

# PATHFINDER<sup>®</sup>

PLAYER COMPANION<sup>™</sup>



## Faiths of Corruption

# Faiths of Corruption

## Asmodeus

### PRINCE OF DARKNESS

*God of contracts, pride, slavery, and tyranny*

**Alignment:** LE

**Domains:** Evil, Fire, Law, Magic,  
Trickery

**Favored Weapon:** Mace

**Centers of Worship:** Cheliaz, Isger, Nidal

**Nationality:** Devil



## Lamashtu

### MOTHER OF MONSTERS

*Goddess of madness, monsters, and nightmares*

**Alignment:** CE

**Domains:** Chaos, Evil, Madness,  
Strength, Trickery

**Favored Weapon:** Falchion

**Centers of Worship:** Belkzen, Irrisen, Katapesh,

Nex, Osirion, River Kingdoms, Varisia, Worldwound

**Nationality:** Demon



## Norgorber

### THE REAPER OF REPUTATION

*God of greed, murder, poison, and secrets*

**Alignment:** NE

**Domains:** Charm, Death, Evil, Knowledge,  
Trickery

**Favored Weapon:** Short sword

**Centers of Worship:** Absalom, Galt, Nex, Osirion,

River Kingdoms, The Shackles, Taldor, Varisia

**Nationality:** Taldan



## Rovagug

### THE ROUGH BEAST

*God of destruction, disaster, and wrath*

**Alignment:** CE

**Domains:** Chaos, Destruction, Evil, War,  
Weather

**Favored Weapon:** Greataxe

**Centers of Worship:** Belkzen, Darklands,

Katapesh, Realm of the Mammoth Lords, Osirion, Qadira

**Nationality:** Monster



## Urgathoa

### THE PALLID PRINCESS

*Goddess of disease, gluttony, and undeath*

**Alignment:** NE

**Domains:** Death, Evil, Magic, Strength,  
War

**Favored Weapon:** Scythe

**Centers of Worship:** Darklands, Geb,

Osirion, Ustalav, Varisia

**Nationality:** Varisian



## Zon-Kuthon

### THE MIDNIGHT LORD

*God of darkness, envy, loss, and pain*

**Alignment:** LE

**Domains:** Darkness, Death, Destruction,  
Evil, Law

**Favored Weapon:** Spiked chain

**Centers of Worship:** Belkzen, Cheliaz,

Geb, Irrisen, Nidal, Varisia

**Nationality:** Alien



# PATHFINDER

## PLAYER COMPANION™

# Faiths of Corruption

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.

## Table of Contents

Faiths of Corruption	2
Minor Deities	16
Organizations	22
Combat: Feats of Damnation	24
Faith: Codes of Corruption	26
Magic: Spells of the Fallen	28
Social: Religious Holidays	30

**Author** • Colin McComb

**Cover Artist** • Eric Belisle

**Interior Artists** • Yngvar Asplund, Jeff Carlisle, Carolina Eade, Paul Guzenko, Jon Hodgson, and Andrew Olson

**Creative Director** • James Jacobs

**Senior Art Director** • Sarah E. Robinson

**Managing Editor** • F. Wesley Schneider

**Development Leads** • Patrick Renie and James L. Sutter

**Editing and Development** • Judy Bauer, Christopher Carey, and Sean K Reynolds

**Editorial Assistance** • Jason Bulmahn, Rob McCreary, Mark Moreland, and Stephen Radney-MacFarland

**Graphic Designer** • Andrew Vallas

**Production Specialist** • Crystal Frasier

**Publisher** • Erik Mona

**Paizo CEO** • Lisa Stevens

**Vice President of Operations** • Jeffrey Alvarez

**Director of Sales** • Pierce Watters

**Sales Assistant** • Dylan Green

**Finance Manager** • Christopher Self

**Staff Accountant** • Kunji Sedo

**Technical Director** • Vic Wertz

**Marketing Director** • Hyrum Savage

### Special Thanks

The Paizo Customer Service, Warehouse, and Website Teams



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

[paizo.com](http://paizo.com)

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*Pathfinder Player Companion: Faiths of Corruption* is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc.

Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Campaign Setting, Pathfinder License version 1.0a Section 1(d), Pathfinder Player Companion, Pathfinder Society, and Pathfinder Tales are trademarks of Paizo Publishing, LLC. © 2011 Paizo Publishing, LLC.

Printed in China.



# Faiths of Corruption

**T**he evil gods and their servants have always tempted, cozened, flattered, and terrified mortals. They are awesome, horrifying, and unknowable in the immensity of their destructive power. They appear in the dreams of kings and peasants alike, inspiring atrocities and outrages, driving a vision of the world that is both grand and sickening. Texts describing them and their followers abound in the libraries of great cities, or are secreted in dark cellars and fallen churches. Great congregations have arisen to combat or embrace their dark promises, and history's pages overflow with their machinations.

This book is not about those gods—or at least, not directly. Rather, it is about a view of those gods as filtered through the lives of their followers. This book details the goals and worldviews of those mad or terrifyingly reasonable few who choose to devote their lives to beings who spawn unfathomable atrocities.

In a world where the gods are provably real, where the ultimate disposition of souls is more than theology, it may seem strange that mortals would willingly choose to follow evil gods. Certainly, those who enter the priesthoods of these dark faiths see a marked increase in their power as they touch the divine and channel its fury. Their lives may become better in the short term, fortified by the temporary gifts for which they exchange their souls. But what could induce laypersons—the ordinary faithful without the touch of divine magic—to offer their fealty to the gods of darkness when they know that their destination in the afterlife will likely be a never-ending torment?

This book details what it means to follow the gods of evil, to live in faiths as fully explored and realized as those of the gods of good. It outlines the major churches of the evil deities of the Inner Sea, and how the goals of those churches influence people across Golarion.



You need not revel in the rise of evil to be a proponent of the dark gods, and vice versa. Indeed, many of those who claim fealty to evil gods have their own reasonable (to them) justifications for their worship, and may not self-identify as evil. The faiths of corruption often offer organization and goals beyond mindless suffering, and many mortals venerate these gods without subscribing fully to their mysteries. Indeed, many worshipers simply seek a faith less restrictive than the faiths of purity or balance, or think those faiths too weak to address the problems of everyday living. Perhaps, as with the Church of Asmodeus in Cheliax, a faith offers stability in a war-torn region. Perhaps the victim of an unfortunate birth defect finds solace and community nowhere but among the worshipers of Lamashtu, turning self-pity into pride and rage. The faithful of the corrupt may be people blinded by pain, greed, or other desires, or they may be zealots who choose their paths willingly and gladly, spitting on the so-called forces of good.

Evil exerts an undeniable attraction on even the best of people. It whispers in the souls of mortals, urging them to take the easy way, to give in to their base natures and place the pleasure of the moment over the long view. Corrupt advisors tell you that revenge is justice, that no one will notice one small slip, or that the bad behavior of others justifies your own misbehavior. Each step leads you further into the darkness, until at last you turn and discover the light has grown dim and small in the distance.

Perhaps you have slipped, and believing yourself unable to make the arduous journey to reclaim your soul, you accept your fate. Or maybe you are one to whom evil has never had to whisper. It spoke to you and you answered with a glad shout, thankful to finally be recognized for your strength, your ruthless efficiency, your cold logic, or your furious violence. You never shied from evil, but exult in it. Whether you are a flagellant ascetic or a wholehearted and enthusiastic celebrant of the flesh, the voice of evil finds an outlet in your heart, and you will spread its influence across the world. How you express it is largely personal.

Some faiths are grandiose and eloquent, building vast cathedrals and constructing hierarchies of power that denote exact positions in the eyes of their gods. Others are small and intimate, and may require little communal involvement beyond a core of one bad seed. The pages that follow explain what each church expects of its congregations, whether casual devotees or the most self-sacrificing fanatics.

Some of these faiths, such as the monstrous worship of Lamashtu, operate in secret, as cults hiding beneath the respectable veneer of society. They claim few human worshipers, for their worship is directly antithetical to most human ideals. Others, such as Norgorber's secretive followers, have woven themselves unseen into the fabric

of cities, directing and shaping the future through their machinations. And some, like the Church of Asmodeus in Cheliax or the Kuthite leadership in Nidal, are their own governments, dictating the state religion and directing the worship of their people toward malicious ends.

In the places where the gods of corruption reign triumphant, one must pay at least a measure of devotion to the state religion or risk the consequences. Even if it is insincere, a necessary disguise, this brief surrender to these gods may open the door to eventual atrocities. A brief flirtation with their worship may not make you evil, but extended exposure to their beliefs—even if you shake your head in mute disagreement all the while—can slowly acclimate a good soul to evil and turn it bad. These are the gods of evil, the most corrupt and terrifying beings in existence, and you consort with them at the peril of your immortal soul.

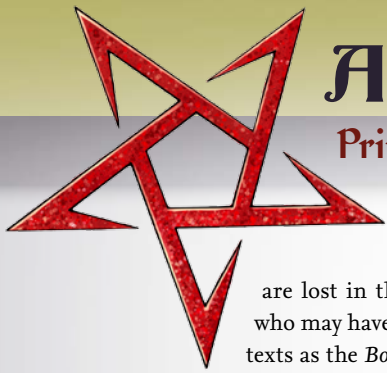
## How to Use This Book

Each of the major evil gods commands a portion of this book, with a short summary of the god—its portfolio, domains, and interests—and how that god's faith might call worshipers. These sections introduce adventurers' relationships with the faith and discuss those classes that fit best or worst with the religion, as well as the goals, personal identifiers, and devotion and practices expected of worshipers. Following this come sections on the faith's relations with other churches, its taboos, and some sample traits for those who pursue this religion. You can find an overview of the traits system on page 326 of the *Pathfinder RPG Advanced Player's Guide*. The traits described here are considered religion traits, and can only be taken by worshipers of the specified gods.

After this appears a description the church: its hierarchy, geographical center and places of influence, holidays, and holy books and sites. Here corrupt adventurers can discover the icons of the faith and how to recognize other adherents, whether through manner of dress, spoken phrases, or secret signs. Also presented here are listings of the few sins punished by these most evil of deities.

Even if you're not evil—and especially if you're someone who actively crusades against it—you may find this book invaluable in helping you discover and root out the tendrils of evil that sprout inside a community. It is said that one must know an enemy to defeat it, and the best weapon is information. While it may be tempting to feel pity for these poor, misguided souls, remember this: true evildoers are rarely hamstrung by the same emotions, and mercy for an evildoer brings little comfort to the families of those sacrificed in the name of an evil god.

Whether you wish to cleanse your soul or sell it, the path of darkness lies waiting.



# Asmodeus

## Prince of Darkness

Asmodeus is the most powerful creature in all of Hell; his origins are lost in the first moments of time, and those who may have glimpsed the truth in such heretical texts as the *Book of the Damned* are loath to speak of them. He is the unquestioned lord of Hell, one of the oldest and strongest beings in existence, and the keeper of the great key that holds the Rough Beast imprisoned. His schemes are intricate and myriad, and his patience spans eons. He is the keeper of cold order, a dark and awful majesty who has no need to exaggerate his pedigree. Disgusted with the lesser beings that have taken over much of existence—an existence that some believe he helped to create—the dark lord's time draws nigh once more, and even gods quail before his power. His alignment is lawful evil. His portfolio includes contracts, pride, slavery, and tyranny, and his cleric domains are Evil, Fire, Law, Magic, and Trickery. His favored weapon is the mace.

### Adventurers

The world is adrift in chaos. Savages rise from the wilderness and lay waste to civilizations. Corruption tears down the old order, replacing it with anarchy. The weak challenge the strong, forcing rulers to remind servants of their places with bloody lessons. Knowledge and wealth are lost, and the great machine of civilization grinds to a halt.

Asmodeus provides an answer to such chaos. Just as Hell is a smoothly running system based on clear and understandable precepts, so can mortals strive to emulate its perfection. Asmodeus's realm of absolute law provides a model, and in his worship, the faithful receive the only gift that is truly worthwhile—power.

Worshippers are drawn to Asmodeus through any number of temptations, but in the end it always comes down to power. Perhaps you chose the church of Asmodeus simply because it brings order to the world, appealing to your desire for efficiency, knowledge, and a set path. Maybe you dream of the rank and prestige that perfect obedience to the Prince of Darkness can bring, and fancy yourself one of the strong and clever who naturally rise through his harsh order. You might be a Chelaxian raised in the church and believe that all other faiths are poor echoes of Asmodeus's truth, or perhaps you hope to attain some small amount of the respect garnered by the god of the damned.

Though Asmodeus is unquestionably evil, his lawful nature draws many nonevil but law-abiding individuals to his faith, and his status as the recognized patron deity of

Cheliox means that even a few good-natured souls may exist uncomfortably within his church (though never as divine spellcasters, and rarely in positions of any real power).

### Classes

If you worship Asmodeus, you worship power and its utility in creating order; likewise, you are quick to capitalize on a rival's overextension. If you're of the fighting classes, you're likely a soldier or former soldier, or at least operate in a regimented manner. If you pursue magic, you do so to increase your knowledge and mastery. If you are a rogue or a bard, you're likely to use your abilities to help those in power while increasing your own, and focus on manipulation and loopholes rather than breaking contracts or laws. Even if you're a thief, you're likely to act as an agent of a higher power, and when you steal, you take from the weak and from the enemies of your employers. (As Asmodean rogues often say, a worshiper of Asmodeus never steals, but rather exacts rightful tribute from her lessers.) Though Asmodeus is lawful, his evil prevents paladins from worshipping him, and barbarians are rare, for their chaotic nature is inherently at odds with the church.

As a member of the faithful, you are probably arrogant and intolerant of those lesser than you, and respectful to those above. You believe in authority and its calming effect on society. If you are a cleric, you do not believe in hiding your true calling unless openness would hinder your schemes; even then, you dream of the day when you can reveal yourself and be recognized for your superiority.

### Goals

When you worship Asmodeus, you worship your innate potential. You seek knowledge, wealth, treasures, respect, and above all, power. Doing so echoes the core tenet of the Asmodean church, which is that power does as it will, and the most powerful are those who exercise their will the most effectively. You push for discipline, order, and control over yourself. How you demonstrate your mastery is your choice, but your life is an unending quest for power.

### Identifiers

The colors of your congregation are red and black. Your clothes are as rich as you can afford, for you believe that wealth attracts wealth, and showing yourself to be poor gives others a valid reason to oppress you. Your symbol is the five-pointed star, and many of your fellows wear a ruby pendant or red metals worked into this symbol.

### Devotion

Levels of worship vary greatly. In Cheliox, the entire populace is expected to offer token service to Asmodeus, but only a small percentage offer themselves body and soul



to the cause. This is considered an acceptable attitude, so long as those not actively worshiping the Archfiend still pay proper respect. In places where the church does not function as an arm of the government, devotion becomes much stronger, as only those who truly believe are willing to deal with the social consequences of such faith.

