

# PATHFINDER<sup>®</sup>

PLAYER COMPANION<sup>™</sup>



# Quests & Campaigns



# Inner Sea Background Generator

Every character should have a backstory, but coming up with something exciting and unique can be much more of a challenge. Using the Background Generator in Chapter 1 of *Pathfinder RPG Ultimate Campaign*, collecting the threads of a fantastic character background has never been easier. This Golarion-themed supplement to the Background Generator goes beyond family and personal heritages to immerse characters in the cultures, politics, faiths, and factions of the Inner Sea region. Use the following tables in conjunction with *Ultimate Campaign* to explore specifics of your character's past, or to support many of the options in this book, such as putting unique spins on Story Feats (pages 6–13) or further detailing the adventures available from the Other Inner Sea Quests table (pages 14–15).

The tables here can be used as strictly or loosely as you please. Some players enjoy the challenge of randomly determining their entire backgrounds, letting stories emerge naturally from the weaving together of incongruous details. Others might prefer little suggestions, or reroll on tables until they get results that mesh with their character concepts. These tables are tools, so feel free to make use of them in whatever ways are most useful to you and the characters you want to build.

Players who randomly generate aspects of their characters' backgrounds should consider working to fit their background and goals into the larger campaign by comparing notes with the GM and fellow players. Choosing the same or related goals (or even complementary story feats) can go far toward establishing

a lasting party dynamic, which is probably more important than staying true to randomly rolled results.

Characters looking to generate even more in-depth characters can consult page 94 of the *Pathfinder RPG GameMastery Guide* to randomly determine such features as physical characteristics, personality quirks, or personal secrets.

## RESOLVING INCONGRUITIES

Since these tables offer a wide variety of options, you might roll an incongruous combination, such as an Ulfen from the Mwangi Expanse. While rolling again is always an option, resolving the seeming mismatch might be fertile ground for new ideas. Perhaps the Ulfen was shipwrecked while raiding a trading vessel near the Eye of Abendego and washed up in the Expanse, where she made a new life for herself.

## RANDOM NPCs

With the GM's permission, you can create NPCs to be your character's allies (most commonly with the Leadership feat). You can use this section to randomly generate attributes for such a character, much like you would for your own PC. If you don't want to build a new NPC from scratch, consider adapting an NPC stat block of the appropriate level from *Pathfinder RPG GameMastery Guide* or *Pathfinder RPG NPC Codex*. Remember to replace the racial traits of the NPC if you use a different race than the one presented in the stat block and to remove an appropriate feat if you want to add a story feat.



## RACE AND ETHNICITY

Use these tables to randomly pick a race (and, if human, an ethnicity; or, if half-elf or half-orc, a parent's ethnicity) for a character.

### Random Race

d%	Race	Source
01–10	Dwarf	ISWG 24
11–20	Elf	ISWG 25
21–30	Gnome	ISWG 26
31–35	Half-elf (roll for human parent's ethnicity)	ISWG 28
36–45	Halfling	ISWG 27
46–48	Half-orc (roll for human parent's ethnicity)	ISWG 29
49–90	Human (roll for ethnicity)	Varies
91–100	Other race (use Table 1–23 on page 19 of <i>Ultimate Campaign</i> )	Varies

### Random Human Ethnicity

d%	Ethnicity	Source
01–09	Chelaxian	ISWG 13
10–19	Garundi	ISWG 14
20–27	Keleshite	ISWG 15

28–35	Kellid	ISWG 16
36–37	Mwangi, Bekyar	ISWG 17
38–40	Mwangi, Bonuwat	ISWG 17
41–42	Mwangi, Mauxi	ISWG 17
43–45	Mwangi, Zenj	ISWG 17
46	Shoanti, Lyrune-Quah	ISWG 18
47	Shoanti, Shadde-Quah	ISWG 18
48	Shoanti, Shriikirri-Quah	ISWG 18
49	Shoanti, Shundar-Quah	ISWG 18
50	Shoanti, Sklar-Quah	ISWG 18
51	Shoanti, Skoan-Quah	ISWG 18
52	Shoanti, Tamiir-Quah	ISWG 18
53–64	Taldan	ISWG 19
65	Tian-Dan	ISWG 20
66	Tian-La	ISWG 20
67	Tian-Min	ISWG 20
68–69	Tian-Shu	ISWG 20
70	Tian-Sing	ISWG 20
71–78	Ulfen	ISWG 21
79–86	Varisian	ISWG 22
87–93	Vudrani	ISWG 23
94–98	Mixed—roll again twice	—
99–100	Mixed—visible traces of Azlanti blood and at least one other (roll again)	ISWG 12

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## ON THE COVER



Facing off against a deadly medusa in this illustration by Kieran Yanner, Alahazra and Lem realize only too late the petrifying powers of their foe.

## TABLE OF CONTENTS

FOR YOUR CHARACTER	2
FOR GLORY AND GOLD	4
STORY FEATS	6
OTHER INNER SEA QUESTS	14
OBJECTS OF LEGEND	16
TRAITS	18
DRAWBACKS	22
CEREMONY	24
FEATS	26
SPELLS	28
MAGIC ITEMS	30
NEXT MONTH!	32
INNER SEA BACKGROUND GENERATOR	INSIDE COVERS

## REFERENCE

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

<i>Advanced Player's Guide</i>	APG	<i>Knights of the Inner Sea</i>	KOTIS
<i>Faction Guide</i>	FG	<i>Ultimate Campaign</i>	UCA
<i>The Inner Sea World Guide</i>	ISWG		



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# For Your Character

In every Pathfinder Player Companion, you'll find something for your character. This companion includes the following.

## FOCUS CHARACTERS

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

### CLERICS

With the addition of the new cleric-only *ceremony* spell (page 24) and religion-based story feats such as Apotheosis (page 6) and Prophet (page 12), clerics are strongly represented in this volume. Additional spells (pages 28–29) for clerics and other casters round out the selection for these pious adventurers.

### FIGHTERS

New story feats apply to any number of characters, but combat-based ones such as Artifact Hunter (page 7), Foeslayer (page 10), and Liberator (page 11) all scream for fighters to claim them. New weapon special abilities (page 30) also offer up a slew of new options for weapon-oriented characters in search of battle.

### PALADINS

Paladins as well as any other natural leaders (such as bards and cavaliers) will find the new downtime- and mass combat-oriented feats (pages 26–27) in this book particularly useful in acquiring all manner of aid during their adventures, and new magical banners (page 31) increase these characters' prowess on the battlefield.

### SORCERERS

Spellcasters focused on researching new magic will find the *orb of arcane research* (page 31) useful, and new spells for a variety of casters increase the versatility of these eldritch characters both in times of peace and prosperity and in times of war (pages 28–29).

## FOR EVERY CHARACTER

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

### BACKGROUND GENERATORS

Located on the inside covers as well as on pages 14–15, the numerous tables in this book can help provide the inspiration for hundreds—if not thousands—of new, randomly generated characters that fit right into the Pathfinder campaign setting.

### DRAWBACKS

Players seeking to snag just one more trait before finishing their character and embarking on their first quest will rejoice at the inclusion of 23 new drawbacks (pages 22–23). By taking one of these optional detrimental character features, players can give their new characters one more beneficial trait than usual.

### QUESTS

Each of the story feats detailed on pages 6–13 is accompanied by a table presenting complementary quests that can provide inspiration for characters with that story feat, starting them on the path to complete an exciting, campaign-spanning objective. In addition, a slew of other quests (pages 14–15) can provide players in need of additional suggestions with plenty of undertakings from across the Inner Sea region that their characters may wish to pursue.

## QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Quests & Campaigns*.

- 1 Are we using any of the rules from *Pathfinder RPG Ultimate Campaign* for our game?
- 2 How much of the campaign will focus on the larger story and how much will focus on individual character goals?
- 3 Are any types of character backgrounds better suited to this campaign than others?

## STORY FEATS

Want your vendetta against the dragon who killed your family to affect something more than your character's motivation? With 8 pages of new and expanded story feats (pages 6–13), there's a grand adventure awaiting characters from all walks of life and with all manner of motives.

## TRAITS

Traits abound in this Player Companion, with four entire pages devoted to new Combat, Faith, Magic, and Social traits (pages 18–21). Designed to complement the traits presented in the *Pathfinder RPG Advanced Player's Guide*, the traits in this book firmly root characters in the Inner Sea region and encourage them to get involved with the myriad political and social conflicts therein.

### DID YOU KNOW?

Many of the revisions to the kingdom-building rules in *Pathfinder RPG Ultimate Campaign* came from suggestions by Paizo CEO Lisa Stevens, who has been using the kingdom-building rules in her ongoing home game for over 3 years.



## RULES INDEX

In addition to new Combat, Faith, Magic, and Social traits on pages 18–21 (which complement those found in the *Pathfinder RPG Advanced Player's Guide*), drawbacks on pages 22–23, and random background generators on the inside front and back covers, the following new rules options can be found throughout this Player Companion.

FEAT	PAGE
Apotheosis (Story)	6
Artifact Hunter (Story)	7
Blessed (Story)	8
Center of Power	26
Damned (Story)	8
Dynasty Founder (Story)	9
Expert Trainer	26
Explorer (Story)	10
Focused Overseer	26
Focused Worker	26
Foeslayer (Story)	10
Fortunate Ruler	26
Fortunate Manager	27
Inspirational Commander	27
Liberator (Story)	11
Natural Ruler	27
Object of Legend (Story)	16
Planar Traveler (Story)	12
Precocious Youth	27
Prophet (Story)	12
Superintendent	27
Truth-Seeker (Story)	13

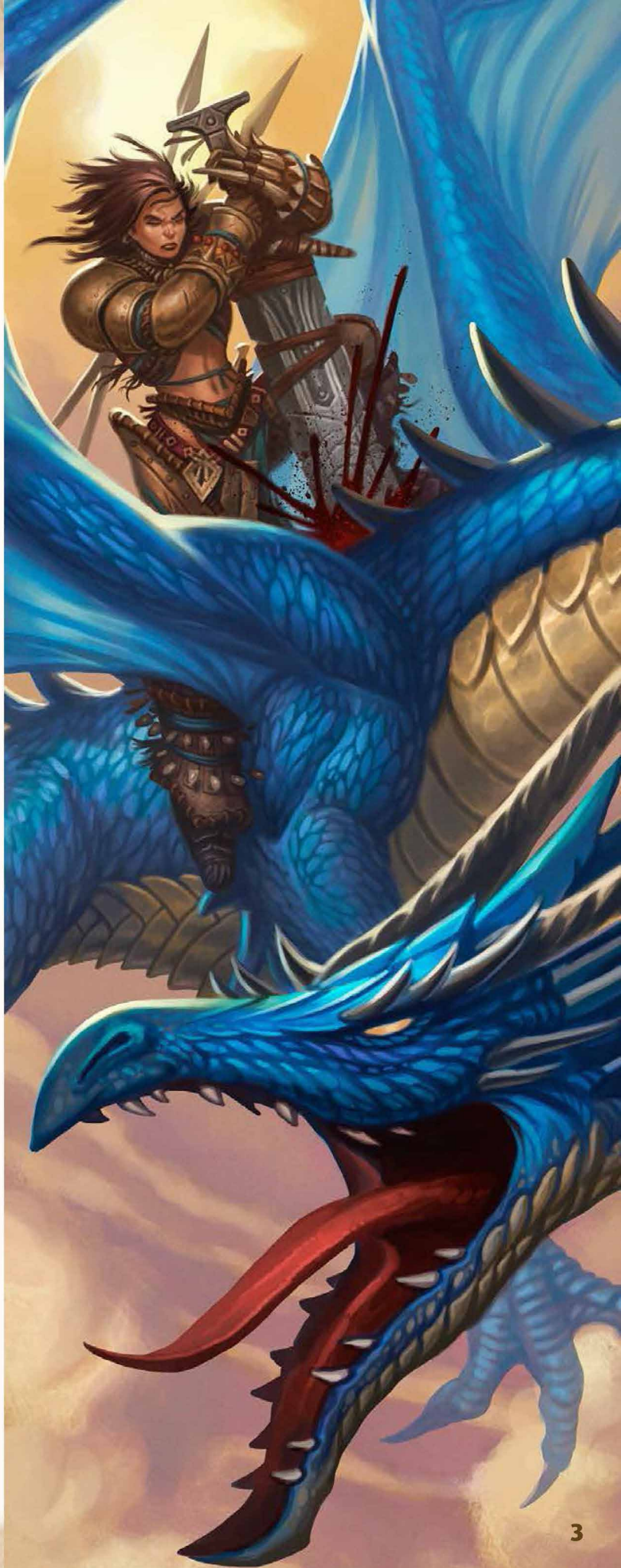
SPELL	PAGE
<i>Bless army</i>	29
<i>Business booms</i>	28
<i>Ceremony</i>	24
<i>Detect relations</i>	28
<i>Imbue army spell ability</i>	29
<i>Prosperous room</i>	29
<i>Renovation</i>	29
<i>Tactical insight</i>	29
<i>Teleport structure</i>	29

WEAPON SPECIAL ABILITY	PAGE
Heretical	30
Kinslayer	30
Fervent	30
Patriotic	30
Treasonous	30

WONDROUS ITEM	PAGE
<i>Banner of tactical command</i>	31
<i>Lesser banner of tactical command</i>	31
<i>Diadem of inspiring rule</i>	31
<i>Horn of plenty</i>	31
<i>Orb of arcane research</i>	31
<i>Talisman of beast training</i>	31





# For Glory and Gold



## QUESTS

A quest, quite simply, is an adventure—an undertaking, mission, or journey. A quest follows the same structure as a good book or short story: it has a beginning, a middle, and an end. The quests your character undertakes may be simple adventures to save kidnapped nobles or plumb ancient dungeons, or they may be part of a larger narrative—a “campaign arc” that combines multiple smaller quests into a more significant whole. Nonetheless, one should not confuse a campaign arc with a campaign, since it is indeed still very much a quest, albeit a more expansive and impressive one.

Countless books have been written on the subject of narrative design, but you don’t need to be a scholar of storytelling to understand the fundamental elements of a quest. In order to take part in a quest, one needs only characters (the PCs), conflict (the problem the PCs must resolve), and resolution (the end result of resolving the conflict). The purpose of the quest is to display some facet of the characters as well as to help illustrate the meaning of the campaign (see Campaigns, below). To inspire these sorts of stories, tables with adventure hooks and quest ideas fill the pages of this book and aim to provide characters with the beginnings of these memorable tales. Each of these hooks presents the “conflict” ingredient of the quest formula; as for the characters and resolution, those are left up to you and your group!

## CAMPAIGNS

It’s easy enough to think of “the campaign” as the series of adventures that take place between character creation and character death, but such a definition belies the collective efforts of the players and the GM. Instead, it’s perhaps more beneficial to view everything that takes place at the table as “the campaign,” with the final objective of telling an exciting and satisfying tale. While the quests characters undertake are a major part of the campaign, what the characters do between their adventures—as well as what they did before their adventures and what they do afterward—is just as vital to fully appreciating all of the elements of a campaign. Quests tell us what happens; the campaign tells us what it all means.

For example, it’s telling that the party’s fighter slew an evil and wealthy merchant who was monopolizing healing potions, but the significance of this event would be lost if we never learned what the fighter did with the healing potions afterward. The simple act of selling the potions to another merchant gives us almost as much information about the fighter as the fact that he killed the merchant: it suggests he’s in it for the money. However, the meaning once again changes when we consider the fighter’s background—clearly, the selling of the potions becomes a less cynical act if we know that the fighter is saving up money to buy his enslaved family back from gnoll slavers. From this example, it becomes



apparent that the campaign's significance relies as much on the work put into each character by the players as it does on the GM's efforts to create a world for these characters to interact with. After all, for the purposes of the campaign, the fighter needs the merchant, potions, and gnolls as much as they need him! Thus, this book provides a slew of ideas for generating a character with an interesting background and motives, with the intention that players can make sure they contribute meaningfully to the campaign to the benefit of everyone at the table.

## OTHER CHARACTER TOOLS

While character generation can be as easy as choosing a class and race, the Pathfinder Roleplaying Game can be a much more rewarding experience when you invest time and thought into your character concept before you start rolling the dice. Not everyone has the energy or means to craft a compelling character, though. The following oft-overlooked tools are not necessarily products you'd find in a hobby store, but they can nonetheless be incredibly useful for making your character's story come to life or organizing important information about the characters in your group's campaign.

