

PATHFINDER[®]

PLAYER COMPANION™



DISCIPLE'S DOCTRINE

ICONOGRAPHY OF BELIEF

The following symbols represents doctrines whose details and followers are examined in this book. Each doctrine has a unique history and comes from a long tradition, as detailed in the entries below.



CONCORDANCE OF ELEMENTS

This organization reveres and prioritizes the balance among the elemental forces of air, earth, fire, and water. Its central hub, Pentaskelion, is located on the Astral Plane, though members conduct operations out of any of its four branches, each residing on an Elemental Plane.



ORACULAR COUNCIL

This ancient organization in Po Li on the continent of Tian Xia uses the Path of Numbers, oneiromancy, extispicy, the Dragon Empires zodiac, and other complex or esoteric methods to make all manner of official state decisions that many of its residents consider sacred.



CULTS OF THE FAILED

Based near the Starstone Cathedral in Absalom, these cults venerate the mortal heroes who attempted the Test of the *Starstone* but failed and lost their lives. The cults meticulously tend the Shrine of the Failed and escort visitors through the monument.



PROPHECIES OF KALISTRADE

The prophecies' adherents approach the pursuit of material enrichment as if it were a religion and value the accumulation of wealth above all else. The sect's prophets call themselves Kalistocrats and are based in Druma.



ESOTERIC ORDER OF THE PALATINE EYE

This shadowy organization extends its influence from Ustalav to further its goals of learning, enlightenment, and dedication to the occult.



RAZMIR, THE LIVING GOD

Followers of Razmir believe that their patron is a living divinity who passed the Test of the *Starstone* more than 50 years ago. Worship of Razmir is the state religion in Razmiran, named for the Living God.



HARBINGERS OF FATE

Obsessed with a tome of cryptic prophecies called the *Book of 1,000 Whispers*, this group is based in Absalom and seeks to bring about prophecies that its members believe will bring Aroden back to life. The group has recently split into several factions that approach this goal in different ways.



SANEPOTSNI

Also called the River of Life, this unique philosophy revolves around reincarnation, karma, and fate, and permeates Tian Xia's cultures. Ardent believers hold that one's position at birth reflects deeds committed in past lives, and blameless lives result in better stations in the next.



HELLKNIGHTS OF THE GODCLAW

This unique pantheon of five lawful deities is sacred to the Hellknights of the Godclaw, who have created an amalgam of fate from the teachings of Abadar, Asmodeus, Iomedae, Irori, and Torag to form a unique doctrine not entirely analogous to any individual church.



SHOANTI SHAMANIC TRADITIONS

The Shoanti people live in distinct clans known as quahs, which follow traditional faiths and totem spirits. A Shoanti who becomes a shaman forms a strong tie with a single spirit directly associated with her quah.



MAGNIMARIAN MYSTERY CULTS

This moniker collectively refers to individuals who worship relatively obscure empyreal lords either alone or in very small groups in Magnimar, whose monuments are central to their faith.



TAMASHIGO

Best known in Tian Xia, this philosophy holds that everything found in nature is home to its own spirit. Adherents believe that spirits given proper recognition smooth the tasks of daily life, while ignored or offended spirits cause havoc.

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ON THE COVER



A ritual has gone awry, forcing Rivani and Zadim to leap into action against a devourer in this spectacular cover art by Setiawan Fajareka.



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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 online at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Occult Adventures</i>	OA	<i>Ultimate Magic</i>	UM

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



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INTRODUCTION



Golarion's most popular churches owe much of their success to their tenets' broad appeal. But while such organizations may satisfy broad swaths of the population, many seek divinity in different places. This Pathfinder Player Companion provides options for those whose doctrines, faiths, or philosophies fall outside the scope of more widespread religions. Individuals may be drawn to these paths because orthodox organizations fail to meet their needs, out of desire for a more direct relationship with the divine, or because they provide a sense of mission and purpose, no matter how uniquely specialized.

Some mortals seek divine guidance (or justification) in offshoot branches of a major faith, such as the militant followers of Sarenrae who join the Cult of the Dawnflower. At times, these variant interpretations can verge on heresy to traditional followers; few mainstream followers of Iomedae, for example, would recognize their goddess in the Hellknight Order of the Godclaw's harsh interpretation. While less common faiths sometimes focus on such variant worship of a standard deity, more often they revolve around other forms of divinity: the mystery cults of Magnimar venerate empyreal lords, practitioners of Tamashigo strive to appease nature spirits, and Shoanti shamans draw guidance from their clans' totem spirits. While these sources of divinity are not as well known as the major gods, their existence and power goes unquestioned, and their few followers ensure they are respected.

Some faiths rest on premises that can be difficult to square with seemingly objective reality. In the Successor State of Po Li in Tian Xia, for example, the Eternal Emperor religion teaches that its eponymous ruler is a single, perpetually reincarnated spirit—though the last emperor perished in the fall of Imperial Lung Wa, and no successor has arisen. The Harbingers of Fate and the Cult of the Failed stand on even shakier ground. The Harbingers strive to bring about the return of the dead god Aroden by pursuing prophecies of his return well after they have failed to come true on their own—as have all prophecies in the current Age of Lost Omens. The revered of the Cult of the Failed never even made it to full divinity; the cult venerates the many mortals who have failed the Test of the *Starstone*. Followers of Razmir firmly proclaim their faith in the Living God, but the rest of Golarion is rather more skeptical, and rumors persist that he is merely a powerful arcane spellcaster.

Some faiths eschew divine observation but pursue their goals in the material world with similar discipline, dogma, and organization; these may sometimes be more accurately called secret societies. These groups tend to be exclusive, secretive, and authoritarian, with strict hierarchies and levels of initiation. The Esoteric Order of the Palatine Eye defends the nation of Ustalav in northern Avistan from behind layers of secrecy, rarely permitting outsiders to learn of its existence, let alone its leadership. Adherents of

the Prophecies of Kalistrade practice diligent asceticism in the belief that their abstention will lead them to great personal wealth.

DISCIPLE TRAITS

The following traits are common among those whose form of worship diverges from the mainstream. The full rules for traits can be found starting on page 51 of *Pathfinder RPG Ultimate Campaign*.

Dogged (Faith): Drawing inspiration from the Cult of the Failed, you refuse to let setbacks stop you, no matter how disastrous. Once per day when you roll a natural 1 on an attack roll, saving throw, skill check, or ability check, you gain a +1 trait bonus on any one roll you attempt before the end of the next round.

Ecumenical (Social): Your childhood in Magnimar (or in a similar cosmopolitan city) taught you to recognize signs of worship of demigods such as empyreal lords. You gain a +2 trait bonus on Knowledge (religion) checks involving entities other than the most influential gods (see page 43 of the *Pathfinder RPG Core Rulebook*). You also gain a +2 trait bonus on Diplomacy checks to influence worshipers of such entities.

Heretic's Caution (Faith): You were raised in a faith that did not center on a traditional god or that followed a heretical interpretation of a traditional deity. You learned to deflect attention, especially from ecclesiastical figures. You gain a +1 trait bonus on Bluff checks. This bonus increases to +3 on Bluff checks opposed by religious authorities' Sense Motive checks.

Imperfect Recall (Faith): Your belief in reincarnation, as taught by the Sangpotshi philosophy and in lands that were once Imperial Lung Wa, has been reinforced by personal experience. In moments of great stress, you sometimes experience flashes of *déjà vu* in which you recall information you don't remember ever having known. Once per day while you are in danger or distracted, you gain a +3 bonus on a single Knowledge skill check.

Natural Ritualist (Faith): You venerate nature, either by paying homage to your Shoanti totem spirit or by appeasing the kami around you in accordance with Tamashigo. In return, the spirits bless your path. Once per week, you can build a small shrine of natural materials and pay your respects in a ritual that takes 15 minutes. Spellcasters can do this as part of their daily spell preparation. You gain a +2 trait bonus on Knowledge (nature) and Survival checks for 24 hours.

Self-Sustaining (Faith): As a follower of Razmir, the Prophecies of Kalistrade, or some other tradition that preaches self-reliance, you make a point of not seeking divine aid for minor matters. When you gain this trait, choose one of the following o-level spells: *create water*, *mending*, *purify food and drink*, or *stabilize*. You can cast this spell once per day as a spell-like ability, using your character level as your caster level. Once chosen, this selection can't change.

RULES INDEX

The following new rules options in this Pathfinder Player Companion are located on the indicated pages, alongside several other options. Many options listed below are grouped by type. For example, new pieces of equipment are presented together, as are new magic items.

Spells are organized by theme in each section of the book, as noted below under Other Rules Options. Each set of spells covers a range of classes and spell levels, providing new options for a wide variety of classes.

Similarly, options for specific types of characters list the relevant class in parentheses where appropriate. For more information or context, see the page number listed beside each option.

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CONCORDANCE OF ELEMENTS

The central objective of the Concordance of Elements is to preserve balance among the elemental forces of air, earth, fire, and water. The Concordance investigates and resolves elemental disturbances in the form of brewing conflicts, planar portals, or powerful sources of magic.

In most cases, the Concordance conducts operations out of one of its branches on each of the four Elemental Planes. These branches receive orders from the organization's central hub, Pentaskelion, on the Astral Plane. From Pentaskelion, the Concordance's ruling council—the Cycle of Five—shapes the organization's broad goals and policies. The Seats of Air, Earth, Fire, and Water promote the interests of their respective elements, while the Seat of Balance negotiates their competing ideals and preserves harmony. The Cycle of Five rarely acts directly; instead, each seat has a liaison deputized to carry out its will.

Few outside of the Concordance know its leaders' identities. The current Cycle consists of **Dancing Inferno** (NE advanced elder fire elemental) in the Seat of Fire, **Elranida** (CN female noble marid bard) in the Seat of Water, **Strathos** (N anemos; *Pathfinder RPG Bestiary* 5 20) in the Seat of Air, **Xoliox** (LN elder xorn oracle^{APG}) in the Seat of Earth, and **Zuelia** (N female noble janni kineticist^{OA} [terrakineticist]; *Pathfinder RPG Ultimate Wilderness* 63) in the Seat of Balance. The entire Cycle retires whenever an “elemental cycle” has passed. The precise length of this period is nebulous and is therefore a source of much debate in the upper ranks of the Concordance, but the death or resignation of one seat almost always heralds a cycle's end.

The Concordance recently made one of the most daring decisions in the organization's history in choosing to ally with the Pathfinder Society in its efforts to free the good-aligned elemental lord of air, Ranginori, from his ancient captivity. Some members of the Concordance believe that Ranginori's freedom should be a definitive herald of a new elemental cycle. Others maintain that the cycle should not end until balance is achieved by freeing the imprisoned elemental lords of earth, fire, and water.

AN AGENT'S ROLE

The Concordance typically seeks potential recruits in cosmopolitan planar cities, paying particular attention to travelers and extraplanar immigrants. They also search for agents on the Material Plane; the Concordance's interest in Golarion in particular has recently grown. The organization accepts people from all walks of life, as long as they are open-minded and willing to work with those whose perspectives differ dramatically from their own. In fact, it openly welcomes members who have outside allegiances so long as those allegiances won't interfere with the agent's duties.

In the field, the Concordance values a combination of cooperation and independent initiative. As such, agents usually receive a fair amount of latitude in how to complete

their assigned tasks, and experienced agents are free to suggest missions to juniors. Typical missions include acting as neutral mediators to resolve disputes between elemental beings, gathering information about surges in elemental energy, sealing planar rifts and portals, and confiscating powerful magic items from dangerous individuals or organizations. To preserve their reputation as reliable (if eccentric) mediators, agents often prefer to avoid open combat on missions, using infiltration, stealth, and subterfuge when words fail. However, most Concordance agents are capable of defending themselves in a fight when necessary.

Upon recruitment into the Concordance of Elements, each agent receives a nonmagical *lantern of the four elements* (see page 29). After she has successfully completed a mission on each of the four Elemental Planes, her lantern is enchanted, making it a standard *lantern of the four elements*, and it receives further enchantments as her accomplishments grow.

RELATIONS WITH OTHER ORGANIZATIONS

The Concordance prides itself on its diversity, and as such it does not issue official statements of alliance or opposition to other organizations lightly.

Its formal alliances are typically transient—at least on the scale of elemental forces—lasting for mere centuries before ending on usually positive terms. Among organizations with a presence on Golarion, the plane-hopping Riftwardens have been the Concordance's most frequent allies. The Concordance's relationship with the Pathfinder Society is rapidly evolving as the events surrounding Ranginori progress, as what began as fierce opposition to the Society has evolved into an uneasy alliance.

The Blackfire Adepts, a shady organization that seeks to unravel planar boundaries, operate in direct opposition to the Concordance's missions to repair such boundaries, and the two groups have clashed on several occasions. By participating in efforts to free Ranginori, the Concordance has also made an enemy of Hshurha, Duchess of All Winds and elemental lord of air.

In matters of religion, the Concordance typically remains silent. The only deities it formally opposes are Ahriman, for his corruption of geniekind, and Rovagug, the Great Destroyer. Concordance members aren't opposed to all deities who promote destruction, however. Many Concordance agents respect the followers of deities who represent more than one element, such as Gozreh, Lady Nanbyo, and Yamatsumi.

ELEMENTAL MONK (MONK ARCHETYPE)

Elemental monks draw inspiration from genies to create their fighting style. Their adaptability and versatility make them capable of serving as emissaries of elemental balance.

Alignment: An elemental monk must be true neutral.

This replaces the monk's alignment requirement.

Elemental Strike (Ex): An elemental monk gains Elemental Fist^{ARG} as a bonus feat, even if she doesn't meet the prerequisites. She does not have to select an element; instead, each time she hits with an Elemental Fist attack, she can choose acid, cold, electricity, or fire for the type of the additional damage granted by that feat.

This replaces all of the monk's bonus feats and stunning fist.

Genie Style (Ex, Sp): At 2nd level, as a swift action an elemental monk can gain the benefits of one of the following style feats, based on one of the five types of genies. When she does so, she automatically enters that feat's stance: Djinni Style, Efreeti Style, Janni Style, Marid Style, or Shaitan Style. These feats, as well as those mentioned below, appear in Chapter 2 of *Pathfinder RPG Ultimate Combat*, and rules for style feats are on page 78 of that book.

At 6th level, while the elemental monk is using a genie style feat, she also gains the benefits of a feat from the following list, as appropriate for that style's feat path: Djinni Spirit, Efreeti Stance, Janni Tempest, Marid Spirit, and Shaitan Skin.

At 10th level, while the elemental monk is using a genie style feat, she also gains the benefits of a feat from the following list, as appropriate for that style's feat path: Djinni Spin, Efreeti Touch, Janni Rush, Marid Coldsnap, and Shaitan Earthblast.

At 18th level, when the elemental monk gains the benefits of Djinni Spirit, Efreeti Stance, Marid Spirit, or Shaitan Skin, her elemental resistance from that feat instead becomes immunity to that element, as long as she is not denied her Dexterity bonus to AC. While she is using Janni Style, she gains the effects of *enlarge person* or *reduce person* (her choice), even if she is not humanoid. This is a spell-like ability with a caster level equal to the elemental monk's level.

This replaces evasion, purity of body, and diamond body. (For an unchained monk built using *Pathfinder RPG Pathfinder Unchained*, this replaces the 10th-level ki power instead of diamond body.)

Elemental Precision (Ex): At 10th level, instead of treating her unarmed strikes as lawful for the purpose of overcoming damage reduction, an elemental monk overcomes all damage reduction of creatures with the air, earth, fire, or water subtypes except DR/— and DR/epic.

This alters the monk's ki pool.

Planar Guide (Sp): At 14th level as a standard action, an elemental monk can spend 1 ki point to transport herself and up to seven additional willing creatures, as per the *plane shift* spell, to one of the four Elemental Planes. Each additional creature increases the cost by 1 ki point.

ELEMENTAL ENVOY (RANGER ARCHETYPE)

An elemental envoy travels the Elemental Planes. He has learned to protect himself from their many dangers, and he models his fighting style after their teachings.

