

PATHFINDER

PLAYER COMPANION™



Faiths of Balance

Abadar

MASTER OF THE FIRST VAULT

God of cities, law, merchants, and wealth

Alignment: LN

Domains: Earth, Law, Nobility, Protection, Travel

Favored Weapon: Light crossbow

Centers of Worship: Absalom, Andoran, Brevoj, Cheliah, Katapesh, Mana Wastes, Molthune, Nex, Osirion, Sargava, Taldor, Varisia

Associated Nationality: Taldan



Galisteria

THE SAVORED STING

Goddess of revenge, lust, and trickery

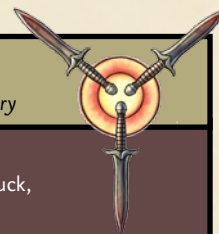
Alignment: CN

Domains: Chaos, Charm, Knowledge, Luck, Trickery

Favored Weapon: Whip

Centers of Worship: Absalom, Galt, Kyonin, Nex, River Kingdoms, The Shackles, Taldor, Varisia

Associated Nationality: Elf



Garum

OUR LORD IN IRON

God of battle, strength, and weapons

Alignment: CN

Domains: Chaos, Destruction, Glory, Strength, War

Favored Weapon: Greatsword

Centers of Worship: Brevoj, Lastwall, Lands of the Linnorm Kings, Nirmathas, Numeria, Realm of the Mammoth Lords, River Kingdoms

Associated Nationality: Kellid



Gozeih

THE WIND AND THE WAVES

God of nature, the sea, and weather

Alignment: N

Domains: Air, Animal, Plant, Water, Weather

Favored Weapon: Trident

Centers of Worship: Mwangi Expanse, Sargava, The Shackles, Sodden Lands, Thuvia, Varisia

Associated Nationality: Mwangi



Irori

MASTER OF MASTERS

God of history, knowledge, and self-perfection

Alignment: LN

Domains: Healing, Knowledge, Law, Rune, Strength

Favored Weapon: Unarmed strike

Centers of Worship: Absalom, Jalmeray, Katapesh, Mana Wastes, Nex, Osirion, Qadira

Nationality: Vudrani



Nethys

THE ALL-SEEING EYE

God of magic

Alignment: N

Domains: Destruction, Knowledge, Magic, Protection, Rune

Favored Weapon: Quarterstaff

Centers of Worship: Absalom, Geb, Katapesh, Kyonin, Nex, Numeria, Osirion, Thuvia

Nationality: Garundi



Pharasma

LADY OF GRAVES

Goddess of birth, death, fate, and prophecy

Alignment: N

Domains: Death, Healing, Knowledge, Repose, Water

Favored Weapon: Dagger

Centers of Worship: Brevoj, Nex, Osirion, The Shackles, Thuvia, Ustalav, Varisia

Associated Nationality: Garundi



The Green Faith

Veneration of the natural world

Alignment: Any neutral

Domains: None

Favored Weapon: None

Centers of Belief: Any wilderness

Associated Religions: Erastil, Gozeih





Faiths of Balance

This Pathfinder Player Companion works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for the Pathfinder campaign setting.

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Whether they realize it or not, devotees of all religions view the world through specific filters and lenses, finding meaning in moments that others might miss. Even those who are raised in a faith and later come to reject it often still find themselves colored by their pasts, their personalities and beliefs defined by what they're rebelling against. Like *Faiths of Purity*, this book describes the everyday worship of the gods, only this time it is about those so-called "neutral" faiths that either seek to walk a middle path between good and evil or else reject such distinctions altogether. It is not about the gods themselves or the rigorous codes of their priests, nor is it about the intricacies of their doctrine or the powers granted to the most dedicated worshipers. Rather, it is about how average worshipers approach their divine duties, and how you can use the worship of your chosen deity to express your character more fully.

These gods do not have the same righteous virtue and moral cachet of the gods of purity. They are not the gods of goodness, saving innocents from its worst enemies, yet neither are they the gods of corruption, promising power and might for just another small piece of one's soul. They are those in between, and run the spectrum from extreme law to absolute chaos without the moderating impulses of good and evil. They may seek structure or freedom, or hold to a delicate equilibrium between all sides, finding perfection in the absolute impartiality of the center. They may reject all other concerns in the effort to master or embody fundamental forces, be they nature's majesty or magic's arcane force. From Irori's perfect enlightenment and Abadar's focus on civilization to Gorum's rage and Calistria's impulsive lusts, the gods of balance illuminate the civilized races and reflect their struggle to understand and establish a place in the world.

faiths^{of} Balance

Many people differ on what it means to serve the gods of balance. Some assign great meaning to their position, asserting that these deities provide a necessary bridge between the gods of purity and corruption. Their detractors call these same individuals vain, greedy, and uncaring, seeing cowardice in the worshipers' refusal to take sides in the war between good and evil. As with most things—at least, according to the neutral faiths—the truth likely lies somewhere in between.

Religion is a key way to add depth and flavor to a character. By choosing a deity, you choose a lifestyle and a set of values that help your character navigate the world and its challenges. What's more, organized religion provides cultural touchstones, marks of commonality, and immediate allies in strange towns as you identify yourself as a fellow member of the faithful. While you may not automatically become best friends with those of your faith—and indeed, some of your bitterest rivals may be those closest to you in the church—you can count on the bulk of those who share your views to ally with you against those uninitiated in your faith.

By understanding your character's beliefs, you understand how she reacts to the events around her. You know what might stir her to violence, and what is simply shrugged off. Such values vary widely between the different faiths of balance. The greatest taboos of Gozreh might be daily facts of life for the followers of Abadar. What Calistria's worshipers want from life certainly differs from the goals of Pharasma's cold and dispassionate servants, and neither finds much use in the insensate battle-lust of Gorum.

Each of these gods owns a different palette of mortal experience, and because of this, each holds sway in different areas of the world. The firm dictates of Abadar hold little strength in the Realm of the Mammoth Lords, where the laws of civilized life are threadbare at best. The disciplined example of Irori—strong in Jalmeray, the Impossible Kingdoms, and other places where citizens value personal perfection—is weakest in cities centered on the vice dens and carnal distractions best suited for the worship of Calistria. Yet even in what would seem to be the least accepting regions of Golarion, it's usually still possible to find acolytes of all these faiths. The apostles and missionaries who spread the faith are not always clerics, and may take a wide variety of forms. After all, whose faith is stronger than those worshipers who remain pious even without the reward and reassurance of divine magic?

Along these same lines, the worship of the gods is not purely about the benefits to the congregation. Devotion to the gods is not a one-sided street. The gods require specific actions (or lack of actions) from their worshipers. They may require sacrifices or pilgrimages, or blood shed in battle against the enemies of the faith. Many devotees are

incapable of or uninterested in walking a god's path to its fullest extent, and this is to be expected. Not everyone is cut out for a life of faith, and the piety of even the devout varies considerably in its nature. Some invoke their gods in curses or prayers and let this be the extent of their daily ceremony. Others may attend services in temples or give generously of their wealth, and consider that enough. Still others are true zealots, ready to give their lives—either in glorious battle or in decades of loyal service—to advance the aims of their god and church. Yet the truth is that all of these are worshipers in their own way, and are recognized in their turn.

Whatever your motivations and level of commitment, *Faiths of Balance* presents the faiths of the neutral gods of Golarion, revealing the differences in worship between these mysterious divinities.

How to Use This Book

The following pages give overviews of the seven major gods of balance, as well as the philosophy known as the Green Faith. Each section begins with a brief outline of the god in question, summarizing the deity's domains and interests and why that god might be a good fit for you. Following this is a description of why adventurers might (or might not) take up the worship of the god, and how the various adventuring classes interact with the faith. The religion's goals are discussed, with a particular focus on those maintained by individual worshipers, as well as the means by which members of the faith can identify each other. Relations with other religions, taboos particular to the faith, notes on the god's holy text, and a detailed look at the hierarchy and organization of the church round out each entry, along with new character traits designed to help mechanically customize your character to represent the role religion plays in his life (or played in his upbringing). An overview of the traits system can be found on page 326 of the *Pathfinder RPG Advanced Player's Guide*—note that traits presented in the individual deity sections are considered religion traits, and can only be taken by worshipers of the specified gods.

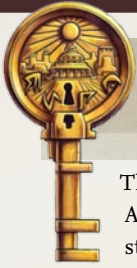
In addition to the main gods covered in this chapter, numerous minor deities—demigods, powerful outsiders, and more—sometimes claim the allegiance of mortals. Their worship is described in abbreviated form; these descriptions are followed by overviews of the neutral gods' organizations and military orders, a code of conduct for paladins of Abadar, discussions of the major holidays, new spells and channel foci, religious feats for the devout warrior, and more.

With this book, you can choose the faith most appropriate to your ideals, personality, race, or culture. Gods are more than an entry on a character sheet—they are a fundamental part of your character's background and motivations.

Are you ready to walk the path of balance?

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ABADAR MASTER OF THE FIRST VAULT

The primary god of civilization, law, and trade, Abadar is the Master of the First Vault, the eternal storehouse in which is kept a perfect incarnation of every item and creature in existence. His primary desire is to see the purifying spread of civilization, enlightening the dark corners of the world and revealing the clockwork perfection of the cosmos. His nature is not hasty, for the pace of society's reach is slow but relentless. He is the patron of diplomats, merchants, and travelers, for it is in peace and commerce that civilization truly flowers. He is not a warmonger, though he urges his followers to fight against the forces of barbarism. He does not favor good or evil, for both have their merits in his eyes, and if unchecked both can strangle civilization. He is stern but fair, giving no cause for any to complain of injustice. Abadar (and by extension his followers) believes that civilized competition elevates humanity. His alignment is lawful neutral, his favored weapon is the light crossbow, and his cleric domains are Earth, Law, Nobility, Protection, and Travel.

Adventurers

The bulk of Abadar's worshipers are not found in the adventuring class, but rather work as judges, lawyers, merchants, and all the other roles necessary for keeping society running smoothly. The pursuit of adventuring as a way to make a living is an indication that local society has failed or broken down; most of Abadar's worshipers who become adventurers believe they have a holy calling to extend the reach of their god to the places where civilization has been forgotten. For the most part, if you call Abadar your master, you believe strongly in eliminating agents of chaos, destroying monsters that threaten rural and urban society, teaching the unenlightened about systems and trade, and displaying the truth that law brings. You often mediate between opponents, and believe that fairness lies in both the letter and the spirit of the law.

Adventurers and explorers who worship Abadar rarely embark on solo expeditions, for they see adventuring parties as microcosms of society, and believe strongly in the power of cooperation and the idea that the whole is greater than the sum of its parts. While priests of Abadar usually charge random petitioners for healing, the merchant god's followers are thrifty rather than miserly, and know that helping and sharing with their adventuring companions will likely increase everyone's wealth down the road.

Classes

Adventurers who follow Abadar are generally cavaliers, clerics, paladins, fighters, monks, and wizards: the agents

of established social order. These classes pursue the status quo or its improvement in cities, and are living examples of the benefits of civil society. Rangers occasionally follow Abadar as well; these are pioneers, surveyors, and others founding outposts of civilization and making the wilderness safe for the civilized races.

Barbarians are rarely Abadarans, as the call of civilization is often at odds with their tribal traditions, and the careful calculation of an Abadaran leaves little room for the insensate rage of a berserker. Druids revile Abadar, for the urge to civilize is in constant opposition to the desire for pristine wilderness. Rogues are almost never followers of the god, for their nature is inherently individualistic rather than communal, though those who organize social upheaval in an honest effort to rebalance and reform a corrupt social order may gain the god's favor.

Goals

When you worship Abadar, you honor civilization and its blessings. Your goal in life is to help society function smoothly and uplift those people that have none. Your religion demands that you be fair and just, and that you honor any reasonable laws of the society in which you find yourself. If those laws are corrupt, broken, or empty, then your honor depends on fixing them from within, not simply breaking them. Your life is about fullness and wealth, as well as promoting peace, understanding, and trade. You believe in seizing opportunity and creating it for others. When you see corruption, your most fervent desire is to fix it. Though you do not believe in handouts to the poor, you strive to create a society in which anyone can improve her station through hard work and honorable action.

Identifiers

The colors of Abadar's worshipers are gold and white, and they frequently carry golden keys at their belts or on golden chains around their necks. They carry crossbows with golden or jeweled inlays where appropriate, and at all times strive to maintain the appearance of prosperity.

Devotion

The worship of Abadar is both functional and theological. It is an excellent everyday faith, for it deals with matters that directly affect your life. Those of shallow faith may voice the right words and offer their praise of society, but may still cut corners and accept bribes—the stronger your faith, the harder time you have feeling any compassion for those who break the rules. The more devoted you are to improving your life and the world around you, the deeper your faith, and if you are willing to suffer small setbacks to ensure that the system works as intended, to forego dishonest gains, and to maintain your faith in

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the fundamental tenets of commerce and competitive cooperation, you will undoubtedly find favor with the merchant god. Unfortunately, those laypeople who proclaim the merits of Abadar's worship the loudest—usually those already in positions of power and wealth—are occasionally the most corrupt, and their scandals can sometimes cast a bad light across his honest followers.

Other faiths

Like Abadar himself, you try to maintain positive but reserved relations with followers of other gods. You understand that it takes many different cultures to keep society advancing, and so are extraordinarily tolerant of other viewpoints—or at least, you strive to be so. Still, your dealings with the followers of the Green Faith and Gozreh are difficult, for they do not recognize the obvious virtues of civilization. You're confident that you can turn them to your view at some point, though. Your primary enmity is with the monsters of Rovagug, Lamashtu, and the demon lords; while the children of the chaotic good gods are occasionally obnoxious and immoderate, at least they mean well, and tend not to damage society as grievously. Gorum's followers can be dangerous, for they worship only battle and rarely care for the results of their wars, yet Abadar also understands that war is simply an extension of politics, which is in turn an extension of commerce, and thus is sometimes necessary for the advancement of civilization.

Taboos

Abadaran clergy are forbidden to attack one another, for their primary allegiance must always be to civilization as a whole, rather than a particular sect or nation. Abadaran are likewise encouraged to refrain from war against others of their faith, but this proscription lacks teeth. More importantly, they are forbidden to accept or offer bribes or engage in public corruption, and those faithful who do so may find their tongues tied and their hands numb when they try to conduct their deals.

Traits

Honey-Tongued: Your deep understanding of human nature and your readings on social philosophy grant you a +1 trait

bonus on Diplomacy or Bluff checks when dealing with agents of the law, whether judges, guards, or paladins.

