

PATHFINDER[®]

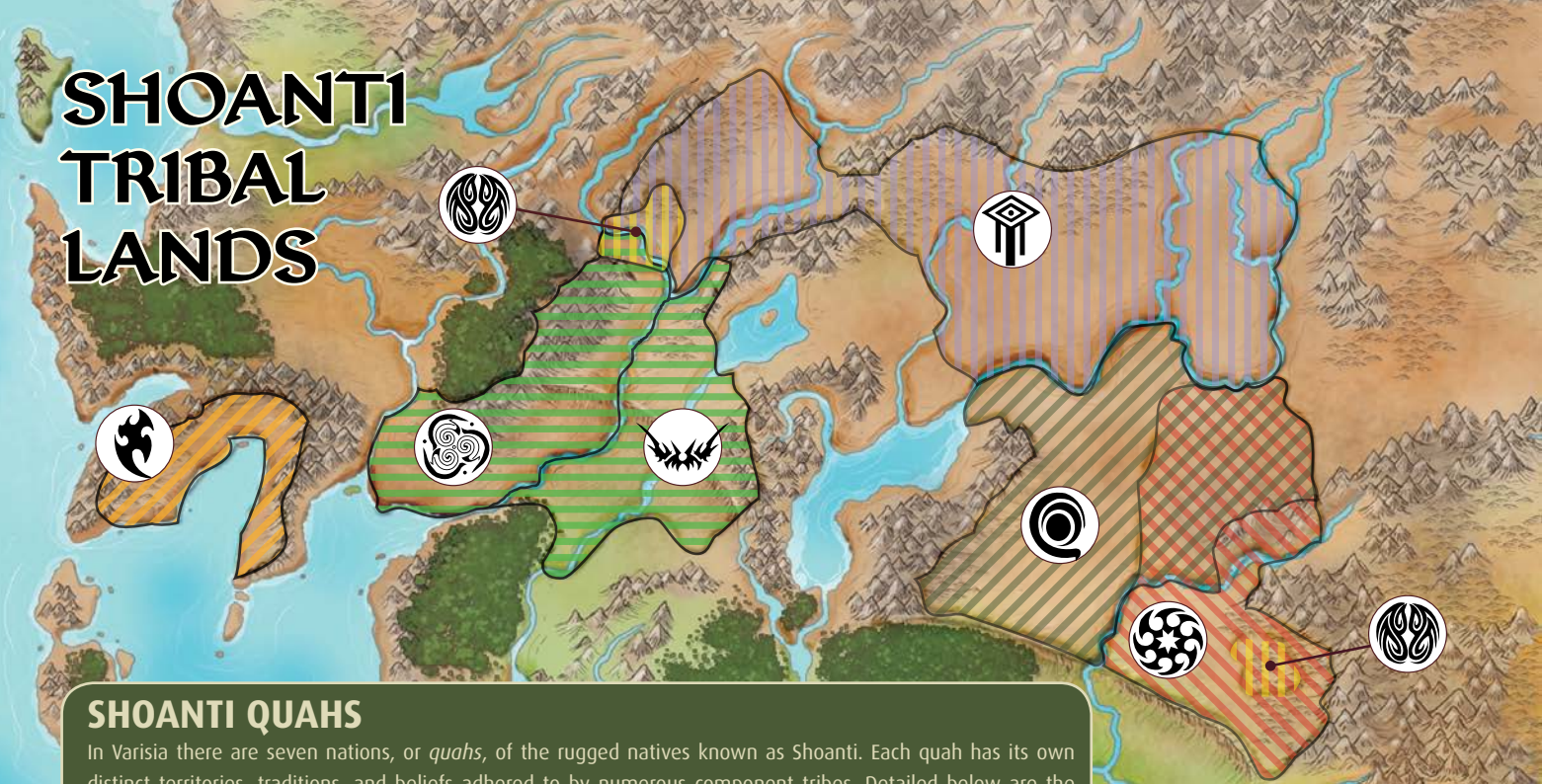
PLAYER COMPANION[™]



VARISIA

Birthplace of Legends

SHOANTI TRIBAL LANDS



SHOANTI QUAHS

In Varisia there are seven nations, or *quahs*, of the rugged natives known as Shoanti. Each quah has its own distinct territories, traditions, and beliefs adhered to by numerous component tribes. Detailed below are the tattoos commonly worn by the quahs (along with a common example), the totems their clans revere, the domains cleric and druid shamans favor, and the mysteries commonly adopted by the quahs' oracle shamans.

Lyrune-Quah (Moon Clan)

Those Whose Arrows Are Like the Stars

Tattoos: Symbols suggestive of the night, sight, and wisdom. The runes Navrik (Eyeless Sight), Lyon (The Great Moon), and Vinic (Piercing Stone) hold particular prestige.

Totems: Bat, cave bear, field mouse, moon, mountain, mountain lion, owl, rainstorm, star, wolf

Totem Domains: Animal, Darkness, Strength, War, Weather

Oracle Mysteries: Battle, heavens, nature



Shadde-Quah (Axe Clan)

Guardians upon the Sea Cliffs

Tattoos: Symbols that suggest vitality, endurance, and traits of the ocean and its beasts are greatly desired, among them Vonark (Many Arms), Donark (The Long-Armed), and Eanaw (The Endless Journey).

Totems: Cave bear, cliff, dire bear, eagle, sea, squid, water elemental

Totem Domains: Animal, Destruction, Strength, Water, Weather

Oracle Mysteries: Battle, nature, waves



Shriikirri-Quah (Hawk Clan)

Far-Ranging Traders and Beast Masters

Tattoos: This quah favors symbols suggestive of travel, the wilds, and animals—particularly hawks and horses. The symbols Rotomo (Headwind), Ingir (Beast Heart), and Iyavak (The Pack) are among the most desirable.

Totems: Air elemental, cloud, firepelt, forest grove, hawk, hippogriff, horse, wind

Totem Domains: Air, Animal, Liberation, Strength, Weather

Oracle Mysteries: Lore, nature, wind



Shundar-Quah (Spire Clan)

Unifiers of the Quahs and Voice of the Tribes

Tattoos: Unity, watchfulness, and the ability to lead are all vaunted virtues of this quah. For them, the runes Drimiil (Guardian Heart), Kokip (Sentinel), and Klartitil (Broad Klar) carry extra weight.



Totems: Earth elemental, mountain spire, rock fall, spirestalker, storm

roc. Although uncommon, some members of the Spire Clan join in the travels of other quahs and might adopt a totem of their host clan.

Totem Domains: Animal, Knowledge, Protection, Rune, Weather

Oracle Mysteries: Nature, stone, wind

Sklar-Quah (Sun Clan)

Fierce Warriors of the Cinderlands

Tattoos: Among this quah, images of flame and battle are particularly desirable, especially the runes Damkil (Orc Skull), Akmiz (Fire Hand), and Razkiv (Emberstorm).

Totems: Aurochs, cindersnake, emberstorm, fire elemental, firepelt, sun

Totem Domains: Animal, Fire, Strength, War, Weather

Oracle Mysteries: Battle, flame, nature



Skoan-Quah (Skull Clan)

Voices of the Ancestors and Hunters of the Dead

Tattoos: Members of this clan adorn their bodies with symbols of bones and skulls, their favored patterns creating the symbols Sosmo (Forever Dead), Eiril (Duty), and Graxt (Eternity).

Totems: Ancestor spirit, earth elemental, giant scarab beetle, vulture, will-o'-wisp, wolf

Totem Domains: Animal, Darkness, Earth, Protection, Repose

Oracle Mysteries: Bones, lore, nature



Tamiir-Quah (Wind Clan)

Territorial Raiders of the High Peaks

Tattoos: Members of this quah often bear symbols related to speed, freedom, and their mountain homes. The runes Dra (Mist), Cilvat (Wind Soul), and Sovola (The Roc King) bring particular honor.

Totems: Air elemental, cloud, griffin, mountain peak, snowflake, storm, storm roc, wind

Totem Domains: Air, Animal, Earth, Protection, War

Oracle Mysteries: Battle, nature, wind



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ON THE COVER



Michal Ivan sends Valeros and Seoni into battle against one of Varisia's most infamous and terrifying menaces—the Sandpoint Devil!



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REFERENCE

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

PATHFINDER RPG

<i>Advanced Player's Guide</i>	APG
<i>Ultimate Combat</i>	UC
<i>Ultimate Magic</i>	UM

PATHFINDER CAMPAIGN SETTING

<i>The Inner Sea World Guide</i>	ISWG
<i>Inner Sea Magic</i>	ISM



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FOR YOUR CHARACTER

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

FOCUS CHARACTERS

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

BARDS

Whether as fortune-telling Varisian wanderers or Shoanti battle leaders with command over thunder and lightning, bards can draw power from Varisia's most potent secrets. Bards should check out the Varisian fortune-teller role (page 9) and the thundercaller archetype (page 11).

BARBARIANS

These savage warriors find many options among Varisia's rugged Shoanti tribes. Learn how to play a Shoanti barbarian on page 7, discover their brutal fighting style on page 10, and equip yourself with their unique gear on page 14.

MAGI

Cunning and deadly, magi fit in well among the region's traveling Varisian population. The scarf-wielding kafenka dancer archetype and the Deadly Dealer feat (page 10) blend magic and ancient tradition to lethal effect.

ORACLES

These divine casters serve especially well as the spiritual leaders of Shoanti tribes, as detailed in the Shoanti totem shaman role (page 7), the Shoanti totemism section (page 13), and the descriptions of the Shoanti quahs on the inside front cover.

WIZARDS

Details on the region's arcane schools offer new direction for spellcasters of all walks (page 12), while the cypher hunter role (page 23) and details on Varisian idols (page 15) help characters access the mysteries of the Thassilonian Empire.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of races and classes. The following elements work equally well for any character in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

BACKGROUNDS

Create characters that draw upon Varisia's wealth of detail with cultural sayings and naming conventions (pages 6 and 8), notes on local religions (page 13), overviews of prominent cities and settlements (pages 18–27), and traits for characters from every corner of Varisia (page 3).

CAMPAIGNS

Learn what you need to know about the Shattered Star Adventure Path on pages 30–31, with character creation tips and campaign traits to help you build the perfect character for this exciting new campaign. Players of any of the classic Adventure Paths set in Varisia, like Rise of the Runelords, can also find a host of new campaign traits on pages 28–29.

MAP OF VARISIA

Learn where you've been and plan where you're headed with the map of Varisia on pages 16–17. Major roads, distances, and common travel times (inside back cover) ensure you'll make the best time possible no matter where your adventures lead you. You can find a poster version of this map in the *Pathfinder Campaign Setting: Shattered Star Map Folio*.

RACES

The Shoanti and Varisian human ethnicities get in-depth treatment in this volume, but every race has a place in Varisia (as detailed on page 5). Dwarves enjoy trade and prosperity from their mountain community of Janderhoff (page 24), while elves, gnomes, and orcs often hail from their regional bastions (pages 26–27).

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Varisia, Birthplace of Legends*.

For our campaign, does it make sense for my character to be from Varisia?

What, if anything, do I know about Varisia's ancient cultures?

Are we playing an Adventure Path? If so, can I use any of the campaign traits in this Player Companion?

WHAT ARE ROLES?

This Player Companion introduces a new feature called "roles." Roles can be considered builds, templates, or kits for creating new characters tied to a specific premise. Each of these versatile themes highlights rules and roleplaying elements tying new characters to the Pathfinder campaign setting. These roles draw upon options and campaign details from the full range of Pathfinder products, so you don't have to hunt for the perfect feat or character inspiration. Every aspect of a role is just a suggestion, and roles present multiple ways to create a character, so feel free to make other choices or personalize roles in whatever ways most appeal to you.

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Magnimarian Warden	21
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Thundercaller	11	Bard

Feat	Page	Benefit
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Thunder and Fang	10	Earth breaker and klar style

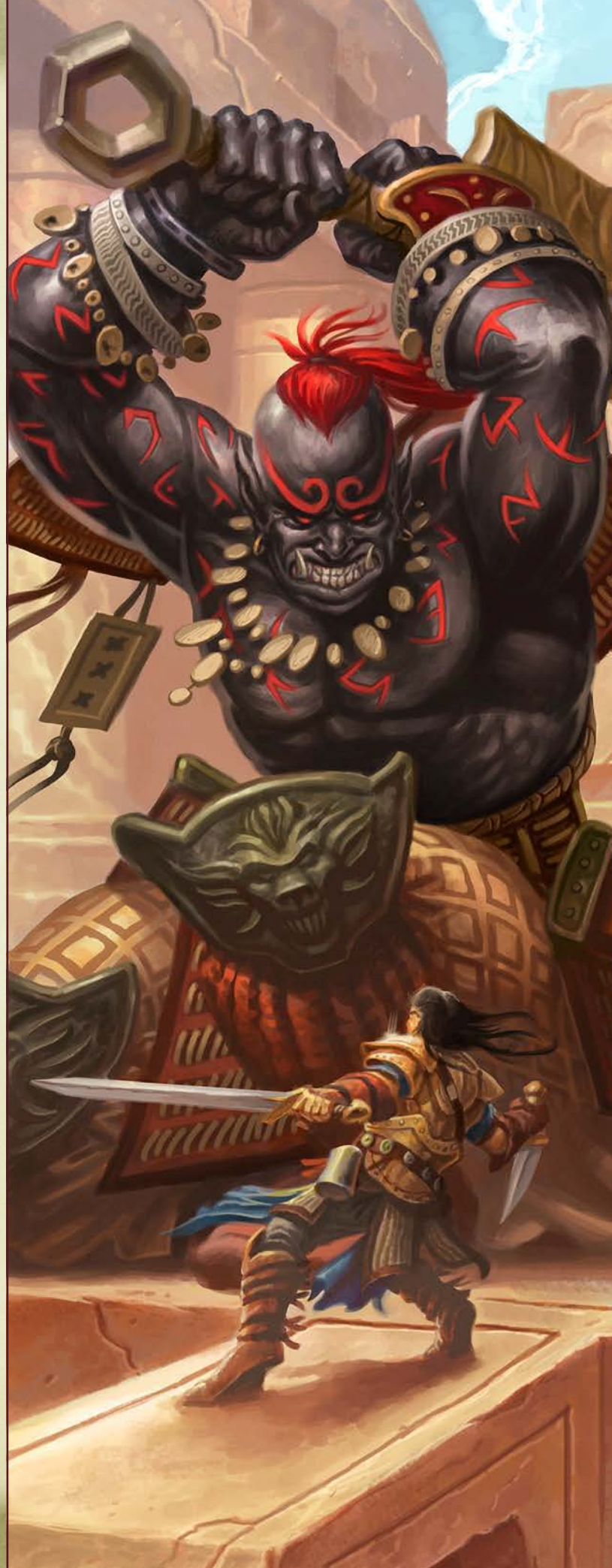
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Ex-Sczarni	30	Shattered Star
Fixer of Odds	29	Second Darkness
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Monument Scholar	31	Shattered Star
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Race Trait	Page	Race
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Shoanti Steed	6	Human (Shoanti)
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DID YOU KNOW?

Varisia was the first country in the Pathfinder campaign setting to be detailed. Its creation as the setting for the first Pathfinder Adventure Path predated the *Pathfinder Chronicles: Gazetteer* by 9 months.



WELCOME TO VARISIA



VARISIA: THE LAND

Varisia is a true frontier, stretching from the Varisian Gulf in the west to the sheer peaks of the Mindspin and Kodar Mountains in the east. The space between encompasses all manner of terrain—sprawling plains, dense forests, burning badlands, and mysterious swamps. The land remains relatively untouched by lumberer's axe or fisher's trawl, and its wild creatures remain varied and plentiful—and sometimes monstrous.

