

PATHFINDER[®]

PLAYER COMPANION[™]



Champions of Balance

Balanced Faiths



The following table lists the predominant neutral-aligned deities found on Golarion.

Deity	AL	Areas of Concern	Domains	Subdomains ¹	Favored Weapon
 Abadar	LN	Cities, law, merchants, wealth	Earth, Law, Nobility, Protection, Travel	Defense, Inevitable, Leadership, Martyr, Metal, Trade	Light crossbow
 Besmara	CN	Piracy, sea monsters, strife	Chaos, Trickery, War, Water, Weather	Deception, Oceans, Protean, Tactics, Thievery, Storms	Rapier
 Calistria	CN	Lust, revenge, trickery	Chaos, Charm, Knowledge, Luck, Trickery	Azata, Curse, Deception, Lust, Memory, Thievery	Whip
 Daikitsu ²	N	Agriculture, craftsmanship, kitsune, rice	Animal, Artifice, Community, Plant, Weather	Construct, Family, Fur, Growth, Home, Seasons	Flail
 Gorum	CN	Battle, strength, weapons	Chaos, Destruction, Glory, Strength, War	Blood, Ferocity, Protean, Rage, Resolve, Tactics	Greatsword
 Gozreh	N	Nature, the sea, weather	Air, Animal, Plant, Water, Weather	Cloud, Decay, Growth, Oceans, Seasons, Wind	Trident
 Groetus	CN	Empty places, oblivion, ruins	Chaos, Darkness, Destruction, Madness, Void ³	Catastrophe, Insanity, Loss, Night, Protean, Stars	Heavy flail
 Hei Feng ²	CN	Sea, storms, thunder, wind	Air, Chaos, Destruction, Water, Weather	Catastrophe, Cloud, Oceans, Protean, Storms, Wind	Nine-ring broadsword
 Irori	LN	History, knowledge, self-perfection	Healing, Knowledge, Law, Rune, Strength	Inevitable, Language, Memory, Resolve, Restoration, Thought	Unarmed strike
 Nalinivati ²	N	Fertility, nagaji, snakes, sorcery	Charm, Magic, Nobility, Rune, Scalykind ³	Arcane, Divine, Leadership, Love, Lust, Wards	Urumi
 Nethys	N	Magic	Destruction, Knowledge, Magic, Protection, Rune	Arcane, Catastrophe, Defense, Divine, Thought, Wards	Quarterstaff
 Pharasma	N	Birth, death, fate, prophecy	Death, Healing, Knowledge, Repose, Water	Ancestors, Ice, Memory, Resurrection, Souls, Thought	Dagger
 Sivanah	N	Illusions, mystery, reflections	Knowledge, Madness, Magic, Rune, Trickery	Deception, Insanity, Memory, Protean, Thought, Wards	Bladed scarf
 Sun Wukong ²	CN	Drunkenness, nature, trickery	Animal, Chaos, Liberation, Travel, Trickery	Deception, Exploration, Freedom, Protean, Revolution, Thievery	Quarterstaff
 Yamatsumi ²	N	Mountains, volcanoes, winter	Earth, Fire, Protection, Strength, Water	Ash, Caves, Defense, Ice, Resolve, Smoke	Tetsubo

¹ Pages 16–17 include several new subdomains that may be substituted for these deities' typical subdomains at your GM's discretion.

² See *Pathfinder Campaign Setting: Dragon Empires Gazetteer* for more information.

³ This domain can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide*.

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REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 4</i>	B4
<i>Advanced Race Guide</i>	ARG	<i>Inner Sea Bestiary</i>	ISB
<i>Bestiary 2</i>	B2	<i>Ultimate Combat</i>	UC
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM



ON THE COVER

On this month's epic cover by Kieran Yanner, Merisiel takes on a stalwart defender of Axis—a massive and deadly marut inevitable!



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For Your Character



FOCUS CHARACTERS

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

CLERICS

Clerics of benevolent and malign powers have long had access to spells capable of smiting the opposing force. Now neutral clerics can bring such divine might to the battle as well thanks to new spells like *dispel balance* and *ardor's onslaught* (pages 26–27). New subdomains (pages 16–17) round out this class's array of new character options.

DRUIDS

The epitomes of the neutral mindset, druids can find much inspiration in the example philosophies for each neutral alignment (pages 6, 8, and 10). In addition, the introduction of the survivor druid archetype (page 24) allows these hardened naturalists to use the slew of new ranger traps also featured in this book (page 25).

GUNSLINGERS

The path of the lone gunslinger isn't one chosen lightly, and these storied quickdraws often follow the way of neutrality to ensure their continued survival. New grit feats (page 19) give neutral gunslingers a whole new arsenal of tricks to defeat their foes, while the *traitorous blaster* (page 29) makes an excellent companion for any gun-toting adventurer who needs to watch her back.

WIZARDS

Arcane spellcasters of all types can find something to suit their needs in this volume, but neutral, lawful, and chaotic wizards in particular will benefit from the new arcane discoveries on pages 20–21 and the new arcane spells on pages 26–27.

FOR EVERY CHARACTER

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

ENVOYS OF BALANCE

Whether your mandate for neutrality comes from an otherworldly, deific power or is simply a hard-earned and internalized way of thinking, spellcasters of all stripes may join the ranks of the famous and powerful envoys of balance (pages 30–31). These puzzling and sometimes even paradoxical beings are constantly at odds with all of the aligned forces of the multiverse, and seek to establish a universal balance within the cosmos.

NEUTRAL DEITIES

From raging Gorum to serene Yamatsumi, the neutral deities of the Inner Sea and beyond are as varied as their followers. Details on these gods and goddesses appear on the inside front cover and on page 16 of this book.

NEUTRAL ORGANIZATIONS

There's strength in numbers, and characters who subscribe to neither the forces of good nor those of evil would do well to know this. The entries on pages 14–15 give examples of the Inner Sea's most prominent neutral organizations, and the new Practiced Leadership feat (page 15) makes influential members of these organizations even more potent.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Champions of Balance*.

- 1 Would it make sense to create a character with a neutral alignment for our campaign?
- 2 To what extent will alignment, morality, or crises of faith play a role in our campaign?
- 3 How much will our campaign deal with extraplanar forces or other planes of existence?

PHILOSOPHIES

The myriad philosophies presented throughout this book (pages 6, 8, and 10) can provide inspiration for any number of character motives, fears, and personality quirks. From brash rebels (page 10) to steadfast judges (page 6), neutral characters of all bents will be well served by these diverse and flavorful character philosophies and themes.

REGIONS AND TRAITS

A neutral character's past is influenced as much by her surroundings as by her personality. The locations detailed on pages 12–13 provide numerous homelands for such characters to hail from, as well as regional traits associated with these locales. Page 13 also boasts a significant discussion on neutral-aligned planes as well as a new feat for explorers traveling to these realms.

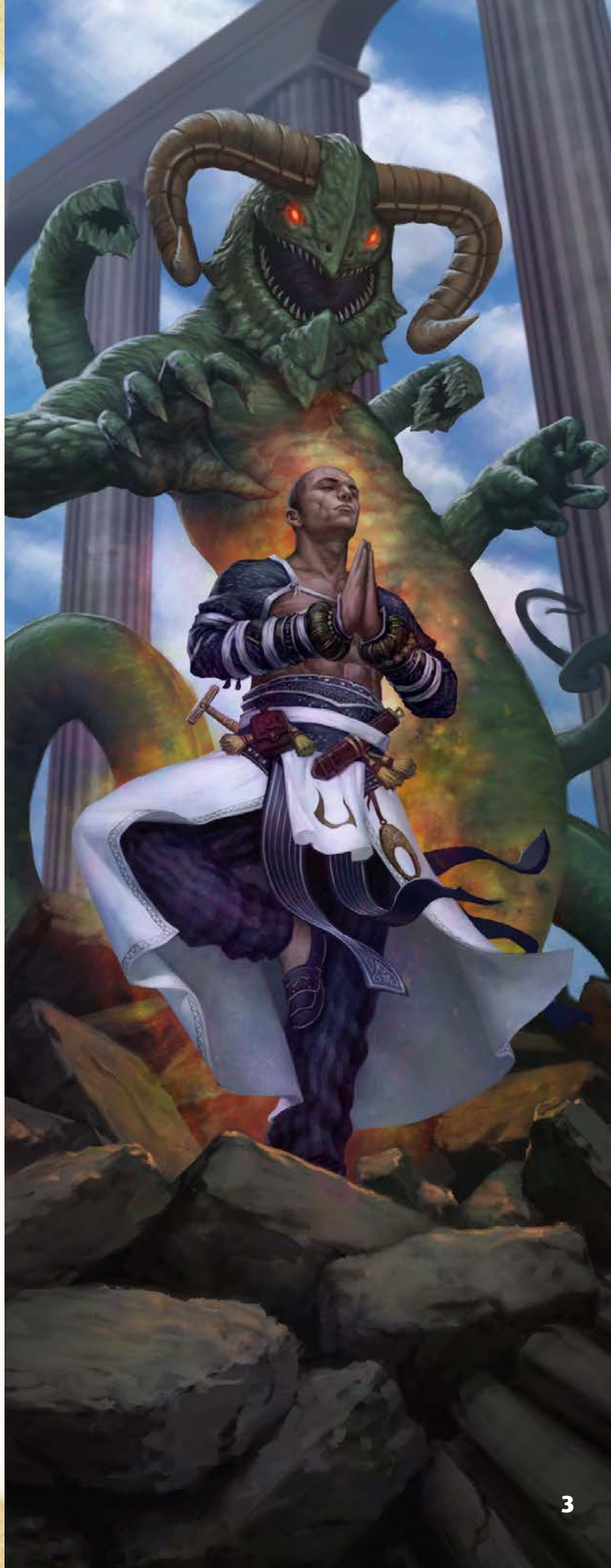
DID YOU KNOW?

Neutrality doesn't automatically entail stoicism or disinterest. One of the Inner Sea's more ambitious political forces was a druid by the name of Narven Feathereyes, who claimed dominion over the Arthfell Forest in 4438 AR. The so-called Forest King's reign was short-lived, however—his druidic kingdom fell apart 53 years later.

RULES INDEX

The following new rules options can be found in this Player Companion.

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Why Be Neutral?



Why be neutral? In a game where the struggles between good and evil aren't just abstract concepts but real, epic battles, the prospect of playing an intermediary to these opposing forces can be appealing, as can playing a character who chooses to abstain from such moral quandaries and ancient vendettas. Yet neutrality encompasses numerous other paths of morality and ethics as well, with some routes having good and evil at their nexus, others instead focusing on the values of law and chaos, and some wholly independent of all such principles.

NEUTRAL POSSIBILITIES

Neutrality is perhaps the default alignment for mortals, combining the natural self-centeredness of a limited (and often flawed) perspective with the equally natural altruism and self-restraint of social beings dependent on others for survival. But for those mortals able to think for themselves, with an awareness of both the randomness in the world as well as its patterns and order, even the default alignment is a matter of choice.

So as a morally neutral character, how do you avoid—or blend—moral extremes? Do you steer carefully between good and evil, never touching either? Or do you simply decide to not see past your own relatively benign self-interest? A neutral character may willfully ignore both sides of the good-evil paradigm. She may instead treat these paths as two equally useless philosophies. Or she might not even recognize a distinction between the two.

MOTIVATIONS FOR NEUTRAL CHARACTERS

A character's reasons for being neutral are just as important as how she cleaves to that neutrality. The following are some motivations that might explain a character with a neutral alignment, along with questions your character may face in the course of play.

Atonement: You're making reparations for past sins, whether that means repenting with goodly acts or separating yourself from the ideas of good and evil altogether. Can you find your path out of an evil life, and stick to that path once found? What if your past haunts you, and how will those who know you react to your desired absolution?

Ethical Obsession: For you, good and evil are relevant only as strategic considerations in the service of your guiding ethic: law, chaos, or balance. What drives this obsession? Perhaps love of your chosen principle? Or maybe hatred of its opposite?

Fallen: You were good—once. But you strayed, perhaps little by little, or perhaps with a single gross transgression. You may not even realize your descent toward evil. If not, what will it take before you do? Have you the strength—or even the desire—to halt your fall?

Indifference: As long as you don't tread on too many toes and nobody treads on yours, you'll be fine. But when someone does cross you, or you see someone important to you getting thoroughly trampled, will be you able to maintain your detachment?

Nature's Neutrality: Nature is true to itself and without complications. You aspire to that simplicity, or to protect that way of life from unnatural forces that would erase, consume, or conscript it. But are you willfully ignoring the difference between sentient beings and simple beasts or even mindless forces like the wind? (See the Intelligent Neutrality sidebar on page 9 and The Beast Within sidebar on page 25.)

Self-Preservation: Life is hard, and just keeping you and yours together for another day is goal enough. Though you mean well, wolves are at your heels, and sometimes you throw someone else to the pack to buy a moment to breathe. As you become stronger, is this still true, or are you clinging to a sense of persecution because it's familiar? Is this growing into just an excuse for living as you're used to, regardless of the cost? Or are you perhaps avoiding the ghosts of your past?

NEW STORY FEAT

Neutrality is the alignment not only of balance and detachment, but also of transition and transformation. The following story feat (*Pathfinder RPG Ultimate Campaign* 66) is ideal for those characters who have begun the path from one end of the moral spectrum toward the other.

CRISIS OF CONSCIENCE (STORY)

Your internal struggle and contradictory actions have left you teetering on a knife's edge between good and evil. You must choose which path you will make your own.

Prerequisites: Lawful neutral, neutral, or chaotic neutral alignment. Your alignment must have shifted from either good or evil at least once since 1st level or the last time you completed this feat (see Special).

Benefit: You are an enigma unto those who cleave to notions of morality as guiding life principles. Habits and mannerisms from your past life send subtly confusing signals to those trying to read you. Whenever another character attempts to discern your alignment, loyalties, or intentions (including via magical effects such as *detect thoughts* and when you are using *Bluff* to send a secret message or *feint*), you gain a +2 bonus on opposed skill checks and on Will saving throws to resist such effects.

Goal: Resolve your conscience with an act of decisive good or evil that shifts your alignment accordingly. Acts of decisive good include dedicating your worldly wealth to a noble cause or charitable institution, risking death for the sake of others, or another notable sacrifice for a greater good. Acts of decisive evil include reducing a city to penury and starvation, murdering or terrorizing innocents, or other, darker deeds.

Completion Benefit: If your alignment changes from good to evil or evil to good, you know how to entice others down your path. While you retain this alignment, you gain a +2 bonus on Charisma- and Wisdom-based skill checks made to interact with a sentient creature of your previous (and now opposite) moral alignment. This bonus increases to +4 if success would cause the target to act against its

STRATEGIC NEUTRALITY

Some players advocate neutrality for strategic reasons that extend beyond character beliefs, instead honing in on rules benefits. Given how many effects in the game target creatures of certain alignments—especially good and evil—some say neutrality is just “playing the odds.”