Most good- or neutral-aligned countries have an uneasy relationship with the church. The fact that Asmodeans almost never break laws makes it difficult for local governments to justify ousting them, and their magical abilities and facility with contracts make them useful in much the same way as the faithful of Abadar. Naturally cunning, most priests of Asmodeus follow the model of their god, dealing politely with everyone and making themselves indispensable, even to their enemies.

## Other Faiths

For the most part, you regard other religions with amusement: They worship young gods who possess a fraction of the power of Hell's master, deities who will eventually fall into line with Asmodeus's will. Their faithful can be vexing, but your confident assertion of your power keeps you traveling your wicked path. You are naturally inclined toward the followers of lawful deities, for they understand the need for order, while the congregants of chaos earn nothing but scorn.

## Taboos

If you are a true worshiper of Asmodeus, your word is your bond, and while you pride yourself on your ability to make clever deals and leave yourself escape clauses, breaking a contract is a sin of the highest order. Similarly, despite your manipulations, maneuverings, and political infighting skills, you know better than to disobey a direct order from someone higher in Asmodeus's good graces—either mortal or fiend. In punishing transgressors, you have no mercy unless it serves your interests, nor do you expect any for yourself.

## Traits

**Contract Master (Asmodeus):** Your facility with contracts makes you good at understanding dense text and obfuscating your intent. You gain a +1 trait bonus on Linguistics checks, and it becomes a class skill for you.

**Fiendish Confidence (Asmodeus):** You expect to be obeyed, and are rarely proven wrong. You gain a +1 trait bonus on Intimidate checks, and Intimidate becomes a class skill for you.

## The Church

The center of power for the Church of Asmodeus is of course Hell, but its embassy on Golarion is the nation of Chelixa, where it is the state religion and one of the primary powers of the government. Other countries with a strong church presence include Nidal and Isgar in particular. Otherwise, the church is strongest in cosmopolitan areas, where law and order reign supreme. The church's hierarchy is carefully delineated, with precise gradations of power. Priests from different churches quickly figure out their exact relation to one another, and establish a carefully respected pecking order. Though lesser parties may move up in the ranks through maneuvering, such coups must be quick and decisive (proving that the victor deserved to be on top all along) or the perpetrators risk punishment for insubordination.

Though Hell itself is too dangerous a pilgrimage for most, many Asmodeans in the Inner Sea region attempt to travel to Chelixa (particularly Thrune Square in Egorian) at least once in their lives so that they may walk in a land where devils move freely and the church is fully acknowledged as the rightful authority. The more fervent Asmodean warriors may also journey to the Worldwound, working alongside the faithful of Iomedae to help seal the rents to the Abyss and contain the flood of demonkind.

The most sacred text of the church is the *Asmodean Monograph*, a huge collection of densely worded and intricate parables, lessons, and orders that represent the doctrine of the Prince of Darkness. Its earthly supplemental texts number in the hundreds, and Hell is said to contain vast libraries that expand on the *Monograph* in endless, excruciating detail.





# Lamashtu

## Mother of Monsters

Born from the churning, bestial rage of the Abyss, Lamashtu is a three-eyed, hyena-headed, constantly pregnant humanoid. She births monsters from her madness, her polluted womb spilling horrors across the world. She is the mistress of foul creation, her insane touch tainting reality and twisting births to produce unholy terrors. Her one love is corruption, her goal a fecund morass of chaos and evil. Lamashtu is chaotic evil, and her portfolio is madness, monsters (including wild beasts), and nightmares. Her domains are Chaos, Evil, Madness, Strength, and Trickery, and her favored weapon is the falchion.

### Adventurers

The worshipers of Lamashtu are monstrous, whether in appearance or in their souls. Where most worshipers have a concrete goal in mind when they offer their devotion to a god, those of Lamashtu wish nothing more than overarching corruption, destruction, and the defilement of all that is beautiful. They are outsiders and rejects from civilized society often from birth, and see existence as an endlessly swarming, roiling bath of blood and entrails, a constant churn of life rising and falling under the teeth and blades of those stronger, smarter, or luckier. They believe in the propagation of monsters, crossbreeds and abominations, and the hot and vicious filth of life. They are the incarnations of poisoned fertility.

If you choose Lamashtu as your god, you choose all of this. You may reject the works of civilized races in favor of the intimate and brutal life of evil tribal humanoids: gnolls, goblins, and those other, more terrible creatures that call Lamashtu their mother. If you exist within civilization, you worship her secretly, usually out of resentment for the persecution of whatever physical differences or grotesque fetishes drove you to the goddess. You seek neither peace nor rest. Your life is about constant movement, eternal change and growth toward strength, and embracing the savagery within you while wearing your deformities as a badge. War means birth, as the children of submission and savagery grow to loathe and replace their forefathers.

### Classes

Lamashtu's devoted are simple people, yet they do not lack cunning or intelligence—rather, they prefer lives of directness and action. Bards sing short and brutal war

songs, using their skills to manipulate emotions and drive rage and lust ever higher. Those with connections to the land and beasts are highly prized: druids and rangers are frequently leaders of the people, as are oracles and clerics.

Lamashtan druids call forth horrid and twisted life from the earth, recognizing the ugliness in nature and welcoming it: oozes, crossbreeds, accidents of birth, and more. They are attuned to the savage and bestial side of nature, recognizing the urge of all wild things to rise against the forces of civilization. Rangers use their skills to track their enemies and exact bloody triumph, or to snatch the innocent from the safety of their homes. Whether or not these victims survive is almost beside the point—by the time you're done with them, they'll have been forever scarred.

Fighters and barbarians are common among her worshipers. Spellcasters who adore her often use their powers to summon demons and manipulate flesh in monstrous experiments. Alchemists who specialize in mutagens and excel at twisting their bodies in grotesque ways also find favor among the Demon Queen's cults.

### Goals

Your goal is nothing less than the destruction of the civilized races, to tear them down and replace them with the monstrous spawn of the Mother. You want to see the false beauty of the world ravaged and the true face of reality exposed: a struggle for dominance, a never-ending paean of bloody joy devoted to Lamashtu, destroying the innocent and defiling the works of proud hands. You rape and pillage and seek only to spread the corruption of your kind. You are a realist, and have no elaborate justifications for your faith—the world is deformed and sick, and those who try to gloss over this fact are not just misinformed, but liars who drag others into their error. Your tribe and other members of your faith are the only ones with the strength to see this truth. If you are a male, you spread your seed as widely as possible. If you are a female, you are equally promiscuous, and see all birth as the painful gift it is. Neither of you cares much about the race of your rutting partner; any monstrous offspring, no matter the specifics, pleases Lamashtu.

### Identifiers

The favored weapon of the faith is the falchion, though some also carry kukris in emulation of Lamashtu herself. Because your coreligionists are monsters and freaks, there are few identifiers common across the scattered splinters of your faith. Instead, you display scars or physical deformities, and wear the tattoo of her holy symbol. Because your faith is by necessity a hidden one in all but the most bestial lands, you may take care to disguise the malforming touch of your Demon Mother in the presence of nonbelievers. It is far better to seek out your kindred in secret, and reveal





the horrible fertility rites of your faith only to those who can appreciate them—or who are about to be sacrificed.

## Devotion

Though desperate pregnant women sometimes pray to Lamashtu to see them through childbirth—a request that inevitably ends up tainting the offspring—Lamashtu is not a goddess who appreciates casual worship. Most of her congregation are born into the faith, or else enslaved and raised in it, and know nothing but the brutality of the monsters that dominate the church. Your relationship with the world is uncompromising: You will rise to your Mother's challenge, make your tribe proud, and inflict grievous and bloody scars on the face of the world. In addition to these general lifestyle guidelines, her services include bloodletting, monstrous orgies, birthing ceremonies, and howling sacrifices of humanoids and animals.

## Other Faiths

You are generally hostile toward other faiths, no matter how closely aligned their goals are, and would happily bathe in their blood and devour their children. The rare exception comes from worshipers of those demons like Soothbenoth who claim (or seek) to be the Demon Queen's servants or lovers. Of the good-aligned gods, Desna despises Lamashtu the most, as the Mother of Monsters killed her deific mentor Curchanus and stole his dominion over beasts. Despite this, Lamashtu's greatest rage is reserved for more direct rivals such as Urgathoa, Rovagug, and her archnemesis, Pazuzu.

## Taboos

Most of Lamashtu's faithful recognize that they should not kill their fellow worshipers; the faith is too small, and has too many outside enemies. You can fight with your brethren, but aim to deliver scars and wounds rather than death. While you may fight for dominance within the tribe, you turn instantly on outsiders. Failure to appreciate and nurture the savage demons of the Mother's loins is also forbidden, and those who do so are stricken with nightmares and infections of their scars. The worst punishment is infertility, and only the greatest savagery and slaughter can atone for whatever grievous crime warrants it.

## Traits

**Deformed (Lamashtu):** Your monstrous deformities grant you a +1 trait bonus on Intimidate checks, and Intimidate becomes a class skill for you.

**Unhinged Mentality (Lamashtu):** Your goddess-granted madness gives you a +2 trait bonus on saves against confusion, insanity, and fear effects.

## The Church

Your church is most popular in places where monsters are triumphant: Belkzen, the Worldwound, the gnoll-infested hills of Katapesh, and so on. When sects come into contact, priests establish dominance by comparing (in descending order of importance) scars, number of offspring, deformities, and power. Clerics and other divine casters are often leaders.

Lamashtu's faith does not have holy sites or pilgrimages. Any shrine is good enough, and any place where you can affirm your faith with like-minded worshipers serves as well. Bloodstained rocks are efficient altars for your human sacrifices, and you decorate these places with jackal-headed carvings, feathers of black and brown, and red- and blue-painted weapons that echo Lamashtu's twin blades.

Most of the church's texts are clawed into cavern walls or painted in blood, and thus immobile or temporary. Most draw their origins from the *Skull of Mashaag*, the preserved skull of a yaenit demon ensorcelled to speak the truths of the Demon Queen. The other major text is the *Four Hides of Lawm*, three leather strips marked with runes that tell the history and lessons of the Mother of Monsters. The fourth strap is missing.





# Norgorber

## The Reaper of Reputation

One of the Ascended, Norgorber was a mortal who triumphed in the Test of the *Starstone* and took the mantle of the god of killers and spies. He wears a mask and has wiped his past from history, becoming an enigma even to other gods. He is subtle, devious, and cunning, a cold killer who hides in shadows and trades on his power and information. He is a master of secrets, a true gamesman, and he welcomes all into his church—eventually, everyone has a secret for which they would kill. He is the god of greed, secrets, poison, and murder. His domains are Charm, Death, Evil, Knowledge, and Trickery. His alignment is neutral evil, and his favored weapon is the short sword.

### Adventurers

Four types of people follow Norgorber, each for a specialized reason, yet all willing to work together to shape the world to Norgorber's desires. Those who worship him as the Reaper of Reputation see him as the god of secrets, and are often spies and politicians. Thieves and burglars call him the Gray Master, and see in his skills the epitome of their profession. Alchemists, herbalists, and assassins know him as Blackfingers, the god of poison. And most terrifying of all are the insane murderers who revere him as Father Skinsaw, believing that with each life cut short, they help shape the future to Norgorber's unknown ends.

When you choose Norgorber as your god, you step into a world of lies, deceit, and mortal danger. You wear a mask to conceal your identity even among the other faithful, and work constantly to protect your identity. You trust no one outside of the mask, but know that when the faithful gather, you are a force that can create history. You may disdain those in authority for their pettiness, or may simply have no need for the constricting bonds of law. Likewise, you don't particularly care about chaos and the reign of the individual. You seek the power of secrets, the strength that lies in terror and misdirection, the might of uncertainty and betrayal. You likely live a double life, always on your guard, and take steps to protect your identity from others.

Which aspect of the god you worship also informs your personality. Though the faith accepts all kinds, those who worship the Reaper tend to be secretive, while the acolytes of Blackfingers are bookish, students of the Gray Master are greedy and covetous, and followers of Father Skinsaw are antisocial or sociopathic.

### Classes

Of the adventuring classes, rogues, assassins, alchemists, and shadowdancers are the primary followers of Norgorber, though clerics and bards are quite common as well. His is not a faith of straight brawling, and while his congregants can hold their own in a fight, they prefer to strike from hiding so that they can continue to carry out his works. If you are a spellcaster, you lean toward illusion spells to misdirect your foes, divination spells to discover their secrets, enchantments to twist their minds, or painful and destructive evocations to destroy them utterly. Your faith casts a broad net across the classes, and while paladins actively battle against the church, examples of most other classes can be found somewhere among the faithful.

### Goals

Your ideal world is a place of shadows, where the smart survive with their knowledge, their cool, and their skill. You seek to be alert and knowledgeable about others' actions and behaviors, and believe those who reject your beliefs deserve to be preyed upon. Depending on which aspect of Norgorber you worship, your ultimate goal may be the accumulation of wealth through theft and subterfuge, political power and influence via the collection of powerful secrets, mastery of herbs and poisons, the sheer and simple thrill of killing in the god's name, or something else entirely. Your faith cares less about motivation than methods, and how you conduct yourself is more important than why. And indeed, given the church's secrecy, who needs to know your motivations at all?

### Identifiers

You and the other faithful wear masks, and you tend to associate primarily with those who follow your chosen aspect of Norgorber—the members of your sect share similar interests, attitudes, and behaviors, after all, whether through their harboring of secrets, their obsessive bookishness, their insatiable greed, or their cold contempt for life and morality. You generally wear the colors of black and brown cut to the latest fashions to avoid standing out, with plenty of hidden pockets for poisons, weapons, and other surprises. The other members of your faith do not have an infallible alliance with you (especially if they do not know your identity), and you know that you too can be a casual victim if you do not properly identify yourself. Many of those in your city (your faith is almost always in a city, for your god requires an ample supply of nonbeliever victims) develop specific identifiers. Even in metropolises like Absalom, where the faith is marginally allowed, it's dangerous to wear masks and other identifiers in public, and so most hide their affiliation. In some situations, members wear simple



base masks to protect their identity, and have a variety of secondary masks that they can hold up or attach to indicate discrete messages.

## Devotion

A faith in Norgorber is necessarily a private one. Because you protect your identity, you do not show off your faith. Instead, you prove it by living it. There are none who can compel you to your prayers, and while your sect leader might be able to drive you to actions you might otherwise disdain, you can absent yourself and withdraw from the sect quickly and smoothly. You choose your level of involvement—at least until the point where there is no turning back, and then you run the risk of violating the fundamental tenets of the faith should you try to return to an ordinary life.

## Other Faiths

Like Norgorber himself, you make a point of working well with members of other faiths—especially if they want to employ you for your unique skills—though you generally feel that the positions they hold are too extreme or naive. Among the churches that despise you are those of Abadar, Cayden Cailean, Erastil, Iomedae, Sarenrae, and Torag, though Norgorber's chosen know that even members of these faiths may come to you in times of grief or need. Though your faith is not welcome or even tolerated in many places, the secretive power you carry allows you to make inroads of friendship (or at least alliances of convenience) with others, and once you have entered the first circle, the rest of their defenses can quickly fall. In the end, you will likely show them why you cannot be trusted.