The Storval Rise, a thousand-foot-tall cliff that runs northwest to southeast across the region, divides the fertile lowlands from the rugged Storval Plateau. The west and south hold lush expanses: woodlands like the Churlwood and Sanos Forest, expanses so tangled even experienced trackers shy from their edge; the Velashu Uplands, a gentle plain home to the rugged Velashu horse lords; and the Mushfens, a dangerous marsh that straggles along much of the land's southern length.

The Storval Plateau, which includes the burning wastes of the Cinderlands, encompasses the east and north. The Cinderlands are a dry desert where regular firestorms scour the thorny scrub brush and sear the reddened land. Much of the Storval Plateau proves slightly more hospitable, though, and this arid stretch of grassland and hard-packed plains is home to equally hard tribes of reclusive giants and proud Shoanti.

VARISIA: THE PEOPLE

Ethnic Varisians and Shoanti constitute Varisia's native peoples, having made their homes in the region for thousands of years, long before the incursion of the Chelish Empire. In 4405 AR, Chelish armies entered the region, drove the Shoanti into the arid northern regions, and settled the land with an eye toward "civilizing" the native Varisians. The region's wealth of natural resources bolstered development in the area, and Varisia is now one of the most desirable destinations for settlers and explorers.

Three city-states arose from the Chelish occupation to compete for control over the land. Korvosa, founded in 4407 AR, is the oldest of the three, an established trading magnate governed by a local monarchy. The growth of the younger trade cities in the region threatens Korvosa's standing, a fate the decadent city refuses to accept. Magnimar, founded by discontented Korvosan expatriates in 4584, prides itself on being a more welcoming city with few restrictions on trade. Jutting from Magnimar's cliffs, the mysterious Irespan—an ancient shattered bridge of phenomenal size—serves as an emblem of the bold city. The outlaw haven of Riddleport is a city of pirates and gamblers, ruled with harsh fairness by a group of master criminals. Riddleport is also home to the mysterious Cyphergate, a rune-carved arch spanning the natural harbor, which draws all manner of daring scholars to the city's streets.

RACES OF VARISIA

Drawn by Varisia's beauty, resources, and monuments, settlers of every common race and many uncommon ones have managed to gain footholds in the nation.

DWARVES

Most dwarves in Varisia live in their mountain community of Janderhoff. Many hunt the great creatures of the land, live as traders, or serve as guides for those seeking underground wonders. This race's ingenuity has also led to the creation of several marvels in the region, such as the Gas Forges of Riddleport.

ELVES

Many of Varisia's elves hail from Crying Leaf in the Mierani Forest, near the ruined elven city of Celwynvian. Adventuring elves find themselves attracted to the many wild areas of Varisia, and often seek to either free such regions of monstrous threats or protect them from exploitative settlers.

GNOMES

Gnomes have two major homes in Varisia: Whistledown and the scattered communities of the Sanos Forest. Many Varisian gnomes travel throughout the nation to sate the innate curiosity of their kind or see the region's varied marvels.

HALF-ELVES

Relatively rare in Varisia, half-elves often avoid tying themselves down, preferring to sign on with caravans or adventuring parties as guards, trackers, or healers.

HALFLINGS

Halflings often live as servants in Korvosan lands—much like they would in Cheliox—or make their own ways in Magnimarian holdings or other frontier towns. Others, however, have found the life of Varisian wanderers highly appealing and travel widely, living each day as a new adventure.

HALF-ORCS

Half-orcs typically come from Urglin or the Hold of Belkzen on Varisia's eastern border. They roam the region with orc raiders or live on the outskirts of settled areas. They avoid Shoanti, knowing that most will attack a half-orc on sight.

HUMANS

Varisians and Shoanti are the native people of Varisia, but while they are not enemies, neither are they particularly close. The bulk of humans living in Varisia's settled lands are of Chelish heritage, and cling to or shun the ways of that nation as their home cities' philosophies dictate.

OTHER RACES

Nearly any race can be found in Varisia, as ships from across Golarion enter the land's ports daily. The most unusual races found in the region with any regularity are orcs from the Hold of Belkzen; tieflings (particularly in Riddleport and Korvosa); and the varied denizens of Kaer Maga, including trolls, nagas, weird half-breeds, and even stranger sorts.

FIVE THINGS EVERYONE KNOWS ABOUT VARISIA

Dozens of mysterious monuments litter Varisia's countryside, in the form of gigantic spires, massive bridges, titanic stairs, and—some say—even lost cities.

Varisia has no central government; Korvosa, Magnimar, and Riddleport are distinct and sovereign city-states.

Varisia's native peoples, the Shoanti and Varisians, are both nomadic groups, wandering far in great tribes or in colorful wagon caravans, respectively.

When Cheliox invaded Varisia, the Chelaxians displaced the native Shoanti, earning the barbarians' eternal hatred.

Varisia is home to numerous kinds of giants. Hill and marsh giants hunt the lowlands, stone giants defend rocky holdings, and beings of impossible size stalk the distant mountain ranges.

*Varisia is a realm fallen
in love with the stars.
Nowhere amid all the
world's wonders do frosty
mountains, sun-painted
plateaus, and riotous
forests so indulge their
desire to touch those
airy gems, aspiring to
heights and majesty that
make all else seem puny.
Even the ancients of this
beauteous land courted
the heavens, their silent
monuments nothing if not
stairways to the stars.*

—Cevil “Redwing”
Charms, Esq., Eidolon

SHOANTI

The Shoanti live harsh lives guided by pride and tradition. Once the Shoanti considered all of Varisia their territory, but after years of war with encroaching Chelaxians, the tribes found themselves pushed into the northern reaches of the country. Now the Shoanti roam the Storval Plateau and surrounding areas, divided into seven quahs (“clans”). It is not an easy life, but the Shoanti take pride in having the tenacity and skill to live amid such harsh lands as the Cinderlands, where many other races would falter and die. Most Shoanti are humans, but occasionally a tribe adopts a member of another race. The Shoanti despise ethnic Chelaxians, half-orcs, and orcs; such individuals have never been seen in any of the tribes. Their difficult way of life requires the Shoanti to be hardy, physically powerful people, and they excel at survival and combat. Shoanti tribes possess many traditions handed down from their ancestors, and their lives are guided by countless rituals and superstitions. The Shoanti sometimes find it difficult to preserve their cultural beliefs in the face of the wars and hardships they constantly face, but they consider the loss of their traditions a more devastating fate than the extinction of their race.

NAMES

The Shoanti string together short, sharp syllables to create names. Each syllable has its own meaning, which can change depending on intonation and what syllables come before and after it. Outsiders, even those who speak the Shoanti dialect, find it almost impossible to interpret the meaning of a name. Male names often end in hard “k” or “t” sounds, while female names frequently end in an “ah” sound. At adulthood, each Shoanti is given an honorific he sometimes uses as his common name. These honorifics can arise from an individual’s memorable deeds or prominent character traits. A Shoanti with a great hero for a grandparent or great-grandparent might receive that illustrious ancestor’s honorific, but it’s considered unthinkable to give an honorific already in use by a living person.

Female Names: Aryah, Cataree, Donimah, Galila, Magla, Nanali, Payah, Sinopah, Tama, Yaziyah

Male Names: Ahbet, Ahdak, Chochok, Honvor, Istakkos, Kurdan, Nahkon, Narast, Pallok, Tarban, Tomast, Veyho

Common Honorifics: Echoing Shout, Fire Bringer, Gathers Grass, Runs to Battle, Steps Like Shadows, Tooth-Gatherer, Waits for the Moon, Winter Bear

TRAITS

Characters of the Shoanti ethnicity have access to the following two race traits.

Shoanti Steed: Your nomadic culture gives you a profound knowledge of and respect for the horses that roam your homelands. You begin play with a combat trained light horse (*Pathfinder RPG Bestiary* 177). While riding this horse bareback, you are treated as though you were riding it with a riding saddle (placing any actual saddle upon the horse negates this benefit). The horse can fend for itself outside of settlements in all but the most hostile environments. If whistled for outside of a community, the horse typically arrives within 1d6 minutes. If your horse is slain, you may receive a new horse by returning to your clan and performing a vigil for its spirit (a rite that costs 100 gp in rare herbs and incense).

Shoanti Tattoo: Upon reaching adulthood, you received a tribal tattoo, marking you with the symbols of your quah and totem spirits (see the inside back cover for suggestions and designs for Shoanti tattoos). You gain a +1 trait bonus on saving throws against fear effects. Additionally, you are proficient with earth breakers, klars, and Shoanti bolas.

SHOANTI SAYINGS

A number of Shoanti expressions are common among all quahs and often used in conversations with outsiders.

Our thunder rolls across the Storval Plateau.

(The Shoanti defend the Storval Plateau as the last expanse of their traditional homeland still under their control.)

By blood it is sworn.

(An iron-clad vow. May be accompanied by a ceremonial blood pact.)

Be welcome, my cousin!

(A common greeting between Shoanti of the same quah. May be extended to outsiders who have earned great trust.)

May your spirit guide you.

(Can mean “farewell,” “good fortune to you,” or both.)

Be received... stranger.

(A colder, more formalized greeting for outsiders.)

My blood ignites!

(You have offended me)

Until our skulls are gathered.

(We fight until our death.)

Every stone, a totem.

(A reminder that all the land is holy, and any natural object could be a hidden source of power.)

SHOANTI ROLES

Although Shoanti possess the skill and determination to pursue any undertaking they desire, most follow the traditional paths of their people. These are just a few of the callings Shoanti commonly adopt, along with rules elements common to such roles. Multiple sources are cited in the following section, including the *Advanced Player's Guide* (APG) and *The Inner Sea World Guide* (ISWG).

SHOANTI OUTRIDER

Nomadic Defender of a Proud People

Specialty mounted warrior, survivalist, tribal defender

Race human; **Ethnicity** Shoanti

CLASS OPTIONS

Class barbarian; **Archetype** mounted fury^{APG};

Class Features rage powers (ferocious mount^{APG}, powerful blow, spirit totem^{APG})

Class ranger; **Archetype** horse lord^{APG};

Class Features combat styles (weapon and shield^{APG}), favored enemy (animal, humanoid [human], humanoid [orc], magical beast), favored terrain (plains, mountain), hunter's bond (horse, wolf)

PREFERRED OPTIONS

Skills Intimidate, Ride, Survival

Feats Thunder and Fang (see page 10), Totem Spirit^{ISWG}, Weapon Focus (earth breaker)

DESCRIPTION

Far more than brutes and wild brawlers, the defenders of the Shoanti quahs merge their people's devastating martial traditions with their knowledge of Varisia's most rugged wildernesses. Shoanti outriders serve as the vanguards, scouts, and skirmishers of their rugged people. Upon their war-painted steeds, outriders patrol Shoanti lands and choose the safest paths for their advancing tribes, while watching for herds of game, deadly beasts, orc raiders, and trespassing southerners. With the traditional weapons of their people, the earth breaker and klar, an outrider protects his people's ancient way of life, but also does what must be done when commanded by his quah's *jothka* (war-chief), honored thundercallers, or even his quah's totem spirits. The outriders of

some quahs go to great lengths to adapt to the unique dangers and features of their lands, like the famed burn riders of the Sklar-Quah, who train their steeds to race through wildfire.

ROLEPLAYING

Persona concerned with honor, takes pride in tattoos, views animals as peers

Preferred Equipment earth breaker^{ISWG}, klar^{ISWG}, Shoanti bolas^{ISWG}; **Preferred Languages** Shoanti

SHOANTI TOTEM SHAMAN

Tribal Spirit Speaker

Specialty ambassador to the spirit world, protector of the land, wise traditionalist

Race human; **Ethnicity** Shoanti

CLASS OPTIONS

Class cleric; **Class Features** domains and subdomains (see page 13 and the inside front cover)

Class druid; **Archetype** animal shaman; **Class Features** nature bond (domains or totem animal, see inside front cover)

Class oracle^{APG}; **Class Features** mystery^{APG} (see inside front cover)

PREFERRED OPTIONS

Skills Handle Animal, Heal, Knowledge (nature), Survival

Feats Totem Spirit^{ISWG}

DESCRIPTION

Shamans are the spiritual heart of the Shoanti quahs, the tribes' links to the lands that sustain them, the animals that guide them, and the spirits that protect their chosen people. This reverence takes the form of totemistic nature worship, with the Shoanti believing that every natural thing possesses a spirit. Shoanti totem shamans seek to connect with those spirits to enact the spirits' will upon the mortal world and to channel their power for the good of the quah. While the eldest totem shamans guide their people as mystical advisors, many younger and more ambitious shamans venture into the world, either to seek portents and guidance from their totem spirits or to serve as spiritual envoys beyond Shoanti lands. Additional details on Shoanti tribes and their totems appear on page 13 and on the inside front cover.

ROLEPLAYING

Persona mysterious and terse, perceives omens in nature, suspicious of technology and creature comforts

Preferred Languages Shoanti



VARISIANS

Varisians, the native residents of Varisia, are a free-spirited people who know numerous secrets of their beautiful homeland. For many Varisians, the world is a wondrous place full of potential, and they want to see as much as they can. As travelers, most Varisians possess piecemeal knowledge on varied subjects, picked up from roadside conversations and tales passed down from their elders. Among such eclectic expertise is a tradition of fortune-telling. Varisian fortune-telling cards, called harrow decks, are well known throughout Golarion, and many people pay to have their cards read in a harrowing. Varisians love music and dance, and often perform for money when they are allowed within a community. Like the Shoanti they share their homeland with, Varisians have a tradition of wearing elaborate tattoos. Their imagery employs shapes suggestive of winged creatures, naturalistic images, and lengthy lines of mystical symbols—the meanings of which are known only to their people.

Some Varisians do settle down and form settlements or inhabit districts in larger cities. Sadly, Varisia's largest cities—Korvosa and, to a lesser extent, Magnimar—were both formed by Chelish settlers, leading many residents to treat Varisians like second-class citizens. Yet Varisians' ill reputation is not entirely undue. Among their varied people are the Sczarni clans, criminal families that specialize in con artistry and illegal activities. Despite their criminal proclivities, Sczarni are still Varisians, and cleave to their people's bold natures, free-spirited ways, and devotion to family.

NAMES

Varisians love multisyllabic, musical names. Names often contain “sh” and “z” sounds, which Varisians find pleasing to the ear. Both male and female names can end in vowels, and outsiders sometimes have difficulty telling male and female Varisian names apart. Varisians have a given name and a family name, and often go by a nickname among close friends and family. Those passing through cities may use false names to avoid attaching an unwanted reputation to their true names. Varisians attach sentimental value to the names of beloved relatives that have since passed on, and many are named for grandparents who themselves were named for even older relatives.

Female Names: Agustianna, Czigana, Denessia, Euzenia, Gianya, Ilmmya, Malena, Marizzinel, Rhawniya, Sayerisha, Shalaye, Talabretha, Ticaria, Yeililia, Ziomarra

Male Names: Adalabero, Bavolio, Casamen, Eleuterio, Fane, Filsha, Garridan, Kostin, Lukain, Melshanto, Porfrizo, Sandu, Temetem, Thereo, Vili, Zacarias

Family Names: Abbarrio, Bolmosa, Callinova, Cazynsik, Endronil, Frallino, Giuleppeschi, Imoroa, Korvaski, Lilparino, Magravi, Mavashti, Noulaski, Omoroi, Palasseri, Roiat, Sapaulo, Teskarova, Vishki, Vitteri, Zimantiu

TRAITS

Characters of the Varisian ethnicity have access to the following two race traits.

