeping villages and lonely farmsteads to commit heinous and horrifying murders on their behalf. In the end, her interests lie not in helping the surface fey, but in exploiting her relationship with them to rally them under her banner and force them to serve her in the darkness below. For more information on Candlestone Caverns, see *Pathfinder Campaign Setting: Dungeons of Golarion*.

Claes Redoubt

Subterranean Azlanti Ruins

Location: Missa Shelf

Inhabitants: Darkfolk, gremlins, pechs

Features: Ancient subterranean catacombs, costal caves, lost Azlanti ruins

It's said that no one in the village of Claes has ever quite figured out how old Nemiziah Sparn came into his money. After all, he was a simple fisherman who came from a long line of folks who harvested the sea's bounty. Still, he always had money—usually coins of an ancient type, which, much to the annoyance of the other villagers, he'd always pounded flat so as to make the original markings undecipherable. If questioned about the unusual state of his currency, he would reply gruffly that it was none of anyone's business why he pounded it flat and ask whether whomever he was dealing with wanted the coins or not—the weight was right, after all.

For this reason, it wasn't surprising when a number of townsfolk were interested in searching through Nemiziah's possessions after his death. The old man had outlived his wife and all three of his children, displaying a longevity most would have thought impossible. As he had no heirs, his property and wealth rightfully fell to the

municipality. When a search was made of the fisherman's premises, among his possessions was found an old sea chest, and within was a necklace upon which were strung a half-dozen keys of curious design, all tarnished and pitted with age. Beside the necklace lay a worn leather-bound journal—an extensive diary containing numerous cryptically labeled maps. After close study, one of the villagers recognized that one of the maps detailed part of Claes Redoubt, the secret Azlanti sea caves to which the townsfolk retreated in times of danger.

However, only a small section of the map remains within the journal, and while subsequent pages reveal lengthy passages of description, others contain only a few brief notes such as “wrong key” or vague reminders to “check back later.”

Nemiziah's notes mention his interactions with a strange race of tiny humanoid beings that guided him during his explorations of the sea caves, but the notebook warns as well of sinister creatures lurking in the redoubt's dark tunnels. In one entry, he describes the ruins of a great subterranean temple rising from a fetid lake of brackish water. Before he had the opportunity to explore further, Nemiziah noticed monstrous creatures paddling around the temple in a boat, and he fled before they noticed him.

Acquiring maps to the upper levels of the redoubt remains simple, for the mayor of Claes holds several copies of Nemiziah's works. Concerned over what might lurk below, she hires adventures to brave its depths and keep whatever spoils they find in exchange for clearing out the threats that crawl out of the caves and lurk near the small town.

Long centuries of darkness attracted new denizens to the sea caves, and tribes of darkfolk have been said to gather here. While many of the redoubt's passages are locked, the dark creatures that inhabit the lower levels have little trouble getting past the doors. Recent midnight raids on small herds of goats have shaken local settlers, and some townsfolk have reported hearing strange chants and unsettling noises coming from the cave entrance.

The Colony

Tribal Territories Seized by an Anarchist Collective

Location: Verduran Forest

Inhabitants: Renegade lumberjacks, smugglers

Features: Deadly traps, hidden settlements

Beyond the domain of the Verduran Forest, few have heard tell of a furtive and sometimes violent collective known as the Colony. Taking the Andoren tenets of freedom to the extreme, these renegades live outside the law, refusing to be bound by its restrictions. Founders of the collective consist of frontier folk who aided in the People's Revolt but grew disillusioned with the increasing centralization of government and with its overpaid representatives who sit on marble benches in Almas discussing fruitless policies as the common citizens continue to break their

backs to pay their taxes. Members of the Colony consider themselves a liberated amalgam of free-willed anarchists beyond the existing structure of the government.

The majority of the Colony's inhabitants grew up in poor or working-class neighborhoods, and most formerly worked as lumberjacks, millworkers, trappers, hunters, or traders. As a group they possess a diverse range of skills that they use for the collective benefit of the community. They have developed unique methods and finishing treatments for crafting items from darkwood; this, combined with superior woodworking skills, allows Colony artisans to create works of some renown. Many within the region greatly prize items crafted by the Colony, and go to considerable lengths to purchase them—a difficult prospect, as few of the anarchists will deal directly with those outside their community.

The collective is small, and the Andoren government might entirely ignore it if not for the aggressiveness of its members' illicit activities. The Colony funds itself through acts of anarchic terrorism that deliberately and criminally defy the centralized government and its supporters. It frequently engages in the smuggling and sale of tax-free goods to small towns and villages in isolated regions, dealing in substances like darkwood, furs and pelts, and illegal substances that under normal circumstance would be unavailable to the anarchists' customers or too expensive to purchase.

Goods and raw materials are often acquired through brazen acts of social disorder with the dual intent of provoking the establishment. The anarchists have been known to engage in timber raids, during which they recklessly fell and harvest timber from areas where the government has restricted logging or where the Lumber Consortium holds exclusive logging rights. On occasion, they have engaged in banditry, hijacking lumber wagons bound for the sawmill or stealing livestock and horses from ranchers.

Similar reports tell of murderous ambushes made by the Colony upon traveling caravans of prominent merchants. No evidence is ever found at the scenes of these gruesome assaults, though items pilfered from these crime scenes frequently turn up on the black markets of local cities soon afterward.

Some among the Colony also engage in the manufacture and distribution of plant-derived poisons and drugs, as well as other volatile chemicals outlawed by the Andoren government.

Rumors persist that some of the Colony's more radical members engage in hired killings and pillaging raids. In territories near where the Colony is thought to exist, at least three Consortium lumber camps and mill houses have been razed, with the butchered bodies of the employees left behind in the smoldering ash.

Few can attest to the Colony's actual location. Constructed as a semipermanent camp, the colony shifts

its location frequently to prevent agents of the Andoren government from rooting them out. Still, they have never moved far beyond the northwestern section of the Verduran Forest along the Dragonfly River, which they use for added mobility when making raids. The river also provides them with convenient drop points, which they use to deal goods to various black marketeers and others willing to traffic in illicit goods.

One account of a Colony camp describes the complex as a collection of underground earthen shelters surrounded by a wide earthen moat. The moat is concealed with leaves and other forest detritus, and slender spikes line the bottom. Inside the moat's ring, the inhabitants live in underground shelters hidden from casual view. Only the thin chimneys poking up from the soil hint at the village's presence, most obviously during the cold months when the hearth fires leak thin streams of smoke. Passages between the shelters connect to even larger chambers used for storing grain, water, and weapons arsenals. Security is tight around the camp; members of the Colony don't offer entry to outsiders, and their rangers and guards make it a policy to shoot trespassers on sight.

Crystal Falls

Haunted Mountain Waterfalls

Location: Aspodell Mountains

Inhabitants: Chelish spies, lampads

Features: Damp caves, majestic waterfalls

On the southern range of the Aspodell Mountains, a majestic waterfall crashes down the side of the mountain peaks. The waterfall plunges from nearly a thousand feet up into a wide and turbulent pool. Swimming is a danger here due to frequent whirlpools, but along the edges of the pool where the water is still one can see through the crystal clear water to the pool's rocky bed.

Despite the site's beauty, locals warn adventurers and explorers away from the falls, claiming the place is haunted and telling stories of cousins and friends of friends who went missing while visiting the landmark.

There is some truth to these superstitious claims. The pool that Crystal Falls pours into was for a long time the domain of a fey creature called a fossegrim (*Pathfinder RPG Bestiary* 4 114). The fossegrim would lure people to the edge of the pool and then drown them in its crystal clear waters. Since it could make itself transparent, the fossegrim was able to hide from those who came to investigate the whereabouts of the missing persons, and then snuck up and murdered the unsuspecting interlopers with its drowning touch.

A few years ago, a group of Chelish spies came across the site after sneaking across Andoran's border. Their journey coincided with a massive thunderstorm, and the group sought shelter in a cave behind the waterfall's flow. It was then that the fossegrim attacked them. One

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Chelish agent was killed in the fight, but the rest of the spies were able to defeat the fey creature.

After the storm passed, the spies moved on to Andoran's interior, but they later used this cave as a hideout when making future trips into this territory. These days, there is almost always at least a handful of Chelish agents hiding out in the cave. To help perpetuate the legend that Crystal Falls is haunted, they capture and kill interlopers, and make use of illusions and other kinds of trickery to drive away trespassers.

The Chelish spies have only recently delved beyond their hideout in the cave's main chamber into the dark and twisting tunnels that dig deeper into the mountains. There they heard the quiet sounds of weeping echoing through the corridors, and a few of them caught glimpses of light coming from just around a corner. After winding through the tunnel, one of the spies emerged into a large chamber filled with gigantic quartz crystals growing like a forest of spikes from the rocky floors and walls. In this cavern they encountered beautiful nymphlike creatures, who upon noticing the spies dowsed their lights and began weeping. The sound of their collective sobs unsettled the Chelish agents and sent them flying in terror from the cavern.

Known as lampads (*Bestiary* 4178), these creatures were unaware that the Chelish spies had moved into the cave system until this encounter, and now they harass the spies in hopes of driving them from the caves. One of these attacks went poorly, however, and a number of lampads were killed, so now the remaining lampads bide their time, waiting for the perfect moment to rid the caves of the Chelish pests. Clever PCs intent on rooting out the spies could use these mysterious fey creatures as allies if they wanted to ambush the spies in their hideout.

Diggen's Rest

Final Resting Place of Erwin Diggen

Location: Verduran Forest

Inhabitants: Fey creatures, Lumber Consortium guards and lumberjacks, satyrs, skin stealers

Features: Flowered hills, scarecrows made from human skin, standing stones

Near the middle of the Verduran Forest lies a curious hillock surrounded by small and heavily weathered menhirs. Blanketed in purple heather and goldenrod, the hillock remains bare of trees, and when the sun's rays fall upon it, the knoll possesses an ethereal glow. Called Diggen's Rest, the feature is rumored to be the burial mound of Erwin Diggen, a son of Taldan immigrants who sacrificed his life to placate relations between the settlers and the fey who inhabited the Verduran Forest.

While still a young child, Erwin would often flee into the woods alone, only to return many hours later claiming he had passed the time talking to the fey. Few believed

his tales until the thick forests brought the eager axes of the Lumber Consortium into the northern wood. As the consortium built up logging camps, the local fey began to push back against the encroachment, bewitching humans and luring them into the woods. The fey were ruthless toward the humans, attacking all they encountered.