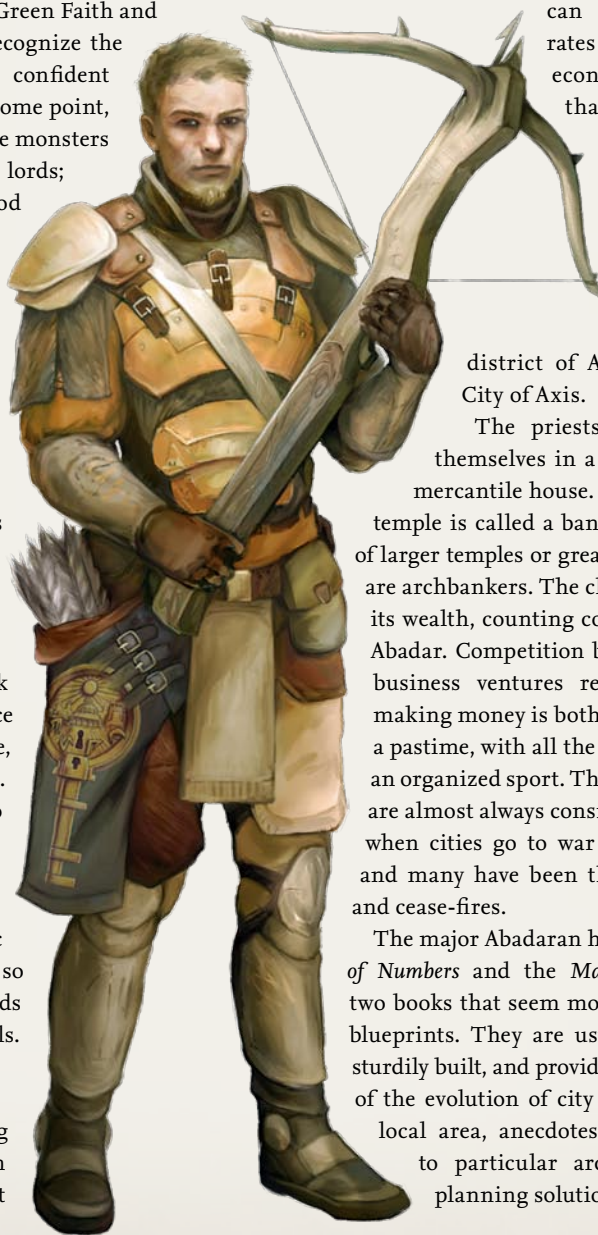
Lover of the Law: You have a strong belief in the righteousness of law and justice. You receive a +1 trait bonus on saves vs. charm and compulsion spells, and may make a new save with an additional +1 bonus (for a total of +2) if directed to act against the law.

The Church

Abadar's faith can be found anywhere people are trying to make civilization work. It is most common in large cities, and its greatest holy site in the Inner Sea region is the Bank of Absalom. At this center of trade, the blessing of commerce flows out into the world, and the archbankers can control the interest rates and help adjust the economies of the nations that deal with its great vaults to maximize trade's benefits. Of course, this wonder of commerce is still only a shadow of the great banking houses in Abadar's district of Aktun in the Eternal City of Axis.

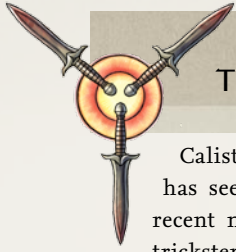
The priests of Abadar arrange themselves in a set hierarchy, as in a mercantile house. The head of a smaller temple is called a banker, while the leaders of larger temples or greater geographical areas are archbankers. The church defines itself by its wealth, counting coins as blessings from Abadar. Competition between priest-backed business ventures remains friendly, and making money is both a serious pursuit and a pastime, with all the fun and excitement of an organized sport. The churches of the faith are almost always considered neutral ground when cities go to war against one another, and many have been the sites of armistices and cease-fires.

The major Abadaran holy texts are the *Order of Numbers* and the *Manual of City-Building*, two books that seem more akin to charters or blueprints. They are usually gold-edged and sturdily built, and provide detailed descriptions of the evolution of city laws, histories of the local area, anecdotes and stories relating to particular architectural or urban planning solutions, and more.



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CALISTRIA THE SAVORED STING

Calistria, once primarily a goddess of elves, has seen her popularity rise across Golarion in recent millennia. She is a sultry schemer and a trickster, but her tricks are far above mere japey. Her plans feature intrigue and revenge, casting down her rivals while simultaneously letting them know her as the architect of their misery. She is not a god of justice—she knows that life is not just—but she encourages her worshipers to make their own justice. She cares nothing for love or filial attachments. As the goddess of lust, she believes attachments are fleeting and that pleasure lies in the anticipation and the culmination of attraction. She represents freedom from commitment and the ability to pursue the heart's desire. Her alignment is chaotic neutral, her favored weapon is the whip, and her domains are Chaos, Charm, Knowledge, Luck, and Trickery.

Adventurers

When you follow Calistria, you declare that you are either a thrill-seeker and hedonist or someone who never forgives a slight. If you carry vengeance in your heart or a strong desire for the pleasures of the flesh, then you will find a willing ally in Calistria. In your mind, the world is a garden of delights, and you are determined to experience them all. If something stands in your way or causes you injury, you are more than willing to take revenge until your enemies call for mercy. You are not necessarily cruel—though you can be—nor are you evil unless it suits your natural predisposition to be so. While you might enjoy crushing your foes, you might also find an equal satisfaction in bringing joy to others and allowing them to find bliss and release in the union of your bodies. When you worship the Savored Sting, you choose above all to live life on your own terms, without the moral compass others might try to impose on you.

Calistria has long been a favored goddess of the elves because of her focus on personal freedom, and it may be that the elves' long lifespans are what make her hard-nosed approach to individual liberty so popular. (After all, some relationships grow old after a few centuries, and an elf who follows Calistria is always free to reassign his affections.) Half-elves and other half-breeds who were the product of exotic unions often support her as a way of embracing their heritage, and gnomes' constant search for variety and novelty makes her a natural fit for them as well. Calistria herself is generally imagined in the form of an elf, yet seems perfectly willing to accept the worship of anyone with a slight to avenge or a desire to make his body an altar.

Classes

Bards and clerics fulfill similar roles as the most common worshipers of Calistria, slipping easily into the roles of sacred prostitutes and exotic dancers, information brokers, artistic assassins, and workers of vengeance. Beyond these, barbarians, rogues, and sorcerers might be the most natural followers of Calistria, as many of them are accustomed to following their desires and damning the consequences. The paths of the monk and paladin are too dogmatic and structured for the Savored Sting, and while rangers and druids might find their physical urges leading them toward Calistria, the fact that her centers of worship are generally found in densely populated areas often turns them off. Inquisitors of the church are highly skilled at taking vengeance—either for themselves, or for pay.

Goals

If you worship Calistria, you consider yourself a free spirit. Though you may be shackled by everyday life, you yearn to break free. Perhaps you seek to avenge yourself for all the petty slights in your day, or your one burning desire is well-earned vengeance on those who have caused you harm. You might be one whose sexual urges run without cease, or your deepest pleasure might lie in seeing the humiliation of your enemies through carefully planned schemes. In other words, your goal as a follower of Calistria is nothing more and nothing less than the freedom to live as you please. You are not evil, nor even amoral; you simply value the individual's right to satisfaction, in whatever form that takes. You accept that your actions have consequences, and know that life is not fair, nor is it good or evil. It simply is, and you are determined to seize every moment.

Identifiers

Calistria is most often associated with the colors yellow and black, like her sacred animal, the wasp. Her favored weapon is the whip, whether a cat-o'-nine-tails, a riding crop, or a bullwhip. The clothes devoted Calistrians wear are usually scanty and revealing yellow silks, their bodies dyed with henna to suggest the bands of wasps or other stinging insects. Since Calistria's sacred symbol is three daggers pointing outward from a central hub, many of her followers carry daggers with yellow hilts. When Calistrians meet one another, they may exchange lingering kisses or suggestive handclasps, their fingers trailing apart slowly.

Devotion

As a religion that values the freedom to do what you want, Calistria's faith requires little from its adherents. Its rewards are their own rewards, and the punishments are only for those who promise great things and fail. The trappings

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of her faith are largely optional, as the freedom to obey convention only when it suits you is a central tenet.

Most of Calistria's devotees are mere name-droppers, but some few maintain an intense interest in emulating her. Those who are of an essentially good nature often work in the sex trade, either as prostitutes and courtesans or as their caretakers, yet never in an exploitative fashion—they are strong, confident people who do what they do because they choose it. Adherents of an evil nature lean more toward the vengeful aspects of the goddess, finding or manufacturing slights so that they can launch new personal crusades. Those of a neutral bent often vacillate back and forth.

Other faiths

Calistrans are willing to deal with most other religions, provided doing so suits their needs at the moment. They tend to evaluate people as individuals rather than as members of groups, and encourage those they meet to do the same. While extremely vengeful when roused, Calistrans are rarely judgmental based on social standing or ethnicity, and almost any person could present an opportunity for a rewarding exchange of money, information, or caresses. Calistrans tend to be found in cities, where it's the easiest to indulge their hedonism and find willing partners for their debauchery, and so have less interest in associating with those who might get in the way of their revels, such as priests of Rovagug or angry druids opposed to society in general (though the latter might have some valid reasons to seek vengeance). Followers of Cayden Cailean fit in well with Calistria's faithful, and it's said that Cayden himself undertook the Test of the *Starstone* solely in an attempt to win (and survive) a night in the goddess's arms.

Taboos

The proscriptions of Calistria's worship vary from temple to temple, and have more to do with the whims of individuals rather than any specific teachings. Unlike Cayden Cailean, she has little problem with the slavery of others, though she'd be happy to help those who seek vengeance and freedom of their own accord. The only taboo in this faith is being untrue to yourself.

Traits

Opportunistic: You have learned to recognize openings that your foes leave, and you know how to take advantage of them. You gain a +1 trait bonus

on attacks of opportunity when using a dagger, sword, or whip.

Holy Schemer: You are well versed in the arts of misdirection, plotting, and intrigue, and you know how to recognize them when used against you. You earn a +1 trait bonus on Sense Motive, and it becomes a class skill for you.

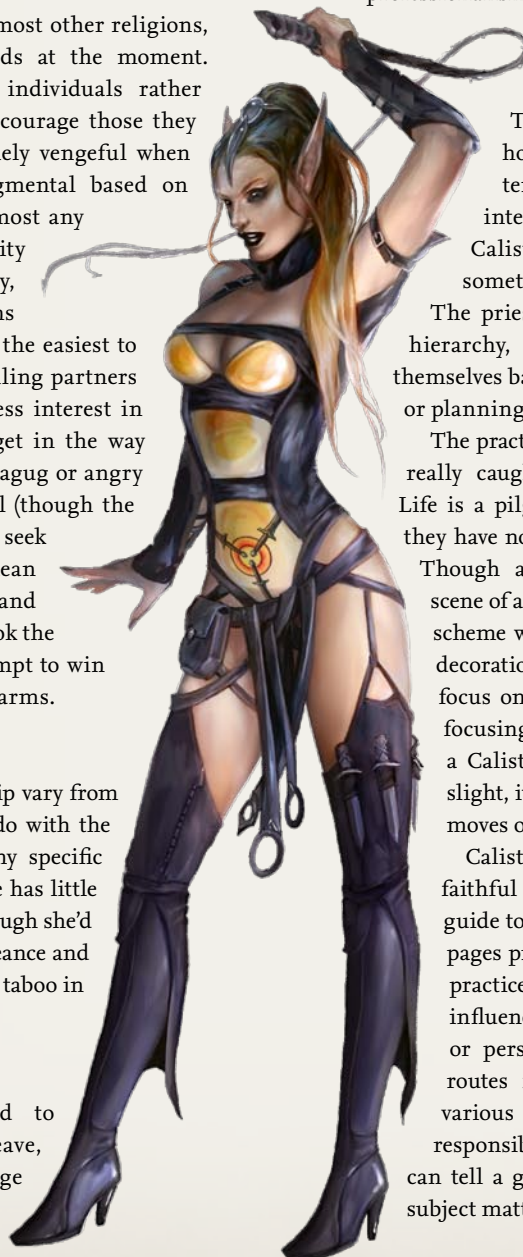
The Church

Unlike many other chaotic gods, Calistria's chosen people maintain temples. Because the church is a natural haven for prostitutes and other lovers of the flesh, its priests frequently work in the trade as well (especially in the good and neutral sects of the faith), and do so with professionalism, pride, and style. The faith is most popular in Absalom, Galt, Kyonin, Nex, the River Kingdoms, the Shackles, Taldor, and Varisia. Each city can hold multiple temples, and these temples may have wildly different interpretations of the wisdom of Calistria, engaging in serious and sometimes bloody doctrinal disputes.

The priests of Calistria hold to no real hierarchy, preferring instead to rank themselves based on their skills of persuasion or planning, earning honor by their deeds.

The practice of building shrines has never really caught on with Calistria's church. Life is a pilgrimage for Calistrans, and so they have no once-in-a-lifetime destinations. Though an individual might mark the scene of a particular conquest or successful scheme with some secret commemorative decoration, Calistria's followers rarely focus on the glories of the past, instead focusing on the present and future. Once a Calistran has taken revenge for one slight, it ceases to be important, and she moves on to the next.

Calistria presents her writings to the faithful in the form of *The Book of Joy*, a guide to exploring exotic passions. Some pages provide outlines of specific sexual practices, while others outline ways to influence people, whether for financial or personal gain. Still others suggest routes for revenge, detailing plots of various complexities. Each temple is responsible for its own printings, and one can tell a great deal about a temple by the subject matter it chooses to include.



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GORUM OUR LORD IN IRON

Said to have been born from the first battles between humans and orcs, Gorum appears as a suit of spiked plate armor with blazing red eyes. Though claimed variously by half-orcs, humans, and orcs as one of their own, the god cares nothing for these divisions except insofar as they relate to battle and strife. He believes in strength and power, the verdict of the sword, and the music of clashing iron. He does not favor good or evil, only the joy of conflict, and the only right he confers is the right of mortals to fight for their next breath. As long as people struggle against themselves and each other, Gorum's teachings live on. The greatest moments in a Gorumite's life are those spent locked in close quarters, with every moment threatening annihilation—all else is dull and dreary. His alignment is chaotic neutral, his favored weapon is the greatsword, and his domains are Chaos, Destruction, Glory, Strength, and War.

Adventurers

Half-orcs, humans, and orcs are the most common worshipers of Gorum, yet his reach can be felt everywhere that blood and glory are a way of life. Because of the god's total disregard for the motives behind a battle, he tends to attract more evil worshipers than good, yet he remains a steadfastly neutral god and will not be swayed by the feelings of his worshipers. He attracts soldiers, brigands, and mercenaries to his flag—all those who have sworn to live by the sword and suffer its judgments. If you take up the faith of Gorum, you forsake the niceties of civilized life to carry the glory of battle to your grave. You reject the idea of old age and instead make the most of the present, exercising your strength and will to display your dominance over others. Though many may call your actions evil—and may be correct to do so—you see such quibbling as unworthy of a warrior. At the same time, however, you are not a murderer, and you hunger only for victory through strength of arms; killing prisoners or surrendered foes is beneath you.

You think that all of life's problems can be solved through martial might. Some believe the pen is mightier than the sword, but when you put your steel to their throats, they quickly change their words. You recognize the place of brains in battle, because stupid people die quickly. You appreciate tactics and the thrill of outmaneuvering an enemy—indeed, these are crucial skills—but they pale next to the blood and sweat of melee itself. You are not an idiot charging blindly into battle; Gorum teaches that it is better to retreat strategically so that you can fight another day than to throw away your life in vain. You believe in skill and strength, and call on your inner reserves to carry you

through. You believe that only when the stakes are at their highest does life have meaning.

Classes

If Gorum calls to you, then you are of a martially oriented class. Almost all of his priests are clerics, yet barbarians, fighters, rangers, cavaliers, war-bards, and battle-druids all give thanks to Gorum and call on him in the heat of battle. If you are one of these, you value nothing so highly as glory and proving your mettle in combat. You might put your skills to the test in service of a higher ideal, as the rare metal-armored druids do, but in the end, you understand that battle is the natural state of all creatures.

If you are a monk or paladin, this is not your faith. You may believe in power proving itself on the battlefield, but your measure for honor is different. If you are a sorcerer or a wizard, you may insist that destructive might conquers all, but your insistence on book study and the power of the mind is antithetical to the rough and ready ways of Gorumites. Likewise, few rogues follow the Lord in Iron, for while a deft and dexterous hand with a sword is valued, stealth is all too often synonymous with cowardice.