Harrow Chosen: All your life you've been drawn to the mysteries surrounding your family's harrow deck. You begin play with your family's heirloom harrow deck. If you use this specific harrow deck as an additional focus component when you cast a divination spell, your caster level is treated as being 2 levels higher. Additionally, twice per week, you can spend 10 minutes consulting this harrow deck on a particular action to gain the effects of the spell *augury* as a spellcaster of your character level. No one other than you gains these benefits from this harrow deck. If your harrow deck is destroyed, it cannot be replaced. However, by returning to your family, paying 300 gp on materials, and spending 1 week immersed in the songs and stories of your people, you can create a new harrow deck that grants half the benefits of the lost heirloom.

Varisian Tattoo: You bear the elaborate tattoos of your people, marking you as a free son or daughter of the road. You gain a +1 trait bonus on saving throws against charm and compulsion effects. Additionally, you are proficient with bladed scarves and starknives.

VARISIAN SAYINGS

Varisians have a colorful way of speaking that often implies more than it states.

Greetings stranger, from a stranger!

(A friendly greeting to an unknown person. Carries the implication that the speaker won't ask personal questions of the other person and expects the same in return.)

I shall sing songs of your deeds.

(A threat. The implication is the songs will honor the speaker's opponent after his death. Also carries a sense of respect for the opponent.)

Were you turned about at the crossroads?

(You are not welcome here. A cold but nonthreatening way to tell a stranger to leave the camp.)

You can see most clearly on a starless night.

(Flashy distractions and outward appearances can keep one from seeing the truth of things.)

The trip is long; we shall shorten the road.

(We will sing and tell stories to make the time pass quickly.)

Silver and gold are the same with eyes closed.

(Unless you keep alert, opportunities will pass you by.)

VARISIAN ROLES

The following are just a few of the callings Varisians commonly adopt, along with rules elements common to such roles. Numerous sources are cited in the following section, such as the *Advanced Player's Guide* (^{APG}), *The Inner Sea World Guide* (^{ISWG}), *Ultimate Combat* (^{UC}), *Ultimate Magic* (^{UM}), and *Pathfinder Campaign Setting: Inner Sea Magic* (^{ISM}).

VARISIAN BRAVO

Daring Wanderer Upon the Open Road

Specialty carefree wanderer, charming hustler, tricky combatant
Race human or half-elf; **Ethnicity** Varisian

CLASS OPTIONS

Class fighter; **Archetype** cad^{UC}; **Class Features** weapon training (light blades, thrown)

Class rogue; **Archetype** charlatan^{UC}, knife master^{UC}, rake^{APG};
Class Features advanced talents (opportunist), rogue talents (honeyed words^{APG}, minor magic, quick disguise^{APG})

PREFERRED OPTIONS

Skills Bluff, Handle Animal, Knowledge (local), Perception, Perform (dance, string instruments), Ride, Survival

Feats Catch Off-Guard, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (starknife)

DESCRIPTION

Varisian bravos know the best ways to get from here to there and how to survive along the way. On the road, they serve as the drivers, guardians, and problem solvers for Varisian caravans. In communities, their role expands as they seek to make a few coins using cunning and their nimble reflexes—whether as performers, traders, or thieves. Proud and quick-witted, many Varisian bravos live by experience and traditions that teach that a fool and his life are soon parted, and that nothing is more important than family.

ROLEPLAYING

Persona debonair, devoted to family, free-spirited, rationalizes theft, tattooed; consider being a close relative to another party member

Preferred Equipment rapier, starknife; **Preferred Language** Varisian; **Preferred Religion** Desna

VARISIAN FORTUNE-TELLER

Mysterious Manipulator of Fates

Specialty bestower of boons and curses, mystifying harrow deck reader, ominous spellcaster

Race human; **Ethnicity** Varisian

CLASS OPTIONS

Class bard; **Class Features** versatile performance (oratory)

Class sorcerer; **Archetype** tattooed sorcerer^{ISM}; **Class Features** bloodline (arcane, destined, dreamspun^{APG}, starsoul^{APG}), familiar (raven, thrush^{UM})

Class witch; **Class Features** familiar (raven, thrush^{UM}), grand hex (dire prophecy^{UM}, life giver, natural disaster), hex (charm, evil eye, fortune, misfortune), major hex (nightmares, speak in dreams^{UM}, vision), patron (ancestors^{UM}, occult^{UM}, stars^{UM}, trickery, wisdom)

PREFERRED OPTIONS

Skills Knowledge (arcana), Perform (dance, oratory, sing)

Feats Harrowed^{ISWG}

Spells harrowing^{ISWG}

Prestige Class harrower^{ISWG}

DESCRIPTION

Legendary across Golarion, Varisian fortune-tellers use ancient methods of divination to interpret and manipulate fate. Most make use of traditional harrow decks, employing these cards' enigmatic imagery either to present the illusion of foresight or to draw power from their mystifying arrangements as they please. For many, the line between deception and true mysticism blurs, their insights melding instinct and experience with mysterious inspirations and true magic. Ultimately, the advice of Varisian fortune-tellers rings true more often than not, making them the respected keepers of their clans' traditions and secrets.

ROLEPLAYING

Persona blends theatrics and divinations to tell fortunes and manipulate others, purposefully mysterious, never reveals true powers; consider being a close relative to another party member, or of middle age or older

Preferred Equipment bladed scarf^{ISWG}, harrow deck^{ISWG};
Preferred Gender female; **Preferred Religion** Desna



BATTLE IN VARISIA

Both of Varisia's native peoples cleave to a rich variety of ancient and unique traditions. In most cases, these customs are little more than nuances of their ways of life. But in some instances, the ancient magic of these timeless traditions grants potent and wondrous abilities to those who develop their connection to their heritages. The following feats and archetypes embody some of the more martial traditions of Shoanti and Varisian cultures.

DEADLY DEALER

Your skill with handling cards and arcane talents allow you to turn mundane cards into deadly weapons.

Prerequisites: Arcane Strike, Sleight of Hand 5 ranks.

Benefit: You can throw a card as though it were a dart, with the same damage, range, and other features. You must use the Arcane Strike feat when throwing a card in this way, or else the card lacks the magical force and precision to deal lethal damage. A card is destroyed when thrown in this way.

Harrow cards are treated as masterwork weapons when thrown using this feat, but are still destroyed after they are thrown. A harrow deck can no longer be used as a fortune-telling device after even a single card is thrown.

A spellcaster with this feat can enhance a deck of cards as though it were a ranged weapon with 54 pieces of ammunition. This enhancement functions only when used in tandem with this feat, and has no affect on any other way the cards might be used. Only a character who possesses this feat can make use of an enhanced deck of cards, and must still use the Arcane Strike feat to activate the cards' enhancement.

THUNDER AND FANG

You have mastered the ancient Shoanti Thunder and Fang fighting style, allowing you to fight with increased effectiveness when wielding an earth breaker and klar.

Prerequisites: Str 15, Two-Weapon Fighting, Weapon Focus (earth breaker), Weapon Focus (klar)

Benefit: You can use an earth breaker as though it were a one-handed weapon. When using an earth breaker in one hand and a klar in your off hand, you retain the shield bonus your klar grants to your Armor Class even when you use it to attack. Treat your klar as a light weapon for the purposes of determining your two-weapon fighting penalty.

Normal: An earth breaker is a two-handed weapon, preventing the use of a klar in one hand without imposing penalties for using the earth breaker one-handed. A klar can be used either as a one-handed weapon or a shield; it does not grant a bonus to AC during rounds in which it is used as a weapon.

Special: This is a combat feat, and may be selected with class features that grant bonus combat feats.

KAPENIA DANCER (MAGUS ARCHETYPE)

For some Varisians, their traditional dances pulse with the power of their ancestors. These dancers incorporate their kapenias—scarves embroidered with the history of the bearer's clan—into their dances, weaving deadly whirling steps with the power of their ancestors.

Weapon and Armor Proficiency: A kapenia dancer is proficient in simple weapons and bladed scarves (*The Inner Sea World Guide* 290). Additionally, a kapenia dancer can wield a bladed scarf as a one-handed melee weapon. A kapenia dancer is not proficient with armor or shields and suffers the normal arcane spell failure chance when casting magus spells while armored.

Diminished Spellcasting: A kapenia dancer can cast one fewer spell of each level than normal. If this reduces the number to 0, he can cast spells of that level only if his Intelligence allows bonus spells of that level.

Canny Defense (Ex): At 1st level, when a kapenia dancer is wielding a bladed scarf, he gains the canny defense ability. This is identical to the duelist prestige class ability of the same name (*Core Rulebook* 382), save that his magus level (rather than his duelist level) affects his Armor Class.

Weapon Focus (Ex): At 1st level, a kapenia dancer gains Weapon Focus (bladed scarf) as a bonus feat.

Kapenia Dancer Arcana: A kapenia dancer gains access to the following magus arcana. He cannot select any arcana more than once.

Elasticity (Su): As a free action, the kapenia dancer can spend 1 point from his arcane pool in order to grant a bladed scarf he's wielding reach until the end of his turn. A kapenia dancer can use this arcana in tandem with other magus arcana.

Kapenia Curse (Su): Choose an ability score upon taking this arcana. Whenever the kapenia dancer scores a critical hit with a bladed scarf, he may expend 1 point from his arcane pool to deal 1d4 points of damage to that ability score of the creature struck. This arcana can be selected multiple times, but a different ability score must be chosen each time. The kapenia dancer must be at least 9th level before selecting this arcana.

Spirit Fingers (Su): Whenever the kapenia dancer scores a hit with a melee weapon, he can spend 1 point from his arcane pool as a swift action to immediately attempt a steal combat maneuver (*Advanced Player's Guide* 322).

Spirit Step (Su): Whenever the kapenia dancer scores a critical hit with a bladed scarf, he may expend 1 point from his arcane pool to teleport to any point within 30 feet. The kapenia dancer's turn ends after being teleported. The kapenia dancer must be at least 12th level before selecting this arcana.

Magus Arcana: The following magus arcana from Ultimate Combat^{UC} and Ultimate Magic^{UM} complement the kapenia dancer archetype: arcane cloak^{UC}, dispelling strike^{UM}, hastened assault^{UM}, maneuver mastery^{UM}, prescient attack^{UC}, prescient defense^{UM}.

THUNDERCALLER (BARD ARCHETYPE)

Among the mystical leaders of the Shoanti are those who speak for the spirits of the land, who bear the knowledge of the ancients, and whose voices ring like thunder, calling the sky's wrath down upon their enemies.

Bound to the Land (Ex): A thundercaller gains a bonus equal to 1/2 her level on Handle Animal checks, Knowledge (nature) checks, and Survival checks. This ability replaces bardic knowledge.

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

Thunder Call (Su): At 3rd level, the thundercaller can use her performance to unleash a deafening peal of thunder. This allows the thundercaller to spend a round of performance to create an effect similar to the spell *sound burst* (having the same range and area and allowing the same saving throw). At 7th level, the sonic damage that is dealt by this blast of sound increases to 3d8. This damage further increases to 5d8 at 11th level, 7d8 at 15th level, and 9d8 at 19th level. This performance replaces *inspire competence*.

Incite Rage (Su): At 6th level, the thundercaller can induce a furious rage in one creature within 30 feet. This effect functions as the *rage* spell and lasts as long as the target can hear the thundercaller's performance. Unwilling creatures can be affected if they fail a Will save (DC 10 + 1/2 the thundercaller's level + the thundercaller's Cha modifier). Success renders the target immune to this power for 24 hours. The thundercaller cannot target herself with this ability. If the target has the rage class feature, it can instead immediately rage and stay in this rage without consuming rounds of rage per day as long as the thundercaller continues performing. This mind-affecting effect requires audible components. This performance replaces *suggestion* and *mass suggestion*.

Call Lightning (Su): At 8th level, the thundercaller can use her performance to summon bolts of lightning, as per the spell *call lightning*. The lightning storm lasts for as long as she continues her performance, calling down one bolt of lightning per round. The damage of these lightning bolts can be increased in stormy areas or can be limited as *call lightning* describes. This performance replaces *dirge of doom*.

Call Lightning Storm (Su): At 14th level, the thundercaller can use her performance to summon bolts of lightning, as per the spell *call lightning storm*. The lightning storm lasts for as long as she continues her performance, calling down one bolt of lightning per round. The damage of these lightning bolts can be increased in stormy areas or can be limited as *call lightning* describes. This performance replaces *frightening tune*.

VARISIA'S DEADLIEST WARRIORS

Aside from the daring Shoanti and Varisians, several other skilled combatants seek new challenges across Varisia.

Hellknights: From their fortress of Citadel Vraid, the Order of the Nail seeks to crush injustice and the barbaric cultures whose backward lifestyles insult Chelish ideals.

Noland Raiders: In the plains known as the Nolands, exiled Shoanti and criminals from the Land of the Linnorm Kings form savage tribes that prey upon the weak and unwary.

Velashu Horse Lords: Of mixed Shoanti, Ulfen, and Varisian stock, the masterful riders of the Velashu Uplands incidentally protect southern Varisia from the more dangerous Noland Raiders of the north.



MAGIC & FAITH IN VARISIA

ARCANE SCHOOLS

Varisia hosts several centers of arcane learning. Noted here are the most prominent, along with details to help characters incorporate them into their backgrounds.

ACADAMAE

Location: Korvosa

Focus: All schools (with a focus on conjuration)

Founded on strict Chelish principles and with a reputation in line with that harsh country's, the Acadamae is known for its grim professors, student rivalries, dark ambitions, and accidents involving fiendish summonings. Those who undergo the Acadamae's curriculum can come to master any school of magic, though many at the school favor conjuration. Given its stringent focus on traditional arcana, nearly all of the Acadamae's students are wizards.

GOLEMWORKS

Location: Magnimar

Focus: Transmutation and Craft skills

More a magical industry than a school, the Golemworks crafts magical constructs, ranging from simple animated objects to actual golems, for the wealthy and eccentric. These workshops use stone from Magnimar's famous Irespan in many of their constructions, and have pioneered the invention of new magical constructs and properties. They take on only a few apprentices each year, and those tend to focus their studies on transmutation, various skills that aid in the creation of constructs, or general studies that allow them to master a wide array of spells useful in construct creation. Students of the Golemworks are often wizards or alchemists with the Craft Construct feat (see *Pathfinder RPG Ultimate Magic* for a variety of additional construct creation options).

CYPHER LODGE

Location: Riddleport

Focus: Divination and transmutation

The Cypher Lodge is the headquarters of the Order of Cyphers, colloquially known as cyphermites, who seek to unravel the secrets and mysterious magic of Varisia's monuments and lost cultures. The fractious group accepts spellcasters of all walks, but most members see one another as rivals rather than peers or mentors. Those who begin their careers with connections to the Cypher Lodge likely served as assistants to other members, and have considerable insight into Knowledge (history) and Linguistics. Spells unique to cyphermites can be found in *Pathfinder Player Companion: Second Darkness*, and the cyphermite prestige class appears in *Inner Sea Magic*.

STONE OF THE SEERS

Location: Magnimar

Focus: Abjuration and divination

This small, elite school of wizards lies near the famed Seerspring Garden, where it's said an oracular water spirit once dwelled (or, perhaps, still does). Small classes teach the worthiest and most talented of Magnimar's would-be casters how to use the arcane arts to reveal mysteries and defend life, much as the spirit of the Seerspring once did. Students of the Stone of Seers are typically wizards, though oracles sometimes join their ranks as well.