Planar Combatant (Ex): At 2nd level, an elemental envoy must choose the elemental combat style on this page, choosing his combat style feats from that list.

This alters the ranger's combat style feats.

Elemental Explorer (Ex): At 3rd level, instead of selecting a favored terrain, an elemental envoy gains the typical favored terrain bonuses when traveling on the Plane of Air, Plane of Earth, Plane of Fire, and Plane of Water, except the elemental envoy gains a bonus on Knowledge (planes) checks instead of Knowledge (geography) checks. At 8th level and every 5 levels thereafter, he does not select an additional favored terrain, but his favored terrain bonuses increase by 2.

This alters favored terrain.

ELEMENTAL COMBAT STYLE

A ranger or other character who gains combat styles can select the following combat style instead of his normal choices. He can choose feats from this style even if he does not meet the normal prerequisites (including racial prerequisites).

Elemental: If the ranger chooses the elemental combat style, he can choose from the following list whenever he gains a combat style feat: Aquadynamic Focus (*Pathfinder Campaign Setting: Aquatic Adventures* 57), Scorching Weapons^{ARG}, Stony Step^{ARG}, and Wind Stance. At 6th level, he adds Inner Flame^{ARG} and Lightning Stance to the list. At 10th level, he adds Blazing Aura^{ARG} and Whirlwind Attack to the list.



CULTS OF THE FAILED

The Cults of the Failed are not typical divine organizations—indeed, they venerate no true divine powers at all. These cults have no leaders and no divine callings; each is just an eclectic group of people who feel compelled to honor, learn from, and perhaps even worship those mortal heroes who attempted the Test of the *Starstone* but failed and lost their lives.

Because there are no official clergy members, the cults have no ratified holy texts. Rather, adherents each collect disparate writings about or by the fallen heroes they most venerate, searching for meaning in those fallen ones' lives

and lost chances at divinity. The resulting loose dogma of the Cults of the Failed is part philosophy and part pseudo-religion, and each person who pays tribute to the fallen *Starstone* supplicants has a unique and often complex interpretation of what her personal faith means.

Technically, the Cults of the Failed include anyone who venerates and remembers the deeds of these fallen divine hopefuls. However, the most prominent such congregants are those black-robed cultists who tend to the humble Shrine of the Failed. Situated near the *Starstone* Cathedral in Absalom, the Shrine of the Failed is little but a dour structure with series of stone rooms, which contain tributes to the innumerable individuals who have fallen while taking the test to become a god.

The reasons individual caretakers tend to the Shrine of the Failed are varied. Some wish to atone for a personal failure. Others hope to honor those who tried this monumental task but failed—these caretakers often admire the initiative and gumption the fallen showed. Still other caretakers wish to learn from the errors of the fallen. A few came to visit the shrine as tourists with a burgeoning interest in the failed and stayed to dedicate their time and energy to maintaining the shrines to the heroes who speak to them most. Still others believe that even those heroes who failed the Test of the *Starstone* have become gods, albeit weakened and forgotten ones; these are the most radical of the cultists. However, the fact that this doctrine has remained so esoteric is testament to the fact that even the most dedicated caretakers are uninterested in proselytizing or in taking extreme measures to awaken their so-called gods.

No matter their diverse motivations, the caretakers all wear plain robes or shrouds of mourning and spend their time maintaining the building's many shrines. When tourists visit the Shrine of the Failed out of curiosity—casual visitors almost never return for a second visit, given the building's lack of grandeur—the caretakers solemnly escort them throughout the premises, speaking only occasionally and only when directly addressed. It's said that those most intent on becoming caretakers find other ways of petitioning to join the cult's ranks, but if there's a commonly accepted way to pledge such loyalty, the caretakers have never bothered to make such information public knowledge.

The caretakers also rotate individual shrines into and out of places of prominence in the building. It's unclear whether this display schedule follows some inscrutable pattern or whether it's the result of donations from the families of the fallen heroes or some other practicality. One final sacred duty rounds out the cultists' charges: when heroes attempt the Test of the *Starstone*, the cultists perform a set of strange ceremonies akin to last rites on behalf of those mortal supplicants who face impending death.



Vessel of the Failed (Medium Archetype)

A vessel of the failed channels the spirits of those who attempted the Test of the *Starstone* but failed; these spirits grant the medium abilities wrought from the spirits' ultimate shortcomings. A vessel of the failed intimately understands the shaky line between success and failure and embraces walking that line to gain power from the spirits he calls.

Will of the Failed (Su): A vessel of the failed is intimately familiar with the supernatural stubbornness of the brash heroes who have met their demise pursuing the Test of the *Starstone*, and he can tap into this strength when he needs it the most.

When a spirit attains 5 or more points of influence over the vessel of the failed, the vessel can attempt a Will saving throw (DC = 15 + half the vessel's class level) to avoid completely losing control to the spirit. The first time in a single 24-hour seance period that the vessel succeeds at this saving throw, he is deafened until he awakens the next day with the spirit gone. The second time the vessel succeeds at this saving throw during that period, he is also blinded. The third time, he is also staggered. These conditions are unavoidable and cannot be removed through magic or any other method. (If he wishes, the vessel of the failed can choose to forgo this saving throw and lose control to the spirit as normal.)

The fourth time in a single seance period that a spirit gains 5 or more influence points over the vessel of the failed, the vessel must succeed at a Will save or he loses control to the spirit and effectively becomes an NPC under the GM's control until after he awakens the next day with the spirit gone.

If a spirit ever attains 7 or more points of influence over the vessel, the vessel automatically loses control to the spirit and effectively becomes an NPC under the GM's control until after he awakens the next day with the spirit gone.

A vessel of the failed cannot channel a weaker spirit.

This alters spirit and spirit mastery.

Reckless Surge (Su): A vessel of the failed can attempt to tap into his spirit's bravado—though harnessing such moxie is never guaranteed. If the vessel allows his spirit to gain 2 additional points of influence over him after failing a d20 roll that was modified by his spirit bonus, there is a 75% chance (1–75 on a d%) that he can add 3d6 to the check's result without taking an action. (At 10th level, these dice increase to 3d8, and at 20th level, they increase to 3d10.) However, there is a 25% chance (76–100 on a d%) that the vessel instead gains no bonus from this ability. The vessel of the failed must allow his spirit to gain the 2 points of influence over him before determining whether he receives any bonus.

The vessel of the failed can use the spirit surge ability as normal. However, using reckless surge in the way described above always requires the vessel to allow his

spirit to gain 2 additional points of influence over him, regardless of abilities that allow him to otherwise use spirit surge without incurring influence (such as taboo or spirit mastery).

This alters spirit surge.

Heroic Exceptions (Ex): Each time a vessel of the failed breaks a taboo he has accepted, he can allow his spirit to gain 1 additional point of influence over him. When he does so, the penalty he takes on attack rolls, damage rolls, ability checks, skill checks, and saving throws changes from –2 to –1. This influence is in addition to the influence the spirit normally gains for breaking the taboo in the first place. If the vessel continues violating the taboo while taking a reduced penalty, the duration of the reduced penalty extends, but the spirit doesn't gain additional influence over the vessel.

This alters taboo.

Spiritual Swan Song (Sp): At 15th level, when the circumstances are right, the vessel of the failed can become a conduit for his spirit's brush with divinity. Whenever the vessel makes a successful saving throw via the will of the failed ability to avoid completely losing control to his spirit, the vessel gains one use of a spell-like ability tied to the spirit's legend, as noted below.

When he gains a use of a spell-like ability, the vessel of the failed can expend it anytime before his next seance. (A vessel might gain multiple uses of these spell-like abilities, depending on how many times he successfully saves to avoid losing control to a spirit.) However, if he loses contact with a spirit during that time, he also loses all uses of the spell-like ability gained from avoiding losing control to that spirit. If the vessel does not expend his uses of these abilities, they disappear when he loses contact with that spirit or when he starts a new seance, whichever comes first.

This replaces trance of three.

Archmage: The vessel of the failed can cast *chain lightning*, *freezing sphere*, or *sirocco*^{APG} as a spell-like ability. The vessel must choose which one when he gains a use of this ability. If he gains multiple uses of this ability in a single seance period, the vessel of the failed can make a different choice each time.

Champion: The vessel of the failed can cast *blade barrier* as a spell-like ability.

Guardian: The vessel of the failed can cast *antimagic field* as a spell-like ability.

Hierophant: The vessel of the failed can cast *mass cure moderate wounds* or *mass inflict moderate wounds* as a spell-like ability. The vessel must choose which of these two he can use when he gains a use of this ability. If the vessel of the failed gains multiple uses of this ability in a single seance period, he can choose a different spell-like ability each time.

Marshal: The vessel of the failed can cast *greater heroism* as a spell-like ability.

Trickster: The vessel of the failed can cast *true seeing* as a spell-like ability.

ESOTERIC ORDER OF THE PALATINE EYE

The Esoteric Order of the Palatine Eye exists in shadows, extending its influence out from Ustalav to further its goals of learning, enlightenment, and dedication to the occult. Shrouded in bizarre iconography, elaborate regalia, and strange rituals, the order carefully chooses its members, collecting the wealthy and powerful into a secret haven where knowledge is exchanged and influence exercised.

Although only members who have reached its highest ranks know the order's deepest secrets, its key texts are a curious amalgamation of Osirian mysticism, Pharasmin catechism, and Varisian occult traditions. At the center of these tenets lies a path toward nurturing one's inner divine spark in preparation for a holy communion upon death. Perhaps because the order's goals and activities are so opaque, a storm of conspiracies circles the order. Some suspect its members of corruption and diabolism—claims that the order's leadership coyly refuses to dispute.

The true history and nature of the order are both more dubious and more tragic than rumors suggest. In 3988 AR, Count Aldus Aldon Canter of Vieland returned to Ustalav from his expeditions in Osirion after having been presumed lost for 3 years. Aldus declared that during that time, he had discovered an ancient cult of immortal sages in the desert. He claimed to have learned of a secret path of ascendancy at the feet of a desiccated angel named Tabris and that he had returned to serve as the sages' mortal emissary on Golarion. Aldus's exuberance quickly drew followers, he published his *Lost Gospels of Tabris*, and an early version of the order took form.

Aldus's ambition outreached his focus, however. He fell victim to his own labyrinthine theories—lost among convoluted translations of secret Osirian writings. His sanity suffered, he officially lost his title as count, and eventually he disappeared in 4028 AR.

The order might have evaporated in Aldus's absence, but nine of his most devoted apostles forged a new path forward with gold and political power. This event, known as the Elect of Nine, resulted in the order opening its doors to invitees who are willing to follow its philosophies—and able to pay its hefty membership fees. Ever since, the order's careful stewardship has kept Aldus's writings alive. What once seemed like mad ravings to many are now an ordered, if not well-documented, set of practices and beliefs that compose the order's functions. Today, the order's influence reaches far beyond Ustalav to meddle in many aspects of life beneath the guise of learning and charity.

INITIATION AND MEMBERSHIP

Membership in the Esoteric Order of the Palatine Eye is by invitation only, and aspirants who show promise first must pass a rigorous social and magical vetting process to ensure their membership wouldn't shame the order. Further, since the order is lawful neutral at its core, most recruits

are of a lawful mindset. Clergy of Pharasma are almost universally welcomed, provided they can pay the order's steep membership fees.

An aspirant spends her first 3 years as an acolyte before her official initiation, regardless of her social station. The initiation ceremony involves a chapter's highest-ranking member presiding over the mummified corpse of a respected former leader. A bizarre ritual ensues, culminating with the master using *ventriloquism* to have the corpse seemingly bestow upon the new member an extravagant, vaguely Ancient Osirian name, such as Amenemantal or Nebuzaradan. The final rite involves breaking off the corpse's lower jaw and then cremating the corpse in a sacred crucible before the assembled chapter.

The order's membership are organized into a complex array of ranks. Ascending the ranks requires significant financial contributions, each level granting access to higher-level rituals, but gold alone is not the sole measure of a member's worth. Regular meetings called cathedrals are conducted where members can present their discoveries to their peers—anything from lost tomes to anatomy demonstrations of exotic beasts to ancient magical arts. Other order business may include seances and mummy-unwrapping parties.

ORDER ACTIVITIES

In addition to its dalliances with occult knowledge and inscrutable rituals tied to the cycle of life and death, the Esoteric Order of the Palatine Eye dabbles in a wide array of activities. The order has numerous chapters in Ustalav, each with a unique view on how morality fits into lawfulness. The chapters rarely interact, and most have their own unique goals. For instance, the chapter in Lepidstadt pursues an egalitarian agenda, and its wealthy members scheme to eradicate material inequality and the gaps in resources between those they consider great minds. Caliphas's chapter is made up of more selfish participants, who meet to further the schemes of prominent aristocratic members. Vische's chapter shelters magic users in the intolerant Ustalavic county, cloaking them with regalia and inscrutable rituals to hide the fact that they wield eldritch power. Other chapters pursue still other goals as they see fit. In times of hardship, however, chapters often put aside their individual schemes to unite against larger, more tangible threats or the many dangers their founder foretold.

ESOTERIC INITIATE (OCCULTIST ARCHETYPE)

While most occultists learn to draw power from a variety of implements and objects, esoteric initiates have focused their study entirely on items of antiquity connected to the teachings of the Esoteric Order of the Palatine Eye, believing such items to be more powerful than mundane items.

Implements of the Palatine Eye (Su): An esoteric initiate has formed a supernatural bond with a set of the order's writings collected into a book. If the book is damaged, it is restored to full hit points when the initiate's mental focus refreshes. If the book is lost or destroyed, the initiate can replace it with another similar one, but doing so requires an 8-hour ritual that binds the new book to him.

The book serves as an implement for any two schools of magic at 1st level. The initiate gains new implement schools normally. However, the initiate's additional implements must be masterwork or magic items worth at least 50 gp, and they must directly or nominally represent the Esoteric Order of the Palatine Eye's beliefs or history. For example, the initiate's implements could be Osirian antiques, trinkets covered in Palatine iconography, or the like. When the initiate benefits from his implements' resonant powers, he treats his occultist level as 1 higher for the purpose of determining the powers' benefits only.

An esoteric initiate can't save generic mental focus inside his own body instead of investing all of it. At 4th level, when the initiate gains the ability to shift his mental focus from one implement to another, he loses no focus when doing so.

This alters mental focus, implements, and shift focus.

Symbolism (Sp): At 5th level, an initiate who spends 1 minute carefully studying any written work can understand its gist even if he doesn't speak the language in which the text is written. A number of times per day equal to the initiate's occultist level, the initiate can cast *comprehend languages* as a spell-like ability to read a written work, using his occultist level as his caster level. If he uses symbolism to read a portion of the work that contains a hidden message or a cypher, he is automatically granted a Linguistics check with a bonus equal to his occultist level to decipher the message.

This replaces aura sight.

MAGUS ARCANA

Magi operating within the Esoteric Order of the Palatine Eye have devised a number of arcana from their study of the writings of Aldus, specifically their founder's recordings of the secrets he allegedly learned from Tabris. These arcana reflect the Palatine Eye's mission of bringing order to a chaotic world, using their learning and knowledge to further their own interests, and pursuing ultimate transcendence in the afterlife.

Book-Bound (Su): As long as he wields his spellbook in his off hand, the magus can take an immediate action to gain a +4 bonus on a concentration check he attempts within the next round. This bonus stacks with other bonuses, including the bonus from the concentrate arcana (*Pathfinder RPG Ultimate Magic* 11). The magus can use this ability three times per day.

Circle of Order (Su): As a swift action, the magus can spend 1 point from his arcane pool to fortify his defenses

against chaotic attacks. This grants him a dodge bonus to his AC equal to half his magus level (maximum +10 at 20th level) against chaotic-aligned attacks and effects and outsiders with the chaotic subtype until the beginning of his next turn. (For example, the magus would gain the dodge bonus against attacks from an *anarchic* weapon or a glabrezu's pincers.) The magus must be at least 9th level to select this arcana.

Tabris's Step (Sp): As a swift action, a magus can spend 1 point from his arcane pool and gain the effects of a *water walk* spell for 10 minutes per magus level. If he expends 2 points from his arcane pool, he can affect a total number of touched creatures equal to his magus level. The magus must be at least 6th level to select this arcana.