Certainly, one could attempt to itemize effects and spells that affect you based on alignment: you're safe from a paladin's smite, but you get caught in both *holy word* and *blasphemy* spells. There is some merit to this approach, but probably the strongest argument in favor of strategic neutrality is that fewer sentient creatures, especially aligned outsiders such as devils or angels, will appoint themselves your enemy based solely on knowledge of your alignment.

Regardless, the logic of strategic neutrality fails at a deeper level: it assumes that your odds of encountering creatures and effects opposed to (or supportive of) your alignment are independent of your character choices. This is true only if your GM is running published adventures strictly as written, she's either not choosing the adventures or not taking your alignment into account when doing so, and those adventures don't specify variations to address precisely this consideration.

Being smart about your character options is certainly a worthy goal; it's fun to make and play well-built characters! But alignment is so important to your character—as a fundamental story concept, not just as part of a stat block—that the best alignment choice is always the one that allows you and your group to have the most fun at the table.

To that end, the following pages offer a diverse set of starting points for the three morally neutral alignments, each with its own enjoyable mix of advantages, challenges, and dramatic possibilities to explore or resolve in play.

moral alignment (at the GM's discretion). If it does so, you retain this bonus when interacting with that target until its moral alignment is the same as yours.

If you return to your original moral alignment, you have gained deeper insight into your convictions. While you retain this moral alignment, you become aware of any action or item that could adversely affect your alignment or your standing with your deity (if you have one), including magical effects. You acquire this information prior to performing such an action or becoming associated with such an item if you take a moment to contemplate the act.

Special: If you've already completed this feat by changing to the opposite moral alignment and have since returned to being morally neutral, you may take this feat a second time. You gain no additional basic benefits, but if you complete this feat's goal a second time by crossing back to your original alignment, you gain additional completion benefits—you gain the second completion benefit, and can apply the first benefit against good and evil creatures.

Lawful Neutral



Lawful neutral characters know that there are correct and incorrect ways to do things. This might be an almost subconscious sense of how the world works, a determination to make the world work that way, a matter of habit or neurosis, or possibly a crutch that keeps the character moving forward instead of collapsing in a heap. Many characters who use organizations and clearly defined codes of behavior to guide their actions are drawn to this alignment.

PHILOSOPHIES

Lawful neutral characters vary widely. Some are zealous enforcers busily engaged in imposing their internal code on the outside world, while others channel their discipline inward and remain calm even in the face of disorder. The following examples showcase a few possible approaches to this alignment.

EXECUTORS

Executors define themselves through the discharge of the duties assigned to them. Some are comfortable with a degree of discretion, and others prefer a tightly prescribed set of orders with little room for interpretation. Either way, all executors choose to operate on the assumption that those supplying orders know what they're doing, and that the world is a better place when everyone does his job efficiently and without fuss.

If you are an executor, you:

- Respect and seek to serve those who give clear, unambiguous orders.
- View society in terms of machinelike or insectile efficiency, where everyone plays predefined roles.
- Resist questioning those in authority, unless given evidence that they've betrayed your trust.

Code: You seek to do your duty, and you expect others to do their duties in turn.

JUDGES

Judges render decisions on others. These decisions can be—and often are—quite complicated. Judges deal with this by rigorously applying predefined standards and criteria, ensuring that the decision at which they arrive isn't theirs alone, but reflects the wisdom of a body of thought greater than any single individual.

If you are a judge, you:

- Weigh all the data before you, sifting out key details.
- Consider your personal authority to be representative of a greater one.
- Resist revisiting past decisions.

Code: You weigh your decisions carefully. Once made, these decisions are binding—for others and for you.

MECHANISTS

Like executors, mechanists perceive reality as a well-oiled machine. Like judges, they relish ensuring the world conforms to this system. Unlike either, mechanists step outside their particular roles in the machine to observe its operation as a whole, and are willing to step into a variety of roles as to help this machine function better or change how it operates.

If you are a mechanist, you:

- Look at the big picture, while also seeking to understand the precise details.
- Recognize that small changes in the right places can completely transform outcomes.
- Are flexible in your tactics, but fixed in your goals.
- Tend to think of others in terms of their functions and interactions.

Code: You look for inefficiencies and contaminants in the world, fix them, and get things working smoothly.



ADVANTAGES AND CHALLENGES

Lawful neutral characters usually have clear ideas about what to do next. They are adept at navigating bureaucracies, avoiding legal trouble, and managing the organizational details of their lives. When lawful neutral characters' codes are known and transparent, they're regarded by others as disciplined and reliable, as well as being good at fostering stability and order in their communities by making and implementing strong decisions.

These characters resist breaking laws they respect, but they differ with respect to the weight they give to laws that aren't part of their own codes. While a paladin might observe local laws with which she disagrees in order to respect the local community and keep the peace, a lawful neutral monk may have fewer compunctions about solely cleaving to his own code, which he perceives as clearly superior. This typically applies only when laws directly contradict an individual's code, since most lawful neutral characters have an instinctive appreciation for laws and an aversion to breaking them.

OPPORTUNITIES AND ALLIES

The monk is the class most associated with the lawful neutral alignment, not least because of its association with Irori and with an ascetic, communal, disciplined, and organized life. The samurai and cavalier also share some of the monk's association with law through their traditional ties to formal hierarchies. While rogues may be of any alignment, it may be difficult to reconcile much of their skills and practices with the lawful neutral alignment.

Wherever there is law in the Inner Sea region, lawful neutral characters may find potential allies and boons. Metropolitan cities are obvious places for such people to congregate because of the institutions of law that maintain the peace and order in them. The following are some opportunities and allies that lawful neutral characters might encounter.

Armies and Warriors: Militaries of all bents can find use for lawful neutral adventurers willing to put their discipline to work on the battlefield. The knights of Lastwall and Mendev are always looking for stalwart warriors who can follow orders, and Hellknight orders around the world seek allies to aid in extending their domineering code of law.

Merchants: Because of trade disputes, impartial, fair-minded arbiters are valuable assets in economically minded regions, and merchants all around the Inner Sea hire lawful-minded defenders. The Kalistocrats of Druma in particular can always use obedient, reliable bodyguards as members of their resident Mercenary League (or "Blackjackets," as they're sometimes known).

Lawful Nations: The dwarves of Highhelm keep to themselves, but they value staunch battleaxes on which they can rely (though such allies are valued more highly if they're dwarven). Alkenstar's shieldmarshals likewise seek to enlist lawful gunhands. Nearby, the northern coast of Garund—Osirion, Rahadoum, and Thuvia—is

A LAWFUL CODE OF ONE

As a lawful neutral character, you have guidelines for your own conduct, and probably for the conduct of others (as well as for how you respond when others breach those guidelines). In some cases these principles come from external sources: local laws, knightly orders, or even (for certain forms of lawfulness) thieves' guilds or rebellious guerrilla forces. But for some lawful characters, these principles come from an unyielding commitment to a code they formulated themselves.

To qualify as lawful, a personal code must be more than a set of consistent emotional responses to certain situations—especially if the code licenses you to break society's rules. It must be rigid, be reasonably detailed (at least for your character; there is no need to roleplay all the minute lifestyle details at all times), and include your own obligations as well as precepts you expect others to follow. Crucially, you must be committed to honoring these obligations even at cost to yourself.

You must make attempts to ensure that you're acting on a reasonably complete and objective understanding; mortal senses and reasoning are so fallible that a character who reacts based solely on her own perceptions may well inadvertently break her own code too often to remain lawful.

The experiences that inspired your code were clearly formative and continue to inform how you interpret it. At some point, you may have to choose between honoring the letter of your code and honoring the loyalties, emotions, or experiences that inspired it.

You must also decide to what extent your code makes allowances for intentions and circumstances. Codes that don't take into account what you were trying to do and how you were constrained by circumstances (like the code of the Hellknights) tend toward evil. But for certain extreme acts, such as torture and murder, many codes offer very little allowance for how your motivations influence your actions.

ruled by lawful neutral governments whose armies, bureaucracies, and city guards are always looking for able and trustworthy recruits.

TRAITS

The following traits complement characters of lawful neutral alignment.

Inexorable Authority (Social): When you speak with the full weight of law, your conviction lends you a terrible presence. You gain a +2 trait bonus on Intimidate checks when enforcing or pronouncing a lawful judgment that you're legitimately deputed to enforce or pronounce.

No Escape (Combat): Struggle as they might, ne'er-do-wells and vagrants are hard pressed to evade the law once in your clutches. You gain a +1 trait bonus on combat maneuver checks to lawfully and nonlethally restrain a creature you've witnessed commit a crime.

Neutral



At the crossroads of both the moral and ethical alignments, it's unsurprising that neutral characters should be arguably the most diverse in the ways they relate to alignment. For some, their neutrality is as fervently held a conviction as any paladin's holy zeal or demoniac's gluttony for destruction. For others, it is the result of a sublime indifference, unconsciousness, or willful refusal to even entertain the question. Any character who thinks equally little—in any sense—of the claims of good, evil, chaos, and law on the mortal soul and of the world around them may be drawn to this alignment.

PHILOSOPHIES

The dominating philosophy of a neutral character largely depends on whether the individual has actively chosen neutrality as her way of life or if she merely fell into this mentality by apathy or ambivalence. Either way, the tendency of neutral characters to either be open to all other walks of life or reject such principles wins them as many friends as enemies. The following examples showcase just a few of the possible approaches to this alignment.

AGENTS OF BALANCE

These characters know the extremes of alignment need to be kept in their proper place if peace and prosperity are to be maintained. They may be actively protective of mortal life, or just resentful of past or ongoing interference from strongly aligned external forces. They tend to point to Cheliox and the Worldwound as evidence of what happens when you give the Outer Planes an inch, and see the immortal beings of the multiverse as little more than soldiers in an endless and ultimately pointless struggle.

If you are an agent of balance, you:

- Seek out outsiders and other strongly aligned forces and neutralize them.
- Strenuously resist any infringement on your soul, and see your fate as your own and not another's to manipulate or control.
- Probably have a number of enemies both mortal and immortal.
- Are more likely than others to become an envoy of balance (see pages 30–31).

Code: If the Outer Planes want to meddle, they can put up with you meddling back.

FATALISTS

Mortals' belief that anything they do makes a real difference in the machinations of gods and the crushing vastness and complexity of the multiverse isn't just absurd—it's deluded. Everything is so far outside their scope or comprehension that there's no point in fighting it: what will be will be, and no amount of mortal intervention can change this undeniable truth. The best the fatalist can do is scramble to stay afloat for the duration of his stay on the Material Plane, and only because that illusion seems better than the only knowable alternative.

If you are a fatalist, you:

- Are resigned to eventually dying, but plan to enjoy your life while it lasts.
- Keep going forward because it's what you know and it's the only real option you have.
- May be grimly stoic, wearily carefree, or some bitter combination of the two.

Code: There's no point trying to change the world, but you can make the most of living in it.

NATURALISTS

These nature-lovers find inspiration in the natural world's ability to just be itself without self-questioning or doubt, and seek to protect or emulate this ideal. Naturalists don't mindlessly live in the moment like animals (see the sidebar on the next page), but they don't see the rest of the world as something to remake, either, and they resist those who do. Naturalists are likely to be druids, rangers, or barbarians, though adventurers of any walk may be drawn to this simplistic—but all-important—way of life.

If you are a naturalist, you:

- Place a high premium on personal strength and self-preservation.
- Know that finding like-minded companions is the surest way to survive in a harsh and unforgiving world.
- Resist becoming invested in external affairs that don't affect your immediate survival or that of your allies.
- Seek to protect the natural world that inspires you so.

Code: Your laws are those of the natural world, which you adhere to with passion, and you strive to protect both this way of life and all creatures who cling to it.



ADVANTAGES AND CHALLENGES

Neutral characters are unconstrained by alignment imperatives, freeing them to take whichever course of action they choose in every instance. They often tend to get along with people from a wide range of backgrounds, not least because they rarely feel the need to impose their values on interactions beyond what they immediately need. Although they're as prone as other mortals to skewed perceptions, neutral characters are somewhat likely to recognize (and therefore correct) their errors sooner than others.

These are also neutral characters' greatest difficulties. Characters of other alignments (especially those entirely non-neutral) sometimes view these seemingly wishy-washing neutral characters with distrust or suspicion because of their perceived lack of principle, and strongly aligned characters may view neutral characters' acceptance (or rejection) of all moral or ethical paths as an affront to their own goals.

OPPORTUNITIES AND ALLIES

Since neutral is the alignment of nature and beasts, the druid class is very much at home within this moral paradigm, and may shift between honoring nature and protecting it from external influences as need be. But aside from those forced into non-neutral alignments, such as paladins, neutrality may suit any of the adventuring classes.

The following are just some of the opportunities and allies that neutral characters may hope to encounter in the Inner Sea region.

Neutral Nations: While civilization and nature tend to sway toward the principles of law and chaos respectively, each also tends to revert back to neutrality if its domain is pushed to the extreme. Such can be seen in the urban capital of Absalom and the wilds of the Realm of the Mammoth Lords—each a collectively neutral realm borne of diverse inhabitants and an equal distribution of chaos and law, good and evil. Here, neutral characters flourish, for their values are continually tested by outside forces and their flexible natures allow them to take advantage of various situations.

Otherworldly Allies: Just because they eschew the values of most extraplanar beings does not mean neutral characters lack outsider aid. Indeed, Pharasma's psychopomp minions all cleave to their patron goddess's neutral objectives. Likewise, the mysterious aeons—beings rumored to be at the nexus of all creation and obliteration—have no place in their machinations for moral or ethical quandaries.

The Wilds: Neutrality is often associated with territories that are not yet nations—perhaps populated, perhaps even somewhat settled, but still largely ungoverned and in a natural state. For neutral characters in particular, untamed regions such as the Mwangi Jungle and the Crown of the World offer opportunities to find adventure, treasures, and even a home.

INTELLIGENT NEUTRALITY

A creature's intelligence plays a key role in assessing the moral sense of its actions. An animal or construct that, due to its nature, rigidly reacts to all accidental intruders with lethality and without warning would remain neutral (unlike mindless evil creatures, which are created for evil purposes). A human who always reacts this way, though, would almost certainly be performing evil acts.

The difference lies in a sentient creature's capacity to analyze, predict, and alter her actions based on circumstances. While an individual who kills in a genuine them-or-me situation might not be committing a morally charged act, an intelligent creature's nature isn't expressed as reflexively as an animal's, and a sentient being's consciousness can apprehend (however dimly) more than just the immediate moment and more than only her own needs.

To the extent that an individual has control of her immediate and broader circumstances, she's responsible for the actions that lead to a them-or-me struggle and the results of her actions in that struggle. Killing a guard in self-defense is very different when you just demanded he hand over the town's treasury, as opposed to when you're trying to escape abduction and torture. If your decisions caused the fight, and especially if the outcome was predictable, you still bear moral weight of the death.