Goals

When you worship Gorum, you recognize that fame and glory are fleeting, and that all that matters is how you acquit yourself in the moment. The companionship of others can lift you up for a time, but in the end you must prove your powers every day or risk coasting on past glories. You may be savage, or you may be cool and calculating, yet your goal is always to know that you spent your life pushing your limits. You have a strong drive to establish dominance over others, and while other faiths may take a similar view on self-perfection and self-understanding, you know that any path but that of the sword is inherently one of avoidance, weakness, and fear.

Identifiers

Gorumites identify themselves through their arms and armor. Many warriors of the faith carry greatswords, and the faithful garb themselves in metal armor whenever possible to emulate their lord. No matter how poor, a worshiper of Gorum will grab metal armor at the earliest opportunity, frequently claiming the armor of fallen enemies. The more devoted among the faith adorn their armor and shields with spikes and jagged bits of metal.

Gorumites are frequently heavily scarred. Even the most skilled among them take damage on a regular basis due to the number of battles they fight, and they bear these scars as marks of pride. Few wear holy symbols or specialized clothing—their arms and armor are the only identification they need.

Faiths of Balance

Devotion

Gorum's is an all-or-nothing faith. You are either brave or a coward. You either stare the enemy in the eye or you do not. Gorum demands only that his faithful constantly prove themselves in battle. If there's no convenient war, daily duels and other mock battles can satisfy this need for a time, but Gorumites living in a peaceful region tend to wander off in search of conflict—or start some of their own.

Other faiths

As a worshiper of Gorum, you have no particular enmity or friendship with the followers of other religions. If they're aggressive toward you, you fight them. If they accept your superiority, there's no need. Because your god has fought almost all of them at times, and has allied with all of them at others, you see no need to declare yourself for one side or another for any real duration. You respect the tactical skill of Torag's followers and the passionate charges of Iomedean or Sarenite crusaders, yet disdain their fundamental restrictions on where and when to fight.

Taboos

Though your religion is about death and destruction, it is also about facing those things head-on. People who attack others using the tools of weaklings are butchers and vermin. Attacking a foe from behind, murdering the defenseless, insisting that weaklings hold weapons so they can be struck down, and using poison or disease earns both scorn and enmity from true Gorumites. Worse still are the cowards who flee battles they could win if their hearts were strong, or the pacifists who insist that conflict is avoidable. These latter two are fair game for any Gorumite, as someone who will not fight is

very different from someone who cannot, and it may be that a challenge is all the coward needs to find his courage.

When Gorumites face each other in combat, they often salute each other. They do not show pity, but they do show mercy when they have defeated their foes. Even the human Gorumites of Lastwall and the orc Gorumites of Belkzen carry a grudging respect for each other on the battlefield. This respect doesn't stop the killing, but rather makes it fiercer as both sides compete for their god's favor.

Traits

Iron Grip: You and your weapon are practically one. When a creature attempts to disarm you, it suffers a -2 penalty on the attack roll.

Strong Heart: You can stand strong against even the most terrifying foes. You gain a $+1$ trait bonus on saves against fear effects, and the DC of Intimidate checks made against you increases by $+2$.

The Church

Gorum is popular across the Inner Sea region, but especially so in the places where war is a constant fact of life—Belkzen, the Lands of the Linnorm Kings, the

Realm of the Mammoth Lords, Lastwall, and so forth. One might think his followers would celebrate the scenes of battles and victories, yet most look to the present, seeking their own

opportunities for glory. Shrines are rarely more than cairns of stones and weapons

at the scenes of great battles, meant to inspire the living. Temples of the faith are fortresses, even within cities, and often contain forges for crafting new armor and weapons while providing markets for the armor of fallen heroes. The hierarchy

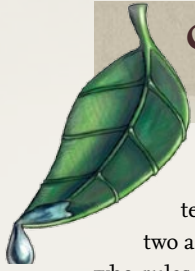
of the faith depends on prowess in battle, and the senior priest of a temple is the one who can take the position by force of arms.

Though Gorum has no officially recognized holy texts, his followers swear by the *Gorumskagat*, seven poems that describe heroic deeds and actions in the heat of battle.



PATHFINDER

PLAYER COMPANION



GOZREH THE WIND AND THE WAVES

As the most prominent nature god of Golarion, the dual-natured Gozreh inspires both awe and terror, for Gozreh is as fickle as the weather. The two aspects of Gozreh are the woman of water and wave who rules the sea and the thunderous male sky-god who is master of the winds, though both aspects are part of the same entity, and thus Gozreh is considered both male and female. She is an elemental force, the destroyer of hubris and the leveler of ambition. Gozreh's two aspects hide within every living thing, the duality of human existence represented within his genders. Gozreh's only concern is for nature and the wild places, and while she may reward fishermen with bountiful catches or bring needed rains to fields, she is also the typhoon or drought that destroys whole villages. As nature is amoral, so is he, and when he bothers to notice civilized creatures at all, it is to reward those who live in harmony with nature and punish those who would pollute and destroy it. Her alignment is neutral, her favored weapon is the trident, and her domains are Air, Animal, Plant, Water, and Weather.

Adventurers

The worship of Gozreh spans all races and nationalities. If you worship Gozreh actively, you are most likely a hunter, a sailor, or one who relies on the vagaries of sea and sky to reach your destination. Farmers often petition her as well, though many find that Erastil has far more concern for their welfare than the Wind and the Waves. You might also devoutly appreciate nature, and spend a great deal of time in the outdoors to study its beauty and understand your place in it. You are generally curt and gruff, rather than expansive, for you believe in quick reactions and moving with purpose, reading the intentions of the world around you so that you might react immediately and appropriately. You know that the world is far larger than your simple perceptions, and you try to pass through life with this knowledge held before you. You are willing to lash out at that which seems wrong to you, most often the despoiling of nature and its gifts.

Classes

While most of Gozreh's priests are clerics, druids and rangers are the most likely of all the classes to venerate her. Their very livelihood depends on understanding the fluctuations of the weather, and their extraordinary ability to comprehend their place in nature puts them in close communion with one or both aspects of the nature god. Oracles who take their power from nature, wind, or waves are also perfectly suited for Gozreh's worship. Many

barbarians understand the harsh power of the unforgiving winds and the devouring nature of the sea; this base view of the world serves them well when praising Gozreh. Most other classes may choose to worship the Wind and the Waves as well, especially those who make their way through the wilds or embark on long sea voyages, though their reasons are more individualized—the great diversity of Gozreh's worshipers ensures that no two will come to the goddess with the same perspective.

Paladins cannot worship Gozreh. Classes that rely more on civilization, such as rogues who make livings as thieves, or summoners and other arcanists who routinely twist the laws of nature for their own ends, are far less likely to consider Gozreh an object of worship.

Goals

If you are a devout worshiper, your goal in life is to maintain the purity of the natural world and strike against those who would destroy it indiscriminately. You recognize the unforgiving nature of the world and do not stand in its way, but the random and juvenile destruction of the living world by humanoids strikes a note of rage in your heart.

You might also be a traveler who, despite understanding the appeal of Desna, chooses the pragmatic approach of Gozreh, whose intervention in any situation is much more overt. Your god is largely indifferent to your affairs, and you are free to live your life in moderation, with occasional outbursts of extreme behavior. The dispersed nature of your religion means that while you are unlikely to find great conclaves of your people, you can likely find someone who shares your beliefs anywhere in the world.

Identifiers

Gozreh's holy symbol is a green leaf with a drop of water pouring from it. Your coreligionists might wear this as a badge made of worked twigs, shaped out of coral, or carved from driftwood or whalebone. The colors of your church are blue and green, and the most devout among you often grow their hair and beards long, weaving in dried seaweed, strands of white cloth, or other decorations. More than these things, however, you are most easily identified by your attitude, your bond with the wilderness, and your general distaste for (and discomfort with) the trappings of urban society.

Devotion

Most worshipers of Gozreh are worshipers of convenience, offering sacrifice as a preventative measure before heading off on a sea voyage or long caravan journey through unpopulated lands. Some, however, are more conscious of their duties, and act with intent to reduce their impact on the natural ecosystems of Golarion. Least common are those who venerate the Wind and the Waves with fervent devotion,

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actively working to ensure that civilization's interaction with the world is natural and harmonious—or attempting to drive it from the land altogether, militantly enforcing the supremacy of sea and sky. It is not unusual for priests of Gozreh to remain celibate, though others see depriving themselves of their natural reproductive cycle to be against Gozreh's will. Gozreh's priests almost always live off the land, seeing shame in the detachment of many professions from the land itself, and tend to prefer bartering for goods over paying with minted bits of metal.

Other faiths

You utterly revile the destructive followers of Gorum and Rovagug, for they seek nothing more than to turn the world into a charnel house. The unnatural spawn of Urgathoa fill you with equal rage, and you have only the most tenuous of truces with Abadarans and their unthinking drive toward “civilizing” the natural world. Desnans are kindred spirits—albeit somewhat misguided in where they send their prayers—and you are friendly with the followers of Erastil, for they understand the proper stewardship of the land. The latter view you less warmly in turn, for you are outside their community, but you do not need their approval. You are largely on the fence about the other religions; as long as they do not impinge on you or your goddess's domain, you are willing to leave them to their own devices.

Taboos

You are forbidden to pollute the sky or despoil the natural world, unless the end result is a net gain for nature (such as the sacking of farmland so that it may be reclaimed by the forest). When such damage is unavoidable, you must clean it as soon as possible. Your failure to do so may result in your own water being fouled or your breath coming short in your lungs until you have made your error right or cleansed pollution left by another. You're unlikely to build with brick or forge metals, and in general attempt to keep your tools as close as possible to their natural state, opting for materials like beautiful wood, ivory, pearls, or seashells for decoration.

Traits

Child of Nature: The wild places are your home, and provide everything you need to be happy. You gain a +1 trait bonus on all Survival checks, and it becomes a class skill for you.

Strong Swimmer: Your faith in Gozreh's grace gives you the confidence to swim without fear. You gain a +2 trait bonus on all Swim checks, and can hold your breath for an extra 2 rounds when underwater.

The Church

Gozreh's church is small but pervasive, with worshipers everywhere. The church hierarchy is informal, with scattered temples defining their own rituals and ranks. Her worship spans cultures, being most popular in the extreme wilderness, along coastlines, and at the edges of civilization. Temples are always open to the sky and contain a pool or pond at their heart. His shrines may be ice sculptures in lands where snow never melts, or circles of standing stones to help mark the turning of the year. None are obliged to travel to these shrines, however, for Gozreh hears words uttered into the winds and shouted over the crash of breakers on the shore.

The holy text of the church of Gozreh is the *Hymns to the Wind and the Wave*, which contains prayers, songs, and guidelines for interaction with the natural world. Local temples vary these rules and stories, often carving them into their walls.





IRORI MASTER OF MASTERS

Originally a Vudrani deity, Irori has gained great popularity across the Inner Sea region as those who seek discipline and self-perfection look to him for inspiration. Said to have been a mortal whose enlightenment opened the gateway to divinity, Irori teaches that the division between mind, body, and spirit is illusory and counterproductive, and that to understand these aspects of one's being is to achieve completeness. He teaches mastery of the self in order to master the world, and ironically, that mastery of the self purges one of the desire to master the world. At the same time, he is a god of knowledge, and particularly encourages his followers to study history, as experience is key to understanding—even the experience of others. Irori knows that every path to enlightenment is different, but the end goal remains the same.

Irori's alignment is lawful neutral, his favored weapon is the unarmed strike, and his domains are Healing, Knowledge, Law, Rune, and Strength.

Adventurers

If you have taken the teachings of Irori to heart, you are likely a quiet, studious, and extraordinarily focused individual. You have an urge to make more of yourself, having heard the stories that Irori became a god after his studies, and likely have a deep desire to explore the hidden talents locked within your body. You believe that by understanding yourself, you will better understand the world. When you follow this path, your every day is a step toward a more serene center.

While Irori's followers often congregate in monasteries and other centers of learning, they may take to the adventuring life for a variety of reasons. Some seek knowledge unavailable through established channels, others (especially those who seek to hone their bodies as weapons) are eager to test themselves against the world, and still others may venture forth on missions assigned by their masters.

Classes

A great many of Irori's followers are monks. The god himself is an example of what one can achieve through hard work, discipline, and devotion to a goal, and those who are ready to take up his challenge must be prepared to make certain sacrifices. His priesthood consists of roughly half monks and half clerics. Though monks and clerics may predominate, Irori welcomes all who appreciate his ideals and seek to develop their spiritual growth. Druids are comparatively rare but not unheard of. They echo

the forms of the natural world, seeking inspiration from animals and the elements as daily reminders toward their place in the world. Some may ignore the physical aspects, such as sorcerers, wizards, and academic sages developing their mental disciplines, while others focus on them to the exclusion of all others. So enlightened is Irori that even good and evil cease to have meaning to him. The Master of Masters does not appear to care to what ends his teachings are used, so long as the individual continues to strive for her own concept of perfection.

While some barbarians may understand the value of asceticism, and may even appreciate some of the rituals the faithful undergo, most are incapable of restricting their passions to the degree Irori insists on, and have little use for knowledge unrelated to daily life. Bards and rogues are generally too attached to the pleasures of the world to follow him for long.

Goals

As an Iroiran, you are not concerned with earthly power, but rather with mastery over your own destiny. Gold and jewels and magical items do not mean achievement to you—they represent ties to the material world, distractions that keep you from your goal. You want nothing more than to achieve perfection through the strength of your body, your wits, and most of all your unquenchable spirit. When you adventure, you step forth into the world to see how it reflects upon you. When you change the world, you also change yourself, and so you try to make the world a stronger place. In the end, you seek to break the cycle of reincarnation and to ascend to serve the Master of Masters in his heavenly palace.

Identifiers

Serious followers of Irori's path do not usually wear flashy clothing or easily identifiable jewelry. Instead, you carry yourself with a sense of grace, gravity, and poise that is every bit as arresting and eye-catching. Priests often show their faith by cultivating a rope of braided hair that they wear like a necklace. You are physically fit and calm in your demeanor, and even when others might find it difficult to identify a student of the Perfect Man, you can often recognize your fellow seekers immediately by the serenity in their faces.

Devotion

When you declare Irori your god, you declare that you have devoted yourself to perfection. While many make this claim, few have the strength or rigor to pursue the path for long. The claims of the world are many and pressing, and their grasp demands that the student pull his gaze from the light of truth: families, debts, conflicts, and even

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old memories reach out to drag students back to their former lives. The faith understands this, and asks not that its members achieve, only that they continue to strive. Meditation, exercise, and some form of study or training are standard parts of every Iroran's day, though you may focus most of your efforts on one particular aspect in which you seek to improve.

Other faiths

As the child of a god who is one of a pantheon of hundreds of deities, you largely respect other religions even if you disagree with their teachings. You dislike the followers of the gods of chaos, for they seem to have no self-control, and you have an exasperated relationship with Asmodeans, for they always seek to tempt you from the path. While you don't rub it in their faces, you may feel quietly superior to followers of Cayden Cailean, Iomedae, and Norgorber, as those gods ascended via a magical shortcut rather than Irori's path of true enlightenment.

Taboos

If you are serious about following Irori, you may commit yourself to certain mental, physical, and dietary restrictions. If you fail in these things, your only punishment is to try again—you are your own taskmaster, and cutting corners only postpones your enlightenment. Fail too many times, however, and you may no longer be welcome in the temples of Irori—the point of the religion is self-control, and those who lack the willpower to manage their own excesses are encouraged to go elsewhere until they find it.

Traits

Seer of Reality: You have a deep understanding of the world around you, and thus you are more perceptive about what belongs and what does not. You gain a +2 trait bonus on any saves involving illusion magic.