HARBINGERS OF FATE

When Aroden disappeared in 4606 AR, the hope for an Age of Glory turned into the reality of the Age of Lost Omens. With Aroden, the certainty of major prophecy died.

To most, this would make the *Book of 1,000 Whispers* useless. After all, the book of prophecies issues predictions regarding the time period from 4604 AR to a nebulous year believed to be 4714 AR. The book presents a cryptic timeline in which Aroden manifested in Cheliax as expected and presided over the Inner Sea region. Strangely, the first 2 years' worth of predictions are accurate. It is only when Aroden died that it describes an alternate timeline that never happened, almost as if Aroden's death was never intended to take place.

Lord Garron of Cheliax, a faithful Arodenite who fell from favor after House Thrune consolidated power, discovered the *Book of 1,000 Whispers* in 4648 AR. He convinced his followers that if they could create the circumstances for any of the book's post-Aroden prophecies, the Last Azlanti would return and usher Golarion into the foretold Age of Glory. Exactly when such a prophecy would come to pass seemed unimportant to Lord Garron, as long as the specifics matched a prediction in the book. To this end, he founded the Band of Blades mercenary company, using it as a cover and source of revenue for the secret society called the Harbingers of Fate. From its base in Absalom, the society gathers information on individuals and circumstances matching the book's prophecies. Lord Garron has since died, but his daughter, Lady Arodeth, has carried on his work.

THE TRUE HARBINGERS

The Harbingers of Fate have experienced harrowing times of late (see *Pathfinder Society Scenario #7-00: The Sky Key Solution*). As a result, a few factions have emerged within the group.

One faction seeks other prophecies not recorded in the *Book of 1,000 Whispers*. These Harbingers hope that the society's methods of manipulating events may yet restore Aroden.

Another splinter group wants to discover the identity of the mysterious author of the *Book of 1,000 Whispers*, in hopes that establishing the book's provenance might reveal another way to bring about the Age of Glory. Some whisper that the Harbingers involved in this faction have personal motivations for wanting to find the author.

The most radical group theorizes that references in the *Book of 1,000 Whispers* to nonexistent locations are a clue: they believe Aroden left Golarion for another world. Some believe it may be reachable by careful manipulation—or overloading—of the elves' *aiudara* network. These Harbingers seek a specific planet or demiplane where they believe Aroden is waiting for them.

PROPHECY SCHOOL (FOCUSED ARCANESCHOOL)

Prophets who specialize in arcane magic often claim specialty in manipulating the powers of luck to their advantage.

This follows the rules for focused arcane schools found on page 143 of the *Pathfinder RPG Advanced Player's Guide*.

Associated School: Divination.

Replacement Powers: The following replace the forewarned and scrying adept powers of the divination school.

Inspiring Prediction (Su): A number of times per day equal to 3 + your Intelligence modifier, you can predict an ally's success, bolstering others' resolve. As a swift action, you can shout an inspiring prediction, granting each ally within 50 feet who can hear you a +4 luck bonus on her next attack roll, saving throw, or skill check.

In Accordance with the Prophecy (Su): A number of times per day equal to your Intelligence modifier, you can publicly declare that your next spell is guided by prophecy. When you do, the next spell you cast has a 20% chance of fizzling (1–20 on a d%). If the spell does not fail, treat the spell as if it had been modified by the Empower Spell feat, even if you do not have that feat. At 12th level, the chance that the spell fizzles is reduced to 15% (1–15 on a d%). At 16th level, the chance is reduced to 10% (1–10 on a d%).

PROPHETIC SPELLS

The following spells are common among diviners and other casters who dabble in the art of soothsaying.

DEBILITATING SPEECH

School enchantment [language-dependent, mind-affecting];

Level sorcerer/wizard 4

Casting Time see below

Components V, S

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

Targets 1 or more living creature/level, no two of which may be more than 30 feet apart

Duration 1 round/level

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

By speaking eloquently on the subject of your opponents' ineptitude in combat, past failures, personal hygiene, or other faults, you sap their will to fight.

This spell can be cast as a standard action or as a full-round action. If cast as a standard action, it takes effect in 1d4 rounds following the spell's casting. If cast as a full-round action, it takes effect 1 round after its casting. Enemies with 4 Hit Dice or fewer are panicked, enemies with 5–8 Hit Dice are cowering, and enemies with more than 8 Hit Dice are shaken.

FORTUNE'S PATH

School divination; **Level** bard 2, cleric 3, sorcerer/wizard 3

Casting Time 10 minutes

Components V, S, M (incense worth 50 gp), F (silver mirror worth at least 100 gp)

Range personal

Target you

Duration instantaneous

You predict events in your near future. Visions of the foretold events appear in the mirror after you cast this spell. Roll d% and add your caster level (maximum 10) to determine results this spell returns, as listed below.

d%	Result
1-15	The mirror is murky. You foresee nothing specific.
16-35	You inaccurately predict a major event similar to the major events described in the 76-100 result.
36-50	You accurately predict a minor event likely to happen in the following week with no context, such as the chance meeting of an acquaintance, discovery of interesting but inapplicable information, victory in a minor game of chance, or the like. Alternatively, you predict an event so likely to happen that it might be obvious, such as the birth of a child or the collapse of a poorly built structure.
51-75	You accurately predict a generally positive or negative event to happening in the following week in a broad category such as academic, battle, domestic, political, professional, romantic, social, or travel. The details of the prediction should provide enough context for you to determine how your actions in the past week have influenced the happening.
76-100	You accurately predict a major event likely to happen in the next week. For example, you might foresee an enemy ambush, the discovery of sought-after information, or inclement weather causing significant travel delay (though this spell would not show you the event's exact details). At the GM's discretion, the vision might depict the location of the event.

PROPHETIC LORE

School divination; **Level** sorcerer/wizard 6

Casting Time see below

Components V, S, M (incense worth 150 gp), F (rare herbs and spices worth 250 gp)

Range personal

Target you

You call to mind prophecies regarding a person, place, item, or event. These might be predictions made in the past, lost to history, or entirely new. If the person or item is present or if you are at the desired location, the casting time is 1d4×10 minutes; if you have general but specific information about the subject, the casting time is 1d4×2 hours. If you have only rumors, you cannot cast this spell with any effect.

More than one prophecy can come to mind when you cast this spell, and each are of varying detail and accuracy. Roll d% and add your caster level (maximum 10) to determine results this spell returns, as listed below.

d%	Result
1-25	Your prophecy is vague, difficult to interpret, or does not offer any new subjects for further investigation.
26-50	You divine multiple prophecies for the subject, but you are unsure which applies. You have enough information to gain a +5 bonus on Knowledge, Perception, and

Sense Motive checks about the subject. If you discover more information about the subject using these skills, you gain a +10 bonus when rolling on this table the next time you cast this spell within 24 hours. You can gain this bonus only once in a single 24-hour period.

51-75	You identify multiple prophecies and know which single prophecy is most likely to take effect and which is most likely to be false or fraudulent. If no prophecy is accurate, you become aware of this. Even accurate prophecies are often vague, and how easy it is to determine details from one is up to the GM.
76-100	You gain accurate visions of a single prophecy regarding the subject. You know what this prophecy means and what it foretells, it is generally accurate, and it comes in the form of a single statement, though the timeline for when the prophecy will come true might be vague. (For example, "Flames shall consume it within a month" if the subject is a tavern destined to burn, or "The murderer shall be discovered by a hero" if the subject is a murder victim.)



HELLKNIGHTS OF THE GODCLAW

The Order of the Godclaw uses an unconventional interpretation of faith to focus on obliterating the forces of chaos. Each member is a devout worshiper of the Godclaw, a pantheon that consists of five lawful deities: Abadar, Asmodeus, Iomedae, Irori, and Torag. The order focuses on these five deities' lawful teachings, resulting in a unique doctrine that is not entirely analogous to any of the individual orthodox faiths.

In the Godclaw, Abadar acts as keeper of the laws, while Asmodeus is the ideal strategist. Iomedae and Torag represent Hellknight-like combatants, concerned respectively with offense and defense. Irori, meanwhile, demonstrates the paragon of discipline. These five deities are represented in the order's symbol as a five-pointed star.

Members of the Order of the Godclaw understand that its unique interpretation of the deities' teachings is often seen as heretical to typical members of each individual god's faiths. To followers of the Godclaw, the pantheon represents an alliance of lawful deities focused on the purity of law and dedication to eradicating all vestiges of chaos. Within this pantheon, all five member deities are equal parts of a complete whole.

While it is common for an Order of the Godclaw Hellknight to carry iconography tied to all five deities in the pantheon, individual Hellknights may find themselves identifying with one deity over the other four. While this sort of affiliation is acceptable, members are expected to venerate the entire Godclaw as a matter of course. Those who become fanatical about one deity at the expense of the others are quickly labeled within the order as extremists, and they often don't last long within the order's ranks.

Citadel Dinyar, in the Aspodell Mountains, is the Order of the Godclaw's headquarters. Yet some Hellknights prefer life outside of the citadel because it exposes them to more of the world's chaos. This gives these questing Hellknights a chance to proselytize, converting promising companions and allies to devotion to law, and offers them greater opportunities to bring order to a chaotic world.

Questing Hellknights tend to work well with a variety of nonchaotic companions, acting as a perfect example of the virtues of law. They often keep their group on a schedule, make tactical decisions before engaging with enemies, organize the setting up and breaking down of campsites, and establish a rotation for nightly watches. With chaotic companions, a Hellknight of the Godclaw typically resorts to establishing a structure of rules to keep them in line, though this often has poor results. Nonevil Hellknights in the Order of the Godclaw often point out their companions' failures as a manifestation of chaos in their lives, reprimanding them for poor behavior and excess. Evil members tend to do the same, but emphasize their message with added violence and pain.

FIST OF THE GODCLAW (WARPRIEST ARCHETYPE)

Devoted to the divine control of law above all else, these zealots seek to establish absolute order. Disciplined and precise, they lead their allies against the chaotic hordes.

Alignment: A fist of the Godclaw must be of a lawful alignment.

This alters the warpriest's alignment restriction.

Deities: A fist of the Godclaw must worship Abadar, Asmodeus, Iomedae, Irori, or Torag. Alternatively, the fist of the Godclaw must venerate the pantheon of these deities known as the Godclaw.

Blessings of the Godclaw (Ex): A fist of the Godclaw must select the Law blessing (*Pathfinder RPG Advanced Class Guide* 66) and the Godclaw blessing (see below).

This alters blessings.

Detect Chaos (Sp): At 3rd level, a fist of the Godclaw can cast *detect chaos* three times per day as a spell-like ability, using his warpriest level as his caster level. If the fist of the Godclaw already has, or later gains, the ability to cast *detect chaos*, then he can cast *detect chaos* at will as a spell-like ability.

This replaces the bonus feat gained at 3rd level.

Alignment Channel (Su): At 6th level, a fist of the Godclaw gains Alignment Channel as a bonus feat. When he uses this feat and spends fervor to channel energy, he can harm only outsiders with the chaotic subtype. Additionally, when using this feat, he expends only one use of his fervor to channel energy and deals 1d6 points of damage for every 2 warpriest levels he has. At 12th level, a fist of the Godclaw can expend an additional use of fervor to channel energy as a move action.

This replaces the bonus feats gained at 6th level and 12th level.

Aspect of Law (Ex): At 20th level, a fist of the Godclaw can channel an aspect of law, growing even more inflexible. Once per day as a swift action, a warpriest can treat his level as his base attack bonus, gains DR 20/chaotic, and becomes immune to mind-affecting effects. In addition, he can take the average result on any die roll instead of rolling normally. This ability lasts for 1 minute.

This replaces aspect of war.

GODCLAW BLESSING

Deities: Abadar, Asmodeus, Iomedae, Irori, Torag.

Command Obedience (Minor): You can touch an ally and say a quick word to remind her of her obligations, granting her a new saving throw against each enchantment effect that currently affects her. If the saving throw is successful, the enchantment effect immediately ends. This power affects only effects that allow a saving throw.

Tactical Readiness (Major): At 10th level, you can rally your allies within 30 feet, allowing each to immediately do one of the following as a free action that does not provoke attacks of opportunity: remove the flat-footed condition, take a 5-foot

step, draw a weapon, ready a shield, or gain a +1 dodge bonus to AC for 1 round. You can affect a number of allies equal to your Wisdom bonus. These actions do not count against your allies' total movement or actions on their next turn.

LITANIES OF THE GODCLAW

Inquisitors and paladins of the Godclaw often use the following litanies to further the goals of law.

LITANY OF ADMONITION

School necromancy [language-dependent]; **Level** antipaladin 3, inquisitor 4, paladin 3

Casting Time 1 swift action

Components V, S, DF

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

Target one creature

Duration 1 round

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

You point out your target's faults and failures, staggering the target for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

LITANY OF DEPENDABILITY

School enchantment (compulsion) [lawful]; **Level** inquisitor 4, paladin 3

Casting Time 1 immediate action

Components V, S, DF

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

Target one creature

Duration 1 round

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

By uttering this litany, you cause one creature to take the average result of its next attack roll, saving throw, skill check, or ability check. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

LITANY OF DUTY

School abjuration [lawful]; **Level** inquisitor 2, paladin 1

Casting Time 1 immediate action

Components V, S, DF

Range personal

Duration instantaneous

You repeat a mantra or phrase that reminds you of your duty. You can immediately reroll a failed saving throw against a spell that would force you to take an action against your will, and you gain a +2 bonus against enchantment effects for 1 round. You can use this spell to reroll only a saving throw that you failed within the past round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

LITANY OF ORDER

School evocation [lawful, language-dependent];

Level inquisitor 3, paladin 2

Casting Time 1 swift action

Components V, S, DF

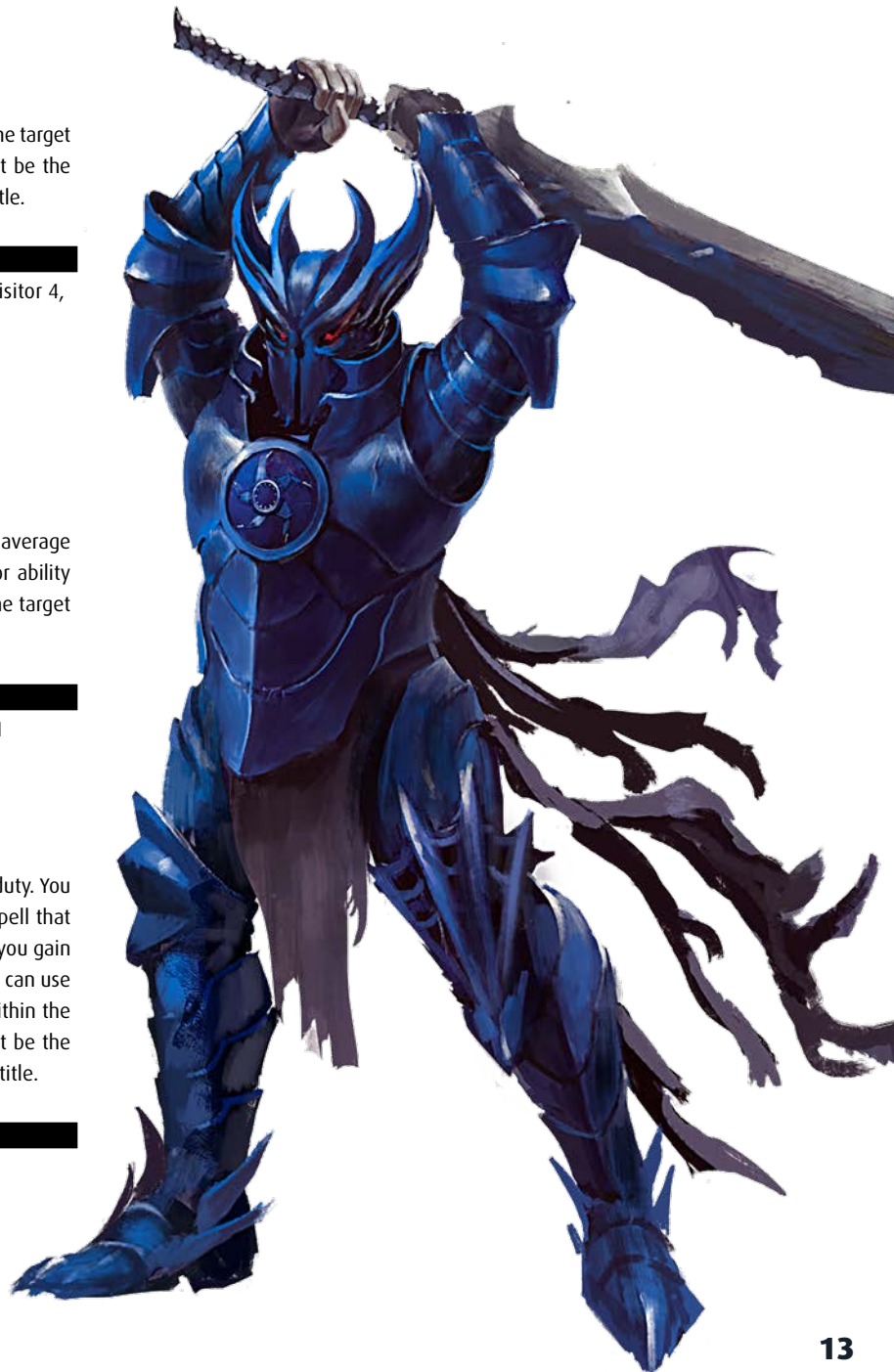
Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

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

By shouting a forceful litany of strictures, you make a chaotic creature more susceptible to the attacks of lawful creatures. If the target is chaotic, it takes double the normal damage from attacks made by creatures that have a lawful aura from a class feature or by creatures that have the lawful subtype. If the target also has the chaotic subtype, when it is hit with attacks made by creatures with a lawful aura, it is also sickened for 1 round. If this spell targets a nonchaotic creature (or one that lacks the chaotic subtype), it has no effect and the spell is wasted. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.



