



CHAPTER TWO



OTHER DEITIES

BEYOND THE CORE DEITIES

While the 20 deities detailed in Chapter 1 represent the most influential divinities of the Inner Sea, they are by no means the only prominent gods in those lands. There are dozens more with regional followings, with less pervasive churches, or with particular influence among the members of a single race. Others deities are widely worshiped in distant realms but have less sway in the Inner Sea region. Some are the last vestiges of dead gods, with power and agendas that have persisted long after their immortality's end. Others are new figures on the divine stage, elevated from the ranks of mortals' most potent and ambitious heroes. To most mortals, the distinction between these levels of power is irrelevant, the test being whether the deities answer prayers and influence the lives of those who pay them reverence.

Although many of the following deities aren't as well known throughout the Inner Sea region, the power they grant mortals is no less potent than that of wider-spread faiths. For example, a 20th-level cleric of Milani is just as powerful as a 20th-level cleric of Abadar. The main difference is their role and notoriety in the Inner Sea region. While the deities in Chapter 1 have many worshipers throughout those lands, a priest worshiping a god from the present chapter is less likely to be able to find a shrine, a temple, or other members of his faith. By the same token, some inhabitants of the Inner Sea are more likely to be familiar with these deities, with such faiths lending a distinctive flair to particular regions and peoples.

OTHER DEITIES

The first part of this chapter details 14 gods who, while less pervasive than the 20 core deities, nonetheless have widespread followings throughout the Inner Sea region. The second part of this chapter details racial deities (gods most commonly revered by a particular race or who have special interest in a specific race), monster deities, and forgotten and dead gods. Unless their descriptions say otherwise, these deities can be worshiped by members of any race. A player of a human cleric could certainly worship the elf god Ketephys, but should understand that she's something of an abnormality among that deity's worshipers. If her faith is true and a strong element of her background, however, such a bizarre feature can certainly make for an interesting character. Many of these descriptions also include particulars of how different races worship and interact with their faiths.

More details on all of the deities presented in this section—including the specifics of their domains, favored weapons, and so forth—can be found in the Appendix starting on page 316. Though the deities in this chapter are lesser players on the divine stage, and devotees of their faiths are rare compared to those of the core 20 deities, that's not to say zealots don't exist for any of the living, active deities listed here. Characters interested in making use of the Deific Obedience feat (see page 210) or any of the prestige classes presented in Chapter 3 can do so (at the GM's discretion). GMs should work with their players to choose obediences and divine boons appropriate to these lesser deities.

While it might be easy to come up with new flavorful elements—such as the details of new obediences—creating new divine boons can prove challenging. GMs and players should examine the domains offered by a lesser deity and find core deities who grant the same domains. They should then check the divine boons granted by those core deities and see if any are appropriate to repurpose as divine boons for the chosen deity, and even look beyond the divine boons offered to a single prestige class. While one might not find a good fit for a specific lesser god's evangelists among the divine boons granted to a core god's evangelists, there might be a perfect fit among the boons granted to the core god's sentinels. GMs and players should consider mixing and matching divine boons (granted at the same level) between prestige classes and between deities to approximate the exalted, evangelists, and sentinels of any deity they desire.

USING THE ENTRIES

The deities presented on pages 175–182 are listed in columns, beginning with their name and epithet. The deity's areas of concern are listed next—the acts, creatures, objects, and philosophies that the deity holds especial influence over and to which its worshipers ascribe virtue. After that follow its alignment, domains, favored weapon, and notable centers of worship, as well as nationalities and other groups that particularly revere the deity (this also happens to be how the deity is most commonly represented in depictions among the faith). The description continues with that deity's place in the grander pantheon, its relationship to worshipers, their practices, and what's notable about its priests. Finally, each entry ends with a note regarding particular spells the deity grants.