Centered: Having anchored yourself in your faith and your knowledge of yourself, you make it difficult for others to dominate you. You gain a +1 trait bonus on saves against charms and compulsions, and the DC of any attempts to use the Intimidate skill on you increases by +1.

The Church

The worship of Irori is most popular in Vudra and Tian Xia, and thus the Isle of Jalmeray is its biggest center in the

Inner Sea region. From there, it originally traveled north and west to Osirion, where the Monastery of Tar Kuata is one of the largest in the region, and up to Absalom, where the arena known as the Irorium showcases nonlethal combat and provides a strong draw in the Foreign Quarter. While the faith has spread far and wide, it most often takes the form of solitary monks and secluded monasteries, thus keeping it largely out of the daily life of common folk.

Irori's temples are usually sprawling complexes in which the faithful train day and night to improve themselves. Each temple is sufficient unto itself, its masters responsible for guiding others down a path of enlightenment and opening the doors of their minds. In general, the priests within a given temple share certain viewpoints regarding the proper way to achieve mastery, and may occasionally maintain rivalries with other temples whose techniques they disagree with.

The holy book of Irori is titled *Unbinding the Fetters*. It describes a regimen of physical and mental training meant to cleanse the body, free the mind, and purify the spirit of the reader. It is a long and difficult book, filled with aphorisms, metaphors, and riddles designed to challenge the reader's preconceptions.





NETHYS THE ALL-SEEING EYE

Ancient Osirian legends speak of the god-king Nethys, a man whose monomaniacal pursuit of magic opened the fabric of reality to his probing vision, revealing to him the secrets of creation in this world and in the Great Beyond. The sight catapulted him to godhood and tore apart his mind, creating two minds in one body: a destroyer who seeks to cleanse the world through its destruction, and a guardian who seeks to heal the world of its ills.

Nethys is a god of two warring personalities, prone to sudden and unexpected mood swings. He teaches that the use of magic for its own sake is the highest calling of mortals, for it is only when working with magic that one can change reality itself, and he embraces all who take up the study of magic. He does not care about the type of magic involved or the ends to which people turn it, only that they honor it and exult in its gifts. His alignment is neutral, his favored weapon is the quarterstaff, and his domains are Destruction, Knowledge, Magic, Protection, and Rune.

Adventurers

Anyone with a passion for magic is welcome to worship Nethys. Though he is believed to have once been human, his worship is strong among all races that employ magic. Nethys teaches you how to manipulate reality, and to enter his church is to join with your fellow practitioners—if not in an alliance, than at least in a shared goal. Your god does not care what you do with your magic. He cares only that you seek out this power with the intent to use it. Small wonder, then, that many power-hungry adventurers would turn to his calling.

Nethys's worshipers have no built-in moral compass of any sort. You might worship the All-Seeing Eye so that you can dominate your village or raze a city with a word, or you might worship him so that you can save your friends' souls from torment at the hands of demons in the Abyss. You might simply desire knowledge, the more esoteric the better. Nethys cares about your deeds and motivations as little as he cares about your soul, and many followers of Nethys take pride in the fact that their god generally ignores them, for it means the power they achieve is fundamentally their own.

Classes

If you are a wizard or a sorcerer, Nethys is among your top choices for a god to worship, yet his congregation is not limited to these classes. Any who are capable of channeling arcane or divine power are welcome to join his faith:

alchemists, bards, clerics, druids, inquisitors, oracles, rangers, summoners, and witches all find a welcome home in the faith. Indeed, Nethys values magic so highly that any one of these might choose to become a priest in the church, with all the rights and duties such a position entails—clerics are certainly encouraged, but they have no special prerogative within the faith, especially if they cannot defend their positions with magical knowledge or power. Those without spellcasting abilities may work for the church, but are destined for roles as second-class citizens at best, and as expendable guardians or experimental subjects at worst.

Goals

You wish to look deeper into the world, to explore reality, and to move beyond the spaces of everyday life. You love magic, and while you may use it to seek knowledge or power, your greatest desire is to increase your understanding of that art. When you adventure, you seek spellbooks, artifacts, magical items, and anything that will improve your grasp of the structures of magic. You look for gold not as wealth, but as a means of acquiring more magic. You may be willing to trade your understanding with other spellcasters, or you may wish to hoard your knowledge, but you always feel that the next epiphany is close to hand. You experiment with your knowledge, brandish it, and likely show off your mastery more than necessary. After all, Nethys teaches that magic itself is a limitless resource, and its use is a sign of refinement.

Identifiers

Individual temples have great latitude in how they behave, dress, and promote their religion. Some choose to focus on the healing arts. Others focus on the purely destructive, or proclaim the supremacy of illusion. Their methods and aims are as diverse as the many schools and traditions of magic, and without the presence of Nethys's black-and-white mask symbol it can sometimes be hard for laypeople to distinguish between a true believer and an unaffiliated spellcaster. If you are partaking in a formal ceremony at a temple of Nethys, however, you are expected to wear a robe and hood in the colors of your temple. You are adept at seeing both sides of issues, and have no problem articulating or even ardently supporting conflicting beliefs—a practice that, combined with your expectation that those without magic should obey those who possess it, may vex your allies.

Devotion

You have great latitude in your devotion to Nethys. You can choose to invoke his name merely as an oath, to live every day in emulation of him or one of his aspects,

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or to fall somewhere in between. The faith judges you only upon your magical knowledge and power (with the former being more important in good-leaning temples, and the latter in evil ones). You are welcome to participate in temple ceremonies as an unannounced visitor, and you can choose to take a more active role in evangelizing for the faith as the mood strikes you. Just as Nethys can be fickle and unpredictable, so can you. As long as the direction you choose in life points toward the pursuit of greater magical knowledge and skill, you can worship as you please.

Other faiths

Your dealings with members of other faiths is on an individual basis. If they practice magic, they have earned at least a small measure of respect in your eyes; they are a part of the magical community. If they do not practice magic, they must at least be friendly and respectful toward its practice. If they are not, you have nothing but scorn for them, for they are not only benighted but willfully choose to turn away from one of the most fascinating aspects of life. They have chosen ignorance, and as you revere knowledge, you cannot help but despise them. In return, many other faiths see you as a valuable resource, but may be wary of your god's mercurial nature and see your justifiable pride as arrogance.

Taboos

The faithful of Nethys have few taboos, but chief among them is showing the uninitiated what magical ability feels like. As those people have not studied for or been blessed with magical power, opening that world to them is a terrible sin. Any spell that temporarily grants spellcasting ability to another or item that confers actual spellcasting abilities by channeling power through the user must not be shared with the magicless populace (items that create magical effects themselves are exempt). Breaking this taboo is a sure way to incur the disfavor of Nethys and your peers. If the uninitiated wish to possess spellcasting abilities, the correct routes are apprenticeship, prayer, and other forms of personal achievement.

Traits

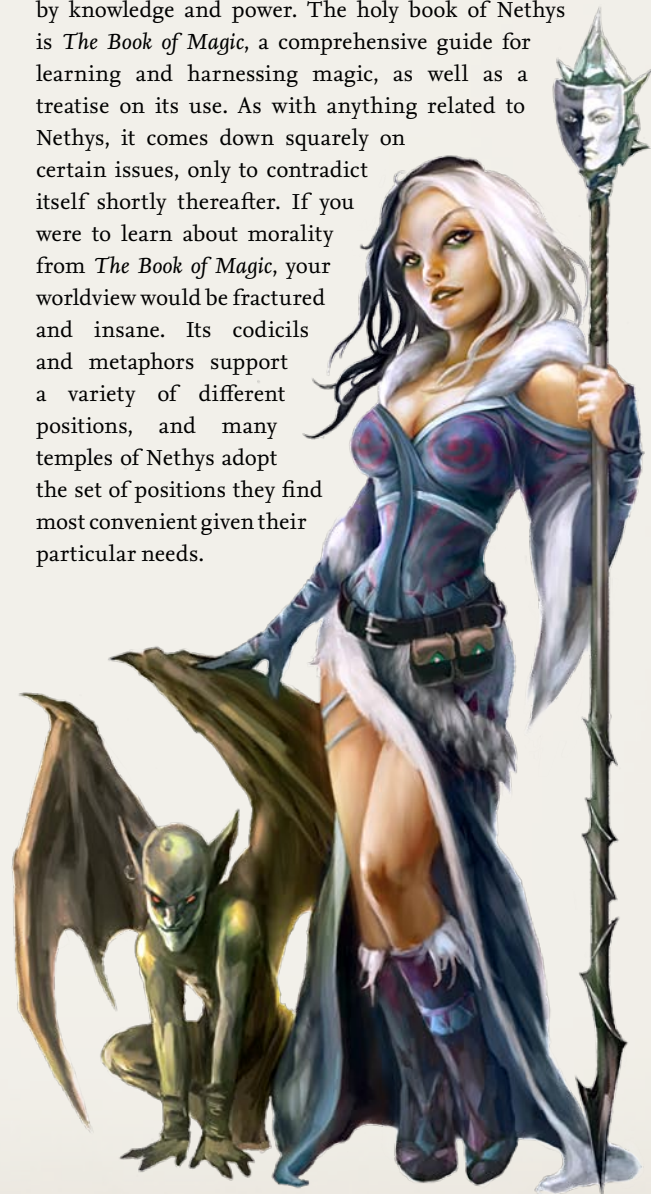
Underlying Principals: You've spent a large amount of time around magical items, and understand the similarities between many of them. You gain a +1 trait bonus on Use Magic Device checks, and it becomes a class skill for you.

Arcane Depth: You have studied the great masters of spellcraft, and your knowledge is exceptional. You gain a bonus of either +1 on Spellcraft checks or +2 on Knowledge (arcana) checks. Which bonus you receive is chosen when you take the trait and may not be changed.

The Church

The church of Nethys is decentralized, with no governing body beyond the power structure within a given temple. The best-known temples are those in places of strong magic, such as Nex, Geb, Absalom, Kyonin, Thuvia, and Osirion, for the major cities in these regions are sites where the most powerful of spellcasters converge to demonstrate their skills or display their knowledge. As Nethys himself is believed to be of Osirian stock, his worship is most prominent there, and many of his most ardent believers have been lost to the sands as they sought the place where their god lost his mortality to the vision that transformed him into a god. In general, however, worshipers of Nethys can be found anywhere.

Within each church, authority is determined solely by knowledge and power. The holy book of Nethys is *The Book of Magic*, a comprehensive guide for learning and harnessing magic, as well as a treatise on its use. As with anything related to Nethys, it comes down squarely on certain issues, only to contradict itself shortly thereafter. If you were to learn about morality from *The Book of Magic*, your worldview would be fractured and insane. Its codicils and metaphors support a variety of different positions, and many temples of Nethys adopt the set of positions they find most convenient given their particular needs.





PHARASMA THE LADY OF GRAVES

Whether depicted as the midwife, the prophet, or the reaper, Pharasma is a cold goddess with responsibility for the ultimate fate of all mortal souls. Yet though she represents death, she is not cruel; she shepherds souls into and out of the mortal world with care, taking no pleasure in suffering. She has seen tyrants prosper and the innocent weep, and is necessarily amoral, yet she has also seen people change dramatically over their lives, and thus withholds judgment until a mortal's death. Though she can read the patterns and is said to know the fate of every life as it enters the world, she also understands the inconsistency of prophecy, and holds such knowledge close to her chest, maintaining the idea (or illusion) of free will.

Her alignment is neutral, her favored weapon is the dagger, and her domains are Death, Healing, Knowledge, Repose, and Water.

Adventurers

You follow Pharasma because you believe in fate, and in the inescapable path of destiny. Everyone worships the goddess to some extent, for not even the most hubristic of mortals or gods can deny that hers is the hand that shepherds souls into the afterlife, sending those bound to other gods to their rightful destinations. It's said that even Aroden was judged after his death by the Lady of Graves.

For those who worship Pharasma above all others, the most important things in life are birth, death, and prophecy. When you adventure in her name, it is often to destroy undead (which are antithetical to the natural cycle) or to seek out and attempt to understand strange prophecies. You may seek to protect the dead from disgrace, and are exceedingly uncomfortable with the standard adventurers' practice of tomb robbing (though you have no problem rooting out whatever abominations may have taken up residence in such places, provided the innocent dead are treated with respect).

Classes

Pharasma's priests are usually clerics, spellcasters specialized in divination, or "white necromancers" who study the magic of life and death but do not create or control undead. In addition to these and a host of more common sorts who worship the Lady of Graves—most notably midwives and undertakers—adventurers of all types may find serenity in the goddess's worship. After all, few face their own mortality more often than adventurers, or are as eager to see their own fortunes rise on the tides of fate. Martial classes pray to her to safeguard their own

tenuous existences on the field of battle, and to feel better about the lives that they cut short, knowing that the Lady is ultimately in charge. At the same time, spellcasters understand that Pharasma represents a wealth of knowledge beyond the comprehension of any mortal, and oracles in particular frequently turn to the goddess in her guise as the mad prophet. In the end, however, all adventurers must bow before the Lady of Graves—either in life, or at its end.

Goals

You carry within you the knowledge that life and death intertwine, and that every birth means another inevitable death. This view leads to a deeply pragmatic—yet still idealized—view of the world. You seek to simultaneously maintain the natural cycles of the world, putting right those things like undeath that are inherently against Pharasma's order, and to give serenity to those who still rail against the Lady's will.

Identifiers

As with any religion that focuses on death and dreams, the worship of Pharasma is rich in imagery and symbolism. The bird most identified with Pharasma is the whippoorwill, a psychopomp for the transition between life and death. In other climes, the scarab beetle serves the same purpose, and any large gathering of the creatures is likely to be seen as a sign of a great harvest of souls to be borne away to the Boneyard. Pharasma's faithful hold the black rose to be a sign of good luck, while a dead bird (especially a whippoorwill) is thought to be a sign of her displeasure, as is an unexplained taste of soil or bleeding from beneath fingernails.

The spiral is the holy symbol of Pharasma, representing both the soul's journey and the confusion of prophecy. Many followers of Pharasma, especially in Ustalav, draw the spiral over their hearts for a variety of reasons—to ward off misfortune, swear an oath, or identify themselves to others of their faith. They may also draw it as a gesture of luck when undertaking difficult or dangerous tasks. The method of making the spiral differs from region to region as well, some drawing with a closed fist, others with one or two fingers extended.

Devotion

Many who worship Pharasma do so casually, offering a half-thought prayer or drawing the spiral when speaking of death or an ailing family member, or seeing omens in the motions of whippoorwills or scarabs. Piety is strong during occasions such as funerals or childbirth, but frequently fades during everyday life as other concerns push the specter of death to the background. More

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orthodox members attempt to fight this willful ignoring of natural cycles, and are often considered unduly dour for their serious worldview. While the church maintains various holy days and ritual masses in addition to its other duties, most Pharasma worshipers believe that simply understanding the faith is enough for the layperson.