Therefore, making a conscientious decision to be a naturalist and cleave to the laws of animals doesn't excuse acting without forethought. Rather, such methodology implies that, like an animal, you will live by your wits as alertly and intelligently as you can, looking after your own and the people, places, and systems on which you depend. You avoid trouble when possible, including willingly compromising interests that aren't essential to your survival. And when you can't avoid trouble, you end it as fast as possible.

TRAITS

The following traits complement neutral characters.

Amiable Blunder (Social): Your easygoing demeanor allows you to sometimes recover from potentially awkward social situations or even condemnatory faux pas. Once per day when you fail a Diplomacy check by 5 or more and would cause an NPC's attitude toward you to worsen, you can immediately attempt another Diplomacy check against the same DC as a free action. If you succeed at this second Diplomacy check, the character's attitude doesn't change, as though you had failed the original check by 4 or less.

Balancer's Banishing (Magic): The interference of the Outer Planes in mortal affairs angers you to no end and invigorates the potency of your magic. As long as you remain neutral, whenever you cast a spell that would send an outsider with the chaotic, evil, good, or lawful subtype back to its home plane, the spell's saving throw DC increases by 1.

Chaotic Neutral



Chaotic neutral characters are a widely divergent bunch. For some, chaos is the principle upon which they fight. Others see it as the essential quality of their lifestyles. And there are those who hold chaos as the water in which they swim. Whether chaotic neutral individuals view chaos as simply an absence of law and appreciate it for that reason, or see chaos as the fundamental nature of reality, characters drawn to raw, untrammled dynamism in any form may be attracted to this alignment.

PHILOSOPHIES

Finding a consistent philosophy among chaotic neutral individuals is a near impossibility. Some break every law they can on principle; others point out that this is just as predictable and boring as slavishly following those same laws. The following examples showcase just a few of the possible approaches to this alignment.

IMPULSIVES

Some chaotic characters, rather than opposing law, tend to ignore it and are instead driven by the fun or heat of the moment. Despite their name, some impulsives do recognize the value of plans and preparations: they equip the group to improvise, and usually require it of them, because when did a plan ever go exactly right?

If you are an impulsive, you:

- Act quickly and decisively when you discover a feasible plan of action.
- Look for enjoyable ways to achieve your goals with whatever resources you have on hand.
- Sometimes struggle to pass up the surprising act for the successful-but-predictable one.

Code: Each moment tells you what you need to do.

REBELS

Some rebels are opposed to specific laws or rulers. Others just want to smash the cage of obedience that binds the mortal spirit. But whether the rebel is attempting to free a nation or just herself, she's never afraid to go against the grain to achieve what she believes is right.

If you are a rebel, you:

- May or may not have—or need—a vision of what should replace what you're destroying.
- Resent those who dare try to hold authority over you.
- Can't stop fighting, even when you probably should.

Code: It's better to die on your feet than to live on your knees.

SABOTEURS

While some chaotic neutral saboteurs do booby-trap siege machinery and such devices, most do not adhere to this theme so literally. Instead, most saboteurs focus on bringing down social orders and other strictures imposed on them by others. In some respects, the saboteur is like the rebel, but rather than concentrate the struggle against the oppressor, the saboteur takes the fight to the instruments of oppression. After all, what is a ruler without his crown?



If you are a saboteur, you:

- Look for ways to cripple or break the system.
- Care less about the show than the result.
- Take pride in your foes' inability to catch you.

Code: By breaking the tools of power, you free everyone living under the shadow of such tools.

ADVANTAGES AND CHALLENGES

Chaotic neutral characters are driven from within by deep-seated emotions. They excel at taking the initiative and setting the agenda, rather than allowing other people's frameworks to dictate their actions. Some have a slight tendency to get too caught up in themselves and their own feelings, but those who can keep selfish impulses in check can bring a definite spark to any party.

Often brash and lacking in foresight, chaotic neutral characters struggle to be patient with restrictions. It can be hard for some to recognize that not all restraints come from people attempting to rule them. Where their chaotic nature expresses itself as flightiness or obsession, it can blind these individuals to reality, and that can cause harm they don't intend—which in turn can lead to enmities they don't expect.

OPPORTUNITIES AND ALLIES

Characters of nearly every class can lean chaotic neutral, but the furious barbarian and the clever rogue are perhaps the iconic faces of this alignment. Mad genius alchemists and eccentric wizards definitely have a home in this alignment as well.

Perhaps it's the wanderlust that often afflicts chaotic neutral characters that makes them such a widespread bunch. In any event, finding chaotic neutral allies in the Inner Sea is rarely difficult.

Rebel Organizations: Many regions around the Inner Sea host significant numbers of rebellious and chaotic guerrilla warriors, whether such characters come from the dog-eat-dog islands of the Shackles or the bloody streets of revolutionary Galt. Many groups on Golarion seek to dismantle order and sow the seeds of chaos for one reason or another, and a flexible individual can find any number of such causes to fight for.

Untamed Realms: Among the fey-ridden wilds of the Lands of the Linnorm Kings, chaos is the rule, not the exception. The same description applies to the ever-shifting fiefdoms of the River Kingdoms, since few leaders manage to dominate their holdings for long, and those who do must contend with an ever-changing array of neighboring nations and territories. The unpredictable nature of the Mana Wastes provides excitement that many chaotic individuals seek, as do the untold wonders of mysterious Jalmeray and the entirety of the First World—the capricious and ever-changing planar home of the fey.

TRAITS

The following traits complement chaotic neutral characters.

CHAOTIC NEUTRAL ISN'T EVIL

Players and GMs often confuse the actions of a chaotic neutral character with those of a neutral evil or chaotic evil one. After all, it can be easy to mix up the self-determined acts of chaotic neutral with the self-centered principles of evil. But embracing your chaotic neutral nature isn't an excuse to do whatever you want.

A chaotic neutral character can (and probably should, sometimes) freely choose to support others—even sacrifice for others, something that is anathema to evil characters. Many chaotic-leaning societies, such as the Ulfen of the north and the pirates of the Shackles, place a high premium on lavish interpersonal generosity, willingness to do what needs doing, and honoring one's word even at great personal cost—they see such acts as expressions of exceptional individuality rather than blind conformity to predetermined standards. A code of personal honor is entirely compatible with a chaotic alignment, provided this code is simple, serves to limit the constraints on yourself (and possibly others), and springs from a fierce internal conviction. Your sense of obligation is personal, not imposed by rules and structure; indeed, determinedly self-sufficient souls often feel their obligations more keenly than others around them.

Further, successful chaotic communities often see unfettered selfishness as allowing oneself to be ruled by one's passions and possessions, which makes for a poor neighbor, as well as one who is easily manipulated. A chaotic neutral character needn't always act randomly, on the moment's whim, or without regard for history, context, and the effect of her actions on others (and their likely responses). Similarly, chaotic can just as easily mean impulsive generosity, grand gestures, and astonishing insight as it can thoughtless hedonism or careless indifference.

Unabashed Gall (Social): Your total indifference to the law even as you're breaking it is such that those watching you are stunned. Whenever you commit an unexpected and outrageously unlawful act (such as knowingly destroying or stealing something) that would elicit a hostile response from another creature, you may attempt a Bluff check opposed by the opponent's Sense Motive check. If you're successful, you and any allies who were willfully expecting your unlawful deed may act in a surprise round. For each ally willfully expecting your unlawful deed, you take a cumulative -2 penalty on your Bluff check. If your Bluff check fails, there is no surprise round. Regardless of whether your Bluff check succeeds, you and any allies willfully taking advantage of your unlawful deed treat your initiative checks for the duration of combat as though you had each rolled a 1.

Unpredictable Reactions (Combat): Your reactions to combat beginning aren't what people expect. You gain a $+1$ trait bonus on attack rolls made during the surprise round of combat.

Bastions of Balance



NEUTRAL NATIONS

While neutral-aligned characters may hail from any part of the world, the following nations exemplify the various aspects of neutrality. Each of the following nations includes a regional trait reflecting an origin in that nation.



GALT (CN)

Blood-soaked Galt has been steeped in revolution and anarchy for the past 40 years. The Revolutionary Council currently leads the nation, but the council's members change frequently. Committed to revolution for its own sake, Galt exemplifies the chaotic neutral alignment. Galt's government is divorced from any morality or ideals beyond the desire for change. In theory, this constant change could lead to better government; in practice, it merely elevates the wealth and influence of a few fanatic demagogues.

Evident Supporter (Galt):

You know how best to appear supportive of the current regime despite the vagaries of a shifting government. The Sense Motive DC needed for a city guard, a politician, or other

governmental functionary in a large town or larger settlement to gain a hunch about your trustworthiness is 25 (instead of 20). On a failed check, you're seen as trustworthy regardless of the situation.



KATAPESH (CN)

The Katapeshi people fixate on advancing their wealth through mercantile endeavors and commercial negotiations. The inhuman Pactmasters are the rulers and arbitrators of Katapesh, and encourage a nigh-religious obsession with trade. This focus on maximizing commercial output is unencumbered by legal or moral scruples; a Katapeshi trader is just as willing to dispense medicine at a discount to secure lucrative future business as he is to traffic in slaves for short-term profit. As a result, Katapesh and its guild masters typify the neutral alignment.

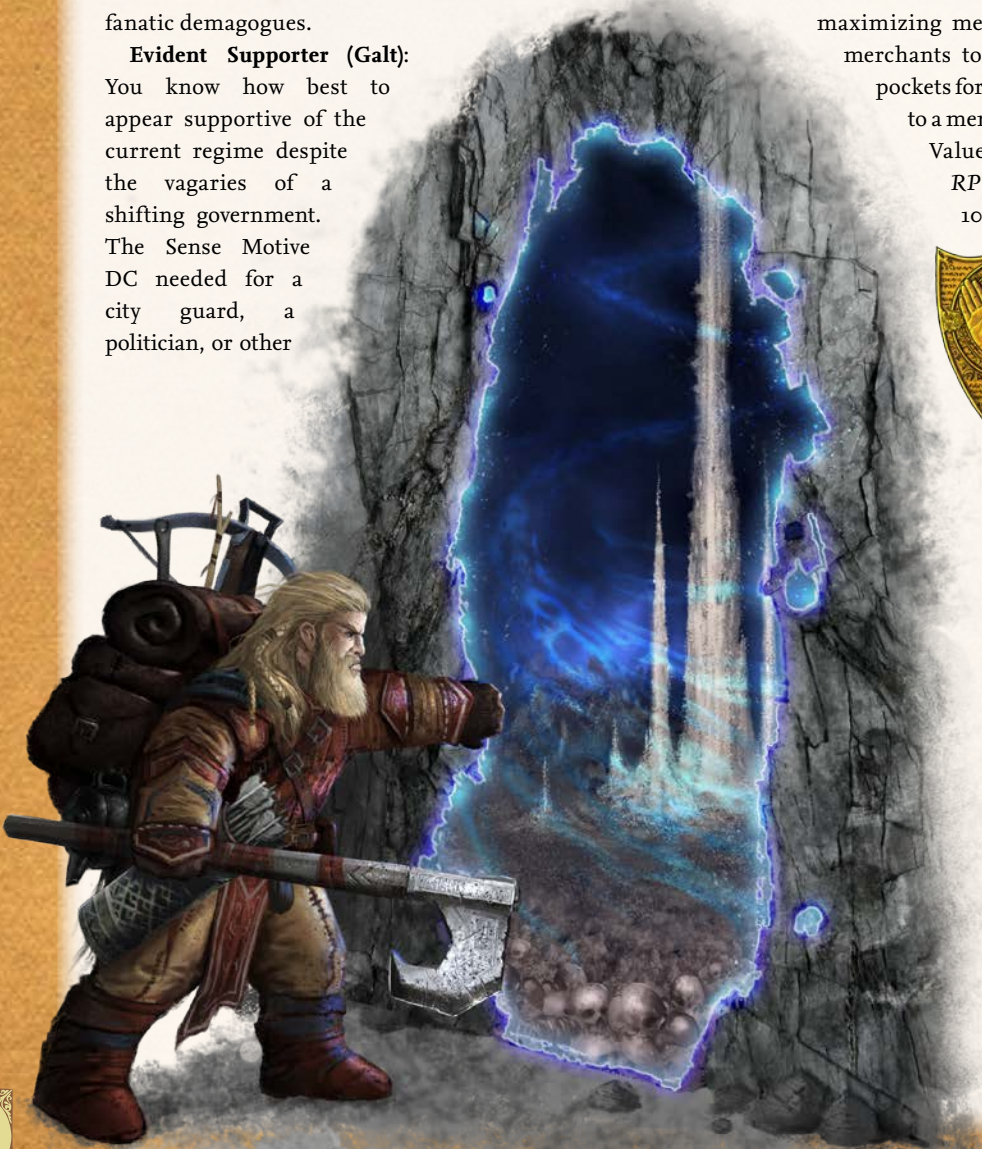
Commercial Savvy (Katapesh): You excel at maximizing mercantile contacts and convincing merchants to dig just a bit deeper into their pockets for you. Whenever you buy from or sell to a merchant, you treat a settlement's Base Value and Purchase Limit (*Pathfinder RPG GameMastery Guide* 204) as 10% higher.



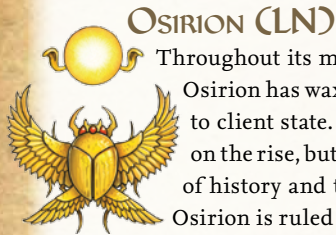
RAHADOUM (LN)

The desert nation of Rahadoum is well known for its prohibition on religion in any form, but this tenet is only one component of the complex legal compact that binds the various city-states and nomadic tribes of Rahadoum together. Under the Laws of Man, the Rahadoumi practice self-discipline and pragmatic philosophy. As the Laws of Man stand independent of divine dictates or moral direction, the nation exemplifies the enforcement of law solely for the sake of the community, and is therefore lawful neutral in alignment.

Justiciar (Rahadoum): You are experienced in interpreting and applying legal doctrine, notably the Laws of Man, independent of any divine



mandates. You gain a +1 trait bonus on Diplomacy and Knowledge (local) checks to settle disputes or arbitrate laws. Once per day if you succeed at an Intimidate check to demoralize a foe who has repudiated or ignored a pronounced judgment you've made, you may choose to cause the creature to be sickened instead of shaken. The duration of the effect remains the same.



OSIRION (LN)

Throughout its more than 8,000 years of history, Osirion has waxed and waned from superpower to client state. The nation's fortunes are again on the rise, but its people still look to millennia of history and tradition to guide their actions. Osirion is ruled with unquestioned authority by divinely appointed pharaohs, and the nation's bureaucracy is well established, if occasionally corrupt. Osirion's reliance on custom over other considerations makes it lawful neutral in alignment.