As things got more dangerous, Erwin tried to reason with the fey, and he pleaded with the lumberjacks to find another place to harvest trees. A truce was almost met, but then an arrogant lumber baron brought in a crew of guards and even more lumberjacks to help push back the fey resistance. Erwin tried to rally the settlers into siding with the fey with whom he had established a relationship—an act the consortium equated with treason.



After a particularly deadly clash, Erwin was dragged from his home and hung in the middle of the village.

When Erwin failed to return to the creatures in the woods, the fey sought him out. Finding his lifeless body hanging from the gallows, they cut him down and buried him at his favorite site, a small hillock within the forest. Local tales claim that when the great satyr Valithri heard of the tragedy, he wept tears of silver, and as a gift laid his mystic pipes upon the boy's breast before he was interred.

After this event, the fey attacks became more ruthless and bloody. The kindhearted fey moved to another place in the forest to avoid additional conflict, while the cruel and sinister fey further populated the area around the village. The most dangerous of these was a group of skin stealers (*Pathfinder Adventure Path #44: Trial of the Beast* 88) who moved into the area.

The skin stealers waged a shadowy war against the lumberjacks and the guards who watched over them, slaughtering them in the forest and returning to the lumber camps wearing their skins. In these disguises, the skin stealers sowed fear and chaos in the camps, leaving the guards unsure which of their fellow Consortium employees were now murderous fey in disguise.

To this day, the woods around Diggen's Rest are filled with skin stealers, some of whom have maintained careful disguises for decades. Conflicts between these creatures and various explorers and lumberjacks continue. The skin stealers fashion their discarded skins into macabre scarecrows that they post up on the edges of their territory.

While the legend of the satyr Valithri's buried pipes has lured a number of explorers to Diggen's Rest, most of the lumber activity in the forest has slowed down. Small camps scattered throughout the area still face attacks from time to time, and superstitious lumberjacks whisper that some camps are populated solely by these evil creatures.

Droskar's Crag

Volcano atop a Ruined Dwarven City

Location: Darkmoon Vale

Inhabitants: Flame drakes, undead, worgs, wyverns

Features: Ancient dwarven ruins, glaciers, hardened magma flows, mountainous terrain, sinkholes

No other peak in Andoran has such a detailed and inspired history—nor has any lured so many eager and bright-eyed adventurers to their doom—as the ominous Droskar's Crag. Marked with the shattered ruins of dwarven citadels, Droskar's Crag is considered by many dwarves of the region to be little more than a tremendous barrow mound ever since the Rending shook the volcano and shrugged off the dwarves' attempts to control the mountain. The volcano's great shadow looms ominously over Darkmoon Vale, an ever-present image reminding those who live at its base of Golarion's destructive power. Portentous wisps of smoke that occasionally seep from the active

and smaller of the two craters known as Torag's Mouth serve as a warning to those who would attempt to tame the violent peak. Yet to the intrepid and greed-driven, its lure remains undeniable.

Long ago, the dwarven city of Jernashall thrived as a cultural hub for dwarven society—mine shafts branched out from the city for miles, connecting at various points to broader caverns where the dwarves built way stations and citadels. But when the Rending struck Andoran, Jernashall was shattered. Now, all of the hold's treasures are encased within thousands of tons of black igneous rock. How much of the formerly majestic halls and shafts lies unburied remains unknown—if indeed any of it does.

Thick thorny vines engulf the ragged and uncanny terrain about the base of the crag. Here rest massive blocks of stone that tumbled from the city of Raseri Kanton, which once stood on the slope before the Rending pulled it into the earth. Aged and cracked, the colossal blocks now stand like great crooked monoliths, locked into position by huge, eerie clumps of hardened volcanic slag. A few miles away from the unnerving jumble stands the ruined monastery known as Droskar's Crucible. Vengeful undead now inhabit the Crucible and the surrounding territories, while the dreary mines in the passages beneath have become infested by all manner of pestilent and evil creatures.

Traveling from the base of Droskar's Crag to its summit proves a difficult climb. Loose scree and slippery ice coupled with late summer avalanches threaten the safety of any who make the attempt. At the base of the crag stand the titanic gates that once led to Jernashall, fused open by hundreds of tons of solidified magma and creating a striking display that resembles a great black wave vomiting up from the earth below. The crest has become a favored perch of flame drakes (*Pathfinder RPG Bestiary* 4 106), which come here to nest.

In early spring, fights between such beasts are common sights as they compete for nesting areas. High in precipitous crags and sheer cliffs of the south face one can spot dozens of cave-like openings formed by ancient magma tubes and exposed by the erosion of blistering winds, each of which is occupied by the drakes' draconic forms.

As they approach the summit, visitors encounter a number of small sinkholes that formed in the aftermath of volcanic activity. Years later, erosion of the surface caused the grounds to collapse inward, and ice melts from the glaciated caps slowly wore away the soil, creating steep and narrow vertical shafts that drop great distances into the earth. Just wide enough for a human-sized creature to squeeze into, the passages descend a few thousand feet before reaching a broad crawl space with perfectly horizontal floor made of flat granite. The floor is the roof of a dwarven citadel; the gap above it was created when the Rending shifted the stone upon which the citadel was built, causing it to drop several feet. A search of the crawl space uncovers several holes where weak sections of the ceiling have collapsed inward. A few are large enough to squeeze

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through, granting access to an entire section of the lost dwarven city that has remained relatively untouched. This part of the city lies somewhere southwest of the volcanic shafts, and by the carvings within can be dated to the Age of Darkness. The air is particularly stale and foul, while centuries of slowly dripping glacial runoff have filled the halls with at least a foot of dark, pungently stagnant mire.

Scholars focused on the study of dragons and ancient artifacts have written that an ancient magma dragon named Moschabbatt lairs deep in the mountain, a claim corroborated by a number of locals who have spotted the dragon leaving and returning from the crag. Some dwarven sages even claim that the dragon is in possession of an artifact intrinsically tied to the dwarven people—the *Axe of the Dwarvish Lords* (*Pathfinder Campaign Setting: Artifacts & Legends* 11).

Nogortha Necropolis

Wendigo-Haunted Primordial Graveyard

Location: Arthfell Mountains

Inhabitants: Undead barbarians, wendigo

Features: Ancient ruins, burial mounds, craggy hilltops, rocky mountains, tangled caves

Along the rocky, cloud-kissed ridgeline of the Arthfell Mountains stand hundreds of rows of strange hollow mounds formed of hardened clay. The passing millennia have left them so weathered, mineral crusted, and grown over with moss that, were it not for their uniform shape and spacing, one might easily mistake the mounds for natural features. If at one time the mounds possessed some sort of entrance, time has permanently sealed any such portals beyond recognition or discovery. A rare few of these mounds have since been broken open, leaving their contents revealed. An empty room centered upon a great well filled with hundreds of bones and skulls lies inside each mound, indicating the chambers likely served as ossuaries. A retrieved journal from an explorer who visited the site claims the mysterious charnel pits served as part of a forgotten funerary rite held by the early Kellids who lived here. The notes go on to claim that the Kellids even practiced cannibalism.

A treacherous, scree-covered mountain footpath leads to a series of caves yawning out of the sheer cliff faces overlooking the mounds. Long before the coming of the first Taldans, these caves served as home to several Kellid tribes. While no modern Kellids have lived at the site in centuries, the place is still haunted by the results of their ancestors' ancient rites and the collapse of their peaceful society. Long ago, the tribe that lived here suffered a terrible winter. The heavy snows had been preceded by a sickness that killed dozens of people and weakened the tribe. As their desperation grew, the survivors resorted to cannibalism. One evening, as the last members of the tribe fit enough to stand were butchering their own chieftain for a meal, a wendigo appeared to the survivors and attacked, stealing one of them away into the air.

The remaining Kellids prayed to their gods for their survival, but their words fell on deaf ears. Each night for the rest of the week, the wendigo returned, taking a new victim until only one Kellid barbarian remained.

Eventually, each of the wendigo's victims returned to the necropolis—but they returned changed. After their terrifying death, the Kellid barbarians that resorted to cannibalism were transformed into creatures known as ragewights (see page 58). The former tribe members seemed to recall their shameful and taboo behavior, and they called out to the wendigo that snatched them away, begging for it to return and sate their anger and undying hunger.

When spring came, members of a nearby tribe grew concerned they hadn't heard from their neighbors and sent a group to check up on them. There they found the sacred site overrun by the ragewights. The Kellids tried to escape, but the undead overpowered the visitors and transformed them into their spawn. It was soon established that the



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sacred burial ground atop the Arthfell Peaks was a tainted and dangerous place. Over time, other Kellid tribes tried to reclaim the necropolis, and each time they failed, for the wendigo still haunted the site and fought alongside the ragewights in repelling any who climbed to the mountain's peak.

People of the region warn travelers to avoid the mounds, and rangers and other who scout the region for danger keep their eyes open for any rage wights that might make their way down from the necropolis.

Occarin

Quiet Village with a Mysterious Secret

Location: Carpenden Plains

Inhabitants: Hags, townsfolk

Features: Comfortable inn, outlying farms, pleasant locals

About midway between Carpenden and Almas sits the tiny village of Occarin. Situated just off the road that ferries goods south to the capital, Occarin exists as a place for merchants and teamsters to stop on their journeys and resupply their provisions. Though the village is small, its citizens put remarkable focus into ensuring that any travelers they receive are well attended. As a result, the sole inn in this village is far better than it deserves to be. A large well sits in the center of the village, open for all to take as much water as they need for their journey. Near the stables, which charge a fair price for grooming and keeping beasts of burden overnight, the owner keeps a dozen troughs full of water from the central well, allowing travelers to water their animals while they relax in the inn.

Barely 200 people reside in Occarin, and perhaps another dozen families live in farms and on ranches within a day's travel to the village. These farmsteads provide most of the food eaten in the village, as well as the supplies sold to traveling merchants and caravan masters. Those passing through town don't only purchase the goods for their own animals and laborers, but they also carry away bushels of vegetables, carts of sheep, and other farm goods to Carpenden and Almas to sell to those markets. For a flyspeck village, Occarin is friendly and hospitable, for its inhabitants know that the road and the visitors it brings sustain the community.

Few who visit Occarin have anything bad to say about the village, but some remark on how so many of its people resemble each other, leading others to joke that the whole village is related. These remarks are often in poor taste, but the truth is that most of the women in the village are tall and have a slender build, dark hair, pale skin, and heterochromatic eyes.