TWILIGHT ACADEMY

Location: Galduria

Focus: Universal and Varisian traditional magic

Founded in the quiet community of Galduria, the Twilight Academy teaches serious students a holistic vision of the arcane arts, free of instructor agendas or power-hungry squabbling. These elements, along with the academy's out-of-the-way placement, attract many Varisians interested in the powers of the harrow and other Varisian traditions, such as tattoo magic (see *Inner Sea Magic*). Most students of the Twilight Academy become universalist wizards, but their broad outlook and range of study means that magi, oracles, sorcerers, and witches often number among their ranks.



ACADAMAE

INFAMOUS SCHOOL OF AMBITIOUS
WIZARDS IN KORVOSA



GOLEMWORKS

FAMED WORKSHOP OF CONSTRUCT
CREATORS IN MAGNIMAR



CYPHER LODGE

STUDENTS OF RUNES AND LOST
ARCANE TRADITIONS IN RIDDLEPORT

RELIGION IN VARISIA

Numerous deities vie for a place in Varisia and contend for the souls of its populace. All of the 20 main gods presented in *The Inner Sea World Guide* are represented somewhere in the region (though not always equally). Alongside these are worshipers of the totem spirits of the Shoanti, acolytes of Magnimar's empyreal lords, and numerous devious cults. The most prominent deities in Varisia include Abadar, Calistria, Cayden Cailean, Desna, Erastil, Gozreh, Lamashtu, Norgorber, Pharasma, Urgathoa, and Zon-Kuthon. Varisia's largest settlements show their faith in these and other deities by raising temples, while similar towns may have only shrines. Varisia's three major cities support significant congregations of the following deities.

Korvosa: Abadar, Asmodeus, Pharasma, Sarenrae, Shelyn, with minor shrines to others.

Magnimar: Abadar, Calistria, Desna, Erastil, Iomedae, Norgorber, Pharasma, Sarenrae, various empyreal lords.

Riddleport: Besmara, Calistria, Cayden Cailean.

Beyond temples and sanctuaries to well-known deities, other forms of religion also abound in Varisia, with two of the most prominent noted here.

MAGNIMARIAN MYSTERY CULTS

Many of Magnimar's citizens join local Varisians in a shared reverence for the angelic protectors of the land and their varied divine lords, most notably those demigods known as empyreal lords. Although no official temples to the empyreal lords stand in Magnimar, numerous mystery cults assemble in private chapels and meeting places to pay worship to these divine beings in their own ways. The most common of the empyreal lords honored in Magnimar include Arshea, Ashava, Ragathiel, Sinashakti, Soralyon, and Ylimancha. (Many of these empyreal lords are detailed on page 233 of *The Inner Sea World Guide*. See *Pathfinder Campaign Setting: Magnimar, City of Monuments* for information on Ashava, Soralyon, and Ylimancha.)

SHOANTI TOTEMISM

The shamans of the Shoanti quahs see the spirits of their people and the will of the land in all things. To them, every felled aurochs is a gift from the land and every racing wildfire a message from the spirits. Interpreting these portents, Shoanti shamans advise their leaders and inspire every tribe member to persevere, live honorable lives, and seek messages from the tribe's totem spirits. This naturalistic mysticism pervades nearly every facet of Shoanti culture, from elaborate—and often dangerous—rites of passage to rituals meant to elicit otherworldly omens and visions. Shoanti shamans are typically druids or oracles, though clerics who worship deities who grant the domains noted on the inside cover often integrate their faith with the tribe's broader spiritualism—Sarenrae, Gorum, and Gozreh proving popular among the Shoanti. See the inside front cover for more details on Shoanti tribes and their totems.

WHAT IS THASSILON?

This mysterious name won't ring a bell with most residents of Varisia. Outside of the libraries and lecture halls of the region's academics, few have heard of Thassilon, or else they know the name only in vague association with the land's most legendary monuments or times of fantastic antiquity. The Shoanti and Varisians shun the word, relating it to myths of dark magic and terrible tyrants. Many explorers have a very different reaction, though, sharing reports of powerful arcana and fabulous treasures found in nameless ruins. The truth of this topic is a far more difficult thing to discover, often requiring considerable research, advice from a knowledgeable expert, or the discovery of relics alien to the modern age.



EQUIPMENT IN VARISIA

Home to diverse cultures and a variety of innovative peoples, Varisia has give birth to numerous unique tools. These range from defensive armaments for those confronting the region's monstrous denizens to specialized tools built for overcoming dangers both wild and urban.

ARMOR & WEAPONS

Several types of armor and weapons trace their origins to Varisia. Some have become quite popular in regions beyond that frontier, while others are still relatively unknown outside select tribes and communities.

BLADED SCARF



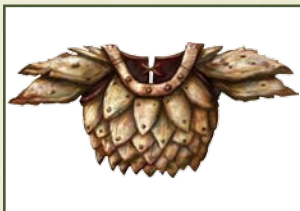
Multiple deadly razors are woven into the length of this deceptive weapon. Bladed scarves are detailed in *The Inner Sea World Guide*. Their statistics are summarized on the following table.

EARTH BREAKER



Crafted by Varisia's Shoanti tribes, these massive two-handed hammers feature blunt spikes that channel the momentum of a powerful swing into numerous fine points.

HIDE SHIRT



Made from animal hide and giant lizard scales over a shirt of interwoven cords, these chest and shoulder coverings protect Shoanti riders without restricting their mobility. The wearer

of a hide shirt can make a DC 15 Strength check as a standard action. If he succeeds, the armor gains the broken condition and drops to the ground rather than requiring the usual 1 minute it would take to remove it. The armor must be repaired as though it had taken 8 points of damage before it can be used again; a broken hide shirt grants no bonus to Armor Class.

KLAR



The klar is a traditional Shoanti weapon composed of a blade bound to the skull of a horned spirestalker gecko. This type of spiked shield is detailed in *The Inner Sea World Guide*. Its statistics are summarized on the following table.

SHOANTI BOLAS



This spiked bolas functions as a standard bolas, but deals lethal damage rather than nonlethal damage.

STARKNIFE



An ancient weapon widely used by Varisian wanderers, this armament has long served the church of Desna as a holy weapon. Starknives are detailed in the *Core Rulebook*.

WEAPONS OF VARISIA

MARTIAL WEAPONS	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Light Melee Weapons</i>								
Starknife	24 gp	1d3	1d4	x3	20 ft.	3 lbs.	P	—
<i>One-Handed Melee Weapons</i>								
Klar	12 gp	1d4	1d6	x2	—	6 lbs.	S	—
<i>Two-Handed Melee Weapons</i>								
Earth breaker	40 gp	1d10	2d6	x3	—	14 lbs.	B	—
EXOTIC WEAPONS								
<i>Two-Handed Melee Weapons</i>								
Bladed scarf	12 gp	1d4	1d6	x2	—	2 lbs.	S	Disarm, trip
Totem spear	25 gp	1d8	1d10	x3	10 ft.	6 lbs.	P or B	—
<i>Ranged Weapons</i>								
Shoanti bolas	15 gp	1d3	1d4	x2	10 ft.	2 lbs.	B and P	Trip

ARMOR OF VARISIA

ARMOR	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Checks	Speed 30 ft.	Speed 20 ft.	Weight
<i>Light Armor</i>								
Hide Shirt	20 gp	+3	+4	-1	15%	30 ft.	20 ft.	18 lbs.
<i>Shields</i>								
Klar	12 gp	+1	—	-1	5%	—	—	6 lbs.

TOTEM SPEAR



Favored by the Shoanti of the Sklar-Quah, totem spears combine deadly weapons with the mournful music of Varisia's displaced natives. The shovel-like heads of these broad spears are decorated with variously oriented hollows. In addition to its use as a weapon, a totem spear can be played using the Perform (wind instrument) skill.

ADVENTURING GEAR

Aside from armor and weapons, the residents of Varisia have developed numerous pieces of specialized gear to aid them in facing the challenges of their wild homeland.

ADVENTURING GEAR OF VARISIA

Name	Price	Weight
Barbarian chew	25 gp	1 lb.
Harpy musk	20 gp	1 lb.
Scarf, normal	5 sp	1/2 lb.
Pocketed	8 gp	1/2 lb.
Reinforced	10 gp	1 lb.
Varisian idol	75 gp	1 lb.

BARBARIAN CHEW



The Shoanti of the Cinderlands combine lime, crimson galtroot leaves, and some say horse blood to create this invigorating chew. Aside from staining the teeth a bloody shade, barbarian chew causes

the user to feel stronger, but also angrier. One use of barbarian chew grants a barbarian +1 additional round of rage. This additional round is used first when a barbarian begins raging. If a barbarian does not rage within 1 hour of using the chew, this additional round of rage is lost. This benefit can be gained only once per day; consuming multiple doses in a 24-hour period has no additional effects. Barbarian chew can be created with a successful DC 20 Craft (alchemy) check.

HARPY MUSK



For all their cowardice and cruelty, goblins have a keen sense of what can kill them, and harpies number among goblins' most feared predators. Using this knowledge to their advantage, Varisian alchemists have devised

ways to recreate or distill the musk of harpies into a potent concoction. If smeared on a surface or used as a thrown weapon, harpy musk fills a 30-foot area for 10 minutes before dispersing. Any goblin who enters the area must succeed at a DC 14 Will save or be shaken for 1 minute. Harpy musk affect only goblins—bugbears and hobgoblins are unaffected. Harpy musk can be created with a successful DC 20 Craft (alchemy) check.

SCARF



Traditional garments in Varisian culture, these lengths of colorful cloth, transparent silk, or woven wool are used to warm travelers, distract gawkers, and preserve a family's history. Aside from mundane scarves, Varisians have

repurposed these accessories for a variety of uses.

Pocketed: An elaborate design disguises several small pockets on one side of this scarf. This scarf grants you a +2 bonus when hiding Tiny objects on your person.

Reinforced: One side of this 8-foot-long scarf is reinforced with chain links and metal plates. While not enough to provide a benefit to Armor Class, these versatile scarves can be used like a length of chain to climb short distances or bind an enemy. A reinforced scarf has hardness 10 and 4 hit points. It can be burst with a DC 24 Strength check.

VARISIAN IDOL



Scavenged from mysterious monuments, these depictions of forgotten figures and nameless spirits are often sold as good luck charms, but most commoners don't know that they can also be used to augment magic. Seven types of Varisian idols exist; those that affect evocation,

transmutation, and illusion are the most common. Varisians associate each type of idol with their peoples' names for the various schools of magic.

If used as an additional material component when casting a spell the idol affects, a Varisian idol increases the effect of that spell. Using multiple idols to cast a spell has no additional effect. A Varisian idol is destroyed after one use.

Avaria: When used to cast *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom*, the spell grants a +5 enhancement bonus to the affected ability score.

Avidais: When used to cast a spell that allows you to make a dispel check (such as *dispel magic* or *mage's disjunction*), you gain a +2 bonus on that check.

Carnasia: When used to cast any spell of the charm subschool, a threatened target does not gain the usual +5 bonus on its saving throw to resist the effect.

Idolis: When used to cast *summon monster* or *summon nature's ally*, the summoned creature's maximum hit points increase by +2 for every Hit Die it possesses.

Ragario: When used to cast a spell that deals energy damage, you gain a +2 bonus on caster level checks made to overcome spell resistance.

Vangloris: When used to cast a spell of the glamor subschool with a duration measured in minutes or less (such as *displacement* or *invisibility*), the effects of that spell persist for 1 round longer than normal.

Voratalo: When used to cast a spell of the necromancy school that deals hit point damage, you also deal a number of points of bleed damage equal to the spell level. This bleed effect lasts for 5 rounds.

VARISIA



Brinewall

Arsmiril

Celhynvian

102 miles Crying Leaf

50 miles

28 miles

Riddleport

62 miles Roderic's Cove

33 miles Galdur

72 miles

Windsong Abbey

Sandpoint

58 miles

54 miles Magnimar

182 miles



Urgrim

Storval Stairs

Skull's Crossing

Turtleback Ferry

Kaer Mlaga

Sirathu

Abken

Melfesh

Biston

Janderhoff

Bashvief

Harse

Palin's Cove

Veldraine

Korvosa

Citadel Vraid

6.8 miles

7.2 miles

Ravenmoor

7.5 miles

Wolf's Ear

82 miles

28 miles

33 miles

26 miles

41 miles

50 miles

27 miles

20 miles

64 miles

Whistledown

113 miles

Cybor

Wartle

39 miles

56 miles

51 miles

48 miles

32 miles

38 miles

51 miles

178 miles



KORVOSA

“You consider yourself exceptional. You agitators always do. You mistakenly think yourself above the immutable laws of our glorious city’s charter. You think you’re special. Well, as you’re about to discover, nobody is above arbitration. Not the magistrates. Not even the king. And especially not you.”

*—Garrin Divraid, Korvosan arbiter,
to a condemned unionizer before his hanging*

KORVOSA

LN large city

Corruption +2; **Crime** +0; **Economy** +4; **Law** +5; **Lore** +4;

Society +0

Qualities academic, holy site, magically attuned, prosperous, strategic location

Danger +10

DEMOGRAPHICS

Government overlord (monarch)

Population 18,486 (16,637 humans, 739 dwarves, 371 elves, 369 halflings, 184 half-elves, 186 other)

Notable NPCs

Swordmistress Sabina Merrin (female human fighter)

Headmaster Toff Ornelos (male human aristocrat/wizard)

Field Marshall Cressida Kroft (female human aristocrat/fighter)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 85,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Originally a rugged frontier outpost for the Chelish Empire, Korvosa has since grown into an international trading hub and academic hotspot. It is strategically located off the coast of Conqueror’s Bay at the estuary of the Jeggare River, and the inhabitants of this bustling port consider it Varisia’s most influential city. Despite being burdened with a draconian legal system, beset by corruption, and crawling with danger, Korvosa nonetheless continues to draw fortune-seekers and starry-eyed adepts in droves.

At first blush, Korvosa seems the ideal cosmopolitan trading hub. Merchants of all kinds deftly exchange metalwork, seafood, illicit drugs, raw resources, and imports from the cosmopolitan south. Top-notch academies, both magical and mundane, draw sharp minds to the city. Scores of dedicated Chelish soldiers seek to further their training with the hippogriff-mounted Sable Company marines or intimidating Hellknights of the Order of the Nail. However, just under the hustle and bustle the city teems with danger and decay. Stringent anti-union laws prevent laborers from organizing, otyughs wallow in poorly drained sewers, the magical academies are preoccupied with devil summoning, and undead besiege the cemeteries. Vile denizens inhabit the city’s dilapidated rooftops, and violent crime renders some districts largely impassable. The vast majority of Korvosans eke out livings as dockworkers, strikebreakers, shopkeepers, servants, and petty thieves. Despite all the trade, widespread poverty afflicts several of the city’s districts, and many of Korvosa’s underclass won’t hesitate to take advantage of an unsuspecting out-of-towner.

The distinct architecture of the city is predominated by the famous Acadamae, which teaches all schools of magic, though it places particular emphasis on conjuration. This leads many to suspect that the devil-summoning practices of its founders continue to this day. They find it difficult to verify these suspicions, however, as the Acadamae keeps entirely secluded. It allows public access only during the Breaching, a festival in which contestants attempt to win a prize by bypassing the spells that fortify the Hall of Wards.

More details on Korvosa can be found in *Pathfinder Campaign Setting: Guide to Korvosa*.



KORVOSAN ROLES

Of the many possible roles available to a native Korvosan, two of the most exciting are detailed here. Some of the features in this section can be found in the *Advanced Player's Guide* (APG) and *Ultimate Combat* (UC).