MAGNIMARIAN MYSTERY CULTS

Across Golarion, individuals who worship empyreal lords—unique outsiders who have transcended their original forms to become good-aligned demigods—are known as mystery cultists. The term stems from the personal nature of these faiths; mystery cultists often offer prayers at home, at out-of-the-way shrines, or at sacred monuments, rather than at massive temples as part of large congregations, thus shrouding their religion in mystery. These cultists often come from a long line of ancestors who held similar beliefs. (For more about mystery cults, including the

mystery cultist prestige class, see pages 41–43 and 48–49 of *Pathfinder Campaign Setting: Chronicle of the Righteous*.)

A city with a long tradition of worshipping empyreal lords is Magnimar, City of Monuments, where the Varisians venerated these good demigods long before the city was founded. The practice continues to this day, with

private worship of empyreal lords much more common here than elsewhere in the Inner Sea region. Although this worship remains primarily personal, many mystery cultists also hold one or more of the city's many monuments sacred to their faith. (For more about the mystery cults in Magnimar, including an example of a typical mystery cultist, see pages 22 and 55 of *Pathfinder Campaign Setting: Magnimar, City of Monuments*.)

The most commonly worshiped empyreal lords in Magnimar are Ashava, Soralyon, and Ylimancha, though significant numbers worship Arshea, Ragathiel, and Sinashakti as well. Below is some information about each of these empyreal lords.

Arshea: The Spirit of Abandon serves as the empyreal lord of freedom, physical beauty, and sexuality. Arshea supports liberation of the soul and encourages mortals to abandon needlessly constraining beliefs. Arshea's faithful believe that one's gender and role in society are not tied to the physical form, and they often choose gender identities that best suit them after undergoing a long pilgrimage of the self.

Ashava: The True Spark is the empyreal lord of dancers, lonely spirits, and moonlight. She serves as a guide to lost spirits, such as those individuals who have died violently or unexpectedly. Ashava dances to hypnotize these spirits and lead them to a peaceful rest. Her followers watch over dangerous areas where travelers may lose their way, and they do their best to destroy foul will-o'-wisps.

Ragathiel: Known as the General of Vengeance, Ragathiel serves as the empyreal lord of chivalry, duty, and vengeance. He leads in the battle against Hell's legions, serving as a shining beacon for goodly armies. His followers include knights, soldiers, and others who take sacred vows of duty.

Sinashakti: The Immaculate Joy is the empyreal lord of journeys, joy, and messengers. He is a constant wanderer and is known for delivering messages between empyreal lords. He preaches living with an honest, open heart and a devotion to goodness. His blessings fall upon travelers as well as those separated from loved ones. Many good-hearted messengers also find themselves serving Sinashakti in their travels.

Soralyon: The Mystic Angel is the empyreal lord of guardians, magic, and monuments. His agents are constantly on the lookout for those who defile



sacred monuments. He also intercedes when a mortal seeks to uncover a possibly dangerous monument or bit of ancient lore. Guards pray to him for strength and perseverance to continue with their appointed tasks.

Ylimancha: Known as Harborwing, Ylimancha serves as the empyreal lord of coastal waters, fisherfolk, and flying creatures. She watches over the world's coastlines and battles the demon lord Pazuzu for the souls of flying beings. Her agents travel the coastlines of the world, acting as protectors for those who live near water.

ORDER OF THE MONUMENT (CAVALIER ORDER)

Cavaliers who join the order of the monument dedicate themselves to the protection and service of a particular city or settlement and often follow or respect the faiths of their home locale. Cavaliers belonging to this order hold themselves to their city's laws and customs even when traveling abroad.

Edicts: The cavalier must strive to protect the settlement, all those who reside within it, and those travelers who hail from it. He must adhere to the settlement's laws even while away from its borders and promote its populace's overarching ideals and values whenever possible.

Challenge: Whenever an order of the monument cavalier issues a challenge, he gains a +1 dodge bonus to his AC against attacks made by the target of his challenge when the cavalier is flanked, as well as a +1 morale bonus on saving throws against fear and mind-affecting effects. This bonus increases by 1 for every 4 levels the cavalier has.

Skills: An order of the monument cavalier adds Knowledge (local) and Knowledge (religion) to his list of class skills. An order of the monument cavalier chooses one of these two skills. He can attempt skill checks with his chosen skill untrained. If he has ranks in the skill, he receives a bonus on the check equal to half his cavalier level (minimum +1) as long as the check involves his chosen settlement or a faith with a significant presence in his chosen settlement.

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

Sworn Defender (Ex): At 2nd level, the cavalier gains a +1 morale bonus on saving throws to resist effects created by creatures whose alignments are at least two steps away from his settlement's alignment (e.g., a cavalier of a lawful good settlement and an opponent of neutral alignment). If the creature's alignment is three or more steps away from his settlement's alignment, the bonus increases to +2.

Protector of the People (Ex): At 8th level, the cavalier can inspire the people around him as a swift action. Each creature within 30 feet that is either a resident of his chosen settlement or whose alignment is within one step of the cavalier's settlement gains a morale bonus on saving throws equal to the cavalier's Charisma modifier for 1 round. This bonus doubles if a creature meets both requirements. The cavalier can use this ability once per day, plus one additional time per day at 12th level and every 4 levels thereafter.

Bastion of the Monument (Ex): At 15th level, the cavalier defends his homeland with unmatched ferocity. As a swift action, the cavalier can declare an opponent an enemy of his settlement. This grants the cavalier and his allies a +4 bonus on attack rolls, damage rolls, and ability and skill checks against the opponent, as well as on saving throws to resist effects originating from that opponent. The cavalier can end this ability as a swift action. He can use this ability for a number of rounds per day equal to half his cavalier level. This duration need not be continuous but must be used in 1-round increments.

VARIANT CHANNELING

Presented here are a number of variant channeling abilities suitable for followers of the empyreal lords popular in Magnimar and beyond, as well as a number of other demigods. Worshipers of other divinities whose portfolios include the following can also select these variant channeling abilities, though the gods indicated in parentheses are the most common patrons of those variant channelers.

The full rules for variant channeling can be found on page 28 of *Pathfinder RPG Ultimate Magic*.

Sexuality (Arshea): *Heal*—Creatures gain a channel bonus on Perform checks and on either Bluff or Diplomacy checks for 1 minute. *Harm*—For 1 minute, creatures take a channel penalty on saving throws against charm effects and effects that cause the fascinated condition.

Duty (Furcas, Kols, and Ragathiel): *Heal*—Creatures gain a channel bonus on attacks of opportunity and bull rush and disarm attempts until the end of your next turn. *Harm*—Creatures take a channel penalty on attacks of opportunity and bull rush and disarm attempts until the end of your next turn.

Flying Creatures (Pazuzu and Ylimancha): *Heal*—Creatures gain a channel bonus on Fly checks and increase their fly speed (if any) by 10 feet until the end of your next turn. *Harm*—Creatures take a channel penalty on Fly checks and decrease their fly speed (if any) by 10 feet until the end of your next turn.

Journeys (Sinashakti): *Heal*—Creatures gain a channel bonus to AC against attacks of opportunity until the end of your next turn. *Harm*—Creatures' movement speed is halved until the end of your next turn.

Moonlight (Ashava, Jezelda, Thoth, and Tsukiyo): *Heal*—Until the end of your next turn, creatures gain low-light vision and a channel bonus on attack rolls while in dim or darker light. *Harm*—Until the end of your next turn, creatures are dazzled and take a channel penalty on attack rolls while in dim or darker light.

Monuments (Soralyon): *Heal*—For 1 minute, creatures gain a channel bonus on saving throws against effects that would in any way reduce their speed or deal ability score damage. *Harm*—Creatures are staggered until the end of your next turn.

ORACULAR COUNCIL

Home to the former capital of the now-defunct empire of Lung Wa, Po Li is a nation that reveres divine magic. However, worship of the gods has long been forbidden here. Rather, Po Li carries forward faith in the so-called Eternal Emperor, master of the ancient Oracular Council, which uses all manner of divinations to make state decisions. In addition to general divination and soothsaying, the council's practices include the divine Path of Numbers, a sacred system of numerology that describes eight basic energies. The interaction of these energies produces 64 possible combinations, and the council holds that these combinations are sufficient to describe the basis of every interaction in the cosmos. The Oracular Council uses the Path of Numbers along with the Dragon Empires zodiac, oneiromancy, extispicy, and other complex or esoteric methods to extract the wisdom that has sustained them since ancient times.

To this day, though the emperor has long fallen, the members of the Oracular Council are the clerical and political rulers of Po Li, and their influence filters into the lives of all who live in the Tian nation. The fact that the previous emperor perished during the fall of Lung Wa has not affected the faith of the Eternal Emperor, which functions like a monotheistic religion. Rather, the oracles claim they are ruling in the place of a yet-to-be-identified living heir, holding the land and its people together only until their rightful ruler is reincarnated and ready to emerge and claim power. Skeptics suggest that the oracles have neglected to identify a living heir to the Eternal Emperor because they're unwilling to relinquish their political control. The faithful, on the other hand, argue that the oracles await a sign from Heaven indicating that the true imperial heir has been reincarnated and is ready to unify the fractured empire. The faithful hold that the oracles' failure to identify an heir is only proof of how committed they are to finally finding the exact individual fated to lead the land to further glory.

INITIATION AND MEMBERSHIP

Regardless of the council's motivations, hopeful parents

often present their children, claiming any host of divine signs that their youngster is the heir the council seeks. Most of these claims are summarily dismissed, and obvious lies risk bringing shame to entire family lines. Some of these children, though, show true promise or might even carry divine signs of a greater fate. The oracles often adopt and raise these youngsters to adulthood among their ranks, training them in their divinatory and political ways.

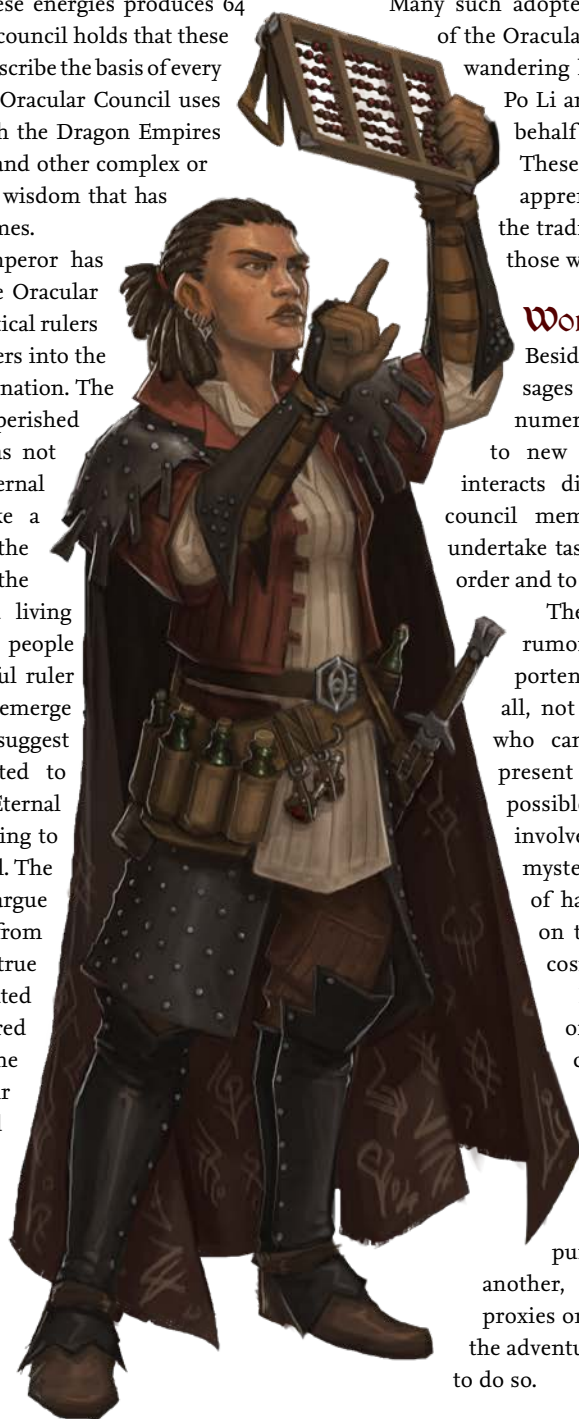
Many such adoptees eventually become members of the Oracular Council. Some instead become wandering heroes who defend the needy in Po Li and beyond or work on the state's behalf to further the oracles' schemes. These heroes in turn often take on apprentices of their own, passing on the traditions of the Oracular Council to those worthy of their sacred practices.

WORKING FOR THE COUNCIL

Besides producing adventurers and sages who pass along the ways of numerology and related practices to new generations, the council often interacts directly with heroes; specifically, council members often employ heroes to undertake tasks of divine importance to their order and to work on Po Li's behalf.

These tasks include tracking down rumors of children who carry divine portents or exhibit divine traits—after all, not all such children have parents who can journey to the council and present their offspring to the sages as possible heirs. Other times, the council involves adventurers in tracking down mysterious portents or the details of happenings that could shed light on the future threads in the divine cosmic tapestry.

Further, the individual members of the council are also often clandestinely at odds with one another, and each pursues her or his own personal agendas, prejudices, and schemes. Individual council members often employ heroes for shadowy purposes or to covertly oppose one another, sometimes working through proxies or not revealing the true nature of the adventurers' jobs until absolutely forced to do so.



DIVINE NUMEROLOGIST (ORACLE ARCHETYPE)

The Oracular Council of Po Li and those trained in their sacred methods often include divine numerologists, who use esoteric mathematics and numbers traditions to peer into the past and future and extract meaningful portents. The divine numerologist's ultimate goal is to learn and understand the patterns in the equations and algorithms that underscore even the most chaotic forms of reality and use them to their personal advantage.

Recommended Mysteries: Any.

Bonus Spells: *Prying eyes* (10th), *numerological evocation* (12th; *Pathfinder Campaign Setting: Occult Mysteries* 51), *greater arcane sight* (14th), *moment of prescience* (16th), *foresight* (18th).

These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A divine numerologist must take the following revelations at the listed levels.