## Taboos

The greatest taboo in the Reaper's faith is the revealing of secrets, specifically the secrets of the faith. Escalating punishments include lashings, being administered a painful but not fatal poison, having your civilian identity

suffer debilitating setbacks, and murder. Along the same lines, revealing the identity of another member to someone outside the faith—especially to someone in law enforcement—might also earn you a visit from the Skinsaw Men, as most members prefer to handle any internecine conflicts within the secret shrouds of their society.

## Traits

**Practiced Deception (Norgorber):** You gain a +1 trait bonus on Disguise checks, and you can apply and remove a disguise in half the normal time.

**Secret Knowledge (Norgorber):** When you initially take this trait, it has no effect. At any point thereafter, before making a check, you may choose one Knowledge skill. You gain a permanent +2 trait bonus on checks for that skill, and it becomes a class skill for you. Once this skill is chosen, it cannot be changed.

## The Church

Your faith is confined primarily to civilized regions, as your skills are useless without prey to practice them upon. Norgorber's faith is strongest in nations like Absalom, Galt, Nex, Nidal, and Taldor, though the church makes every effort to extend into those regions whose secrets it is not yet privy to. Each local congregation usually has a central master who coordinates with nearby sects and directs cult activities. Some of these churches contain all four of the god's focuses, and others only one or two. Churches are usually organized much like a thieves' guild, with underbosses controlling their own teams. The symbol of Norgorber is a polished black mask. Venomous animals are holy to his church.

At least 17 slim tomes pass for Norgorber's holy books—their titles and shapes change from owner to owner, so that they can be more easily concealed and denied. Within these books lie precepts for organizing groups, maintaining secrecy, finding suitable places for your work, blackmail and extortion, and worming your way into victims' confidence. Most are written in code and parable.





# Rovagug

## The Rough Beast

Born to destroy the world, the Rough Beast tore into existence while the cosmos was still young, devouring and destroying everything he touched and laying waste to the careful creations of the gods. United against this single threat, many gods perished, sacrificing their very essences

before the Destroyer, until the remaining gods fashioned the Great Prison within the heart of a world called Golarion and imprisoned Rovagug within. Trapped in anguish and impotent rage, Rovagug shudders and the earth shakes. He bellows and clouds of toxic gas billow from rents in the ground. He calves monstrosities that clamber from the Pit of Gormuz to ravage and destroy in their creator's place. Rovagug does not dream of glory or wealth. He dreams of the end of existence, shoveling all that lives into his devouring maw and crushing beneath his terrifying foot all that does not. His ruin is not slow entropy but rather destructive fire. He is the hastener of the end, the Unmaker, enemy of the gods and of life itself. His portfolio is destruction, disaster, and wrath. His alignment is chaotic evil and his domains are Chaos, Destruction, Evil, War, and Weather. His favored weapon is the greataxe.

### Adventurers

Of all the gods of evil and corruption, the one that draws the greatest hatred is Rovagug, and his congregation reflects this. Those who truly follow in the footsteps of the Rough Beast do not care about love, honor, loyalty, or material gain. They do not care about remaking the world in their own image. The only thing they seek is utter destruction. The more deluded and naive among their number believe that they are the elect of the Worldbreaker, and that Rovagug's freedom will mean an end to the old shackles and the rise of a new order in which his faithful will reign triumphant on the backs of their bloodied enemies. Yet those who venture further into the god's faith know the truth: that achieving their goals will bring only destruction, and that those who eventually free their god will receive no reward except their own pride in destruction, and the right to be consumed first in Rovagug's final rampage.

Rovagug is a god most popular with orcs—though other monsters such as troglodytes and ropers also venerate the Rough Beast—and his faith is one that is forbidden in nearly every center of civilization, no matter how liberal the

populace might otherwise be. Those who follow this god believe in nothing but destruction. They cannot be reasoned with, nor can they be trusted. They are almost always a little bit insane, as they worship the act of destruction with no real expectation of reward, and are generally a damaged and criminal lot, maniacs and berserkers who destroy not for personal gain, but for the thrill of the act itself.

### Classes

The only real discipline shown by a typical follower of Rovagug is that which tends toward destruction. Among civilized humanoids, those few who choose Rovagug are viewed as atavistic, primitive, and insane. Most of his lay followers are barbarians—often from the more savage humanoid races—though some fighters and cavaliers also walk this path, and a few druids see the Rough Beast's hand in the wrath of the thunderstorm. If you choose the Enemy of the Gods as your patron, you choose to live a life free of moral qualms, one that demands nothing but your willingness to destroy. Priests are often magic users such as clerics, adepts, sorcerers, and oracles, and focus on flashy evocations and other spectacularly destructive spells. Though wizards can command some of the greatest of these spells, the rigorous study required to master their art tends to keep Rovagug's faithful from taking up the craft—the same is true of alchemists and summoners.

### Goals

Rovagug's only goals are destruction and slaughter, and the same is true of all honest believers. You destroy the idols of others, break works of art, and tear down the bulwarks that protect them from the truth of reality: that life comes to nothing, and that craftsmanship and artistry do nothing to stave off the inevitable. You want to see civilization fall and its leaders die, and ensure the death of a generation of children so that the future too will perish. You believe that acts of destruction loosen the chains that bind your god, and work tirelessly toward the day when your combined atrocities release the Rough Beast and bring the end at last.

### Identifiers

The particulars of Rovagug's worship vary from tribe to tribe, with his holy symbol depicting him alternately as a worm with great teeth, a crab with a mouth on its back, a terrible spider-legged maw, or a claw encircled by a spiral. His followers often carry greataxes, not out of devotion but because they are easy to make and inflict grievous damage. You identify kindred spirits primarily by their deeds, but priests often wear shaggy coats dyed strange colors and hideous masks depicting horrid beasts, melted faces, and other maddening shapes. You offer your coreligionists little leeway in your dance of destruction—if they are not



members of your tribe or sect, they cannot be trusted. You might work alongside them, but unless they can demonstrate their power and worth, they are simply biding their time before you destroy them as well.

## Devotion

The limited nature of the faith necessarily allows for a great variety in the levels of devotion. You might be a more conventional warrior in a humanoid tribe, invoking Rovagug's name as a curse or a battle cry to intimidate your foes without truly considering the god's nihilistic viewpoint. Alternatively, you might be a berserker who trusts nothing in the world, so scarred by rage or grief that only your own oblivion (and that of everyone around you) can ease your torment. Rovagug does not require elaborate ceremonies or litanies, and anyone can call on him in a moment of rage—so long as his work is done, he doesn't care who does it.

## Other Faiths

You loathe other faiths, whose deities imprisoned your god. They are weaklings, and you will eventually destroy them all. More than anyone else, you hate the goddess Sarenrae and her followers, for she is the one who tricked your destructive god into the prison that he now dwells in.

## Taboos

The greatest taboo among Rovagug's faithful is the creation of beauty and quality. It is dishonorable and proud to think that your work can stand against the Great Destroyer, and so all your works are temporary, simple tools used toward producing greater destruction. Most buildings and equipment owned by a Rovagug-worshiping tribe are in various stages of disrepair. The only acceptable way for worshipers to acquire better equipment is by raiding other cultures, and even these tools are often scarred and defaced (though rarely enough to impede their utility).

## Traits

**Destructive Blows (Rovagug):** You call on your faith to destroy, and you gain a +2 trait bonus on Strength checks made to break things, as well as on combat maneuver checks to sunder.

**Hatred of the Gods (Rovagug):** Your god's own hatred of other deities is reflected in your ability to withstand the attacks of their followers. You gain a +1 trait bonus on all saves against divine spells.

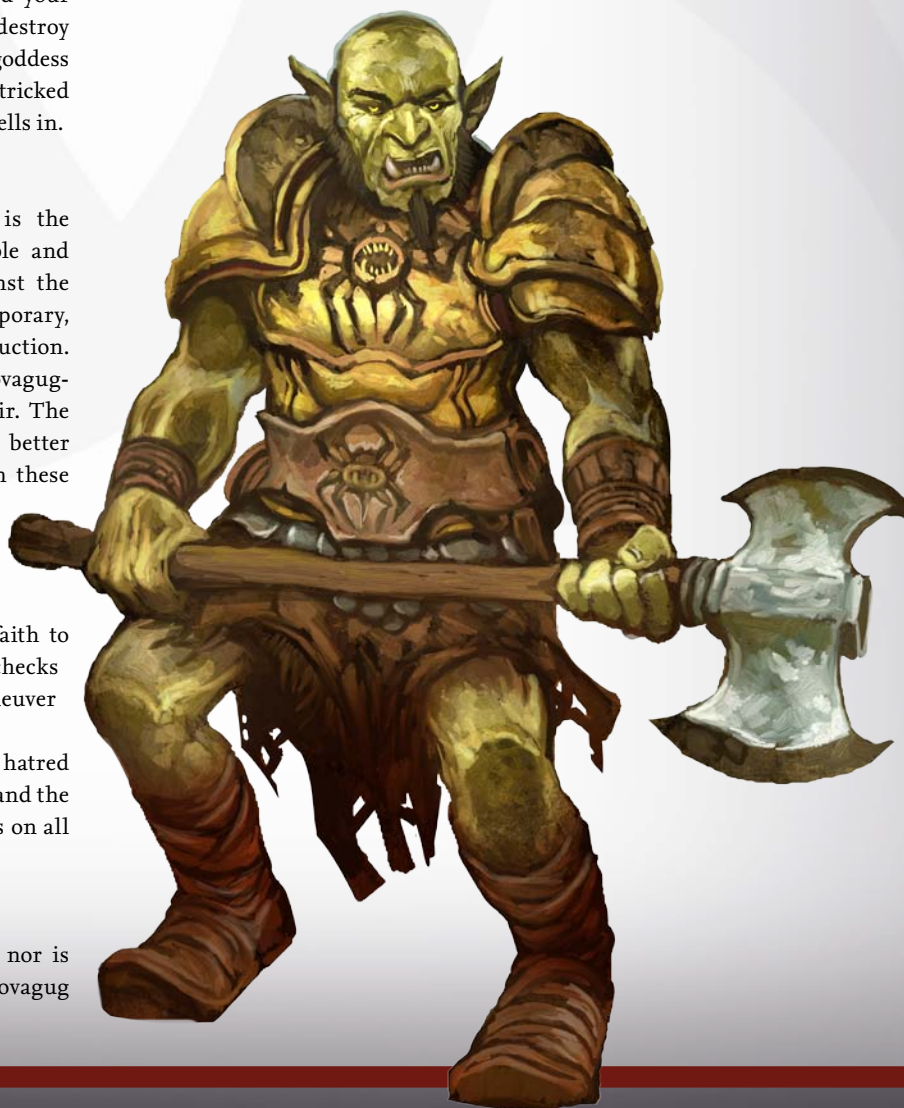
## The Church

There is no centralized location for the church, nor is there a hierarchy except for strength. Worship of Rovagug

is most popular in remote areas where orcs and other savage creatures reign and the strong destroy the weak.

Though any cave near a geothermal vent is holy to the faithful of Rovagug, two places in particular capture their imagination. The lesser is the Pyramid of Kamaria, near the city of An in Osirion, in which the cult lives aboveground in the tomb of a pharaoh who worshiped Rovagug openly. The central shaft of the pyramid extends into the Darklands, where the cultists trade with the monsters of the deep. The primary holy site of the faith is the Pit of Gormuz in Casmaron, from which the Spawn of Rovagug have clawed forth and which the faithful believe leads to the prison of their terrible god. Surrounding the pit are degenerate tribes who offer living sacrifices to the depths.

You do not have a codified holy text. Such a thing is explicitly contrary to the destructive power of your lord. Some writings do exist, specifically the Cycle of the Beast (written by the madman Chalmus Col), and The Red Mark of Xhor, a bloody spiral imprinted with curses in the name of Rovagug.



# Urgathoa

## The Pallid Princess



Said to have once been a mortal with a tremendous appetite for life, Urgathoa rebelled against the notion of being judged by Pharasma and losing the joys of living, and so fled back to Golarion, drawing with her disease and the curse of undeath. She is a selfish, uncaring goddess whose only concerns are her own power and urges—when she

discovered that her senses had paled in death, she struggled to find a way to make her experiences more intense, more excessive, and more horrific. Like Desna, she strives for experience and a full appreciation of the world—but her appreciation means devouring that which pleases. Her alignment is neutral evil. Her portfolio includes disease, gluttony, and undeath, and her domains are Death, Evil, Magic, Strength, and War. Her favored weapon is the scythe.

### Adventurers

Those who worship death, those who worship disease, and those insatiable gluttons who demand experience without repercussion are the primary followers of Urgathoa. If you choose Urgathoa, you believe the world is your playground, and that your wants and appetites come first. You understand pain, and even appreciate it in certain instances, but your desire is broader than that. You want experience without limits, and if something so pedestrian as death stands in your way, you overcome it—as did the Pallid Princess—and return to your pleasures. You may offer your services to powerful undead in exchange for their aid, and you associate with the unliving in a concentrated effort to eventually join their ranks.

### Classes

Clerics and necromancers are naturally the most common of those who follow the Princess, for she is fundamentally tied to the mysteries of life and death (and how they can be corrupted to an individual's ends). Those who follow her have a tremendous lust for sensation and experience, but are often civilized enough to know that such appetites require education. Bards might also seek out her worship, and certain warriors relish the idea that they could command respect even from beyond the grave. Barbarians, who are naturally prone to tremendous appetites and excesses, also make good choices for her worship. Few rangers or druids partake of her philosophy, however, as

the path of the undead is one that rejects the natural world. In general, the appeal of immortality through undeath and the idea of viewing one's natural inclinations as a divine right rather than something shameful draws people from all different lifestyles, for as many different reasons.

### Goals

As a worshiper, your goal is not to spread Urgathoa's faith, but rather to increase your pleasure in her name. You wish to extend your life beyond its natural span, defying the will of Pharasma, and to become undead in due course. Whether you eventually approach an intelligent undead creature to make this transformation, request it of an Urgathoan clergy member, or pursue this goal through the academic avenues of lichdom, you do not want to see the gates of the Boneyard opening before you. You may start in her worship at one of the gateway churches, a place devoted to pure sensation, in which your life is an orgy of feasts and flesh, drugs and stimulants, but you invariably discover that ordinary delights begin to pall. You realize that your boundaries have been naive, and you push further into the realms of experience, while simultaneously seeking to ensure that the satisfaction will never end. You spend your life chasing moments of euphoria. All you want is everything, and the more forbidden something is, the greater your enjoyment.