Elemental Endowment (Osirion): You see the interactions between elementals as the epitome of balance; you've studied the traditional elemental bindings of Ancient Osirion and can draw upon their power. As an immediate action, once per day when you cast a spell with the air, earth, fire, or water descriptor, you can gain a number of temporary hit points equal to the spell's level. This effect lasts for 1 minute.

NEUTRAL PLANES

These extraplanar realms in the Great Beyond are places that neutral characters might visit during their adventures or aspire to reach upon death.

Astral Plane (N): This silvery void of staggering size is the vast space separating the planes of the Inner Sphere from the strongly aligned planes of the Outer Sphere. The most important feature of the Astral Plane is the great River of Souls: the flow of spirits departing the Inner Sphere (typically, but not always, from the Material Plane) on their way to judgment in the Boneyard and reward in an appropriate plane in the Outer Sphere.

Axis (LN): The Eternal City of Axis is a metropolis of perfect order and home to lawful neutral deities, notably Abadar and Milani (and formerly Aroden). Although Axis is a place of unremitting order, Norgorber, the neutral evil god of murder and secrets, also maintains his realm within this extraplanar city, leading a sprawling thieves' guild that the residents of Axis consider a truly necessary evil in the proper functioning of a perfected metropolis. Souls consigned to Axis—even those souls allied with Norgorber—all receive an established role within the city, becoming part of the byzantine array of agreements and conventions that keep Axis moving with clockwork precision. Although some petitioners assist the city's natives, the axiomites, in determining the mathematical equations that underpin the universe, most souls who come to rest in Axis are content with constantly serving in its pursuit of order.

NEW FEAT: PLANAR HUNTER

After careful study of otherworldly environments, you can quickly evaluate how an outsider reacts in its home surroundings. You can use your knowledge of the outsider's native environment to guide your attacks and overcome the outsider's natural resistances.

Prerequisites: Knowledge (planes) 5 ranks, favored terrain (any plane) class feature.

Benefit: When you are on one of the planes you've selected as a favored terrain, you gain a +2 bonus on weapon attack rolls against outsiders native to that plane. You also ignore up to 5 points of damage reduction when making weapon attacks against outsiders native to that plane, except for damage reduction without a type (such as DR 10/—). In addition, you gain this bonus against extraplanar creatures you encounter and identify as being from one of your planar favored terrains, such as with a successful Knowledge (planes) check, regardless of what plane you or they are on.

Special: You may select this feat multiple times.

Each time you take it, you apply it to a different qualifying favored terrain.

Boneyard (N): Pharamasma's Boneyard consists of many separate realms, most notably the courts where the souls of the dead are judged and sent on to their final reward. Although the majority of souls flowing into the Boneyard find homes on other planes in the Outer Sphere, several types of souls come to reside in the Boneyard permanently. First and foremost are worshipers of Pharamasma, who live with the goddess in her palace in the Inner Court. While not required to serve, Pharamasmins who dedicated themselves to the cycle of souls in life often end up doing the same in death, offered the opportunity to help sort and guide the recently deceased to their appropriate afterlives.

The Boneyard also houses the souls of atheists, save for those whose evil natures demand punishment. Atheists reside in the Graveyard of Souls on the Boneyard's outskirts, left to wile away eternity without harassment from deities. Non-atheist souls uncommitted to any deity and free from evil may choose to enter the Realm of the Content, a land maintained by Pharamasma where such souls are free to pursue their interests.

Maelstrom (CN): Surrounding the other planes of the Outer Sphere like a roiling stew, the Maelstrom is an unpredictable plane of evolving disorder. Where the Maelstrom lies near other planes, it often looks superficially similar to those planes; however, the farther a visitor travels into the cerulean vastness of the Maelstrom, the more appearances and even physical laws break down. Chaotic souls untrammelled with concerns of good or evil can expect an eternity of change within the Maelstrom, although petitioners who take up residence near another plane find their homes to be somewhat more reliably grounded. The chaotic souls of this plane might find themselves conscripted in the wars to unmake the rigid order of Axis.

Neutral Organizations



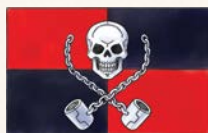
The alignments of many organizations are obvious based on that institution's nature and overall purpose: crusader organizations are lawful good because they fight to establish order and destroy evil; chaotic evil ones seek to topple civilization and spread misery. But the nature of neutral organizations is often less clear.

Chaotic neutral organizations, like the Free Captains of the Shackles, are loosely organized and usually emphasize personal freedom or rejection of civilized society. The leadership of such groups often has little actual authority other than to include or exclude members, though some leaders temporarily assume a firm command during battle.

Lawful neutral organizations, such as the Hellknights, often claim to be enforcers of pure law. Such groups frequently contain good or evil members attempting to use the laws established by the organization to advance moral agendas, but the organization as a whole curtails such adulterations of its "pure" purpose.

Some neutral organizations are categorized as such because they're too preoccupied with their goals to bother with the ethical or moral implications of their actions, as is often the case with the Pathfinder Society and the Prophets of Kalistrade. Less often, an organization is neutral because it actively maintains a specific balance, such as between the forces of nature and civilization (as is the case with the Green Faith).

Leadership Benefits: In addition to suggestions for playing characters belonging to the organization in question, each of the following entries includes rules effects that automatically apply to you as long as you have the Leadership feat and remain in good standing within the organization in question. You may gain the Leadership benefits of only a single organization at a time. If you belong to two or more organizations, you must choose which benefit to take. Once you've chosen this benefit, you can change this benefit only if you fall out of good standing with that organization and obtain (or already have) good standing in another.



FREE CAPTAINS (CN)

Less a formal organization and more a loose network of affiliations and mutual obligations, the Free Captains are nonetheless the only authority in the Shackles region. The Free Captains jealously guard their freedom to do as they please and take what they want by guile or force, and rarely have room on their agendas for benevolence or malice. Above all else, the Free Captains respect bravado, daring, and the ability to navigate the Shackles' treacherous seas.

Cohorts of the Free Captains are usually fighters or rogues, and often take archetypes such as the swashbuckler (*Pathfinder RPG Advanced Player's Guide* 135) or pirate (*Pathfinder RPG Ultimate Combat* 72).

Leadership Benefit: Free Captains do not take a Leadership score penalty for moving around a lot.

Practiced Leadership Benefit: If you are a Free Captain with the Practiced Leadership feat, your cohort can use *water walk* or *water breathing* once per day as a spell-like ability.



GREEN FAITH (N)

Druids, farmers, and peasants revere the Green Faith so they might connect to the primal power and endless cycles of the natural world. Many followers of the Green Faith preserve balance for its own sake, so that no philosophy reigns over others and despoils the natural order. Adherents to the Green Faith often live far from civilization, but when they do live in settlements, they encourage their communities to work in harmony with the natural order.

Cohorts of the Green Faith are almost always druids and may become Green Faith acolytes (*Pathfinder Campaign Setting: Paths of Prestige* 26).

Leadership Benefit: Members of the Green Faith do not take a Leadership score penalty for having an animal companion.

Practiced Leadership Benefit: If you are a Green Faith follower with the Practiced Leadership feat, your cohort can use *Speak with Animals* at will as a spell-like ability.



HELLKNIGHTS (LN)

Terrifying heralds of unrelenting order, the black-armored Hellknights perfect their fighting techniques by training with the militant legions of Hell. Although each of the Hellknight orders has its own particular focus, the order as a whole is committed to the rigid enforcement of law for its own sake, independent of morality and deaf to excuses or exceptions. The greatest Hellknights are as committed to mental exercise as they are to physical training, memorizing tomes of law in order to better mete out perfect justice.

Hellknight cohorts are usually fighters with levels in the Hellknight prestige class (*Pathfinder Campaign Setting: The Inner Sea World Guide* 266), but some are spellcasters with levels in the Hellknight signifer prestige class (*Paths of Prestige* 28).

Leadership Benefit: Hellknights do not take a Leadership score penalty for aloofness.

Practiced Leadership Benefit: If you are a Hellknight with the Practiced Leadership feat, your cohort gains a +2 deflection bonus to AC against attacks from chaotic outsiders.



PATHFINDER SOCIETY (N)

Pathfinders are adventurous scholars who explore the most remote and dangerous corners of the world to find lost knowledge and hidden treasure. Most strive to have their exploits showcased in the pages of the *Pathfinder Chronicles*, where the most daring members find a sense of immortality in the written word. Although individual Pathfinders vary in alignment, the organization as a whole remains unconcerned with legal niceties or ethical constraints when it comes to recovering lost lore and ancient relics. The Society's leaders are likewise varied in their motives and approaches, but the highest-ranking Pathfinders are so resolute in their pursuit of lore and artifacts that they rarely brook any discussions of moral or ethical concerns.

Pathfinder cohorts can be of any class, but many are bards. At higher levels, they might become Pathfinder field agents (*Pathfinder Player Companion: Pathfinder Society Primer* 18).

Leadership Benefit: Pathfinders do not take a Leadership score penalty for moving around a lot.

Practiced Leadership Benefit: If you are a Pathfinder with the Practiced Leadership feat, your cohort can use *Identify* at will as a spell-like ability.

NEW FEAT: PRACTICED LEADERSHIP

When you and your cohort are both members of the same organization, you needn't shoulder the burden of leadership alone. By relying on the authority of your shared organization as well as your own leadership skills, your cohort demonstrates improved devotion and tactical acumen.

Prerequisites: Leadership, membership in the same organization as your cohort.

Benefit: As long as you and your cohort maintain membership in good standing within the same organization, your cohort gains a +4 morale bonus on Will saves against enchantment spells and effects. Additionally, your cohort is treated as though she possessed the same teamwork feats you do for the purpose of determining whether you receive a bonus from your teamwork feats. Your cohort doesn't receive any bonuses from these feats unless she actually possesses the feats.

If you and your cohort belong to one of the organizations listed in this section, your cohort gains the practiced leadership benefit associated with your organization. If a benefit grants your cohort access to a spell-like ability, the caster level of the effect is 1st or equal to your cohort's caster level, whichever is higher.



PROPHETS OF KALISTRAD (LN)

Followers of the secular Prophecies of Kalistrade amass wealth with a religious fervor. Adherents believe that they reap earthly riches by hewing to the byzantine strictures of their philosophy, and increased compliance leads to increased fortune. Moral considerations rarely impact their lives, as they consider the gods to be fallible and those devoted to the gods to be outmoded. As they must maintain rigorous ritual purity, followers of the Prophecies live structured, orderly lives.

A follower of the Prophecies of Kalistrade typically has either a fellow Kalistocrat or a member of Druma's infamous Mercenary League for a cohort. These "Blackjackets" are ruthless fighters and rogues who serve only to protect Druma's mercantile elite, and in return see their own fortunes rapidly swell.

Leadership Benefit: Followers of the Prophecies of Kalistrade do not take a Leadership score penalty for recruiting a cohort of a different alignment if the cohort is also a follower of the Prophecies or a member of the Mercenary League.

Practiced Leadership Benefit: If you are a follower of the Prophecies of Kalistrade with the Practiced Leadership feat and your cohort is a fellow Kalistocrat, once per day she can roll either an Appraise or Bluff check twice and take the higher result. If your cohort is instead a member of the Mercenary League, once per day she can roll either an Intimidate check or a Sense Motive check twice and take the higher result. Your cohort must announce the use of this ability before attempting the check.

Divine Influence



Many powerful deities embody neutral ideals. Some neutral worshipers of these gods seek to find a balance between selfish and selfless impulses, while others give little thought to the morality of their actions. This section presents these deities and new subdomains available to their followers.

NEUTRAL DEITIES

See the table on the inside front cover for more information about the following deities.

Abadar: Followers of the Master of the First Vault preach the benefits of civilized society. For many of his worshipers, the rule of law takes precedent over concerns of morality.

Besmara: Anyone who lives by her wits on the open sea can be called a follower of the Pirate Queen. These freebooters live as they please with little regard for laws or philosophy.

Calistria: Followers of the Savored Sting can be as mercurial as their goddess. They are true friends to those who earn their favor, but are quick to repay in kind any slight against them.

Daikitsu: The Lady of Foxes blesses those who work hard and respect the community. Yet her followers also value the fruits of their labor, and take pleasure in moments of levity.

Gorum: Those who revere Our Lord in Iron seek success in combat above all else. As long as they are respected on the battlefield, most think little of the morality of the wars they fight.

Gozreh: To the Wind and the Waves, what humanoids call law and chaos and good and evil are merely peaks and troughs of nature's cycles. This dual-natured deity's followers seek to embrace these cycles rather than work against them.

Groetus: The insane cultists of the God of the End Times seek to bring about the destruction of all, a philosophy that is ultimately at odds with both good and evil.

Hei Feng: Followers of the Duke of Thunder know that, like the weather, situations can change in but moments. A fluid morality allows his worshipers to take advantage of whatever confronts them.

Irori: Adherents of the Master of Masters aspire to the same self-perfection that their patron exemplifies. This asceticism often leads to aloofness.

Nalinivati: Genealogy is an important study for the sorcerers and matchmakers who revere the Serpent's Kiss. They judge others based on their families as well as their individual merits.

Nethys: The only commonality among followers of the All-Seeing Eye is the desire to master the magical arts. Their wide-ranging studies and exposure to eccentric colleagues make them more accepting of divergent philosophies.

Pharasma: Acting as midwives, soothsayers, and mourners, worshipers of the Lady of Graves minister to all members of society. Seeing others at their highs and lows gives them a broadminded understanding of mortal nature.

Sivanah: Cultists of the Seventh Veil hide behind many layers of obfuscation. Those who think they know an illusionist's goals are often greatly mistaken.

Sun Wukong: Followers of the Monkey King are proponents of freedom for themselves and others. They thumb their noses at all forms of authority, regardless of its intentions.

Yamatsumi: Priests of the Mountain Lord eschew the comforts of civilization for a life of asceticism. From their lofty vantage point, the dealings of those below seem petty compared to the grandeur of nature.

SUBDOMAINS

Presented here are new subdomains that, at your GM's discretion, may be substituted for one of a deity's domains. Each of the subdomains below includes a list of associated deities that may optionally grant the use of that subdomain.

AEON SUBDOMAIN

Associated Domain: Knowledge.

Associated Deities: Nethys, Sivanah.

Replacement Power: The following granted power replaces the remote viewing ability of the Knowledge domain. Aeons are a race of neutral outsiders (*Pathfinder RPG Bestiary* 28).

Void Form (Su): At 6th level, you can become semi-tangible as a standard action. While in this form, you are immune to critical hits and gain a +1 deflection bonus to AC. This bonus increases by 1 at 8th level and every 4 levels thereafter. You can use this power a number of rounds per day equal to your cleric level. These rounds need not be consecutive.

Replacement Domain Spells: 1st—*sanctuary*, 5th—*telepathic bond*, 6th—*planar binding* (aeons only).

ARISTOCRACY SUBDOMAIN

Associated Domain: Nobility.

Associated Deities: Abadar, Nalinivati.

Replacement Power: The following granted power replaces the inspiring word ability of the Nobility domain.