Calculate the Odds (Su): At 1st level, as a swift action that does not provoke attacks of opportunity, the divine numerologist can quickly tabulate the variables affecting the current situation. This grants the divine numerologist a circumstance bonus equal to her Charisma modifier (minimum +1) to her next d20 roll within 1 round. If the divine numerologist does not use this bonus within 1 round, the use of this ability is wasted. The divine numerologist can use this ability once per day at 1st level, plus one additional time per day at 7th and 15th levels.

Program the Divine Algorithm (Su): At 7th level, the divine numerologist's mastery of the divine mathematics allows her to set specific parameters in the divine equation to adjust the outcome of an event right as it is about to occur. As an immediate action that does not provoke attacks of opportunity, the divine numerologist can take the average of a single roll of one or more dice, averaging each die separately (for example, the average of a d20 roll is 10, the average of 3d6 is 9, and so on). When using this ability, the divine numerologist can add any modifiers to the roll as normal.

The divine numerologist must decide to use this ability immediately before the roll she chooses to affect, and the divine numerologist cannot reroll this roll, even if she has a feat or another ability that would normally allow her to do so.

The divine numerologist can use this ability once per day at 7th level and twice per day at 11th level. At 15th level, the divine numerologist can use this ability three times per day, and instead of treating a roll as its average, she can instead treat the roll as its maximum result (for example, the divine numerologist can treat a d20 roll as if the result were 20).

Final Revelation: At 20th level, a divine numerologist understands the math behind the entirety of existence well enough to significantly tweak her own personal fate. The divine numerologist ceases aging. She no longer suffers age-related penalties to ability scores and cannot

be magically aged. Additionally, once per day when the divine numerologist or another allied creature within 30 feet of her threatens a critical hit, the critical hit is automatically confirmed.

INVESTIGATOR TALENTS

Not all individuals associated with the Oracular Council are oracles. In fact, the council often makes use of noncasters who are devoted to Po Li and its faith in the Eternal Emperor. These individuals are often investigators who use numerology-inspired talents to further the concerns of Po Li and individual members of the council. Some of these talents are presented below.

A talent marked with an asterisk (*) adds effects to an investigator's studied combat or studied strike class feature. Only one of these talents can be applied to an individual attack, but the choice can be made when the damage is dealt.

Numerical Alchemy (Su): The investigator's skill with mental mathematics allows him to know exactly which muscle movements are necessary to mix an extract in the quickest, most efficient way. The investigator can expend one use of inspiration to mix an extract in 1 round (as opposed to 1 minute).

Numerical Alchemy, Greater (Su): The investigator can calculate his movements and account for his reactions to danger or unexpected situations with lightning speed. He can expend a use of inspiration to mix an extract as a standard action. The investigator must have the numerical alchemy talent and be at least 11th level to select this talent.

Numerical Strike* (Ex): Once per day when the investigator has confirmed a critical hit with a studied strike, he can deal average damage instead of rolling damage as normal. This includes the damage dealt by the successful attack as well as the additional damage from the studied strike. He can expend a use of inspiration to use this ability a second time per day. Using this ability doesn't require an action. The investigator must be at least 5th level to select this talent.

Numerical Strike, Greater* (Ex): Once per day, when the investigator has confirmed a critical hit with a studied strike, he can deal the strike's maximum damage instead of rolling damage as normal. This includes the damage dealt by the successful attack as well as the additional damage from the studied strike. He can expend a use of inspiration to use this ability a second time per day. Using this ability doesn't require an action. The investigator must have the numerical strike talent and be at least 13th level to select this talent.

Numerical Strike, Masterful* (Ex): The investigator can use both numerical strike and greater numerical strike three times per day. The investigator doesn't need to expend uses of inspiration to use either ability, but he can never use either more than three times per day each. The investigator must have the numerical strike and greater numerical strike talents and be at least 17th level to select this talent.

PROPHECIES OF KALISTRADÉ

Approaching the pursuit of material enrichment as if it were a religion, the Prophets of Kalistrade value the accumulation of personal wealth above everything else. These secular “prophets,” as many informally label them, call themselves Kalistocrats. They follow a strict set of rules set forth in the Prophecies of Kalistrade, which are composed of the dream records of an eccentric mystic from the Age of Enthronement.

The prophecies hold that a strict regimen of physical and dietary prohibitions, the wearing of all-white clothing, and the donning of full-length white gloves—ensuring that Kalistocrats never physically touch any individual who doesn’t follow their doctrine—is the way to enlightenment. The dogma teaches that those who adhere to the prophecies are destined to achieve vast personal wealth and success later in life. Those who ignore them, or those adherents who fail to adequately devote themselves to the prophecies, are undeserving of material rewards.



Kalistocrats tend to eschew most religions and piety in general, revering only their doctrine’s seemingly arbitrary prescriptions and the wealth they inherently promise. An air of smugness permeates this atheism, and most Kalistocrats are quick to point out that the unforeseen death of Aroden and the resulting lost omens have had no effect on their own fortunes. In fact, some argue that the Kalistocrats have only further prospered where others have struggled or failed, and the prosperity of Druma—the nation where the prophecies are practically the state religion—supports this claim. The Kalistocrats often use these facts as proof of their belief system’s superiority as well as their personal superiority. This deep-seated conceit instills in them an unflappable confidence and unshakable self-esteem that can manifest as abject arrogance. The prophecies encourage the flaunting of wealth through ostentatious clothing, jewelry, and other personal effects, and Kalistocrats never hesitate to point out when they’re the best dressed in the room.

The wealthiest Kalistocrats gather at the Gilded Vault Opulent in Kerse, the capital of Druma and cultural and economic center of the prophecies. Many prophets are the merchant-lords who wield great influence in Druma, and most are members of the Prophet of Kalistrade prestige class (*Pathfinder Campaign Setting: Paths of Prestige* 42).

The youngest and most ardent Kalistocrats, on the other hand, sometimes join an organization that allows them to earn foundational wealth and make potentially lucrative connections far beyond their homeland. These Kalistocrats sometimes join the Aspis Consortium, which offers morally gray opportunities in trade and political leverage, while others gravitate toward the Pathfinder Society, which offers the opportunity to earn vast sums of wealth as archaeologist explorers. Other eager Kalistocrats, particularly those of a martial bent, join Druma’s infamous Mercenary League. This merciless, hard-hitting private force protects Druma’s wealthiest merchant-lords and their most valued possessions. Nicknamed Blackjackets for the color of their uniforms, these mercenaries are lavishly equipped and obscenely well paid, whether they’re performing domestic guard duties or escorting Drumish trade caravans across the Inner Sea region.

Those upstart Kalistocrats who do not wish to throw in their lot with an organization strike out on their own. Often, young Kalistocrats in need of allies and starting wealth seek a group of companions whose skills complement their own and whose principals either grudgingly accommodate the prophecies or fit in neatly alongside them. Where their companions show interest in their doctrine, Kalistocrats are happy to proselytize, and the prophecies are famously liberal in accepting individuals of any background who are willing to devote themselves to the doctrine’s particular brand of enlightenment.

SUPERIORITY (PSYCHIC DISCIPLINE)

You know that you are far better than average creatures of your kind. The more you leverage your psychic talents to prove yourself superior, the more powerful you become.

Phrenic Pool Ability: Charisma.

Bonus Spells: *Moment of greatness*^{UC} (1st), *deflect blame* (*Pathfinder RPG Ultimate Intrigue* 210; 4th), *unflappable mien* (see below; 6th), *majestic image* (*Pathfinder RPG Ultimate Intrigue* 219; 8th), *mage's private sanctum* (10th), *transformation* (12th), *project image* (14th), *clone* (self only) (16th), *overwhelming presence*^{UM} (18th).

Discipline Powers: Your unflappable sense of self-worth grants you powers that your rivals can't hope to countermand.

Self-Assurance (Su): Overwhelming confidence in your success brings you closer to your goals, and you know that your superiority has destined you for greatness. As an immediate action, you can gain a morale bonus equal to half your psychic level (minimum 1) on a single ability check, attack roll, saving throw, or skill check. You must declare that you are using this ability before attempting the roll in question. If you succeed at the check, you regain 1 point in your phrenic pool. You can use this ability a number of times per day equal to your Charisma modifier.

At Arm's Length (Ex): At 5th level, you gain Reach Spell^{APG} as a bonus feat. Additionally, when using this feat, you can spend 1 point from your phrenic pool for each increase in the spell's range category. If you do, the spell does not use up a higher-level spell slot than normal. (For example, a spell with a range of touch increased to long range via this feat would normally use up a spell slot 3 levels higher, but if you spend 3 points from your phrenic pool, the spell does not use up a higher spell slot.)

Magical Hoarder (Su): At 13th level, whenever a creature within 30 feet of you casts a spell intended to benefit its targets, you can spend 1 point from your phrenic pool as an immediate action to include yourself as a target of that spell. If the creature is not your ally, you must be able to clearly see the spell's effects and you must succeed at a Spellcraft check (DC = 15 + the spell's level) to identify the spell before using this ability. If you are not within the normal range of the spell, then you must spend 1 additional point from your phrenic pool to use this ability. If the spell has a range of personal, then you must instead spend 2 additional phrenic points from your pool to use this ability. This ability does not affect spells with an instantaneous or permanent duration.

KALISTOCRAT SPELLS

The Prophets of Kalistrade often use the following spells.

FASTIDIOUSNESS

School abjuration; **Level** bard 1, cleric 1, mesmerist 1, occultist 1, paladin 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

While protected by *fastidiousness*, your person and your equipment stay clean and dry. Dust and moisture slough off immediately; even when you are completely soiled, your appearance reverts to a pristine state over the course of 1 minute. While this spell offers no protection against most attacks, staying constantly sanitary grants you a +2 circumstance bonus on Fortitude saving throws against inhaled and ingested diseases.

Members of the Prophet of Kalistrade prestige class (*Paths of Prestige* 42) can cast this spell, even though it is not a divination or enchantment.

HALLUCINATORY DECOR

School illusion (glamer); **Level** bard 3, mesmerist 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 minute

Components V, S

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

Area one 10-ft. cube/level (S)

Duration 1 hour/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no
You transform the decor of a courtyard, structure, or other edifice to meet your highest standards and personal tastes. Objects and architectural elements remain in the same configuration—a chair remains a chair—but can look, sound, and smell like a different physical material and artistic style. You cannot change the appearance of natural terrain, but landscaped areas such as a garden or orchard can be affected. This spell functions in all other ways as *hallucinatory terrain*.

Members of the Prophet of Kalistrade prestige class (*Paths of Prestige* 42) can cast this spell, even though it is not a divination or enchantment.

UNFLAPPABLE MIEN

School evocation [force]; **Level** bard 3, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a diamond clasp, brooch, or pin worth at least 100 gp)

Range personal

Target you

Duration 10 minutes/level or until discharged; see text

When a creature attempts to touch you with an attack (such as a touch attack, an unarmed strike, an attack with a natural weapon, or a grapple), it feels a field of force blocking its way. It can choose to abandon the attempt, losing its action, or to push through the ward. If it pushes through, you can trigger a wave of force against that creature. This discharges the spell, deals 1d4 points of force damage per caster level (maximum 10d4), and pushes the creature back 5 feet. If the creature cannot be pushed back 5 feet (if a solid surface is directly behind it, for example), it takes 2d4 additional points of force damage. A successful Fortitude saving throw halves the total amount of force damage the creature takes.

Members of the Prophet of Kalistrade prestige class (*Paths of Prestige* 42) can cast this spell, even though it is not a divination or enchantment.

RAZMIR, THE LIVING GOD

The Living God proclaimed his presence on Golarion more than 50 years ago. Though some of the first mortals to whom he made himself known doubted his claim of having passed the Test of the *Starstone*, their folly was proven in the terrible cloud of fire that razed the city of Aerduin, the former capital of the kingdom that would become Razmiran. The city of Thronestep was built soon after to serve as the heart of Razmir's faith, and the nation of Razmiran grew around it, ruled by faithful clergy and populated by loyal followers. Ever since, the clergy of the Living God has kept the nation of Razmiran in a viselike grip, ensuring that naysayers never dare show their faces.

The Razmiri faith is extremely hierarchical, based on the 31 Steps of Enlightenment taught by the clergy. It is also highly secretive; followers wear iron masks, and initiates are subjected to intense indoctrination and cut off from their former acquaintances. Magic users form a large portion of the clergy, as do bards and others capable of spreading the faith. The arcane magic these individuals command is of great use in the worship of a god notoriously stingy in granting spells, reserving that privilege only for the highest-ranked priests in the hierarchy.

Temples in poor neighborhoods draw many potential followers to Razmir's promises of wealth and prosperity, obtainable by all who fully commit themselves to the faith. The truth of these promises can be readily seen in the comforts afforded to the higher-ranked clergy who have demonstrated their faith and loyalty; if a follower fails to attain such wealth for herself, it is only because she has failed to adequately follow Razmir's teachings or is insufficiently devoted to them.

Some outsiders have noted the limited divine gifts among Razmir's faithful, studied the details of his ascension, or otherwise come to question the masked priests of the Living God. Such doubts are seen as the utmost heresy, and Razmiri priests are quite unforgiving when it comes to quashing such apostasies.

A PRIEST'S ROLE

The daily life of a priest of Razmir depends heavily on where the individual is stationed. Priests within Razmiran serve in a variety of roles. Some operate the notorious faith barges on the Glass River or Lake Encarthan, collecting tithes from faithful worshipers and demanding conversion and tribute from travelers. Others serve in the administrative hierarchy of the church in Thronestep, managing countless day-to-day operations of the massive divine enterprise. All told, it is only a small fraction of the priesthood that actually engages in leading worship services and similar ecclesiastical duties, though all clergy participate in these daily worship services.

Beyond Razmiran's borders, priests travel to proselytize and grow the faith. These evangelists establish temples

in downtrodden neighborhoods, from which they can distribute food, drink, and sometimes even gold to members of the local community in an effort to spread the gospel of enlightenment and attract new followers. These priests take on single-handedly the variety of responsibilities of their peers, from leading worship services and teaching their followers to collecting tithes and handling the operational details of their temples. Many of these missionaries also take part in a community's political scene, gaining influence over policy and local businesses.

RELATIONS WITH OTHER RELIGIONS

Followers of Razmir tend to be unpopular among the faithful of other religions. The faith's practice of wearing masks leaves many uneasy, as though the church had something to hide. Razmir's faithful, on the other hand, understand that these masks represent devotion to their god, whose countenance they believe is too awe inspiring for mortals to behold. Furthermore, believers note, theirs isn't the first or only deity to wear a mask.

Razmir is seen as something of an upstart among followers of older faiths, and the tactics and aggressive proselytization employed by his priests are regarded as little more than the activities of a highly organized cult engaged in racketeering and manipulation of society's vulnerable. However, those within the church are quick to point out that other religions hypocritically engage in many of the same practices.

Despite these tensions, given the opportunity, Razmiri faithful are more likely than not to initiate respectful overtures toward their counterparts of other religions. After all, those who follow deities have much in common, even if the deities themselves differ—and even more with those who follow patrons with similar portfolios, such as Abadar or Norgorber. Those who challenge a Razmiri's faith or the Master of the 31 Steps, however, find themselves quickly subject to whatever reprisals the Razmiri can bring to bear, whether the tools at her own command or an appeal to Thronestep to send some of the church's deadly enforcers to quash the blasphemers.

MASK OF THE LIVING GOD (NINJA ARCHETYPE)

When the Living God needs to silence the voices of those heretics who question too loudly, these enforcers are the tools he employs.

Weapon and Armor Proficiency: In addition to having the ninja's normal weapon and armor proficiencies, the mask of the Living God is proficient with bolas, saps, and whips.

This alters the mask of the Living God's weapon and armor proficiency.

Mask (Ex): A mask of the Living God has a mask that is a symbol of his faith and the myriad powers invested in

him. Abilities granted by this class other than undercover faith function only while the mask of the Living God is wearing his mask. Putting on or removing this mask is a move action.