SABLE COMPANY MARINE

Hippogriff-Mounted Soldier

Specialty aerial support, cavalry, disciplined dragoon

Race human; **Ethnicity** Chelaxian

CLASS OPTION

Class paladin; **Archetype** shining knight^{APG}; **Class Features** divine bond (mount)

Class ranger; **Class Features** favored enemy (humanoid [human]), combat style (mounted combat^{APG}), favored terrain (urban), hunter's bond (animal companion)

PREFERRED OPTIONS

Skills Handle Animal, Perception, Ride

Feats Mounted Archery, Mounted Combat, Point-Blank Shot, Ride-By Attack

DESCRIPTION

The marines of the exclusive Sable Company are among Korvosa's most elite guards, answering only to the seneschal of Castle Korvosa and tasked with protecting the city from both domestic and internal harm. They don't answer even to Korvosa's monarch—should the monarch of Korvosa fall to corruption or reveal herself to be a tyrant, the Sable Company marines are meant to ensure that the despotic ruler causes as little damage as possible while the political logistics of her dethronement are sorted out. Sable Company marines are renowned far and wide for their skill in riding their favored mounts, expertly trained hippogriffs, and they practice extensively to fight both in the air and on land with these magical beasts.

ROLEPLAYING

Roleplaying loyal to comrades, puts duty first, respects law

Preferred Alignment any lawful; **Preferred Mount** hippogriff

SHINGLES DWELLER

Independent Roof-Runner

Specialty quick-footed scrapper, shortcut master, urban skirmisher

Race human

CLASS OPTION

Class rogue; **Archetype** roof runner^{UC}; **Class Features** rogue talents (expert leaper^{APG}, fast getaway^{APG}, nimble climber^{APG}, rope master^{UC}), advanced rogue talents (fast tumble^{APG}, rumormonger^{UC})

Class monk; **Archetype** flowing monk^{UC}

PREFERRED OPTIONS

Skills Acrobatics, Climb, Stealth

Feats Acrobatic Steps, Agile Maneuvers, Fleet, Improved Bull Rush, Nimble Moves

DESCRIPTION

When gentrification hit Old Korvosa, the multitudinous poor were pushed out into the city's Bridgefront district. Lacking the space to sprawl outward, the slum-dwellers instead built upward. The result is a crooked heap of shanties and lean-tos haphazardly piled one atop another. This highly unstable "district," known as the Shingles, is a haven to all manner of criminals and miscreants, as well as to more dangerous creatures. Those who live on the city's fields of rooftops must learn to watch both their backs and their steps in order to survive in this harsh environment.

ROLEPLAYING

Roleplaying distrusts strangers, knows way around, not afraid of fleeing

Preferred Equipment light crossbow, rope; **Preferred Statistic** Dexterity

KORVOSAN TRAITS

The following are regional traits for characters who hail from Korvosa.

Roof Racer: You've spent more than your fair share of time among the strange sloping slums that cover the rooftops of much of Old Korvosa. When using the Acrobatics skill to make a long jump, you treat the DC of the skill check as if the distance being jumped were 5 feet shorter than it actually is.

Savage Breaker: You openly despise the crude Shoanti and their backward ways. You gain a +2 trait bonus on combat maneuver checks made to sunder clubs, earth breakers, klars, hide armor, primitive armor and weapons (see *Ultimate Combat*), and any other equipment the GM deems "barbarian-made."





MAGNIMAR

“Look, the place is open to everyone. We can be trading silk with Tians one day and skins with Shoanti the next. A couple of canny deals and we’re rich! I know we got burned in Korvosa, but I promise this is different. Fewer regulations, lower taxes, no devil-sworn nobles... The whole place is run by merchants, for merchants, and the councilors are too busy bickering to even care. Just give me a year. A year and I’ll bring this back to you fourfold.”

—Eilenhorn Souldremmer,
coaxing an investment from her brother-in-law in New Stetven

MAGNIMAR

N large city

Corruption +2; **Crime** +2; **Economy** +5; **Law** +2; **Lore** +6;
Society +1

Qualities academic, prosperous, rumormongering citizens,
strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government autocracy (lord-mayor)

Population 16,428 (13,307 humans, 821 halflings, 659
dwarves, 655 elves, 493 gnomes, 166 half-elves, 164 half-
orcs, 163 other)

Notable NPCs

Lord-Mayor Haldmeer Grobaras (male human aristocrat)

MARKETPLACE

Base Value 12,800 gp; **Purchase Limit** 75,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

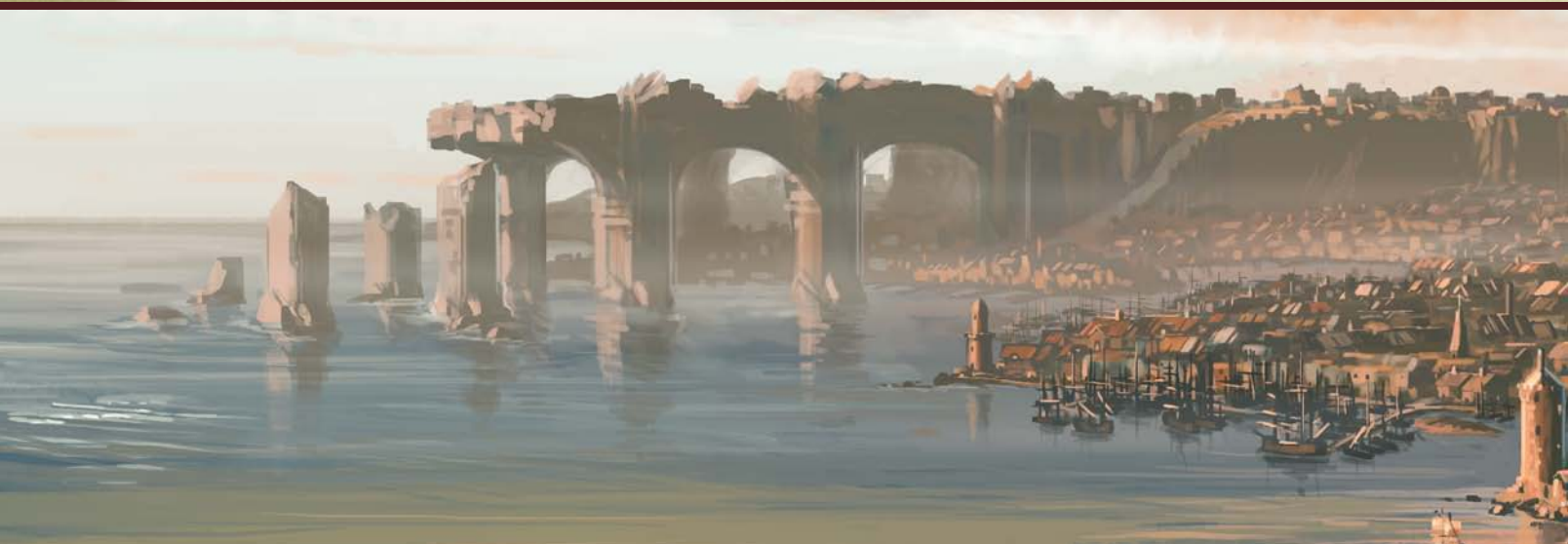
A seaside city built around the ruins of the massive bridge called the Irespan, Magnimar welcomes visitors from all walks of life to pursue wealth and prosperity. Split in two by an enormous cliff known as the Seacleft, the topography of the City of Monuments mirrors the distribution of wealth among its citizens—the cliffs of the Summit host the city’s wealthy, the common folk make their homes in the Shore below, and the most desperate and deprived keep to the Shadow beneath the Irespan.

Trade reigns supreme in the City of Monuments. The dual leadership of the greedy Lord-Mayor Grobaras and the elected Council of Ushers imposes but a handful of laws, most of which promote fairness in trade without compromising personal freedoms. Violent crime is rare, and most infractions are of a financial nature—break-ins, smuggling, and confidence tricks—largely perpetrated by the city’s various Szarni crime families. While the constant squabbling among the council often stifles governmental efficiency, Magnimar continues to expand at a rate unequalled in Varisia.

Perhaps the most noticeable feature of Magnimar is its sheer number of statues, sculptures, and monuments, many of which are said to have magical properties bestowed by the city’s founders and past heroes. Magical construction thrives in modern times too, with the golems and other constructs designed at the city’s famous Golemworks, as well as the creations of the esteemed diviner’s academy called the Stone of the Seers.

Unlike Korvosa to the east, Magnimar welcomes the region’s native Varisians and Shoanti, though many of the city’s ethnically Chelish elite still quietly harbor racial prejudice against them. The semi-permanent population of Varisians in Magnimar is larger than anywhere else in the region, and many Shoanti find their survivalist skills most welcome in the hippodrome known as Serpent’s Run.

More details on Magnimar can be found in *Pathfinder Campaign Setting: Magnimar, City of Monuments*.



MAGNIMARIAN ROLES

Of the many possible roles that are available to a native Magnimarian, two of the most exciting are detailed here. Several features are drawn from the *Advanced Player's Guide* (APG) and are noted accordingly.

MAGNIMARIAN WARDEN

Guardian of Fair Commerce

Specialty arbiter, bodyguard, bounty hunter

Race human

CLASS OPTIONS

Class fighter; **Archetype** two-handed fighter^{APG}; **Class Features** bonus feats (Disarming Strike^{APG}, Improved Disarm, Pushing Assault^{APG}, Shield of Swings^{APG})

Class cleric; **Class Features** deity (Abadar), subdomains^{APG} (Defense, Trade)

PREFERRED OPTIONS

Skills Diplomacy, Intimidate, Sense Motive

Feats Bodyguard^{APG}, Combat Expertise, Cosmopolitan^{APG}, Intimidating Prowess

DESCRIPTION

Charismatic mercenary brawlers who often take on employment as bodyguards, Magnimarian wardens swear to protect their employers, and they keep the peace as much with a soothing word as scoring blades. They frequently execute canny fighting techniques and skills that allow them to defuse a situation before weapons are even drawn. While many find work among the stalls of the Bazaar of Sails, some wardens rub elbows with the city's elite as they protect the boutiques of the Summit. Particularly impressive wardens sometimes receive invitations to join the ranks of Magnimar's small military centered in the Arvensoar, where they are trained to protect the City of Monuments from would-be intruders.

ROLEPLAYING

Roleplaying fair mercenary, headstrong guardian, protector of order

Preferred Alignment any lawful

SCZARNI TOUGH

Avaricious Scoundrel for Hire

Specialty coercer, con artist, selfish swindler

Race human; **Ethnicity** Varisian

CLASS OPTIONS

Class rogue; **Archetype** burglar^{APG} or thug^{APG}; **Class Features** rogue talents (fast stealth, quick disable, slow reactions, strong impression^{APG}), advanced rogue talents (knock-out blow^{APG}, redirect attack^{APG})

PREFERRED OPTIONS

Skills Acrobatics, Bluff, Intimidate, Sleight of Hand, Stealth

Feats Enforcer^{APG}, Gang Up^{APG}, Improved Dirty Trick^{APG}, Stealthy

DESCRIPTION

The Sczarni toughs of Magnimar hone their skills of both stealth and guile, deceiving those they can't simply slip past, and making sure to leave their mark on those they do end up brawling with. Though the cutpurses and cat burglars among the Sczarni vary wildly in their duties and means of accomplishing their goals, most of these toughs are both thieves and swindlers. When they aren't roughing up borrowers late on their payments or conning foreigners out of their hard-earned gold, they're infiltrating businesses and rivals' bases, stealing both money and items that can be held for ransom later. Even children aren't immune to the depredations of talented tricksters—such crooks frequently shake down noble children at street performances, or use sleight of hand to trick them into parting with coin in rigged games.

ROLEPLAYING

Roleplaying distrustful, gets the job done, self-centered

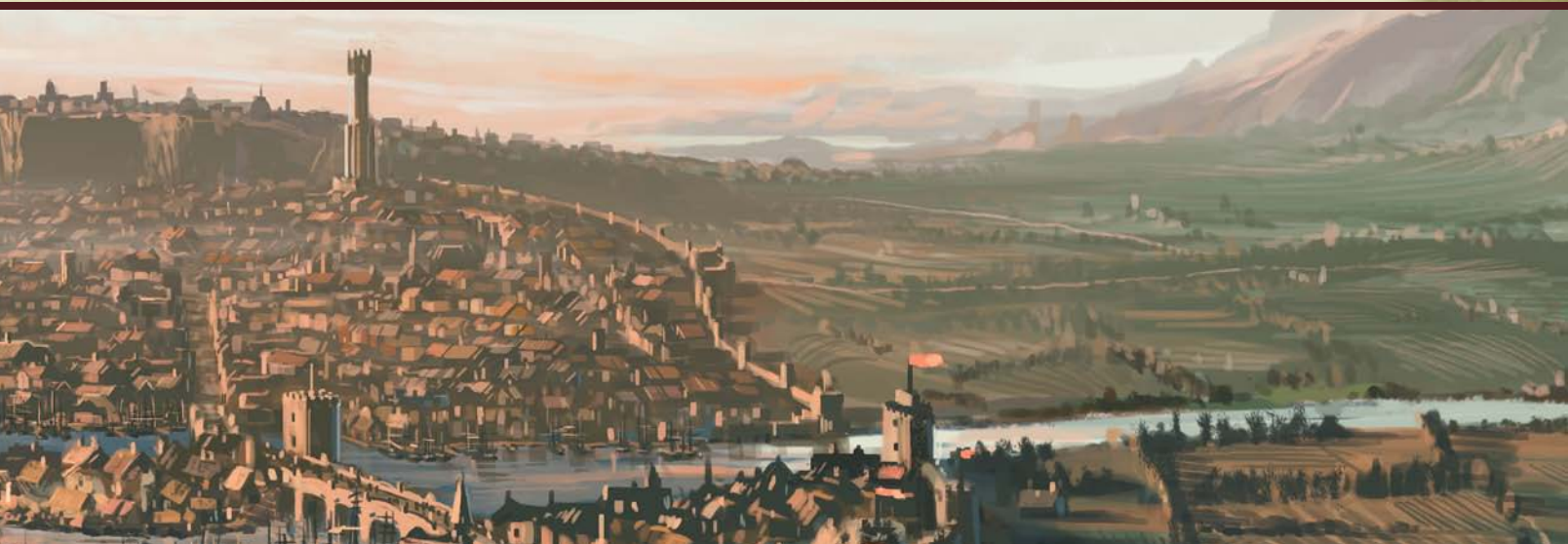
Preferred Alignment any chaotic; **Preferred Languages** Varisian

TRAITS

The following are regional traits for Magnimar.

Empyrean Cultist: Your faith in the empyreal lords—a host of good demigods—and your fascination with the legendary Angel of the Arvensoar have you constantly on the hopeful lookout for celestial messengers. Choose an empyreal lord as your patron deity. You gain Celestial as a bonus language and a +1 trait bonus on Diplomacy checks when dealing with good-aligned humanoids.

Underbridge Dweller: You were raised in the Shadow district of Magnimar beneath the Irespan, a veiled place the light of the sun touches for only 3 hours per day. Your well-founded suspicions grant you a +2 trait bonus on Perception checks in dim light, and Perception is always a class skill for you.





RIDDLEPORT

“In this town, the law’s whatever you can get ’way with. You look easy an’ trouble’s gonna find you, sure as day. So here’s what t’do: Get yoursel’ a warning. A marker, y’know? Somethin’ says ‘Leave orff.’ Might be a bodyguard. Might be ten pound o’ sharpened steel. Might be a glowin’ doohickey that shows you got the gift. Doesn’t matter, so long’s it says, ‘Keep clear.’ That’s the way to keep breathin’ here. That, and stay out of the water.”