Noble Visage (Su): You gain a +1 bonus on Charisma checks and Charisma-based skill checks against creatures that share your creature type (and subtype, if you are a humanoid). This bonus increases by 1 for every 5 levels you possess.

As a standard action, you can touch an ally to grant her your noble visage bonus against creatures that share her creature type (or subtype) for 1 minute. When you use this ability, you lose your noble visage bonus for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*enter image*^{APG}, 9th—*overwhelming presence*^{UM}.

FIST SUBDOMAIN

Associated Domain: Strength.

Associated Deities: Gorum, Irori, Yamatsumi.

Replacement Power: The following granted power replaces the strength surge ability of the Strength domain.

Wooden Fist (Su): This ability acts as the Plant domain power of the same name.

Replacement Domain Spells: 1st—*true strike*, 3rd—*greater magic fang*, 4th—*force punch*^{UM}.

FLOWING SUBDOMAIN

Associated Domain: Water.

Associated Deities: Gozreh, Pharasma, Yamatsumi.

Replacement Power: The following granted power replaces the icicle ability of the Water domain.

Go with the Flow (Su): You can touch a creature as a standard action to suppress its strong emotions. The target is affected as the *calm emotions* spell, except it can still take violent actions and violent actions against the target do not end the effect. This effect lasts a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*cat's grace*, 4th—*freedom of movement*, 6th—*fluid form*^{APG}, 8th—*mind blank*.

INNUENDO SUBDOMAIN

Associated Domain: Trickery.

Associated Deities: Besmara, Calistria, Sivanah, Sun Wukong.

Replacement Power: The following granted power replaces the copycat ability of the Trickery domain.

Fool's Privilege (Su): You can use this power as a swift action when you fail a Bluff, Diplomacy, or Intimidate check outside of combat. You suffer no negative effects due to the failed check, and the next round you can attempt the check again without the usual penalty for a failed attempt. You can use this ability once per day, and one additional time per day for every 4 levels beyond 1st.

Replacement Domain Spells: 1st—*sow thought*^{ARG}, 3rd—*suggestion*, 6th—*mass suggestion*.

PSYCHOPOMP SUBDOMAIN

Associated Domains: Death, Repose.

Associated Deity: Pharasma.

Replacement Power: The following granted power replaces the death's embrace ability of the Death domain or the ward against death ability of the Repose domain. Psychopomps are a race of neutral outsiders (*Pathfinder RPG Bestiary 4 217*).

Spirit Touch (Su): At 6th level, as a swift action, you can give your natural weapons or any weapons you wield the *ghost touch* weapon special ability. You can use this power a number of rounds per day equal to your cleric level. These rounds need not be consecutive.

Replacement Domain Spells: 3rd—*chains of perdition*^{UC}, 6th—*planar ally* (psychopomps only), 8th—*trap the soul*.

SOLITUDE SUBDOMAIN

Associated Domain: Protection.

Associated Deities: Nethys, Yamatsumi.

Replacement Power: The following granted power replaces the resistant touch ability of the Protection domain.

Taboo (Su): When a creature touches you or strikes you with a melee attack, you can activate this power as an immediate action. That creature takes a -1 penalty on saving throws for 1 minute. This penalty increases by 1 for every 5 levels you possess. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*silence*, 4th—*detect scrying*, 5th—*mirage arcana*, 9th—*greater create demiplane*^{UM}.



Even-Handed Tactics



Neutral characters favor methods that are effective, whether or not they are perceived as moral. Some may call such beings mercenary, but most neutral characters prefer to think of themselves as pragmatic.

NINJA TRICKS

The following new ninja tricks complement neutral-aligned ninjas.

Blood Debt (Su): A ninja with this ability gains *In Harm's Way*^{APG} as a bonus feat, even if she doesn't meet the prerequisites. When the ninja intercepts an attack using this feat, she can spend 1 ki point to impose a blood debt on the aided ally. The ninja's ki pool is reduced by 1 until she ends this effect, which she may do as an immediate action. If the ninja ends the blood debt in response to a successful attack against her by a creature the indebted ally threatens, the ally (who must be willing) takes full damage from that attack and any associated effects instead of the ninja.

Kamikaze (Su): A ninja with this ability strikes without concern for her own well-being. The ninja can spend 1 point from her ki pool to give her unarmed strikes and any weapons she wields the *vicious* weapon special ability for 1 round per level. The ninja can spend 1 ki point to dismiss this effect.

Redirect Force (Ex): If the ninja has a feat that allows her to attempt a combat maneuver without provoking attacks of opportunity, she can choose to provoke them anyway when she performs that maneuver. If she does so and takes damage from the attack of opportunity, the ninja adds the damage as a bonus on her attack roll instead of as a penalty.

MASTER TRICKS

A ninja may select the following new master trick at the appropriate level.

Kawarimi (Su): Once per day when a successful attack is made against a ninja with this ability, as an immediate action she can spend 1 ki point to attempt a Stealth check opposed by the attacker's Perception check. The ninja can attempt this check while being observed as long as she has cover or concealment (or an ability that allows her to attempt Stealth checks without cover or concealment). If she's successful, the opponent's attack hits an inanimate object that the attacker mistook for the ninja, and the ninja may move into an adjacent square and is hidden from the attacker.

NEGOTIATOR (BARD ARCHETYPE)

Bards are experts at manipulating the emotions and perceptions of others. Negotiators are those bards who take the skills of a performer and apply them to the realms of business and law.

Hard Bargainer: A negotiator adds half his class level (minimum 1) on Bluff, Diplomacy, Intimidate, Knowledge (local), and Sense Motive checks. This ability replaces bardic knowledge.

Bardic Performance: A negotiator gains the following types of bardic performance.

Counterargument (Su): This performance acts as countersong, except a negotiator can use only Perform (act, comedy, oratory, or sing) to perform a counterargument.

Fast Talk (Su): At 1st level, a negotiator can use performance to affect the perceptions of any number of targets that can hear him. While the negotiator performs, these targets take a -1 penalty on saving throws against enchantment (charm) and illusion (figment, glamor, or shadow) effects, as well as a penalty on Appraise checks equal to half the negotiator's level (minimum -1). A target that fails its Appraise check believes that the object in question is worth 10% more or less (negotiator's choice) than its actual value. At 5th, 11th, and 17th levels, the saving throw penalty increases by 1 and the shift in an object's perceived value increases by 10%. Fast talk is a language-dependent, mind-affecting ability that uses audible components. This performance replaces inspire courage.



Binding Contract (Sp): At 9th level, the negotiator can bind another creature's promise to the negotiator with a *geas*. This acts as *lesser geas*, except the creature must have Hit Dice equal to or less than the negotiator's level. The target can negate this effect with a successful Will save (DC = 10 + 1/2 the negotiator's level + the negotiator's Charisma modifier). The *geas* is discharged if the negotiator breaks his end of the bargain. Using this ability requires 3 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. At 18th level, this effect acts as *geas/quest* (no HD limit, and the target cannot attempt a saving throw). Binding contract is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components. This performance replaces inspire greatness.

Rogue Talents: At 2nd level, a negotiator gains a rogue talent, as the rogue class feature of the same name. At 6th level and every 4 levels thereafter, the negotiator gains an additional rogue talent. A negotiator cannot select a rogue talent that modifies the sneak attack ability. This ability replaces versatile performance.

Master of Rhetoric (Ex): At 5th level, the negotiator can take 10 on any Bluff, Diplomacy, Intimidate, Knowledge (local), or Sense Motive check if he has ranks in that skill. A negotiator can choose not to take 10 and can instead roll normally. In addition, the negotiator can take 20 on one of those skill checks (without spending any additional time). The negotiator can do this once per day at 5th level, twice per day at 11th level, and three times per day at 17th level. This ability replaces lore master.

Advanced Talents: At 10th level and every 4 levels thereafter, a negotiator can select an advanced rogue talent in place of a rogue talent. A negotiator cannot select an advanced talent that modifies the sneak attack ability.

NEW GRIT FEATS

Many legendary gunslingers exemplify neutrality. Grit feats interact with the gunslinger's grit class ability or the grit granted by the Amateur Gunslinger feat (*Pathfinder RPG Ultimate Combat* 89).

FABULIST (GRIT)

You enjoy telling tall tales and gain confidence when others believe them.

Prerequisite: Amateur Gunslinger^{UC} feat or grit class feature.

Benefit: You gain a +1 bonus on Perform (act, comedy, oratory, and sing) skill checks, and Perform is a class skill for you. In addition, each time you make a successful Bluff check to convince someone of a far-fetched or impossible story, you regain 1 grit point. Successfully lying to a friendly or helpful creature, or a creature that has fewer Hit Dice than half your character level, doesn't restore grit.

GUN TWIRLING (GRIT)

You can spin and juggle a small firearm, making it difficult to predict where you will shoot.

ALLIES OF CONVENIENCE

Player characters are likely to have many allies in the course of their adventures. Some are temporary allies who provide assistance for a single adventure, while others (like cohorts or hirelings) are more long-term. Yet a third type of ally exists as well—those who accompany the PCs only intermittently, breaking off and later rejoining the party many times throughout the course of a campaign.

These allies of convenience present a number of interesting opportunities for GMs and players. Sometimes a player, for whatever reason, can't make it to every game session. Rather than have his character become an NPC or else inexplicably vanish, the player might work with the GM to create an in-game explanation for the character's absences. Such characters might have other duties, such as a druid who needs to regularly attend her sacred grove, or other ways of serving the party, such as a wizard who leaves to do research or craft magic items. They might be mercenary, like a thief who joins a party as a trapsmith when he needs to get out of town and lie low, or capricious, like an oracle who comes and goes as the spirits move her.

Intermittent allies are often morally neutral. Some care little whether the party fights for good or evil as long as they get their share of the loot. Others support the party's quest, but consider it only part of a greater plan. Perhaps such a character has his own tangential goal, but aids the party when it helps him. The character's side business might even provide plot hooks for the party—in fact, he may get his fellow party members into trouble as often as he helps them out.

Prerequisites: Amateur Gunslinger^{UC} feat or grit class feature, Dazzling Display, Weapon Focus.

Benefit: You can spend 1 grit point to make a feint attempt using a one-handed firearm for which you have Weapon Focus (instead of a melee weapon). The target of this feint must be within 30 feet of you and be able to see you.

If you have the Quick Draw feat, you can holster a one-handed firearm as a free action as long as you have at least 1 grit point.

NAMED BULLET (GRIT)

You can craft ammunition intended to kill specific foes.

Prerequisites: Amateur Gunslinger^{UC} feat or grit class feature, Gunsmithing^{UC}, base attack bonus +5.

Benefit: Whenever you craft ammunition using Gunsmithing, you may inscribe a bullet or alchemical cartridge with the name of its intended target. The ammunition gains the *bane* weapon special ability against the chosen creature only. If the ammunition is used to attack any other target, the attack roll is instead made with a -2 penalty. Crafting a named bullet costs 1 grit point and reduces your maximum grit points by 1 until the named bullet is fired or destroyed.

Logic and Madness



Disciples of the arcane arts with a neutral alignment often walk the fine line between genius and insanity. Many realize too late that to attempt to understand everything is to be assured of nothing.

ALCHEMIST DISCOVERIES

Alchemists with a neutral alignment are credited with making the following discoveries. Discoveries marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to $10 + 1/2$ the alchemist's level + the alchemist's Intelligence modifier.

Anarchic Bombs*: When the alchemist creates a bomb, he can choose to have it deal chaotic divine damage. Lawful creatures that take a direct hit from an anarchic bomb must succeed at a Fortitude save or be staggered on their next turn. Against neutral creatures, anarchic bombs deal half damage, and such targets are not affected by their staggering effect. Anarchic bombs have no effect on chaotic-aligned creatures. An alchemist must be at least 8th level before selecting this discovery.

Axiomatic Bombs*: When the alchemist creates a bomb, he can choose to have it deal lawful divine damage. Chaotic creatures that take a direct hit from an axiomatic bomb must succeed at a Fortitude save or be staggered on their next turn. Against neutral creatures, axiomatic bombs deal half damage, and such targets are not affected by their staggering effect. Axiomatic bombs have no effect on lawful creatures. An alchemist must be at least 8th level before selecting this discovery.

Collective Memory (Su): While under the effects of a cognatogen (*Pathfinder RPG Ultimate Magic* 15), the alchemist adds half his class level on all Knowledge skill checks and may attempt all Knowledge skill checks untrained. This bonus does not stack with the second Intelligence bonus granted by the mindchemist archetype's perfect recall class feature. An alchemist must have the cognatogen discovery before selecting this discovery.

Intuitive Understanding (Sp): If the alchemist drinks an extract of the divination school while under the effects of a cognatogen (*Ultimate Magic* 15), his effective caster level temporarily increases by 2. In addition, while under the effects of a cognatogen, the alchemist may use *augury* once as a spell-like ability (caster level equal to his alchemist level). At 10th level, he can use *divination* instead. An alchemist must be at least 4th level and must have the cognatogen discovery before selecting this discovery.

ARCANE DISCOVERIES

A wizard can learn one of the following arcane discoveries (*Ultimate Magic* 86) in place of a regular feat or wizard bonus feat.

Balanced Summoning: You maintain balance by calling on opposing forces when summoning. Whenever you cast a *summon monster* spell, you can summon two creatures from a single list 1 or more levels lower than the level of the spell. The two creatures must have alignments that are opposite along at least one axis (chaotic and lawful or evil and good). For example, if you cast *summon monster III*, you could summon a celestial wolf and a fiendish hyena from the 2nd-level list.



Beyond Morality (Su): As long as you are neutral, you may choose to be treated as the most favorable alignment when affected by spells whose effects vary based on alignment (such as *holy word*). If you are neutral in relation to evil and good, you may choose to be treated as good or evil. If you are neutral in relation to chaos and law, you may choose to be treated as lawful or chaotic. You may only choose to be treated as one alignment type along a single axis at a time (for instance, if you were within the area of both a *magic circle against evil* spell and an *unholy blight* spell, you would have to choose to be either evil, good, or neutral for the purpose of determining the spells' effects). You must be at least a 9th-level wizard to select this discovery.

Creative Destruction (Su): You have learned how to use destructive energy to empower yourself. When you cast an evocation spell that deals damage, you gain a number of temporary hit points equal to the total number of dice used to determine the damage caused by the spell. Temporary hit points gained from this discovery do not stack and disappear after 1 hour.

Defensive Feedback (Su): Rather than dissipate damaging energy, you can redirect some of it back to its source. When an abjuration spell you cast prevents damage (with damage reduction or energy resistance), if the attacking creature is within 30 feet of the protected creature, the foe takes 1d6 points of damage for every 10 points of damage prevented.

Idealize (Su): In your quest for self-perfection, you have discovered a way to further enhance yourself and others. When a transmutation spell you cast grants an enhancement bonus to an ability score, that bonus increases by 2. At 20th level, the bonus increases by 4. You must be at least a 10th-level wizard to select this discovery.