### ADDRESS BOOKS

Acquiring a blank address book from an office supply store can be a useful way for keeping track of all the NPCs your character encounters throughout a campaign. Since most address books are organized alphabetically, finding the name of that bartender in Katapesh is a snap, and recalling the name of a king's favorite daughter might mean the difference between a disastrous faux pas and a total social victory. Spaces for phone or fax numbers can instead be used to mark down race, profession, or any number of other cues to help you distinguish the myriad personalities your character will meet; never again will you mix up those twins who run the local tannery!

### FAMILY TREES

You may have thought about what your character's parents did for jobs before your hero started questing for fame and fortune, but what about your character's grandparents, or even her great-grandparents? Drawing a family tree can help you organize your character's lineage and create countless connections for you and your gaming group to explore during your adventures. As a bonus, having a family tree or heritage chart handy ensures that when your GM asks you whether your character has any siblings, you aren't caught hemming and hawing at such a simple question.

### MIND MAPS

For those players whose worst enemy is the empty page, a mind map can be a godsend for generating ideas and possible character traits. The easiest way to start a mind map is by drawing a circle in the middle of a blank piece of paper, then drawing five or six lines branching

## CATALOGING YOUR DEEDS

You and your party certainly know of your epic acts and victories, but what of the rest of the world? Surely those commoners laboring on the outskirts of town have heard of your grand endeavors by now—after all, you've saved their nation on three separate occasions. The following are just a small number of ways your character's accomplishments, deeds, and even failures can become known throughout the world of Golarion.

**Bards:** Skaldic bards and tribal dancers alike regale listeners with tales of over-the-top heroes and their exploits. Having a bard in the party no doubt puts you in contact with others of the same profession (especially if said bard belongs or once belonged to a notable bardic college), and throwing that court jester in Pitax a gold piece or two can ensure that your stories are the ones he tells first.

**Monuments:** Even if you save the town and become its new mayor, your legacy will likely die out with you if you don't leave any tangible mementos to remind future generations of your deeds. Commissioning works of art such as statues or important buildings can further cement your character's name in the lore and collective history of the world in which her adventures take place.

**Pathfinder Chronicles:** The best way to get into the prestigious *Pathfinder Chronicles* is to become a Pathfinder yourself and pen reports of your adventures, but short of that, you can entice these wandering scholars to note your doings as long as you leave a prominent mark on the world around you. Since your adventuring party is likely responsible for various important goings-on and events that take place throughout your campaign, it's likely only a matter of time before some Pathfinder scribes a report detailing your legendary acts or discoveries.

outward toward their own circles. The center circle likely has your character's name in it, while the auxiliary circles could contain character traits, aspects, or elements such as "Fears," "Goals," "Hopes," or "Inspirations." More circles branch off of these auxiliary circles and define the character's various fears, goals, hopes, and so on. If you want to enhance a mind map even further, associations between various character elements can be drawn using different-colored markers or various kinds of lines to connect ideas such as potential interpersonal conflicts or mixed feelings.

### TIMELINES

Whether it's simply a list of notable events since your character's birth or a full-fledged graphic with year-by-year breakdowns, a timeline is a great way to organize important dates and happenings on an annual basis, whether such incidents occurred in the past or throughout the course of the campaign. Alternatively, you may enjoy creating a profile for your character on a social networking website as an easy means of organizing all of this information into one resource.

# Story Feats

Whether they are linnorm-hunting Ulfen warriors from the treacherous northlands of Avistan or tomb-raiding Osirionologists in search of lost pharaohs' treasures, heroes abound in the Inner Sea region, and each has a story to tell. You can use story feats to inspire your character's own path on Golarion and help determine what sort of legendary quests your character undertakes.

First introduced in *Pathfinder RPG Ultimate Campaign*, story feats help shape the journeys of those heroes whose grand deeds define a large part of their personalities or their adventuring career. By taking a story feat, a character may receive an initial benefit that aids her in the pursuit of a larger goal (perhaps one that is in line with the party's primary objectives or one that is completely independent of the greater campaign). Once a character with a story feat achieves a certain goal, the story feat "unlocks," improving upon the feat's original benefits or granting the character additional powers.

A character may take a story feat anytime she gains a new feat, though a character can only have one uncompleted story feat at a time. A character need only meet one of the prerequisites listed in the prerequisites line of a story feat. Unlike typical feats, story feats often have nebulous prerequisites. As such, you should choose one only after talking with the GM, so that he can weave the story feat into the campaign's greater plot or adjust it to fit the specifics of your campaign. Similarly, the completion conditions of a story feat might require GM adjudication in order to make completion of the story feat feasible within the context of the campaign.

Each story feat in this section is followed by a list of several suggested traits from this book that complement thematic elements of the story feat and which characters might consider taking alongside the feat. These traits are detailed in full starting on page 18, except for those feats cited as coming from the *Pathfinder RPG Advanced Player's Guide* (denoted with the superscript APG).

Each story feat is also followed by a table that presents possible quests your character might undertake. These quests are intended to help guide you toward completing your story feat's goal, and can either be determined randomly by rolling the appropriate die or deliberately chosen. Each quest refers to a specific page in *Pathfinder Campaign Setting: The Inner Sea World Guide* where you can find more information. Some table entries mention randomly determining a certain aspect of the quest, such as the nation where a goal is located or the affiliation of a villain. To do so, roll on the appropriate table, found on the inside front cover or inside back cover of this book.

Of the eight story feats presented in this section, four were drawn from *Ultimate Campaign* (Damned, Foeslayer, Liberator, and Prophet). The full rules for story feats (including explanations of specific terms like "decisively defeat," "appropriate number," or "challenging foe") can be found on page 66 of *Ultimate Campaign*.

## APOTHEOSIS (STORY)

You are marked by fate as a future deity—even before this destiny is realized, fate bends to your will.

**Prerequisite:** You must have had direct contact with a deity or godlike being, or have been risen from the dead at the personal behest of a deity or godlike being.

**Benefit:** You gain a +2 bonus on Constitution checks to stabilize while dying. Anytime you or an ally who worships the god that contacted you casts *augury* or a similar effect, your chance of receiving a meaningful reply is increased by 5% (to a maximum of 95%).

**Goal:** You must be acknowledged by another divine being (directly or through a representative) as a peer, even if only a minor one.

**Completion Benefit:** Once per day as an immediate action, you can cause any die roll made by a creature within 100 feet of you to be rerolled. You choose which result you prefer. You must decide to use this ability after the first roll is made but before the results are revealed by the GM.

**Suggested Traits:** Called, Fortunate, Inspiring.

## POSSIBLE APOTHEOSIS QUESTS

### d8 Quest

- |   |  |
|---|--|
| 1 | You seek to prove your worth and acquire followers who will exalt you as a living ideal or preeminent martyr, like Kurgess (page 229).   |
| 2 | Omens indicate that if you give all in service to your deity, you will become his demigod servant, much as Hanspur was deified by Gozreh (page 229).   |
| 3 | You believe the mad whispers of those cultists who claim that if one were to travel far enough into the Dark Tapestry, one might tap into the divine power of the Great Old Ones (page 235). |
| 4 | The Test of the <i>Starstone</i> is among the best-known paths to divinity; you adventure in preparation to take the test yourself and join the ranks of ascended deities (page 39).         |
| 5 | While studying the mysteries of Ancient Osirion, you stumble across clues to the mythic divination that elevated Nethys from mortal king to deity (page 223).                                |
| 6 | You challenge yourself in the ways described in Irori's holy book, <i>Unbinding the Fetters</i> , as you seek the mental and physical perfection that will lead you to divinity (page 222).  |
| 7 | By tracking down and confronting one of the legendary titans of Elysium, you hope to unlock the secret to achieving divinity in the celestial realms (page 243).                             |
| 8 | You have learned that one of your ancestors was a deity (such as the prolific Cayden Cailean) and you now quest to get his attention and earn a similar station (page 219).                  |



## ARTIFACT HUNTER (STORY)

You seek an artifact—either a specific one or merely any item of legendary prowess—with dogged tenacity.

**Prerequisite:** You must have come within sight of a legendary artifact at some point in your past.

**Benefit:** You gain a +2 bonus on Use Magic Device checks when emulating a class feature, ability score, race, or alignment. If you have 10 or more ranks in Use Magic Device, this bonus increases to +4. In addition, once per day, instead of attempting a Use Magic Device check normally, you can choose to determine the result as if you had rolled a 15. If you have 10 or more ranks in Use Magic Device, you can use this ability twice per day.

**Goal:** Claim ownership of an artifact.

**Completion Benefit:** You learn how to coax the most out of your magic items. Three times per day when you activate a use-activated or command word magic item, you can increase the item's effective caster level by +2 as a free action. You can use this ability once per round.

**Suggested Traits:** Dangerously Curious<sup>APG</sup>, Fortunate, Secret-Keeper.

## POSSIBLE ARTIFACT HUNTER QUESTS

### d12 Quest

- 1 You seek to wrest the missing piece of the long-shattered *Shield of Aroden* from the lich-king Tar-Baphon, restore the artifact to its original power, and use it to slay that greatest of evils once and for all (page 300).
- 2 You've read extensive reports in the *Pathfinder Chronicles* of the lost city of Ninshabur in Casmaron, and you've determined to search for the myriad artifacts that supposedly still lay dormant beneath the rubble of that forsaken metropolis (page 206).
- 3 Whether for reasons benevolent or malign, you've decided that the legendary blade *Blackaxe* has been carried by the nascent demon lord Treerazer for too long. You seek to claim the weapon for yourself, either so you may destroy it, use it for your own cruel ends, or simply to weaken the nascent demon lord himself (page 299).
- 4 Someone has been stealing life-prolonging *sun orchid elixir* from agents of Pashow—and you're hoping to get a vial for yourself (page 189).
- 5 The haunted Crypt of Angus Amberleg is said to lie under the jungles of Mediogalti Island and contain the booty from over a hundred raided ships, including Amberleg's *knucklebone of fickle fortune* (page 115).
- 6 The dwarven siege engine *Worldbreaker* was lost by Taldor to the Gorilla King of the Mwangi Expanse ages ago, and it possibly still sits in the vaults beneath Usaro (page 183).
- 7 It is well known that a *deck of many things* was used to construct Castle Everstand in Lastwall. You're intent on figuring out what happened to the artifact afterward (page 99).
- 8 A rift to the Shadow Plane in the Nidalese city of Ridwan may be a clue to the whereabouts of the legendary *Shadowstaff* (page 137).

- 9 You have heard of the fabled *wardstones* that quarantine the demonic incursion stemming from the Worldwound, and you seek to claim one of these magical menhirs for your own purposes (page 301).
- 10 The artifacts of ancient Azlant have long piqued your interest, and you are determined to find some of these relics for yourself, even if it means traveling to the sunken continent itself (page 12).
- 11 You know that the elves used the power of the so-called *Sovyrian Stone* to accomplish a mass exodus from Golarion to their homeland in Sovyrian, but you seek to find this mysterious artifact to realize its powers for yourself (page 94).
- 12 The elves of the Mordant Spire claim to be the true inheritors of the Azlanti legacy, including that peoples' famous artifacts—an assertion with which you are at odds (page 181).





## BLESSED (STORY)

The repeated notice and boons of celestials have marked you as one of their chosen agents.

**Prerequisite:** You must have had friendly contact with a good outsider that would qualify as a challenging foe, be a sorcerer with the celestial bloodline, or have direct celestial ancestry (such as by being an aasimar).

**Benefit:** You gain a +2 bonus on Charisma-based checks involving good-aligned outsiders and a +1 bonus to the DC of spells and spell-like abilities you use against such creatures. You take a -2 penalty on Charisma-based checks involving evil-aligned outsiders.

**Goal:** Thwart or decisively defeat an evil creature that qualifies as a challenging foe, but show mercy and then convert that creature toward good.

**Completion Benefit:** You gain the benefit of *protection from evil* as a constant spell-like ability. In addition, you gain a +2 bonus on caster level checks against evil-aligned outsiders.

**Suggested Traits:** Indomitable Faith<sup>APG</sup>, Inspiring, Memorable.

## POSSIBLE BLESSED QUESTS

### d8 Quest

- 1 The more pacifistic priests of Sarenrae in Qadira are considering the newly arrived White Feather Monks as potential allies, but they'll doubtlessly need a powerful emissary to help fuse the two groups (page 151).
- 2 The Hellknight Order of the Nail uses increasingly vicious methods to "civilize" the Shoanti of the Storval Plateau. A brave Shoanti thundercaller might be able to sway the tide of battle between these two groups (pages 18, 266).
- 3 Galt's Red Revolution led many to turn to evil, but hope for redemption comes from Woodsedge, where sympathy and moderation hold sway (page 73).
- 4 You were raised in a strict orphanage dedicated to Asmodeus during Isger's tumultuous Goblinblood Wars. Although you resisted indoctrination into the church of the Prince of Darkness, many did not, and you are likely their only hope for redemption as long as you can locate your fallen brethren (page 83).
- 5 In honor of Andoran's patron celestial, Talmandor, you use rhetoric and deeds to make revolutionaries out of collaborators in oppressed lands such as Cheliox, Galt, or Nidal (page 43).
- 6 In the Fangwood of Nirmathas, the cursed dryad Arlantia may yet be redeemed if only she can be reached (page 140).
- 7 You hope that by locating the fallen demigoddess Arazni's missing organs, you can use the powerful relics to bring the so-called Harlot Queen back to the light (page 76).
- 8 Tales of the accursed beings that now reside in the Estrovia Forest of Mendev have ignited within you a righteous indignation, and you will not rest until the spirits of the so-called "hernes" who plague the oaks repent for their indiscretions (page 120).

## DAMNED (STORY)

From your earliest days, you were destined to sacrifice everything in your quest for power.

**Prerequisite:** You must have had friendly contact with an evil-aligned outsider that would qualify as a challenging foe, have a fiend-related sorcerous bloodline such as abyssal or infernal, have direct fiendish ancestry (such as being a tiefling or half-fiend), or have the Fiend Raised or The Fiend background (see *Ultimate Campaign*).

**Benefit:** You gain a +2 bonus on Charisma-based checks involving evil-aligned outsiders and +1 bonus to the DC of spells and spell-like abilities you use against such creatures. You take a -2 penalty on Charisma-based checks involving good-aligned outsiders.

**Goal:** Successfully trade your soul to an evil outsider.

**Completion Benefit:** You gain a +2 enhancement bonus to an ability score of your choice. This enhancement bonus can't be dispelled or removed save by the direct intervention of a deity, and counts as a supernatural ability. In addition, you gain a +2 bonus on caster level checks (including dispel checks and checks to bypass spell resistance) against good-aligned outsiders. If you die while under the effects of this agreement, you can't be brought back from the dead unless the evil outsider permits it. You lose your story benefits immediately and permanently if you renege on the arrangement by which you traded your soul, though you keep the feat's basic benefits.

**Suggested Traits:** Domineering, History of Heresy<sup>APG</sup>, Magical Flair.

## POSSIBLE DAMNED QUESTS

### d8 Quest

- 1 The Acadamae of Korvosa instructs in the binding of devils (page 195).
- 2 Deskari, a demon lord of the Worldwound, is said to offer power to any mortal who supplicates herself to him (page 198).
- 3 Summoned fiends supposedly walk the streets of Quantum in Nex (page 132).
- 4 The labyrinthine Tower of Slant Shadows in Nidal is home to the otherworldly Mother Ravel, who deals only in flesh with those who seek to obtain her favor (page 137).
- 5 Having long relied on your guile and good looks, you seek a fiendish bargain to prevent aging. You believe speaking with the impossibly long-lived Lady Kaltessa Iyis of Isger may yield a solution (page 85).
- 6 You seek to locate a powerful efreeti in Katapesh, where the land itself is said to be infused with genie magic (page 90).
- 7 You hope to lure out the Water Lords of the Thuvian desert to commune with a div (page 188).
- 8 Your blood calls you to return to your remote ancestral home along the coast of the Steaming Sea, where Dagon's demonic spawn mingle with fiend-worshipping mortals (page 232).



## DYNASTY FOUNDER (STORY)

You will claim rulership of a city, whether under a larger government or independently.