—Grimas Oltedler, Velashu ferryman,
to new apprentices crossing to the Cypher Lodge

RIDDLEPORT

CN large city

Corruption +2; **Crime** +4; **Economy** +5; **Law** -1; **Lore** +1;
Society +6

Qualities academic, notorious, prosperous, strategic location,
tourist attraction

Danger +20

DEMOGRAPHICS

Government council (overlord and 8 crimelords)

Population 13,300 (10,241 humans, 931 dwarves, 665 half-elves,
532 half-orcs, 399 tieflings, 266 halflings, 134 gnomes,
132 other)

Notable NPCs

Elias Tammerhawk, Head of the Order of Cyphers (male
human diviner)

Overlord Gaston Cromarcky (male human fighter/expert)

MARKETPLACE

Base Value 30,400 gp; **Purchase Limit** 100,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Riddleport runs with the blood and booze of countless bar brawls, and it jingles to the tune of coins sliding from greasy purse to greasy palm. It’s a city of pirates, smugglers, gamblers, those who seek to make names for themselves, and those who wish to become invisible. It is a place where fortunes are shaped with the turn of a card, and good deeds rarely rewarded with anything but a knife in the back.

The Cyphergate—a breathtaking 700-foot-tall arch of rune-engraved stone—spans the entrance to the perilous Riddleport Harbor. Built to the north of this ancient monument, the sodden, filth-ridden city of Riddleport clings to the riverbank, its bustling port constantly clogged with pirate ships and bold merchant galleys. The city has enjoyed a measure of stability in recent years, thanks in no small part to Gaston Cromarcky, its current overlord. Cromarcky funds his hired force of brutal gendarmes through trade taxes he raised, and their guardianship over the fetid streets has brought a semblance of order to the City of Cyphers. Few say that the port is safe, but at least open murders have largely been replaced by private assassinations.

Wealth endlessly changes hands in Riddleport, whether by the rare adamantine-smelting trade of the Gas Forges, in the gambling houses of the Free-Coin District, via expeditions undertaken by the academic Order of Cyphers as they seek to reveal the mysteries of the Cyphergate, in the sprawling brothels of Rotgut, or by the unskilled labor done in the camps of Lubbertown. While Magnimar might consider itself the center of civilized free trade in Varisia, Riddleport is more than happy to accommodate the rest. It’s messy and it’s dangerous, but for those who make their home in the City of Cyphers, the system works.

More details on Riddleport can be found in *Pathfinder Player Companion: Second Darkness*.



RIDDLEPORT ROLES

Of the many roles available to Riddleport natives, two of the most exciting are detailed here. Some features in the following section can be found in the *Advanced Player's Guide* (APG), *The Inner Sea World Guide* (ISWG), and *Inner Sea Magic* (ISM).

CYPHER HUNTER

Worldly Scholar of Ancient Runes

Specialty excavator, puzzle solver, researcher

CLASS OPTIONS

Class bard; **Archetype** archivist^{APG}; **Class Features** bardic performance (oratory)

Class oracle^{APG}; **Class Features** mystery^{APG} (lore), revelations^{APG} (arcane archivist, lore keeper, mental acuity, think on it)

Class wizard; **Class Features** arcane school (transmutation)

PREFERRED OPTIONS

Skills Knowledge (all), Perception, Spellcraft, Use Magic Device

Feats Breadth of Experience^{APG}, Cypher Magic^{ISWG}, Improved Counterspell, Magical Aptitude, Spell Focus

Prestige Class cyphermage^{ISM}

DESCRIPTION

Though they seem an unlikely fit in a pirate haven, scholarly sages from around the world flock to Riddleport, in hopes of either unraveling the mystery of the Cyphergate and other ancient monuments, or absorbing as much enlightenment as possible from the libraries of the exclusive Order of Cyphers. No matter what form these lore seekers take, they all share an appreciation for knowledge and history, and apply their collected knowledge to whatever dangers they encounter during their travels.

ROLEPLAYING

Roleplaying cherishes books, hoards information, views knowledge as power

Preferred Spell Schools divination; **Preferred Languages** Varisian

PROFESSIONAL GAMBLER

Calculative Risktaker

Specialty card shark, daredevil, savvy speculator

Race human; **Ethnicity** Varisian

CLASS OPTIONS

Class bard; **Archetype** street performer^{APG}; **Class Features** bardic performance (comedy)

Class monk; **Archetype** drunken master^{APG}; **Class Features** bonus

feats (Catch Off-Guard, Combat Reflexes, Throw Anything)

Class rogue; **Class Features** rogue talents (canny observer^{APG}, fast fingers^{APG}, hard to fool^{APG})

PREFERRED OPTIONS

Skills Bluff, Profession (gambler), Sense Motive, Sleight of Hand

Feats Alertness, Catch Off-Guard, Improved Dirty Trick^{APG}, Spell Focus (illusion)

DESCRIPTION

Gambling is rarely just a hobby in Riddleport—it's more often a lifestyle. Self-professed professionals win and lose fortunes daily in the City of Cyphers, and the best are known for their uncanny ability to read opponents' faces, and to bloody those faces when necessary. Many of these risktakers frequent the various game halls in the Free-Coin District, but just as many make their livings by placing bets on the competitions at Zincher's Arena or trying their luck in the ring themselves. Professional gamblers in Riddleport use trickery or minor feats of magic to win their bets, and though the wise among them know their way around a brawl should things get ugly, the wisest have already made their well-planned escape by the time victims realize they've been swindled.

ROLEPLAYING

Roleplaying believes in luck, takes pride in tricking others, untrustworthy with money

Preferred Equipment brass knuckles^{APG}, marbles^{APG}

TRAITS

The following are regional traits for Riddleport.

Cypher Resistance: You have grown up near the Cyphergate, passing under its arch countless times in your lifetime. You can recount the runes from memory, and repeated exposure has imbued you with a faint resistance to runic magic. You gain a +2 trait bonus on saving throws against spells with the word “glyph” or “symbol” in their name.

Winner's Luck: Winning at the tables in Riddleport's gambling houses can be as devastating as losing. Years of dodging the jealous blows of card table patrons have given you a sixth sense for when your luck is about to run out. Whenever you succeed at a Reflex saving throw, you may draw a weapon as an immediate action, or a hidden weapon as a move action.



JANDERHOFF

JANDERHOFF

LG large city

Corruption +0; **Crime** +1; **Economy** +4; **Law** +2; **Lore** +0;
Society +7

Qualities holy site, insular, prosperous, racially intolerant (half-orcs, orcs), strategic location

Danger +10

DEMOGRAPHICS

Government council

Population 10,230 (8,223 dwarves, 1,354 humans, 402 halflings, 141 gnomes, 110 other)

Notable NPCs

High Councilor Nils Igmargun (male dwarf aristocrat)

MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 7th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

One of the few Sky Citadels still populated by dwarves, Janderhoff sits at the base of the forbidding Mindspin Mountains. Predominantly subterranean, Janderhoff has earned a reputation for fine metalwork, transnational trade, and dwarven culture.

Mining is the predominant industry in this hulking city, and thick veins of copper, iron, silver, and black marble fuel its robust economy. Every year the dwarven miners also produce a small amount of mithral—a rarity they keep to themselves. Centuries of experience have honed the city's metalworking industry, and smiths from Janderhoff are renowned for their skill.

Janderhoff trades heavily with Korvosa, which provides the tunnel-dwellers with their only shipping outlet. The dwarves also act as an intermediary between the Korvosans and their bitter rivals, the Shoanti. This frequently forces the dwarves to serve as diplomatic go-betweens—dwarven envoys must

often defuse tense situations in order to maintain the peace between these valuable trading partners.

As a Sky Citadel, the city of Janderhoff is a hotspot for dwarven culture and religion. Worship of Torag, god of the forge, is especially prevalent, and Janderhoff boasts one of the largest holy forges in Varisia. The temple's forge is said to produce some of the finest weaponry on Golarion, and only master smiths are allowed the honor of working its bellows.

JANDERHOFF ROLE

Of the many possible roles available to a resident of Janderhoff, one of the most exciting is detailed here. Some of the following features are drawn from the *Advanced Player's Guide* (APG), while others come from *Ultimate Combat* (UC).

SKY MAGISTRATE

Dwarven Protectors of Trade

Specialty economic diplomat, arbiter, intermediary, peacekeeper

Race dwarf

CLASS OPTIONS

Class cavalier^{APG}; **Class Features** order (order of the blue rose^{UC})

PREFERRED OPTIONS

Skills Diplomacy, Linguistics, Sense Motive

Feats Cosmopolitan^{APG}, Steel Soul^{APG}, Stone-Faced^{APG}

DESCRIPTION

Charged with the task of maintaining peaceful relations between Janderhoff and the various surface-dwelling societies around it, Sky Magistrates are the city's most cosmopolitan citizens, highly respected among merchants and aristocrats. Drawn from the most skilled dwarves of Janderhoff, Sky Magistrates have numerous individual specialties, but nearly all use some combination of wit, tact, and strength to defuse potential conflicts and keep trade flowing. The most challenging of the Sky Magistrates' tasks is keeping the peace between ethnically Chelish Korvosa and the Shoanti of the Storval Rise. This diplomatic position is a delicate one, as Janderhoff cannot afford to arouse the ire of the brutal Shoanti, lose Korvosa's deep-water port, or see the two sides come to war.

ROLEPLAYING

Roleplaying fair-minded, silver tongued, wise with money

Preferred Alignment any good; **Preferred Languages**

Dwarven, Shoanti

TRAIT

The following is a regional trait for Janderhoff.

Coincunning: Whether from working with dwarven merchants or being one yourself, you've developed a distinctly dwarven business sense. You receive a +2 trait bonus on Perception checks to notice coins, gems, jewelry, and valuable trade goods. You gain a chance to notice such goods whenever you pass within 10 feet of them, whether or not you are actively looking.



KAER MAGA

KAER MAGA

CN small city

Corruption +5; **Crime** +7; **Economy** -1; **Law** -6; **Lore** +2;
Society -3

Qualities magically attuned, notorious, prosperous,
strategic location

Danger +35

DEMOGRAPHICS

Government anarchy

Population 8,000 (5,500 humans, 500
halflings, 400 dwarves, 400 half-
elves, 400 half-orcs, 200 gnomes,
100 elves, 100 orcs, 75 trolls, 50
centaurs, 50 goblins, 50 nagas,
175 others)

Notable NPCs various (see *City
of Strangers*)

MARKETPLACE

Base Value 7,600 gp;

Purchase Limit 55,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium**

Items 3d4; **Major Items** 1d6

Famous as a city of outcasts, Kaer Maga welcomes all those who don't fit into the nations of their birth. Necromancers, escaped slaves, exiled nobles, mysterious cultists, and others all rub shoulders openly in the city, free of censure by any overarching authority. Some of these are so unusual they've become local legends, such as troll Augurs who read the future in their own entrails, obese bloatzines who fill themselves with magical blood, or Sweettalkers who prevent blasphemy by sewing their own lips shut.

Physically, Kaer Maga is also an oddity: a huge stone hexagon with an origin lost to the ages. For untold generations, Kaer Magans have lived inside the monument's stone ring, building a bewildering warren of corridors and artificial caverns that honeycomb the structure. Rather than having any formal government, the city is ruled by a constantly changing collection of gangs, guilds, families, and factions, all of whom control their own turfs and maintain the balance of power through the application of both treaties and back-alley knifework.

In addition to the city proper, Kaer Maga also boasts an extensive network of subterranean passages called the Undercity, which is known to be infested by all manner of terrible creatures, yet also boast relics and magical discoveries long lost to the surface world.

See *Pathfinder Campaign Setting: City of Strangers* for more details on Kaer Maga.

KAER MAGA ROLE

Of the many possible roles available to a resident of Kaer Maga, one of the most exciting is detailed here. Some of these features are drawn from the *Advanced Player's Guide* (APG) and are cited accordingly.

DUSKWARDEN

Intrepid Spelunker of Kaer Maga's Depths

Specialty city guardian, excavator,
monster hunter

CLASS OPTIONS

Class ranger; **Archetype** urban
ranger^{APG}; **Class Features** favored
enemy (aberration, ooze,
undead), favored community^{APG}
(Kaer Maga), hunter's bond
(companions)

PREFERRED OPTIONS

Skills Climb, Knowledge
(dungeoneering), Perception,
Survival

Feats Deepsight^{APG}, Diehard,
Great Fortitude, Heroic
Recovery^{APG}

DESCRIPTION

Situated atop an enormous
warren of forgotten dungeons,
crypts, and caverns, Kaer Maga
would have been overwhelmed
by subterranean monsters long
ago if it weren't for the tireless
efforts of the devoted guardians
called the Duskwardens. Placing
the defense of the city above all
other allegiances—even

those to their own families—the Duskwardens seal off or maintain checkpoints at entrances to the Undercity, and patrol deep into the darkness to keep tabs on the horrors that slumber beneath civilian feet. Though most Duskwardens are rangers, the organization happily welcomes members of all adventuring classes, provided they have what it takes to brave Kaer Maga's treacherous underbelly.

ROLEPLAYING

Roleplaying concerned with protecting the city, loyal to comrades, thankless job

Preferred Equipment composite bow; **Preferred Languages** Aklo

TRAIT

The following is a regional trait for Kaer Maga.

Emissary: Accustomed to the strange residents of Kaer Maga, you have few prejudices. You gain a +2 trait bonus on Diplomacy checks when dealing with aberrations, monstrous humanoids, undead, and creatures with the giant subtype.



SANDPOINT AND OTHER SETTLEMENTS

SANDPOINT

NG small town

Corruption +0; **Crime** +0; **Economy** +1; **Law** +0; **Lore** +2;

Society +0

Qualities prosperous, rumormongering citizens

Danger +0

DEMOGRAPHICS

Government autocracy (mayor)

Population 1,240 (1,116 humans,

37 halflings, 25 elves,

24 dwarves, 13 gnomes,

13 half-elves, 12 half-orcs)

Notable NPCs

Mayor Kendra Deverin (female human aristocrat/expert)

Sheriff Belor Hemlock (human male fighter)

Town Priest Abstalar Zantus (male human cleric of Desna)

MARKETPLACE

Base Value 1,300 gp; **Purchase Limit** 7,500 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

Nestled among the rough limestone outcroppings of the Lost Coast, Sandpoint is an oasis of civilization. Originally settled by Magnimarians seeking fresh farmland and new business opportunities, this small town has since grown into much more than just a pastoral outgrowth of its cosmopolitan sovereign city. A variety of industries, a high degree of religious tolerance, and mysterious archaeological sites keep a steady influx of both laborers and explorers arriving at Sandpoint's threshold. Combined with the occasional goblin ambush, discovery of strange relics, or sightings of the infamous Sandpoint Devil, such attractions are fast turning the sleepy town into a hotspot for amateur adventurers.

VARISIAN SETTLEMENTS

Like Sandpoint, most of the settlements that dot Varisia fall under the governance of one of three city-states—Korvosa, Magnimar, or Riddleport. Only a few far-flung towns remain unaffiliated, and the leaders of the city-states constantly watch for opportunities to annex them.