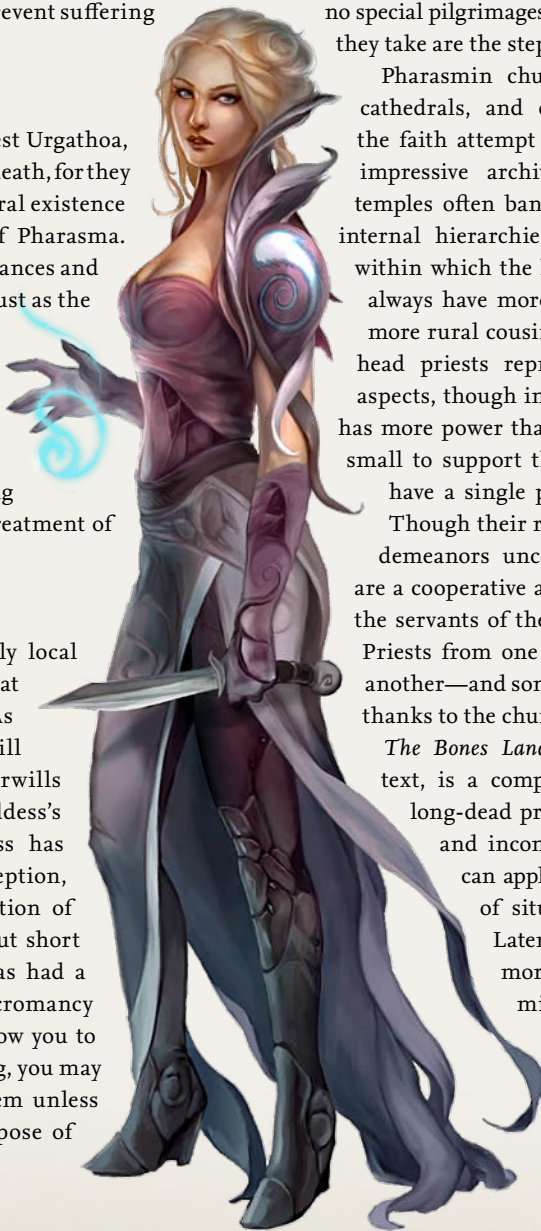
As a religion recognized across all races and nations, Pharasma's faith takes many forms depending on the cultural context. One extremist sect popular in Ustalav is the Pharasma Penitence, which believes that suffering in this life tips Pharasma's scales to reward the sufferer in the afterlife. These worshipers actively court suffering—though not to the extent that Zon-Kuthon teaches—and some of the more radical may pursue wizards, sorcerers, and others who change the world through magical means, seeing the use of magic to prevent suffering as defying the will of Pharasma.

Other faiths

As a follower of Pharasma, you detest Urgathoa, Orcus, and all those who exult in undeath, for they represent both a corruption of natural existence and a vile bending of the will of Pharasma. Otherwise, you are free to make alliances and enmities with whomever you will, just as the Lady of Graves works with all the gods to guide mortal souls into their realms. Pharasma priests are renowned for their impartial natures, and regularly minister to both sides in a given conflict, caring first and foremost for the proper treatment of the dead and the newborn.

Taboos

The taboos of the faith are largely local in nature, but there are a few that remain constant across the faith. As her follower, you are forbidden to kill her psychopomps, such as whippoorwills and scarabs, for they are the goddess's eyes and ears. While the goddess has no opinions regarding contraception, you may not partake in the abortion of unborn babies, for to do so is to cut short the destiny of a child before it has had a chance to make its own. While necromancy has many beneficial spells that allow you to care for both the dead and the living, you may not create undead, nor control them unless you do so specifically for the purpose of destroying them.



Traits

Corpse Hunter: You have dedicated yourself to the destruction of undead, and receive a +1 trait bonus on all attacks made against undead.

Spirit Guide: As someone who has performed or observed funeral rites for a wide variety of people, you have a basic understanding of many different religions. You gain a +2 trait bonus on Knowledge (religion) checks, and Knowledge (religion) becomes class skill for you.

The Church

Pharasma's worship is known across Golarion, and on other worlds beyond. Though she may be especially prominent in lands such as Ustalav that have suffered from the depredations of undead monstrosities, the Lady demands no special pilgrimages from her worshipers—the steps they take are the steps they were meant to take.

Pharasma churches are often large, gothic cathedrals, and even the smaller outposts of the faith attempt to retain some aspects of this impressive architectural style. Churches and temples often band together to create their own internal hierarchies within a region or nation, within which the larger urban cathedrals almost always have more influence than their smaller, more rural cousins. Each church is run by three head priests representing the goddess's three aspects, though in practice one priest sometimes has more power than the others, and a church too small to support the conventional structure may have a single priest fulfilling all three roles.

Though their rituals may be somber and their demeanors uncomfortably frank, Pharasmians are a cooperative and communicative people, and the servants of their goddess work well together. Priests from one temple are always welcome in another—and sometimes expected ahead of time, thanks to the church's focus on prophecy.

The Bones Land in a Spiral, Pharasma's holy text, is a compilation of predictions from a long-dead prophet. Its prophecies are vague and inconclusive, and a cunning reader can apply their words to fit any number of situations, either past or future. Later additions to the book include more practical information on midwifery, proper burial of the dead (with a special section on the treatment of those who might rise as undead), and other matters useful to everyday life.



THE GREEN FAITH

Not every person bows to a specific deity. Some revere the breath of life, the warmth of the sun, and the kiss of the rain, communing with nature to show their respect for these gifts. True, Gozreh and Erastil represent these things for many people, but if you follow the Green Faith, you believe that putting a face and a name to the wholly ineffable forces of nature devalues the natural world and makes a mockery of its strength and majesty. The power of the natural world is all around you, and its constant presence is a reminder that you are a part of it, just as it is a part of you.

The Green Faith is more a philosophy than an outright religion, though many druids and some other spellcasters adopt it as their guiding light. The Green Faith has no domains or favored weapons, nor any particular shade of neutrality as its alignment. The Green Faith does not have opinions or tenets except for those created by its practitioners. It is not an entity—it is a way of viewing the world.

Adventurers

If you identify primarily as an adherent of the Green Faith, then your motivation for adventuring is likely the preservation and protection of nature and the wild places from those who would despoil them. You might seek out and heal places where the land has seen scars of battle or rampant expansion, or you might endeavor to rid the land of pollutants—whether alchemists dumping their sludge in local water supplies, unnatural beasts establishing new predation patterns, or loggers clear-cutting vibrant forests. You can be of any race or nationality to venerate the Green Faith. Though some druids choose to self-organize and impose additional strictures, all that is truly required of you is devotion to the world's natural cycles.

Classes

The most obvious class choice for the Green Faith is the druid, followed closely by the ranger and the oracle whose powers come from the mysteries of the natural world. Barbarians living far from urban society, especially those whose tribes take totems from nature or practice various forms of animism, take easily to the Green Faith, for they have a more honest understanding of nature's power and uncaring spirit. Wizards, rogues, bards, and other classes who require civilization and its trappings in order to practice their craft are rarely true members of the Green Faith, though some (especially bards) may rhapsodize about the purity of nature. Clerics are never members of the

Green Faith, as their magic requires a personal connection with a deity that answers prayers, rather than a druid's harnessing of the magic of nature. Clerics interested in the philosophy of the Green Faith invariably find themselves drawn toward Gozreh or Erastil instead.

Goals

As a devotee of the faith, you have a sincere and abiding appreciation for the natural world and its preservation, and need only act to reinforce that belief. You might want to limit the spread of civilization's outposts to protect certain sensitive habitats, or you might love the creatures of the woods and seek to emulate them. You may have seen the devastating effects of civilization's encroachment on the wilderness and seek to curtail its excesses, or you might want to turn back the clock to before a settlement was founded. Conversely, you may be less interested in protecting nature than in embracing and understanding it, traveling far from civilization's depredations and focusing only on your own hermitic communion with the elements.

Identifiers

If you are a peasant or farmer who holds to "the old ways," you may bind fresh herbs above your door to signify your allegiance, and your garments tend toward the simple, durable, and functional. You strive to work with the elements rather than against them, and while you may not be against cultivating foodstuffs on small farms, you abhor urban sprawl. The more closely people hold to the Green Faith, the easier they are to spot, as the desire to remain creatures of the natural world tends to make them ignorant of or unconcerned with social customs, especially frivolous ones that serve no practical purpose.

Devotion

It is easy to have a casual regard for the Green Faith. Small efforts to support the natural world and to encourage its growth—or at least to decrease your impact on the world around you—are the least you can do. In rural and poor communities, this is sometimes easy, as you have little choice but to use and reuse everything to its maximum capacity. In cities and wealthier communities, however, it is easy to discard your refuse and harder to find an excuse to reuse it. Followers of the Green Faith see the impact these actions have on the world around them, and abhor waste.

As the Green Faith is not a conscious entity, however, most people see little reason to give it any attention in a world where real deities offer actual rewards for piety. Thus, those who bother to follow the faith at all tend to be extremists, believing with their whole heart and soul, and devoting their lives to the elements and the wild places.

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Other faiths

While you likely have little interest in gods that act like puffed-up versions of humanoids, that also means that you don't have strong prejudices based on religious views—as far as you're concerned, everyone who worships a deity is missing the point. You may try to convert those who seem redeemable, and Gozreh's beliefs line up with yours on almost all issues, making his followers natural allies. Erastil's faithful are a bit too focused on community, but otherwise a good enough sort, and you may seek them out when it comes time to trade with civilization. While you have little interest in history, Irori's focus on enlightenment isn't so different from your own attempt to find meaning in nature. You are opposed to faiths with no place in the natural world, such as those of Urgathoa or the various demon lords, yet you rankle most at the preachings of Abadar, for their focus on expanding civilization's destructive grip at all costs is antithetical to your own faith.

Taboos

Your only taboos are against destroying or disrupting the natural order. How greatly this impacts your behavior depends on your level of devotion to the faith, and what you may consider perfectly natural and acceptable may be nearly unforgivable to those more or less extreme in their views. Nature will not punish you directly for your actions, but your fellows might cast you out or, depending on their mood, educate you in more painful ways.

Traits

Eyes of the Wild: You spend enough time in the wilderness that you are attuned to its ways. You gain a +2 trait bonus on Perception checks in natural settings.

Know the Land: Your familiarity with the plants and animals of a variety of environments gives you a +1 trait bonus on Knowledge (nature) and Survival checks, and one of these skills becomes a class skill for you.

The Church

The Green Faith is not organized in any large-scale way. Instead, whenever its practitioners do decide to gather—and the majority do not—they create their own congregations afresh, generally led by druids. In places without established druid circles, practitioners of the Green Faith tend to live in isolated communion with the land or as shamans and wise ones in small villages. Groups and individuals may ally with one another to achieve temporary goals, but they are by nature fractious and go their own way sooner or later, peaceably or not. The structure of these cells depends on the organizations themselves, and what they aim to achieve. Some are democratic, some autocratic, some anarchic. Whatever its form, the practice

of the Green Faith can be found anywhere where nature still holds sway and has not yet succumbed completely to the ravages of civilization, whether it be deep forests, ocean coasts, searing deserts, or arctic tundra.

No official holy texts for the faith exist, though some lovers of nature have certainly attempted to make their mark on the world by outlining and prescribing specific activities for the faithful. One of the most common stories in the faith tells of the original codification and naming of the belief system by several groups of druids who all worshiped different elements and aspects of nature and attempted to do battle for supremacy, only to have the land itself rebel against them and teach them that they were all part of the same greater tradition.



MINOR DEITIES

Not all of the faiths of the balance are major deities. Some gods have specialized worship, and the portfolios of others are so small as to be almost negligible. Yet these entities still play valuable roles in the divine sphere, and mortals ignore them at their peril.

Alseta

The Welcomer is the steward of doors and portals, and watches over other transitions as well, such as that between the old year and the new. Often depicted as a pleasant woman wearing a smiling mask on the back of her head, Alseta generally operates as a servitor of more powerful deities. Her association with doors and portals also makes her the de facto goddess of teleportation, and many elves call her the keeper of the *aiudara*, or “elf gates,” and offer her thanks and praise for the smooth functioning of these portals each time they use them.

Alseta’s alignment is lawful neutral, her favored weapon is the dagger, and her domains are Community, Law, Magic, and Protection.

Trait: *Opener of Doors (Alseta):* You gain a +2 trait bonus on Perception checks made to find and open secret doors.

Besmara

Besmara the Pirate Queen demands no great fealty from most of her worshipers, who are pirates of every nation or race and rarely bother to beseech her until they see death loom before them (usually in the form of a sinking ship or circling shark). Her clergy tend to be fearsome priest-captains who use their piety as one more weapon in their arsenals, and are most commonly found near the Shackles and Ilizmagorti. Besmara gladly accepts a treasure chest or two if offered before battle, but this acceptance shouldn’t be taken as a promise that she’ll aid one side over another. She delights in chaos and pretense, and she’ll take particularly brave or cunning pirates aboard her own ship, the *Seawraith*, for her legendary raids on the planes of the Great Beyond. Her symbol is the jolly roger, the universal pirate emblem of a black flag with a skull and crossbones. Her alignment is chaotic neutral, her favored weapon is the rapier, and her domains are Chaos, Trickery, War, Water, and Weather.

Trait: *Deck Fighter (Besmara):* Your long experience in compensating for the pitch and yaw of ocean-going ships grants you a +1 trait bonus on attacks of opportunity when fighting aboard a ship.



Alseta

Brigh

The Whisper in the Bronze is the patron saint of inventors. Appearing as a bronze clockwork woman, she especially favors inventions that appear to live and operate under their own power. Her worshipers’ veneration comes more in the form of appreciation for a perfect construction rather than the heads-bowed worship so many deities demand. Those who declare their affiliation openly are almost always tinkers and engineers. Many of them wear a single toothed gear as jewelry, and some carry sets of miniature tools. Her alignment is neutral, her favored weapon is the light hammer, and her domains are Artifice, Earth, Fire, and Knowledge.

Trait: *Nimble Fingers, Keen Mind (Brigh):* Your study of clockwork mechanisms and other mechanical wonders grants you a +1 trait bonus on Disable Device checks, and Disable Device becomes a class skill for you.

Groetus

The God of the End Times is said to take physical form as the bloated, malevolent moon that hangs above Pharsma’s Boneyard, waiting to swoop down upon it and end this reality. Groetus promises nothing except the end of everything, and as such does not have a faith, per se. Rather, he has a collection of sociopaths, lunatics and opportunists who wear his skull-moon symbol and do their best to help their lord bring about the end of the world. They are pessimists and destroyers, helping inch existence toward its inevitable entropic end. There is no hierarchy to this faith and no brotherhood among the faithful, except insofar as they can hasten the apocalypse, and so they gather in empty places and ruins, and on high places overlooking scenes of devastation. Even the faithful do not always know why they want the world’s demise, as Groetus is clear that their plans will all come to dust when he closes the curtains on this sad show. His alignment is chaotic neutral, his favored weapon is the heavy flail, and his domains are Chaos, Darkness, Destruction, Madness, and Void.

Trait: *Broken Mind (Groetus):* You are used to living with your own madness, and gain a +2 trait bonus on saves against madness and confusion effects.

Hanspur

The Water Rat is said to have been a priest of Gozreh once, murdered in his sleep by a traveling companion and later raised by his god as the guardian of waterways. He is worshiped primarily in the River Kingdoms, where he is both feared and seen as a symbol of the freedom of travel. His followers build driftwood shrines on shores and rafts,

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and are efficient, pragmatic, sometimes brutal, and always transient. His devoted followers carry tridents as symbols, but since these are common fishing tools, it's sometimes hard to recognize his people. Hanspur's alignment is chaotic neutral, his favored weapon is the trident, and his domains are Chaos, Death, Travel, and Water.

Trait: *River Freedom (Hanspur):* While touching flowing water, you gain a +1 trait bonus on all saves against effects that would hamper your movement.