**Prerequisite:** You must have lived in the chosen city for at least 1 year or be the heir of a former city leader.

**Benefit:** You gain followers as if you had the Leadership feat, although you cannot attract followers of a level higher than your level - 2. If you also have the Leadership feat, increase your Leadership score by 3 for the purpose of determining how many followers you have.

**Goal:** Thwart all rivals to rulership over the chosen region, including at least one challenging foe.

**Completion Benefit:** You gain control of the settlement (see the settlement rules in the *Pathfinder RPG GameMastery Guide*). Upon gaining this benefit and once per year thereafter, you can attempt to alter the settlement in one of the following ways by attempting a DC 25 Diplomacy check modified by the settlement's Society modifier or a DC 25 Intimidate check modified by its Law modifier:

- Move the settlement's alignment 1 step closer to yours along either the good-evil or law-chaos axis.
- Replace one settlement quality with another.
- Change the government type.
- Significantly alter the laws.

Failure indicates that popular opinion in the city successfully opposes you.

In addition, from now on, your followers gain a +1 morale bonus on attack rolls and saving throws as long as they can see you.

**Special:** For groups using the kingdom-building rules from Pathfinder RPG Ultimate Campaign, you can optionally use the rules for establishing a settlement to complete the goal of this story feat.

**Suggested Traits:** Domineering, Inspiring, Natural-Born Leader<sup>APG</sup>.

## POSSIBLE DYNASTY FOUNDER QUESTS

### d12 Quest

- 1 Trollheim awaits the slayer of a linnorm to claim the city's empty throne (page 105).
- 2 Whispers of rebellion against House Surtova draw you toward Restov in Brevoy (page 53).
- 3 River Kingdoms denizens respect openly seizing what you want, and you want the throne of a River Kingdom, such as that of King Irovetti of Pitax (page 163).
- 4 Mendev's understaffed fringe cities wait to be claimed by valiant crusaders (page 119).
- 5 You believe that the Black Sovereign has ruled Numeria's capital of Starfall for too long (page 145).
- 6 Riddleport in Varisia is chaotic and poorly governed, but a strong leader might become ruler with enough support from one of its various factions (page 197).
- 7 Outlaws lairing in the Vergan Forest will need a strong leader if they are to successfully rebel against the living god Razmir (page 161).
- 8 The ruler of Lastwall (or some other randomly determined nation) promises rulership of a city to any

hero who can slay a menacing dragon in the nearby woods (page 100).

- 9 The empire of Minkai in Tian Xia has been in a state of turmoil since Emperor Shigure Higashiyama was deposed by his own clansmen. If you are to seize a kingdom in the Dragon Empires, now is the time (page 208).
- 10 If you can slay the dreaded creature known as the Devil in Gray in Lozeri of Ustalav, then perhaps you can inspire enough faith in the surrounding populace to usurp the ruling council of Courtaud (page 193).
- 11 The Byzantine nature of Taldor's burdensome bureaucracy can make it easy for a silver-tongued beguiler to achieve some station of power in the nation (page 184).
- 12 By winning the Free Captain's Regatta in the Shackles, you hope to achieve a place on the infamous Pirate Council and gain control of your own island (page 171).





## EXPLORER (STORY)

You dream of discovering new vistas.

**Prerequisite:** You must have crossed at least 30 miles of wilderness without map or guide.

**Benefit:** You can provide twice as much food and water for other people when attempting a Survival check to get along in the wild. In addition, you gain a +2 bonus on all Knowledge (geography) checks. If you have 10 or more ranks in Knowledge (geography), increase your bonus to +4.

**Goal:** Cross through a dangerous place without a map or a guide knowledgeable about the area, stopping for no longer than 16 hours at a time, and along the way overcome an appropriate number of natural hazards, obstacles, and/or enemies, at least one of which must qualify as a challenging foe.

**Completion Benefit:** You and one ally per 3 ranks of Survival can move overland without being slowed by difficult terrain (allies must remain within 30 feet of you to be affected). Once per day, you can make a preternaturally accurate estimate regarding your path, as if you had cast *find the path* on yourself (caster level equals your character level).

**Suggested Traits:** Grim Optimism, Resilient<sup>APG</sup>, Wanderlust.

## POSSIBLE EXPLORER QUESTS

### d8 Quest

- 1 Ulfen explorers point you toward the impossibly wild forests of distant Arcadia to sate your wanderlust (page 202).
- 2 You've resolved to dive into sunken Azlanti ruins to locate several minor artifacts, said to be scattered throughout the area according to the research of an interested faction (page 203).
- 3 For years the mysterious Doorway to the Red Star has befuddled scholars and inspired fringe faiths among the denizens of the Mwangi. You've decided to set out and discover why (page 127).
- 4 The government of a nearby nation is interested in reopening steady trade across the Crown of the World by a route north of Icerift Castle in Mendev, and they've assigned you to clear the path (page 121).
- 5 You hire on with a band of skilled pirates in the Shackles in hopes of being able to navigate the perilous Eye of Abendego (page 170).
- 6 Earthnavel in the Realm of the Mammoth Lords is said to lead into a time-lost underworld known as Deep Tolguth—a rumor whose veracity you're willing to test (page 107).
- 7 Forgotten lobarian ruins in the plague-emptied forests of Casmaron await a hearty explorer to plumb their darkest depths (page 205).
- 8 You know that many would pay grand sums for the exotic reagents of the Valashmai Jungle in Tian Xia if it were ever opened up to trade with the Inner Sea region (page 208).

## FOESLAYER (STORY)

Your feud with your enemies can be quenched only with blood.

**Prerequisite:** You must have been defeated and robbed of at least half your possessions by a particular group of humanoids or monstrous humanoids, or have the An Eye for an Eye, Hated Foe, Raiders, or Vengeance background (see *Ultimate Campaign*). You may choose a specific race, such as duergar, or a broader group, such as goblinoids. At the GM's discretion, you may instead choose residents of a particular country, settlement, or tribe.

**Benefit:** The save DCs for any of your spells or abilities increase by 1 when used against the chosen group, and you receive a +1 dodge bonus to AC against their attacks.

**Goal:** Slay an appropriate number of challenging foes.

**Completion Benefit:** You gain the benefits of the Improved Critical feat on attacks made against members of your chosen race. Your dodge bonus to AC against such foes increases to +2.

**Suggested Traits:** Dirty Fighter<sup>APG</sup>, Sworn Enemy, Vengeful.

## POSSIBLE FOESLAYER QUESTS

### d8 Quest

- 1 You saw many friends and family fall in the Goblinblood Wars that wracked Isger years ago. Now, as goblins multiply again, you've decided to take the fight to them (page 82).
- 2 Robbed by pirates from the Shackles, you have vowed to hunt down all of their kind (determine race randomly) (page 170).
- 3 A friend or relative of yours was slain senselessly by strix while passing near Devil's Perch in Cheliox, and you've vowed to exact revenge against the aggressors and their kin (page 57).
- 4 When you were enslaved by gnolls, you were freed by the djinni that raided their camp. Now, you would find the genies again so that you might together put a more permanent end to the gnoll threat in western Katapesh (page 91).
- 5 You desire to match and then exceed the achievements of your ancestor Queen Boliga Bharsolm, still remembered in Numeria for felling a giant king in the Battle of Grasyhot (page 143).
- 6 In Canterwall, the denizens of various hamlets along the border between the Hold of Belkzen and Ustalav have been mysteriously disappearing. You've determined to locate the evildoers responsible and make them pay the price for their foul deeds (page 193).
- 7 When you traveled through southern Rahadoum, boggard priests of Rovagug from the Sodden Lands took a family treasure from you as an offering to their foul god (page 175).
- 8 The borderlands along the Hold of Belkzen are constantly seething with tribal conflicts, and one of them left you hungry for revenge against the orc aggressors (page 46).



## LIBERATOR (STORY)

Your time in shackles has forever marked your soul.

**Prerequisite:** You must have been enslaved for at least 6 months, or have the Imprisoned or Kidnapped background (see *Ultimate Campaign*).

**Benefit:** You gain a +1 bonus on attack rolls, weapon damage rolls, and skill checks when your actions would directly lead to freeing prisoners or slaves.

**Goal:** Free at least 200 slaves through perilous rescues (not merely buying them at market).

**Completion Benefit:** You gain the ability to inspire others through your dedication to your cause. Allies within 20 feet receive your Liberator feat bonuses when working with you to free prisoners or slaves. In addition, as a standard action you can inspire slaves and former slaves within 120 feet, giving them temporary hit points equal to 1/2 your character level and a +1 bonus on saving throws. These benefits last for 1 hour, and a given creature can receive this benefit only once per day. These are mind-affecting effects, and the inspiring bonus is language-dependent.

**Suggested Traits:** Reactionary<sup>APG</sup>, Secret-Keeper, Supportive.

## POSSIBLE LIBERATOR QUESTS

### d12 Quest

- 1 Halfling slave-liberators have asked you to meet them in a nondescript pub in Corentyn, Chelixa (page 54).
- 2 The child of escaped slaves held on Stonespine Island and sold in the Fleshfairs of Okeno, you dream of going to Katapesh to free others like your parents (page 93).
- 3 After visiting Absalom for a short time, you were stunned to find the practice of slavery so prevalent in the Coins district of that city, and now you intend to clean up the streets as best you can (page 39).
- 4 The Gray Corsairs need information on the defenses of several Rahadoumi slave ships they plan to raid (page 265).
- 5 Sedeq, slave capital of Qadira, trades in genies and elemental kin, many of whom wield magic that they might grant to those who free them (page 153).
- 6 Though the slaves of Molthune live better than in most other countries, their rise to full citizenship does not come fast enough for your tastes (page 123).
- 7 Lizardfolk raid the slave-trading town of Neruma in the Shackles with increasing frequency, providing you an opportunity to free slaves held in the town in the midst of the chaos (page 172).
- 8 The slave-monster battles of Greenblood in the Sodden Lands inflame your sensibilities, even if the brutes who brawl in the tournaments there are supposedly irredeemably foul creatures. Regardless, you know they suffer a fate none should behold, and are intent on freeing them (page 176).

- 9 There is said to be a forest in Irrisen called Chillblight, where the fey rule over their human thralls. Only the aid of an outsider can save these enslaved innocents from their icy masters (page 80).
- 10 While you rarely have dealings with the mongrelmen of the Darklands, rumors of hundreds of enslaved members of their kind in the underground settlement of Corgunbier pushes you to action (page 59).
- 11 Master of Blades and ex-slave Mardinus in Citadel Gheradesca has spouted dogma of the heights one can achieve through hard work, and you're intent to put that theory to the test when you pick his brain for the locations of other enslaved peoples (page 266).
- 12 Breaking out enslaved allies from the city of Hagegraf in the Darklands will be no easy task, but you're willing to risk it all for your comrades trapped in the duergar city (page 59).





## PLANAR TRAVELER (STORY)

The confines of the Material Plane cannot sate your wanderlust, and you walk between alternate spheres of reality unhindered.

**Prerequisite:** You must be related to an outsider or have been born on a plane other than the Material Plane.

**Benefit:** You gain a +2 bonus on Survival checks when outside your home plane. You can identify portals and other planar connections as well as where they lead by sight or touch with a successful DC 20 Perception check.

**Goal:** Spend at least 24 consecutive hours on three different planes of existence other than your home plane or more than a month on a single plane other than your home plane. Demiplanes do not count for the purposes of fulfilling this goal.

**Completion Benefit:** Whenever you cast a spell or use a magic item to travel to another plane, you always arrive exactly where you had intended. In addition, when identifying portals with the first benefit of this feat, you gain a glimpse of what you would see, hear, and smell upon arriving on the other end of the portal.

**Suggested Traits:** Fey Protection, Scholar of the Great Beyond<sup>APG</sup>, Wanderlust.

## POSSIBLE PLANAR TRAVELER QUESTS

### d8 Quest

- 1 Your morbid curiosity urges you to journey through the Worldwound, either to contact or combat what impossible fiendish entities no doubt lurk beyond (page 198).
- 2 Several weak points exist between the forested realms of the River Kingdoms and the plane known as the First World. You seek to learn the mysteries of that realm's strange fey inhabitants (page 239).
- 3 Ancient relics imply connections between the fallen Empire of Thassilon and the nightmare realm of Leng (pages 211, 245).
- 4 The wealth of mortal cities pales in comparison to that of the fabled City of Brass on the Plane of Fire. You intend to seize at least a part of the metropolis's incredible wealth for yourself (page 241).
- 5 You have always been fascinated by death. Now, you wish to travel to its kingdom, the Boneyard, in life, either to rescue another soul from an uncertain fate or to learn of your own destiny (page 243).
- 6 You have resolved to reach Hell's vast fortress-capital Dis, where the magical treasures of Hell are available for a price (page 244).
- 7 In Axis, the city of perfect order, you hope to scale the crystal spires where the laws of reality are carved so that you might understand or, perhaps, change them (page 243).
- 8 The Immortal Ambulatory drifts among countless planes, allowing those who can reach the demiplane to visit many other realities. Perhaps by going there you can resolve long-unanswered questions regarding dragons and the nature of the multiverse (page 245).

## PROPHET (STORY)

The truth has been revealed, and you have been chosen to deliver it.

**Prerequisites:** Ability to cast divine spells, and you must either have received a vision from your god (or another appropriate supernatural entity) or have the Marked by the Gods background (see *Ultimate Campaign*).

**Benefit:** If you are nonevil and worship a nonevil deity, whenever you cast a beneficial spell on an ally you gain a +1 sacred bonus to AC for 1 round per spell level. If you are evil or worship an evil deity, whenever you cast a harmful spell on an enemy you gain a +1 profane bonus to AC for 1 round per spell level. Casting a spell on yourself does not count unless it also affects an ally.

**Goal:** Convert an appropriate number of creatures to the worship of your deity.

**Completion Benefit:** Your bonus to AC for casting beneficial or harmful spells on allies increases to +2, and the bonus also applies on saving throws for the same duration.

**Suggested Traits:** Called, Ease of Faith<sup>APG</sup>, Mystery Initiate.

## POSSIBLE PROPHET QUESTS

### d8 Quest

- 1 You have been tasked with bringing Iomedae's faith to "uncivilized" backwoods people in a randomly determined nation (page 222).
- 2 The Umbral Court of Nidal expressly forbids the worship of gods other than Zon-Kuthon within their shadowy nation, but you're set to protect and spread Desna's ideals to the Nidalese, either at large or in a relatively confined region, such as around the Atteran Ranches (page 135).
- 3 You seek to aid the little-known breed of horse-headed centaurs in the Exalted Wood in Razmiran and introduce them to your faith (page 159).
- 4 The Last Temple of Rahadoum offers the potential of many desperate evangelists who might aid you in spreading your god's faith in that domineering nation of atheists (page 157).
- 5 Inspired by the Hellknights of the Order of the Godclaw, you preach the words of your lawful patron among the rebellious rabble of Cheliah, whom you will turn into models of discipline whether they like it or not (page 266).
- 6 Disgusted by the disrespect of the Molthuni toward the once-sacred valley called Deadeye's Haunt, you intend to show them the error of their ways with the power of Erastil (page 139).
- 7 You spread the faith of Milani, the Everbloom, by expelling unjust tyrants and aiding the downtrodden (page 229).
- 8 Your patron—a demon lord, archdevil, or other generally unwanted influence (determine randomly)—inspires you to disguise your faith and reveal it only slowly to potential converts in order to lure them into the fold (page 231).



## TRUTH-SEEKER (STORY)

A tantalizing secret from the past calls to you, and you intend to discover it.

**Prerequisite:** You must have visited a ruin or forgotten place that has been abandoned for at least five times as long as you've been alive.

**Benefit:** You gain a +2 bonus on all Knowledge (history) checks. If you have 10 or more ranks in Knowledge (history), this bonus increases to +4.

**Goal:** You must discover, explore, and publicly reveal an important secret that has been unknown to the world for at least 100 years.

**Completion Benefit:** Whenever you pass within 10 feet of a secret door, you receive an immediate Perception check to notice the passage. This check should be made in secret by the GM. In addition, whenever you attempt a Will save to disbelieve an illusion, you may roll twice and take the better result.