### Identifiers

Your holy symbol is a death's head moth, and you might breed them or paint their outlines on walls to let others of your kind know that they are not alone. The colors of your church are simple: ceremonial vestments consist of gray, floor-length tunics with bone white or dark gray shoulder capes clasped at the front. Such clothes are traditionally shredded at the bottom or festooned with tassels and strips of cloth to echo the deterioration of Urgathoa's own lower body. As a lay worshiper or in places where your faith is hunted, you might reveal your faith through pants or skirts that are ripped and torn more than would be normal for your station. A small necklace of bones or a clasp in the shape of a death's head moth are also common identifiers, but the easiest way to meet others of your faith is to frequent graveyards, plague-ridden sick wards, and exotic pleasure houses where folk with similar dark urges congregate.

### Devotion

As a worshiper of Urgathoa, you are a creature of passions and vices, always striving for the next hedonistic sensation. Your vices become stranger and more demanding as you advance in the faith, and you seek places where you will not be judged for your desires. Even those who start out solely venerating her gluttony aspect often find themselves drifting into more horrific pursuits, and the goddess's



willingness to help her adherents achieve immortality through undeath speaks to the most basic desires of mortals.

Your individual devotion to the faith is up to you. Urgathoa and her priests rarely make demands, instead tempting and teaching, allowing selfish desires to drive you to depravity. It is not what Urgathoa demands of you that makes you what you are—it's what you demand for yourself.

## Other Faiths

Urgathoa's church has little desire to crusade against other faiths, even those like Pharama's and Sarenrae's who actively hunt their members. She appreciates Abadar's cities (as they foster plague) and sometimes operates side by side with Calistria, as the lust goddess's portfolio is similar without overlapping (for Urgathoa no longer has sexual desires of her own and is happy to leave such pleasures to the elven goddess). She often allies with the Horsemen, and daemons are popular servants and allies in her church.

As a worshiper of Urgathoa, you generally ignore other faiths and their adherents, though if they play some part in satisfying your urges, you can become charming and friendly. As shared love increases all pleasures, Urgathoa is in favor of marriages and other long-term romantic relationships, especially those that continue (or begin) after death. Outside of such relationships, however, people are usually mere meat to you, objects to be used and discarded.

## Taboos

In theory, Urgathoa's faith is about breaking and surpassing taboos, and thus nothing is ever forbidden. In practice, however, turning your back on the church, renouncing the path of undeath, and exercising asceticism and altruism when you should be expressing your gluttony are sure ways to draw the ire of your goddess. Divorce is not welcomed among the faithful, though ending a marriage through murder is entirely acceptable, especially if the murdered partner is reanimated as an undead servant of the other.

## Traits

**Deathspeaker (Urgathoa):** Your experience in dealing with undead gives you a +2 trait bonus on Diplomacy checks when dealing with undead, as well as a +2 trait bonus on Charisma checks made to influence undead (for example, as part of the *command undead* spell).

**Inoculated (Urgathoa):** Your regular exposure to plagues grants you a +2 trait bonus on saves against disease effects.

## The Church

The most popular place for the church of Urgathoa is undeniably the nation of Geb, and a grand temple to her stands in the capital of Mechitar. Called the Cathedral of Epiphenomena, it is the largest single church to the Pallid Princess on all of Golarion. Standard churches are usually built like feathalls, with a large central table-altar and numerous chairs around it. Most are built on or near a crypt, and ghouls are common (as they embody all three of the goddess's aspects).

Urgathoa's church is a cell-based matriarchy, with little interaction between congregations. When different groups come together, it must be in secret, for the orgy of sensation and cannibalism is grandly horrifying; if the gathering is truly blessed, a monstrous Daughter of Urgathoa may be in attendance. Priests who can create undead, either through magic or through the passing of their own undead taint, are called Necro-Lords, and receive extra privileges without additional responsibilities. In most groups, the congregation is divided into two castes: the members of privilege and in good standing known as ghula, and those initiates called the famished, who serve the ghula until they prove themselves worthy of recognition.

Crafted by her first antipaladin, Dason, Urgathoa's holy book is *Serving Your Hunger*, an extended meditation on the greatness to be found by sacrificing all for sensation. It is a cookbook, a manual for dressing and preparing various humanoid races, and a primer on how to set one's mind for a conciliatory approach to the undead. It contains riddles that jar the mind and shake it loose from convention.





# Zon-Kuthon

## The Midnight Lord

Many ages in the past, Zon-Kuthon was a different deity: the god Dou-Bral, half-brother to Shelyn. Envious of his sister's talents, he fled to wander the spaces beyond the cosmos, where he encountered an alien entity who twisted and warped him. Now his only joy is pain, and his only happiness is tragedy. Where once lay a creator and

lover now lies a god whose music is screams and agony. His worship is torture, yet distinguished from that of many other evil gods in that his masochistic followers focus more on torturing themselves than innocents. He promises nothing more for the world than a chance to see its inhabitants flayed alive, writhing in an eternity of torment. Zon-Kuthon is lawful evil, and his portfolio is darkness, envy, loss, and pain. His domains are Darkness, Death, Destruction, Evil, and Law, and his favored weapon is the spiked chain.

### Adventurers

Some people have been scarred by the things they have seen, or by the things that have been done to them. They lose the ability to feel, or they feel too deeply, and find release through physical affliction of their flesh. Others are simply sociopaths and madmen, full of hatred for the world as they see it, or else decadent monsters with a penchant for cruel fetishes. Whatever their motivation, those who choose Zon-Kuthon as their deity are empty of pity and empathy; they are utterly amoral and merciless. The followers of Zon-Kuthon are called Kuthites, and outside the faith the word is usually followed by spat curses, or spoken in frightened whispers. For the followers of the Midnight Lord, pleasure and pain are two sides of the same glorious coin, and they seek to enrich themselves and others by granting both freely.

### Classes

Those who call Zon-Kuthon master hail from all walks of life, as no two people come to the faith in the same fashion. Those who have witnessed horror and those born to create it both flock to this god, learning the insane pleasures to be found in his temples of pain. Barbarians and fighters who scar themselves and inflict pain to release their hottest rage and battle lust might please the Midnight Lord, as might wizards, alchemists, and other scholars who study existence through the slice of a scalpel, laying bare the

flesh and muscle. Bards may craft stunning and grotesque performances, and monastic ascetics use pain to focus their meditations. Yet often, a Kuthite's profession has little to do with her faith—Zon-Kuthon's worship is not one of convenience, but one of horrible, intense necessity, and thus those who practice it can find a way to twist any lifestyle into a reflection of the Midnight Lord.

Because of Kuthites' fervor, however, the vast majority of Zon-Kuthon's priests (and even worshipers) are clerics and other devoted divine casters. While Kuthites are frequently shunned by those outside the faith, their surgeon's facility with both magic and conventional medicine—which they employ to take victims to the greatest heights of pain—makes them a wonder on the battlefield, where they can “work” on the wounded in the guise of saving their lives, and an unscrupulous commander might highly value their unique healing abilities (even if his soldiers don't).

### Goals

As a Kuthite, you want only to increase the suffering in the world, starting with yourself. Your sense of honor is atrophied and alien, though you protect your toys from others, and will extract revenge if anyone harms those you consider yours. You work to establish new outposts in taste and feeling, drawing others into your circle and slowly revealing the truth that's found in pain. When a society represses the freedom to practice one's natural proclivities, especially sexual ones, you see opportunity—you lurk in the hidden establishments where their practitioners can indulge such tastes and tempt them ever further. If their natural states are forbidden by law, but are clearly no danger, why shouldn't they explore more extreme realms of sensation? You can blackmail your victims, sacrifice them, or welcome them to your congregation—perhaps all three, if you plan carefully. Where possible, you create great works of suffering, both for their own sake and to inspire others to copy you.

### Identifiers

Worship in this church must remain largely hidden in most societies. Few indeed are the places where your banner can fly freely, and you must gauge each person you come across as a potential ally. Perhaps their clothing is restrictive or pulls strangely, as if they had fastened it to their flesh with needles. Perhaps they have a wound that never quite seems to fully heal. Their clothes may be black or rusty-red, the better to hide old bloodstains, and run toward black leather with many straps and hooks of inscrutable function. They might also have tattoos of the god's spiked-chain-and-skull symbol, hidden scars, or an unusual interest in the macabre. The most common identifiers, however, are piercings and other body modifications, and





many Kuthites are careful to display slightly more of these than are standard for the society they find themselves in, while supplementing them with extensive modifications in areas hidden by clothing.

## Devotion

Some people are dabblers or run-of-the-mill fetishists—they take on the trappings of this faith to shock or disturb others or justify their own base urges, but still fear pain or have essentially caring natures. They wear the mask, it is said, but their hearts still bleed. The next level consists of those who participate in pain and torture, but who do not make a lifestyle of it. They do it enough that their choices seem exotic, and if they occasionally step too far over the line, who is to judge them? This group is a prime target for further indoctrination into the faith. These are the faithful who carry needles to prick themselves or scalpels to carve others, and many of them are mad.

Lastly come the true faithful. These are the ones to whom a wound is an opportunity, whose clothing may be irremovably woven through their skin, who pierce and scar themselves and keep themselves bleeding throughout the day. They invent tortures to wile away their time, create devices to cause pain, and wear the skin of others as masks. They are the leering, capering madmen who have made pain the centerpieces of their lives. Zon-Kuthon asks nothing more than this, that members of his congregation continually push the boundaries of their minds and flesh, and perhaps educate others with whip and blade.

## Other Faiths

Those who follow the other gods are insects, and you scoff at their pitiful attempts to prove their lives have meaning and noble purpose. Only the power of Asmodeus compels your respect, and this is still an arrangement of convenience. Lamashtu's people may negotiate with you for slaves, yet their bestial madness is nothing compared to your enlightened one. You know that this life is a vale of pain, and that the next one is worse. Though your god may offer some amnesty to his sad sister Shelyn, you need not extend that courtesy to her worshipers—you may especially enjoy creating a canvas with their stretched skins.

## Taboos

You thrive on those actions others view as taboo, and thus the idea has little significance to you. To turn from your god in thought and action is to invite his displeasure. To follow his precepts is sweet agony. Any further distinctions are unnecessary. You punish those who get in your way, and expect nothing different for yourself.

## Traits

**Battlefield Surgeon (Zon-Kuthon):** Heal becomes a class skill for you, and you can use the treat deadly wounds aspect of the skill 1 additional time per creature per day.

**Kuthite Caster (Zon-Kuthon):** You gain a +4 trait bonus on Concentration checks when casting spells with the darkness, pain, or shadow descriptors.

## The Church

The undeniable center of the faith is shadow-haunted Nidal, where the Midnight Lord's priests hold power over the Umbral Court in Pangolais. Cheliah allows the practice of the Kuthite religion, as long as its victims are taken in accordance with Chelish law. The lawless wilds of Belkzen are a place of atrocities, and the faithful take pleasure in commemorating the scenes of grisly horror common to war. In other nations, especially Varisia, Irrisen, and Geb, Kuthites operate far more subtly, but they make their presence known in terrifying displays of creative cruelty.

The church has no central hierarchy or ranking system. Each cell selects its leaders based on power, endurance, the ability to withstand and deliver pain, and so forth. Temples' needs vary, and each values certain aspects of the faith most highly.

The god's holy text is *Umbral Leaves*, written by a mad prophet. Each of these volumes is bound in human skin, sometimes removed in a single piece from a victim's head so that the face is on the front cover. In some copies, each page is itself a rustling sheet of dried skin, and the text is written in human blood.



# Minor Deities

While the primary gods of evil are strong, they are not the only deities who offer a path to darkness. Other, lesser deities have sprung up across the face of Golarion and throughout the Great Beyond. Some of them are demons, given stature by their horrific cults. The devils of Hell also tempt mortals, and though the eight archdevils officially pay homage to Asmodeus, most nonetheless feed off of the worship offered to them via prayers and sacrifices. Some other, less prominent faiths coordinate with one another to bring a greater shadow across the Material Plane, and some work solely in their own particular darkness. Many evil gods care nothing for mortals, but even this indifference seems to fuel the devotion of their faithful, as mortals seek divine justification for their basest desires.

## Achaekkek

Achaekkek the Mantis God exists solely to kill for the gods. Created by the deities to destroy those who would seek to steal their divinity, the Mantis God is a deadly hunter, striking his targets unerringly no matter their strength. His alignment is lawful evil; his domains are Death, Evil, Law, Trickery, and War; and his favored weapon is the sawtooth sabre.

If you worship Achaekkek, chances are you are a member of the Red Mantis, assassins who emulate their Mantis God's perfect form. You do not strike at rightful monarchs, who have been seated by the will of the gods, but hunt and murder all others for payment, including those who have seized the throne through duplicity or coup. Your god does not actively seek your worship, but neither does he punish you for your hubris in worshiping him. You regard assassination as the highest sacred rite, and the greater the difficulty in your contract, the more holy it is when you finally succeed. If you are not of the Red Mantis, you must prove your devotion to Achaekkek through your daring kills.

**Trait: Frightening Speed (Achaekkek):** Your careful study of Achaekkek's kills has unlocked a divine speed in you. Once per day during a combat encounter, you may move an additional 5 feet as a part of a move action without penalty.

## Archdevils

When you worship one of the archdevils, you pledge yourself to its service and seek to elevate your lord and master above all the other archdevils. Asmodeus, being by far the most powerful being in all the layers of Hell, does not see the worship of his archdevils as a threat, knowing that their

worship is an extension of his own. The archdevils are all lawful evil, and their domains include Evil and Law. Their cults tend to be small, and members' numbers are few outside of Cheliax, yet you persevere, working in secret (as do your masters) to ensure the rightful place of your infernal lord. Though they are similar in many ways, the cults of the archdevils attract greatly different worshipers, and you feel little kinship with the cultists of the other splintered sects.

**Baalzebul**, the Lord of Flies, calls arrogant, insecure liars to his service. His other domains are Air and Death, and his favored weapon is the spear. If you follow Baalzebul, you envy others their glory, even if yours outshines theirs. You are bitter and twisted, imagining slights and constantly dreaming of vengeance, but rarely acting on it except on impetuous urges or in secret. Your symbol is a shattered crown, and you likely carry a tattoo of it somewhere on your person.

You may choose instead to follow **Barbatos**, the keeper of the gate of Hell, who is largely worshiped by those who would rather keep their strongest powers hidden, even from their allies. His other domains are Magic and Travel, and his favored weapon is the quarterstaff. His symbol, three eyes surmounting three beards, is thought by his most devout believers to open a gateway for him should he choose to take it, and so you take pains to place his sigil across the world during your travels. You believe in using knowledge to corrupt, either by withholding crucial information or by providing too much. You revel in your secret power, and you are careful and fastidious so that few find your true nature.