Naderi

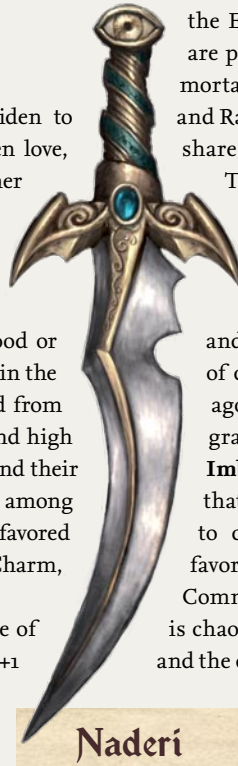
Naderi, the Lost Maiden, was once a handmaiden to Shelyn, shepherding those engaging in forbidden love, but broke away from the goddess when two of her young charges killed themselves rather than be driven apart. She became the patron of suicides, especially romantic ones. Those who pray to her are the hopeless and the young who imagine no better solution, and so she has no fixed priesthood or congregation. Those who manage to venerate her in the long term are invariably scarred and hollow-eyed from failed attempts at suicide, wearing long sleeves and high collars to cover the marks on their arms and around their throats in public, but wearing their scars proudly among others of the faith. Her alignment is neutral, her favored weapon is the dagger, and her domains are Charm, Repose, and Water.

Trait: *Empty Heart, Full Heart (Naderi):* Because of the strength of your forbidden love, you gain a +1 trait bonus on all saves against charm effects, and any targets of your own charm spells suffer a -1 on their saves.

Sivanah

The Seventh Veil is a compatriot of Nethys, and though not as powerful as the god of magic, she is a master of illusion. Her worshipers include illusionists, tricksters, and those who have an interest in keeping the world a strange and unknowable place. These often disguise themselves, and may carry a small ring of six knotted-together veils as her holy symbol. Because of the intense secrecy of the cult, few in it know the true goals or faces of their leaders. The goddess's own goals are unknown to all but herself, and thus her cult naturally remains small, but those who worship her sometimes see messages in their shadows, in mirrors, or in pools of water. Her alignment is neutral, her favored weapon is the bladed scarf, and her domains are Knowledge, Madness, Magic, Rune, and Trickery.

Trait: *Strip the Veils (Sivanah):* You are unusually perceptive when dealing with others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive becomes a class skill for you.



Naderi

Eldest of the first World

The First World represents the primal state of nature and the abandoned blueprint for the Material Plane, existing behind reality like a sketch beneath layers of paint. It is the original home of the fey and the gnomes, and some of the most powerful entities from that realm find worship among the lovers of balance in the Material Plane, though they do little to seek it out. They are called the Eldest, and they are strange and alien beings. All are predominantly neutral, existing as they do beyond mortal morality, though two of them—the Green Mother and Ragadah—*are* often called evil by those who do not share their viewpoints, and thus are not covered here.

Those few who venerate the Eldest as divine beings often attempt to take on aspects of their patrons.

Among the Eldest are **Count Ranalc**, chaotic neutral, whose favored weapon is the rapier and whose domains are Chaos, Darkness, Nobility, and Travel. He is a being of darkness and the chaos of creation. He was exiled to the Shadow Plane long ago and has since vanished, though his continued granting of spells contradicts claims of his death. **Imbrex the Twins** are enormous telepathic statues that never move and wait for an end that never seems to come. Their alignment is lawful neutral; their favored weapon is the dire flail; and their domains are Community, Earth, Law, and Strength. **The Lantern King** is chaotic neutral, with the dagger as his favored weapon and the domains Charm, Chaos, Madness, and Trickery; he is the trickster of the First World, bending the reality of all that he touches. **The Lost Prince** remains neutral, with the quarterstaff as his favored weapon and the domains of Knowledge,

Madness, Nobility, and Repose. He is the melancholy lord of things that are lost and forgotten, and an arbitrator without peer, for his apathy frequently allows him to see all sides of a matter without judgment. **Magdh** is a seer of note, a three-faced prophetess who sees down all the lines of fate and chance. She is the lawful neutral patron of complexity, fate, and triplets. Her domains are Knowledge, Law, Luck, and Rune, and her favored weapon is the scythe. **Ng the Hooded**, patron of secrets, seasons, and wanderers, is neutral, with the domains of Knowledge, Magic, Travel, and Weather and the gauntlet as his favored weapon. He is a hidden power, thought by some to be a clockwork creation, and imagined by others to be the voice of the First World itself. Finally, **Shyka the Many** is neutral and provides the domains of Death, Destruction, Madness, and Magic, with the light mace as his or her favored weapon. A chronomancer composed of all those magical masters of time who have already and may one day bear his title, his faces and forms are legion, yet all speak with the same mind.

PATHFINDER

PLAYER COMPANION

ORGANIZATIONS

The faiths of balance do not rely solely on their priesthood to evangelize for their gods. Indeed, they may not be interested in evangelizing as such, but rather in displaying their pride through other means. Their code may demand that believers perform certain works, and whether they are magical priests or lay worshipers is largely irrelevant. The actions they take reflect on their gods, and thus reflect on all their fellow faithful. None of the following organizations are officially run by the church, and thus may have mixed relations with other worshipers of their patron gods.

The Companies of the Red Standard

It is unsurprising that a knightly order sworn to Gorum would be mercenaries—but then, Gorum is hardly subtle. What is surprising is that this order would last more than 100 years to become one of the most feared mercenary companies in Avistan. Formed by a half-elf, the Company of the Red Standard quickly grew to include as many as 15 subsidiary groups before collapsing back into 5. Each of these units ranges far abroad, selling its services to armies or mercenary units that need dedicated and brutal shock troops. The men and women of the Company never stay for longer than a few battles, no matter how heavy their losses. The sub-bands within the company are largely independent of each other, unless someone attempts to cheat them—and then they unify under the banner painted with the blood of a forgotten king from a forgotten kingdom, and do not rest until they have exterminated their former employer. Currently under the leadership of the half-orc Utrik Half-hand, the Company keeps its size small by requiring that any new applicant best one of them in single combat, with exceptions made for those chosen personally by Utrik based on their past deeds. Since the Company does not believe in pulling its punches, most of these duels end with the death of the applicant.

The Reborn House

The twin urges of Nethys, creation and destruction, find a marriage in The Reborn House. They are an order of adventuring spellcasters who seek to purify the reputation and role of magic in society by healing those wounded through the injudicious use of magic and destroying the uncontrollable abominations created by wizards whose reaches exceeded their grasps. The group's members come from all walks of the magical world, but all have suffered some tragedy born of magic. When they have cured the ills of those affected by magic not their own, they ready their war-magics and don their destructive masks to seek out those responsible. They fight in defense of cities of

innocents, raising great shields and issuing sorties against those spellcasters who would ravage the defenseless. Many chapters of the Reborn House exist, and they occasionally come into conflict with each other, escalating the stakes and their personal involvement with every battle. While their mission might lead many to label them heroes, the truth is that members often care less about the suffering masses than they do about improving spellcasters' reputations, and when they decide a given spellcaster is doing something to make all practitioners look bad, their action is quick, unilateral, and often deadly.

The Sacred Order of Archivists

To an Iroran, there is no greater crime than the willful destruction of history, and it is for this reason that the Sacred Order of Archivists was formed. Based out of the cosmopolitan city of Kintargo in Cheliox, the secret society was originally created by a group of like-minded scholars in response to the revisionist tendencies of the House of Thrune, which was busy making sweeping changes to the official history of the nation and destroying any documents that contradicted their revisions. While not interested in direct confrontation, the Iroran scholars began seeking out those documents and relics crucial to maintaining an accurate picture of the past, safeguarding them for those who might legitimately seek out their secrets.

Today, the Archivists have expanded far beyond Cheliox, establishing cells wherever corrupt governments, extreme nationalism, or prejudice might cause people to sweep inconvenient truths under the rug. Unlike the cults of Norgorber, they do not hoard their secrets, but offer them freely to those who need them. Their actions also sometimes put them at odds with the Pathfinder Society, as they believe that the Society is all too often interested more in fame and wealth than in careful and quiet stewardship. In particularly draconian societies, the Archivists may reveal themselves by anonymously circulating controversial pamphlets or posting anti-propaganda posters, but more often they maintain their secrecy until a worthy party makes his or her need known, and honor their god by seeking out and protecting information that is in danger of being lost forever.

The Sea Dragons

Not all of Abadar's faithful travel the roads. Among their number are those who recognize that the seas are vital to trade and the creation of wealth and plenty. Yet the seas themselves are watched over by entities like Gozreh and Besmara, forces who are frequently the scourge of sea-going merchants. For this reason, the Sea Dragons, sworn to Abadar's name, have built an impressive fleet to provide protection, carriage, and escort services for merchants

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who wish to ensure that their wares to reach the farthest markets of the Inner Sea. They are available for rent to those who can afford their services, and though they will often aid others in distress, they always present a bill when the action is over.

These are no ordinary merchants; when assembled, they are a navy unto themselves, a fleet of over 100 ships (with 20 warships and 80 or more converted merchant ships) under the command of expatriate Chelaxian Admiral Terrance Akrifolous. (All those who enlist in the Sea Dragons must renounce their citizenship, for they serve solely under the banner of Abadar.) Most of the time the Sea Dragons are not assembled, with individual ships working together or running independent missions in the major ports along Garund and Avistan, sometimes ranging both further east and west. Once per year, however, they gather at their home port of Absalom and discuss matters relating to the whole fleet—usually the proposal of a combined expedition to crush the pirates of the Shackles. They have not yet attempted this, considering their mission to protect the waterways more important for the moment, but each year they get closer to taking true action, doing their best to secure promises of aid from the various coastal powers that would benefit from safer sea-lanes. When they find pirates, the Sea Dragons offer no mercy, feeling that those who choose to operate outside of the law and prey on honest merchants do not deserve it.

The Voices of the Spire

The Voices of the Spire are a militant wing of the Pharasma's priesthood devoted exclusively to the total destruction of undead and those who harbor them. Composed primarily of inquisitors, rangers with favored enemy (undead), and clerics, the group does not bother with other Pharasma's concerns such as ministering to the dead or acting as midwives, believing that the greatest thing one can do in Pharasma's name is remove those creatures that defy her authority. The group has chapter houses in many countries, but is strongest in Ustalav, Osirion, and Quantum, with the chapter house in the latter being a huge fortress from which the group plans raids against the undead nation of Geb. These sanctuaries hide texts about the most effective defenses and weapons against various forms of undead, as well as censuses about known sentient undead in the area and their habits. They pay well for information on new undead or changes in existing patterns, but the locations of their strongholds are well-kept secrets. Their undead enemies are powerful and dangerous, and so to find members, you must know where to look and how to ask. Many of the Voices, as they call themselves, carry badges to protect against their souls being torn away by the undead should they be

abducted by their foes. Unfortunately, these badges work by killing the bearers if they're ever seriously damaged by level-draining undead, thus sending the owners directly to their rewards in the Boneyard.

The Wasp Queens

Few of the groups that gather under the banner of a god do so with less organization or order than those who come to Calistria. The Wasp Queens are an elite society of female thieves—exclusively elves and half-elves—who follow the teachings of Calistria, particularly those related to trickery and revenge. They are for hire for any number of activities, but the ones that excite them the most are the jobs that people say are impossible. They have broken into the most secure vaults of Abadar's temples, have lifted enormous amounts of coin from the banks of Absalom, and are even said to have stolen the scepter of Queen Abrogail of Chelax herself and sold it back to her for an exorbitant sum (though this last may be one of the many grandiose fictions surrounding the group). They are enormous braggarts, exaggerating their trophies and their conquests, and always willing to lend a perfectly shaped ear to a good pitch for a job or a potentially lucrative sob story. They travel all across Avistan, always eventually returning to Kyonin with their ill-gotten gains—though it's said they spend most before they ever reach home. They're currently under the command of Arala Insifaal, a sultry half-elf who nurses a grudge visible from across the room. It is to this mysterious figure that hopeful members must apply, knowing that to fail the nigh-impossible admissions tests is inevitably fatal. The group is constantly torn by petty rivalries, past slights, and plots against each other, but they unify against outside threats—which is to say, anyone outside their group.

The Wind Callers

Not all followers of Gozreh despise the agents of civilization. While societal expansion can wreak destruction on land, the ocean is in no danger of being overwhelmed by the handful of ships that dare brave its swells, and the sea is more than capable of defending itself. Given these facts, some priests and other spellcasters devoted to Gozreh choose to work with sailors and captains rather than against them, signing on to ships and using their powers to help ensure smooth and safe voyages, summoning the wind during doldrums and protecting the delicate crafts from the sea's savage storms. These are the Wind Callers, less an organized group than a tradition, and though not common, their services are extremely prized by savvy captains. While often eccentric, the wind callers' ability to read the sea—and sometimes control it—makes them well worth the hassle for many seafarers.



Combat

Religious Feats and Channel Foci

Followers of the gods of balance can learn much through the prism of their worship. Priests are not the only ones who learn useful skills from the gods; after all, the purpose of religion is to inform and edify. These feats and channel foci help specific kinds of characters; you have access to them as long as you are in good standing with your god.

Arcane Insight

Magical insight helps you evade attacks.

Prerequisites: Worshiper of Nethys, Arcane Shield (see the *Advanced Player's Guide*).

Benefit: Whenever you use the Arcane Shield feat, you also gain a +1 insight bonus to your Armor Class for 1 round.

Bloody Vengeance (Combat)

Your retaliatory strikes have long-lasting effects.

Prerequisites: Worshiper of Calistria, base attack bonus +1.

Benefit: If an opponent has damaged you within the past minute, you may study that opponent as a standard action. Thereafter, if you hit that creature with a melee attack, the target takes 1 point of bleed damage each round at the start of its turn. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage does not stack. Bleed damage bypasses any damage reduction the creature might possess.

Measured Response (Combat)

You believe that a conservative but consistent response guarantees success.

Prerequisites: Worshiper of Abadar, base attack bonus +1.

Benefit: When you hit an opponent with a melee or ranged attack, you may choose to deal average damage (rounded down), as if you had rolled exactly the average amount on the damage die or dice. You add your damage bonuses and penalties as normal.

Riptide Attack (Combat)

You can follow up a successful trip attempt with a drag maneuver.

Prerequisites: Worshiper of Gozreh, Improved Drag, Improved Trip.

Benefit: When you succeed at a trip combat maneuver, you may automatically make a drag combat maneuver

against your tripped target as a swift action. Your base attack bonus for the drag check is the same as the base attack bonus you used for the trip check. The drag attempt provokes attacks of opportunity as normal.

Spiked Destroyer (Combat)

You can attack with your armor spikes while using bull rush or overrun.

Prerequisites: Worshiper of Gorum, proficient in spiked armor.

Benefit: When you succeed at a bull rush or overrun combat maneuver, you may automatically make an attack roll with your armor spikes against the target of the maneuver as a swift action. This attack is made using your highest attack bonus.

Steady Engagement (Combat)

You can draw on your excellent balance to trip or disarm opponents when they try to disengage.

Prerequisite: Worshiper of Irori, Combat Reflexes, Stand Still.

Benefits: If you use the Stand Still feat to prevent an opponent from moving, you may make a disarm or trip combat maneuver against the target as an immediate action.

Channel foci

A channel focus (first introduced in *Pathfinder Player Companion: Adventurer's Armory*) is a garment or other object that incorporates a holy symbol of a particular faith and counts as a divine focus of that faith. By spending a use of channel energy, a cleric (or other character with that ability) can trigger a special ability of the item. The spent channel has no effect except to activate the channel focus. A channel focus can be reused many times. When not activated, the focus has no magical aura or abilities. Unless otherwise stated, an activated channel focus can be used by any member of the indicated faith, even if he wasn't the one who activated it.

Bronze Gong: When activated, this small masterwork metal gong remains charged with power for 8 hours. When the gong is struck softly, it emits a clear and pleasing tone that instantly focuses the striker's thoughts and mental energy. If the creature striking the gong has a *ki* pool and worships Irori, she regains 1 *ki* point. This use expends the power within the gong.