**Suggested Traits:** Avid Reader, Mystery Initiate, Skeptic<sup>APG</sup>.

## POSSIBLE TRUTH-SEEKER QUESTS

### d12 Quest

- 1 You dream of braving the flooded ruins of Lirgen in the Sodden Lands in order to discover the secret that drove many of the now-defunct Saoc Brethren utterly insane (page 174).
- 2 The secret of how the Pactmasters of Katapesh came to power is within your reach, if only you could go to that nation to truly discover it (page 91).
- 3 Seeing the pathetic mess of politics that paralyzes the once-great nation of Nex, you have vowed to discover what really happened to that kingdom and bring proof (or the mysterious archwizard himself) to the world at large (page 130).
- 4 Clues point you toward the Arcadian Ocean to discover why the aboleths ever became involved with the ancient Azlanti in the first place (page 211).
- 5 The god-kings of Ancient Osirion demonstrated magic little-seen today, some say powered by the supplication of their slaves. How they fell from power is still a mystery (page 212).
- 6 You intend to learn just what the elven refuge Sovyrian is and how to get there, even if you have to coax the secret out of one of the reclusive rulers of Kyonin (page 94).
- 7 You yearn to discover the secrets of Shory aeromancy, which supposedly now lay hidden in the jungle depths of the Mwangi Expanse (page 212).
- 8 The rulers of the Technic League in Silver Mount have long kept their alien methods and practices a secret from the outside world, but you've set to remedy that (page 145).
- 9 You've heard tale of ancient warriors now frozen in time beneath the Stasis Fields of Sargava, and curiosity beckons you to determine what secrets these paralyzed prisoners of war may hold from eons long past (page 169).

- 10 The mysteries of Hyrantam, drowned capital of the now-defunct nation of Lirgen, call to you. If you can excavate the flooded halls of the city's famed observatories and soaring towers, glory and gold surely await (page 177).
- 11 The exact workings of the dragon-ruled island of Hermea in the Steaming Sea has long befuddled sailors and other Avistani explorers, who are constantly rebutted by the powerful entity that supposedly dwells there. Perhaps by revealing the secrets of that paradisiacal island you can share in the fame of Hermea's enigmatic ruler (page 179).
- 12 The secret to how the Worldwound formed may lie buried in Sarkorian ruins that have fallen into the Abyss, and you're determined to discover the cause behind the extraplanar rift (page 198).





# Other Inner Sea Quests

The following table provides additional ideas for quests that do not fit among those listed in the Story Feats section starting on page 6. These quests can easily be used alongside any of the story feats from *Pathfinder RPG Ultimate Campaign*. Random races, factions, deities, and nations can be generated by rolling on the tables found on the inside covers of this book.

d%	Quest
01-03	For too long have the depths of the Palakar Forest been left unexplored; you think it's time the secrets of the fey-ruled wood be exposed for all to see, regardless of the treaties contracted between these otherworldly creatures and the denizens of the nearby town of Macridi (page 64).
04-06	A randomly determined faction offers a reward to anyone who can provide information on the enigmatic Queen Frilogarma of the Court of Ether in the Darklands, as they have reason to believe her subjects have been kidnapping the faction's agents (page 59).
07-09	A randomly determined nation's government is interested in making a bargain for trade or magical assistance with one of the fey courts of the First World, and seeks an ambassador that can help facilitate communications between these two disparate groups (page 239).
10-12	The citizens of Gralton in the River Kingdoms believe that some malevolent force is behind their strange behaviors—perhaps some malignant spirit or an unwelcome facet of the goddess Calistria—and they need help from outside forces to find a solution (page 163).
13-15	The people of Lastwall must vanquish the ghost of Kaltia, the Haunter of the Hills, in order to reclaim the trade route that runs through Hallein Town (page 99). In order to put the ghost to rest, her tomb must be found and her wrathful spirit calmed.
16-18	The Sargava Chalice attracts world-renowned racers, many of whom have proven willing to stoop to foul magic and unstable alchemical concoctions in order to get the edge they need to win the marathon (page 167). You either seek to claim this prize for yourself or hope to stop those whose methods are less than sporting.
19-21	Though it is said that it can take entire years for an initiate in the tent city of Twingate to truly join the ranks of the practitioners of the Prophecies of Kalistrade, you believe your luck is better than most, and you have what it takes to wear the white robe and gloves with pride (page 65).
22-24	Growing up on the border of Irrisen, you know that not all is right when a young friend and admirer of yours goes missing without a trace one night. You decide it's time to break free from the comfort of home and start on a journey toward the Land of Eternal Winter so that you can free the children's souls supposedly trapped in the soulbound dolls that watch the borders of that icy nation (page 78).
25-27	The Eternal Oasis in arid Rahadom begs to be explained and its bounty made available to stave off the ever-present threat of drought in the surrounding desert regions (page 156).
28-30	A relative of yours (or that of a friend) died a meaningless death fighting over a tiny scrap of land now called the Furrows in Ustalav (page 192). You have heard the place is wretched with the souls of the disillusioned dead, and you wish to find this tormented spirit and put him or her to rest.
31-33	The villagers of Hillcross in the Realm of the Mammoth Lords have tasked you to explore and map the nearby valleys in the Tusk Mountains, fearful as they are of the giants that pervade the treacherous passes (page 109).
34-36	Tame the crime-plagued and near-starved Galtan town of Edme, possibly with the help of the vigilante known as the Red Raven (page 72).
37-39	The exceedingly zealous inquisitor Hulrun of Kenabres in Mendev has been driving an ever-deeper wedge into his own forces with his intense pogroms against local druids he suspects of demon worship (page 121). Which druids are innocent and which are guilty?
40-42	The dinosaur graveyard of Mediogalti Island is a stockpile of treasure ready to be claimed by anyone who can get in and out before being killed by its undead defenders (page 116).
43-45	Determine what it is that keeps attracting aberrations and undead to Vaishau Ruin in Lastwall—perhaps some lingering remnant of Tar Baphon's power or maybe even an artifact of unfathomable evil (page 101).
46-48	Scour the desolate Cicatrix of Kyonin for clues about how one might permanently banish Treerazer from the mortal world (page 96).
49-51	A band of ogres from the Western Ravage of the Mana Wastes has been raiding farther and farther eastward toward the Gunworks, led by a charismatic and exceptionally intelligent member of their race that barely keeps his vicious companions from killing each other (page 113).
52-54	Daring pirates from the Shackles have recruited you to penetrate the highly fortified Mosquito Island off of Mediogalti Island so that you may retrieve the lost treasure of the famous pirate-king Tyrax "Blood-Bones" (page 117).

55-57 Rescue the surviving citizens of the Isgeri town of Gillamoor from the plague of infectious zombies that besieges them and earn the reward for cleansing the quarantined town of its disease (page 84).

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58-60 The Lake of Vanished Armies on the border of Sargava is named after three armies that disappeared there without a trace. You've resolved to figure out what happened to them (page 168).

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61-63 As a member of the Molthuni military, you've been assigned to root out the multitude of vagrants and outlaws dwelling in the Shrikewood, using whatever means necessary to punish these deserters for their indiscretions (page 125).

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64-66 Explore the Temple of the Ravenous Moon in the Shackles and discover what the strange ziggurat's role was in the ancient cyclopes society of fallen Ghol-Gan (page 173).

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67-69 Having seen the massive and unexplained Murmur Dome of Prada Hanam looming over the great city of Jalmeray where you grew up, you dream of one day discovering the purpose and inexplicable origin of the structure (page 89).

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70-72 After an ally of yours is wrongly imprisoned on the dread Valkus Isle, it's up to you to find a way onto the island and, more importantly, a means of escaping the supposedly impenetrable *Stalwart Wall* surrounding the prison colony (page 133).

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73-75 In the center of Lake Encarthan is said to be the mysterious and possibly haunted Isle of Terror, where Aroden supposedly mortally wounded the dread lich Tar-Baphon millennia ago. The undead monstrosities that still lurk there no doubt guard ancient secrets as well as fabulous treasure (page 32).

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76-78 When a fellow member of your Kellid tribe is banished to the inhospitable field where the Battle of Falheart took place eons ago, you take it upon yourself to travel to Pharasma's accursed plain of gray dirt and save your exiled Numerian comrade (page 143).

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79-81 The halls of Old Padiskar in Jalmeray have stood empty for centuries since the Arclords of Nex fled the city in terror (page 88). Now, the vaults beneath Padiskar are said to be haunted by either a foul spirit or some mysterious god, and you strive to know which it really is.

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82-84 A druid from ages past has been reincarnated after a long slumber in the forgotten backwoods of a randomly determined nation. He has begun raising an army of isolated druids, barbarian clans, animals, plants, and fey to resume the war that was fought before the Green Faith was founded (page 236).

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85-87 Reclaim one of the lost Sky Citadels for the dwarven people, such as Urgir in Belkzen (page 49).

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88-90 Harpies assailed your caravan near Al-Bashir in Qadira and stole a priceless family heirloom from you (page 151). You want it back.

91-93 You have long heard the tales of Fafnheir, the linnorm supposedly no mortal can kill (page 105). You will hunt down ever-greater dragons until you eventually learn how to defeat the great serpent, and take your proper place as a ruler of rulers over all the Lands of the Linnorm Kings.

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94-96 The *Final Blades* have been used for all manner of sinister ends since the Red Revolution swept through Galt (page 300). Many have claimed innocent souls, and all hold powers of death, whether used for just or ignoble ends. You wish to destroy one of these magical guillotines to free the trapped soul of a wrongly executed ally.

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97-98 You've been hired by members of the Technic League in Numeria to discover what fell powers still reside in the supposedly abandoned Choking Tower and to determine the fate of the wizard Furkas Xoud (page 144).

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99-100 A randomly determined deity sends visions to you of the infamous Pit of Gormuz in Casmaron, urging you to travel to the gaping chasm from which Rovagug's monstrous brood are said to periodically emerge (page 225).





# Objects of Legend

The following new story feat is available to characters whose adventures center on the acquisition of a legendary object or the attainment of some personal honor as represented by a single tangible object—perhaps a magical artifact, but just as likely a single elusive treasure. Players should work with their GM in order to determine the best use of this feat in their campaign.

## OBJECT OF LEGEND (STORY)

The object of your quest drives you ever forward.

**Prerequisite:** You must have some highly personal stake in attaining the object of your quest as determined collectively by you and the GM—such as needing an ancestral weapon to exact your revenge against a known betrayer, seeking to destroy the artifact that caused your family's downfall generations ago, or attempting to behead a monster that ravaged your homeland during your youth.

**Benefit:** When you gain this feat, select one of the quest objects on this page or the facing page, or devise a quest object with your GM based on the quest objects presented in this section. You gain a +2 bonus on any Knowledge checks to gain information on the object of your quest. If you have 10 or more ranks in the Knowledge skill in question, the bonus increases to +4. In addition, once per day when you threaten a critical hit against a foe who specifically aims to stop you from completing your quest, you gain a +10 bonus on your confirmation roll against that opponent. You must announce the use of this ability after threatening the critical hit and before rolling your confirmation roll. This bonus does not stack with bonuses on confirmation rolls from other feats, such as Critical Focus.

**Goal:** Attain the object of your quest, as determined by you and the GM upon taking this feat. This likely means decidedly obtaining the item for yourself, though in some cases (such as when the quest object is more abstract or intangible) this might mean slaying a certain foe, achieving a certain honor, or completing some other set of predetermined objectives.

**Completion Benefit:** You gain renown throughout a region, perhaps even an entire continent. You are sung of in bardic tales and can be the subject of spells such as *legend lore*, regardless of your actual level. Commoners in nearby lands know of your deeds, and your reputation precedes you in numerous lands. In addition, you gain a specific benefit keyed to the object of your quest. See the quest objects in this section for examples of completion benefits when devising your own quest objects for use with this feat.

**Special:** This feat may be taken more than once. Each time it is taken, select a new quest object to strive for. As with all story feats, a character cannot take this feat again until she has completed the goal of the feat's first iteration.

## Red Mantis Hit List



**Completion Benefit:** By stealing a comprehensive list of all the targets slain and being kept dead by the Red Mantis assassins, you gain insights into their deadliest secrets. You gain Exotic Weapon Proficiency (sawtooth sabre) and Weapon Focus (sawtooth sabre) as bonus feats.

## Axe of the Dwarvish Lords



**Completion Benefit:** Capturing the legendary *Axe of the Dwarvish Lords* from the dragon Moschabbatt (see *Pathfinder Campaign Setting: Dragons Unleashed*) proves your worth to the dwarven people. As long as you wield the *Axe of the Dwarvish Lords*, you gain a +4 bonus on Charisma-based skill checks with dwarves.



## Linnorm Head



**Completion Benefit:** Slaying a linnorm in the northlands of Avistan enables you to become a ruler in the Lands of the Linnorm Kings. You gain favored enemy (dragon) +2, as the ranger class feature of the same name. This bonus stacks with favored enemy bonuses granted by other sources.

## Sun Orchid Elixir



**Completion Benefit:** Upon acquiring a dose of sun orchid elixir and restoring your youth, you completely lose your fear of physical harm. You gain a +2 bonus on saves against Strength, Dexterity, and Constitution damage.

## Throne Card



**Completion Benefit:** By snagging the Throne card from a deck of many things, you produce a fortress like Castle Everstand in Lastwall (see *Pathfinder Campaign Setting: Castles of the Inner Sea*), using it as the seat for your new nation. You gain a +4 bonus on Stability checks and control checks while using the kingdom-building rules from *Pathfinder RPG Ultimate Campaign*.

## Chronicle of the Righteous



**Completion Benefit:** The secrets of Heaven and the other goodly Outer Planes are now known to you. You gain the completion benefits of the Blessed story feat (see page 8).



# Traits

The new traits in this section reflect the sorts of origin stories that characterize denizens of Golarion—especially the sorts of characters that might take the story feats detailed on pages 6–13. Note that the drawbacks described on pages 22–23 might permit you to take a third trait in addition to the two typically allowed in games that use traits.

## COMBAT TRAITS

Combat traits represent physical trials faced and perhaps overcome in your past.

**Crowd Dodger:** You spent much of your youth on crowded streets, dodging quickly around and under others. You gain a +2 trait bonus on Acrobatics checks to move through another creature's space and to avoid attacks of opportunity for leaving a threatened square.

*Suggested Characters:* Absalom natives, Chelaxians, Lion Blades.

**Disillusioned:** Your childhood was ended by a great disaster or atrocity that you witnessed. To cope with the horror, you have learned to reflexively suppress all emotion. You gain a +2 trait bonus on Will saving throws against emotion and fear effects.

*Suggested Characters:* Galtans, Hellknights, Nidalese.

**Firebug:** You were the child of a gunsmith or alchemist and always enjoyed experimenting with fiery alchemical items and minor explosives. You gain a +1 trait bonus on attack rolls made with thrown splash weapons and alchemist bombs.

*Suggested Characters:* Alkenstar natives, Katapeshi, Thuvians.

**Holdout:** You were robbed at a young age by bullies, an experience that impressed upon you the importance of being able to hold on to whatever you cared to keep. You gain a +1 trait bonus to CMD against disarm and steal combat maneuvers.

*Suggested Characters:* Half-orcs, River Kingdoms natives, Varisians.

**Inspiring:** As a child, you learned the power of a simple expression of faith in another when you gave a hero the inspiration to fight on in the face of terrible odds and save you from danger. As a standard action, you can speak words of encouragement to grant a +1 morale bonus to an ally within 30 feet who can see and hear you. The ally can use this bonus on any d20 roll of her choice before the start of your next turn. You cannot use this trait to grant a bonus to yourself or to an ally who has already benefited from this trait within the last 24 hours.

*Suggested Characters:* Eagle Knights, Iomedaeans, Mendevian crusaders.

**Pillager:** Growing up in a place where authorities, if there were any, rarely enforced property laws, you learned quickly that you have only what you can hold—but you gain whatever you can take. You gain a +1 trait bonus on combat maneuver checks to perform disarm and steal combat maneuvers.

*Suggested Characters:* Halflings, River Kingdoms natives, Shackles natives.

**Soaring Sprinter:** As a youth, you often leaped and ran at treacherous heights, either because it was the only place with enough freedom for you to play or because it was not a good idea to play any lower. You gain a +2 trait bonus on Acrobatics checks to keep your balance or jump, and Acrobatics becomes a class skill for you.