Should you worship **Belial**, your lord is a shapeshifter, a seducer, and the tempter of base animal nature. His other domains are Charm and Destruction, and his favored weapon is the ranseur. You believe that the only constraints on your life are your will and your imagination. You are a hedonist and an epicure, demanding sensation and luxury. You are dramatic and vain, and you cannot believe that someone might choose another over you. You might be an aging socialite or a cuckold, viciously seeking immortality or hoping to exact revenge on your lover. Your worship is not a social activity; it is a solitary beast, courted in your fevered imaginings.

**Dispater**, the First King, is the lord of society in its many forms, with an active interest in building and maintaining the perfect city of law, and his worshipers are often rumormongers and politicians. Dispater's other domains are Nobility and Trickery, and his favored weapon is the heavy mace. Those who have been exiled or outcast call upon him, as do those who seek to improve their stations at court. Your worship of Dispater means you are cunning and manipulative, and will work within strictures to



improve your position. You are arrogant and disdainful, but you may possess a romantic streak.

**Geryon** is the lord of lies and heresies, of forbidden knowledge that people kill to know. His other domains are Strength and Water, and his favored weapon is the heavy flail. Should you choose to venerate him, you are likely a heretic or false prophet, and often one of great knowledge and little wisdom. You are a deceiver and fraud, seeking to topple conventional wisdom—whether for money, for profit, or out of sincere belief—and you call on Geryon to summon forth this hidden knowledge. Your sects consist of small and secret affairs of intellectuals and researchers, often convening in the basements of libraries and ruins.

Love of money directs you to the worship of **Mammon**, and you are likely a miser, a passionate capitalist who values treasure above life itself. His other domains are Artifice and Earth, and his favored weapon is the shortspear. You believe that everyone has opportunity but that you alone are favored enough to seize it, and that the poor and wretched are thus because of their personal failings. You lure others to this belief with your display of riches and wealth and your constant bragging about having pulled yourself up by your own power. If you are poor, you consider yourself among Mammon's favored agents, for you will sacrifice much to become wealthy, and you believe your lord will help you in this life to achieve wealth so that you can rule over those who lack such strength.

**Mephistopheles** is the Seneschal of Hell and ruler of the eighth layer; he is the granter of wishes and deliverer of damnation. His other domains are Knowledge and Rune, and his favored weapon is the trident. He knows the secrets of Hell and serves Asmodeus willingly. Most who serve Mephistopheles do not do so willingly, having been lured in by tempting bargains before realizing that you need to purchase your eternal freedom with the souls of others. You are a sly cozenor, a master of twisting words, and you are willing to say or do almost anything to get your way. You excel at dividing allies and causing rifts among friends.

If infernal and mighty anger echoes within your heart, you are probably a soldier of **Moloch**, a being of wrath like your lord. His other domains are Fire and War, and his favored weapon is the whip. You might be a Hellknight, a general, or a mere foot soldier, but you look to Moloch for his commanding ways, and are willing to countenance any means to reach an end. The cults of Moloch are exceedingly popular in certain parts of Golarion, with entire villages

worshiping him at great kilns bearing his likeness. You cast your living sacrifices into his gaping mouth, with a greater sacrifice granting greater power. His maw is always hungry, and his armies are always marching.

**Trait: Flames of Hell (Archdevils):** Your bond with your archdevil strengthens your ability to channel powers of the divine. Add 1 to the DC of saving throws made to resist the effects of your channel energy ability.



## Diabolism

### Dahak

The child of Apsu the Waybringer, Dahak is called the Endless Destruction, for it was he who named the first dragon gods and then shattered them into smaller beings, the ancestors of modern dragons. In this way, he was responsible for the split between the dragons of good and the dragons of evil. He is said to have been the creator of the metallic dragons, inventing them solely so that he might spill their blood in cruel hunts. His alignment is chaotic evil; his domains are Chaos, Destruction, Evil, Scalykind, and Trickery; and his favored weapon is either a creature's bite or the whip.

There are few organized sects centered on Dahak, in large part because this is a faith largely of dragons and serpentfolk, with few humanoid worshipers. Dahak considers the best sacrifice to be a metallic dragon, staked out on a plateau and its entrails spilled across the mountain to cool under the uncaring stars. You can identify other members of your sect by the symbol of a fiery falling star, often worn somewhere on the body. In most civilized lands, few people know or recognize this symbol, and so you can often wear it openly and plot destruction without fear of being discovered.

**Trait: Dragonslayer (Dahak):** You are greatly skilled in hunting and slaying those who resemble your lord's favored prey. You gain a +1 trait bonus on attack rolls made against creatures of the dragon type.

### Demon Lords

Demon lords are not true gods, but they offer power all the same to mortals on the Material Plane. Their incredible strength, guile, and willingness to deal with mortals make them a tantalizing source of might. There are numerous demon lords, and they crave worship to buttress their savage wars against their neighbors. Every demon lord's alignment is chaotic evil, and Chaos and Evil are two of their domains.

Should you choose to worship a demon lord, your worship is usually within a small cult aimed at specific



destructive and evil goals. You stand against civilization and order because you do not rule it, and when you gain power, you use it cruelly and bloodily. You may worship the demons only for power, rather than true devotion, but the effect is the same. Your rites vary, but all of them spill blood and sacrifice souls to the Abyss, and you fight viciously with other demon cults, whether physically or spiritually, because their worship strengthens the enemies of your lord, and your lord's enemies are your own. Presented here are 13 of the best known demon lords.

If you worship **Abraxas**, you seek magical power at any price—even if it means the death of all who love you—for the might of the arcane is your only passion. His other domains are Knowledge and Magic, and his favored weapon is the whip. You are a cruel master, relentless in your pursuit of mystical power, and you brook no rivals.

If you are not among the ape-men of the Mwangi Expanse and yet you worship **Angazhan**, then you are one who seeks to awaken the beast within yourself. His other domains are Animal and Plant, and his favored weapon is the spear. You may lie quiet for a time, but only so you can burst upon your foes and watch them quiver in terror.

The worshipers of **Baphomet** are mostly minotaurs, but if you are not, you are one of those whose mind is a labyrinth. His other domains are Animal and Strength, and his favored weapon is the glaive. You are both sly and brutal, a stalker, and you love nothing more than springing a well-laid trap. Indeed, you might even stage a ceremony when you hear of adventurers coming so that you can capture them for a sacrifice to the Lord of the Minotaurs.

Those who follow **Cyth-V'sug**, Prince of the Blasted Heath, realize the true powers of disease and infestation. The demon's other domains are Earth and Plant, and its favored weapon is the scimitar. If you worship Cyth-V'sug, you revel in the filth of the world, and you offer bloody elven sacrifices to it in order to be closer to your lord.

You may appease **Dagon** if you are a sailor, but if you truly worship him, you lure ships to their doom on rocky shores and call forth monsters of the deep with great sacrifices of meat and blood. The Shadow in the Sea's other domains are Destruction and Water, and his favored weapon is the trident. If you are mad enough to worship him, your demonic heritage may reach back to one of his numerous monstrous sea creatures.

Those who worship **Deskari** find strength in the horde. His other domains are Destruction and War, and his favored weapon is the scythe. You recognize that your lone flurries of anger are often too insignificant to strike with real power, yet you belong to a faith that—striking together—deals devastation that rivals the strength of the apocalypse. You burn farmers' fields and harvest locust eggs, scattering them far and wide.

**Gogunta** inspires worship most frequently from debased swamp-dwellers such as the evil boggards, and you are probably a creature with a love for mud and mires. Her other domains are Death and Water, and her favored weapon is the whip. You may be the descendant of a lost empire, reduced to its foulest essence, and you snatch children in the night and sacrifice them upon an altar of water-soaked logs and twisted trees.

If you worship **Kostchtchie**, you are likely a giant or an Ulfen warrior, a brawler so proud of your prowess that you will admit none before you. Kostchtchie's other domains are Strength and War, and his favored weapon is the warhammer. You are a reaver and a destroyer, and you call on your lord to lend your arm strength as you massacre villages with your foul laughter ringing to the sky.

If you follow **Nocticula**, you love the shadows as much as you love the caress of flesh. Her other domains are Charm and Darkness, and her favored weapon is the hand crossbow. You live by breaking your word and murdering those who trust you. You are likely an assassin, with a cohort of like-minded killers, and though none of you trust each other, your collective dedication to the hunt is unparalleled.

As a follower of **Orcus**, you seek to elevate the Prince of Undeath to his proper place on Golarion, and this means that you work tirelessly against the cults of Zura and Urgathoa alike. Your worship is not much different from theirs, but you refuse to see praise that should go to Orcus be directed at rivals. The Prince of Undeath's other domains are Death and Magic, and his favored weapon is the heavy mace.

**Pazuzu**, King of the Wind Demons, is one of the Abyss's most tireless possessors of mortal flesh, and you seek ways to trick others into speaking his name. His other domains are Air and Trickery, and his favored weapon is the longsword. You decorate shrines with his name and grim visage, and carve his runes into the most prominent features of the idol—the avian wings, demonic face, and serpentine phallus—and at these shrines you sacrifice the eyes and tongues of your enemies to your evil lord.

If you follow **Shax**, you are a torturer, but unlike the Kuthites, you do not practice pain on yourself. You are more bloody-minded and less poetic, but the screams (and eyes) of your victims are just as delicious. Shax's other domains are Destruction and Nobility, and his favored weapon is the dagger. You are a lone maniac, and your reverence for your lord is spoken as you take your trophies.

If you follow **Socothbenoth**, the world is yours for pleasure. You take it as you will, carving holes through reality and sating your hungers on whoever is weakest. His other domains are Charm and Travel, and his favored weapon is the quarterstaff. Your appetites do not extend merely to the flesh; you are an abuser of drugs and poisons, and nothing holds your interest for long.



Worshippers of **Zura** long for human flesh. Her other domains are Death and Madness, and her favored weapon is the rapier. You bathe in blood to keep your skin young and wear the hair of sacrificed children upon your head. Your goal is endless life, and you will kill anyone or do anything if it lets you achieve this dream.

**Trait: Demonic Persuasion (Demon Lords):** Your lord grants you favor when interacting with demonic creatures. You gain a +2 trait bonus on Diplomacy and Intimidate checks when dealing with creatures of the demon subtype.

## Elemental Lords

Birthing from the hearts of their planes, these beings are the embodiment of raw and natural power. They are straightforward and demand utter fealty, and when you venerate the Elemental Lords, you do so out of a crazed respect for their dominion. Their alignments are neutral evil, and their domains are their element and Destruction. **Ayrzul** of Earth's additional domain is Strength, and his favored weapon is the morningstar; **Hshurha** of Air's domain is Weather, and her favored weapon is the longbow; **Kelizandri** of Water's domain is Travel, and her favored weapon is the trident; **Ymeri** of Fire's domain is War, and her favored weapon is the longsword. You hold one element as the strongest and thus honor that lord above all others. You may be a druid or ranger who has slipped into madness, or you might be a caster devoted to the pure study of your element of choice. You do not enter into theological debates; for you, the physical is all that matters. You celebrate your lord's worship in a place that echoes his or her power (a volcano, a sea cave, and so forth), and offer living sacrifices to honor your lord's strength.

**Trait: Affinity of the Elements (Elemental Lords):** Add 1 to the DC of saving throws made to resist the effects of spells cast by you that have either the air, earth, fire, or water descriptor, depending on which elemental lord you worship. Which bonus you receive is chosen when you take the trait and may not be changed.

## The Four Horsemen

Within the depths of Abaddon, the devastated and twisted landscape falls under the jurisdiction of the Four Horsemen, the personifications of pestilence, war, famine, and death. The current Four Horsemen are **Apollyon** (Pestilence) with the domains of Air, Darkness, Destruction, and Evil; **Charon** (Death) with the domains of Death, Evil, Knowledge, and Water; **Szurriel** (War) with the domains of Evil, Fire, Strength, and War; and **Trelmarixian** (Famine) with the domains of Earth, Evil, Madness, and Weather. Each Horseman's alignment is neutral evil. Those who offer sacrifice to one of the Four Horsemen either are fearful of the apocalypse the Horsemen promise to bring, seek to

trigger the massive catastrophe themselves, or are members of crazed, hateful, and nihilistic monster cults. If you are a human and you truly follow one of the Four Horsemen, then you worship utter oblivion. You follow the Horseman whose form of annihilation most coincides with your own imaginations of the apocalypse.

**Trait: Covenant of Abaddon (Horsemen):** Because your soul is pledged to one of the Horsemen, you gain a +2 trait bonus on Fortitude saves against level-draining effects.

## Ghlauder

Ghlauder is the Gossamer King, accidentally released from his cocoon in the Ethereal Plane by Desna, and now hunted by that same goddess. This god of disease appears as a gigantic mosquito, and is said to feed on heart's blood and souls, exchanging the power of the living mortal for disease, oppression, and mindless hunger. His alignment is chaotic evil; his domains are Air, Animal, Chaos, Destruction, and Evil; and his favored weapon is the spear.

Your coreligionists frequently bear the garb of other faiths, seeking to worm their way into the good graces of hamlets and villages in order to infect these places with their latest disease. They do not necessarily want to kill their targets, just to infect them, sicken them, and drive them toward Ghlauder, who can remove the worst and most painful of their symptoms. You can recognize your fellows by their sickly pallor, vermin-infested clothes and homes, and persistent coughs. In particular, you seek out ancient jungle temples, miasmatic swamps, frozen carcasses in the snows, and wherever else you might be able to discover a new disease for which there is no cure. You can spread the word of your god as you spread evidence of his power.

**Trait: Potent Concoctions (Ghlauder):** You have dedicated your life to honoring famine and disease. Choose any two poisons from the list on page 559 of the *Pathfinder RPG Core Rulebook*; when you attempt to inflict either of these poisons on an enemy, the DC to resist it is increased by +1.

## Great Old Ones & Outer Gods

You know that this world is a fragment of a larger, darker cosmos, a speck in the massive blackness between stars known as the Dark Tapestry. You know that your life is small and insignificant, and mortals delude themselves with stories of glory and heroes. One day, the stars will align and a bright and barren reality will shine into the world, revealing its true, stark nature. On that day, madness will reign, and the Great Old Ones will move once again and join the Outer Gods to turn their terrible gaze upon Golarion and all existence, so that even the gods will quail as they are subsumed and devoured. The cultists of these gods are similar, and frequently work together when they encounter one another. They care nothing for human



politics, except insofar as these politics work toward the ultimate end of bringing about the final day of destruction. The following number among those Great Old Ones and Outer Gods most widely worshiped on Golarion, though others are worshiped in the remote corners of the world.

The Daemon Sultan **Azathoth** is a gibbering mass at the center of the universe, and is a being of raw power and uncontrollable destruction. When you worship this Outer God, you take the chance that your every calling will result in a surge of devastating power, but your hubris is often such that you believe that you (of all those who have ever called upon him) can control it. His alignment is chaotic neutral; his domains are Chaos, Destruction, Madness, Sun, and Void; and his favored weapon is the warhammer.