Korvosan Holdings: Clustered conveniently in the southeastern corner of Varisia, Korvosa's holdings benefit from geographical proximity to Conqueror's Bay and a trade-friendly relationship with Cheliox. Highly insular **Abken** prides itself on egalitarianism, making it more a commune than a township. **Biston**, a cliff-side fishing village located on the shores of Lake Syrantula, connects its stone structures by numerous ropes and

ladders. Located at the foot of the Fenwall Mountains, **Baslwief** is well known for its mining industry and large population of halfling immigrants. Renowned for raising exceptional horses and riders, **Harse** serves as the livestock center of Varisia. **Melfesh** is known for its enormous waterwheel-powered mills, as well as a little-loved toll bridge. The slurry-seeping center of many of Korvosa's dirtier industries, **Palin's Cove** looks like a blight upon the landscape to many, but is nonetheless a

vital cog in the Varisian economy. **Sirathu**, an oft-overlooked backwater hamlet, harbors a quietly growing secessionist movement, galvanized behind the unlikely leadership of one young girl blessed with divine powers. **Veldraine**, the first line of naval defense, protects Korvosa with fortifications, artillery, and a giant chain capable of sealing off the bay.

Magnimarian Holdings: Because of its laissez-faire administrative style, Magnimar welcomes many eclectic settlements under its ever-expanding banner. **Galduria** survives by transporting raw goods and supplies across Ember Lake, but its real claim to fame is the Twilight Academy (see page 12). One of the most racially progressive cities in Varisia, **Nybor** acts as an unofficial asylum for interracial couples. **Ravenmoor** seems like a quiet settlement, though its residents prove highly distrustful of visitors. In isolated **Wartle**, fur trapping and trade flourish despite the morass that surrounds the town. **Wolf's Ear** was a quiet haven for lycanthropes and outcast humanoids of all kinds until Magnimar annexed the settlement and drove out the lycanthropic residents—or so they say.

Riddleport's Holding: Uninterested in annexing new settlements, the pirate capital of Varisia holds only single town. **Roderic's Cove** long resisted not only pirate incursions from the sea, but also goblin and bandit raids from the nearby forests. After decades of fighting off such attacks, however, the settlement was bled dry and forced to accept Riddleport's control. This coerced union has been surprisingly profitable for both sides, though the powder keg of rebellion is never far from the flame.

Unaffiliated Settlements: The elven communities of **Arsmeril** and **Crying Leaf** hide at opposite edges of the Mierani Forest, and serve as outposts of the elven nation of Kyonin, watching over elven concerns deeper within the forest. **Ilsurian**, one of the few predominantly human settlements not held by any city-state, was founded by strident separatists from Korvosa. The lumberers and fisherfolk that still inhabit Ilsurian retain their founders' independent philosophy. **Sanos Forest** is one of the most clandestine settlements in



Varisia, and its gnome residents prefer to keep it that way. Rumors abound that the forest holds some gateway to the First World of the fey, though to date nobody has confirmed these suspicions. Festering among the ruins of a lost city, **Urglin** is settled by orcs, exiled Shoanti, giants, and various monstrosities. Daily life teems with so much anarchy and violence that Urglin pushes the boundary of what can be considered a “town.” **Whistledown** is commonly viewed as the largest gnome settlement in Varisia, despite the fact that half its population is human. The townsfolk are welcoming and friendly to trade, but the eerie wind chimes that pervade the settlement make most visitors uneasy.

TOWN ROLES

The following roles are but a few of the possible builds characters from the smaller, unaffiliated settlements in Varisia might consider. Sources cited in the following section include the *Advanced Player's Guide* (APG) and *Ultimate Magic* (UM).

FRONTIER DEFENDER

Self-Trained Town Guardian

Role monster hunter, protector of the innocent

Race human; **Ethnicity** Varisian

CLASS OPTIONS

Class fighter; **Archetype** phalanx fighter^{APG}

Class inquisitor^{APG}; **Class Features** inquisition^{UM} (valor^{UM})

PREFERRED OPTIONS

Skills Knowledge (geography), Knowledge (local), Perception, Survival

Feats Gang Up^{APG}, Lookout^{APG}, Outflank^{APG}, Shield Wall^{APG}

DESCRIPTION

Although life in a small settlement is usually quiet, townsfolk must always be prepared for those that would prey upon poorly defended communities. Frontier defenders rely on teamwork to combat enemies who are often larger, stronger, and perhaps even better equipped than they are. These hardy defenders recognize strength in numbers, and are fiercely devoted to their allies and their goal of keeping their homes safe from harm.

ROLEPLAYING

Roleplaying concerned with safety of common folk, hates monsters, protective of brethren

Preferred Equipment any polearm or spear, any shield;

Preferred Languages Goblin

WELCOME WANDERER

Far-Traveling Healer

Role healer, spiritual guide, worldly specialist

CLASS OPTIONS

Class cleric; **Class Features** domains (Healing, Repose, Travel)

Class monk; **Archetype** monk of the healing hand^{APG}

Class oracle^{APG}; **Class Features** mystery^{APG} (life^{APG})

PREFERRED OPTIONS

Skills Heal, Spellcraft

Feats Fast Healer^{APG}, Leadership, Quick Channel^{APG}, Self-Sufficient

DESCRIPTION

Because of their limited size, many towns lack the resident specialists larger cities take for granted. Healers are often in short supply, so some make their livings by roving from settlement to settlement, administering to the townsfolk and occasionally allying with other wanderers. Though welcome wanderers tend to have only good intentions, their wanderlust often drives them to seek new adventurers if they remain in one place for too long.

ROLEPLAYING

Roleplaying flighty, seeks to do good, worldly

Preferred Alignments any good; **Preferred Deities** Cayden

Cailean, Desna, Sarenrae

TRAITS

The following are regional traits for characters who start their careers in Varisia's smaller settlements.

Humble Beginnings: You didn't have any intention of becoming an adventurer, but a single, unexpected confrontation changed everything. Choose one of the following: boot, bucket, frying pan, mug, rolling pin, spade, or stool. You are treated as having the Catch Off-Guard feat when wielding the chosen item. (These items should all be considered improvised melee weapons that deal 1d4 points of bludgeoning damage.)

Local Know-It-All: Choose a community that you've lived in for at least 5 years. You gain a +2 trait bonus on Knowledge (local) checks related to that community.

Regional Influence: Although you live some distance from the city-state your community owes fealty to, you've been influenced by its sophisticated urban ways. Determine the city-state of which your home is a holding. You gain a +1 trait bonus on checks with one Profession skill and one of the following benefits.

Korvosa: Gain Infernal as a bonus language. If you already have this language, gain a +1 trait bonus on Diplomacy checks.

Magnimar: Gain one random Varisian idol (see page 15).

Riddleport: Gain a +1 trait bonus on Swim checks.

Regional Recluse: Your home community prides itself on remaining independent from Varisia's city-states. Choose one of Varisia's unaffiliated settlements from this list below. You gain a +1 trait bonus on Survival checks and one of the following benefits.

Arsmeril or Crying Leaf: Gain a +1 trait bonus on Perception checks made at night.

Isurian: Gain proficiency with light shields.

Sanos Forest or Whistledown: Gain Gnome as a bonus language. If you already have this language, gain a +1 trait bonus on Stealth checks made in forested areas.

Turtleback Ferry: Gain a +1 bonus to damage on all attacks against creatures of the giant type.

Urglin: Gain Orc as a bonus language. If you already know this language, gain a +1 trait bonus on Intimidate checks.

Town Gossip: Choose a community that you've lived in for at least 5 years. You gain a +2 trait bonus on Diplomacy checks while in that community.

CAMPAIGNS IN VARISIA

One of the most detailed regions of the Pathfinder campaign setting, Varisia serves as the starting point for five Adventure Paths, from *Rise of the Runelords* to its spiritual sequel, *Shattered Star*. Players creating characters to take part in any of the following Varisian Adventure Paths can choose related campaign traits to help link them to the plots of these epic campaigns.

Numerous campaign traits for Adventure Paths taking place in Varisia can already be found in the *Advanced Player's Guide*, *Rise of the Runelords Adventure Path Anniversary Edition Player's Guide*, the *Curse of the Crimson Throne Player's Guide*, *Pathfinder Player Companion: Second Darkness*, or in the *Jade Regent Player's Guide*. (The three player's guides are available as free downloads at paizo.com.) The following campaign traits supplement those found in these guides.



RISE OF THE RUNELORDS

Characters made for this campaign should have reasons for being in the town of Sandpoint, and all the better if they have a vested interest in defending it.

Sandpoint Faithful: As a faithful adherent of Abadar, Desna, Erastil, Gozreh, Sarenrae, or Shelyn, you've come to the Swallowtail Festival to celebrate the consecration of Sandpoint Cathedral. You gain a silver holy symbol of your chosen deity, and so long as you worship that deity and

openly wear his or her symbol, you regain +1 additional hit point every time you receive magical healing.

Thrill Seeker: You've grown up in or around Sandpoint and are the heir to your family's modest farm, shop, or fishing boat, but you've always dreamed of more. Searching for a taste of excitement, you've come into town to participate in this year's Swallowtail festival. The thrill of danger grants you an additional +5 feet of movement during the first round of any combat. Additionally, you begin play with three star candle fireworks (see *Ultimate Equipment*).



CURSE OF THE CRIMSON THRONE

Characters created for this campaign begin play in the city of Korvosa and should have a reason to hate the criminal Gaedren Lamm.

Dockside Avenger: No crime is too despicable for Gaedren Lamm and his thugs—a gang of lowlife murderers, kidnappers, and drug dealers that operate in Korvosa's Midland district. You've lost someone to Lamm and now you're out for revenge. While Lamm remains alive and free, you are not slain until your hit point total reaches a negative number equal to your Constitution

score + 3. Once Lamm is imprisoned or killed, you lose the former benefit but gain 3 permanent hit points.

Varisian Immunity: Your family is particularly hearty, and has even passed down tales of a Varisian ancestor who sought to cure (or, some loose-lipped relatives say, create) diseases. You gain a +1 trait bonus on saving throws made to resist diseases. Additionally, you are immune to the diseases Vorel's phage and blood veil. You do not need to be of the Varisian ethnicity to take this campaign trait, but if you're not, your background should explain how you have a Varisian ancestor.





SECOND DARKNESS

Characters created for this campaign begin play in the city of Riddleport and should be interested in the upcoming “Cheat the Devil and Take His Gold” gambling tournament.

Daring Doomsayer: The end times are coming, and the shadow in the sky over Riddleport is just the first piece of proof. Convinced that the end of the world is nigh, you’ve decided to take part in the Golden Goblin’s gambling tournament—after all, what do you have to lose? Whenever you roll a “1” on an attack roll, you gain a +1 trait bonus on your next attack roll so long as it is made within 1 minute. You also begin play with a placard bearing an apocalyptic slogan of your choice—this wooden sign can be used as a club.

Fixer of Odds: You’re going to win the Golden Goblin’s upcoming “Cheat the Devil and Take His Gold” tournament one way or the other. You gain a +1 trait bonus on Profession (gambling) checks, and creatures searching you for objects hidden on your body don’t gain the usual +4 bonus on their Perception checks. Additionally, you begin play with a “fixed” six-sided die (it has two “6s” and no “1”) and a dagger.

Portentous Perception: You’ve come (or been sent) to Riddleport to observe the strange Blot that has appeared in the city’s sky. You’ve decided to put your keen senses to the test at the Golden Goblin’s upcoming gambling competition while you’re here. Your sharp eyesight makes it easier for you to notice things at a distance. For you, Perception checks only start increasing in difficulty at a range of 20 feet or farther, as opposed to the normal 10. This has no effect on checks made to perceive things within 10 feet.



JADE REGENT

These campaign traits encourage characters to begin play in the town of Sandpoint as an acquaintance of one of four noteworthy residents: Ameiko Kajitsu, proprietor of the Rusty Dragon tavern; Koya Mvashti, Varisian fortune-teller; Sandru Vhiski, adventurous caravan master; or Shalelu Andosana, elven scout.

Best Customer: You’ve sat on your favorite barstool at the Rusty Dragon every night for as long as you can remember—and some nights you can’t remember thanks to a few too many drinks. In your various hazes, you’ve gotten to know the tap house’s proprietor, Ameiko, or one of her regulars, Sandru, quite well. Additionally, you’re well acquainted with a variety of uses for

strong drink. Any time you have an alcoholic beverage on hand, you can expend one use of it to grant you a +2 trait bonus on a Heal check. This bonus increases to +4 if you’re treating your favorite drinking buddy (your NPC of choice). *NPC Choices:* Ameiko, Sandru.

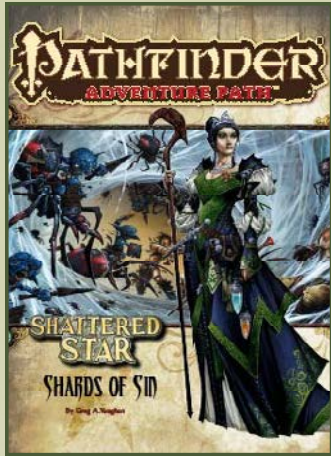
Foreign-Tongued: Intrigued by the travels of one of your long-time acquaintances, you’ve convinced her to teach you one of the exotic languages she picked up in her journeys. Choose one of the following characters. You may select one of that character’s languages as a bonus language. Additionally, you gain a +2 trait bonus on Bluff checks made to pass secret messages to the chosen character (see the description of the Bluff skill). *NPC Choices:* Ameiko, Koya, Sandru, Shalelu.

Ameiko: Tien, Varisian

Koya or Sandru: Varisian

Shalelu: Elven, Goblin





SHATTERED STAR

PLAYER'S GUIDE

The Shattered Star Adventure Path draws near, and bold heroes are needed to track down the scattered parts of an ancient magical relic in order to save the land of Varisia from disaster. Will the PCs succeed in reforging the Shattered Star, or is the shadow of a lost empire long enough to cast the world into darkness once more?

While the majority of the options in this book help tie characters to the people and plots of Varisia, the following considerations and campaign traits are customized for the Shattered Star Adventure Path. These hints, suggestions, and character options are designed to help players create characters perfectly suited to jumping right into and excelling over the course of this deadly campaign.

CHARACTER TIPS

You're about to embark on an epic adventure—but how should you prepare? Below are several things to keep in mind while designing characters for Shattered Star.

Pathfinders: This Adventure Path presumes the PCs are Pathfinders. In addition to the following campaign traits, resources like *Pathfinder Society Field Guide* and *Seekers of Secrets* can help you flesh out your character.

Ruins Explorer: This campaign will take you through a number of dungeons. Knowledge (dungeoneering) and racial low-light vision or darkvision might come in handy. Classes that rely on animal companions or mounts might find Large creatures a liability in tight underground corridors. If you're going to play such a class, consider an archetype that trades in your animal for other abilities, or playing a Small race whose Medium-sized mounts fit better in such conditions. This is far from an exclusively dungeon-crawl campaign, however—there will also be significant amounts of travel and exploration into urban, forest, and swamp environments.

Ruthless Rivals: The Shattered Star Adventure Path features a grab bag of classic monsters, so be ready for anything! You'll face many different creature types—from vermin, humanoids, and fey at low levels to giants, undead, constructs, aberrations, and evil outsiders at higher levels.

Spiritual Sequel: This campaign takes place after the events of other Adventure Paths set in Varisia (see page 28). The locations visited in Shattered Star are almost all areas yet to be explored in Pathfinder Adventure Path, though, so be prepared for new faces, foes, and fights—not repeats!

Thassilon: Ancient Thassilon is a major element of this campaign, so a character interested in research (or studying Thassilonian magic, as presented on page 17 of *Inner Sea Magic*) might be particularly fun.

CAMPAIGN TRAITS

The following campaign traits tie characters to the Shattered Star Adventure Path. Characters designed for this campaign should plan to be residents or new arrivals to the city of Magnimar. They should also either be members of the Pathfinder Society or nonmembers who have an interest in joining up at the local Pathfinder lodge.