*Suggested Characters:* Chelaxians, gnomes, Korvosans.

**Sworn Enemy:** You were raised with defiance, fear, or hatred of a particular sort of foe. To make you ready to resist such foes, you were trained for long hours in the proper ways to defeat them. Choose a foe from the ranger's list of favored enemies. You gain a +1 trait bonus on attacks of opportunity against the chosen foe.

*Suggested Characters:* Dwarves, Isgeri, Mendevian crusaders.

**Vengeful:** During your childhood, you suffered occasional or frequent abuse from those too powerful for you to resist. Now you thrill at the chance to get back at those who wronged you. Whenever you strike the last creature that damaged you in the past 24 hours, you gain a +1 trait bonus on damage rolls against that creature.

*Suggested Characters:* Calistrans, Galtan refugees, Gyronna worshippers.

## FAITH TRAITS

The following faith traits represent the spiritual and religious growth of a character in his backstory.

**Authoritarian:** You spent much of your youth helping the clergy of your chosen faith perform their duties, and learned from them respect for authority. As long as you are acting in the service of a liege or leader you recognize as legitimate, you gain a +2 trait bonus on saving throws against fear and compulsion effects.

*Suggested Characters:* Abadarans, Hellknights, Hermeans.

**Called:** Your deity or a powerful spirit spoke to you when you were young, dropping cryptic hints about the important destiny that lay before you and how you must win your fights if you are to achieve your predetermined greatness. Once per day upon rolling a natural 1 on an attack roll, you may reroll the die and take the second result instead.

*Suggested Characters:* Oracles, paladins, Ulfen.

**Devoted Healer:** Raised in the company of skilled healers, you were always encouraged to devote your time and energy to the welfare of others. Whenever you take 20 on a Heal check to treat deadly wounds, you restore an additional 1d4 hit points to those you aid.

*Suggested Characters:* Battle clerics, Iomedaeans, Kellids.

**Honest:** A religious mentor instilled in you a sense of uncompromising integrity. You often speak your mind in



defiance of any fear or hatred it might earn you, a habit that inspires others to trust you. You gain a +1 trait bonus on Diplomacy checks. This bonus increases to +2 when the Diplomacy check is made to influence those who are already friendly or helpful toward you.

*Suggested Characters:* Diabolists, paladins, Sarenrae worshipers.

**Irrepressible:** Your hope for a brighter future blessed by the gods, combined with your powerful personality, allows you to force your way free of spells that cloud the mind. You can use your Charisma modifier in place of your Wisdom modifier when attempting Will saving throws against charm and compulsion effects.

*Suggested Characters:* Gnomes, Keleshites, Shelyn worshipers.

**Mystery Initiate:** You were initiated into a mystery cult in your youth, and learned secrets that turned your understanding of your faith and the world on its head. This experience has given you a knack for lateral thinking. Once per day, you may reroll any Knowledge skill check. You must decide to use this ability after the first roll is made but before the results are revealed. You must take the second result, even if it is worse.

*Suggested Characters:* Mystery cultists, Nethys worshipers, Norgorber worshipers.

**Patient Calm:** As a child, you struggled to suppress a sharp temper, but the care and patient respect of a trusted community leader rubbed off on you.

As you grew older, you developed a remarkable ability to keep calm and collected when performing a task you are familiar with. Choose one Craft or Profession skill. Whenever you take 10 with that skill, determine the result as if you had rolled a 12 instead of a 10.

*Suggested Characters:* Asmodeans, Drumans, Irorans.

**Spell Intuition:** Blessed by a priest of a deity of magic at birth, you demonstrated a remarkable knack for guessing the nature of spells without the schooling of your instructors. You gain a +1 trait bonus on Spellcraft checks, and Spellcraft becomes a class skill for you.

*Suggested Characters:* Gebbites, Nethys worshipers, Nexians.

## MAGIC TRAITS

Magic traits indicate a character's aptitude or underlying feelings in regard to the powers of the arcane.

**Distance Aptitude:** You were exposed to the magic of an elf gate, portal, or some other form of distance-spanning magic when you were young. This contact with ancient world-spanning magic has granted you insight into means to extend the range of your own spells. Treat your caster level as 1 higher for the purposes of determining the range of spells and spell-like abilities.

*Suggested Characters:* Elves, Numerians, Sarkorians.

**Domineering:** When you were young, you attracted a group of devoted companions thanks to your impressive talent, and the experience inspired in you a powerful self-assurance and air of superiority. Your confidence is so strong that others feel naturally compelled to follow your commands. Choose one 1st-level enchantment spell you are capable of casting. The DC of that spell increases by 1.

*Suggested Characters:* Chelaxians, Irriseni, Mwangi.

**Keen Appraiser:** Your frequent handling of magic items, artifacts, and other enchanted goods has made you an expert at determining when something has magical properties. You gain a +1 trait bonus on Appraise checks. In addition, you need only exceed the DC of an Appraise check by 2 in order to determine whether the item in





question has magic properties (although success still does not grant knowledge of the magic item's abilities).

*Suggested Characters:* Drumans, dwarves, Torag worshipers.

**Fey Protection:** Your birth brought an unexpected guest to your parents' home: a helpful fey who prophesied about your future and gave you a magical gift in exchange for your parents' hospitality, a cup of milk, and a drop of your blood. You gain a +1 trait bonus to AC against attacks of opportunities made by fey and a +1 trait bonus on saving throws against the effects of fey creatures.

*Suggested Characters:* Drumans, Eldest worshipers, Ulfen.

**Fortunate:** You are blessed by fate. Once per day when you use a spell or magic item with a randomized effect (such as *confusion*, *mirror image*, *prismatic spray*, or a *bag of tricks*), before you roll to determine the result, you may choose to roll twice and pick either result.



*Suggested Characters:* Calistrians, harrow deck readers, Vudrani.

**Inured to Death:** You have been around death or the undead all of your life; you have become accustomed to its shadowy presence, and are no longer overwhelmed by it. You gain a +2 trait bonus on saving throws against death effects.

*Suggested Characters:* Gebbites, Urgathoans, Ustalavs.

**Magical Flair:** At a young age, you saw a witch burned by fearful peasants, druids falsely punished for demon worship, or another sort of spellcaster persecuted for merely practicing her dubious craft. Intent on not suffering the same fate, you approach spellcasting with a powerful desire to control how your magic is perceived by others. You can cause spells you cast to manifest with strange visual, auditory, or olfactory features that make them hard to identify. Choose a school of magic. The Spellcraft DC to identify spells you cast from that school of magic increases by 2. Onlookers who fail a Spellcraft check to identify your spell by 2 or less incorrectly identify the spell as another randomly selected spell of the same school and level.

*Suggested Characters:* Gnomes, Razmir worshipers, witches.

**Mutant Eye:** One of your parents was exposed to uncontrolled magic or arcane pollution before you were born, causing you to develop a minor mutation that has marked you as different all your life. You have a third eye on your forehead. As long as it is uncovered and open, you can get a clearer sense of the emotions of those you see, granting you a +2 trait bonus on Sense Motive checks that increases to +4 on checks to notice whether a character is under a mind-affecting effect. However, the eye is unsettling, and you take a -1 penalty on Bluff and Diplomacy checks against humanoids who can see it.

*Suggested Characters:* Lamashtans, Mana Wastes natives, Nexians.

**Scorned by Magic:** As a youth, you assisted a wise woman or witch doctor who removed magical maladies from the needy and was present for the breaking of many spells—or perhaps you passed through a dead magic zone. Whatever the cause, magic seems a little more reluctant to affect you than others. Reduce the caster level of spells and spell-like abilities cast upon you by 1 for the purpose of attempting dispel checks and overcoming your spell resistance (if any).

*Suggested Characters:* Kellids, Mana Wastes natives, Shoanti.

## SOCIAL TRAITS

These traits reflect the social upbringing of a character, and may contribute to any number of personality traits.

**Avid Reader:** As a youth, you voraciously consumed books and scrolls provided by a member of an adventurer's guild or a learned organization like the Pathfinder Society, and you have internalized these stories of bold



adventurers. Choose one Knowledge skill. You can always choose to take 10 on checks with the chosen Knowledge skill, even when distracted or threatened.

*Suggested Characters:* Osirians, Pathfinders, Taldans.

**Competitive:** You grew up and were raised around fabulous sporting events, and your youth was consumed with a driving need to be better than everyone else. Any hint of a contest spurs you to your greatest heights of potential. Whenever another creature within 30 feet attempts a skill check and you attempt a check with the same skill before the start of that creature's next turn, you gain a +1 trait bonus on your check (this includes attempting an opposed skill check against the creature).

*Suggested Characters:* Brevans, Kurgess worshipers, Sargavans.

**Free Spirit:** You respect the freedom of others to speak as they will. Your rough-and-tumble youth taught you that everyone deserves a chance to say her piece. After all, you can always simply choose to ignore the speaker. You gain a +1 trait bonus on saving throws against language-dependent and effects with the sonic descriptor. In addition, the DC to Intimidate you increases by 2.

*Suggested Characters:* Andorens, Desnans, Erastil worshipers.

**Friends in High Places:** You have often seen lawbreakers go free when they demonstrate they have friends in high places, and so you put special effort into befriending powerful people yourself. Whenever you are in an area in which you have used the Diplomacy skill to gather information, you gain a +1 trait bonus on Diplomacy and Intimidate checks. This bonus increases to +2 when dealing with government officials.

*Suggested Characters:* Absalom natives, Aspis Consortium agents, Taldans.

**Gregarious:** At least once in your childhood, your family moved for a reason you didn't understand and you were forced to leave behind your old friends and make new ones. Ever since, you have always been the first to meet strangers, make new friends, and welcome travelers. You learned that first impressions are the most important, and have a knack for making a good one. Once per day, when you attempt a Diplomacy check to improve a creature's attitude toward you, you may choose to reroll the check after the first roll is made but before the results are revealed. You must take the second result, even if it is worse.

*Suggested Characters:* Eagle Knights, Garundi, Pathfinders.

**Grim Optimism:** Growing up with no one to rely on but yourself, you learned to keep a realistic view of your situation and avoid falling into the trap of cynicism with a healthy dose of wit. As a standard action, you can joke about a troublesome situation to lighten the load of dealing with it for yourself and others. You and all allies within 30 feet who can hear you gain a +2 morale bonus on saving throws against fear and pain effects for 1d4 rounds. A character cannot benefit from this effect more than once in 24 hours.

*Suggested Characters:* Galtans, Rahadoumi, Ustalavs.

**Memorable:** Growing up amid a large number of children, you learned quickly how to get others' attention and keep it. When you modify a character's attitude with the Diplomacy or Intimidate skill, the attitude change lasts 1-1/2 times longer than it otherwise would. Whenever you create a fear or mind-affecting effect that imposes a penalty or bonus with a duration of at least 2 rounds, it lasts 1 additional round after it would normally end. For example, if you demoralize a foe with an Intimidate check and beat the DC by 5, the victim is shaken for 3 rounds instead of the usual 2 rounds.

*Suggested Characters:* Free Captains, gnomes, Keleshites.

**Secret-Keeper:** Growing up in a land where paranoia fills the air and any accusation of heresy or dissent can spell doom for whole families, you learned very quickly to keep a secret. You gain a +1 trait bonus on Bluff checks and a +1 trait bonus on saving throws against divinations, domination effects, and effects that would compel you to speak the truth.

*Suggested Characters:* Chelaxians, Galtans, Nidalese.

**Snowbound:** You came of age in a place with harsh winters amid a culture that rewarded you for testing your limits in the cold. You gain a +1 trait bonus on saving throws against cold effects and a +2 trait bonus on Fortitude saves against the effects of cold weather.

*Suggested Characters:* Irriseni, Kellids, Ulfen.

**Student of Philosophy:** You were trained in a now-defunct philosophical tradition—such as that of the now-destroyed Galtan universities or Lirgeni astrologers—and learned to use logic and reason to persuade others. You can use your Intelligence modifier in place of your Charisma modifier on Diplomacy checks to persuade others and on Bluff checks to convince others that a lie is true. (This trait does not affect Diplomacy checks to gather information or Bluff checks to feint in combat.)

*Suggested Characters:* Arodenites, Galtans, Sodden Lands natives.

**Supportive:** You were forced to get by in an isolated enclave, whether surrounded by a community that feared and suspected you or in a remote locale far from other people, and you became practiced at assisting your friends. You gain a +1 trait bonus on skill checks to use the aid another action.

*Suggested Characters:* Halflings, Mwangi, Tians.

**Tropical Upbringing:** You were raised in searing-hot deserts, plains, jungles, or other areas, and developed an impressive resistance to heat. You gain a +1 trait bonus on saving throws against fire effects and a +2 trait bonus on Fortitude saves against the effects of hot weather.

*Suggested Characters:* Garundi, Keleshites, Mwangi.

**Wanderlust:** Your childhood was brightened by the new places you constantly saw as you traveled with your parents, who were merchants. Still excited by travel, you gain great energy when traveling overland. Treat your base land speed as 10 feet higher when determining your overland speed.

*Suggested Characters:* Desnans, halflings, Varisians.



# Drawbacks

Drawbacks are essentially negative traits, and were first introduced in *Pathfinder RPG Ultimate Campaign*. If you choose a drawback, you can take a third trait to which you have access. This section presents new drawbacks that especially suit characters native to Golarion.

**Anxious:** After suffering terribly for not being tight-lipped enough as a child, such as when you accidentally exposed your family to enemy inquisitors, you developed a habit of being overly cautious with your words. You take a –2 penalty on Diplomacy checks and must speak slowly due to the concentration required. Unless stated otherwise, you are assumed to not be speaking at a volume above a whisper.

**Burned:** You were badly burned once by volcanic ash, torch-wielding mobs, or some fiery accident, and the scars pain you terribly whenever you are too near to fire. You take a –1 penalty on saving throws against fire effects. In addition, whenever you are adjacent to open flames or are on fire, you take a –1 penalty on all attack rolls, saving throws, and skill checks until you spend an entire round away from fire. These penalties are not cumulative. (An instantaneous fire effect adjacent to you or affecting you causes this penalty to apply until 1 round after it is gone.)

**Condescending:** Raised with the assurance that only those like you are truly worthy of respect, you have an off-putting way of demonstrating that you look down on those not of your race and ethnicity or nationality. You take a –5 penalty on Diplomacy and Intimidate checks to improve other creatures' attitudes toward you.

**Cruelty:** You were rewarded as a child for flaunting your victory over others as completely as possible, and you discovered you enjoyed the feeling of rubbing your foes' faces in the dirt. Whenever you are engaged in combat and there are dying or helpless foes within 30 feet, you take a –2 penalty on attack rolls against foes who are neither dying nor helpless.

**Envy:** You grew up in or near an opulent, decadent culture that valued nothing more than showing up the material wealth or accomplishments of others, causing the seed of envy to be planted in your heart. For each day you spend without stealing at least 10 gp worth of valuables or other wealth, attempt a DC 20 Will save. If you fail, you take a cumulative –1 penalty on Will and Reflex saving throws and concentration checks (up to a –5 penalty). If you succeed, the penalty is reset to 0.

**Fey-Taken:** As a child, you were whisked away to the First World by mischievous fey for a time. When you returned, you were ever after considered odd and distant. You long to return there, and find the mortal world dull and at times revolting, so you do not eat as you should and do not question strange visions. You take a –2 penalty on saving throws against disease, illusions, and poison of all kinds, as well as against the spells, spell-like abilities, and supernatural abilities of fey.

**Forgetful:** You are easily distracted and prone to forgetting important things. Whenever you leave a location you have been at for longer than 1 hour, you must attempt a DC 10 Wisdom check. If you fail, you leave behind one random mundane item (a purse of money counts as an item).

**Haunting Regret:** When you were young, a relative with whom you had frequently quarreled passed away where his or her soul could not rest. Now, the unquiet spirit appears around you at inconvenient times, distracting you with regret for being unable to help. You take a –2 penalty on saving throws against the distraction ability of swarms and mind-affecting effects and on concentration checks.

**Loner:** Raised by pirates, bandits, or other troublemakers unwilling to stick out their necks for you, you are accustomed to operating on your own. The presence of allies can easily become a distraction to you, and you do your best to keep them out of your space. You take a –1 penalty to AC and on attack rolls while adjacent to allies or when taking the aid another action.