ACHAEKEK HE WHO WALKS IN BLOOD

God of assassins, divine punishment, and the Red Mantis

Alignment LE

Domains Death, Evil, Law, Trickery, War

Favored Weapon sawtooth sabre

Centers of Worship Ilizmagorti

Nationality monster

Achaekkek was created to eradicate those who would steal the gods' divinity, a deadly hunter who strikes his targets unerringly, regardless of their strength. Despite some disapproval over his amoral methods, none of the gods have ever chosen to directly oppose him.

The Mantis God himself does not actively seek worshipers, but the infamous assassins known as the Red Mantis pay him devotion nonetheless, seeing assassination as a sacred rite. While the Red Mantis refuse to strike at rightful monarchs, who they believe have been seated by the will of the gods, all others are fair game. Achaekkek's faith also attracts other mortals who kill for coin, such as brigands, murderers, and those who dwell on the fringes of society. Some hope to join the Red Mantis someday, proving themselves and their devotion through their daring kills, while others found their own assassins' guilds or kill cults. While they don't demand gold for defending themselves or their allies, Achaekkek's faithful believe that an assassin deserves compensation for her services in recognition of her skills, and consider it an insult to be asked or told to kill someone without recompense.

The center of Achaekkek's cult is Mediogalti Island, the home of the Red Mantis assassins. Splinter cults of the Mantis God lurk throughout Golarion, often in the ruins of fallen palaces or the homes of deposed royals. They are most common near the capital cities of nations ruled by monarchies and holy cities where prophets might attract a measure of their own worship. Most of Achaekkek's worshipers are content to pray at secret shrines, which are usually just alcoves marked with the god's symbol that hold trophies and broken emblems of rule taken from slain targets.

Although Achaekkek's Red Mantis assassins employ distinctive armor and weapons, those assassins consider such trappings exclusively theirs and kill anyone found wearing them without permission. As a result, other servants of Achaekkek typically wear red and utilize sawtooth sabers, but avoid mimicking their deity's mantis-like appearance.

Clerics of Achaekkek may prepare *keen senses*^{APG} and *negate aroma*^{APG} as 1st-level spells and *spider climb* as a 2nd-level spell. Druids may prepare *murderous command*^{UM} as a 1st-level spell.



ALSETA THE WELCOMER

Goddess of doors, transitions, and years

Alignment LN

Domains Community, Law, Magic, Protection

Favored Weapon dagger

Centers of Worship Absalom, Brevoy, Lastwall, Taldor

Nationality Taldan

Alseta is a minor goddess who watches over doorways, thresholds, and other transitions (such as the passing of one year into the next). Some elves revere her as the patron of the *aiudara*, or elf gates, reasoning that as the steward of doors, she's considered the goddess of teleportation. She appears as a woman with a pleasant face and dressed in simple gray clothing, often wearing a smiling mask on the back of her head. She generally operates as a servitor of more powerful deities, and her close alliance with Pharasma leads many scholars to speculate that at some point she may have been a worshiper or priestess of the Lady of Graves. Despite this association, she remains a neutral party for negotiations and celestial gatherings, even when Pharasma's enemies are present.

Alseta's faithful make excellent hosts, negotiators, diplomats, and seneschals. Many work as lawyers or as witnesses to important ceremonies and events, such as weddings and the signing of treaties. Even members of other faiths might pay a priest of Alseta to bless a new home or place a small statue of the goddess over their homes' front doors. Many civilized cities even carve a small representation of Alseta near their main gates to protect those who defend such passages.

The transition from the end of one month to the start of the next is a minor holiday for her church, and the change of years, centuries, and millennia are major holidays. At these important celebrations, old grudges and debts are set aside and future opportunities are embraced. A person born on the first or last day of a century or millennia is considered especially blessed.

Priests tend to be courteous and outgoing folk who are willing to use diplomacy to solve problems, but are not averse to combat when words fail. Alseta has few temples, but those that exist often boast unusual architecture with numerous rooms, gates, trap doors, and cleverly hidden passages. Her faithful believe dead ends are unwelcoming and unlucky, and ensure that their temple hallways always have at least two exits, while the main hallway usually makes a complete circuit within the temple.