IMPOSSIBLE SORCERER BLOODLINE

You can see beyond the mundane, and are capable of visualizing the improbable, and even the impossible. This ability derives from an equally unlikely source, such as the godmind of the axiomites or the monad of aeons. If this expanded perception doesn't drive you mad, you may learn to make the impossible into reality.

Class Skill: Knowledge (engineering).

Bonus Spells: *lesser confusion* (3rd), *make whole* (5th), *shrink item* (7th), *confusion* (9th), *fabricate* (11th), *animate objects* (13th), *insanity* (15th), *polymorph any object* (17th), *wish* (19th).

Bonus Feats: Craft Construct, Craft Magic Arms and Armor, Deft Hands, Exotic Weapon Proficiency, Far Shot, Iron Will, Point-Blank Shot, Skill Focus (Knowledge [engineering]).

Bloodline Arcana: Constructs are susceptible to your enchantment (compulsion) spells as if they were not mind-affecting. Constructs are treated as living creatures for the purposes of determining which spells affect them.

Bloodline Powers: You see the world differently from others, and can mold it to suit your needs.

NEUTRAL AS ARBITER

Those looking for an objective viewpoint often turn to neutral-aligned intellectuals for their opinion. Whether called to act as judges and mediators or merely to record as disinterested observers, neutral characters have certain advantages over those who assert a moral stance. Unlike evil characters, neutral characters are able to defer their own self-interest for the interests of others. On the other hand, they do not suffer the sentimentality that causes good characters to be overly merciful.

For many, lawful neutral is the quintessential alignment of bureaucrats, judges, and lawyers. Sworn to uphold the letter of the law, they interpret and apply contracts and regulations with minimal variance.

Neutral characters make excellent mediators, whether between individuals or whole nations. Able to see many sides of a situation, yet favoring none, these characters are often peacemakers between extreme philosophies.

Chaotic neutral characters value freedom of conscience, and thus they too can serve as mediators between differing parties. Their solutions are often ad hoc, favoring flexibility over consistency.

Disorienting Touch (Sp): At 1st level, as a melee touch attack, you can cause a creature to doubt its sense of depth and direction. The target is sickened for a number of rounds equal to 1/2 your sorcerer level (minimum 1). Multiple touches do not stack, but they do add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Spontaneous Generation: At 3rd level, you gain Craft Wondrous Item as a bonus feat. In addition, when you craft a magic item (except a potion, a spell-trigger item, or a spell-completion item), you may ignore one spell prerequisite without increasing the creation DC. You can ignore an additional spell prerequisite at 9th, 15th, and 20th levels.

Distraction Pattern (Su): At 9th level, you can distort the scenery around you for a number of rounds equal to your sorcerer level. This ability provides a 20% miss chance on ranged attacks made against you and grants you a bonus on Stealth checks equal to 1/2 your sorcerer level. You can use this ability once per day at 9th level, twice per day at 17th level, and three times per day at 20th level.

Relativity (Su): At 15th level, you can traverse vertical surfaces as easily as you walk on the ground. When climbing, you move at your normal land speed and take none of the penalties associated with climbing. The surface must be able to support your weight, and difficult terrain affects your speed as normal. You are also immune to *reverse gravity* and similar effects.

Living Paradox (Ex): At 20th level, your outward appearance remains the same, but beneath your skin lies not flesh and blood but clockwork gears, miniature galaxies, or something equally uncanny. You gain immunity to disease and poison. You take no additional damage from bleed effects, critical hits, and sneak attacks.

Mercenary Maneuvers



Brawlers, duelists, and champions who follow the path of neutrality may fight for coin, for even-handed justice, or for some inscrutable reason all their own. Some may attempt to create a sense of order around the principles of balance, while others might act out the tenets of their alignment with reckless zealotry.

ORDER OF THE SCALES

Members of this cavalier order serve the cause of legal integrity. Many order of the scales cavaliers track down and apprehend fleeing lawbreakers so that these vagrants may answer for their crimes and make good on their debts. They often serve as judges or stakeholders, and work to ensure that wherever a bargain is made—whether it is monetary, a life debt, or an oath to be upheld—both ends make good on their promises.



Edicts: The cavalier must fulfill all binding agreements he makes with others. If a bargain becomes impossible to fulfill, he must satisfactorily compensate all aggrieved or adversely affected parties involved in the bargain. When serving as a judge or arbiter, the cavalier must make fair, impartial judgments, and if unable to do so, must recuse himself at the earliest possibility. If authorized to enforce an agreement, the cavalier must wholeheartedly strive to accomplish this, remaining unswayed by threats, bribery, and other deterrents.

Challenge: Whenever an order of the scales cavalier issues a challenge, he receives a +1 morale bonus on combat maneuvers and attacks of opportunity made against the target of his challenge. This bonus increases by 1 for every 4 levels the cavalier possesses.

Skills: An order of the scales cavalier adds Knowledge (local) (Int) and Linguistics (Int) to his list of class skills. He gains a bonus equal to half his level (minimum +1) on Sense Motive checks to determine whether someone is bluffing and to determine whether a creature's behavior is being influenced by an enchantment.

Order Abilities: A cavalier belonging to the order of the scales gains the following abilities as he increases in level.

Mobile Wall (Ex): At 2nd level, the cavalier receives Step Up as a bonus feat. He can use this feat while mounted by succeeding at a DC 15 Ride check, directing his mount to move rather than himself. The cavalier gains a +1 bonus to his CMD against attempts to tumble through squares he threatens. At 6th level, and every 4 levels thereafter, this bonus increases by an additional +1.

Seek Retribution (Ex): At 8th level, once per day after receiving a request for aid from a legal authority or an aggrieved party regarding the breaking of an oath, whenever the cavalier encounters the oath-breaking creature, he can choose to vehemently exact retribution. As a swift action, the cavalier can grant himself a competence bonus equal to his Charisma modifier on all attack rolls, weapon damage rolls, and opposed checks against the oath-breaking creature. These bonuses last for 1 round per level.

Sworn Oathkeeper (Ex): At 15th level, the cavalier can formally witness an oath or agreement between two creatures. If either creature breaks or reneges on the agreement and the cavalier becomes aware of this, he gains the bonuses from his seek retribution ability against that creature at all times. This ability ends when the creature fulfills the conditions of the oath or receives just punishment for breaking the oath. The maximum number of witnessed oaths cavalier can have active at a time is equal to his Charisma modifier (minimum 1).

RAGE POWERS

A neutral barbarian may rage in hopes of inspiring change, for the hedonistic thrill of it, or simply because such anger is all she has ever known. The following new rage powers are well suited for neutral barbarians.

Impelling Disarm (Ex): Once per rage, the barbarian can make a disarm attempt against a target in place of a melee attack. This attempt does not provoke attacks of opportunity. If successful, the barbarian sends the target's weapon flying—either straight at the target, or spinning away to strike another foe up to 20 feet away. This ranged attack counts as throwing a weapon that isn't designed to be thrown (*Pathfinder RPG Core Rulebook* 141), even if the weapon disarmed is a thrown weapon. The barbarian makes a ranged attack, which doesn't provoke attacks of opportunity, at either the target of his disarm maneuver or another creature within 20 feet. If the barbarian is aiming for the disarmed creature, the foe doesn't count as being in melee for determining any penalty on the ranged attack from throwing a ranged weapon into melee. If the ranged attack hits, the disarmed weapon deals damage as if the barbarian had thrown it. The barbarian can choose to aim the disarmed weapon at a square rather than at a foe. A barbarian must be at least 4th level to select this rage power.

Savage Dirty Trick (Ex): Once per round while raging, the barbarian can attempt a dirty trick combat maneuver (*Pathfinder RPG Advanced Player's Guide* 320) in place of a melee attack. This attempt does not provoke attacks of opportunity. If successful, the target takes an amount of damage equal to the barbarian's Strength modifier and must succeed at a Fortitude save (DC 10 + 1/2 the barbarian's level + the barbarian's Strength modifier) or take an additional penalty from the dirty trick based on the type of dirty trick performed and the following table.

Initial Penalty	Additional Penalty
Blinded	Staggered
Dazzled	Dazed
Deafened	Staggered
Entangled	Anchored in place and unable to move from that square
Sickened	Nauseated

On a failed Fortitude save, the opponent takes this additional penalty on top of the dirty trick's original effect. The additional penalty lasts for 1 round (though the initial penalty lasts as long as normal), and can be removed with a move action. The initial effect cannot be removed via mundane means until the additional penalty is removed (though magical effects like *remove blindness/deafness* work). Removing the initial effect also removes the additional penalty. If the target is immune to the initial penalty, then it is unaffected by the additional penalty.

For example, a barbarian using this rage power attempts a dirty trick combat maneuver against her opponent to blind him. She succeeds and her opponent fails his

MERCENARY'S CREED

Mercenaries are almost always neutral-aligned, since their fight-for-pay lifestyle usually requires some level of moral flexibility. This holds especially true for mercenaries who accept a wide variety of jobs from multiple employers. In order to make sense of their venal, blood-soaked world, many lawful neutral, neutral, and even chaotic neutral mercenaries adopt a personal creed or code by which they abide. The following tenets are some of the most frequently adopted aspects of a mercenary's personal creed.

Getting Paid Is Winning: Fight hard to win. The victors seize the spoils, and it's much harder to extract payment from a defeated or dead employer. Some battles cannot be won, so retreat or even surrender should not be discounted as viable options. If captured, give your parole and seek another contract—after all, it is better to be a meagerly paid soldier than a prisoner of war earning nothing.

Respect the Contract: Once you accept a contract, you do the work. If the situation changes dramatically from what was negotiated or circumstances arise that go against your other principles, you can leave the contract by returning any payment along with an explanation. Turn on your employers only if they attempt to deceive or betray you. It may be tempting to take a conflicting contract from an opposing side if it pays better than your original job, but an accepted contract should be respected until completion, since few prospective employers would hire a known turncoat. Changing employers between contracts, however, is perfectly reasonable, even if this means you end up fighting on both sides of a conflict.

Uphold Your Reputation: Your worth as a soldier—and what potential employers will pay—rests firmly on your reputation. Defend your reputation and honor against any who attempt to slander you. Treating worthy enemies with respect improves your reputation, and remember that one day you may need to fight alongside them. Disreputable actions such as demanding extra payment just before (or even during) a battle, betraying an employer, or, worst of all, failing to complete a contract may pay off in the short term, but the resulting damage to your reputation could negatively affect your future prospects.

Fortitude save, so he becomes staggered as well as blinded. Regardless of whether he had succeeded at his saving throw, the opponent still takes an amount of damage from the barbarian's combat maneuver equal to the barbarian's Strength modifier (unless he has damage reduction or would otherwise be able to prevent this damage). Likewise, if her opponent were immune to blinding effects, he would not suffer from the blindness or the staggering effect, regardless of his saving throw.

This power can only be used once per opponent per rage. A barbarian must be at least 6th level to select this rage power.

No Time for Morality



For some, neutrality isn't a matter of moral impartiality or philosophical stoicism—it's strictly a means of survival, a way of life that's forced upon one. In harsh and unforgiving regions like the frostbitten Realm of the Mammoth Lords or the sweltering Mwangi Expanse, every day is yet another fight against the odds, a struggle to subsist in a place where mere hesitation over morality or ethics can mean the difference between life and death.

SURVIVOR (DRUID ARCHETYPE)

The survivor embodies the neutral aspect of the natural world and eschews druidic magic in favor of more pragmatic and worldly survival methods.

Class Skills: A survivor adds Stealth to her list of class skills.

Weapon Proficiencies: In addition to the normal druid weapon proficiencies, a survivor is proficient with the shortbow and longbow.

Diminished Spellcasting: A survivor's number of spells per day for each spell level is one less than normal (for example, a 4th-level survivor can cast three cantrips, two 2nd-level spells, and one 1st-level spell per day). If this reduces the number of spells for a level to 0, she gains only the bonus spells for that level she would be entitled to based on her Wisdom score.

Nature Bond (Ex): At 1st level, a survivor must select an animal companion as her nature bond.

Element of Surprise (Ex): At 4th level, if a survivor makes a successful attack during a surprise round against a target that is unaware of her, her victim takes a penalty on its initiative check during the following round equal to half the damage dealt by the survivor's attack (minimum 0, maximum equal to the survivor's class level). This cannot reduce an initiative result below 1. This ability replaces resist nature's lure.

Trap: At 4th level, a survivor learns how to create a snare trap (*Pathfinder RPG Ultimate Magic* 65) and one other ranger trap of her choice (see page 25 or *Ultimate Magic* 64). At 6th level and every 2 levels thereafter, she learns another trap. The survivor can use these traps a total number of times per day equal to $\frac{1}{2}$ her druid level + her Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The survivor cannot select an individual trap more than once. This ability replaces wild shape.

Launch Trap: At 9th level, a survivor can affix a magical ranger trap to an arrow or thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If the projectile is fired at a square, the trap is treated as if the survivor had set the trap in that square, except the DC is 5 lower than normal. If the projectile is fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a



maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used. This ability replaces venom immunity.

DRUID SPELL

In addition to the spells on pages 26–27, the following new druid spell is particularly useful for those who battle for survival in lands where even the plants are deadly foes.

EXPLOSION OF ROT

School necromancy; **Level** druid 4

Casting Time 1 standard action

Components V, S, M (a rotting flower)

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

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; see text; **Spell Resistance** yes

You call forth a burst of decay that ravages all creatures in the area. Even nonliving creatures, such as constructs or undead, wither in this malignant eruption of rotting energy. Creatures in the area of effect take 1d6 points of damage per caster level (maximum 15d6) and are staggered for 1d4 rounds. A successful Reflex saving throw halves the damage taken and negates the staggered effect. Plant creatures are particularly susceptible to this rotting effect; any plant creatures caught in the burst are staggered for 1d4 rounds even on a successful saving throw.

RANGER TRAPS

The traps of neutral-aligned rangers often serve as an efficient means to their varied ends. The full rules for ranger traps can be found on page 64 of *Pathfinder RPG Ultimate Magic*. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap at the cost of 1 additional use of the trap ability.

FIREWORK TRAP* (EX OR SU)

Effect A ranger can add this augmentation to a fire or smoke trap. The trap explodes in a flash of colored lights. All creatures within 10 feet must succeed at a saving throw (Fortitude if an extraordinary firework trap, Will if supernatural) or be blinded for 1d4+1 rounds. If this is an extraordinary trap, the ranger must use an alchemical weapon when setting the trap, such as flash powder^{UE} or a firework^{UE}.

LIMNING TRAP (EX OR SU)

Effect This trap sprays glowing dust into the trapped square and all adjacent squares. A creature covered in this dust glows like a candle (becoming visibly outlined if invisible) and takes a –20 penalty on Stealth checks. The dust's effects last for 1 round per ranger level or until the creature washes it off (a move action requiring water or some other cleanser). If this is an extraordinary trap, the ranger must use alchemical components when setting the trap, such as glowing ink^{UE} or marker dye^{UE}.