Undercover Faith (Ex): At 1st level, when not wearing his mask, a mask of the Living God can take on an utterly mundane identity as if he were a vigilante with the many guises social talent (*Pathfinder RPG Ultimate Intrigue* 12). While in a mundane identity, the mask of the Living God cannot wear his mask; putting it on while in a mundane identity immediately ends the mundane identity and its effects. Changing into this mundane identity takes 1 minute and must be done out of sight to preserve the mask of the Living God's secret. The time it takes the mask of the Living God to change into a mundane identity cannot be decreased.

This replaces poison use.

Expurgate (Sp): The role of a mask of the Living God is to silence heretics and blasphemers, and he is an expert at rendering even the most glib of his foes into babbling fools. At 2nd level, when he deals damage to a target, he can expend 1 point from his ki pool to affect that target as if he had cast *fumbletongue*^{UM}, using his ninja level as his caster level. The target can attempt a Will saving throw (DC = 10 + half the ninja's level + his Charisma modifier) to negate this effect. At 6th level, the target of this ability is instead struck entirely mute for 1d4 rounds unless it succeeds at a Will saving throw. The mask of the Living God cannot spend a point from his ki pool to make an additional attack.

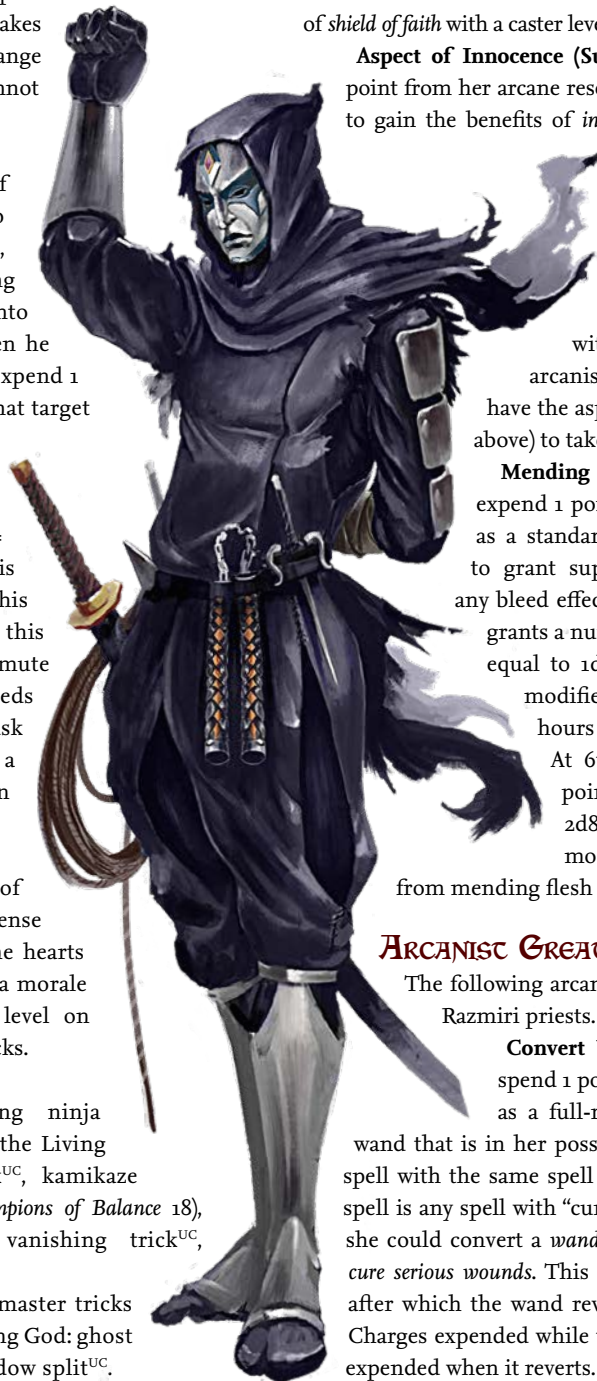
This alters ki pool.

Stern Gaze (Ex): A mask of the Living God is trained to sense deception and strike fear into the hearts of his foes. At 3rd level, he gains a morale bonus equal to half his ninja level on Intimidate and Sense Motive checks.

This replaces no trace.

Ninja Tricks: The following ninja tricks complement the mask of the Living God archetype: forgotten trick^{UC}, kamikaze (*Pathfinder Player Companion: Champions of Balance* 18), unarmed combat training^{UC}, vanishing trick^{UC}, weapon training^{UC}.

Master Tricks: The following master tricks complement the mask of the Living God: ghost step^{UC}, see the unseen^{UC}, and shadow split^{UC}.



ARCANIST EXPLOITS

The following arcanist exploits are particularly appealing to Razmiri priests who use them to get by until they reach sufficient standing in the church to receive divine spells from the Living God.

Armored Mask (Su): By expending 1 point from her arcane reservoir as a standard action, the arcanist grants herself an effective illusion of armor. She gains the benefits of *mage armor* with a caster level that's equal to her arcanist level and appears to be wearing light or medium armor of whatever design she chooses when activating this ability. At any time while this effect is active, she can expend 1 additional point from her arcane reservoir as an immediate action to also gain the benefits of *shield of faith* with a caster level equal to her arcanist level.

Aspect of Innocence (Su): An arcanist can expend 1 point from her arcane reservoir as an immediate action to gain the benefits of *innocence*^{APG}, with a caster level equal to her arcanist level.

Charmer (Su): An arcanist can expend 1 point from her arcane reservoir as a standard action to gain the benefits of *glibness*, with a caster level equal to her arcanist level. The arcanist must have the aspect of innocence exploit (see above) to take this exploit.

Mending Flesh (Su): The arcanist can expend 1 point from her arcane reservoir as a standard action and touch a target to grant superficial healing. This stops any bleed effects the target is suffering and grants a number of temporary hit points equal to 1d8 + the arcanist's Charisma modifier, lasting for a number of hours equal to the arcanist's level.

At 6th level, the number of hit points granted increases to 2d8 + the arcanist's Charisma modifier. A creature can benefit from mending flesh only once per day.

ARCANIST GREATER EXPLOIT

The following arcanist greater exploit appeals to Razmiri priests.

Convert Wand (Su): An arcanist can spend 1 point from her arcane reservoir as a full-round action to convert one wand that is in her possession into a wand of a cure spell with the same spell level and caster level (a cure spell is any spell with "cure" in its name). For example, she could convert a *wand of stone shape* into a *wand of cure serious wounds*. This alteration lasts for 1 minute, after which the wand reverts to its original function. Charges expended while the wand was altered are still expended when it reverts.

SANGPOTSHI

Sometimes called the River of Life, Sangpotshi is a philosophy steeped in reincarnation, karma, and fate. Sangpotshi holds that the mortal soul's cycle stretches far beyond a single lifetime. Adherents believe that the soul experiences a journey of many mortal incarnations, each deeply influenced by the last, until it finally accumulates enough experience and wisdom to escape the cycle of worldly suffering and achieve a final reward in Pharama's Boneyard and beyond. This philosophy permeates the peoples and cultures of Tian Xia. Though not every individual believes in Sangpotshi devoutly, rare is the person who doesn't accept at least a semblance of this philosophy.

Those who believe most ardently in Sangpotshi hold that one's position at birth reflects the deeds committed in past lives and that living a blameless life results in a better station in the next. Many work to learn what influences their position in the River of Life, including lineage and past deeds, and some even work to break free of their circumstances' hold. A number of these individuals fail, but some are able to carve out a better life, either physically or spiritually, and move one step closer to final absolution. This is the ultimate goal of the philosophy.

A Believer's Role

Sangpotshi does not have strict tenets, and thus, there are no official priests of the philosophy. Instead, those born into high-ranking stations, intellectual leaders, and genealogists tend to serve as figures of prestige or authority. These individuals might hold any number of different titles or names among the philosophy's adherents, including guru, master, mentor, or teacher. To ardent believers, especially young ones, listening to these elders and wise people is often as important a tenet to the philosophy as introspection and selfless living are.

Those born into nobility are generally considered figures with a divine right to authority, except when they're successfully deposed; curiously, such insurrections are considered acts of fate. On the other hand, intellectual leaders whose wisdom grants them authority serve as teachers who look to the future, showing adherents the best way to use the current state of the world to change a person's fate. This includes understanding current laws and traditions, preparing an individual to better work within a particular social class, and providing financial guidance to best make use of this life's riches or lack thereof.

A genealogist, in contrast, works by looking to the past. The genealogist scours records and history for any potential influence on a person's life; this includes any traces of ancestry, land ownership, and details of major family events. This information helps steer individuals away from past failings and back toward previous successes, and it provides individuals with some cosmic clue to how and why they might be experiencing fortune or misfortune.

RELATIONS WITH OTHER BELIEFS

Sangpotshi does not inherently interfere with the worship of most deities. As a broad philosophy, it instead often slots neatly into more regimented religions, coexisting as a comfortable background with many divine traditions. For example, worshipers of Abadar keep meticulous records of every bit of wealth acquired in their lifetimes, allowing them to leave a perfect record for their descendants or future lives. Followers of Pharama, on the other hand, are more carefree in regard to their approach to Sangpotshi. They believe the Mother of Souls cares only about the current life's fate. So long as this life meets its goals and ultimate fate, so too will the rest, Sangpotshi adherents believe.

Perhaps the most significant threat to most adherents of Sangpotshi is the undead. Practitioners view undead creatures as prisons for souls, locked away from their proper fates so long as the undead remain reanimated. As a result, many who devoutly believe in Sangpotshi also work to destroy undead when they can; this is especially true of followers of Pharama. Worshipers of Fumeiyoshi, on the other hand, reconcile their faith in god of undead with the belief that undeath is an extension of time, allowing an individual to perfect their station before moving on to the next life.

SEEKER OF ENLIGHTENMENT (SPIRITUALIST ARCHETYPE)

Sometimes a spiritualist is so haunted by a past life's failure to reach enlightenment that the past life is reborn not as a new creature but as a phantom in a spiritualist's consciousness. The spiritualist and phantom work in tandem to reach enlightenment and atone for the past life's failures.

Echoes of Expertise (Ex): A seeker of enlightenment gains a bonus equal to her spiritualist level on checks attempted with the two skills determined by her phantom's emotional focus. When the phantom is confined to the seeker of enlightenment's consciousness, it grants a +2 bonus on saving throws against mind-affecting effects; at 12th level, this bonus increases to +4. Once per day as a free action, the seeker of enlightenment can attempt a check with any Knowledge skill, including one in which she is not trained, and add her spiritualist level as a bonus on the check.

This replaces shared consciousness.

Words of the Past (Sp): At 5th level, a seeker of enlightenment's connection with her past lives becomes so strong that she can cast *comprehend languages* at will as a spell-like ability, with a caster level equal to her spiritualist level.

This replaces detect undead.

Karmic Insight (Sp): At 7th level, a seeker of enlightenment gains the ability to understand which actions will push her toward ultimate understanding. She can cast *augury* as a spell-like ability once per day. At 11th level and every 4 levels thereafter, she can use this ability an

additional time per day (to a maximum of four times per day at 19th level).

This replaces calm spirit.

Pinpoint Influence (Sp): At 9th level, a seeker of enlightenment gains the ability to track objects that are important to her goal of enlightenment. She can cast *locate object* as a spell-like ability once per day, with a duration of 10 minutes.

This replaces see invisibility.

Echoes of Mastery (Ex): At 10th level, a seeker of enlightenment gains the bonus on saving throws from echoes of expertise even when her phantom is manifested. Additionally, once per day, she can take 20 on any Knowledge check, including one in which she is not trained.

This replaces fused consciousness.

Knowledge of the Ancestors (Sp): At 16th level, a seeker of enlightenment learns how to tap into the knowledge of her past lives. She can cast *legend lore* as a spell-like ability once per day.

This replaces call spirit.

SOCIAL TALENTS

The following social talents are available to vigilantes. In particular, vigilantes who follow the teachings of the River of Life often learn them and find them of use.

Ancestral Enlightenment (Ex): The vigilante can attempt any Knowledge check untrained. If he already has ranks in a particular Knowledge skill, he gains a +4 bonus on checks with that skill. A vigilante must be at least 5th level to select this talent.

Skill Familiarity (Ex): The vigilante chooses four skills when he gains this talent. He can take 10 on checks with his chosen skills even when distracted or threatened. If he takes 10 on checks with these skills while not distracted or threatened, he gains a bonus on the check equal to one-quarter his vigilante level (minimum +2). A vigilante must be at least 9th level to select this talent.

VIGILANCE TALENTS

The following vigilante talents allow a vigilante to channel the echoes of his past lives.

Magical Familiarity (Sp): The vigilante taps into a past life's arcane secrets. He selects a 0-level spell from the sorcerer/wizard spell list. The vigilante can cast the chosen spell three times per day as a spell-like ability, using his vigilante level as his caster level. At 6th level, he chooses a second 0-level spell that he can also use three times per day as a spell-like ability. At 12th level, in addition to these 0-level spells, he chooses a 1st-level spell that he can cast once per day as a spell-like ability. At 18th level, he can cast his 1st-level spell three times per day and his 0-level spells at will. The vigilante must have an Intelligence score of at least 10 to select this talent.

Steely Resolve (Ex): Three times per day, as an immediate action when the vigilante fails a Will saving throw against a mind-affecting effect, the vigilante can delay the effect's

onset for a number of rounds equal to half his vigilante level, after which the vigilante is affected as normal by the entire effect. Rounds spent delaying the effect do not count toward the effect's duration.

Weapon Familiarity (Ex): The vigilante selects either two simple or martial weapons or one exotic weapon when he gains this talent. He gains proficiency with his chosen weapon or weapons. At 8th level, he also gains Weapon Focus as a bonus feat for his selected weapon or weapons. Only an avenger vigilante can select this talent.



SHOANTI SHAMANIC TRADITIONS

Although the Shoanti people are broken into distinct clans known as quahs, they follow similar traditions regarding their faith and the totem spirits of their tribes. A tribe follows particular totems, which make themselves known to young Shoanti crossing into adulthood. Once a Shoanti has completed her tribe's rite of passage, she is granted a traditional symbol to serve as her first tattoo. A Shoanti who becomes a shaman forms a strong tie with a single spirit associated with her quah, drawing divine power from this bond. Even Shoanti clerics and druids who worship traditional gods still revere their totems, using them as foci for their divine connections.

TRADITIONS OF THE QUAHS

Though the Shoanti quahs find unity as a people, each holds its own distinct traditions of great importance while recognizing those of the other quahs. Presented here are the varying tattoos, totems, and traditions of each quah; the totems in particular can have a special significance for hunters of Shoanti descent, as described on page 25 in *Aspect of the Quah*.

Lyrune-Quah (Moon Clan): The Lyrune-Quah is known to house as the best hunters on the Storval Plateau in northeastern Varisia. These keen-eyed Shoanti are expert archers who hunt with minimal light at dusk and travel by moonlight. The clan embraces wisdom and precision, favoring subtlety to pure brawn. Clan tattoos portray symbols of the moon, night, sight, and wisdom. Common Lyrune-Quah totems include the bat, cave bear, field mouse, moon, mountain, mountain lion, owl, rainstorm, star, and wolf.

Shadde-Quah (Axe Clan): The people of the Shadde-Quah are expert divers and spear fishers who reside in sea caves during colder months. These Shoanti watch the western shores of Varisia, their discriminating spotters able to quickly spread word of incursion throughout the tribe. The clan's tattoos embody themes of endurance and vitality or suggest traits of the ocean and sea creatures. Common Shadde-Quah totems include the cave bear, cliff, dire bear, eagle, sea, squid, and water elemental.

Shriikirri-Quah (Hawk Clan): The Shriikirri-Quah holds a deep reverence for the animal spirits of the land. These Shoanti are skilled at hunting and training animals of all kinds, though they have a special aptitude for training horses and are considered some of the finest mounted warriors in Varisia. Due to their ties to riding, the clan favors symbols suggestive of animals, travel, and the wilds. Common Shriikirri-Quah totems include the air elemental, cloud, firepelt, forest grove, hawk, hippogriff, horse, and wind.