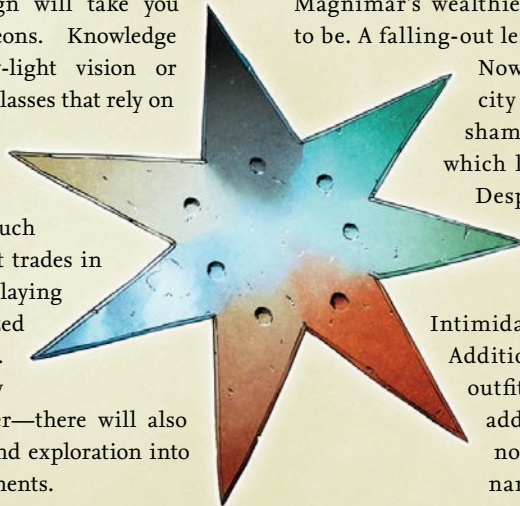
Alabaster Outcast: You are a member of one of Magnimar's wealthiest families... or rather, you used to be. A falling-out left you disowned and disinherited.

Now you hope to get away from the city and find fortune enough to shame your former kinsfolk—goals which led you to the Pathfinder Society.

Despite your exile, your name still carries considerable weight in Magnimar, and you gain a +1 trait bonus on Diplomacy and Intimidate checks made within the city. Additionally, you start play with a noble's outfit, a signet ring, and a single additional nonmagical item worth no more than 200 gp. Your last name is probably Derexhi, Kaddren,

Mindurian, Niroden, Scarnetti, Valdemar, Vanderale, or Versade (but may be another of your choosing; see *Magnimar, City of Monuments*).

Ex-Sczarni: Though you were raised as a member of one of Magnimar's various Sczarni gangs, you never fit in with the rest of your settled, metropolitan brethren. The Pathfinder Society in particular recognized your wanderlust and potential as an agent, and on more than one occasion you impressed or bamboozled their agents with your street smarts and finesse. Over the years, you fell out of favor with the Sczarni, and eventually left to pursue interests outside of simple banditry, though you still remember the lessons your criminal relations taught you. You gain a +2 trait bonus on Bluff checks to pass hidden messages. Also, anytime you deliver a coup de grace, you deal an additional 1d6 points of damage.



Exchange Agent: Although you're a relative newcomer to Magnimar, you're not some naive stranger. You've been sent by the Pathfinder Society lodge in your home country to learn more about Varisia by experiencing the frontier firsthand. After arriving, you reported to the Magnimar lodge and placed your expertise at the venture-captain's disposal. To represent your experience in distant lands, choose a country other than Varisia as your homeland and gain one of the languages spoken in that country as a bonus language (see *The Inner Sea World Guide*). Additionally, choose one of the following skills: Handle Animal, Knowledge (geography), Linguistics, or Survival. You gain a +1 trait bonus on checks made with this skill and it is always a class skill for you.

Monument Scholar: As a child in Magnimar, the city's ancient monuments inspired you with wonder. Your fascination with these relics has only grown in the years since, encouraging you to join the ranks of the Pathfinder Society so you can further quench your thirst for knowledge. Though you know little about the actual lore of the monuments, you've studied these colossal works extensively, developing an in-depth knowledge of some of the city's most famous landmarks. You gain a +1 trait bonus on Knowledge (history) checks made in Varisia due to your familiarity with its historical remnants. This bonus increases to +2 if the check relates to the city of Magnimar. Additionally, you gain a +2 trait bonus on any skill check made to receive a boon from one of Magnimar's magically imbued monuments (see *Magnimar, City of Monuments* for more details).

Nontraditional Native: You are a member of the Shoanti or Varisian ethnicity who left your people to learn more about the mysteries of your strange homeland. Your travels have recently brought you to the Pathfinder lodge in Magnimar. Although none of your family members are present, you carry them and your family traditions with you.

If you are a Varisian, you gain a +1 trait bonus on Knowledge (geography) checks made relating to Varisia and gain a +1 trait bonus on damage rolls made during the surprise round when you're wielding a bladed scarf or starknife.

If you are a Shoanti, you gain a +1 trait bonus on Survival checks made while in Varisia and gain a +1 trait bonus on rolls to confirm critical hits made using an earth breaker or a klar.

Ruin Raider: While the mercantile industries of Magnimar appeal to your keen eye for monetary gain, you know that the boldest route to true fortune lays in hunting down rare relics and selling them to the highest bidder. Becoming a Pathfinder seemed like an obvious decision, allowing you to travel throughout Varisia in your search for wealth, so you signed up right away. You brought with you a sharp eye and keen ability to distinguish fakes from the genuine article. You gain a +1 trait bonus on Appraise checks. Additionally, you gain a +4 bonus on Perception checks made to distinguish statue-like creatures (like caryatid columns and gargoyles) from actual sculptures.

Serpent Runner: You've participated in the mock gladiatorial battles and athletic feats at the Serpent's Run, Magnimar's grand hippodrome, but the safe nature of those games leaves you bored. Seeking greater thrills and tests of your abilities, you've pledged your arms and skill to the local Pathfinder lodge. Choose one of the following benefits to represent the techniques you learned from your time at the

Serpent's Run:

- Choose a specific type of armor. When wearing armor of that type, you treat its armor check penalty as if it were -1 lower.
- When fighting with two weapons, the penalty imposed on your primary weapon is reduced by 1.
- You gain a +2 trait bonus on Intimidate checks to demoralize opponents.



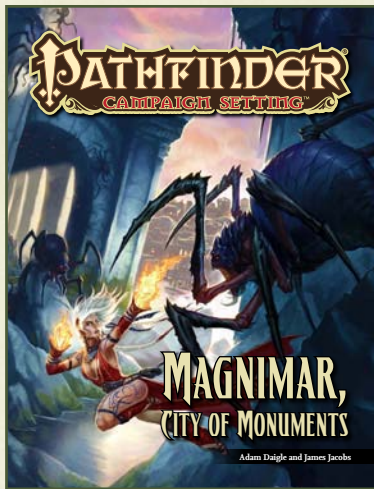
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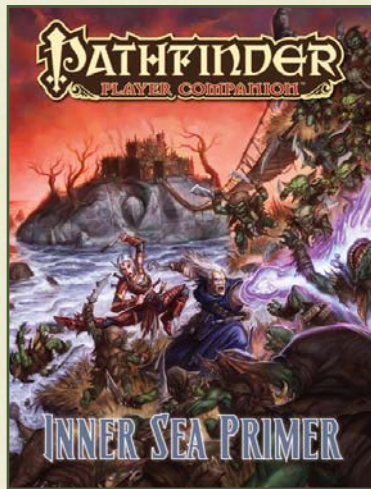


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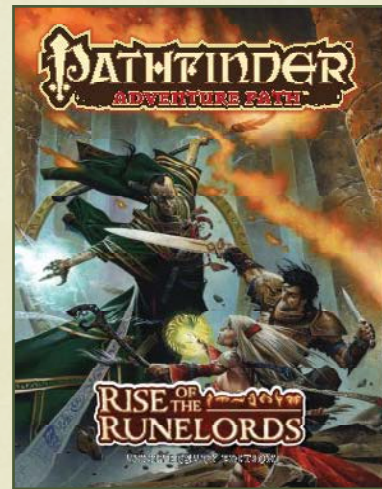
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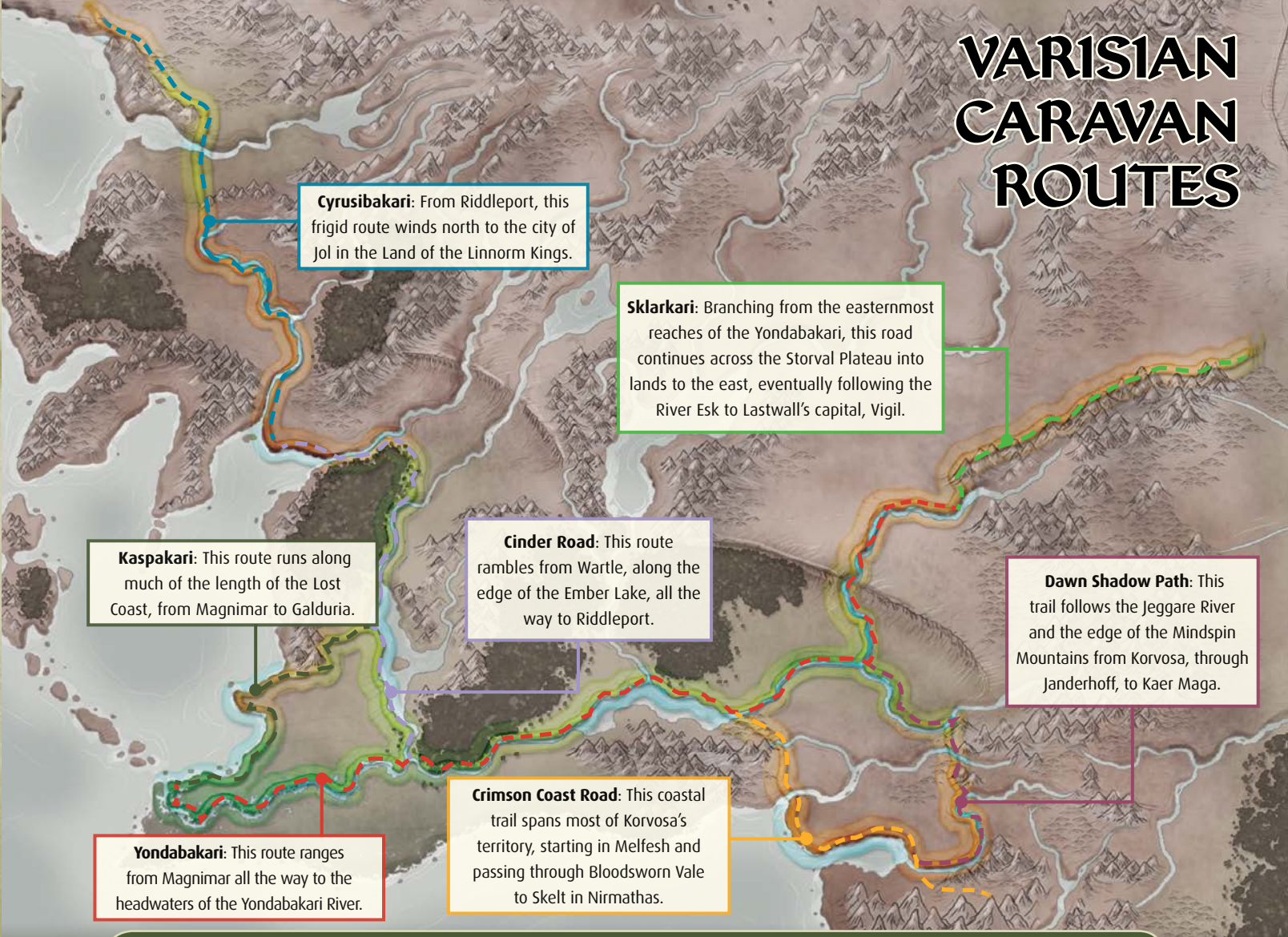
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VARISIAN CARAVAN ROUTES



Cyrusibakari: From Riddleport, this frigid route winds north to the city of Jol in the Land of the Linnorm Kings.

Sklarkari: Branching from the easternmost reaches of the Yondabakari, this road continues across the Storval Plateau into lands to the east, eventually following the River Esk to Lastwall's capital, Vigil.

Kaspakari: This route runs along much of the length of the Lost Coast, from Magnimar to Galduria.

Cinder Road: This route rambles from Wartle, along the edge of the Ember Lake, all the way to Riddleport.

Dawn Shadow Path: This trail follows the Jeggare River and the edge of the Mindspin Mountains from Korvosa, through Janderhoff, to Kaer Maga.

Yondabakari: This route ranges from Magnimar all the way to the headwaters of the Yondabakari River.

Crimson Coast Road: This coastal trail spans most of Korvosa's territory, starting in Melfesh and passing through Bloodsworn Vale to Skelt in Nirmathas.

VARISIAN WANDERERS
 Varisia's native wanderers, known as Varisians, range far across their home region and into the surrounding lands. In their travels, many of their colorful caravan trains follow centuries-old routes, crisscrossing the region in pilgrimages between legendary sites, religiously significant spots, and communities where they can find trade and news. With the influx of southern strangers to their lands over the past few centuries, Varisians stamped out modern routes, connecting new communities and encouraging trade. In many cases, these routes served as the basis for the current roads that now wind across the country (see pages 16 and 17), but there are still reaches only the Varisians care and dare to travel.

VARISIA BY ROAD

The center map in this book depicts all of Varisia's major settlements, along with the region's most prominent roadways. Each of these routes is treated as a road or trail and includes a distance in miles, making it easy for adventurers to choose routes between locations and determine overland travel times (see page 171 of the *Core Rulebook* for details; these routes do not show every twist of each road, so allow for some leeway between the routes presented and listed distances). Noted below are the distances by road between numerous noteworthy sites in Varisia, as well as the time it takes to travel between them at common movement speeds (20 feet: a dwarf or wagon's speed; 30 feet: a human's speed; 50 feet: a horse's speed).

Route	Distance	Travel Time (20 ft.)	Travel Time (30 ft.)	Travel Time (50 ft.)
Janderhoff to Kaer Maga	87 miles	5 days, 4 hours	3 days, 5 hours	2 days, 2 hours
Korvosa to Janderhoff	143 miles	8 days, 8 hours	5 days, 8 hours	3 days, 5 hours
Korvosa to Kaer Maga	230 miles	14 days, 3 hours	9 days, 5 hours	5 days, 6 hours
Korvosa to Magnimar	603 miles	37 days, 6 hours	25 days, 1 hour	15 days, 1 hour
Magnimar to Janderhoff	545 miles	34 days, 1 hour	22 days, 6 hours	13 days, 5 hours
Magnimar to Riddleport	520 miles	32 days, 4 hours	21 days, 6 hours	13 days
Riddleport to Korvosa	770 miles	48 days, 1 hour	32 days, 1 hour	19 days, 2 hours
Sandpoint to Magnimar	54 miles	3 days, 3 hours	2 days, 2 hours	1 day, 3 hours
Sandpoint to Turtleback Ferry	501 miles	31 days, 3 hours	20 days, 7 hours	12 days, 5 hours



YOUR LEGEND BEGINS HERE

Begin an adventure like no other in Varisia, a land of ancient mysteries and fantastic danger. Within this book you'll find countless player-friendly possibilities as you explore one of the most richly detailed corners of the Pathfinder campaign setting. Will you indulge fortune as a Varisian wanderer, retake your tribal lands as a fierce Shoanti barbarian, uncover the secrets of a lost arcane empire, or fight to protect your peaceful home from dark magic and fierce monsters? The choices are endless, but you'll find the ones that are right for you with this primer to an entire realm of adventure.

Varisia, Birthplace of Legends presents a player-focused overview of the land, people, magic, and mysteries of the region of Varisia, one of the best-loved and most explored frontiers of the Pathfinder campaign setting. Every Pathfinder Player Companion includes new options and tools for every Pathfinder RPG player. These are just a few of the features you'll find inside this book:

- ▶ A bold new format with new features, revealing more exciting topics, options, and inspirations every time you turn the page.
- ▶ A look into the lives of Varisia's native peoples, the proud tribal Shoanti and far-traveling Varisians, with new ways to play members of both cultures.
- ▶ New archetypes, feats, equipment, and traits to make characters a part of Varisia, plus many that link to Adventure Paths set in the region, like *Rise of the Runelords*.
- ▶ A player-friendly map of Varisia, featuring major settlements, distances between locations, and hints at adventure sites to explore.
- ▶ A player's guide for the *Shattered Star* Adventure Path, giving players everything they need to know to create characters ready to face this deadly new campaign.

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



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