**Mark of Slavery:** You were enslaved for part or all of your youth, and marked as such with a brand or tattoo that still reminds you of how you were punished whenever you failed to do what you should. Whenever you fail a skill check, you take a –2 penalty on any skill check or attack roll you attempt before the end of your next turn unless it is a part of retrying the failed skill check.

**Misbegotten:** Whether due to the influence of malign magic, disease, or the scorn of the gods, you were born with a troublesome deformity that interferes with your movement. You take a –2 penalty on all Dexterity-based skill checks.

**Naive:** Your perception that everyone is innately good does not bode well in the heat of battle, when less scrupulous foes might take advantage of your misguided optimism. You take a –2 penalty to AC against attacks with improvised weapons and a –2 penalty to CMD against dirty trick combat maneuvers (see the *Pathfinder RPG Advanced Player's Guide*).

**Nervous:** Living under constant threat of death or worse from your oppressive government, your nerves have frayed terribly. Whenever you take 10 on an ability check or skill check that imparts any penalty for failure (aside from wasted time), you treat your check as if you had rolled an 8 instead of a 10, even if you are able to take your time.

**Oblivious:** Whether because you are an avid daydreamer or you are accustomed to everything being

handed to you and spelled out for your benefit, you pay little attention to your surroundings and other people. You take a -2 penalty on Sense Motive and sight-based Perception checks.

**Oppressive Expectations:** You were raised with the belief that your family was special, and that those of your status always succeed at whatever they do. Due to your concern about upholding the family name and your memories of the consequences for disappointing them (such as violence or unsettling disapproval), you are easily frustrated. When you fail at a skill check, you take a -2 penalty on checks with that skill until you succeed or until you fail at a different skill check, whichever comes first.

**Overprotective:** In your youth, you saw a younger friend or loved one suffer a grievous injury or die, and you blamed yourself for not having been there to help, even if there was nothing you could have done. If one of your allies should fall unconscious from hit point damage, you take a -2 penalty on attack rolls and skill checks as long as you are farther than 10 feet away from your fallen ally.

**Shadow-Scarred:** You were touched by terrible horrors that live in the darkness just outside the human sphere, such as shadow-beasts or aberrations linked to the Dark Tapestry, and feel your life-force ebb away ever so slightly whenever you return to the shadows. Whenever you are in an area of dim light or darkness, you take a -1 penalty on saving throws.

**Sheltered:** Brought up in courtly environments and knowing little of violence, you have trouble getting accustomed to it. Whenever you have less than half your maximum hit points, you are shaken.

**Sleepy:** You must sleep or rest for at least 12 hours each night to get the benefits of a full night's rest. You take a -2 penalty on saving throws against sleep effects.

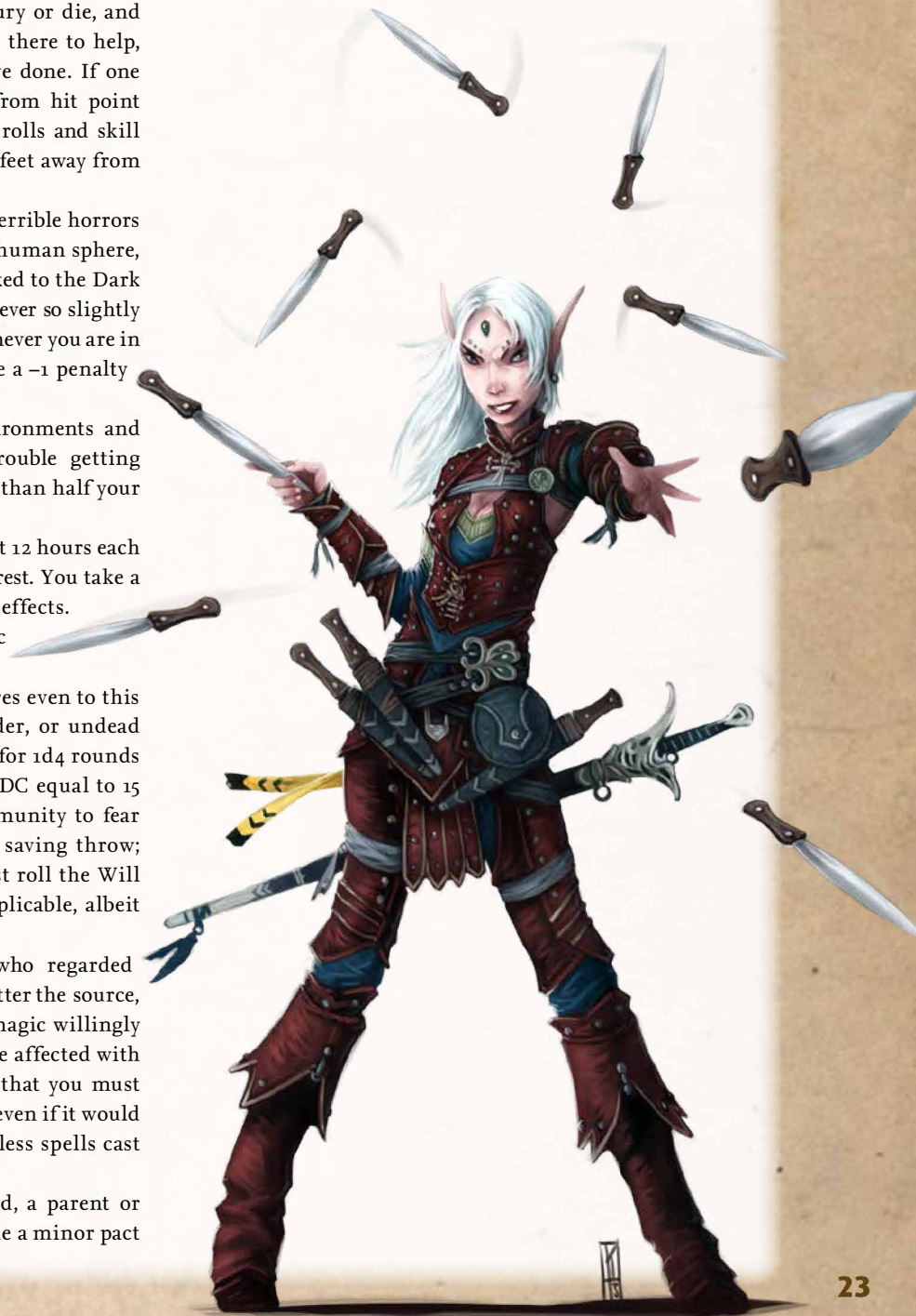
**Spooked:** You had a traumatic experience with a spirit at a young age that colors your reactions to such creatures even to this day. Whenever you perceive a fey, outsider, or undead from within 60 feet, you become shaken for 1d4 rounds unless you succeed at a Will save with a DC equal to 15 + the creature's Charisma modifier. Immunity to fear effects does not allow you to forgo this saving throw; even if you are immune to fear, you must roll the Will saving throw for this drawback when applicable, albeit with a +4 bonus.

**Superstitious:** Raised around those who regarded most magic as innately dangerous, no matter the source, you cannot bring yourself to submit to magic willingly even for your own good. Whenever you are affected with a harmless spell, there is a 50% chance that you must roll a saving throw to prevent that effect, even if it would benefit you. This does not apply to harmless spells cast by you upon yourself.

**Tainted Spirit:** When you were a child, a parent or other person with authority over you made a minor pact

with a fiend on your behalf, stealing some of your vitality in exchange for a minor boon. At the end of any combat, you must attempt a Fortitude saving throw. The DC is 10 + the number of rounds you acted in combat. If you fail this save, you become fatigued for 10 minutes per round you acted during that encounter.

**Unlearned:** You have always had difficulty learning and retaining information, and know very little about the world beyond the obvious and what pertains to your profession. Choose one Knowledge skill. You cannot attempt untrained Knowledge checks with any other Knowledge skills, even if the check's DC is 10 or lower. If you have access to a library that covers a specific Knowledge skill, you may attempt an untrained Knowledge check with a -2 penalty.





# Ceremony

The powerful forces that grant clerics their spells do not limit their aid to merely battle and exploration. All deities recognize the power of rituals and ceremonies, and most aid their clerics in performing these important rites. The following new cleric spell gives divine spellcasters the ability to administer various ceremonies, services, and commemorations.

## CEREMONY

**School** transmutation; **Level** cleric 1

**Casting Time** 8 hours

**Components** V, S, DF

**Range** touch or medium (100 ft. + 10 ft./level) (see text)

**Target** willing, living creature or creatures touched or one creature/level (see text)

**Duration** 1 hour/level or 1 day/level (see text)

**Saving Throw** Will negates (see text); **Spell Resistance** yes

You harness divine power to create one of four different ceremonies—a funeral, holiday fete, marriage, or naming—and can also create two domain-based ceremonies. Each ceremony provides a boon to two living, touched subjects for 1 hour per caster level, representing the divine gifts granted by your deity as well as the normal morale-boosting benefits of participating

in an officiated ceremony. Bonuses granted by these boons are sacred bonuses if you channel positive energy or profane bonuses if you channel negative energy. (Bonuses in this section are referred to simply as sacred bonuses for ease of reading.) Only subjects whose alignments are within one step of your deity can be affected by this spell.

If you are using the downtime system from *Pathfinder RPG Ultimate Campaign*, you may use additional resources to augment the effect of a particular ceremony. You may spend 10 Goods, Labor, or Influence or 2 Magic to create a larger ceremony and grant an additional boon that lasts for 1 day per caster level (up to a maximum of 5 days). The type of capital spent should reflect the preparation required for the specific ceremony. Augmented boons affect the creatures touched as well as a number of intelligent, properly aligned creatures within medium range equal to your caster level (up to a maximum of 10 creatures), granting all subjects the benefits of the original boon as well as the benefits of an augmented boon, representing the divine gifts granted to these witnesses by your god.

Unless otherwise stated, use-activated abilities are supernatural abilities and abilities that emulate the effects of a spell are spell-like abilities; in either case, abilities granted by a boon are generally usable only once or until the duration of the spell ends, whichever comes first. Spell-like abilities are cast at a creature's highest caster level gained, or, if the creature has no caster level, CL 1st. Constant or passive effects and bonuses granted by this spell can be dispelled as normal, using your caster level to do so.

**Funeral:** A funeral service must involve a corpse and at least one willing companion or next of kin. The subject gains a +2 sacred bonus against death effects.

**Holiday Fete:** A holiday fete may involve up to two willing creatures. The subject gains a +1 sacred bonus on Fortitude saves.

**Marriage:** A marriage must involve two willing creatures. The subject gains a +1 sacred bonus on saves against fear and emotion effects.

**Naming:** A naming must involve a willing parent or parents and a newborn (who is touched but unaffected). The subject can use *sanctuary* once.

The augmented versions of these four ceremonies are identical, granting the subject a +2 sacred bonus on all saving throws.

In addition to these four ceremonies, each cleric gains two more ceremonies according to her domain. The names of domain ceremonies and their relevant boons are listed below. Unless otherwise noted, each of the following ceremonies requires at least two willing subjects.

**Air:** Celebration of Storms. The subject can use *feather fall* once. **Augmented:** The subject gains a +4 sacred bonus on saves against effects with the air descriptor.



**Animal:** Ritual of Beasts. The subject can use *speak with animals* once (this effect lasts 3 rounds). *Augmented:* The subject can use *charm animal* once.

**Artifice:** Apparatus's Observance. The subject can heal a construct creature with a touch, healing 1d3 points of damage. *Augmented:* The subject can heal a construct creature 1d6 points of damage.

**Chaos:** Anarchic Revelry. The subject can force a lawful-aligned foe within 30 feet to roll an attack roll twice and take the less favorable result. This ability must be announced before the first attack roll is made. *Augmented:* The first time the subject deals damage to a foe with a melee attack, the attack is treated as chaotic for the purpose of overcoming DR.

**Charm:** Jubilee of Delight. The subject gains a +2 sacred bonus on his next Bluff, Diplomacy, or Intimidate check. *Augmented:* The subject gains a +2 sacred bonus on saving throws against charm and compulsion effects.

**Community:** Celebration of Bonding. As a standard action, the subject can heal a touched creature 1d6 points of nonlethal damage. *Augmented:* The subject is cured of the fatigued, shaken, and sickened conditions.

**Darkness:** Glorify Shadows. The subject gains darkvision to a range of 30 feet (or increases current range of darkvision by 10 feet). *Augmented:* The subject increases range of darkvision by 30 feet.

**Death:** Dance of the Dead. The subject can use *bleed* up to three times. *Augmented:* The subject can use *cause fear* once.

**Destruction:** Day of Dismantling. The subject gains a +1 sacred bonus on attacks and damage rolls against inanimate objects. *Augmented:* The bonus becomes +2.

**Earth:** Festival of Soil. The subject can cast *plant growth* (enrichment) once. *Augmented:* The subject gains a +4 sacred bonus on saves against effects with the earth descriptor.

**Evil:** Unholy Gala. The subject can cause a good-aligned foe to become sickened for 1 round as a melee touch attack. *Augmented:* This boon can be used three times.

**Fire:** Fire Calling. Nonmagical fires the subject makes cannot be extinguished by nonmagical means, though spells and other magical effects function as normal. *Augmented:* The subject gains a +4 sacred bonus on saves against effects with the fire descriptor.

**Glory:** Resplendent Feast. The subject receives a +2 bonus on a single Charisma-based skill check. *Augmented:* This boon can be used three times.

**Good:** Festival of Benevolence. The subject gains a +1 sacred bonus on melee attacks and melee damage rolls against evil-aligned foes. *Augmented:* The bonus becomes +2.

**Healing:** Touch of Assuagement. The subject can heal a dying creature 1d4 hit points as a standard action. *Augmented:* This boon can be used three times.

**Knowledge:** Liturgy of Learning. The subject can attempt any Knowledge skill check untrained. *Augmented:* This boon can be used three times.

**Law:** Observance of Order. The subject gains a +5 sacred bonus on the next combat maneuver check she makes against a chaotic-aligned foe. *Augmented:* The subject gains a +2 sacred bonus to CMD against chaotic-aligned foes.

**Liberation:** Freedom Festival. The subject can use *remove fear* once. *Augmented:* The subject gains a +2 sacred bonus to CMD.

**Luck:** Fete of Fortune. The next time the subject rolls a d20, he may roll twice and take the more favorable result. *Augmented:* The subject may use this ability on any single d20 roll, not just the next one.

**Madness:** Rite of Insanity. The subject can, as a melee touch attack, cause a foe to become confused for 1d4 rounds (DC 13 Will negates). *Augmented:* This boon can be used twice.

**Magic:** Arcane Obeisance. The subject gains a +2 sacred bonus on Spellcraft checks made while researching a spell or crafting a magic item. *Augmented:* The subject gains a +2 sacred bonus on Knowledge (arcana) or (religion) checks made while researching a spell.

**Nobility:** Knighting Ceremony. The subject receives a +1 sacred bonus on attack and damage rolls with one weapon of her choice. *Augmented:* The bonus becomes +2.

**Plant:** Harvest Festival. The subject can use *speak with plants* once, but the duration is 1 minute. *Augmented:* This boon can be used three times.

**Protection:** Ceremony of Sanctuary. The subject can use *sanctuary* once. *Augmented:* The subject gains a +2 sacred bonus to AC.

**Repose:** Spirit Ward. The subject can attempt a melee touch attack against a flat-footed foe to put him to sleep for 1d4 rounds. *Augmented:* This boon can be used three times.

**Rune:** Ancestral Observance. The subject gains a +2 sacred bonus on saves against language-dependent effects. *Augmented:* The subject gains a +2 sacred bonus on Linguistics checks.

**Scalykind:** Song of Serpents. The subject gains a +2 sacred bonus on saves against gaze attacks. *Augmented:* The subject gains a +4 sacred bonus to AC against the distraction attack of swarms.

**Strength:** Ritual of Might. The subject gains a +1 sacred bonus on Strength-based skill checks and Strength checks. *Augmented:* The bonus becomes +2.

**Sun:** Solstice Celebration. The illumination radius of any torch or other mundane light source held by the subject increases by 10 feet. *Augmented:* The subject gains a +4 sacred bonus against effects with the light descriptor.