The worship of the Great Old One **Bokrug** comes from dreamers infected by his spawn. You are a rural type, perhaps originally a worshiper of Erastil, but your eyes have been opened and you now see the truth. You are close-mouthed and secretive, and on the dark nights you snatch travelers for sacrifice—or to carry his dark seed to sprout in a new location. His alignment is chaotic neutral; his domains are Chaos, Destruction, Water, and Weather; and his favored weapon is the ranseur.

If you worship **Cthulhu**, you are half- or fully mad, and have been touched by the vast tendrils of this Great Old One. Your dreams shiver with undulating, pulsating waves of massive proportion. You hide your worship in barely trodden places, slowly infecting those around you with your visions of the Dreamer in the Deep rising from his sunken city. He is the herald of the Outer Gods, the devourer of souls who makes pure the world for their return. His alignment is chaotic evil; his domains are Chaos, Evil, Madness, and Void; and his favored weapon is the dagger.

If you devote yourself to the King in Yellow, **Hastur**, your faith is insidious. You plant enchantments and steer your victims in subtle ways toward envisioning the Yellow Sign, at which point their souls are doomed. You create congregations devoted to helping Hastur manifest his avatar, drawing forth his essence in your chosen victim, and then unleashing him upon the world to gather mortals for his eldritch purposes. His alignment is chaotic evil; his domains are Chaos, Evil, Rune, and Void; and his favored weapon is the rapier.

**Mhar**, the World Thunder, is a Great Old One of pure elemental destruction. If you worship it, you gather near volcanic vents and seismically active rifts, hoping to spark geological events by spell, device, and living sacrifice. One day, you are sure, you can force open the proper vent and watch your great god emerge from the void where its essence still hangs. You compete with the worshipers of Rovagug for prime spaces here, for though you both seek destruction, you believe that the followers of the Beast are

myopic and brutish. Mhar's alignment is chaotic neutral; his domains are Chaos, Destruction, Earth, and Fire; and his favored weapon is the heavy pick.

The Crawling Chaos, **Nyarlahotep**, takes many forms, each of which offers its own domains, but his alignment is chaotic evil and his primary domains are Chaos, Evil, Knowledge, and Magic. He most often takes the form of either a batlike entity known as the Hunter of the Dark (whose additional domain is Darkness and favored weapon is the dagger) or a humanoid called the Black Pharaoh (whose additional domain is Trickery and favored weapon is the quarterstaff). If you worship Nyarlahotep, you believe he is the Outer God who ties together the worship of the Great Old Ones, and you follow him as the one who will open the doors to the uncaring light of the stars. You work with assassins, poisoners, and demagogues to bring about the deaths of kings and reformers, turning the world toward chaos.

Like Lamashtu, **Shub-Niggurath** is thought to be responsible for the introduction of frightening species into the world, but unlike the Demon Queen, the Outer God's children are a more aberrant get. Your rites sacrifice to aberrations, offering children and the infirm to tentacled and oozing horrors that should not be. You have an unholy fascination with that which slithers, scurries, and oozes, and you believe that one day, should you mate with such a beast, you will achieve unity with your master. Shub-Niggurath's alignment is chaotic evil; her domains are Animal, Chaos, Evil, Plant, and Void; and her favored weapon is the dagger.

Brought to Golarion in the wake of the *Starstone*, the Great Old One **Xhamen-Dor** infects and destroys those who come across its fungoid slaves. Whether you have been infected by a stray seed or you wish to retain your self, as a follower your primary mission in life is to ensure that you aid the Inmost Blot in spreading itself far and wide, so that it becomes a globe-spanning intelligence and can return to the stars. Its alignment is neutral evil; its domains are Death, Evil, Plant, and Trickery; and its favored weapon is the spear.

The Lurker at the Threshold, **Yog-Sothoth**, is a great power indeed. You believe that it may be the Dark Tapestry itself, that its favor will grant you near-godlike power, and that its increasing intrusions into your world are a sign that it is at last stirring from its torpor to take an active interest in Golarion. You work to create abominations, whether through spell or prayer, and infect pregnant women with poison and disease so they give birth to monstrosities. When they cast these creatures out, you snatch them and use them to create still more horrifying lives that will open the door to their father, the Outer God known as the Key and the Gate. Yog-Sothoth's alignment is chaotic neutral; its domains are Chaos, Darkness, Knowledge, Travel, and Void; and its favored weapon is the dagger.



**Trait: Unspeakable Bond (Great Old Ones or Outer Gods):** You are an ally of the unclean creatures of the world, and gain a +2 trait bonus on Diplomacy checks when dealing with creatures of the aberration type.

## Gyronna

The Angry Hag is a matriarchal deity, primarily popular within the River Kingdoms. She is the goddess of bad luck; contracts in the River Kingdoms often include a “Gyronna clause,” allowing one side to withdraw from a bargain in the case of an unforeseen calamity, though at the cost of one’s wealth—for none wish to associate with one who openly admits to being tainted by Gyronna’s bad luck. Her alignment is chaotic evil; her domains are Chaos, Destruction, Evil, and Madness; and her favored weapon is the dagger.

If you follow Gyronna, you are female. She does not allow males into her faith, and strikes blind and impotent those she sees trying to appease her. You spread mistrust around you, working as a gossip and slanderer, careful not to be seen ruining the lives you touch. You are vain and self-aggrandizing, and though you may seem alluring at first, your compatriots soon discover that your heart is rotten. You do not build temples; instead, you create small shrines of piled rocks, each with a cat’s eye stone placed atop it. Those who feel wronged, jilted, or betrayed leave offerings to the hag goddess here, and you believe your deity can see out of the stone and bless your doings.

**Trait: Vindictive Strike (Gyronna):** Once per day during a combat encounter, you can choose to gain a +1 trait bonus on a single attack roll against the creature that last hit you.

## Lissala

One of the ancient goddesses of the long-lost Thassilonian empire, Lissala was the deity of duty and obedience. She taught rune magic to her followers, and demonstrated the workings of fate. As the empire decayed, so too did her worship, and the goddess herself. Her alignment is lawful evil; her domains are Evil, Knowledge, Law, Nobility, and Rune; and her favored weapon is the whip.

As a worshiper of Lissala, you revere the ancient ways. What has been passed on to the modern world is a corruption of Thassilonian worship, and though you may receive an echo of her first nature, you believe fully in the flagellation—whether of yourself or others—that purifies your flesh and burns knowledge into your mind. You and your fellows bear runes indicating your allegiance.

**Trait: Loreseeker (Lissala):** You gain a +2 trait bonus on Spellcraft checks made to identify magical items.

## Ydersius

The decapitated deity of the lost serpentfolk and ancient enemy of the Azlanti, the Severed God retains some of his strength, and his ophidian worshipers remain a threat to any human (evil or not) who crosses their path. His alignment is chaotic evil; his domains are Animal, Chaos, Evil, Nobility, and Scalykind; and his favored weapon is the dagger.

As a worshiper, you are a poisoner and a murderer, revering snakes and those with serpentine bloodlines. You gather in tumbled-down places that were once holy to your lord and that crawl with venomous snakes. As a sign of his favor, you handle them and claim kinship with them—and if your god does not approve of you, you are sure to know.

**Trait: Serpentine Squeeze (Ydersius):** You gain a +1 trait bonus on combat maneuver checks to grapple a foe, as well as a +1 trait bonus to your CMD whenever an opponent tries to grapple you.



## Ydersius

## Zyphus

Zyphus is said to have been the first mortal to die an accidental, meaningless death, and to have challenged Pharasma’s judgment. His alignment is neutral evil; his domains are Death, Destruction, Evil, Plant, and War; and his favored weapon is the heavy pick.

When you worship Zyphus, you venerate the idea that random chance governs your life rather than a master plan. You believe that those who look to the gods for answers are deluding themselves. You are bitter and cynical, and you want others to understand that their faith is misplaced. You offer your prayers to Zyphus because he too works against the gods. You dedicate yourself to the pursuit of accidents, learning how to set up long chains of probabilities that result in meaningless death or injury.

You haunt graveyards that have been forgotten or deconsecrated. You might wear a holy symbol made of the bones of a small animal tucked under your shirt, where it can abrade your chest and remind you that death may strike you at any time. Where some might take the opportunity to live life more fully, you see the inevitable end of life as little more than one step in a long and weary road.

**Trait: Fatal Trapper (Zyphus):** You gain a +1 trait bonus on Craft (traps) checks and a +1 trait bonus on Disable Device checks made to disable traps.

# Organizations

**A**long with their respective churches, the evil gods are also affiliated with many other organizations, sometimes wholly secular, that promote similar agendas. Those individuals who belong to these organizations are not necessarily evil, and some may even seek redemption for the paths they have trodden. More often, however, members of such groups are rotten to their very core, and though they may once have looked upon the light with favor, their steps have taken them deep into the darkness.

## Blood Lords

Once among the most powerful living necromancers, apprentices to Geb himself, most of the 60 lords who assist Geb's ghost and the Harlot Queen in ruling the undead nation have since succumbed to age or fear of the true death, and have turned themselves into undead. These powerful spellcasters are the Blood Lords, united under the firm guidance of the vampire lord Kemnebi. They oversee the daily administration of Geb, sometimes directly and sometimes through the host of lesser undead sycophants who hope to cloak themselves in reflected nobility. From the fortress known as the Ebon Mausoleum, the Blood Lords envision and pass the laws that govern the interactions between living and dead, adjudicate disputes between mortals and the sentient undead, maintain powerful magical wards, sign treaties, and further the nation's interests abroad—in general, all the actions of a normal government. Yet those living emissaries who allow themselves to forget the true nature of Geb's lords may quickly find themselves in over their heads—or missing them entirely.

## Hellknights

Though they draw inspiration from the fiendish bureaucracy of Hell, the Hellknights as an organization stand not for evil but for law. Formed to combat disorder and root out corruption wherever it hides, Hellknights have become synonymous with iron discipline and firm guidance. They do not request order as a courtesy—they demand it, and enforce their demands with sword and scourge. Their laws are drawn from the legal codes of Taldor and Cheliox, and combine the weight of thousands of years of rational argument with the finer points of Hell's perfect organizational structure. These codes, called the Measure and the Chain, outline the foundations of a strict and ordered society and present the necessity for Hellknights to gain utter mastery of

themselves. They do not care about justice, but they do care about justness: the equal application of the law.

All Hellknights must learn to control themselves, no matter which order they belong to. Discipline through physical exercise, strength through meditation, and clarity through the power of intelligence and reason are the touchstones of a Hellknight's faith in herself. Their three virtues are order, discipline, and mercilessness, an intertwined triad that a Hellknight must first express within herself before she can impose them upon the world. They do not distinguish between good and evil—only law and chaos—and so they are equally comfortable when speaking with priests of good-aligned deities as when treating with the church of Asmodeus. As long as the laws are observed, no one need fear the Hellknights—at least in theory.

## House Thrune

Most Chelaxians say that Hell serves Cheliox, rather than vice versa, and use this to justify their allegiance to House Thrune and the Imperial Throne of Cheliox. Devoted to maintaining order at all costs, Cheliox's government participates in atrocities that would shame the populace if they thought too carefully about their actions—and thus, both government and populace attempt to avoid such considerations, instead cloaking themselves in nationalism and pointing out the relative peace and prosperity that harnessing Hell's power and efficient systems have brought.

The Imperial Throne of Cheliox dominates the daily affairs of its citizens. Ministries and departments function like clockwork, greased by internecine alliances and merciless political maneuvering, protecting the empire from chaos and external threats. At the head of it all broods the House of Thrune, a hotbed of deceit and manipulation, working hand in hand with the church of Asmodeus. Which one stands dominant is a matter of debate, for though the church offers unctuous agreement with the decrees of the throne, who can say where the words the queen speaks were originally crafted?

## Red Mantis

The Red Mantis assassins are devotees of Achaekek, the Assassin of the Gods. Created to emulate his style and poise, the Red Mantis constitutes the only organized religion devoted to the Mantis God. Its members model themselves on both his tactics and his persona, using the mantis mask to strike fear into the hearts of their foes. Hidden away on the island of Mediogalti, the Red Mantis can strike anywhere in the world—provided the price is right and the target is not a rightful monarch. The assassins have no higher goal or strategic purpose





beyond the sacred art of the kill—they do not meddle in the affairs of nations for their own sake, nor do they play politics to gain favor. They strike for free only when their employer attempts to cheat them or an outside force tries to destroy them. Otherwise, they exist much like their god: as terrifying tools waiting to be used by an appropriate employer.

## Umbral Court

As with the Imperial Throne in Cheliox, the Umbral Court holds supreme power in Nidal. Chained to Zon-Kuthon for millennia through the force of an ancient pact, Nidal is so often associated with the Midnight Lord in the minds of outsiders that even the most ordinary traders and peasants are presumed to be secret masochists and killers. Buried in the dark Uskwood stands the capital of Pangolais, and from its walls the Umbral Court guides its nation. The court moves in shadows, and Nidal's general public has no concept of precisely who rules, but known members include the druid Eloiander of Ridwan; the Black Triune, which claims total sovereignty over Pangolais; and Kholas, the influential sorcerer who acts as liaison and adviser to the queen of Cheliox.

The court's senior members meet thrice a year in Pangolais. The Umbral Court does not demand the worship of Zon-Kuthon from the citizenry, but those who contradict the proclamations of the court, attempt to sabotage its workings, or enter Pangolais without leave must have powerful protections or risk disappearing, perhaps to reappear later as a mindless assassin for the court. It is said that the court manipulates Golarion for the pleasure of Zon-Kuthon, and that the alliance of Cheliox with Hell was of their doing. If this is so, then the Midnight Lord is playing a long game indeed.

## Whispering Way

The followers of the Whispering Way believe that undeath is the truest form of life, and the only worthy goal for those powerful and clever enough to achieve it. The Way can never be written down or otherwise recorded—it must be passed from one person to another, earned through striving and machinations. Though the Whispering Tyrant is the most famous follower of the philosophy on Golarion, and the vector by which the majority of Avistan's current adherents came to

knowledge of the Way, he was not the first to espouse the beliefs, and many powerful necromancers and undead throughout history have come to the philosophy through their own individual paths and research.

On a basic level, the Whispering Way is the quest for unlife, specifically lichdom. Yet in a more general sense, the philosophy represents a sense of arrogance and entitlement, the belief in the natural rights of those powerful enough to control life and death. In many cases, adherents believe that a living world is an unsuitable throne for their undead majesty, and thus believe that the world itself must die. As a result, members of the Whispering Way are frequently even more cruel and genocidal toward the living than the average undead, and are quick to harness any and all powers to achieve their ends, including the worship of various dark gods or the disdainful leadership of such gods' congregations (particularly the followers of Urgathoa).



## White Witches

From the capital city of Whitethrone, the White Witches govern the frozen wastes of Irrisen. The descendants of Baba Yaga look to the day when their own mothers may come to the throne of Irrisen, and work tirelessly to elevate their particular matriarchs in the eyes of the absent Queen of Witches. Though all White Witches answer to their queen and aunt Elvanna, and though Elvanna's own children and relations currently hold the most importance and power as a privilege of their lineage, the true loyalty of each White Witch is to the matriarch of her own family, in the hope that Baba Yaga will choose that matriarch as the next queen, thus elevating all of those who are closest to her blood.