Clerics of Alseta may prepare *open/close* as an orison, and may prepare *arcane lock* and *knock* as 2nd-level spells.



BESMARA THE PIRATE QUEEN

Goddess of piracy, sea monsters, and strife

Alignment CN

Domains Chaos, Trickery, War, Water, Weather

Favored Weapon rapier

Centers of Worship Garund, Ilizmagorti, The Shackles

Nationality Kellid

Revered by pirates and the unpredictable beasts of the deep, Besmara scorns land and laws for the freedom and fortune of the sea. She delights in chaos and pretense, and it's said she crews her own ship, the *Seawraith*, with particularly brave or cunning pirates, taking them for raids across the planes. Brash, lusty, and greedy, she nevertheless follows a code of honor and loyalty to her crew and allies. Though she isn't interested in senseless murder or other unprofitable acts, she prefers conflict to peace—when two nations squabble, that's more opportunity to plunder both sides.

Not all of Besmara's followers are pirates. A few are those who profit from strife (such as war profiteers, beast handlers, poachers, moonshiners, and smugglers), leaders of "pirate towns," those who cater to criminals, and intelligent sea monsters like cecaelias and sahuagin. While a few take to the seas in search of exploration and adventure, most of Besmara's worshipers are those who covet the belongings of others and think it's fair to take them if they can. Particularly religious or cautious pirate captains throw a share of treasure overboard before battle or while navigating dangerous shoals, to invoke Besmara's favor or turn aside her wrath.

The goddess has few temples, most of which are repurposed buildings or half-submerged shipwrecks. Shrines to Besmara, however, are quite common in port towns, where they might be nooks between buildings decorated with a pirate flag, a carving of the goddess on an old ship's figurehead, or whittled idols of a woman holding a cup. Many vessels also have a small alcove or carving of the goddess placed near the bow facing the sea ahead.

Besmarans value coins and treasures from famous hoards or notorious captains, and consider it lucky to give a new priest such a coin or trinket. Priests try to wear such items at all times, often piercing them and tying them to their holy symbols. They believe it's very unlucky to ever lose such a gifted item, and will sail a thousand miles to recover a lost token.

Clerics of Besmara may prepare *lesser geas* as a 4th-level spell and *curse of disgust*^{UM} as a 5th-level spell, but can only use them to cause aversion to boats, ships, or open bodies of water.



BRIGH THE WHISPER IN THE BRONZE

Goddess of clockwork, invention, and time

Alignment N

Domains Artifice, Earth, Fire, Knowledge

Favored Weapon light hammer

Centers of Worship Absalom, Druma, Mana Wastes, Nex

Nationality Taldan

Brigh is the goddess of invention, particularly over creations that seem to have a life of their own, such as clockwork constructs. It is not known whether the enigmatic deity was once a mortal who became a goddess, or if she was crafted into being and later gained a spark of life and divinity. She typically appears as either a slender woman made of bronze mechanisms who wears a metal skullcap or a beautiful woman wearing clockwork armor. Such manifestations do little to clear up the mystery of her origins.

Whatever she may have been before her apotheosis, she's now a living machine, capable of opening her chest and withdrawing perfectly fitting mechanical parts to bestow upon inventions and manufactured beings. Though she is quiet and reserved in her behavior, she isn't without emotion, and treasures those creations that her followers craft in her name. She sympathizes with intelligent constructs, especially those abused or treated like slaves by their creators. It's said that many of her divine servants were once mortal clockwork inventors recreated in a "perfect" mechanical form, whom she treats as her children.

The patron of inventors, tinkers, and engineers, Brigh inspires the work of many mortals. Most creative minds who throw themselves into this sort of work eschew magic and faith, and so she has only a small following. But those who do pray to Brigh view her as the personification of their art. Many of them are so devoted to their craft that they often forget to eat or rest for days at a time, with more practical folk saying these inventors are "married to the Whisper," evoking the obsession of new lovers that leads them to forget the world around them.