**Travel:** Festival of Journeys. The subject can choose to ignore the effects of difficult terrain for 1 round. *Augmented:* This boon may be used three times.

**Trickery:** Communion of Liars. The subject gains a +2 sacred bonus to AC the first time he is attacked while flanked. *Augmented:* This boon functions the first three times the subject is attacked while flanked.

**Void:** Celestial Observance. The subject knows the direction of north from her current position for the duration of this spell. *Augmented:* The subject is immune to confusion effects.

**War:** Call to Battle. The subject gains a +1 sacred bonus on attack rolls. *Augmented:* The subject gains a +1 sacred bonus on damage rolls.

**Water:** Water Blessing. The subject can use *water breathing*. *Augmented:* The subject gains a +4 sacred bonus on saves against effects with the water descriptor.

**Weather:** Song of the Tempest. The subject can call one 10-foot-by-10-foot rain cloud in an area within 30 feet, requiring creatures in the affected area attempting to cast spells to first succeed at DC 13 concentration checks for 1 round. *Augmented:* The DC is 15 for 3 rounds.



# Feats

*Pathfinder RPG Ultimate Campaign* presents numerous new options for characters to explore, whether in the time between adventures, as rulers of a kingdom, as commanders of an army, or as young heroes. The following feats expand upon just a few of the subsystems available in that book.

## CENTER OF POWER

You have posted loyal followers in the most vital places.

**Prerequisites:** Leadership score 13, hold a leadership role related to running a kingdom.

**Benefit:** Choose a building in your kingdom as your center of power, and dedicate one of the followers granted to you by the Leadership feat to overseeing that location. For every kingdom turn in which that follower does nothing but oversee that location, the benefits that building grants to your kingdom's Economy, Fame, Loyalty, and Stability are doubled and any penalties are negated. This feat does not allow a building to grant benefits it does not normally provide, and has no effect on a building's other effects.

This feat only applies to one building, and committing multiple followers to this or different buildings has no effect—the selected location is treated as being of particular importance to you, and its uniqueness combined with the follower's loyalty grants it special efficiencies. The same follower does not have to oversee your center of power every month, but you must keep at least one follower dedicated to this location for the entire month to gain this feat's benefits. Once per year, you may change which building is your center of power.

## EXPERT TRAINER

You have a special knack for a certain profession and take to it with ease.

**Benefit:** Choose three character classes. For the purposes of retraining, you are always considered to have a retraining synergy with these classes, regardless of your current class. Additionally, retraining any class option takes you half the time it normally would (and thus half the gp cost), though retraining a class still takes the normal amount of time (5 days for a class with which you have synergy, 7 for a class with which you don't). If you take this feat via retraining or replace it with another feat in the same manner, the retraining time takes twice as long as normal in regards to this feat only.

## FOCUSED OVERSEER

Your attention to detail provides you with insights into how to more effectively and economically gain certain commodities.

**Prerequisite:** Focused Worker.

**Benefit:** You can spend a day of downtime to purchase one type of capital for half its normal cost (see Purchasing Capital on page 77 of *Ultimate Campaign*). This capital must be the same as the focus capital you chose for the Focused

Worker feat. However, the cost of the neglected capital, chosen as part of the same Focused Worker feat, increases by half again its normal amount. These changes in price apply to both the purchased cost and the earned cost of the affected forms of capital.

**Special:** You may take this feat twice, but only if you have also chosen the Focused Worker feat twice. This feat only affects one feat's focus capital. The second time you take this feat, choose the other focus capital from your Focused Worker feats.

## FOCUSED WORKER

Your attention to detail provides you with an excess of some commodities, at the cost of others.

**Benefit:** You excel at performing skilled work for a certain type of capital, but are less adept at generating another type of capital (see page 78 of *Ultimate Campaign*). Choose one of the following types of capital to be your focus capital: Goods, Influence, Labor, or Magic. Whenever you spend downtime to perform skilled work to gain focus capital, you gain half again the normal amount (rounded down). However, you must also choose a second, separate type of capital from the same list to be your neglected capital. Whenever you spend downtime to perform skilled work to gain neglected capital, you gain only half the amount you normally would. This feat only affects capital you gain by performing skilled work, not capital you might gain by performing unskilled work, purchasing capital, or running a business.

For example, say you chose Goods as your focus capital and Magic as your neglected capital. If you spent a day performing skilled work to gain Goods, and the result of your Sleight of Hands skill check is a 33, you would gain 4 Goods (rather than the usual 3 for a result of 30 or higher). However, if you were to spend the following day using your Spellcraft check to perform skilled work and again got a result of 33, you would only gain 2 Magic rather than the usual 3.

**Special:** You may take this feat twice. The second time, you must choose the other two types of capital to be a focus and a neglected capital.

## FORTUNATE RULER

Your good luck shines on your people, even in the most trying times.

**Prerequisite:** Hold the Ruler leadership role for a kingdom.

**Benefit:** During a kingdom's Event phase, once an event's type and danger level has been determined, you may choose to roll twice on the applicable kingdom or



settlement table and choose either result. You must declare you are using this feat before the results of the initial roll are revealed.

## FORTUNATE MANAGER

Your good luck helps you and your business persevere even during the most troublesome times.

**Prerequisite:** Own at least one building.

**Benefit:** During the Event phase of downtime, if an event occurs and the GM rolls on a building event table or organization event table (see pages 114–129 of *Ultimate Campaign*), you may, once per week, choose to roll twice on the applicable table and choose either result. You must declare you are using this feat before the results of the initial roll are revealed.

## INSPIRATIONAL COMMANDER

Armies under your command enjoy higher morale thanks to your excellent leadership.

**Prerequisite:** Charisma 13.

**Benefit:** You or any army that is under your command gains a +2 bonus on Morale checks. Additionally, you gain two additional boons of your choice (see page 240 of *Ultimate Campaign*).

## NATURAL RULER

You have a special talent for ruling a nation, and take to the task with ease.

**Prerequisite:** Hold a leadership role related to running a kingdom.

**Benefit:** Choose an ability score. Any time your leadership role calls for that ability score to affect one of your kingdom's attributes, your modifier to that ability score is treated as being +2 higher. For example, if you choose Charisma and occupy the General or High Priest leadership role, your Charisma modifier to affect your kingdom's stability would be +2 higher than normal. However, if you occupied the Spymaster leadership role—which employs the Intelligence and Wisdom ability scores—this feat would grant no benefit.

Additionally, the entire kingdom gains +2 Stability for as long as you occupy a leadership role.

**Special:** You may gain this feat multiple times, but each time you must choose a different ability score. The bonus to Stability gained from this feat stacks.

## PRECOCIOUS YOUTH

Even in youth, you seek to be more adult than your childish peers, a personal trait that will no doubt aid you in future years.

**Prerequisite:** Young age category.

**Benefit:** You lose one of the penalties associated with the young age category, either –2 Constitution, –2 Strength, or –2 Wisdom. Upon reaching adulthood you may exchange this feat for Great Fortitude, Iron Will, or Lightning Reflexes.

**Special:** You may take this feat up to three times. Each time you do, it affects a different penalty and must be exchanged for a different feat upon reaching adulthood.

## SUPERINTENDENT

You have a nearly endless arsenal of tricks and methods to keep your buildings in top shape.

**Prerequisite:** Own at least one room.

**Benefit:** When a room you own gains the broken condition, you may repair it for half the normal cost in gold pieces and other capital, rounded up (see page 90 of *Ultimate Campaign*). Additionally, buildings and organizations you've created are not affected by capital attrition (see page 81 of *Ultimate Campaign*) until 1 month of your absence. From that point, capital attrition affects your buildings and organizations as normal.





# Spells

Spellcasters often use potent magic to aid in their far-reaching goals as rulers, leaders, and entrepreneurs. The following spells complement the downtime and mass combat rules presented in *Pathfinder RPG Ultimate Campaign* and are available to casters who meet the necessary requirements.

## DETECT RELATIONS

**School** divination; **Level** bard 2, cleric 2, inquisitor 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F/DF (a seed)

**Targets** one creature per level, no two of which can be more than 30 ft. apart

**Duration** concentration, up to 1 min./level (D)

**Saving Throw** Will negates; see text; **Spell Resistance** no

You can determine whether or not two or more creatures are related by blood. The amount of information gleaned depends on how long you study a particular area or set of subjects.

*1st round:* Whether or not the subjects are related by blood.

*2nd round:* Number of related subjects and their general relation to one another (for example, this would reveal that one subject is a descendant of the other, but it would not specify “mother” or “grandmother”).

*3rd round:* Precise relationship between subjects in the area. A target’s Will save prevents you from determining its exact relationship with another creature, and only one subject needs to succeed at this save to prevent you from determining its relationship with another creature. (So, for instance, if two brothers are in the area and one succeeds at his Will save, you could tell that they are siblings, but could not distinguish whether they are full- or half-siblings.)

Each round, you can turn to detect relations in a new area. The spell can penetrate barriers, but 6 inches of stone, 1 inch of common metal, a thin sheet of lead, or 1 foot of wood or dirt will block it.

This spell functions by analyzing the blood and minds of creatures in the area, collectively examining these traits and comparing them to those of others in the area while looking for patterns. Thus, adoptive siblings and parents cannot be detected with this spell, since they share no blood.

## DOWNTIME SPELLS

The following spells can be used in conjunction with the downtime rules and kingdom-building rules presented in *Ultimate Campaign*.

## BUSINESS BOOMS

**School** enchantment; **Level** bard 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (promotional materials such as flyers and posters worth 10 gp)

**Range** touch

**Target** one building

**Duration** see text (D)

**Saving Throw** none; **Spell Resistance** no

You may cast this spell immediately prior to spending 1 day of downtime to promote a business (see page 85 of *Ultimate Campaign*). The spell is cast on a building you wish to promote, which is magically bestowed with magical decorations and other improvements that make it generally more appealing, and it is treated as seeing increased activity for the spell’s duration. If the spell is cast on a building that you do not promote immediately thereafter, the spell is expended with no effect.

After the initial day of downtime spent promoting your building, the spell maintains the influx of activity for a number of days equal to half your caster level (maximum 5 days). During this time, you needn’t spend additional downtime to promote the building, but you must spend capital as normal to promote the building. The capital the affected building generates for you is unaffected by the spell. If you spend 1 day promoting a different building than the target of this spell while this spell remains active, the spell immediately ends.





### PROSPEROUS ROOM

**School** enchantment; **Level** bard 3, sorcerer/wizard 3

**Casting Time** 1 day

**Components** V, S

**Range** touch

**Target** room you own; see text

**Duration** 1 day/level (D)

**Saving Throw** none; **Spell Resistance** yes

The targeted room is enchanted to have magical appeal for customers, an increase in the workflow of its employees, or the generation of additional materials to work with. While this spell is in effect, the targeted room produces 1 more Goods, Labor, Influence, or Magic than it already does. If the room produces multiple types of capital, it produces an additional capital of each type. If the room generates gp, it generates 25% more. Only the capital that the room normally generates increases—rooms that do not already generate Magic, for instance, do not generate Magic because of this spell.

While this spell is in effect, neither you nor your allies can further interact with the affected room or the spell's effects immediately end. You cannot spend downtime actions to run a business with a room that is affected by this spell, though any employees or workers that operate within the room may continue to do so normally.

### RENOVATION

**School** transmutation; **Level** bard 5, sorcerer/wizard 4

**Casting Time** 8 hours

**Components** V, S, M (silver dust worth 1,000 gp)

**Range** touch

**Target** one unoccupied structure

**Duration** instantaneous

**Saving Throw** none (object; see text), **Spell Resistance** no

Upon casting this spell, you permanently rearrange and resize the rooms in a building you constructed as a downtime activity (see page 84 of *Ultimate Campaign*). You may reorganize and remap the building however you please, as if each room had just been constructed and is being positioned for the first time. You cannot make any changes to a building that changes how much a room would cost to create or that alters the benefits a room provides. The structure also must remain in the same general position within the district. If you don't wholly own the structure, all of the structure's owners must consent to the changes being made before the spell is cast; otherwise, it fails immediately.

### TELEPORT STRUCTURE

**School** conjuration (teleportation); **Level** sorcerer/wizard 6

**Casting Time** 8 hours

**Components** V, M (gold dust worth 50 gp)

**Range** touch

**Target** one building

**Duration** instantaneous

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

You instantly teleport a building in a settlement you control to another lot or series of lots in the same settlement district. The building to be teleported must be unoccupied, and the area to which you wish to move the building must be cleared and

unoccupied during the casting of this spell. A building cannot be teleported to an area it would not normally be able to occupy, such as an area adjacent to a prohibited building type. If you don't wholly own the structure, all of the structure's owners must consent to the structure's teleportation before the spell is cast; otherwise, it fails immediately.

This spell only functions on buildings that occupy a number of lots equal to one-fourth your caster level (so, for instance, a 16th-level caster could use this spell on a building that occupies up to 4 lots).

## MASS COMBAT SPELLS

The following spells are designed to work with the mass combat rules presented in Chapter 4 of *Ultimate Campaign*. When targeting armies of only a few units (such as an adventuring party or powerful individual participating in a mass combat battle) it may be more beneficial to cast lower-level spells with similar effects.

### BLESS ARMY

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric 6

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 1 hex

**Target** one army

**Duration** 1 battle

**Saving Throw** none; **Spell Resistance** yes (harmless)

*Bless army* fills an army with courage. The army gains a +1 bonus on OM and Morale checks.

### IMBUE ARMY SPECIAL ABILITY

**School** evocation; **Level** cleric 9

**Casting Time** 10 minutes

**Components** V, S, F (a silver mirror worth 100 gp)

**Range** 1 hex

**Target** one army

**Duration** 1 battle

**Saving Throw** none or Will negates (harmless); **Spell**

**Resistance** yes

You imbue the target with an army special ability (see page 242 of *Ultimate Campaign*) possessed by the army's commander. The army is treated as if it consists of units who all possess the chosen special ability. This special ability is in addition to any special abilities the army inherently possessed prior to the casting of the spell.

### TACTICAL INSIGHT

**School** divination; **Level** bard 6, inquisitor 6

**Casting Time** 1 standard action

**Components** V, S

**Range** 1 hex

**Targets** one army

**Duration** 1 battle

**Saving Throw** none; **Spell Resistance** no

Choose a single army tactic. You grant mastery of this tactic to the target army for the spell's duration. This tactic may bring an army's total known tactics to a number greater than normally allowed.



# Magic Items

*Pathfinder RPG Ultimate Campaign* presents robust rules systems dealing with downtime, kingdom building, and mass combat. The following magic items play on the general themes of such systems and allow players using these options in their campaigns to customize their characters' equipment with items that interact, directly or indirectly, with these new rules.

## WEAPON SPECIAL ABILITIES

The following weapon special abilities tie in with the themes of kingdom building, and can greatly impact the political intrigue of a campaign rife with betrayal, nationalism, and religious zealotry. Spells marked with asterisk (\*) can be found elsewhere in this book.

FERVENT		PRICE +1 BONUS
AURA moderate conjuration	CL 8th	WEIGHT —

A *fervent* weapon thrums with the divine power of a specific deity or set of deities. If the wielder is an adherent of the deity or deities, she gains several benefits. First, the wielder gains a +4 insight bonus on Bluff, Disguise, and Sleight of Hand checks to conceal the weapon from members of other religions. On a successful hit against a flat-footed target of a different religion, the target must succeed at DC 13 Will save or be shaken for 1 minute. Finally, the wielder receives a +2 bonus to confirm critical hits against members of other religions.