While many of the most powerful White Witches can be found in the capital of Whitethrone, maneuvering for position and influence, all those with the blood of Baba Yaga in their veins are considered aristocracy in the frozen nation, and even the lowest among them still rank higher than the Ulfen serfs and warriors who do much of the nation's work. Endowed with magical power by their heritage, most White Witches strive to be every bit as cold and calculating as their most famous of ancestors, and have no qualms about negotiating with evil outsiders and sacrificing or enslaving innocents in their pursuit of greater power and station.

## Whispering Way

# Combat

## Feats of Damnation

If goodness were enough to destroy the evil in the world, there would be no need for the protectors of purity. The simple truth is that those who follow the path of evil are devious, and build their skills through years of training.

### Asmodeus

The weapons of an Asmodean are many and varied, a reminder that Hell's master touches all of life.

#### Firebrand (Combat)

You can make use of a torch as a deadly, macelike weapon.

**Prerequisite:** Worshiper of Asmodeus

**Benefit:** You treat a torch as a light weapon that deals bludgeoning damage equal to that of a light mace of its size, plus 1 point of fire damage, and you do not incur penalties as you would for using it as an improvised weapon.

**Normal:** A torch used in combat is treated as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

#### Ordered Mind

Your study of Hell's laws improves your counterspells.

**Prerequisites:** Caster level 7th, lawful alignment, worshiper of Asmodeus.

**Benefit:** You are able to modify more of your spells to use as counterspells. The DC of the Spellcraft check you must succeed at to identify an opponent's spell is equal to 20 + the spell level of the opponent's spell (instead of 15 + the spell level), but you are able to cast as your counterspell any spell from the same school of the foe's spell (instead of the same spell). The level of the spell used to counterspell must be of a level equal to or higher than your foe's spell.

### Lamashtu

The warriors of Lamashtu show no mercy.

#### Destroy Identity

You are able to use your weapons to destroy some of your opponent's most distinctive physical characteristics.

**Prerequisites:** Critical Focus, base attack bonus +11, worshiper of Lamashtu.

**Benefit:** Whenever you score a critical hit against an opponent, the target is so maimed that it takes 2 points of Charisma damage and becomes staggered for 1 round.

#### Fearsome Finish

When you slay enemies, you frighten other opponents.

**Prerequisites:** Intimidating Prowess, worshiper of Lamashtu.

**Benefit:** Upon reducing an enemy to 0 or fewer hit points, for the remaining duration of the combat encounter, you gain a +4 bonus on any Intimidate checks made to demoralize opponents who can see both you and the opponent you reduced to 0 or fewer hit points. This bonus does not stack.

### Norgorber

Norgorberites are fast and deadly, striking hard from the darkness. They do not enter combat without a backup plan, and though they are skilled with their weapons, they use every advantage they can find.

#### Reject Poison

You are a careful poisoner, and know how to protect yourself against exposure to the ill effects of most substances.

**Prerequisites:** Dex 13, poison use class feature, worshiper of Norgorber.

**Benefit:** Whenever a creature attempts to poison you with a poison you have previously used or undergone the effects of, you have a 20% chance of naturally rejecting the poison's effects on you, negating its effects and wasting its use.

#### Shadow Dodge

You use light and darkness to your advantage, confusing your enemies and confounding their senses.

**Prerequisites:** Dex 13, worshiper of Norgorber.

**Benefit:** You are able to use the light around you to move back and forth from shadow to light again, and your sudden shifting dazzles your enemies' eyes. By spending a number of feet (in 10-foot increments) when you use this feat to move from one square to another and back again, you gain a Dodge bonus to your AC. This bonus is equal to +1 for every 10 feet you spend moving like this. You do not provoke an attack of opportunity while using this ability. Enemies who do not use sight in order to pinpoint your location or who are otherwise able to locate you more precisely (such as creatures that possess blindsight, tremorsense, or *true seeing*) ignore this AC bonus. Likewise, this feat is ineffective in areas of darkness or bright light, where one cannot readily shift between light and shadow.



## Rovagug

The Rough Beast's followers disdain complex combat, bowling over their enemies with displays of brute strength and overpowering will.

### Merciless Rush

You are a determined foe, and though hordes may stand against you, they will not stand long.

**Prerequisites:** Improved Bull Rush, worshiper of Rovagug.

**Benefit:** When you bull rush a creature and your check exceeds the target's CMD by 5 or more, you can choose to move through that creature instead of pushing it back a number of feet, effectively trampling the creature and dealing it a number of points of damage equal to your Strength modifier.

### Squash Flat

You are able to bull rush an opponent straight to the ground.

**Prerequisites:** Improved Bull Rush, Merciless Rush, worshiper of Rovagug.

**Benefit:** Whenever you make a bull rush attack and your check exceeds the target's CMD by 5 or more, you can choose to expend one of the increments of 5 feet you would normally move the target back to instead attempt to trip the target as a part of your bull rush action. This does not provoke an attack of opportunity.

## Urgathoa

The insidious Urgathoans are subtle but deadly, and turn attacks back against their foes in ways that leave their enemies afraid for their souls.

### Shatter Resolve

Damaging a foe with negative energy causes despair.

**Prerequisites:** Channel negative energy class feature, worshiper of Urgathoa.

**Benefit:** When you damage a creature by channeling negative energy, you fill it with fear. A creature that is affected by your channel negative energy ability and fails its Will save to halve the damage also becomes shaken for a number of rounds equal to the number of dice used to calculate the damage caused by the channel energy ability (so if you deal 1d6 points of damage, the condition lasts 1 round; if 2d6 points of damage, then 2 rounds, and so on).

## Zon-Kuthon

Kuthites in combat display horrific cruelty, and wield weapons that tear and rend. Though they would prefer their victims to be strapped down and immobile, they still take great delight in carnage of a more pedestrian variety.

### Bloodletting

When you attack with a piercing or slashing weapon, the wounds you cause bleed profusely.

**Prerequisite:** Worshiper of Zon-Kuthon.

**Benefit:** Whenever you threaten a creature with a critical hit with a piercing or slashing weapon (regardless of whether you confirm the critical hit or not), you cause that creature to bleed, making it take 1 point of bleed damage at the beginning of each round thereafter.

### Welcome Pain

Your appreciation of pain grants you great stamina.

**Prerequisites:** Iron Will, worshiper of Zon-Kuthon.

**Benefit:** Whenever you would be reduced to 0 or fewer hit points because of an ongoing or repeating damage effect (such as bleed), you may make a last-ditch effort to shed the condition. If you succeed at a DC 25 Will save, you ignore the damage that would reduce you to 0 or fewer hit points that turn. The DC of each subsequent save made in this manner increases by 1. In addition, spells or abilities that have the pain descriptor deal only half damage to you (if any).



# Faith

## Codes of Corruption

Just as the forces of good and law find their champions in paladins, so do the forces of chaos and cruelty find leaders in the antipaladins, great warriors and destroyers of civilization. Their dismissal from holy service or upbringing in the halls of the wicked makes them mighty foes, for they have a keen understanding of warfare and serve their dark gods with a zeal and a fervor beyond all others. While antipaladins in general have offered their services to corruption as an ideal, those who pledge fealty to gods often abide by additional codes that guide their rage.

Antipaladins are not all cut from the same cloth. Some are straightforward warriors, cutting down foes with terrible alacrity. Others are strategists, sending minions to die in their stead as they pursue longer games. Still others are murderers in the night, their missions more personal but no less deadly. Though they epitomize the dark side of chaos, they are not necessarily random in their persecution, and are often terribly purposeful in their degradations.

Though antipaladins may be deeply cynical and unscrupulous, each hews to an individual code of conduct, a purpose that helps elevate him or her above the common chaotic evil warrior. That code is largely one that increases their personal status and power, but it may also seed a deep devotion to a god. This worship is not one of convenience, but rather is based on a deep-seated connection. Below are some sample codes by which antipaladins sworn to specific gods live, breathe, and destroy.

### Calistria

Antipaladins of Calistria are bright and flighty, fickle and vengeful. They do not demand great things of others, but rather seek to be like the Savored Sting in their manner. Most are women; their ranks are filled with those devoted to bloody vengeance and the shining lusts that spark it. Their code is that of an angry hedonist—they demand honesty for themselves, and deny it to others. Its tenets include the following adages.

- My life is my path, and none will sway me from it.
- I devote myself to the pursuit of my passions.
- I take what I desire, by trick or by force. If others resent my actions, they may attempt to take vengeance against me.
- All slights against me will be repaid tenfold.
- I am the instrument of my own justice. If I am wronged, I will take vengeance with my own hands.

### Gorum

Antipaladins of Gorum are warlords and strategists, as well as instigators and warmongers. If there is no call for war, there is no need for Gorum, and if there is no need for Gorum, his faith vanishes. Thus, his servants stir the pot of resentment, building rage in leaders who can commit their people to war. Their code is a martial law, and its tenets include the following adages.

- Peace is death. Conflict is life. I will not let anyone take the easy way out.
- Battle defines me. Without battle I am empty. I make my purpose with blade and brand.
- I will bathe in blood and breathe in iron. Where there is no conflict, I will create it. Where there are skirmishes, I will make war.
- The sword is the answer to any question.
- If there is peace ahead of me, I leave struggle in my wake.
- Poison is for the weak. Ambush is for the cowardly. Plague is a consequence of slaughter.
- Aggression is not foolishness. If I cannot stand against a foe, I will find another, and mark the first for later.

### Lamashtu

The leaders of Lamashtu's children are proud of their deformities and rage against civilization. They seek to tear the blinders from the eyes of the world and show them the nightmare of nature, the writhing and endlessly fecund truth. Their code is one of bloodshed, rape, and howling madness. Its tenets include the following adages.

- All things are monstrous, and only the weak hide their marks. I show the world as it is.
- I will bring the outcasts in from the cold and teach them the taste of victory.
- I fill the wombs. I birth the children. I teach our enemies why they fear the night.
- I bring madness to the cities, that in their blood and fear they may understand the chaos of the world.
- I will spread the Mother's seed. If the blind cannot be taught to see, their children can.

### Norgorber

Those antipaladins who serve Norgorber are secretive and cunning. They prefer to strike from shadows, even



when the odds are already in their favor. They rely on traps, tricks, ambushes, and poison to weaken their foes. Their code is a cold and honest assessment of the human condition, and its tenets include the following adages.

- Innocence is ignorance, and ignorance is weakness. I will seek to shed my own ignorance, and encourage ignorance in my enemies.
- I do not take credit, nor do I accept blame. I work in the shadows.
- A fair fight is not worth fighting. I will take every advantage I can. No tool is beneath me.
- Cold eyes, cold heart. My enemies can expect no mercy.
- Everyone is expendable, and I will sacrifice them as necessary.
- Each life I take shapes the future to my lord's desires.

## Rovagug

Antipaladins who choose the path of the Destroyer choose a life of destruction; they do not wear finery, but rather slouch in uncured hides. The antipaladins of Rovagug seek the Great Awakening, and bend all their efforts toward the eventual decay of the prison that holds their god. Their code is simple, brutal, and direct, and its tenets include the following adages.

- All things must be destroyed, but the tools of destruction will be destroyed last.
- The beautiful die first. Their loss wreaks havoc in the hearts of those who love.
- All is vanity before the tide of destruction.
- The world is a lie. The only truth is oblivion, born of storm and horror.
- Torture is a needless delay. My gift is the mercy of a quick death.
- I will die standing.

## Urgathoa

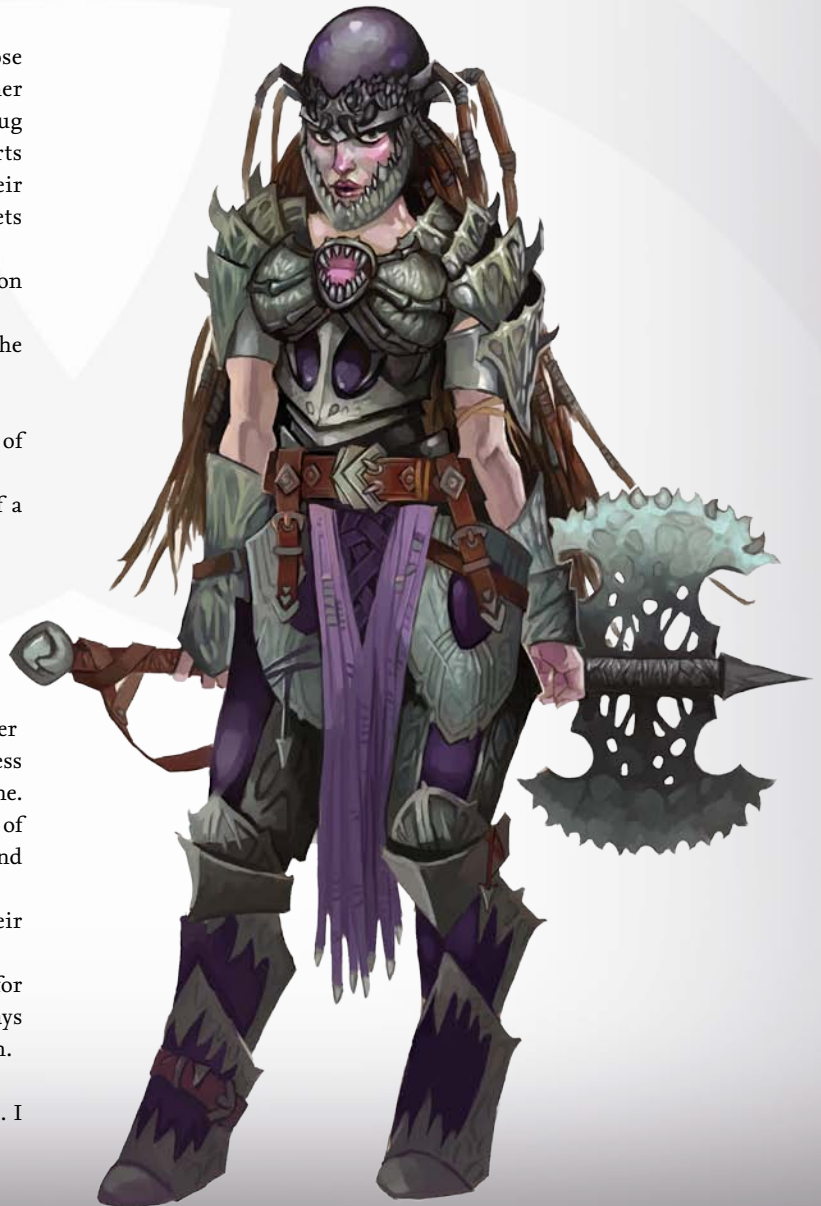
The antipaladins of Urgathoa are creatures of the night. They are the generals of undead lords, the champions of decay. If they are mortal, they are greater than other mortals, self-assured and ravenous; they know the darkness and will come to it on their own terms, in their own time. By their code, they are plague-bearers and bringers of death, seeking to spread Urgathoa's gifts by the sword and by example. Their tenets include the following adages.