The reason for these similarities is not due to inbreeding, but is instead the result of something more sinister; three green hags who reside in the southwestern edge of the Verduran Forest have been visiting the town for generations, seeding the village with changelings

they have brought into the world. Some villagers are aware that something is a bit off with their children, but many are superstitious and are either unwilling to admit what that means for the community or too afraid to give it much thought. Either way, the surrogate families raise their children with care, teaching them the hardworking ideals and trades that they learned from their own forebears.

Even stranger than a village full of changelings is the fact that very few of the young girls seem to ever hear "the call"—the instinct most changelings experience in adolescence that summons them to join their mothers' covens as full-fledged hags. Those that do hear the call slip out of town under the cover of night, never to be heard from again, but most of the young changelings grow up to become valuable members of their community. In fact, **Telrana Viscoe** (NG female changeling rogue 2) grew up in the village and now runs the inn after her parents grew too infirm to do so on their own, and it's widely known that **Kirtra Dalus** (CG female changeling expert 5) is the best horse trainer and groom for miles.

It's not that these young women are particularly resistant to the call; rather, the coven of hags who birthed the changelings watch over the village, selecting only the most promising specimens to draw to their coven.

On a recent trip to Carpenden, the mayor of Riverford stopped by the town and was smitten with one of Occarin's resident changelings. After a brief courtship, the changeling went to live with the mayor in his riverside town. Locals in Occarin say the hens stopped laying eggs for two whole weeks after the girl moved away.

The Portside Strangler

Sinister Threat in a Bustling Capital

Location: Almas

Inhabitants: Assassins, Okeno slavers

Features: Boarded-up warehouse, subterranean passages

Terror grips Almas! As authorities discover dead bodies—all strangled with a yellow handkerchief—fears arise that the capital city has a serial killer on its hands. The constabulary has yet to find a lead in their investigations, but interviewing the families of the deceased reveals that each victim is related to an Eagle Knight.

In some cases this relation is distant, such as a second cousin, but in many cases the victim is an aunt or uncle. After the first three murders, the killer slipped up and got caught, went to trial, and was executed, but less than a month after his execution, the murders began again. Now, some in the city claim they got the wrong guy, while others say that his ghost now stalks the streets. The truth is that a group of assassins funded by Okeno slavers is targeting Eagle Knights' loved ones to discourage people from joining the organization, and to sow fear and sadness within the ranks of Andoran's law enforcement.

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Selian's Watch

Abandoned Chelish Naval Base

Location: Aspo Bay

Inhabitants: Devilfish, lacedons, sahuagin

Features: Abandoned lighthouse, rocky islands, ruined naval base, sunken ships

Off the southern coast of Andoran, upon a desolate, craggy isle known as Selian's Watch, the lone spire of a pale lighthouse of Chelish construction rises against the gray horizon and silver sea. Splattered by the tumultuous ocean spray, the lighthouse stands in angry defiance even as its aged walls begin to crack and crumble and the winds scream through the rusted iron frames of the tower's long-shattered windows. The island's rocky coast provides little shelter for docking ships, except along the southeast side, where a jetty rises to protect a broad cove. The placid waters within the cove reveal a collection of a dozen Chelish warships resting on the seabed.

During the years when Andoran was little more than a vassal state to Imperial Cheliox, the empire commissioned the construction of a small naval base offshore to monitor activities in the Aspo Bay. After a number of years, the authority of the lighthouse fell to the charge of Commander Camdin Anduvax, an overly ambitious man who abused his position by occasionally raiding foreign merchant ships. When news broke that Cheliox would agree to Andoran's secession, Anduvax received orders to surrender the island and return home. He refused his orders and attempted to continue on his own, making sure that no Andoren ships broke the embargo. His continued attacks eventually drew the wrath of the Gray Corsairs, who laid siege to the port, captured most of the sailors, and plundered and scuttled the Chelish warships.

However, a small contingent of sailors managed to escape the raid by hiding in a dry cellar with most of Camdin's pilfered gold. The company consisted of one officer, six sailors, and the commander's advisor: a sorcerer named Ilraccia. The dry storage had a fair amount of food and water—enough to survive in hiding until the Andoren sailors left the island. Once the survivors emerged, they began work on repairing a small rowboat so they could get off the island. One evening as the group was finishing its work for the day, a gang of rotting figures slipped out of the surf onto the beach. Catching the Chelish sailors unawares, the lacedons attacked, killing the officer and four sailors before being driven back into the sea.

However, the victory was short lived, as Ilraccia and the other survivors all contracted ghoulish fever during the attack. Days passed and they grew more and more frail, eventually dying one by one and rising at midnight as lacedons themselves. While the others became normal lacedons, Ilraccia retained her keen wits and sorcerous abilities in undeath.

Over the years, **Ilraccia** (LE female lacedon sorcerer 9) has preyed on ships that came to investigate the island, even attracting those that sail close by using the now-repaired lighthouse. With her efforts, the waters near the island are teeming with lacedons. Some of these are lacedons from elsewhere that ventured to the island to hunt and fell under the sorcerer's control, but most are specimens of Ilraccia's own creation—creatures that succumbed to ghoulish fever just like her and her crewmates. Over time, other monstrous creatures from the depths have gravitated to the island, drawn by the lure of fresh meat. A tribe of sahuagin regularly visit the island and help Ilraccia attack ships that come too close, and a group of devilfish have now taken up residence in the island's cove.

As a result of Ilraccia's activities, the region has become infamous for missing ships. So far, neither Ilraccia nor the other creatures that work alongside her lacedon minions have left survivors, and the stories and speculations of local sailors vary wildly as to what lives in the surrounding waters and why so many ships go missing.



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I can still hear the music—those ceaseless violins, the staccato accents from an ethereal harpsichord, and the paradoxically energizing lullabies of hollow flutes. The dance fills my dreams, and I awake every morning tired and sore, as though I actually had been in that eerie, ghost-lit ballroom all night. My feet ache and my eyelids sag unless I keep myself adequately dosed with strong tea and smokeweed. Despite my best efforts, fatigue always triumphs, the music embracing me as once again I become its somnambulant victim. I no longer resist. I simply dance, and dance, and dance. Sleep offers no solace, and the beauty of music and revelry have been drained from the world. When I hear music in the streets now, I weep.

—From the correspondence of Zarella Barich,
former cleric of Shelyn, to her sister

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Random Encounter Tables

The encounter tables presented on this page are not meant to be exhaustive—GMs should feel free to replace monsters on these tables with other options.

Almas

d%	Result	Avg. CR	Source
1-4	1 street magician	1	<i>NPC Codex</i> 178
5-10	1 street performer	1	<i>NPC Codex</i> 26
11-18	1d4 superstitious mercenaries	1	<i>NPC Codex</i> 80
19-21	1 cockroach swarm	2	<i>Bestiary</i> 2 58
22-24	1 Eagle Knight	2	See page 54
25-28	1d2 erinats	2	See page 56
29-30	1d6+2 grimples	2	<i>Bestiary</i> 4 142
31-34	1 poacher (human)	2	<i>NPC Codex</i> 129
35-43	1 werewolf (human form)	2	<i>Bestiary</i> 198
44-45	1 river drake	3	<i>Bestiary</i> 3 107
46-52	1 falconer (human)	3	<i>NPC Codex</i> 252
53-56	1d3 town watchers	3	<i>NPC Codex</i> 128
57-59	1 corrupt politician	4	See page 53
60-62	1 expert blacksmith	4	<i>NPC Codex</i> 262
63-67	1 con artist	5	<i>NPC Codex</i> 29
68-70	1d4+2 gars	5	<i>Bestiary</i> 2 128
71-73	1 holy archer	5	<i>NPC Codex</i> 114
74-84	1 guard unit (4 guards, 1 guard officer)	6	<i>GameMastery Guide</i> 260, 261
85-92	2 traveling merchants	7	<i>GameMastery Guide</i> 285
93-96	3d4 Lumber Consortium enforcers	8	See page 57
97-99	2 sea drakes	8	<i>Bestiary</i> 2 109
100	Talmandor	23	See page 62

Arthfell Forest

d%	Result	Avg. CR	Source
1-4	1 forlarren	2	<i>Bestiary</i> 2 125
5-11	1 cavern defender	4	<i>NPC Codex</i> 64
12-24	1d4+2 wights	4	<i>Bestiary</i> 276
25-33	2 fellsigs	5	See page 55
34-42	2 Lumber Consortium enforcers	5	See page 57
43-50	1d4+2 Eagle Knights	6	See page 54
51-62	2 sawdust sloughs	6	See page 59
63-75	1d6+2 twigjacks	7	<i>Bestiary</i> 2 274
76-80	2 redcaps	8	<i>Bestiary</i> 2 233
81-84	2 tendriculoses	8	<i>Bestiary</i> 2 259
85-90	Ragewight warband (1 ragewight, 1d4+1 cairn wights)	9	See page 58, <i>Bestiary</i> 276
91-97	1 tick swarm	9	<i>Bestiary</i> 2 265
98-100	1 Candlestone courtier	12	See page 52

Carpenden Plains

d%	Result	Avg. CR	Source
1-8	1d3 vagabonds	3	<i>GameMastery Guide</i> 291
9-18	1 giant eagle	3	<i>Bestiary</i> 118
19-24	1 lion	3	<i>Bestiary</i> 193
25-34	3d4 antelopes	4	<i>Bestiary</i> 3 147
35-42	2 axebeaks	4	<i>Bestiary</i> 3 29
43-51	1d4+1 giant bees	4	<i>Bestiary</i> 2 43
52-58	1d4+2 atomies	5	<i>Bestiary</i> 3 28
59-65	1 dire lion	5	<i>Bestiary</i> 193
66-74	3d4 riding dogs	5	<i>Bestiary</i> 87
75-82	1d6 ankhegs	6	<i>Bestiary</i> 15
83-90	1d4+2 giant porcupines	6	<i>Bestiary</i> 3 222
91-100	2 giant vultures	6	<i>Bestiary</i> 3 284

Darkmoon Vale

d%	Result	Avg. CR	Source
1-10	2 giant skunks	5	<i>Bestiary</i> 3 247
11-21	Hobgoblin scouting party	5	<i>Monster Codex</i> 125
22-28	2 grizzly bears	6	<i>Bestiary</i> 31
29-35	2 satyrs	6	<i>Bestiary</i> 241
36-45	1d4+2 werewolves	6	<i>Bestiary</i> 198
46-60	3d4 wolves	6	<i>Bestiary</i> 278
61-67	1d4+2 assassin vines	7	<i>Bestiary</i> 22
68-74	1d6+2 dire wolves	7	<i>Bestiary</i> 278
75-81	1d3+1 silverblood werewolves	8	See page 60
82-89	1 treant	8	<i>Bestiary</i> 266
90-96	War pack (1 hobgoblin forerunner, 1d6+5 worgs)	9	<i>Monster Codex</i> 119, <i>Bestiary</i> 280
97-100	1 fey friend	12	<i>NPC Codex</i> 72