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Driftwood Icon: This is a hand-carved icon of a human figure. When the icon is activated and a flower is placed in the niche, the icon grants the bearer a +1 luck bonus to Armor Class for 1 hour, but only against ranged attacks.

Iron Eye: This simple iron amulet is in the shape of an eye within a helm. It must be worn in plain sight to have any effect. When activated, an iron eye allows its wielder to expend its power to gain a sacred (if activated with positive energy) or profane (if activated with negative energy) bonus on her next Intimidate check. This bonus is equal to the number of dice of the activating cleric's channel energy ability. The amulet remains charged until its magic is used or 1 hour passes.

Just Scale: This set of small gold-plated scales is inscribed with words from Abadar's holy text. When activated, its presence aids in negotiations, making attempts to change the attitude of another person by one step a swift action instead of requiring 1 minute. The user must touch the scales and speak to the intended target as part of the skill check. The item remains activated for 1 hour, or until it has been used to influence a number of creatures equal to 1/2 the effective cleric level of the person who activated it.

Stinging Whip: This whip is made from braids of metallic wire. When it is activated, the wielder can expend the power within it to gain a sacred (if activated with positive energy) or profane (if activated with negative energy) bonus on her next disarm or trip combat maneuver with the whip. This bonus is equal to the number of dice of the activating cleric's channel energy ability. The whip remains charged until its magic is used or 1 hour has passed.

Sundered Mask: This mask is a representation of Nethys's own. Activating the mask charges it with healing power. If a member of Nethys' faith wears the mask when it is activated, the first time the wearer takes damage, the mask releases the stored energy into the wearer, healing a number of hit points equal to the number of dice of the activating cleric's channel energy ability. The mask heals its wearer regardless of the type of channeled energy used and whether the target is living or undead. This healing does not prevent the wearer from dying because of hit point damage, and is mainly used to provide instant healing when a cleric is occupied or can only channel a harmful kind of energy. The mask remains charged until it heals someone or 24 hours pass.

Winged Fetish: This amulet is made of a dulled dagger wrapped with feathers. When activated, it protects the wearer against undead creatures. The first time the wearer is subject to an attack from an undead creature that requires a saving throw (such as disease, paralysis, or energy drain), the amulet gives the wearer a sacred (if activated

Item	Cost	Weight	Deity
Bronze Gong	100 gp	5 lbs.	Irori
Driftwood Icon	25 gp	—	Gozreh
Iron Eye	50 gp	1 lb.	Gorum
Just Scale	50 gp	1 lb.	Abadar
Stinging Whip	50 gp	5 lbs.	Calistria
Sundered Mask	250 gp	1 lb.	Nethys
Winged Fetish	50 gp	—	Pharasma

with positive energy) or profane (if activated with negative energy) bonus on her saving throw against that attack.

This bonus is equal to the number of dice of the activating cleric's channel energy ability. The amulet remains charged until its magic is used or 1 hour has passed.



faith

Minor Items of Faith

Not every magic item is a thing of mind-numbing power, and many adventurers of a religious bent carry lesser magic items that come in handy on a day-to-day basis. While anyone can use the items listed below, each is tied specifically to a given faith, and is especially potent when used by the faithful—and potentially dangerous to others.

CALMING OILS (GOZREH)

Aura faint abjuration; **CL** 5th

Slot none; **Price** 1,000 gp; **Weight** —

DESCRIPTION

A vial of *calming oils* help to lessen the rip and fury of great storms, reducing the winds (and the dangerous swells

they create) in a 50-foot radius by one step (see page 439 of the *Core Rulebook*). This radius is measured from the person or ship's deck onto which it is poured, and travels with the oiled creature or surface if it is in motion (such as a ship under sail). If a spell that affects the wind, like *control weather* or *whirlwind*, would affect an area under the effect of *calming oils*, the spell's caster must make an opposed caster level check against the potion's caster level or the spell immediately ends. The oil's effect lasts for 1 hour, after which time the weather returns to normal. If Gozreh is your patron, you may drink the oil to give you *water breathing* for 1 hour.

CLOCKWORK KEY (ABADAR)

Aura faint abjuration; **CL** 5th

Slot none; **Price** 500 gp; **Weight** 1 lb.

DESCRIPTION

A *clockwork key* has two uses, but one functions only if Abadar is your patron. Constructs avoid attacking the bearer of the *clockwork key*, directing their attacks toward other targets if possible, unless they are directly threatened by the bearer or are ordered by their creator to attack. If there are no targets other than a *clockwork key*'s bearer, a construct will act and attack as normal. If Abadar is your patron, you can use the *clockwork key* as an improvised weapon that deals 1d2 points of damage. If you strike a construct with a *clockwork key*, it takes 1d4 points of damage and must make a DC 12 Will save. If the construct fails, it is paralyzed for 1d4 rounds. Once the key has successfully paralyzed a construct, it is destroyed.

CONSTRUCTION

Requirements Craft Construct, Craft Wondrous Item, *shatter*;

Cost 250 gp

CONSTRUCTION

Requirements Craft Potion, *water breathing*, *wind wall*; **Cost** 500 gp

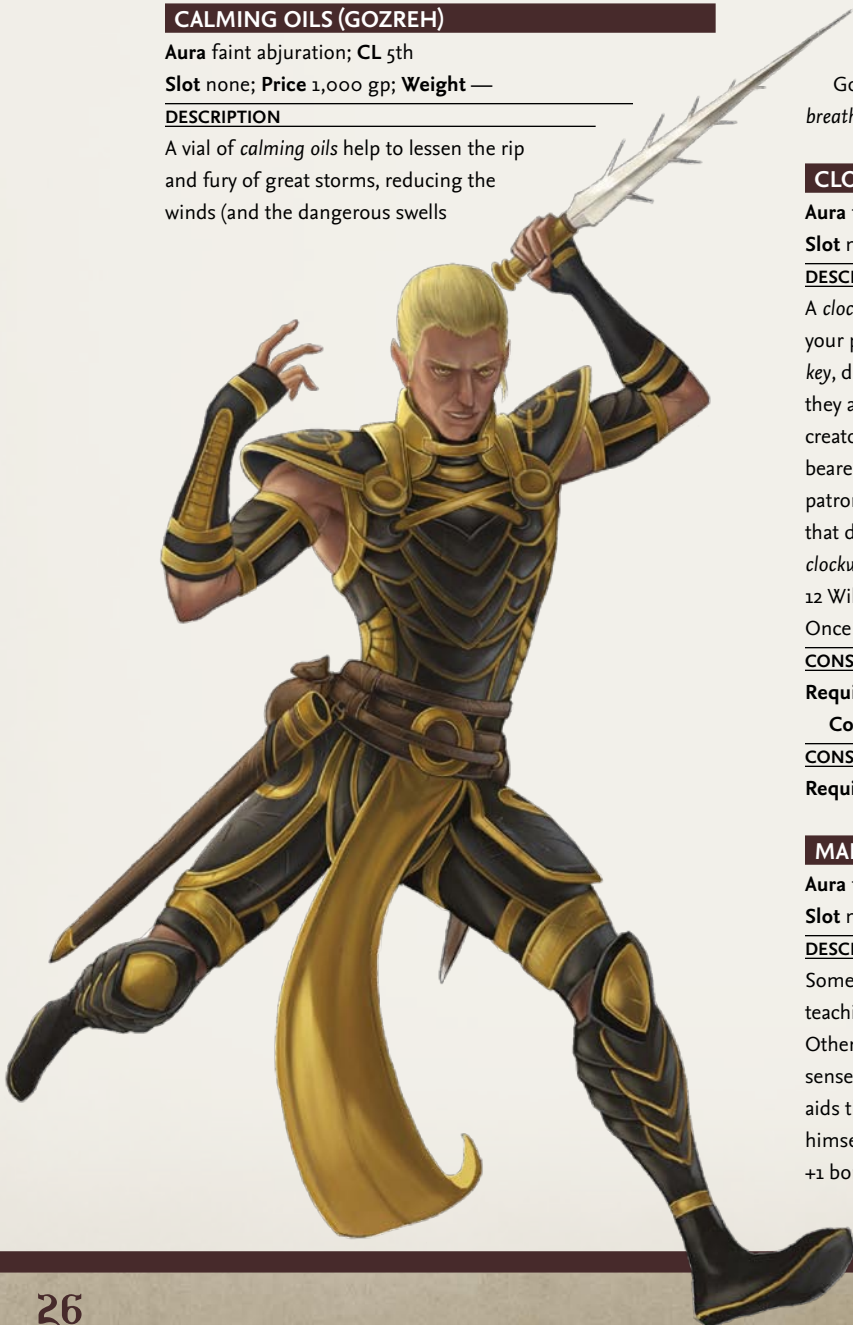
MANUAL OF CALM REFLECTION (IRORI)

Aura faint transmutation; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** 2 lbs.

DESCRIPTION

Some of the manuals ascribed to Irori deal with physical regimens, teaching the reader how to hone his body as a fighting weapon. Others teach mental exercises to hone the wits and sharpen the senses. The *manual of calm reflection*, a thick book of 30 chapters, aids the reader in centering his spirit and anchors him within himself. After spending 1 hour reading the book, the reader gains a +1 bonus on saves against mind-affecting spells for the duration of



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that day. If Irori is your patron, this bonus increases to +2.

CONSTRUCTION

Requirements Craft Wondrous Item, *aid*; **Cost** 2,000 gp

MASK OF DESTRUCTION AND CREATION (NETHYS)

Aura faint evocation and illusion; **CL** 5th

Slot head; **Price** 5,000 gp; **Weight** —

DESCRIPTION

This reversible silken mask is flat white on one side and a swirling mass of colors above a black background on the other. When worn with the white side out, it allows the wearer to use *detect magic* once per day. When worn with the black side out, it allows the wearer to use *read magic* once per day. If Nethys is your patron, you can use the black side of the mask to cast *magic missile* as a 3rd-level caster once per day. Likewise, you can use the white side of the mask to cast *disguise self* once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, *disguise self*, *magic missile*, *read magic*; **Cost** 2,500 gp

RAZORED ROPES (GORUM)

Aura medium transmutation; **CL** 3rd

Slot none; **Price** 8,301 gp; **Weight** 3 lbs.

DESCRIPTION

A *razored rope* is a +1 *lasso* made out of tightly braided lengths of fine chain, used to help restrain cowards attempting to flee a battle. It can be used to entangle an opponent as normal, but deals 1d4 points of damage to a creature that attempts to slip free and fails. The *razored rope* is also more difficult to escape from, requiring a DC 18 Escape Artist check to slip free from and a DC 28 Strength check to break.

If Gorum is your patron, as a standard action you can cause the lasso to constrict around a creature already entangled by the rope, dealing 1d4 points of damage. If Gorum is not your patron and you attempt to make the lasso constrict, it lashes up and strikes you for 1d4 points of damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate rope*; **Cost** 4,150 gp

SPIRAL TILES (PHARASMA)

Aura faint divination; **CL** 5th

Slot none; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

These 10 ebony, pearl, and ivory tiles, when arranged in a spiral pattern on the ground, provide you with the effects of a *guidance* spell once per day. The spell's effect lasts until discharged.

If your patron is Pharasma, you can toss the *spiral tiles* upon the ground once per day as a standard action and interpret the patterns they lie in as if you had cast *augury*. If Pharasma is not your patron and you attempt to use *spiral tiles* in this manner, the result is either random or purposefully misleading.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*, *guidance*; **Cost** 3,000 gp

Paladins of Abadar

Of all the gods of balance, only one supports and promotes a holy order of paladins: Abadar. As the god of civilization and order, Abadar recognizes the value of holy warriors in advancing society's aims. His paladins follow the standard paladin code of protecting the innocent, acting with honor and honesty, and respecting lawful authority. In addition, an Abadaran paladin upholds the following creed.

- I am a protector of the roadways and keep travelers from harm. No matter their destinations or goals, if they are peaceable and legitimate travelers who harm no others on the road, I will ensure that they pass safely.
- Bandits are a plague. Under my will they come to justice. If they will not come willingly before the law, where they can protest for justice in the courts, they will come under the power of my sword.
- Corruption in the courts is the greatest corruption of civilization. Without confidence in justice, citizens cannot believe in their countries, and civilization begins to disappear. I will root out corruption wherever I find it, and if a system is fundamentally flawed, I will work to aid citizens by reforming or replacing it.
- I am an aid to the markets. I ensure equitable trade between merchants and citizens. Theft on either side is intolerable.
- I make opportunities, and teach others to recognize them. When I aid others, I open the way for them, but will not carry them—they must take responsibility.

TRIPLE-STINGING BLADE (CALISTRIA)

Aura faint evocation; **CL** 7th

Slot none; **Price** 11,702 gp; **Weight** 1 lb.

DESCRIPTION

This highly decorative +1 *dagger* sports a rose carved onto its pommel and a yellow-and-black-striped hilt. Upon examination, the blade seems to be dented at regular intervals. These dents are actually retractable thorns. If you use a *triple-stinging blade* to successfully damage a creature, you can make a free combat maneuver against the target. If you fail, nothing happens. If you succeed, you thrust the blade deep enough into the target to cause the thorns to spring forth, dealing an additional 1d4 points of damage. The thorns retract immediately after dealing this damage.

Once per day, as a free action, if Calistria is your patron and you whisper her name, you can increase the enhancement bonus of the *triple-stinging blade* to +2. This bonus lasts for 1 round. If Calistria is not your patron and you speak her name while holding the *triple-stinging blade*, thorns sprout from the handle instead and inject with you with poison equivalent to Medium spider venom (see pages 559–560 of the *Pathfinder RPG Core Rulebook*).

CONSTRUCTION

Requirements Craft Weapon, *spike growth*; **Cost** 5,851 gp



Magic

Arcana of Conflict and Order

The gods of balance provide great magic for their faithful, harnessing the natural forces of the cosmos, opening the veils between life and death, and peering into the minds of others to see what magic they have inside them.

Abadar

FAIRNESS

School enchantment (compulsion) (mind-affecting); **Level** cleric 1, inquisitor 2, paladin 2

Casting Time 1 full-round action

Components V, S, DF

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

Target one humanoid creature per level

Duration 1 minute/level

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

Humanoid creatures affected by this spell must trade fairly with others to the best of their knowledge. If they know the fair value (or even an estimated fair value) of a good or service, they cannot allow a trade to proceed if it would benefit one side unfairly, preventing them from cheating another while under the influence of this spell. The symbol of Abadar appears above the heads of those affected by this spell, making those affected and unaffected by the spell immediately apparent.

Calistria

SEDUCER'S EYES

School enchantment (charm) (mind-affecting); **Level** bard 2, sorcerer 2, wizard 2

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level (D)

This spell increases your physical allure. You gain a bonus on Charisma-based skill checks equal to 1 + 1 for every 4 caster levels you possess (to a maximum of +5), but only benefits you when interacting with those who might conceivably find you sexually attractive. You do not gain this bonus against those you or your allies are attacking or threatening.

Gorum

LIGHTEN OBJECT

School transmutation; **Level** bard 1, cleric 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, M (goose down)

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

Target 1 object of 1 cubic ft./level

Duration 1 minute/level

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

This spell decreases the target's weight by half. If cast on armor, it improves the armor check penalty by 1, though it does not change the armor's categorization as light, medium, or heavy.

LIGHTEN OBJECT, MASS

School transmutation; **Level** cleric 5, sorcerer/wizard 5, summoner 5

Targets multiple objects of 1 cubic ft./level, no two of which can be more than 30 ft. apart

Duration 10 minutes/level

This spell functions like *lighten*, except that it affects a number of objects equal to half your caster level.