AMORAL BY CIRCUMSTANCE

In some parts of the world, one has little time to ponder the quandaries of law and chaos or good and evil—instead, every moment is dedicated solely to preserving one's very life. When a hunter is on the verge of starvation, the moral implications of poaching a game animal hardly matter, and the same holds true for many other characters in life-or-death circumstances. For these individuals, the world is such a harsh place that they can't afford to entertain the notions of right or wrong, and thus they settle upon an amoral perspective rarely seen in settled lands.

In comfortable, civilized lands—where the elements and natural dangers don't constantly threaten one's life—people with "refined" values and powdered noses may view the survivalist mentality of amoral individuals as primitive or even animalistic. Amoral persons, in contrast, often view civilized people as incompetent and out of touch with the natural way of things, and know that such pompous plebes would hardly last long in a world devoid of their creature comforts. Amoral characters are not always asocial, though—self-preservation can be (and often is) as much a matter of protecting one's family as protecting one's own skin.

Characters who boast survivalist mentalities often relate to wild beasts, since these creatures share similar—albeit less well-defined—values. Even loners know the value of a loyal ally, and many amoral adventurers adopt companions from the surrounding environs, either by happening upon an animal with whom they share an inexplicable kinship or by rearing a wild beast from birth. Many tribal cultures pass down stories of warriors gifted with the power to calm or even speak to beasts, and many druids and rangers fill this sacred role in societies that prize such "animal talkers."

SMOKE TRAP (EX OR SU)

Effect This trap bellows out thick, choking smoke that fills the trapped square and all adjacent squares. Any breathing creature in these squares must succeed at a Fortitude saving throw or take a –4 penalty to Strength and Dexterity every round it's within the smoke and for 1d4+1 rounds after leaving the smoke. All sight, even darkvision, is ineffective in or through the smoke. The smoke lasts for 1 round per 2 ranger levels, and is dispersed by wind as *fog cloud*. If this is an extraordinary trap, the ranger must use an alchemical component when setting the trap, such as a smokestick.

TOXIC FUMES TRAP* (EX OR SU)

Effect A ranger can add this to a smoke trap. The smoke this trap creates is extremely noxious. Any breathing creature must succeed at a Fortitude saving throw (in addition to the Fortitude save for the smoke trap) or be nauseated every round it's within the smoke and for 1d4+1 rounds after leaving the smoke. If this is an extraordinary trap, the ranger must use a toxic material when setting the trap, such as noxious aromatic (*Pathfinder Player Companion: Animal Archive* 13).

Spells of the Stoic



Some of the new spells that follow are frequently employed by neutral creatures to further their sometimes inscrutable aims; others were designed by spellcasters of other alignments to deal with neutral menaces if needed.

ANTITHETICAL CONSTRAINT

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You constrain the target such that the target automatically misses with all attacks made against creatures that are not of the opposite alignment of it. For example, a lawful evil target would automatically fail at all attacks except those made against chaotic good creatures, and a neutral good target would automatically fail at all attacks except those made against neutral evil creatures. For the purposes of *antithetical constraint*, creatures that are chaotic evil, chaotic good, lawful evil, or lawful good are all considered to have the opposite alignment of a target whose alignment is neutral with no other alignment components. This restriction doesn't apply to effects that do not require attack rolls, such as *magic missile*.

ARBITRAMENT

School evocation [sonic]; **Level** cleric 7, inquisitor 6

Casting Time 1 standard action

Components V

Range 40 ft.

Area non-neutral creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw none or Will negates; see text; **Spell Resistance** yes Any chaotic evil, chaotic good, lawful evil, or lawful good creatures within the area of this spell suffer the following ill effects, based on their Hit Dice.

Hit Dice	Effect
Equal to caster level	Sickened
Up to caster level - 1	Staggered, sickened
Up to caster level - 5	Nauseated, staggered, sickened
Up to caster level - 10	Killed, nauseated, staggered, sickened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects can attempt only one saving throw and apply the result to all the effects.

Sickened: The creature is sickened for 1d4 rounds. A successful Will save negates the effect.

Staggered: The creature is staggered for 2d4 rounds. A successful Will save reduces the staggered effect to 1d4 rounds.

Nauseated: The creature is nauseated for 1d10 minutes. A successful Will save reduces the nauseated effect to 1d4 rounds.

Killed: Living creatures die. Undead creatures are destroyed. A successful Will save negates this effect. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, all chaotic evil, chaotic good, lawful evil, and lawful good extraplanar creatures within the area are banished back to their home planes (Will negates, at a -4 penalty). Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *arbitrament*.

Creatures whose Hit Dice exceed your caster level are unaffected by *arbitrament*.

ARDOR'S ONSLAUGHT

School evocation; **Level** cleric 4, inquisitor 4

Casting Time 1 standard action

Components V, S

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

Area 20-ft.-radius burst

Duration instantaneous (1d6 rounds); see text

Saving Throw Will partial; see text; **Spell Resistance** yes

You unleash the power of zealous conviction to smite your enemies. The power takes the form of a burst of metallic, pulsing energy. Only creatures with a neutral alignment component are harmed by the spell; chaotic evil, chaotic good, lawful evil, and lawful good creatures are unaffected.

The spell deals 1d8 points of damage per 2 caster levels (maximum 5d8) to neutral creatures (with the exception of neutral outsiders, who take 1d6 points of damage per caster level, maximum 10d6). Neutral outsiders are also nauseated for 1d6 rounds. A successful Will save halves the damage and negates the nauseated effect.

The spell deals half damage against creatures that are chaotic neutral, lawful neutral, neutral evil, or neutral good, and they are not nauseated. With a successful Will save, the damage is reduced by half again (down to one-quarter).

COUNTERBALANCING AURA

School abjuration; **Level** cleric 8

Casting Time 1 standard action

Components V, S, F (a set of scales worth 500 gp)

Range 20 ft.

Targets one creature/level in a 20-ft.-radius burst centered on you

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes (harmless)

A pulsing bronze glow surrounds the targets, protecting them

from attacks, granting them resistance to spells cast by neutral creatures, and sickening or nauseating neutral creatures that strike the targets. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. This benefit applies against all attacks, not just against attacks by neutral creatures.

Second, a warded creature gains spell resistance 23 against spells cast by chaotic neutral, lawful neutral, neutral evil, and neutral good creatures, and spell resistance 27 against spells cast by neutral creatures with no other alignment components.

Third, the abjuration protects warded creatures from possession and mental influence, just as *protection from evil* does.

Finally, if a chaotic neutral, lawful neutral, neutral evil, or neutral good creature succeeds at a melee attack against a warded creature, the attacker is sickened for 1d6 rounds (Fortitude negates). If a neutral creature succeeds at a melee attack against a warded creature, the attacker is instead nauseated for 1d6 rounds (Fortitude negates).

DISPEL BALANCE

School abjuration; **Level** cleric 5, druid 5, inquisitor 5

Casting Time 1 standard action

Components V, S, DF

Range touch

Target or Targets you and a touched neutral creature from another plane, or you and an enchantment on a touched creature or object

Duration 1 round/level or until discharged, whichever comes first

Saving Throw see text; **Spell Resistance** see text

Pulsing, bronze energy surrounds you, bestowing three effects.

First, you gain a +3 deflection bonus to AC against attacks by chaotic neutral, lawful neutral, neutral evil, and neutral good creatures. Against attacks by creatures whose alignment is neutral with no other alignment components, this deflection bonus is instead +5.

Second, upon making a successful melee touch attack against a creature from another plane with a neutral component to its alignment, you can choose to banish that creature back to its home plane. The creature can negate this effect with a successful Will save (spell resistance applies). If the creature's alignment is neutral with no other alignment components, this saving throw is made at a -2 penalty. This use discharges and ends the spell.

Third, with a touch, you can automatically dispel any one enchantment spell cast by a creature with a neutral component to its alignment. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel balance*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

RECENTERING DRONE

School abjuration; **Level** cleric 2, druid 2

Casting Time 1 standard action

Components V, S, DF

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

Targets one creature/2 levels (no two of which may be more than 30 ft. apart)

Duration concentration

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

You emit a calming subsonic drone that allows the targets to temporarily refocus and restore their balance when they're suffering from debilitating conditions. A target with the dazzled, fatigued, shaken, or sickened condition ignores the penalties of those conditions for the duration of this spell. A target with one of the following conditions is treated as having the associated lesser condition for the duration of the spell, as shown by the following table.

Condition	Lesser Condition
Blinded	Dazzled
Exhausted	Fatigued
Frightened	Shaken
Nauseated	Sickened

At the end of the spell's duration, the targets are again subject to the appropriate penalties if the original conditions affecting the target are still in effect.



Mercurial Magic Items



Whether an adventurer struggles to maintain the balance on which the multiverse depends or merely seeks to make it through another day with a few more coins in his pocket, the following magic items are indispensable aids for neutral-aligned characters.

CLOAK OF MORAL REFRACTION		PRICE
		54,200 GP
SLOT shoulders	CL 13th	WEIGHT 1 lb.
AURA strong abjuration		



The *cloak of moral refraction* has long been a tool of the riftwardens—mystics who charge themselves with maintaining cosmic balance and closing extraplanar portals throughout the multiverse. The shimmering fabric of this light silver-and-red cloak never dirties or wrinkles, and when laid out flat, the cloak reflects light nearly as well as a mirror.

A fully charged *cloak of moral refraction* has 3 charges—charges used are automatically renewed at a rate of 1 charge per day at dawn. The wearer may use the cloak to expend these charges and create the following effects.

- **1 charge:** Dispel an ongoing spell with an alignment descriptor, as the third function of *dispel chaos/evil/good/law*.
- **2 charges:** Ready an action to counter a spell or spell-like ability with an alignment descriptor. The effect is automatically countered, and no caster level check is required. The charges are expended only after countering a spell or spell-like ability. If you ready this action but it is not triggered, the charges are not expended.
- **3 charges:** As an immediate action, counter a spell or spell-like ability cast by an outsider with an alignment subtype. The effect is automatically countered, and no caster level check is required. In addition, the outsider must succeed at a DC 20 Will save or be banished back to its home plane, as *banishment*. An outsider with more than 26 Hit Dice is unaffected by the *banishment* effect.

CONSTRUCTION REQUIREMENTS	COST 27,100 GP
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Craft Wondrous Item; *banishment*; *dispel chaos, evil, good, and law*; *dispel magic*; creator must be neutral

DIMENSIONAL ACID		PRICE
		varies
Basic pit		450 GP
Corrosive pit		1,750 GP
Jagged pit		1,000 GP
Living pit		2,700 GP
SLOT none	CL varies	WEIGHT 1 lb.
AURA varies		

The acid in this flask burns not through matter, but through space itself, creating a temporary extradimensional pit wherever it touches. A flask of *dimensional acid* can be thrown as a splash weapon with a range increment of 10 feet. Alternatively, it can be used as a special component when casting the *snare* spell. Instead of the spell's usual effect, the creature that triggers the modified *snare* is treated as if it had taken a direct hit from the *dimensional acid*.

Dimensional acid comes in a number of varieties.

Basic Pit: This acid creates a pit, as the *create pit*^{APG} spell, where it lands. Faint conjuration; CL 3rd; Craft Wondrous Item, *create pit*^{APG}.

Corrosive Pit: This acid affects matter as well, creating an *acid pit*^{APG} where it lands. Faint conjuration; CL 7th; Craft Wondrous Item, *acid pit*^{APG}.

Jagged Pit: This acid creates a *spiked pit*^{APG} spell where it lands. Moderate conjuration; CL 5th; Craft Wondrous Item, *spiked pit*^{APG}.

Living Pit: This acid burns into a living dimension, creating a *hungry pit*^{APG} where it lands. Moderate conjuration; CL 9th; Craft Wondrous Item, *hungry pit*^{APG}.

CONSTRUCTION REQUIREMENTS	COST varies
Basic pit	225 GP
Corrosive pit	875 GP
Jagged pit	500 GP
Living pit	1,350 GP

Craft Wondrous Item, additional spells

EYE OF BROKERAGE		PRICE
		16,550 GP
SLOT neck	CL 9th	WEIGHT 1/2 lb.
AURA moderate divination		



This golden, eye-shaped amulet is relatively unassuming save for the stunning diamond in the center of the piece. An *eye of brokerage* grants the wearer additional prowess while bartering with merchants

and otherwise making deals. The wearer gains a +5 competence bonus on Appraise checks and on Sense Motive checks to avoid being bluffed. In addition, once per day, the wearer can hold the *eye of brokerage* to one of her eyes for up to 7 rounds to determine whether up to seven creatures within 40 feet are lying (Will DC 16 negates), as *discern lies*.

CONSTRUCTION REQUIREMENTS	COST 8,275 GP
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Craft Wondrous Item, *chaos hammer*, *order's wrath*, creator must be neutral

GAUNTLETS OF THE UNCHAINED		PRICE
		13,200 GP
SLOT hands	CL 7th	WEIGHT 6 lbs.
AURA moderate evocation		



Said to have first been forged centuries ago by a human master blacksmith who escaped from drow slavers in Sekamina, these shimmering silver gauntlets remind the wearer that she is always shackled to the deeds of her past, but remains unfettered with the promise of a freer future.

The wearer of a pair of *gauntlets of the unchained* may only wield weapons two-handed—the magical chain that binds the gauntlets makes it effectively impossible to wield or hold more than one item at a time.

By tapping the gauntlets' manacles together as a swift action, the wearer can cause damage dealt by her wielded weapon to become lawful-aligned and thus overcome the corresponding damage reduction. This effect lasts for up to 7 rounds per day. This duration need not be consecutive, but it must be spent in 1-round increments.

By breaking the magical chain that connects the gauntlets as a standard action, the wearer can cause her wielded weapon to gain the *anarchic* weapon special ability for 7 minutes. Once broken, the chain between the gauntlets is shattered forever, and the gauntlets become nonmagical.

CONSTRUCTION REQUIREMENTS	COST 6,600 GP
Craft Wondrous Item, <i>chaos hammer</i> , <i>order's wrath</i> , creator must be neutral	

JUDICIAL HAMMER		PRICE 5,220 GP
SLOT none	CL 4th	WEIGHT 14 lbs.
AURA faint enchantment		



The head of this *+1 earth breaker* (*Pathfinder RPG Ultimate Equipment* 27) is shaped like a massive version of the gavel one might see in a court of law—the weapon is nearly 4 feet long from end to end. The Hellknights

of Citadel Vraid are attributed with crafting the first *judicial hammers*, having adopted their form from the weapons of the same Shoanti tribes they used the *judicial hammers* against. Once per day, the wielder may speak the *judicial hammer's* command word and name a specific crime he believes an individual within 30 feet has committed. Whenever the designated target takes damage from the *judicial hammer*, the target must succeed at a DC 13 Will save or immediately and truthfully confess its innocence or guilt in the named crime (if the target can speak the same language as the wielder of the *judicial hammer*, it must confess in this language). This effect lasts for 24 hours or until the creature fails its Will save, whichever comes first.