Verduran Forest

d%	Result	Avg. CR	Source
1-6	2 dire boars	6	<i>Bestiary</i> 36
7-12	1d3+1 moss trolls	6	<i>Bestiary</i> 3 273
13-18	1 shambling mound	6	<i>Bestiary</i> 246
19-24	1 dire bear	7	<i>Bestiary</i> 31
25-29	1d3+1 dire lions	7	<i>Bestiary</i> 193
30-35	1 pukwudgie	7	<i>Bestiary</i> 3 223
36-46	2d6+1 dryads	8	<i>Bestiary</i> 116
47-58	1d4+2 owlbears	8	<i>Bestiary</i> 224
59-64	1 young green dragon	8	<i>Bestiary</i> 96
65-70	Bee-Man of Bellis	9	See page 51
71-78	Giant bumblebee colony (3d6 giant bumblebees, 1 giant queen bee)	9	<i>Bestiary</i> 2 43
79-83	1d3+1 wood giants	9	<i>Bestiary</i> 2 132
84-88	1d8+2 giant owls	10	<i>Bestiary</i> 3 213
89-93	1d6+5 pixies	10	<i>Bestiary</i> 228
94-100	1d6+6 satyrs	10	<i>Bestiary</i> 241

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Agathion, Cervapral

This sleek, long-legged, antelope-like figure has majestic pronged horns and ruffs of white fur on its chest and neck.

CERVAPRAL

CR 5



XP 1,600

NG Medium outsider (agathion, extraplanar, good)

Init +4; **Senses** darkvision 60 ft., enchantment sense, scent; Perception +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 51 (6d10+18)

Fort +5, **Ref** +9, **Will** +7; +4 vs. poison

DR 5/evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 16

OFFENSE

Speed 50 ft.; sprint

Melee gore +11 (1d6+2), mwk rapier +11/+6 (1d6+2/18–20)

Special Attacks powerful charge (gore +11, 2d6+3)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*freedom of movement*, *speak with animals*

At will—*animal trance* (DC 13), *liberating command*^{APG}, *message*, *remove paralysis*

3/day—*knock*, *protection from evil*, *summon nature's ally III* (1 aurochs or 1d3 stags only)

1/day—*break enchantment*, *seeming*

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 15, **Wis** 15,

Cha 14

Base Atk +6; **CMB** +8; **CMD** 22

Feats Alertness, Weapon

Finesse, Weapon Focus (gore)

Skills Acrobatics +10

(+18 when jumping), Bluff +11,

Disguise +11,

Escape Artist +13,

Perception +13, Sense Motive +13 (+23 to detect enchantments), Stealth +13,

Survival +11; **Racial Modifiers** +8 Acrobatics when jumping, +10 Sense Motive to detect enchantments

Languages Celestial, Draconic,

Infernal; *speak with animals*;

truespeech

SQ lay on hands (3d6, 5/day,

as a 6th-level paladin),

mental purge, mercies

(diseased, fatigued)

ECOLOGY

Environment any land

(Nirvana)

Organization solitary, pair, or order (3–6)

Treasure standard (mwk rapier)

SPECIAL ABILITIES

Enchantment Sense (Ex) Cervaprals have an innate sense for magical compulsion and control. A cervapral can attempt a Sense Motive check to sense an enchantment as a move action, rather than requiring the normal 1 minute.

Mercies (Su) A cervapral's lay on hands ability removes disease (as *remove disease*) and fatigue in addition to curing damage.

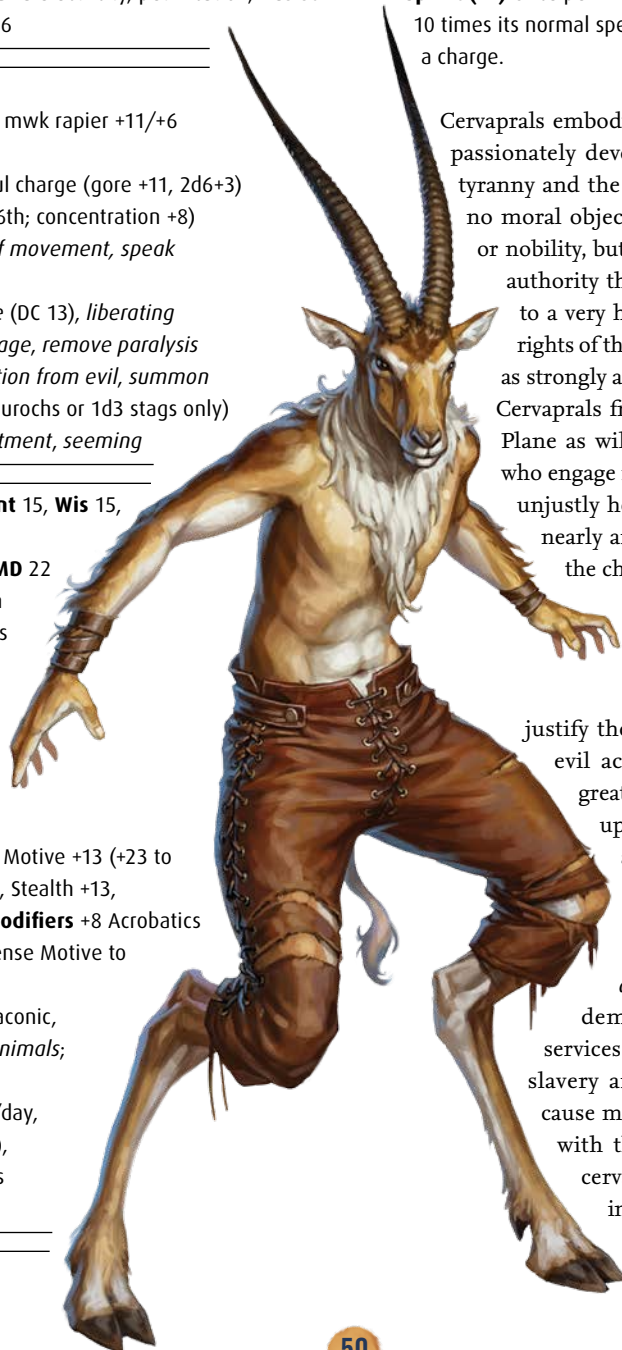
Pronghorn (Ex) A cervapral's gore attack is considered a primary natural weapon, even when used in conjunction with a weapon attack.

Sprint (Ex) Once per minute, a cervapral can move at 10 times its normal speed (500 feet) when it makes a charge.

Cervaprals embody the essence of liberty and are passionately devoted to both the overthrow of tyranny and the abolition of slavery. They have no moral objection to the concepts of royalty or nobility, but hold any group that is granted authority through inheritance or tradition to a very high standard, insisting that the rights of the ruled must be protected at least as strongly as the rights of the rulers.

Cervaprals frequently serve on the Material Plane as willing allies to servants of good who engage in daring raids to free slaves and unjustly held captives. Cervaprals believe nearly any sacrifice is justified to break the chains of bondage, and are equally at home in frontal assaults as they are in stealthy scout missions and infiltrations. They fervently reject the notion that “the ends justify the means,” and refuse to accept evil acts in the name of promoting greater good. They are willing to give up considerable personal comfort and safety to promote their goals of freedom and independence for all.

If called with the *lesser planar ally* spell, cervaprals generally demand that payment for their services is donated to a cause that fights slavery and supports freedom. Such a cause must not already be closely allied with the spellcaster or her allies. A cervapral who is called to aid in the immediate and direct liberation of prisoners or slaves often halves the payment he requires for granting such assistance.



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Bee-Man of Bellis

This shabby-cloaked figure is surrounded by hundreds of bees.

BEE-MAN OF BELLIS

CR 9



XP 6,400

NE Medium aberration

Init +6; **Senses** darkvision 60 ft., scent; Perception +18

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 110 (13d8+52); fast healing 10

Fort +8, **Ref** +10, **Will** +10

Defensive Abilities amorphous; **DR** 15/—; **Immune** disease, poison, paralysis, sleep, stunning

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee slam +9 touch (3d6 plus poison)

Spell-Like Abilities (CL 13th; concentration +16)

Constant—speak with vermin (operates as *speak with plants*, but for vermin)

At will—*alter self* (male human only), *augury*, *divination*

3/day—*glibness*, *lesser geas* (DC 17), *summon* (level 4, 1 wasp swarm or 1d4+1 giant bees^{B3} 100%)

1/day—*commune with nature*, *contact other plane*, *reincarnate*

STATISTICS

Str 10, **Dex** 23, **Con** 18, **Int** 13, **Wis** 15, **Cha** 17

Base Atk +9; **CMB** +9; **CMD** 26

Feats Ability Focus (poison), Acrobatic, Dodge, Mobility, Spring Attack, Step Up, Wind Stance

Skills Acrobatics +23, Fly +27, Intimidate +19, Perception +18, Stealth +22, Survival +11

Languages Common, Druidic

SQ apian emissaries, swarmlike, taboo name

ECOLOGY

Environment temperate forest (Andoran)

Organization solitary

Treasure double

SPECIAL ABILITIES

Apian Emissaries (Sp) The Bee-Man can use bees to duplicate the effect of *prying eye* or *whispering wind* at will (caster level 13th). A successful DC 15 Perception check identifies the presence of the bees that act as the sensors for these spells, but a DC 20 Knowledge (nature) check is required to realize they are behaving under outside influence.

Poison (Ex) *Type* injury (slam); *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves.

Swarmlike (Ex) The Bee-Man exists as a hive mind controlling a body of swarming bees. He is immune to any physical spell or effect that targets a specific number of creatures (including single-target spells). This immunity doesn't apply to spells and effects generated by the Bee-Man himself, nor to mind-affecting effects that target single creatures. The Bee-Man takes half again as much damage (+50%) from damaging area effects. He is also susceptible to high winds and is treated as a Diminutive creature for the purposes of determining wind effects.

The Bee-Man can be targeted by spells as if he were a creature of the vermin type.

Taboo Name (Su) Whenever the Bee-Man's full name (Vernon Vestha) is spoken within 13 miles, he hears it as if using *clairaudience/clairvoyance*. He also learns the speaker's direction and distance.