The creator of a *fervent* weapon must be within one step of the religion to be attuned to the weapon, along either the lawful/chaotic axis or the good/evil axis. The target religion must be determined at the weapon's creation and cannot be altered.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
---------------------------	---------------

Craft Magic Arms and Armor, *align weapon*

HERETICAL		PRICE +2 BONUS
AURA moderate evocation	CL 9th	WEIGHT —



A *heretical* weapon functions as a *fervent* weapon, but when wielded against a member of the religion to which it is attuned, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against followers of the designated religion. This extra damage is not multiplied on a critical hit.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
---------------------------	---------------

Craft Magic Arms and Armor, *align weapon, weapon of awe*<sup>APG</sup>, creator must be a member of the attuned religion

KINSLAYER		PRICE +1 BONUS
AURA moderate conjuration	CL 8th	WEIGHT —

A *kinslayer* weapon is enhanced with enmity against all those born into the wielder's familial line. Against creatures related to

the wielder, this weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such creatures. This extra damage is not multiplied on a critical hit.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
---------------------------	---------------

Craft Magic Arms and Armor, *detect relations*<sup>\*</sup>

PATRIOTIC		PRICE +1 BONUS
AURA moderate conjuration	CL 10th	WEIGHT —

A *patriotic* weapon radiates with the collective power and strength of a particular nation of people. If the wielder is a member of that nationality, he gains several benefits. First, the wielder gains a +4 insight bonus on Bluff, Disguise, and Sleight of Hand checks to conceal the weapon from members of other nationalities. On a successful hit against a flat-footed target of a different nationality, the target must succeed at DC 13 Will save or be shaken for 1 minute. Finally, the wielder receives a +2 bonus to confirm critical hits against members of other nationalities.

The nationality affected must be determined at the *patriotic* weapon's creation and cannot be altered. At the GM's discretion, the nationality named may be a specified human ethnicity, such as Chelaxian or Shoanti.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *summon monster I*

TREASONOUS		PRICE +2 BONUS
AURA strong conjuration	CL 12th	WEIGHT —



A *treasonous* weapon functions as a *patriotic* weapon, but when wielded against a member of the nationality to which it is attuned, the weapon's enhancement bonus is +2 better than its actual bonus. It also

deals an extra 2d6 points of damage against members of the designated nationality. This extra damage is not multiplied on a critical hit.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
---------------------------	---------------

Craft Magic Arms and Armor, *summon monster I, weapon of awe*<sup>APG</sup>, creator must be a member of the attuned nationality

## WONDROUS ITEMS

While many magic items aid in battle or adventuring, the following are specifically meant to aid parties who use the downtime and mass combat rules found in *Ultimate*



*Campaign*. Spells followed by asterisks can be found elsewhere in this book.

<b>BANNER OF TACTICAL COMMAND</b>		<b>PRICE</b> 100,000 GP
<b>SLOT</b> none	<b>CL</b> 10th	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> moderate divination		

This brightly colored banner measures 2 feet by 4 feet in size, and is mounted on an 8-foot-long pole of spiraled gold and ivory. When the commander of an army engaged in mass combat displays this banner, the army under her command is treated as knowing one additional tactic. The granted tactic must be selected at the time of the banner's creation and cannot be changed. The army must be able to see the banner in a given phase of mass combat to receive the bonus; a banner is considered obscured in conditions of darkness, fog, and sandstorms. If the commander is killed or captured, the banner ceases to function, even if it remains visible in the commander's absence. A commander may have a number of banners in effect equal to her Charisma modifier; if more banners are displayed than her Charisma modifier allows, roll randomly each round to determine which banners' abilities are suppressed.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 50,000 GP
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Craft Wondrous Item, *tactical insight*\*

<b>BANNER OF TACTICAL COMMAND, LESSER</b>		<b>PRICE</b> 20,000 GP
<b>SLOT</b> none	<b>CL</b> 10th	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> moderate divination		

This functions as a *banner of tactical command* but can only affect armies of size Large or smaller.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 10,000 GP
----------------------------------	-----------------------

Craft Wondrous Item, *tactical insight*\*

<b>DIADEM OF INSPIRING RULE</b>		<b>PRICE</b> 4,500 GP
<b>SLOT</b> head	<b>CL</b> 5th	<b>WEIGHT</b> —
<b>AURA</b> faint transmutation		

This ornate, ostentatious diadem grants its wearer a +3 competence bonus to her Leadership score.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 2,250 GP
----------------------------------	----------------------

Craft Wondrous Item, *eagle's splendor*

<b>HORN OF PLENTY</b>		<b>PRICE</b> 6,500 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> moderate enchantment		



This hollowed-out horn comes in four varieties: a *horn of plentiful goods*, a *horn of plentiful labor*, a *horn of plentiful influence*, and a *horn of plentiful magic*. Each variety carries the same construction requirements but offers a different benefit. The horn's type must be determined at creation and cannot later be changed. If the horn is random, roll a d4 to determine which type of horn it is.

A *horn of plenty* may be blown once per week of downtime to improve the rate at which its bearer can exchange capital. On command, a *horn of plentiful goods*, *labor*, or *influence* allows a creature to trade any 2 points of a single type of capital in exchange for 1 point of either Goods, Labor, or Influence, as indicated by the item's name. (For instance, a *horn of plentiful goods* allows a creature to trade 2 points of any one kind of capital for 1 point of Goods.) This effect lasts for 1 day. If you are already trading two single types of capital for one other type of capital, at the GM's discretion, blowing the horn allows you to trade on a 1-to-1 basis.

A *horn of plentiful magic* acts similarly to the aforementioned horns, but instead allows a character to trade 3 points of either Goods, Labor, or Influence for 1 point of Magic.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,250 GP
----------------------------------	----------------------

Craft Wondrous Item, *charm person*

<b>ORB OF ARCANE RESEARCH</b>		<b>PRICE</b> 7,000 GP
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 6 lbs.
<b>AURA</b> moderate divination		

Made of a glassy, translucent substance, this orb swirls with the eldritch energy of spellcasters long departed. When the bearer researches a spell to create a new spell or learn an existing one from another source (see Chapter 9 of the *Pathfinder RPG Core Rulebook*), this orb provides a +2 competence bonus on Spellcraft checks.

Additionally, when the command word is spoken, an *orb of arcane research* allows its bearer to gain a +5 insight bonus on a Craft (alchemy), Knowledge (arcana), Knowledge (nature), or Spellcraft check made to research a spell or extract formula (see page 86 of *Ultimate Campaign*). The orb can be used five times in this way before the item cracks, losing all of its magical properties and reverting to a piece of mundane glass.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,500 GP
----------------------------------	----------------------

Craft Wondrous Item, Scribe Scroll, *read magic*

<b>TALISMAN OF BEAST TRAINING</b>		<b>PRICE</b> 4,000 GP
<b>SLOT</b> neck	<b>CL</b> 1st	<b>WEIGHT</b> —
<b>AURA</b> faint enchantment		



This talisman is worn lashed around the neck and is made of flexible bark woven into a mesmerizing pattern. While wearing a *talisman of beast training*, a wearer finds that animals become much more patient with her and amenable to training. As such,

failed Handle Animal checks made during downtime periods—including those made to rear animals and teach them new tricks—may be treated as if they were successful. The talisman can turn 10 failed checks into successes this way. Once the tenth failed check has been converted to a success, the talisman falls apart and becomes useless.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 2,000 GP
----------------------------------	----------------------

Craft Wondrous Item, *charm animal*



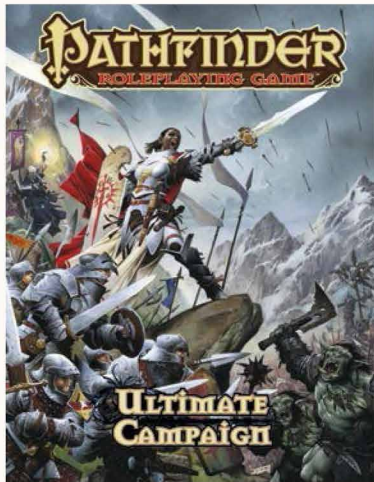
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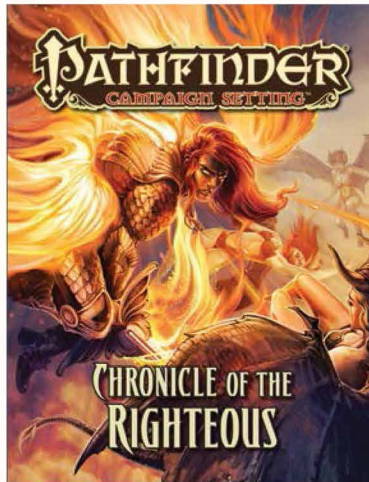


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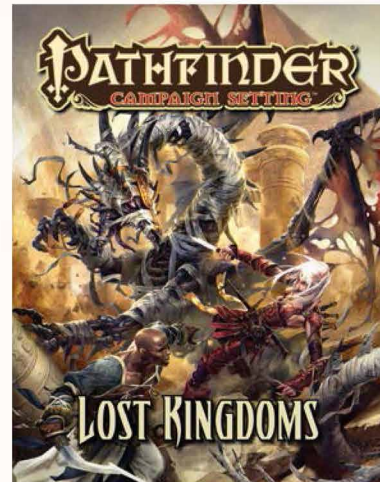
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## NATIONALITY

Use this table to randomly select a nation from the Inner Sea region when deciding your character's homeland, his destination, or the location of an important background element. All of the entries on the following table refer to entries from Chapter 2 of *Pathfinder Campaign Setting: The Inner Sea World Guide* starting on page 38 of that book.

### Random Nationality

d%	Nation	Source
01-03	Absalom	ISWG 38
04-06	Andoran	ISWG 42
07-08	Hold of Belkzen	ISWG 46
09-11	Brevoy	ISWG 50
12-14	Cheliox	ISWG 54
15-16	The Darklands	ISWG 58
17-18	Druma	ISWG 62
19-20	Five Kings Mountains	ISWG 66
21-22	Galt	ISWG 70
23-24	Geb	ISWG 74
25-26	Irrisen	ISWG 78
27-29	Isgar	ISWG 82
30-31	Jalmeray	ISWG 86
32-34	Katapesh	ISWG 90
35-36	Kyonin	ISWG 94
37-39	Lastwall	ISWG 98
40-42	Lands of the Linnorm Kings	ISWG 102
43-44	Realm of the Mammoth Lords	ISWG 106
45-46	Mana Wastes	ISWG 110
47-48	Mediogalti Island	ISWG 114
49-50	Mendev	ISWG 118
51-53	Molthune	ISWG 122
54-56	Mwangi Expanse	ISWG 126
57-58	Nex	ISWG 130
59-60	Nidal	ISWG 134
61-63	Nirmathas	ISWG 138
64-65	Numeria	ISWG 142
66-68	Osirion	ISWG 146
69-71	Qadira	ISWG 150
72-73	Rahadoum	ISWG 154
74-75	Razmiran	ISWG 158
76-78	River Kingdoms	ISWG 162
79-81	Sargava	ISWG 166
82-83	The Shackles	ISWG 170
84-85	The Sodden Lands	ISWG 174
86	The Steaming Sea	ISWG 178
87-89	Taldor	ISWG 182
90-91	Thuvia	ISWG 186
92-93	Ustalav	ISWG 190
94-96	Varisia	ISWG 194
97-98	The Worldwound	ISWG 198
99-100	Other region (roll for which)	Varies

### Random Other Regions

d%	Region	Source
01-12	Arcadia	ISWG 202
13-19	Azlant	ISWG 203
20-31	Casmaron	ISWG 203
32-39	Crown of the World	ISWG 206
40-52	Garund	ISWG 207
53-61	Sarusan	ISWG 207
62-80	Tian Xia	ISWG 207
81-92	Other world	ISWG 209
93-100	Other plane or dimension	ISWG 238

## RELIGION AND PHILOSOPHY

Deities and ideals can inspire all manner of heroes and villains. More information on the following table entries can be found in Chapter 3 of *The Inner Sea World Guide*.

### Random Deity or Religion

d%	Deity	Source
01-04	Abadar	ISWG 218
05-08	Asmodeus	ISWG 218
09-12	Calistria	ISWG 219
13-16	Cayden Cailean	ISWG 219
17-20	Desna	ISWG 220
21-24	Erastil	ISWG 220
25-28	Gorum	ISWG 221
29-32	Gozreh	ISWG 221
33-36	Iomedae	ISWG 222
37-40	Irori	ISWG 222
41-44	Lamashtu	ISWG 223
45-48	Nethys	ISWG 223
49-52	Norgorber	ISWG 224
53-56	Pharasma	ISWG 224
57-60	Rovagug	ISWG 225
61-64	Sarenrae	ISWG 225
65-68	Shelyn	ISWG 226
69-72	Torag	ISWG 226
73-76	Urgathoa	ISWG 227
77-80	Zon-Kuthon	ISWG 227
81-84	Other deity	ISWG 228
85-86	Archdevil	ISWG 230
87-88	Demon lord	ISWG 231
89-90	Eldest	ISWG 233
91-92	Elemental lord	ISWG 233
93-94	Empyrean lord	ISWG 233
95	Horseman	ISWG 234
96	Forgotten deity	ISWG 235
97	Philosophy, diabolism (for a deity, select Asmodeus or an archdevil)	ISWG 236
98	Philosophy, the Green Faith (for a deity, select Erastil, Gozreh, or an Eldest)	ISWG 236
99	Philosophy, the Prophecies of Kalistrade (for a deity, select Abadar)	ISWG 237

100 Philosophy, the Whispering Way (for a deity, select Urgathoa or a Horseman)

## FACTION

Organizations provide structure, resources, and even meaning and goals. The factions below are drawn from *The Inner Sea World Guide*, *Faction Guide*, and *Player Companion: Knights of the Inner Sea*.

### Random Faction

d%	Faction	Source
01-05	Aspis Consortium	ISWG 262
06-10	Bellflower Network	FG 10
11-18	Church of a deity (roll for which)	
19-25	Eagle Knights	ISWG 264
26-29	Esoteric Order of the Palatine Eye	ISWG 260
30-35	Free Captains	ISWG 170
36-42	Hellknights	ISWG 266
43-47	Lantern Bearers	FG 26
48-51	Lion Blades	ISWG 261
52-60	Mendevian Crusaders	KOTIS 12
66-70	Ninth Battalion	FG 32
71-79	Pathfinder Society	ISWG 268
80-84	Red Mantis Assassins	ISWG 270
85-89	Riftwardens	ISWG 261
90-96	Varisian Wanderers	FG 50
97-98	Other racial group	Varies
99-100	Other national group	Varies





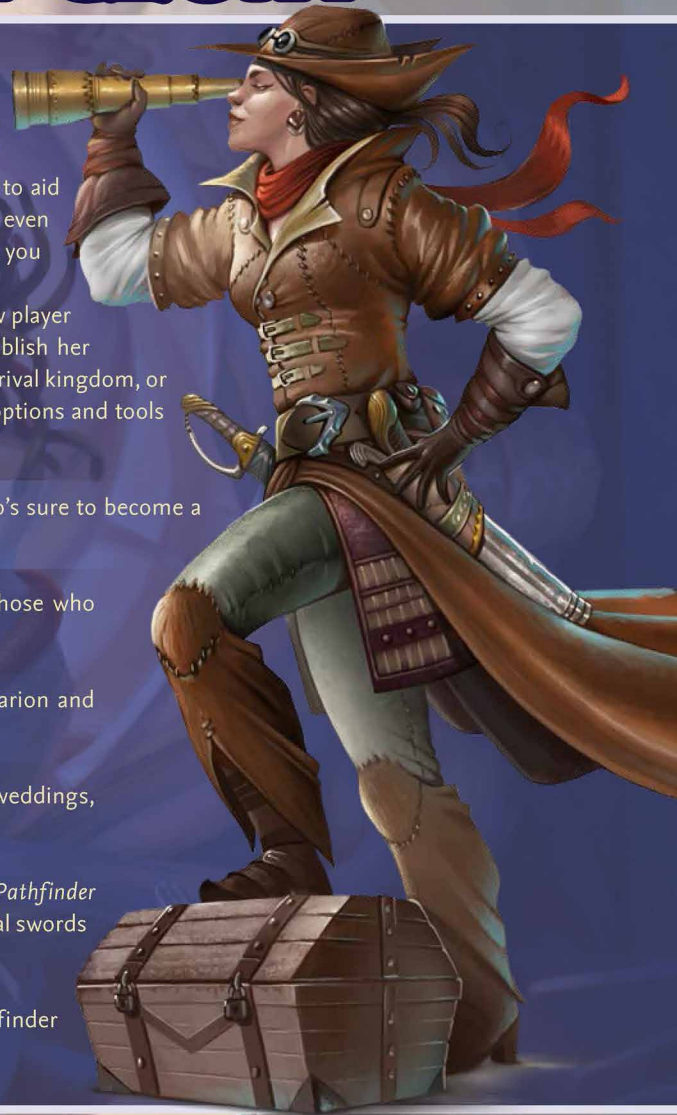
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