Gozreh

READ WEATHER

School divination; **Level** bard 1, cleric 1, druid 1, ranger 1

Casting Time 1 minute

Components V, S, F (a set of marked sticks or bones worth at least 25 gp)

Range personal

Target you

Duration instantaneous

This spell allows you to precisely forecast the weather at your current location for the next 48 hours, providing you with advance warning of storms, blizzards, tornadoes, and other such meteorological phenomena. It applies only to the weather that would arise normally and naturally, and does not take into account any magical occurrences that might change the weather of an area.

SKY SWIM

School transmutation [air]; **Level** cleric 3, druid 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched (Large or smaller)

Duration 1 minute/level

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Saving Throw none;

Spell Resistance
yes (harmless)

This spell grants the target the ability to swim through the air. Creatures with a swim speed can move through the air at that speed. Those without a swim speed must make Swim checks to move as normal. Still air is treated as calm water, light or moderate wind is treated as rough water, strong or severe wind is treated as stormy water, and stronger winds cannot be swum through (see *Core Rulebook* page 439). This spell does not grant the ability to breathe air to creatures that normally can't.

Irori

ABSTEMIOUSNESS

School transmutation; **Level** bard 1, cleric 1, druid 1

Casting Time 1 standard action

Components V, M

Range touch

Target a handful of berries, grains, nuts, or rice

Duration 1 hour

Saving Throw none; **Spell Resistance** yes

Not everyone can achieve the physical stamina of the monk, but sometimes Irori smiles on his worshipers and allows them a reprieve from physical hungers and wants. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and as such will not alone prevent someone from starving, but it can extend even limited reserves for extended periods.

Nethys

SPELL GAUGE

School divination [mind-affecting]; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a silver piece)

Range close (25 ft. + 5 ft./level)

Target one creature

Duration instantaneous

Saving Throw yes; **Spell Resistance** yes

Upon casting this spell, you immediately know a selection of the spells the target creature has prepared or knows. The number of spells revealed to you is equal to your caster level. The target's lowest-level spells are revealed first—ignoring 0-level spells—in a random order. Once all of the target's 1st-level spells are revealed, the spell begins revealing 2nd-level spells, then 3rd-level spells. This spell does not reveal spells of 4th level or higher, nor does it reveal spell-like abilities or other special abilities. If cast

on a creature that is not a spellcaster, that only has spells of 0 level or of 4th level or higher prepared, that has expended all of its spells, or that has not prepared any spells that day, the spell is expended without effect.

Pharasma

EARLY JUDGMENT

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

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./level)

Target one humanoid creature

Duration 1 round

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

You show one creature the effect of its life so far and what it might expect when it passes under Pharasma's impartial gaze at the end of its life. Depending on the creature's alignment and its adherence to its ethos, you can provide it a brief glimpse of the reward or punishment that waits for it when it dies by showing it a mental image of its destined plane in the Great Beyond. If your target is good-aligned, it must save or be fascinated for 1d4 rounds. If your target is neutral-aligned, it must save or be confused for 1d4 rounds. If your target is evil-aligned, it must save or be shaken for 1d4 rounds.





Social

Religious Holidays

One of the primary purposes of organized religion is bringing people together in public celebrations of faith and community. These holy days help bind congregations together in a shared understanding and reaffirmation of purpose. Five months are named after the gods of balance—Abadius, Calistril, Pharast, Gozran, and Neth—and are generally seen as times for celebration by the church, yet most gods have additional holidays as well.

Abadar

The holy days of Abadar are all related to markets, business, and the smooth functioning of civilization. Whether it's the day that a courthouse first opens for business or the commemoration of the first brick laid in the city sewer, Abadarans love to see signs that their communities are always advancing. In addition to these minor events, most Abadarans recognize two major holy days.

Market's Door, which falls on a different day each year, marks the day the first fruits of the fall harvest reach the markets. The holiday is always announced a month in advance (the date is determined by casting divination spells and analyzing historical patterns), with priests marking the day with a blessing of the market area and subsidies for vendors who purchase spots early. The rest of the day is marked with celebration and a joyous tending to business.

Taxfest, celebrated on 15 Gozran, is likewise a holy time for the church. Faithful Abadarans gladly pay their fair share to the church and the state, knowing what they receive in return. The church takes part in collection wherever possible to let the taxpayers know that it's a legitimate collection, and to ensure that the taxpayers are treated well and fairly. When all the taxes are in, the church opens its doors to common folk and civic leaders alike for a huge feast, binding them all together under one roof. Everyone is free to speak her mind to community leaders without repercussion on these days; should the hand of justice come down on anyone for speaking, the church will surely have something to say.

Calistria

The world is full of slights and grudges, and every Calistrian temple has its own particular days for revenge, conquests, and other satisfactions. Still, there is one day that all of the faithful observe with varying degrees of delight or

trepidation. It is the day of the **Ritual of the Whip Sting**, in which priests mediate between bitter enemies and bring both parties to a public vengeance, after which both must swear to be satisfied and consider the feud at an end. Believers who are not a part of the ritual take great delight in watching others humiliate each other. Being chosen to take part in the ritual is a strong reminder never to let slights escalate to such heights that the priests must step in—vengeance will never be as satisfying if one has to negotiate for satisfaction or balance triumph with one's own humiliation.

The ritual takes place any time it's appropriate, yet most temples try to hold a session during the month of Calistril, and the more voyeuristic members of the community look forward to the ritual with great enthusiasm.

Gorum

Gorumites do not believe in celebrating official holy days. What dates would they mark? Battles past, where people died and their glory faded? Sites of great sieges or defenses against all odds? These are certainly worthy of remembrance, but only among those who would study those battles to learn their lessons, or among those who were there and wish to commemorate their fallen friends and enemies. Any others making such remembrance are only proving that they have no glories or memories of their own to speak of. "Make your own holy days," the saying goes, and Gorumites are determined to do just that.

Gozreh

Worshippers of Gozreh follow a great many holy days—and indeed, their faith teaches that every day should be holy. Holiday celebrations are planned around harvests, solstices, equinoxes, the highest and lowest tides of the season, and other events that happen yearly and mark the turning of the natural year. Of course, these events happen at different times across the world, and so only a pair of holidays find common dates among all the congregation.

Currentseve, held on 7 Gozran, is a fertility festival, a day-long fast that reminds the faithful that nature's bounty is not a given. Devotions made on this day represent believers' understanding of the sacrifice nature makes to sustain them, and their thanks for its succor.

The other holiday is **Firstbloom**, celebrated on the vernal equinox. This is the start of the planting season in farming

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communities, and those who hold to agricultural calendars call this day the first of the year. Though most farmers are weary from planting all day, many communities hold celebrations on this night, with feasting, dancing, and courtship all representing the joyous cycles of nature.

Irori

Irori is a god of history and knowledge, and dates are extremely important to his faithful. At the same time, Irori's faith is an individualistic one, and thus each follower of his teachings must decide for herself what dates hold significance. Most holidays among Irori's faithful commemorate the dates of important births, deaths, discoveries, or battles. Of particular importance are those dates that relate to a given temple or monastery, or that impact a given monk's path toward enlightenment, such as the birth or death of a particular master or the date that monk set foot on the path of self-perfection. Followers of Irori are almost always happy to join in celebrating someone else's historical holiday, for they understand that only a true understanding of history can guide a soul on the road to enlightenment.

Nethys

The church of Nethys allows individual temples to create their own rituals, as befits a faith devoted to the mysteries of magic. In addition to a general celebration of equinoxes and solstices—points that represent balances and extremes—the church has three major holidays.

Abjurant Day, occurring on 8 Neth, is a day of working together to shore up mutual defenses and train friends and neighbors in defensive magic. This is also a time for the testing of potential apprentices.

Evoking Day, on 18 Neth, is often celebrated with magical fireworks, spell duels, and the trading of spells between colleagues. Among the Garundi people,

even those not trained in the magical arts celebrate the day to give thanks for beneficial magic by dancing in black and white robes and waving colorful streamers.

Transmutatum, the 28th of Neth, is a day of reflection and self-improvement, and many begin research and crafting projects on this day.

Pharasma

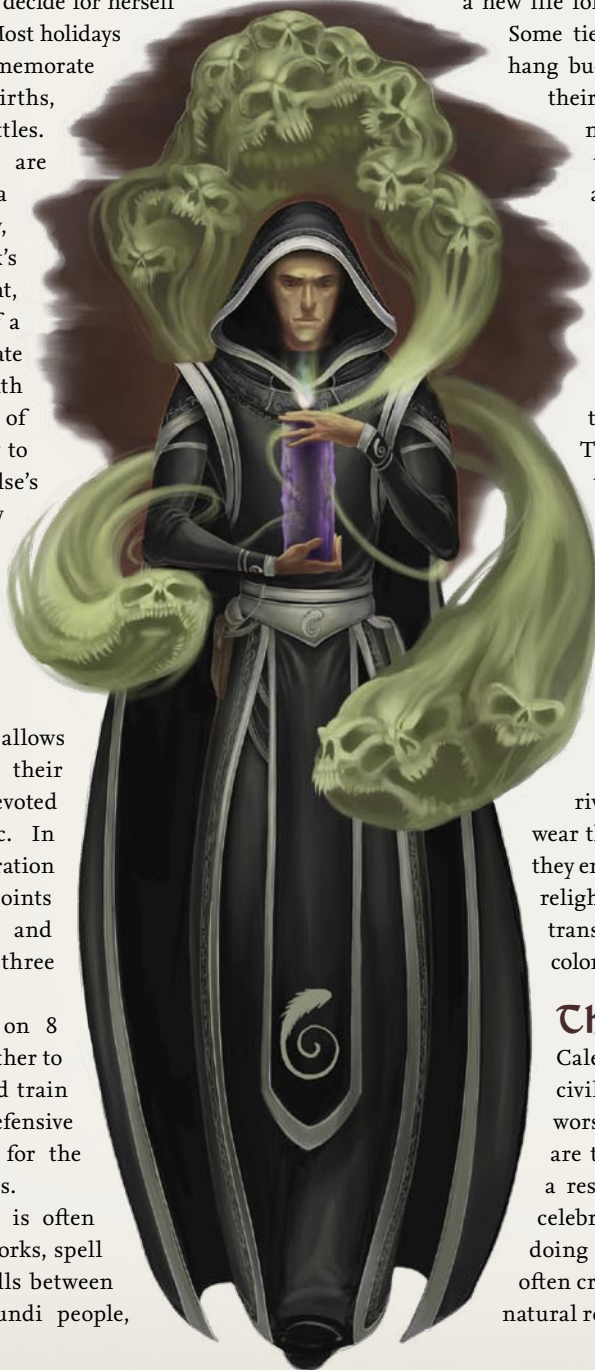
Dedicated Pharasmians usually celebrate Pharast with special devotion, with the entire month symbolizing a new life for the world after winter's death. Some tie feathers above their lintels or hang budding branches of willow from their windows. While the church has numerous rituals and services throughout the year, two holidays are particularly important.

The **Day of Bones**, on 5 Pharast, is an occasion on which the recent dead are wrapped in shrouds and borne through the city in a solemn procession, to be interred in the church's graveyard at no cost. The souls of these bodies are said to gain preference in the line of judgment at the Boneyard.

The ritual known as the **Procession of Unforgotten Souls** occurs nightly for weeks before the autumn harvest feast. The faithful beseech the Lady of Graves not to take them yet, and stand in silence as the priests enter a fountain, lake, or river carrying candles. The priests wear thin black outer robes, and when they emerge from the water, the candles relight and these garments become transparent, revealing the festival colors beneath.

The Green faith

Calendars are a construct of civilization, and the only markers a worshiper of the Green Faith needs are the changing of the seasons. As a result, the Green Faith primarily celebrates equinoxes and solstices, doing so with simple rituals that are often created on the spot, with whatever natural resources are at hand.





Coming Next

Everyone's favorite malicious freaks are back, and now they have a whole book! Since the very beginning of the Pathfinder campaign setting, Golarion's goblins have been titillating and terrifying players with their crazed antics. Now, at long last and by popular request, Pathfinder Player Companion brings you everything you need to play (or hunt) one of the melon-headed maniacs yourself!

Goblins of Golarion

Most creatures interacting with goblins never bother learning about them beyond what it takes to kill them or drive them off. Get ready to dive into goblin culture as you've never seen it before! Learn about the goblin view of history, their physical and mental traits, how they live, how they choose their heroes, and more! Why are goblin babies kept in cages? What happens to goblins when they die? Why are goblins so obsessed with fire, and why do they associate with goblin dogs and worgs but despise regular dogs and horses? How do other goblinoids like hobgoblins and bugbears view their tiny cousins? It's all here, if you dare to read it!

Goblin Tribes

Goblins come from all over Golarion. From Varisia to the Shackles, no two goblin tribes are exactly the same, with each having its own way of organizing, its favorite tactics and traditions, and its unique views on the world and other creatures. This section presents tons of new information on the various eclectic tribes of goblins, crucial for anyone wanting to play or fight a goblin of the Inner Sea region.

Combat

Goblins have their own ways of doing things, especially when it comes to fighting. These new combat feats help you fight like a goblin, instead of like some stupid human!

Faith

Goblins have several gods of their own—terrible entities that embody typical goblin concerns, such as slavery, scavenging, fire, drowning, and the ever-popular pastime of dog killing. Learn all about the barghest hero-gods Hadregash, Venkelvore, Zarongel, and Zogmugot in this special goblins-only exploration of faith.

Magic

Uncover several new goblin spells and magic items!

Social

Goblins love to sing—now bring several all-new songs of mischief and mayhem to your table!

Subscribe for More!

Discover Golarion and learn more about this rich, detailed campaign world! Head over to paizo.com and subscribe today to have each player-friendly Pathfinder Player Companion delivered straight to your door. Each book has new information about fantasy races and nations, combat techniques, and magical discoveries! Or, if being a GM is more your style, try subscribing to the Pathfinder Campaign Setting, Pathfinder Modules, or Pathfinder Adventure Paths. Did you miss out on a juicy secret from a past installment? Log on and pick up every volume of past Pathfinder products online!

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Perfect Order, Perfect Chaos

There are those who walk a middle road, the heroes to whom questions of morality come second to some greater goal. It is to these bold individuals that the gods of balance offer their hands. Whether it's the god of cities and civilization or the guardians of the wild places, the goddess of death or the twisted and insane lord of magic, the neutral gods of Golarion are every bit as active as their righteous or evil counterparts. Often misunderstood, their worshipers run the gambit from enlightened scholars to bloodthirsty paragons of battle, all bound together by the same knowledge: that there are distinctions more important than good versus evil.

Faiths of Balance presents a player-friendly overview of the neutral-aligned religions and faiths of the Pathfinder campaign setting, along with new rules and information to help players customize pious characters in both flavor and mechanics. Inside this book, you'll find:

- ▶ Information on each of the major neutral gods and his or her corresponding religion, including what's expected of adventurers of various classes, ways for the faithful to identify each other, taboos, devotions and ceremonies, church hierarchies, holy texts, religious holidays, and more.
- ▶ An overview of the ancient Green Faith, to which many druids still hold.
- ▶ New character traits to help represent and cement a character's background in the church.
- ▶ New feats for holy warriors.
- ▶ New god-specific spells for a wide variety of spellcasters.
- ▶ New magic items designed specifically for members of the faith.
- ▶ New religious organizations and military orders, plus a paladin code for the chosen warriors of Abadar, god of cities.
- ▶ Details on minor neutral deities, powerful fey entities, and more!

This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.