Vernon Vestha was a forest oracle obsessed with bees, reading the future in the patterns of their flight. Driven mad by a desire to internalize the bees' powers of divination, he became one with his beloved bees in some honeyed rite. Now a living swarm in the rough semblance of a man, Vernon still roams the forests near Bellis, and some still seek out the ex-druid's wisdom by calling his name (Knowledge [local] DC 20 to know). He often appears when he is called, though he seldom grants favors without exacting a terrible price.



Candlestone Courtier

This willowy, lavender-skinned stranger looks like he is dressed for an extravagant ball, and carries himself with a dancer's grace.

CANDLESTONE COURTIER

CR 12



XP 19,200

NE Medium fey

Init +9; **Senses** low-light vision, see in darkness; Perception +25

DEFENSE

AC 26, touch 20, flat-footed 16 (+9 Dex, +1 dodge, +4 natural, +2 shield)

hp 161 (19d6+95)

Fort +11, **Ref** +20, **Will** +14

DR 10/cold iron; **SR** 23



OFFENSE

Speed 30 ft.

Melee +1 keen rapier +20/+15 (1d6+4/15–20)

Special Attacks spellthrust

Spell-Like Abilities (CL 19th; concentration +25)

Constant—*misdirection*, see *invisibility*

At will—*disfiguring touch*^{UM} (DC 18), *disguise self*, *faerie fire*, *touch of idiocy*, *whispering wind*

3/day—*excruciating deformation*^{UM} (DC 19), *major image* (DC 19), *sands of time*^{UM}

1/day—*ethereal jaunt*, *phantom steed*, *shadow walk*

STATISTICS

Str 16, **Dex** 29, **Con** 20, **Int** 16, **Wis** 17, **Cha** 23

Base Atk +9; **CMB** +12 (+16 trip); **CMD** 32 (34 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Trip, Improved Trip, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack

Skills Acrobatics +30, Bluff +27, Diplomacy +15, Disguise +20, Escape Artist +20, Knowledge (dungeoneering, history, local, nature, nobility, planes) +10, Perception +25, Perform (dance) +15, Sense Motive +15, Sleight of Hand +15, Stealth +30, Use Magic Device +28

Languages Aklo, Common, Sylvan, Terran, Undercommon

SQ fey bargain

ECOLOGY

Environment any underground (Darklands)

Organization solitary, pair, or delegation (3–6)

Treasure standard (+1 keen rapier, +1 buckler, other treasure)

SPECIAL ABILITIES

Fey Bargain (Su) Once per week, a Candlestone courtier can grant a *limited wish* or a permanent +2 inherent bonus to one ability score. In exchange, the bargainer is cursed to be carried off in its dreams each night by the courtier to a never-ending fey ball that, while pleasant as often as not, affects the dreamer as *nightmare*, requiring a saving throw each night (Will DC 21 negates). The DC to remove this curse is reduced by 4 if the courtier is killed, and a successful coup de grace on the courtier with a cold iron weapon automatically ends the curse. Ending the curse also ends any noninstantaneous effects of the bargain. A creature can have only one fey bargain at a time.

Spellthrust (Su) When a courtier threatens a critical hit, it can trigger a spell-like ability with a range of touch against the target. If the critical hit is confirmed, the target must save twice, using the lower result.

Candlestone courtiers are emissaries of Queen Frilogarma and the Court of Ether. Venturing up from their Darklands domain, they make deals to the benefit of their queen, forge secret alliances with citizens of foreign lands, and inveigle mortals into endless revels in the inverted fey city while sapping the vitality of their victims to sate their alien appetites. Candlestone courtiers prefer to employ trickery and extortion over direct violence, but don't shy away from a fight if it is the fastest way to get what they want.

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Corrupt Politician

This woman wears colorful clothing of fine cut and cloth, and carries a satchel of documents.

CORRUPT POLITICIAN

CR 4



XP 1,200

Human bard (court bard) 5 (*Pathfinder RPG Advanced Player's Guide* 81)

N Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 36 (5d8+10)

Fort +2, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk sap +6 (1d6–1 nonlethal)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate (DC 16), mockery –2, satire –2)

Bard Spells Known (CL 5th; concentration +9)

2nd (3/day)—*enter image*^{APG}, *honeyed tongue*^{APG}, *suggestion* (DC 16)

1st (5/day)—*charm person* (DC 15), *disguise self*, *memory lapse*^{APG} (DC 15), *vanish*^{APG}

0 (at will)—*dancing lights*, *daze* (DC 14), *ghost sound* (DC 14), *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 14

Feats Enforcer^{APG}, Lingering Performance^{APG}, Skill Focus (Intimidate), Weapon Finesse

Skills Bluff +14, Diplomacy +16, Disguise +8, Intimidate +15, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility) +8, Perception +8, Perform (act) +9, Perform (oratory) +12, Sleight of Hand +7, Stealth +7, Use Magic Device +11

Languages Common, Halfling

SQ heraldic expertise +2, versatile performance (oratory), wide audience

ECOLOGY

Environment any urban

Organization solitary, contingent (1 corrupt politician plus 1d4 warrior guards of 3rd level and 1d4 expert sycophants of 3rd level)

Treasure NPC gear (padded armor, mwk sap, other treasure)

The representative democracy that stands as Andoran's form of government is unusual in the lands of Golarion. In many respects,

Andoren society is a model of liberty and equality among races and classes, a meritocracy wherein established castes of hereditary aristocracy have been set aside in favor of letting the best and brightest rise like cream to the top. Many serve with a true heart of civic duty, doing their best to raise the fortunes of all in their land.

Others, however, seek public office not for the benefit of the nation's general welfare, but rather for their own selfish interests. While most politicians in Andoran truly wish to serve their fellow citizens, it is inevitable that such power occasionally falls into the hands of the corrupt and greedy. Many corrupt politicians seek out office hoping to use its power to increase their own wealth and prestige, while others are slowly seduced by the ease with which their power allows them to

cut corners, demand favors, and solve personal problems with wealth they hold in trust for the good of their constituents.

Politicians who have abandoned their public trust have numerous opportunities to use their position for personal gain. They manipulate policy and procedure to serve their own ends using any means at their disposal. Personal charm and political chicanery are weapons in their hands, as they forestall efforts at reform by misappropriating funds and channeling them to themselves or their allies. Corrupt politicians seek their own advantage at every turn, using bribery and misinformation to obstruct investigations and frame their rivals for their own wrongdoings.

Some corrupt politicians even convince themselves that such actions are necessary so they can gain the political power to do good in "important" matters. This self-serving belief allows such politicians to convince themselves that using their positions to assist with illegal smuggling, racketeering, gambling, and abuse of the political process is an acceptable cost of winning support for building orphanages and feeding the poor. Only a few corrupt politicians stoop to violence and extortion, though many who wish to restrict themselves to "victimless" crimes find themselves involved in ever-darker deeds as their careers progress.

Those fallen politicians who believe they do little true harm can sometimes be redeemed. A few turn their backs on their criminal allies upon seeing the damage done by their perversion of the democratic system, while others must be threatened with potential exposure or prosecution before changing their ways.



Eagle Knight

Golden eagles shine proudly on the steel armor of this blue-uniformed soldier.

EAGLE KNIGHT

CR 2



XP 600

Human fighter 3

LG Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 24 (3d10+3)

Fort +4, **Ref** +4, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk greatsword +6 (2d6+1/19–20)

Ranged mwk composite longbow +7
(1d8+1/x3)



STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 17

Feats Cleave, Deadly Aim, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Finesse

Skills Knowledge (history) +1, Knowledge (local) +1, Perception +2, Sense Motive +2, Stealth +4, Survival +3

Languages Common

SQ armor training 1

ECOLOGY

Environment any land (Andoran and surrounding nations)

Organization solitary, pair, or team (3–6)

Treasure NPC gear (mwk breastplate, mwk greatsword, mwk composite longbow with 20 arrows, wooden holy symbol, backpack)

Eagle Knights are the public face of Andoran in the eyes of surrounding nations—an army of citizen-soldiers who rose up to defend the hard-won freedoms of the Andoren people. The Eagle Knights serve at the forefront of their nation’s armed forces, acting as scouts in dangerous regions and enemy territory, elite troops for the most perilous missions, officers for militias, and advisors to communities threatened by bandits, foreign raids, or dangerous wildlife. Eagle Knights put their lives on the line on a regular basis, and that risk earns them the respect of their fellow citizens.

However, the war Eagle Knights wage is not merely one of military combat. In a world dominated by monarchy and despotism, the citizen-soldiers must also fight on the vanguard of an ideological army, championing the strange notion that the ordinary citizens of a nation have both the right and responsibility to govern themselves. The Eagle Knights hold faith that the common folk are more than capable of holding a large nation together without being crushed beneath the weight of bureaucracy or dissolving into factional, sectional, and ideological squabbling that could hurl the nation into anarchy in the face of a crisis.

Among the Eagle Knights, the members of the Steel Falcons faction serve as Andoran’s armed ambassadors to the world at large. While the larger part of the Eagle Knights is concerned with the nation’s safety and order, the Steel Falcons travel abroad to bring awareness of the history and culture of Andoran to other lands and to spread the gospel of liberty. They travel not as seditionists (unless they are subverting tyranny), but rather as emissaries sharing the national narrative that makes Andoran unique among the nations. They are also trained listeners, culling important intelligence from information commonly available in the foreign lands they roam, returning to Andoran with invaluable details about attitudes and activities abroad.

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Fellsig

This squat figure's rough-hewn visage is frozen in a mask of pain, while the cracks in its dark stone body glow with a fiery inner heat.

FELLSIG

CR 3



XP 800

NE Medium undead (fire)

Init +0; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +9

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 27 (5d8+5)

Fort +2, Ref +1, Will +5

Defensive Abilities molten heart; **Immune** fire, undead traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee slam +6 (1d4+4 plus burn)

Ranged lava ball +3 ranged touch (1d6 fire plus burn)

Special Attacks burn (1d6, DC 13), eruption, lava ball

Spell-Like Abilities (CL 5th; concentration +6)

5/day—*pyrotechnics*

3/day—*burning hands* (DC 12)

STATISTICS

Str 16, Dex 10, Con —, Int 8, Wis 13, Cha 12

Base Atk +3; CMB +6 (+8 bull rush); CMD 16 (18 vs. bull rush)

Feats Blind-Fight, Improved Bull Rush, Power Attack

Skills Craft (any) +6, Intimidate +9, Perception +9

Languages Dwarven, Ignan

ECOLOGY

Environment any mountains or underground

Organization solitary, pair, or flow (3–8)

Treasure standard

SPECIAL ABILITIES

Lava Ball (Su) As a full-round action, a fellsig can regurgitate a ball of lava into its fist and hurl it with a range increment of 30 feet. Any creature struck must succeed at a DC 13 Reflex save or catch fire and take 1d6 points of fire damage at the start of its turn for an additional 1d4 rounds. The save DC is Charisma-based.