- The grave opens to us all. We hasten the living on their inevitable path.
- The deathless are the true expression of existence, for they are beyond life and death. I will emulate their ways and destroy those who defile their timeless perfection.
- I have no duty but to my hunger and my goddess.
- Existence is hunger. Both life and death feed on life. I am an instrument of transition.

## Demon Lords

Like their masters, antipaladins of demon lords are varied and fickle. Their primary desire is spreading the word of their patrons, but they are far more aggressive and prone to physical combat than clerics. Each has a unique code based on patron and personality, but all who draw power from the creatures of the Abyss live for measured brutalities. Shared tenets include the following adages.

- Through my actions, I open the door for my lord.
- As I become great, so does my lord become greater.
- Small acts have small results, but great cruelties bring minds into focus and tear the world asunder. I will not be distracted by petty goals.
- The world is a plaything. Its people are insects. The truth lies beyond.



# Magic

## Spells of the Fallen

The faithful of the gods of darkness are endlessly inventive and always treacherous, testing and probing the boundaries of existence. They do not need to worry about the consequences of their work, nor do they shy away from necessary pain if such avoidance would impede their progress. One of the great advantages of the embrace of darkness is that small things such as empathy, morality, and honor no longer need to enter into spellcasters' repertoire—they are free to pursue their darkest desires.

### Asmodeus

The spells of Asmodeus focus on creating binding contracts and unholy covenants, often to the caster's advantage and his victim's dismay.

#### SHARED SACRIFICE

**School** necromancy [evil]; **Level** antipaladin 3, cleric 2, summoner 3, witch 2

**Casting Time** 1 round

**Components** V, S

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

**Target** one creature

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

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

With this spell, you create a link between yourself and your target, and you can direct pain and damage through this link. You only take half damage from wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target of this spell. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, cannot be shared through this link. If you suffer a reduction in hit points because of a lowered Constitution score, the reduction is not split with the target of this spell because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned back to you.

If you and the subject of the spell move out of range of each other, the spell ends.

### Lamashtu

The Mother of Monsters is dedicated to corrupting and perverting the world around her, and her worshipers craft spells to do the same.

#### MONSTROUS EXTREMITIES

**School** transmutation (polymorph); **Level** cleric 3, sorcerer/wizard 3, witch 4

**Casting Time** 1 minute

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

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

When you cast this spell, you can change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose from a tentacle, a hoof, or a wing. The subject must take approximately 10 minutes to familiarize itself with the function and movement of the new extremity. These new forms do not allow the subject to fly, run faster, or swim better; however, they do act as natural weapons of the appropriate type, and the subject can use them to make secondary attacks while making attacks with weapons as a full-attack action. The secondary attacks are made using the creature's base attack bonus – 5 and adding only 1/2 the creature's Strength bonus on damage rolls. The subject cannot hold a weapon or use any item that would ordinarily fit into the slot of the changed extremity. The subject can receive the benefits of this spell multiple times.

### Norgorber

Worshipers of Norgorber gravitate toward spells that reflect the aspect of their lord they honor most, but all of his followers appreciate the power of illusions and spells that hinder foes.

#### LOSE THE TRAIL

**School** illusion; **Level** antipaladin 2, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Targets** one creature/level

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

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

This spell allows the caster to obscure her tracks when fleeing from a pursuer. This increases the DC of any Survival checks made to track the spell's subjects by +2 per level of the caster.



## NIGHT OF BLADES

**School** evocation; **Level** antipaladin 4, inquisitor 3, ranger 4, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** wall of blades up to 10 ft./level long and 10 ft. tall

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

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

Useful primarily to those who skulk in the darkness, this spell is a temporary trap for the unwary. It summons an immobile wall of tiny black blades that whirl and tear into creatures like a cyclone. Anyone who enters this space takes 1d4 points of damage per caster level (maximum 10d4), with a Reflex save for half damage. The spell cannot be cast so that it appears in a space already occupied by Small or larger creatures.

## Rovagug

Worshippers of Rovagug cast spells that obliterate their enemies, their enemies' fortifications, and anything else they can manage.

## BRITTLE PORTAL

**School** transmutation; **Level** antipaladin 2, cleric 2, druid 2, inquisitor 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 5-ft.-radius spread

**Duration** 1 round/level

**Saving Throw** Will negates (object);

**Spell Resistance** yes

This spell weakens the bonds of existence, and reduces the hardness of any nonmagical surface within its area of effect by 2 per caster level. The spell is centered on a flat surface chosen by the caster, and the hardness reduction effect persists for the duration of the spell.

## Urgathoa

The followers of the Pallid Princess use foul magic to rot their enemies from within using disease, or to inspire enemies of the goddess's church to

experience self-destructive sensations of insatiable and painful gluttony.

## VAMPIRIC HUNGER

**School** necromancy (polymorph) [evil]; **Level** antipaladin 3, cleric 3, druid 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** one creature

**Duration** 1 minute/level

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

The target of this spell grows the fangs of a vampire, as well as a thirst for blood. For the duration of this spell, the target gains the ability to drain an opponent's blood during a grapple; if the target establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. Each round it drains blood in this way, the target heals 5 hit points or gains 5 temporary hit points for the duration of the spell (up to a maximum number of temporary hit points equal to its full normal hit points). If the target does not drain blood in this way while under the effects of this spell, it becomes exhausted at the end of the spell's duration.

## Zon-Kuthon

Those who follow the Midnight Lord use magic to further revel in the sight of blood, whether it be their own or their enemies'.

## TOUCH OF BLOODLETTING

**School** necromancy; **Level** antipaladin 2, cleric 1, druid 1, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 round/level

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

This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. A successful DC 15 Heal check or any spell that cures hit point damage negates the effects of this spell.



# Social

## Religious Holidays

The holidays of the gods of evil are not solely about misery, gloom, and hatred. In many ways, they a time of celebration and joy, revels that allow the faithful to reflect on what it means to serve their gods and contemplate ways they can serve more effectively or devotedly in the upcoming years. Of course, in many cases, these revels result in great destruction and misery for those outside the faith, but for a time, the faithful gain a deeper appreciation for the practice of their religions—which is all that truly matters.

### Asmodeus

Asmodeus is an ancient god, possessing a concept of time that stretches far beyond even many other deities' comprehension, and as such he cares little for commemorating any specific day. When his church deigns to observe specific days, it's usually as a counter to other faiths, and thus 10 Sarenith (Sarenrae's Burning Blades), 16 Arodus (Iomedae's Armasse), and similar holidays frequently prompt celebrations among the Archfiend's faithful. Leap Day (31 Arodus) is also a popular time to offer prayers, as the faithful see it as an additional day on which to show their faith, giving them an advantage over the followers of lesser gods.

On Golarion, the feast days of Cheliox are frequently considered those of Asmodeus. This is not entirely true, though it is easy to understand why the two are conflated. Of the major holidays of Cheliox, the four Days of Wrath are the ones most associated with Asmodeus and the veneration of Hell. Held on the solstices and equinoxes, they are days of bloodsport and gold, when the naturally talented, the clever, the strong, and the quick of hand can demonstrate the skills that should rightfully elevate them to another stratum of society. It is said that these days mimic tests in Hell, and that devils, disguised, watch the contests carefully to judge the winners. In places where the worship of Asmodeus is less accepted, the Days of Wrath sometimes take a different, more sinister form. The faithful use these days to even scores and close contracts. After all, an Asmodean never seeks revenge while his temper is high—the best revenge is one that has been planned meticulously.

Other quasi-Asmodean holidays from Cheliox include Loyalty Day on 19 Calistril, marking the date House

Throne cemented its hold over the nation, and Even-Tongued Day on 14 Neth, a remembrance of Andoran, Galt, and Isgar being brought under Chelish control (now more a day of mourning for lost territories).

### Lamashtu

The month of Lamashan is named after the Mother of Monsters, for it is said to be a dark month when unholy creatures spawned in the deadly cold of winter and in the fevers of spring tear themselves from the womb. The faithful of Lamashtu do not celebrate the month in any way greatly different from any other month. Instead, they mark occasions as the mood takes them, gloating over their dying enemies or holding up the latest deformed child as evidence of their goddess's favor. They live by no set schedule, and instead offer their bloodied hands as often as they deem fit.

### Norgorber

As befits a secretive god, the Reaper's faithful celebrate two different holidays to mark their god's Ascension to divinity. The first is the widely known **Ascendance Day**, held on the 2nd of Desnus. On this night they plot and plan, laying out their visions for future heists or murders. They may do so separately or as a gathering of the congregation, but either way the night is spent in contemplation. No follower of Norgorber may raise her hand to another on this night, for they are united in their plans under the gaze of their god. The other holiday is a secretive midwinter celebration on no fixed night, called **Disappearance**. On this night, a congregation snatches a random innocent from the street, and returns with this victim to their temple. Once there, they dose her with a slow-acting poison and work a ritual torture upon her until she dies from the poison. They then wrap her body in a gray cloak and hide it someplace where none will ever find it. Over the next months, they spy on her friends and family and report on the sorrow and grief they observe to their fellows.

### Rovagug

The month of Rova is the month of the fall harvest, the name likely gained from the destruction visited on crops by the reaping farmers. Rovagug plays no role in





the harvest, however, nor is his name invoked in the gathering of the fields. He has two main holidays. The first is the **Waking**, in early spring, when orc shamans across Golarion commemorate the Rough Beast's stirrings after the fall of the *Starstone* and urge their followers to war with great ceremonies of humanoid sacrifice, scarification, and blood on a massive scale. The second is **Lastday**, celebrated during certain conjunctions of the night sky. This holiday usually occurs in the fall, but not always. The Beast's followers work divinations and wreak a special kind of havoc on Lastday in order to weaken the bonds of the Great Prison.

## Urgathoa

Every day is a celebration for Urgathoa's followers; the Pallid Princess demands no special recognition on certain days, but rather asks only for her faithful to offer her a thought during their normal excesses. Her followers often attribute special significance to nights of the new moon and conjunctions with the undead world of Eox.

## Zon-Kuthon

The month of Kuthona is named after the Prince of Pain, for when the biting winds howl from the north and winter's edge settles its darkness across the souls of mortals, the thoughts of mortals turn to cruelty. As befits the Midnight Lord, his followers make a special point of enhancing their personal pain on the darkest nights of the winter. Otherwise, members of his church meet on nights of a new moon, and consider themselves favored if clouds blot out the stars.

The first occasion celebrating Zon-Kuthon, the **Eternal Kiss**, always occurs on the first new moon of the year. A victim who has value to the church—whether as an enemy or a favored member of the cult—gains 11 nights of pure and complete physical luxury tailored specifically for him. The eleventh night sees this pleasure become the most varied, brutal, and imaginative tortures the Kuthites can conjure. The victim, who remains always just shy of shock, is kept alive as long as possible, and when he is ready to expire, they remove his entrails from his torso to read the future in them. Sometimes the victim may even speak prophecies with Zon-Kuthon's tongue.

The second occasion is the **Joymaking**, a movable holiday which consists of a ritualistic torture reserved for privileged and wealthy Kuthites. Congregants remove the victim's extremities and peel away his excess flesh to leave an emaciated, bloody torso and head to be cared for and alternately pleased and tortured by the others. These horrors are the prized possessions of any Kuthite church, for they are thought to undergo both pain and pleasure to extremes unknown to any other members, and the number of such victims a church hosts indicates how many of the church's members have chosen to become closer to the divine—subjects of unending torture screaming out the remainder of their days.



## Coming Next

Accessible only through magic, perilous sea voyages, or long caravans over the icy Crown of the World, the distant land of Tian Xia has long been a source of curiosity and legend for the residents of the Inner Sea. Now, at long last, the secrets of that distant and mystical land are laid bare!

## Dragon Empires Primer

Learn about the nearly 30 nations and regions of Tian Xia in this extensive gazetteer, including the ancient and honorable nation of Minkai, the fractious Successor States, the serpent lands of Nagajor, and more. Plus, customize your Tian characters with more than 60 new regional and racial traits!

## Tian Races

A new land comes with new people. Though the folk of the Inner Sea often lump all Tians together into one ethnicity, a wide variety of people inhabit this ancient land. From seven distinct human ethnicities to five new player races, such as the tengu, kitsune, nagaji, and more, this section provides an overview on playing and interacting with the people of Tian Xia.

## Archetypes

Samurai and ninja aren't the only character types unique to the lands of the Dragon Empires. With the new archetypes in this book, you can swap out some of your existing class abilities to take on new and distinctly Tian roles, such as the lotus geisha, sword saint, spirit hunter, or white-haired witch!

## Combat

Explore new martial arts styles and feats from lands where warrior monks are masters of the battlefield.

## Faith

Learn about the 20 core gods of Tian Xia and how they are worshiped. Explore different cultural interpretations of familiar gods, and meet some brand new deities.

## Magic

Discover new spells, as well as the Void elemental school for wizards and the Naga bloodline for sorcerers!

## Social

Tian Xia—especially Minkai, the ending location of the Jade Regent Adventure Path—is a land of honor, where one's reputation is more important than life itself. Explore a brand new rules system for tracking honor!

## Subscribe for More!

Discover Golarion and learn more about this rich, detailed campaign world! Head over to [paizo.com](http://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!

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights

to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Player Companion: Faiths of Corruption © 2011, Paizo Publishing, LLC; Author: Colin McComb.



# Touch of Evil

Morality is the shield of the weak. Followers of the evil gods know the truth—that the world is a harsh and uncaring place, and that only strength and cunning matter. From the crafty acolytes of the assassin god Norgorber to the howling hordes of Lamashtu the Demon Queen, the servants of dark gods need not fear the night, for they strive to be the most terrifying thing in it. Some may seek to justify their actions, yet others flock to blood-soaked banners with bitter joy, desiring nothing more than the chance to join in the fiery destruction of all things.

*Faiths of Corruption* presents a player-friendly overview of the evil-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 evil 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.
- ▶ New character traits to help represent and cement a character's background in the church.
- ▶ An overview of several secular organizations affiliated with the various evil churches.
- ▶ Codes of conduct for the fearsome antipaladins of many different gods, designed to help distinguish evil holy warriors of different faiths.
- ▶ New feats for merciless warriors and vindictive spellcasters.
- ▶ New spells to help evil casters spread pain and despair.
- ▶ Details on minor evil deities, demon lords and archdevils, elemental lords, the Four Horsemen, and more!



**PATHFINDER**  
ROLEPLAYING GAME

3.5 • OGL  
COMPATIBLE



[paizo.com/pathfinder](http://paizo.com/pathfinder)

Printed in China. PZO9420