CONSTRUCTION REQUIREMENTS	COST 2,780 GP
Craft Magic Arms and Armor, <i>confess</i> ^{APG}	

LIAR'S ROBE		PRICE 4,180 GP
SLOT body	CL 5th	WEIGHT 6 lbs.
AURA faint transmutation		

This hole-ridden burlap robe would appear completely worthless if not for the immaculate red velvet lining its interior. When worn inside out, a *liar's robe* enshrouds the wearer in a continually shifting array of colors, features, and faces that obscure his entire appearance and make physical recognition all but impossible. This effect lasts for 1 hour, during which time the wearer can go back and forth between wearing the robe inside out (disguising himself) and right side out (revealing his true form) any number of times. Witnesses to a creature wearing a *liar's robe* must use *true seeing* or a similar effect in order to pierce through this disguise; otherwise, they see the wearer only as a continually shifting humanoid form. The wearer's voice, scent, and other tangible cues are also continually altered and distorted, though indirect magical means of identification (such as *detect thoughts* or *locate creature*) may still be used to recognize the individual. Since even the most magically disinclined individuals can clearly tell that the wearer is enshrouded in an illusion, a *liar's robe* is typically used in circumstances when it's appropriate to protect the wearer's anonymity without the wearer feigning another identity or hiding her presence.

CONSTRUCTION REQUIREMENTS	COST 2,090 GP
Craft Wondrous Item, <i>alter self</i>	

SLAVER'S CANE		PRICE 25,305 GP
SLOT none	CL 10th	WEIGHT 4 lbs.
AURA moderate evocation		

Katapeshi slave masters and enforcers sometimes use *slaver's canes* to put down insubordinates or recapture escaped property. The head of the studded black *+1 adamantite light mace* sports numerous cruel spikes, and a series of chains around the grip of the mace make it difficult to wrench from the wielder's hands (granting the wielder a +4 bonus to CMD versus attempts to disarm the weapon). In addition, the command word of the *slaver's cane* can be spoken once per day to create a 10-foot-radius *resilient sphere* around a target within 90 feet (Reflex DC 16 negates) that lasts for 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 12,805 GP
Craft Magic Arms and Armor, Enlarge Spell, <i>resilient sphere</i>	

TRAITOROUS BLASTER		PRICE 7,050 GP
SLOT none	CL 3rd	WEIGHT 5 lbs.
AURA faint transmutation		

This *+1 double-barreled pistol* has an oversized stock to compensate for the massive recoil the weapon produces, though even with this attachment the kickback is strong enough to throw the pistol completely backward after firing. When both barrels of a *traitorous blaster* are loaded and the wielder is being flanked, the wielder can fire both barrels as a single action, with each shot targeting one of the enemies flanking the wielder. The wielder takes only a -2 penalty on these attack rolls (rather than the -4 penalty normally associated with firing both barrels of a double-barreled pistol as a single action).

CONSTRUCTION REQUIREMENTS	COST 4,550 GP
Craft Magic Arms and Armor, <i>mirror strike</i> ^{UC}	

Envoy of Balance



Standing beyond good and evil, outside law and chaos, an envoy of balance serves as the countering force against any extremism that seeks to elevate one alignment above all others. While their motives seem almost inexplicable to onlookers, envoys of balance see themselves as guardians of the cosmic scales and arbiters of universal balance.

Hit Die: d6.

REQUIREMENTS

To qualify to for this prestige class, a character must fulfill the following criteria.

Alignment: Neutral.

Feats: Augment Summoning, Improved Counterspell, or Versatile Channeler^{UM}.

Skills: Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast 3rd-level spells.

Special: If the character gains spells from a deity, this deity's alignment must be neutral and it must be able to grant followers the ability to channel both positive and negative energy.

CLASS SKILLS

The envoy of balance's class skills (and the key ability for each skill) are Diplomacy (Cha), Knowledge (all) (Int), Linguistics (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the envoy of balance prestige class.

Weapon and Armor Proficiency: An envoy of balance gains no additional weapon or armor proficiencies.

Spells per Day: When an envoy of balance gains a level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if a spontaneous spellcaster), and an increased effective level of spellcasting. If a character has more than one spellcasting class, she must decide to which class she adds the new level for the purpose of determining spells per day.

Incisive Spells (Su): An envoy of balance gains a +1 bonus on caster level checks to overcome the spell resistance of creatures with an alignment subtype. This bonus increases to +2 at 9th level.

Endowment (Su): At 2nd level and again at 4th, 6th, and 8th level, an envoy of balance gains one of the following endowments.

Aligned Annulment: As a standard action, the envoy of balance can expend a spell with an alignment descriptor to automatically (without requiring a caster level check) dispel a spell with the opposite descriptor. The spell she expends must be of the same level or higher than the spell being dispelled. An envoy of balance must have the aligned counter endowment to choose this endowment.

Aligned Counter: The envoy of balance can counterspell a spell with an alignment descriptor using a spell with the opposite alignment descriptor. The spell used to counterspell must be higher level than the spell being countered, unless the envoy of balance has the Improved Counterspell feat, in which case it can be the same level or higher. An envoy of balance with the Improved Counterspell feat can use the



Envoy of Balance

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Incisive spells +1	+1 level of spellcasting class
2nd	+1	+1	+1	+1	Endowment	+1 level of spellcasting class
3rd	+1	+1	+1	+2	Contravening armament	+1 level of spellcasting class
4th	+2	+1	+1	+2	Endowment	+1 level of spellcasting class
5th	+2	+2	+2	+3	Ethical paradox	+1 level of spellcasting class
6th	+3	+2	+2	+3	Endowment	+1 level of spellcasting class
7th	+3	+2	+2	+4	Retributive symmetry	+1 level of spellcasting class
8th	+4	+3	+3	+4	Endowment	+1 level of spellcasting class
9th	+4	+3	+3	+5	Incisive spells +2	+1 level of spellcasting class
10th	+5	+3	+3	+5	Scales of mortality	+1 level of spellcasting class

aligned counter ability as an immediate action instead of a readied action, but must expend an appropriate spell at least 2 levels higher than the spell to be countered.

Planar Parity: *Protection from chaos/evil/good/law* and similar effects no longer prevent bodily contact from creatures summoned by the envoy of balance. Neutral creatures summoned by the envoy of balance also gain the counterpoised simple creature template (see the inside back cover).

Spiritual Equilibrium: The envoy of balance's class levels count as cleric levels for determining the effects of her channel energy ability. If she has the spontaneous casting class feature, she is no longer restricted by the choice made at 1st level to convert prepared spells into cure or inflict spells. Each time the envoy of balance converts a spell, she can choose to convert it into a cure spell or an inflict spell. Additionally, when using the Versatile Channeler feat, her effective cleric level is no longer reduced by 2—instead, she uses her full effective cleric level. An envoy of balance must have the Versatile Channeler feat to choose this endowment.

Twinned Channeling: When channeling energy, the envoy of balance can simultaneously release waves of positive and negative energy. She chooses a category of creatures (either living or undead), and this conjoined energy both heals and harms the affected creatures. Roll the amounts of damage healed and dealt separately. Treat the envoy of balance's effective cleric level as 2 lower than normal for the amounts of damage and the DC to halve damage taken. The envoy of balance can choose whether to include herself in either or both the healing and harming effects. If she has an ability that allows her to exclude targets from her channeled energy, such as the Selective Channel feat, she can choose to exclude different targets from the healing effect than from the harming effect. An envoy of balance must possess the spiritual equilibrium endowment to choose this endowment.

Utterly Inscrutable: The envoy of balance gains the benefits of a *mind blank* spell whose caster level is equal to her character level. She can suppress this ability as a swift action and resume it as an immediate action. An envoy of balance must be 8th level to choose this endowment.

Contravening Armament (Su): At 3rd level, an envoy of balance's natural and manufactured weapons bypass

alignment-based damage reduction. As a standard action, she can touch an ally to transfer this ability to him for 1 minute, during which time the envoy of balance can't benefit from the ability. The envoy of balance can transfer this ability a number of times per day equal to 1/2 her class level.

Ethical Paradox (Su): At 5th level, an envoy of balance remains unaffected by effects from spells and magical abilities based on her alignment or faith. She doesn't trigger glyphs, symbols, magical traps, or magical sensors set to activate based on a creature's alignment or religion. She counts as the most favorable alignment or faith for the purposes of any harmful effects these alignment- or faith-based spells or abilities may have, but doesn't gain benefits these effects might grant those of a particular alignment or faith unless she is actually of that alignment or faith.

Retributive Symmetry (Su): At 7th level, once per day as an immediate action, an envoy of balance can cause a spell targeting her to affect both herself and the spell's caster at full effect, as if both creatures had *spell turning* cast on them and then rolled the appropriate result on that spell's table.

Scales of Mortality (Su): At 10th level, once per day as a standard action, an envoy of balance can make a melee touch attack, delivering a killing touch against a living creature. If the attack hits and the target is not neutral, the target is subject to a *power word kill* spell. If the attack misses or the target is neutral, this ability is wasted. If the target dies, its bodily remains (but not its equipment) turn to dust, as *disintegrate*. If this ability kills the target, the envoy of balance becomes aware of that creature's alignment and may then touch the remains of another dead creature with fewer Hit Dice than or Hit Dice equal to the slain creature's and with an alignment opposite to the slain creature's on the good-evil axis, the lawful-chaotic axis, or both. This revives the second dead creature as if via *true resurrection*. The envoy of balance can delay using this reviving touch for up to 1 hour after successfully using the killing touch, but after that time the reviving power dissipates. The envoy doesn't need to provide the material component for *true resurrection*; the caster level for both the *power word kill* and the *true resurrection* effects is equal to her character level.

Ex-Envoys of Balance: An envoy of balance who ceases to be neutral loses all class features until she regains her alignment via *atonement*.

Next Month!

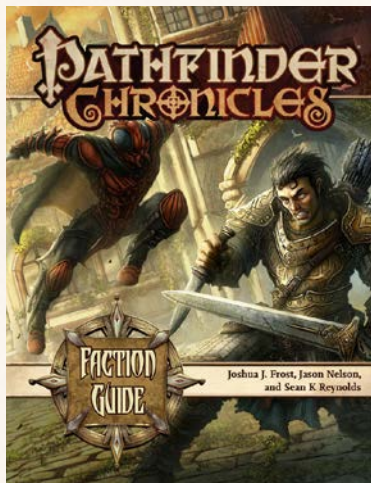
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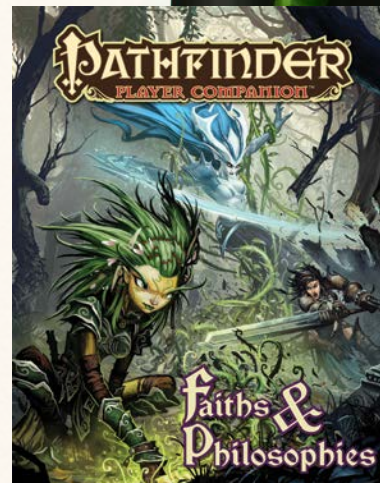
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Neutral Monsters



NEW FEAT: SUMMON NEUTRAL MONSTER

You can summon creatures that embody the forces of balance.

Prerequisites: Chaotic neutral, lawful neutral, or neutral alignment.

Benefit: When casting a *summon monster* spell, you gain access to the list of neutral creatures on this page. You may also summon creatures from the standard *summon monster* list and apply the counterpoised creature simple template (see the sidebar) to applicable creatures instead of the celestial or fiendish template. Creatures you summon from the list on this page and creatures you summon with the counterpoised template gain a +2 resistance bonus on Will saves.

1st Level

Sprite^{B3} (CN)

Stirge (N)

2nd Level

Atomie^{B3} (CN)

Brownie^{B2} (N)

3rd Level

Arbiter^{B2} (inevitable) (LN)

Nosoi^{B4} (psychopomp) (N)

Paracletus^{B2} (aeon) (N)

Thoqqua^{B2} (N)

Voidworm^{B2} (protean) (CN)

4th Level

D'ziriak^{B2} (N)

Magmin^{B3} (CN)

Mephit (any) (N)

Satyr (CN)

Shae^{B3} (N)

Viduus^{5B} (psychopomp) (N)

5th Level

Catrina (psychopomp)^{B4} (N)

Mercane^{B2} (LN)

Rast^{B2} (N)

Tojanida^{B3} (N)

6th Level

Chaos Beast^{B2} (CN)

Invisible stalker (N)

Naunet^{B2} (protean) (CN)

Theletos^{B2} (aeon) (N)

Vanth^{B4} (psychopomp) (N)

7th Level

Axiomite^{B2} (LN)

Jyoti^{B2} (N)

Shoki^{5B} (psychopomp) (N)

Zelehut^{B2} (inevitable) (LN)

8th Level

Imentesh^{B2} (protean) (CN)

9th Level

Akhana^{B2} (aeon) (N)

Morrigna^{B4} (psychopomp)

Valkyrie^{B3} (CN)

NEW TEMPLATE: COUNTERPOISED CREATURE (CR +0 OR +1)

Counterpoised creatures dwell in the Outer Planes where balance between elements or ideologies is paramount, but they can be summoned using spells such as *summon monster* and *planar ally*. A counterpoised creature's CR increases by 1 only if the base creature has 5 or more Hit Dice. A counterpoised creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite bias 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against a foe that is chaotic evil, chaotic good, lawful evil, or lawful good; smite persists until the target is dead or the counterpoised creature rests).

COUNTERPOISED CREATURE DEFENSES

Hit Dice	Resist Cold, Electricity, and Fire		DR
1-4	5	—	
5-10	10	5/adamantine	
11+	15	10/adamantine	





Even the Odds

Whether you fight for law, chaos, or a philosophy in between, *Pathfinder Player Companion: Champions of Balance* allows you to tip the scales in your favor! Make sure your resolve is known by claiming the new options in this book designed specifically for neutral characters—hone your pragmatic battle prowess with new combat feats, overwhelm your extremist rivals with never-before-seen items, and even command opposing forces from the Outer Planes with powerful new summoning magic. Inside this book, you'll find:

- ▶ Discussions on how to create a huge variety of lawful neutral, neutral, and chaotic neutral characters and inspire neutral heroes and antiheroes.
- ▶ New traits and rules for characters who hail from neutral lands or belong to one of the Inner Sea's various neutral organizations.
- ▶ New spells, magic items, feats, and other character options to embolden adventurers dedicated to the principles of neutrality.
- ▶ Rules for an all-new prestige class committed to maintaining moral and ethical equilibrium throughout the multiverse—the enigmatic envoy of balance!
- ▶ New archetypes for bards and druids, a cavalier order, a sorcerer bloodline, subdomains, and more!

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



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