Molten Heart (Ex) Beneath the slabs of igneous rock that compose a fellsig's body are organs of superheated rock and fumes. A creature that confirms a critical hit against a fellsig in melee is struck by a jet of flaming ash that deals 2d6 points of fire damage (Reflex DC 13 half).

First created in catastrophic event known as the Rending, the molten undead known as fellsigs have wandered Darkmoon Vale for centuries. When Droskar's Crag erupted and buried entire dwarven settlements under choking ash, boiling mud, noxious fumes, and seething magma, the violence and suffering caused many of the

volcano's victims to rise after death, cursed to visit their own fiery deaths upon the living. Fellsigs are made up of the very materials that took their lives, and their existence is a constant reminder of all that was lost in the fiery cataclysm of the Rending. Most fellsigs are morose creatures, bemoaning the destruction of their homeland and carrying on a shadowy imitation of their former lives amid the scorched ruins they inhabit. The sight of life and joy often enrages them with vindictive jealousy for those spared the fellsigs' own cruel fate.

Fellsigs have sympathy for those exhibiting obvious signs of burn damage, however, and using the Diplomacy skill can sometimes convince these stony, smoldering monsters to aid such creatures. Similarly, fellsigs hold no special hatred for creatures of the fire subtype, and on occasion they can be convinced to serve such creatures as guards or even artisans, though such alliances are tenuous at best.



Gremlin, Erinat

The pockets of this urchin are stuffed with worthless objects.

ERINAT GREMLIN	CR 2	
XP 600		
CE Tiny fey		
Init +3; Senses low-light vision; Perception +5		
Aura discordant (20 ft.)		
DEFENSE		
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)		
hp 19 (3d6+9)		
Fort +3, Ref +6, Will +2		
DR 5/cold iron; SR 13		
OFFENSE		
Speed 30 ft.		
Melee spiked chain +6 (1d4+3)		
Space 2-1/2 ft.; Reach 0 ft. (5 ft. with spiked chain)		
Special Attacks lashing chains, malicious mischief		
Spell-Like Abilities (CL 3rd; concentration +5)		
At will— <i>alter self</i> (Small humanoid child only), <i>ghost sound</i> (DC 12)		



1/day—*lesser confusion* (DC 13), *murderous command*^{UM} (DC 13), *rage*

STATISTICS
Str 14, Dex 16, Con 15, Int 8, Wis 9, Cha 14
Base Atk +1; CMB +2; CMD 14
Feats Power Attack, Skill Focus (Stealth), Toughness ^B , Weapon Finesse ^B
Skills Acrobatics +9, Bluff +8, Perception +5, Sleight of Hand +13, Stealth +20; Racial Modifiers +4 Sleight of Hand
Languages Aklo, Common, Undercommon
ECOLOGY
Environment any underground or urban
Organization solitary, pair, or mob (3–8)
Treasure standard (spiked chain, other treasure)
SPECIAL ABILITIES

Discordant Aura (Su) An erinat radiates an aura that imparts both gullibility and susceptibility to mental influence. Creatures within a 20-foot radius take a –2 penalty on saves against compulsion effects, and Bluff checks attempted against such creatures gain a +5 bonus. This bonus also applies on opposed Charisma checks against a charmed creature within the aura.

Lashing Chains (Ex) Erinats have 5-foot reach when attacking on their turn with their spiked chains, though they don't threaten adjacent squares when it is not their turn.

Malicious Mischief (Su) A pair of erinats working together for 1 round can present an item and compel a creature to take it. This functions as *beguiling gift*^{MPG} (DC 13), but rather than using the item in the appropriate fashion, the recipient is compelled to use the item to attack a random non-gremlin creature within 30 feet, even if the recipient must use the item as an improvised weapon. Additionally, a group of six erinats working together over the course of 1 hour can create an effect identical to *malicious spite*^{UM} (DC 16) on any living creature. This effect functions at CL 6th, and the target creature must be either willing or helpless.

Erinat gremlins are obsessed with conflict and discord. They love nothing more than starting fights—the more inane and pointless the struggle, the better. Erinat gremlins typically use *alter self* to take the appearance of unfed, unwashed humanoid children as appropriate to their surroundings, allowing the gremlins to move freely through settlements (and accuse anyone who attempts to stop their malicious conduct of trying to kidnap them). Erinats don't care who wins the fights they start; they simply wish to be entertained by the largest brawls they can arrange. The mischievous gremlins delight in creating chaos, and are prone to making outrageous claims in the hope of sparking riots, aided by forcing bystanders to attack each other with random, often ridiculous objects.

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Lumber Consortium Enforcer

This beefy human brawler has the bearing of a thug.

LUMBER CONSORTIUM ENFORCER CR 3



XP 800

Human brawler 4 (*Pathfinder RPG Advanced Class Guide* 23)

NE Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 33 (4d10+11)

Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk longspear +9 (1d8+6/×3) or

handaxe +8 (1d6+4/×3) or

unarmed strike +8 (1d8+4)

Ranged javelin +5 (1d6+4)

Special Attacks knockout (DC 16) 1/day, martial flexibility 5/day

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +8 (+9 trip); **CMD** 19 (20 vs. trip)

Feats Combat Expertise, Enforcer^{APG}, Improved Unarmed Strike, Intimidating Prowess, Power Attack

Skills Acrobatics +7, Climb +7, Intimidate +11, Perception +5, Profession (woodcutter) +5, Ride +4, Sense Motive +5, Stealth +4, Swim +7

Languages Common

SQ brawler's cunning, martial training

ECOLOGY

Environment any forest or urban (especially Darkmoon Vale)

Organization solitary, pair, or gang (3–12)

Treasure NPC gear (mwk chain shirt, mwk longspear, handaxe, javelins [3], *cloak of resistance* +1, other treasure)

The Lumber Consortium maintains its monopoly on hardwood imports, exports, and manufacturing in much of Andoran by means of political manipulation and influence (both legal and otherwise), but employs gangs of enforcers to maintain its power and authority on a local level. Some Lumber Consortium enforcers are disaffected mercenaries or soldiers from elsewhere who have been recruited by the consortium to keep order in their company mill towns. Others have risen through the ranks of the company, beginning as simple roughnecks on the logging crews but showing an aptitude for pushing others around and informing on those they see as slackers to the company overseers.

Lumber Consortium enforcers serve a dual role as overseers for the company that manage works crews while nominally offering skilled protection from any threats the forest might offer. In reality, enforcers' responsibilities

within the company vary wildly based on the talent of the individuals and the whims of their overseers. Though not necessarily well schooled, some enforcers are selected for their cunning, intuition, and ability to motivate underlings by finding methods that keep people in line.

Since the Lumber Consortium considers itself the de facto authority in the lands it claims, these enforcers often take on the role of a police force. While a few do their best to maintain order and pursue justice, others spend more time spying on the populace and arresting people for "interfering with company business." Those living in areas controlled by the consortium are often subjected to threats, intimidation, and even beatings. Occasionally, the enforcers' strong-arm tactics do elicit useful information about people working outside the company's control, but for many enforcers the bullying is its own reward, and a means to maintain a climate of fear and control.



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Ragewight

This desiccated corpse wields a greatsword, its eyes blazing with eerie red light.

RAGEWIGHT

CR 6



XP 2,400

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 rage)

hp 82 (11d8+33)

Fort +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Immune undead traits

OFFENSE

Speed 40 ft.

Melee greatsword +12/+7 (2d6+6/17-20 plus energy drain), bite +7 (1d4+2 plus energy drain)



Ranged javelin +10 (1d6+4)

Special Attacks create spawn, energy drain (1 level, DC 17), rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS

Base Statistics When not using savage fury, the ragewight's statistics are **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **hp** 49 (11d8); **Fort** +3, **Will** +8; **Melee** mwk greatsword +9/+4 (2d6+1/17-20 plus energy drain); **Ranged** javelin +9 (1d6+4); **Str** 12, **Cha** 11; **CMB** +9; **CMD** 21; **Skills** Climb +15, Intimidate +11

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +12; **CMD** 24

Feats Cleave, Furious Focus^{UC}, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack

Skills Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth

Languages Common

Gear greatsword, javelin

ECOLOGY

Environment temperate hills (necropolis of Nogortha)

Organization solitary, war band (1 ragewight plus 2-5 cairn wights), or war clan (2-5 ragewights plus 3-10 cairn wights)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.

Savage Fury (Ex) A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight's racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

Ragewights are the spirits of savage warriors who died in a rage and have since had their burial places disturbed or robbed. They are most common near the necropolis of Nogortha, a vast graveyard that includes many barrows of barbarians slain in 1707 AR by the expansionist forces of Taldor. Grave robbers plundering such barrows occasionally unleash a ragewight, which immediately sets out to build an undead army of spawn and wage war against those who slew it centuries ago.

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Sawdust Slough

A cloud of fine dust particles hangs in the air around this seething mass of sawdust and wood shavings.

SAWDUST SLOUGH

CR 4



XP 1,200

N Large plant

Init -1; **Senses** low-light vision, tremorsense 60 ft.;

Perception -5

Aura choking chaff (5 ft., DC 18)

DEFENSE

AC 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)

hp 57 (6d8+30)

Fort +10, **Ref** +1, **Will** -3

Defensive Abilities amorphous; **DR** 5/—;

Immune plant traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +7 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks engulf (DC 17, 1d6+6 bludgeoning plus choking chaff)

STATISTICS

Str 18, **Dex** 8, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +9; **CMD** 18 (can't be tripped)

Skills Climb +12

SQ flammable

ECOLOGY

Environment temperate forest

Organization solitary, pair, or cascade (3-6)

Treasure standard

SPECIAL ABILITIES

Choking Chaff (Ex) A sawdust slough constantly releases particles of plant matter that form a cloud of choking dust around it. Creatures beginning their turns adjacent to a sawdust slough are coated with this dust, revealing invisible creatures (as *glitterdust*, though without any of that spell's other effects) and dazzling creatures as long as they remain adjacent to it and for 1d3 rounds thereafter. In addition, creatures that breathe that begin their turns adjacent to the sawdust slough are sickened for the same duration (Fortitude DC 18 negates). Creatures that hold their breath before being exposed to the choking chaff aura are immune to the sickening effect for as long as they hold their breath. The save DC is Constitution-based. A sawdust slough's choking chaff aura is burned off when it takes fire damage, and does not become active again until the end of the sawdust slough's next turn.