Shundar-Quah (Spire Clan): The Shoanti of the Shundar-Quah take it upon themselves to further the welfare of all Shoanti, acting as diplomats and storytellers for all Shoanti tribes. They travel between the quahs to ease tensions and remind each tribe that they are all united as one Shoanti

people. The Shundar-Quah values symbols of leadership, unity, and watchfulness. Common Shundar-Quah totems include the earth elemental, mountain spire, rock fall, spirestalker, and storm roc. On rare occasions, a member of the Shundar-Quah will join in the travels of a different quah. In these cases, they might adopt a totem of the host clan.

Sklar-Quah (Sun Clan): The Sklar-Quah is the clan most in contact with outsiders, whose constant attacks have made the clan distrustful and intolerant of outlanders. The Sklar-Quah's most famed warriors are the burn riders, an elite mounted cavalry that rides through the wildfires of the Cinderlands. These traditions lead many of these Shoanti to favor images of battles and flame. Common Sklar-Quah totems include the aurochs, cindersnake, emberstorm, fire elemental, firepelt, and sun.

Skoan-Quah (Skull Clan): The Shoanti of the Skoan-Quah serve as the guardians of the dead. They protect sacred burial grounds and resting sites for the honored dead, and shamans of the clan specialize in the destruction of undead creatures and warding of evil spirits. Among the clan, many members adorn their bodies with symbols of bones and skulls. Common Skoan-Quah totems include the ancestor spirit, earth elemental, giant scarab beetle, vulture, will-o'-wisp, and wolf.

Tamiir-Quah (Wind Clan): Members of the Tamiir-Quah are fierce warriors that move between lush mountaintop valleys and a multitude of caves along the western fringe of the Storval Plateau as the seasons require. Their knowledge of their home allows them to swiftly come down from the high peaks to attack any who dare trespass on their domain. The clan favors symbols related to freedom, speed, and their mountain homes. Common Tamiir-Quah totems include the air elemental, cloud, griffin, mountain peak, snowflake, storm, storm roc, and wind.

TOTEM CHANNELER (SKALD ARCHETYPE)

Some Shoanti skalds discover deeper truths in their tribes' totems. These skalds, known as totem channelers, learn how to share the totems' gifts with their allies in the heat of battle.

Totemic Versatility (Ex): When a totem channeler learns a new rage power, he can select from more than one group of totem rage powers, even though he normally could not do so. Totem rage powers grant benefits related to a theme, are organized in groups of three, and usually have the word "totem" in their name. (Rules for totem rage powers begin on page 74 of *Pathfinder RPG Advanced Player's Guide*.) When the totem channeler starts an inspired rage raving song, he can add totem rage powers from only one group at a time. He can change the group of added totem rage powers by ending the current inspired rage and starting a new one.

This replaces bardic knowledge and alters rage powers.

Tandem Totems (Ex): At 5th level, when a totem channeler starts an inspired rage raving song and adds a totem rage

power, he can add totem rage powers from a different group. Adding or maintaining totem rage powers from the additional group requires spending 1 additional round of raging song each round. He can activate up to two additional totem groups at 11th level and up to three additional totem groups at 17th level. He must spend 1 additional round of raging song each round for each additional totem group. If the totem channeler does not have enough rounds of raging song remaining to maintain his inspired rage, the song ends.

This replaces spell kenning.

Totem's Guidance (Su): At 9th level, the totem channeler can draw strength and protection from his totem powers when he wades into battle with song on his lips. When he adds a totem rage power to his inspired rage, he and his allies gain a +1 insight bonus to AC and on saving throws for the duration of the totem channeler's raging song. At 14th level, this bonus increases to +2. This bonus applies only to the first totem rage power he applies to his inspired rage.

This replaces damage reduction.

Aspect of the Quah

The following faith trait allows hunters who are of Shoanti descent to tap into the powers and guidance provided by their quah's totem.

Aspect of the Quah (Faith): You call upon your quah's totem to grant you power. You gain a unique totem aspect that replaces one of the animal aspects granted to you by the animal focus feature. You must be a hunter or have access to the animal aspect class feature to select this trait, and you must choose the Shoanti quah to which you belong. You gain access to the totem aspect listed for that clan, and you lose access to the animal aspect listed. Once made, this choice cannot be changed.

Cliff (Shadde-Quah, Frog): The creature gains a +4 competence bonus on Acrobatics checks to avoid falling and on Constitution checks to avoid drowning. This bonus increases to +4 at 8th level and +6 at 15th level.

Emberstorm (Sklar-Quah, Bear): The creature gains fire resistance 5. This increases to fire resistance 10 at 8th level and fire resistance 15 at 15th level.

Horse (Shriikirri-Quah, Owl): The creature gains a +4 competence bonus on Ride checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Star (Lyrune-Quah, Falcon): The creature gains low-light vision and a +2 competence bonus on Perception checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Storm (Tamiir-Quah, Snake): The creature gains a +4 bonus on saving throws against cold dangers, disease, heat dangers, starvation, and thirst. This bonus increases to +6 at 8th level and +8 at 15th level.

Storm Roc (Shundar-Quah, Mouse): The creature gains a +2 enhancement bonus to Charisma. This bonus increases to +4 at 8th level and +6 at 15th level.

Will-o'-Wisp (Skoan-Quah, Wolf): The creature gains +2 bonus on saving throws against fear effects and mind-affecting effects. This bonus increases to +4 at 8th level and +6 at 15th level.



TAMASHIGO

The natural world is full of spirits. Everything found in nature is home to its own spirit, from mighty trees and resolute mountain peaks to shining seas and the smallest bubbling spring. Yet the spirits take residence even in less tangible things, such as a sunrise, the earthy scent of rainfall, and the nourishing quality of rice. Each bears a spirit of its own, and together these spirits' whims shape the fortunes of mortal creatures. When given their proper recognition, these spirits smooth the tasks of daily life or become valuable allies in the natural world. When ignored or offended, nature itself is thought to rise in anger against the transgressor.

This philosophy is perhaps best known in Tian Xia, where it is called Tamashigo, and adherents venerate natural spirits as well as the kami (*Pathfinder RPG Bestiary* 3 159) who protect them. Practitioners build shrines to the spirits in their homes, in their communities, and in nature, offering prayers and small gifts to gain the spirits' favor. Some of these shrines are elaborate affairs on par with temples to more traditional deities, while others are as simple as a candle and a stick of incense tucked into a natural hollow in a cliff face. In regions where Tamashigo is common, travelers visit roadside shrines, a neighborhood might have a niche on a street corner, and nearly every home has a tiny space set aside to make offerings.

A Believer's Role

A practitioner of Tamashigo needs no divine interlocutor to intercede with the spirits on her behalf. Followers believe that those who wish to propitiate the spirits make offerings and pay their respects, and those who do not are simply subject to the spirits' whims. This is a simple binary in which most find comfort, as it precludes the complex dogma that might prompt feuds or schisms in the faith. It also leaves no need for priests or figures of authority in the commonly understood sense. Instead, those who devote themselves to the philosophy take on a role more akin to a caretaker, spending their time maintaining more formal shrines to the spirits, helping individuals to make their offerings, and occasionally appealing to more powerful spirits as the voices of their



communities. Settlements in which most inhabitants are Tamashigo adherents often rotate such caretaking duties, though some ardent believers are sometimes happy to take on the lion's share of these duties.

RELATIONS WITH OTHER BELIEFS

Setting Tamashigo apart from virtually every other philosophy and faith is the fact that, philosophically, the doctrine of the spirits can be inherently compatible with nearly all other divine beliefs. To most Tamashigo practitioners, a deity is only a particularly powerful manifestation of a spirit or spirits, and followers apply their underlying belief in the natural spirit world to the tenets of any other religion they might feel called to take up. This also leads to adherents of Tamashigo being generally accepting of followers of nearly any faith or philosophy, if some are perhaps a bit puzzled by an insistence on appealing to one divinity above others.

Practitioners find much in common with followers of Daikitsu, Lady of Foxes, particularly those kitsune communities within the Forest of Spirits in Tian Xia. They also find particular similarities between the kami they propitiate and Hei Feng, Duke of Thunder; Sun Wukong, the Monkey King; and Yamatsumi, the Mountain Lord. Tamashigo faithful often find deep bonds with followers of the Green Faith, and some members of both religions go so far as to consider the faiths to be mirrors of each other.

Only those religions seeking to defile and destroy are fundamentally incompatible with Tamashigo, such as those of Rovagug, the Rough Beast, and Groetus, God of the End Times. Adherents also have an uncommonly adversarial relationship with Abadarans, as the god of walls and ditches promotes the very thing the kami seek to prevent: taking away from the land to build structures and cities.

WARD SPEAKER (SAMURAI ARCHETYPE)

The ward speaker draws power from simple rituals to honor the spirits found throughout the world so that he might better protect those entrusted to his care.

Alignment: A ward speaker must be of a nonevil alignment. This alters the samurai's alignment.

Propitiation (Ex, Su, Sp): A ward speaker can perform a special ritual to propitiate kami and gain a sliver of their power. This ritual must be performed at a shrine or a location warded by a specific type of kami. The propitiation takes 1 minute and involves clapping, ringing bells, bowing, and token offerings of coins, food, incense, or other gifts. The ward speaker's propitiation must be performed uninterrupted to receive any benefits from it. At the end of this ritual, the ward speaker immediately gains a fortune depending on the type of kami he sought to propitiate. Common kami are presented beginning on page 159 of *Bestiary* 3, and the fortunes each of those kami grant are listed below.

As an immediate action, the ward speaker can dismiss the fortune to reroll one d20 roll before the results of the roll are revealed; he must use the result of the second roll, even if it's worse. If not dismissed, a fortune remains in effect until the ward speaker regains the use of his daily abilities, at which point the fortune and its benefits end. If a ward speaker dismisses a fortune to receive a benefit based on the specific kami he propitiated (see below), he does not also gain the reroll described here.

The ward speaker can perform this ritual once per day at 1st level, plus one additional time per day for every 3 levels beyond 1st, to a maximum of seven times per day at 19th level. He can maintain only one fortune at a time; performing a propitiation while he already has a fortune active ends the previous fortune and its benefits.

This replaces resolve, greater resolve, and true resolve.

Jinushigami (Ex, Sp): The ward speaker (and his mount, if he has one) gains a 10-foot enhancement bonus to base speed. At 9th level, this enhancement bonus increases to 20 feet. At 17th level, once per day, he can dismiss this fortune as an immediate action to cast *earthquake* as a spell-like ability, using his samurai level as his caster level.

Kodama (Su): As a standard action, the ward speaker can afflict one target that can see him with a distracting gaze. If the target fails a Will save (DC = 10 + half the ward speaker's samurai level), it is staggered for 1d4 rounds. At 9th level, it is instead staggered for 2d4 rounds. At 17th level, it is instead staggered for 1 minute. Once a creature has been targeted by this ability, it cannot be targeted by it again for 24 hours.

Shikigami (Ex): The ward speaker gains Catch Off-Guard and Throw Anything as bonus feats. At 9th level, he gains Toughness and Step Up. At 17th level, he gains Following Step^{APG} and Step Up and Strike^{APG}, even if he does not meet the prerequisites.

Toshigami (Sp): The ward speaker can speak with plants, as the *speak with plants* spell. At 9th level, the ward speaker can dismiss this fortune as an immediate action to cast *haste* as a spell-like ability. Once per day at 17th level, the ward speaker can instead dismiss this fortune to cast *temporal stasis* as a spell-like ability. The ward speaker's caster level for these spell-like abilities is equal to his samurai level.

Zuishin (Sp): As an immediate action, the ward speaker can dismiss this fortune to cast *cure light wounds* as a spell-like ability. At 9th level, the ward speaker can dismiss this fortune to cast *cure serious wounds*, *lesser restoration*, *remove curse*, or *remove disease*; at 17th level, he also adds *breath of life* and *heal* to this list. The ward speaker's caster level for these spell-like abilities is equal to his samurai level.

Resilient Stand (Ex): At 11th level, the spirits can bolster a ward speaker's willpower and resolve, granting him an inner reservoir he can use when he needs it most. If a ward speaker has not expended his daily uses of propitiation, he can call upon the spirits to reroll a saving throw during an honorable stand instead of expending a use of resolve to do so. He must take the result of the second roll, even if it is worse. This expends a daily use of propitiation.

This alters honorable stand.

BARDIC MASTERPIECES

The following bardic masterpieces are common among those who hold Tamashigo sacred. Full rules about bardic masterpieces can be found on page 21 of *Pathfinder RPG Ultimate Magic*.

KAMINARI DRUMS (PERCUSSION)

You beat a thunderous cacophony that strikes your foes with the fury of the kami of storms.

Prerequisite: Perform (percussion) 10 ranks.

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

Effect: You produce a thunderous, rolling clamor in imitation of a storm kami's drums, culminating in a resounding blow akin to a massive thunderclap. At the completion of this performance, you call down a smiting bolt of lightning and thunder to strike your enemies. This functions as *flame strike*, with a caster level equal to your bard level, but half the damage is electricity damage and the other half is not subject to any energy resistance.

Use: 5 rounds of bardic performance.

Action: 5 full rounds.

SPIRIT OF THE HORSE (STRINGS)

This mournful song, which is typically played upon a traditional instrument known as a morin khuur, empowers animal companions.

Prerequisite: Perform (strings) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You play a soulful melody inspired by the legend in which a boy's prized horse, slain by a wicked lord, returns in spirit form and instructs the boy to construct an instrument from its body so that neither boy nor horse would be lonely. Upon the completion of this performance, you inspire the animal (or similar) companions, familiars, and mounts of allies who can hear the performance to avoid a similar fate, granting them the benefits of *greater magic fang* with a caster level equal to your bard level.

Use: 1 round of bardic performance per creature affected.

Action: 1 round.

TOOLS OF FAITH

Disciples of less common faiths often rely on a mix of mundane and magical implements to perform rites of worship, while some use occult rituals to contact or even channel the entities they revere. The following pages present equipment, magic items, and occult rituals used by adherents of various doctrines and systems of beliefs.

EQUIPMENT

Many of the faithful use the everyday items that are presented here—some overt and others discreet—for their rituals and prayers.

CONVOCAION BELLS

PRICE 100 GP
WEIGHT 10 lbs.

This set of simple brass bells is held in a wheeled stand that allows bell ringers to easily move the ensemble. The bells are carefully constructed and ordered to enable ringers to perform the melodies of songs or hymns of a particular religion.

DISGUISED HOLY TEXT

PRICE 1–100 GP
WEIGHT 1–20 lbs.

This book appears to be the holy text (*Pathfinder RPG Ultimate Equipment* 57) of a particular religion, but it is actually a subtly encoded version of the text of an entirely different faith. Such tomes allow the faithful to keep copies of their holy texts hidden in plain sight—especially when those tomes are outlawed or stigmatized. A creature reading a disguised holy text can notice the irregularities of the text with a successful DC 18 Linguistics check; if the result of this check is 25 or higher, the creature cracks the text's cipher and understands its true meaning. A follower of a disguised holy text's true faith gains a +5 bonus on her Linguistics check to decipher the tome. The typical disguised holy text is of average quality, costs 25 gp, and weighs 2 pounds; cheaper or more extravagant versions are available with varying costs and weights.

RITUAL DISK

PRICE 20 GP
WEIGHT 1 lb.

This simple disk, usually carved from stone or fashioned from metal, is engraved with a portion of a specific religious rite or ritual. A single disk details only part of a ritual, requiring multiple followers to bring their disks together to obtain a complete set of instructions.



SPIRITUAL LEADER'S VESTMENTS

PRICE 100 GP
WEIGHT 8 lbs.

These fine garments come in assorted vibrant colors and are used in the most important religious or spiritual ceremonies. The vestments typically include a robe or cloak embroidered with a religion's holy symbol, as well as a number of extravagant accessories, such as fine jewelry, long sashes, tall hats, and other appropriate attire.

MAGIC ITEMS

The power of the faithful allows them to create new items filled with potent magical energy. Each of the following items serves the specific needs of a particular faith presented in this book.

CHARLATAN'S COPE

PRICE
4,800 GP

SLOT body **CL** 3rd **WEIGHT** 2 lbs.