Flammable (Ex) Sawdust sloughs and the particulate cloud surrounding them are highly flammable, causing any damaging flame around them to flare up in goutts of fire. Any creature adjacent to a sawdust slough (including creatures engulfed by it) when it takes fire damage must

succeed at a DC 18 Reflex save or take half as much fire damage as that dealt to the sawdust slough. The save DC is Constitution-based.

The vast forests of Andoran have long been prime timberlands, logged and exploited for centuries as crucial resources in Andoran's efforts to establish itself as a great naval and shipbuilding power. Rather than seek to work in balance with the forests, many logging groups have clear-cut vast sections of woodland, and such depredations have not been without consequence.

As the blood of fey guardians is spilled and spirits of ancient plants and wild places are destroyed, the wild power sometimes weaves itself into the sawdust and shavings left behind by loggers, spawning mindlessly destructive masses of detritus called sawdust sloughs. These creatures are drawn to loud noises and vibrations, especially metallic sounds such as chopping and sawing. They savagely attack loggers and mills, engulfing and suffocating all creatures they encounter and grinding their flesh into bloody paste.



Silverblood Lycanthrope

This snarling creature has a woman's body, but the head and claws of a savage wolf.

SILVERBLOOD WEREWOLF (HUMAN FORM) CR 5

XP 1,600

Human ranger (trapper) 4 (*Pathfinder RPG Ultimate Magic* 65)

CE Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 38 (4d10+12)

Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk bardiche +9 (1d8+6/19–20) or 2 claws +9 (1d4+4)

Ranged mwk composite longbow +6 (1d8+4/×3)

Special Attacks favored enemy (humans +2), rend (2 claws, 1d6)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 19

Feats Aspect of the Beast^{APG} (claws), Endurance, Power Attack, Rending Claws^{APG}, Weapon Focus (claws)

Skills Acrobatics +4, Climb +10, Disable Device +9, Handle Animal +2, Intimidate +5, Knowledge (nature) +5, Perception +8 (+10 to locate traps), Profession (trapper) +5, Stealth +7, Survival +8, Swim +7

Languages Common, Sylvan

SQ change shape (human, hybrid, and wolf; *polymorph*), favored terrain (forest +2), hunter's bond (companions), lycanthropic empathy (wolves and dire wolves), track +2, trapfinding +2, wild empathy +3

ECOLOGY

Environment Any land

Organization solitary, pair, pack (2–4), or warband (2–6 silverblood werewolves, 2–8 werewolves, and 10–20 hobgoblins)

Treasure NPC gear (mwk chain shirt, mwk buckler, mwk bardiche, mwk composite longbow [+4 Str] with 20 arrows, *cloak of resistance* +1, backpack, bear traps^{APG} [2], masterwork thieves' tools, other treasure)

SILVERBLOOD WEREWOLF (HYBRID FORM)

CE Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)

hp 38 (4d10+12)

Fort +8, **Ref** +7, **Will** +3

DR 3/—

OFFENSE

Speed 30 ft.

Melee mwk bardiche +10 (1d8+7/19–20) or

2 claws +10 (1d4+5), bite +4 (1d4+2 plus trip and curse of lycanthropy)

Ranged mwk composite longbow +7 (1d8+4/×3)

Special Attacks favored enemy (humans +2), rend (2 claws, 1d6)

STATISTICS

Str 20, **Dex** 15, **Con** 17, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 21

Feats Aspect of the Beast^{APG} (claws), Endurance, Power Attack, Rending Claws^{APG}, Weapon Focus (claws)

Skills Acrobatics +5, Climb +11, Disable Device +10, Handle Animal +2, Intimidate +5, Knowledge (nature) +5, Perception +8 (+10 to locate traps), Profession (trapper) +5, Stealth +8, Survival +8, Swim +8

Languages Common, Sylvan

SQ change shape (human, hybrid, and wolf; *polymorph*), favored terrain (forest +2), hunter's bond (companions), lycanthropic empathy (wolves and dire wolves), track +2, trapfinding +2, wild empathy +3

Silverblood werewolves are a rare type of lycanthrope found almost exclusively in the Arthfell Forest. They are the survivors of an experimental process conceived by jeweler-turned-werewolf Garrick Argentum, and developed by his allies in the Shadow Pack, a group of werewolf druids in the forest. The Shadow Pack conducted an eldritch ritual involving successive exposures to pure silver under the light of the full moon in an attempt to desensitize the werewolves to the deadly touch of silver (in theory, this process could also produce other types of silverblood lycanthropes). The experiment was a success, and the werewolves lost their vulnerability. Swollen with pride at their new ability, the Shadow Pack joined forces with the hobgoblins of the wood and attacked the town of Olfden. Turned back after a savage battle known as the Night of Silver Blood, the werewolves sought to regroup and prepare a new assault, but on the night of the next new moon they discovered a fatal flaw in their blasphemous rite. Tied now more than ever to the lunar cycle, most of the silverblood werewolves wasted away and died when the moon darkened. Even those few that survived are greatly weakened when each new moon comes, though the surge of power when the moon waxes full still earns them great respect, and many have found positions of leadership among the werewolves of the wood.

Though the Night of Silver Blood was a failure, many hobgoblins and werewolves within the Arthfell Forest believe it is proof that major towns and even small cities could be totally ravaged by a somewhat larger, better-prepared force spearheaded by silverblood werewolves. Some groups of silverblood werewolves continue to maintain close connections to the local hobgoblins, forming war parties with them that raid farther and farther from the woods during the nights of the full moon. If one such band were to have a noteworthy success, its leaders might be able to gather a much larger force that could once again threaten Olfden or similarly sized settlements.



Creating a Silverblood Lycanthrope

“Silverblood lycanthrope” is an acquired lycanthrope template (*Pathfinder RPG Bestiary* 196) that can be added to any humanoid or lycanthrope. If added to a creature that already has the lycanthrope template, it replaces that template.

Challenge Rating: Same as base creature +2 (this includes the +1 increase for being a natural lycanthrope).

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The silverblood lycanthrope takes on the characteristics of the base animal. Its hybrid form is the same size as the base animal or the base creature, whichever is larger.

AC: In animal or hybrid form the silverblood lycanthrope gains a +4 natural armor bonus to AC.

Defensive Abilities: A silverblood lycanthrope gains DR 1/— in animal or hybrid form. When the moon is at least half full, this increases to DR 3/—, and during the nights of the full moon the silverblood lycanthrope gains DR 10/—.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Melee: A lycanthrope gains a bite attack in animal and hybrid forms according to the base animal.

Special Attacks: A silverblood lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In animal or hybrid form it gains any special attacks associated with its natural weapons. A silverblood lycanthrope also gains low-light vision, scent, and the following abilities.

Change Shape (Su): All silverblood lycanthropes have three forms: a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form when changing between humanoid and hybrid form, but does when changing between those forms and animal form. A silverblood lycanthrope can shift to any of its three forms as a move action. A slain silverblood lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su): A silverblood lycanthrope’s bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the silverblood lycanthrope, this ability has no effect. Creatures that become lycanthropes as a result of this curse become standard afflicted lycanthropes rather than silverblood lycanthropes.

Lunar Sympathy (Su): A silverblood lycanthrope is filled with enthusiastic vigor when the light of the moon is strongest. When the moon is at least half full, a silverblood lycanthrope gains the benefit of *bless* whenever it is outdoors at night. On nights of the full moon, a silverblood lycanthrope gains the effect of *heroism* rather than *bless*, and retains the benefit indoors.

When the moon is less than half full, a silverblood lycanthrope becomes fatigued during the night. On nights of the new moon, a silverblood lycanthrope becomes fatigued

during the day and each night becomes exhausted and takes 1d4 points of Constitution damage. A successful DC 20 Fortitude save reduces the Constitution damage by half.

Lycanthropic Empathy (Ex): In any form, silverblood lycanthropes can communicate and empathize with animals of the same species as the base animal. They can use Diplomacy to alter such an animal’s attitude, and when so doing gain a +4 racial bonus on the check. Due to their near-legendary reputation, silverblood lycanthropes gain a +8 racial bonus on Diplomacy and Intimidate checks against standard lycanthropes of the same base creature.

Ability Scores: +2 Wis, –2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Silverblood lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature’s statistics, a silverblood lycanthrope’s ability scores change when she assumes animal or hybrid form. In human form, the silverblood lycanthrope’s ability scores are unchanged from the base creature’s form. In animal and hybrid forms, the silverblood lycanthrope’s ability scores are the same as the base creature’s or the base animal’s, whichever ability score is higher.



Talmandor

This gloriously plumed anthropomorphic eagle has feathers tipped with shimmering gold, and claws with sharp black talons.

TALMANDOR

CR 23



XP 819,200

NG Large outsider (agathion, extraplanar, good)

Init +13; **Senses** darkvision 60 ft.; see *invisibility*, *true seeing*, Perception +44

Auras frightful presence (60 ft., DC 30), protective aura (30 ft., DC 30, 10 rounds), quell the profane

DEFENSE

AC 40, touch 22, flat-footed 27 (+13 Dex, +18 natural, -1 size)

hp 472 (27d10+324)

Fort +27, **Ref** +22, **Will** +21; +4 vs. poison

Defensive Abilities evasion; **DR** 15/silver and evil; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 34

OFFENSE

Speed 40 ft., fly 180 ft. (good)

Melee 2 claws +40 (3d6+12/18-20/x3), 2 wings +37 (3d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks channel positive energy, coruscating charge, pounce, rend (2 claws, 3d6+12), sacred slasher, twin talons

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*cloak of winds*^{APG}, *discern lies*, *freedom of movement*, *magic circle against evil*, *mind blank*, see *invisibility*, *speak with animals*, *true seeing*

At will—*aid*, *daylight*, *dimension door*, *dispel evil* (DC 22), *displacement* (self only), *greater command* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *hold monster* (DC 22), *magic missile*, *remove fear*, *river of wind*^{APG} (DC 21), *wind wall*

3/day—*break enchantment*, *control winds*, *divine power*, *eagle aerie*^{UM}, *quicken empowered chain lightning* (DC 23), *holy aura* (DC 25), *holy word* (DC 24), *miracle*, *plane shift* (DC 24), *spell turning*

1/day—*control weather*, *mass heal*, *overwhelming presence*^{UM} (DC 26), *summon* (level 8, 1d4+1 advanced avorals 100%), *sunburst* (DC 25), *whirlwind* (DC 25)

STATISTICS

Str 26, **Dex** 36, **Con** 35, **Int** 19, **Wis** 23, **Cha** 24

Base Atk +27; **CMB** +36; **CMD** 59

Feats Bleeding Critical, Dimensional Agility^{APG}, Dimensional Assault^{APG}, Dimensional Dervish^{APG}, Critical Focus, Empower Spell-Like Ability (*chain lightning*), Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*chain lightning*), Staggering Critical, Stunning Critical, Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +40, Bluff +20, Diplomacy +30, Fly +45, Handle Animal +30, Intimidate +30, Knowledge (history, local, nobility, planes) +10, Perception +44, Perform (oratory) +10, Sense Motive +36, Spellcraft +10, Stealth +38, Use Magic Device +34; **Racial Modifiers** +8 Perception

Languages Celestial, Common, Draconic, Infernal; *speak with animals*; truespeech

SQ benevolent mercy, lay on hands (10d6, 10/day, as a 20th-level paladin)

ECOLOGY

Environment any air (Nirvana)

Organization solitary or flight (Talmandor and 3-6 advanced avorals)

Treasure triple

SPECIAL ABILITIES

Benevolent Mercy (Su) When Talmandor uses his lay on hands ability, he also removes all of the following conditions from the target: dazed, nauseated, paralyzed, poisoned, sickened, and stunned.

Channel Positive Energy (Su) Talmandor can expend two uses of his lay on hands ability to channel energy as a 20th-level cleric.

Coruscating Charge (Su) When Talmandor charges, he can transform his body into golden light. He becomes incorporeal until he arrives at the end of his charge and makes his physical attacks. In this form, he radiates light as a *daylight* spell. Any evil creature whose space he passes through is affected as by *sunbeam* (Reflex DC 35 negates and Reflex half), while good-aligned creatures whose space he passes through gain the benefit of *good hope* for 1d4 rounds. The save DC is Constitution-based.

Protective Aura (Su) Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of Talmandor. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (and a caster level of 20th). The defensive benefits from the magic circle are not included in the statistics above.

Quell the Profane (Su) Talmandor's frightful presence aura affects only evil creatures. Evil creatures inside Talmandor's protective aura also become sickened, and profane bonuses are suppressed within his aura unless their caster level exceeds 20th.

Sacred Slasher (Ex) When attacking with his claws, Talmandor adds 1-1/2 times his Strength bonus on damage rolls. He also threatens a critical hit on a roll of 18-20 and multiplies critical hit damage by 3. His claws overcome all damage reduction of evil creatures.

Twin Talons (Ex) When using the attack action, Talmandor can attack a single target with both claws.

Talmandor is the celestial patron of Andoran and a great leader of the avoral agathions, surpassed among their kind only by the empyreal lord Ylimancha, the Harborwing. Talmandor abides in the aptly named Soaring Palace of Talmandor the Golden on the plane of Nirvana, yet travels frequently among the planes. In addition to looking in on the nation that has arisen under his wings, he wanders the Outer Sphere, often acting as an ambassador between mortal priesthoods and the immortal servants of Erastil, Iomedae, and Shelyn.

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Like most agathions, Talmandor takes an interest in influencing mortals and bringing them to a place of enlightenment. He is convinced that the greatest enlightenment for mortals can be achieved through social interaction. He has observed that mortals respond best to a full, robust engagement with their fellow citizens, and that it's important to have a voice in the decision-making process of one's society. Talmandor sees hereditary aristocracy and primogeniture as shackles slowing society's ascent into a place of justice and peace where all citizens work together for the common good. Talmandor does not want the rights and importance of individuals to be sacrificed for the greater good, and advocates a balance between collective needs and communitarian works on the one hand and the individual's personal responsibilities and liberties on the other.

According to popular legend, Talmandor developed his democratic theories and shared them with the mortal poet Darl Jubannich, who transcribed them in his now-famous treatise, *On Government*. However, while Talmandor favored overturning established structures of power where necessary, he never promoted anarchy and has long felt great sadness over how the core tenets of his political philosophy have been twisted beyond recognition in Galt. He strives to promote moderation and peaceful reconciliation within government, even in times of upheaval.

In some parts of Andoran, the adulation Talmandor has earned goes beyond respect to outright worship. The agathion steadfastly refuses to seek godhood in his own right, as he believes he can be a better inspiration to the goals of democratic freedom as a powerful outsider who can aid the mortal citizens of Andoran in times of great need, rather than becoming a godlike creature they worship from afar. Talmandor typically assists only those he feels have earned the right to call upon any ally of Andoran, though he is pleased to give advice to anyone if asked in earnest. He often appears to speak when called upon by the People's Council, offering what guidance he can, but never insists that his suggestions be enacted. He has been known to appear at the meetings of smaller city and town councils as well, though as a guest he does not speak until the council asks him to. Only if Andoran faced some threat it found impossible to handle on its own without his aid would Talmandor take direct action to protect the nation, though his regular presence is certainly considered carefully by Andoran's enemies.

Though Andoran celebrates a feast day in his honor on 4 Erastus, Talmandor insists the celebration is held to honor him in his capacity as one of many heroes of the nation, rather than as its divine protector. Despite his refusal of the mantle of divinity, a few in Andoran (including a small but growing number of oracles and paladins) revere him as a nascent demigod embodying the virtues of hope, liberty, and community, and his worship has begun to grow in small congregations across the country.

Talmandor is closely associated with birds of prey and as a result is the patron of the Steel Falcons order of the Eagle Knights of Andoran, as well as a frequent advisor to leaders within the order. Talmandor inspires their work as ambassadors of liberty, and he sometimes even sends aid to those in the midst of dangerous political missions aimed at cultivating peace. Those who rise to greatness also receive Talmandor's direct blessing, which he sees as a rightful reward for good works and a tool that allows those blessed to achieve even greater things. If called to serve through powerful magic (such as *gate*), Talmandor generally answers but refuses to grant direct assistance except to those overwhelmingly outmatched by evil foes. Even then, he generally requires any aid he gives be paid for in massive donations to the poor and oppressed, though he also often offers a free alternative to his direct involvement, such as receiving his blessing (often crafted with *miracle*) or gaining some insight into the caller's foes.



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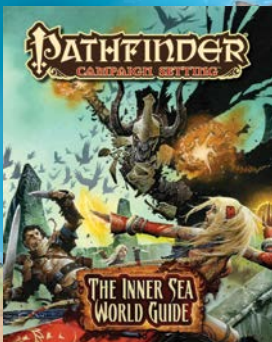
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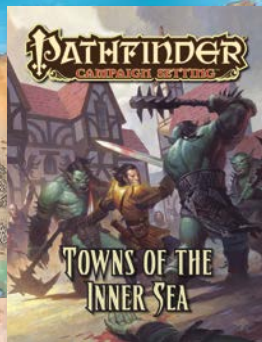
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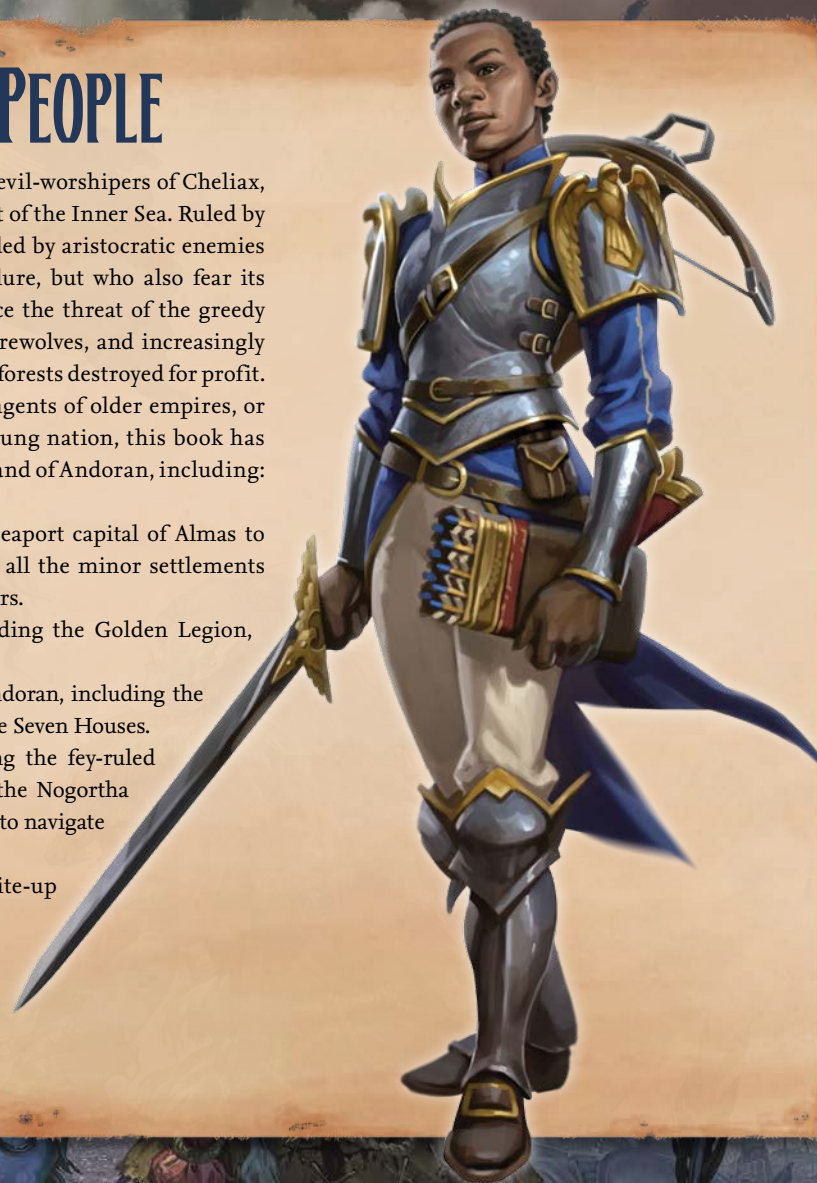
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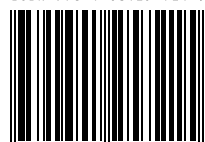
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