AURA faint illusion

This plush hooded robe is finely trimmed with gold accents. When the wearer casts a spell, the robe scintillates with color and produces ostentatious magical effects, such as bright lights and loud hums, increasing the DC of Spellcraft checks to identify the spell by 10. In addition, once per day as a move action, the wearer can trigger these effects with a dramatic flourish; each creature within 30 feet that can see the wearer must succeed at a DC 13 Will save or be blinded for 1d4+1 rounds.



CONSTRUCTION REQUIREMENTS

COST 2,400 GP

Craft Wondrous Item, *ghost sound*, *pyrotechnics*, *silent image*

CLOAK OF GOOD FORTUNE

PRICE
12,500 GP

SLOT shoulders **CL** 9th **WEIGHT** 1 lb.

AURA moderate evocation

This elegant cloak has simple prayers to kami stitched into its lining. The wearer gains a +1 luck bonus on attack rolls, and once per day, the wearer can spend 10 minutes reciting prayers from the cloak's lining to pose a single question to a nearby spirit, as per *commune*.

CONSTRUCTION REQUIREMENTS

COST 6,250 GP

Craft Wondrous Item, *commune*, *divine favor*

ECHO OF DIVINITY'S PROMISE

PRICE
1,400 GP

SLOT none **CL** 7th **WEIGHT** 8 lbs.

AURA moderate evocation

This stone tablet bears inscriptions detailing a notable being who fell short of achieving godhood in the Test of the *Starstone*. As a move action, the tablet's holder can break it to release a remnant of latent divinity. The resultant burst of power imbues the user, granting a +1 morale bonus on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 1 minute. In addition, the user can attempt a new saving throw against one ongoing effect, such as a disease.



CONSTRUCTION REQUIREMENTS	COST 700 GP
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Craft Wondrous Item, *commune*, *divine favor*

EMBLEM OF LOST LIVES		PRICE 12,000 GP
SLOT neck	CL 3rd	WEIGHT —
AURA faint divination		

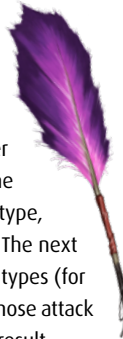
This unassuming pendant whispers a constant discordant chorus of voices into the mind of its wearer. As a standard action, the wearer can focus on these voices and pick out one from a past life. The voice whispers information related to a particular subject, granting the wearer a +2 insight bonus on one type of Knowledge check for 1 minute. The wearer can use this ability once per day for each type of Knowledge in which she is trained, choosing a different type of Knowledge each time. Additionally, once per day, the wearer can spend 1 minute consulting with the voices for aid with a future task, as per *augury*.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, *augury*, *fox's cunning*

FORESIGHT QUILL		PRICE 6,500 GP
SLOT none	CL 6th	WEIGHT —
AURA moderate divination		

This plume always bears ink, as though freshly drawn from an inkwell. Once per day, a character holding the quill can enter a trancelike state, automatically writing possible upcoming events. After 1 minute of uninterrupted writing, the writer chooses attack roll, saving throw, or skill check. The next time that day she attempts a roll of the chosen type, she rolls twice and takes the more favorable result. The next time that day she attempts a roll of one of the other types (for example, a saving throw or skill check if she initially chose attack roll), she must roll twice and take the less favorable result.



CONSTRUCTION REQUIREMENTS	COST 3,250 GP
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Craft Wondrous Item, *borrow fortune*^{APG}

GODSTAR		PRICE 1,000 GP
SLOT none	CL 3rd	WEIGHT 5 lbs.
AURA faint transmutation		

This small star is made of a brittle metal alloy and attaches easily to armor or a gauntlet. Each of the star's points is keyed to a specific god and can serve as a holy symbol for that god. As a standard action, the wearer can break off one of the star's points to activate an effect unique to that point. Once a point has been broken off, it can't be activated again and can no longer be used as a holy symbol for the deity to which it is keyed.

When broken off, each of the *godstar's* points provide effects as follows.

Abadar: The point emanates truth-telling magic in a 5-foot radius, as per *zone of truth*, for 10 minutes. Any creature that succeeds at a DC 13 Will save ignores this effect.

Asmodeus: The wearer gains fire resistance 5 and her weapon attacks gain the *flaming* weapon special ability for 1 minute.

Iomedae: If the wearer is under the effects of a fear effect, she can attempt a new saving throw against it with a +4 sacred bonus. The wearer can use this ability even if a fear effect would normally prevent her from doing so.

Irori: The wearer can attempt a Knowledge check to identify a creature, even if she is untrained in the relevant Knowledge skill. She gains a +8 bonus on this check.

Torag: The point transforms into a +1 *warhammer* when wielded by the owner of the *godstar* until it leaves her possession or after 1 minute. The wielder is considered proficient with this weapon for the duration of this effect, after which the weapon becomes a nonmagical masterwork warhammer.

CONSTRUCTION REQUIREMENTS	COST 500 GP
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Craft Wondrous Item, *burst of insight*^{OA}, *magic weapon*, *remove fear*, *resist energy*, *zone of truth*

LANTERN OF THE FOUR ELEMENTS		PRICE varies
<i>Standard lantern of the four elements</i>		1,500 GP
<i>Greater lantern of the four elements</i>		6,500 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint transmutation		

This bronze lantern has a square base and four glass panels, each of which represents one of the fundamental elements in the color, shape, and quality of the light that passes through it. The lantern shines light as per the *light* spell, and as long as the bearer carries it the lantern protects her from heat and cold as per *endure elements*. (The bearer can turn the lantern's light off or on as a standard action.)

In addition, while carrying the lantern, the bearer gains a +2 competence bonus on Spellcraft checks to identify spells with the air, earth, fire, or water descriptor and a +2 competence bonus on Knowledge (planes) checks to identify creatures that are native to the Elemental Planes.

The greater version of this item also allows the bearer to use certain spell-like abilities. As a standard action, the bearer of a *greater lantern of the four elements* can press one of the lantern's four panels to produce an effect: *levitate* for the air panel, *resist energy* (fire only) for the fire panel, *air bubble* for the water panel, and *spider climb* for the earth panel. Each panel can grant its effect only once per day.

CONSTRUCTION REQUIREMENTS	COST varies
<i>Standard lantern of the four elements</i>	750 GP
<i>Greater lantern of the four elements</i>	3,250 GP

Craft Wondrous Item, *endure elements*, *light* (*standard lantern of the four elements*); Craft Wondrous Item, *endure elements*, *light*, *air bubble*^{UC}, *levitate*, *resist energy*, *spider climb* (*greater lantern of the four elements*)

MALLEABLE MONUMENT		PRICE 8,000 GP
SLOT none	CL 9th	WEIGHT 15 lbs.
AURA moderate evocation		

This stone statuette is shaped like a humanoid, but it lacks a face and fine detail. A character holding the statue can call upon her deity as a full-round action, imbuing the statue with

divine energy and reshaping it in the image of her deity for 24 hours, after which it reverts to its original appearance. For this duration, followers of that deity who are within 100 feet of the statue gain a +2 morale bonus on saving throws against fear effects. Additionally, followers of the wielder's deity can use the statue as the origin point for channel energy effects as long as the statue is within 100 feet. A follower of the deity can drive the statue into the ground and spend 10 minutes praying to cast *hallow* or *unhallow* centered on the statue. This functions as the chosen spell except all effects end after 24 hours or when the statue is destroyed. The statue loses all abilities after using this effect, but it retains its reshaped image. A *malleable monument* has hardness 8 and 25 hit points.



CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>hallow</i> , <i>remove fear</i> , <i>stone shape</i> , <i>unhallow</i>	

NUMEROLOGY CYLINDER		PRICE 5,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint abjuration		

This cylindrical puzzle has eight faces and a dozen rings along its length that can be spun individually, each with different numbers on each face. The user of a *numerology cylinder* can twist and turn these rings into a multitude of combinations. As a full-round action, the user can try to find a new combination with particular numeric significance by attempting a DC 25 Knowledge (arcana) or DC 20 Intelligence check. If she finds one, she gains a +2 insight bonus on caster level checks (such as to overcome spell resistance) for 24 hours. On a failed check, the faces lock and the cylinder can't be used again for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>dispel magic</i>	

SPECTACLES OF COMPREHENSION		PRICE 2,500 GP
SLOT eyes	CL 3rd	WEIGHT —
AURA faint enchantment		

These spectacles bear no markings or decoration, but they are obviously sturdy and of high quality. The wearer of these spectacles gains the ability to better understand written material and unravel the language of contracts. The wearer gains a +5 bonus on Linguistics checks to decipher writing, detect forgeries, research in a library (*Pathfinder RPG Ultimate Intrigue* 148), research an infernal contract (*Pathfinder RPG Book of the Damned* 203), or attempt similar types of examinations. Additionally, he is automatically aware if a contract he's examining has any deliberate obfuscations or loopholes, though he might not know exactly what they are.



CONSTRUCTION REQUIREMENTS	COST 1,250 GP
Craft Wondrous Item, <i>investigative mind</i> (<i>Pathfinder RPG Advanced Class Guide</i> 185)	

STORVAL'S FANG

PRICE 38,312 GP		
SLOT none	CL 6th	WEIGHT 6 lbs.
AURA moderate transmutation		

This metal +1 *klar*^{UE} is shaped like the head of a storm roc, whose sharp feathers serve as the klar's spikes, and it hums and crackles like a distant stormy sky. When used to make a shield bash attack, a *Storval's fang* deals an additional 1d6 points of sonic damage. In addition, the wielder gains electricity resistance 5. When the wielder confirms a critical hit with a *Storval's fang*, it unleashes a thunderclap, deafening the target of the critical hit for 1 minute unless that target succeeds at a DC 16 Fortitude saving throw.

If the wielder of a *Storval's fang* also wields a *Storval's thunder* (*Pathfinder Campaign Setting: Inner Sea Races* 227) and uses the Thunder and Fang feat (*Pathfinder Player Companion: Varisia, Birthplace of Legends* 10), each weapon deals an additional 1d6 points of electricity damage, the DCs to negate their critical hit effects increase by 2, and a creature that fails such a saving throw is also pushed back 10 feet and knocked prone.

CONSTRUCTION REQUIREMENTS	COST 19,312 GP
Craft Magic Arms and Armor, <i>lightning bolt</i> , <i>resist energy</i> , <i>sound burst</i> , creator must be of Shoanti descent	

TOME OF FORGOTTEN EPITHETS

PRICE 108,000 GP		
SLOT none	CL 15th	WEIGHT 2 lbs.
AURA strong abjuration		

The cover of this hefty, leather-bound volume has an ornate spine adorned with a stylized eye worked in metal and jewels hinges and is sealed shut by a strap with a brass scarab fastener. When first created, a *tome of forgotten epithets* has 50 pages. Each page can hold the name of a creature, along with a short description that distinguishes it from other creatures with the same name. The wielder of a *tome of forgotten epithets* can speak a command word to cause the burning eye on the cover to close, protecting those named within as per *mind blank* for 24 hours and sealing the book shut for this duration. Afterward, the eye on the cover reopens, and any pages that held names vanish.



CONSTRUCTION REQUIREMENTS	COST 54,000 GP
Craft Wondrous Item, <i>mind blank</i> , <i>secret page</i>	

OCCULT RITUALS

The following are rituals used most frequently by adherents of the Sangpotshi and Tamashigo philosophies. The full rules for occult rituals can be found on page 208 of *Pathfinder RPG Occult Adventures*.

BREATH OF FORGOTTEN LIFE

School divination [mind-affecting]; **Level** 6
Casting Time 60 minutes

Components V, S, M (a token of a past life), F (an elegant mirror), SC (up to 8)

Skill Checks Knowledge (history) DC 30, 2 successes; Knowledge (nature) DC 30, 2 successes; Spellcraft DC 30, 2 successes

Range primary caster

Duration 1 hour/character level of the primary caster

Saving Throw none; **SR** no

Backlash The primary caster takes 4d6 points of damage and becomes exhausted.

Failure A shade of one of the primary caster's past lives manifests and attacks the casters. This shade functions as an animus shade (*Pathfinder RPG Bestiary 6 10*) of the primary caster.

EFFECT

The primary caster channels the experiences of her previous lives into a vessel of her current life, gaining meaningful insight from her forgotten past. The breath of forgotten life ritual must be cast within a location of great significance to the primary caster, such as her childhood home or marriage shrine. The primary caster meditates on her current life by focusing on the mirror and recalling her past deeds in reverse chronological order, while any secondary casters act out the scenes she describes. After the casting time, the primary caster's reflection in the mirror changes to an image of one of her past forms. This image describes its own deeds, which are relevant to the primary caster's immediate future and grant her a +2 insight bonus to her Armor Class and on initiative checks for the ritual's duration. The primary caster also gains the ability to cast *legend lore* as a spell-like ability once within the following week.

SONG OF THE KAMI'S GIFT

School conjuration (summoning); **Level** 5

Casting Time 50 minutes

Components V, S, M (an offering of food, artwork, or clothing valued at 100 gp), F (a handcrafted shrine worth 500 gp), SC (up to 20)

Skill Checks Knowledge (nature) DC 32, 3 successes; Knowledge (planes) DC 32, 2 successes

Range 100 ft.

Effect one summoned kami manifestation

Duration 1 day (D)

Saving Throw none; **SR** no

Backlash The primary caster takes 2d6 points of damage and becomes exhausted. The secondary casters become fatigued.

Failure A *zuishin* (*Pathfinder RPG Bestiary 3 165*) appears and attacks all of the casters until the *zuishin* or the casters are destroyed. Afterward, all kami

completely ignore the casters for 1 year and will not answer to any ritual in which any of those casters are involved.

EFFECT

The primary caster appeals to a local kami to ask for assistance in battle. The casters must assemble a shrine within 100 feet of the kami's ward. Once the ritual begins, the casters each utter a unique prayer to the kami, complete with devotionals and explanations about why the kami's help is needed. If the casting is successful, the kami manifests (as per *summon monster V*) and fights alongside the casters. This kami uses the statistics for a *kodama* (*Pathfinder RPG Bestiary 3 162*) and refuses to move farther than 1 mile from its ward.

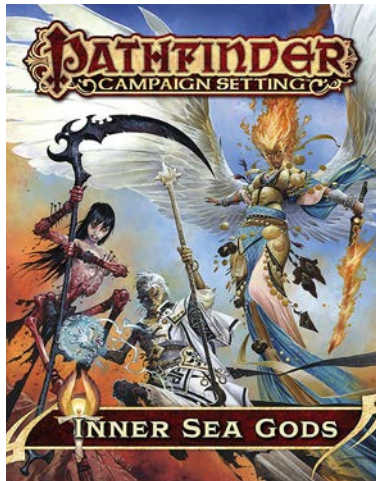


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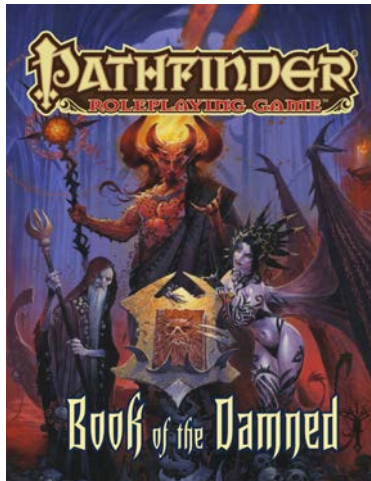
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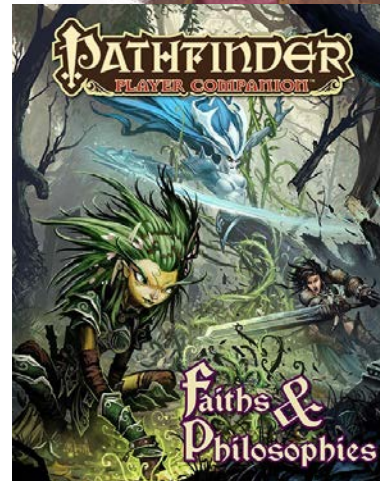
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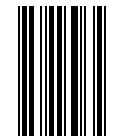
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