The Whisper in the Bronze has few temples. Those that exist are built like workshops, with ample space and resources for crafting and tinkering. Worshipers usually wear a toothed gear as jewelry, and some carry sets of miniature tools. Adventurers who serve Brigh often wear helmets in the shape of her holy symbol and decorate them with bronze accents—although most still use steel armor for its strength compared to actual bronze.

Brigh's clerics may prepare *unbreakable construct*^{UM} as a 5th-level spell and *control construct*^{UM} as a 7th-level spell.



GHLAUNDER THE GOSSAMER KING

God of infection, parasites, and stagnation

Alignment CE

Domains Air, Animal, Chaos, Destruction, Evil

Favored Weapon spear

Centers of Worship Mwangi Expanse, Sodden Lands, Varisia

Nationality monster

Ghlauder's origin is unknown—some believe he might be the corrupt spawn of an evil deity, and others that he's something that grew to sentience on the corpse of a slain god. Desna discovered his cocooned form on the Ethereal Plane. Curious about its pulsing contents, she opened the mass of fibers. The demigod immediately attacked her, but was shocked by the ferocity with which she defended herself, and managed to flee before she could destroy or reimprison him. Desna hunts Ghlauder to this day in the hope of turning his power toward a less destructive end. In response, he sends his minions to infect and torment mortals, especially the followers of Desna.

Ghlauder is associated with stirges, giant mosquitos, fungoid creatures, and vampires. His vague, buzzing doctrine is that parasites and infection are necessary, lest the weak and old overrun the world. His cultists usually live in secluded communes and travel in secret, concealing their true devotion for fear of reprisal. They call their god by mysterious names—the Gossamer King, the Dream Tender, or the Slumberer—and only in areas ravaged by disease do they make themselves known, preaching salvation from afflictions for the price of eternally worshipping their blood-drinking god.

Members of Ghlauder's faith may be carriers of parasites or disease, but most experience few to no ill effects. Some disguise themselves as members of other churches—taking special pleasure in pretending to be from obscure branches of Desna's faith—and seed contagions or parasites in settlements to weed out those they consider unfit. "Adventurers" of this cult delve into strange monster lairs and seek out miasmatic swamps in the hope of discovering and catching new diseases to share with others. Many of the Gossamer King's secret temples hold an annual ritual in which they summon servants of the deity to drink the blood of priests, reaffirming their bond with the god.

Clerics, druids, and rangers of Ghlauder, upon first gaining the ability to cast divine spells, may choose to affect vermin instead of animals when using animal-oriented spells (such as *animal shapes*, *detect animals* or *plants*, and *hide from animals*); these spells can no longer be used to affect animals. Clerics and rangers of Ghlauder may prepare *summon swarm* as a 2nd-level spell.



GROETUS GOD OF THE END TIMES

God of empty places, oblivion, and ruins

Alignment CN

Domains Chaos, Darkness, Destruction, Madness, Void

Favored Weapon heavy flail

Centers of Worship Geb, Nidal, Sodden Lands, Ustalav

Nationality none

Groetus is an apocalyptic god of unknown origins. Distant, enigmatic, malevolent, and patient, he doesn't actively seek worshipers, but the insane are drawn to him, and he curses those too curious about him with madness. He appears as a skull-like moon hovering over Pharasma's planar realm, drawing near and slowly retreating based on unknown dimensional and philosophical conjunctions. Having silently witnessed billions of souls from countless worlds filter through the Boneyard, he's unconcerned by the fates of individuals, civilizations, or planets. He is the dispassionate observer balanced against Pharasma, the dispassionate judge.

Groetus's priests serve in his name, but he neither cares for nor acknowledges them. Clerics draw upon his power without obligation or responsibility, but typically pay for this power with incurable insanity. Formal raiment is usually a light gray robe with pale blue trim, although the exact attire varies by priest and region.

His followers are usually insane, desperate, depressed, or those who enjoy the suffering of others but don't directly seek gratification by inflicting pain. Most are prone to mad ravings, and those who aren't tend to be skulkers and hangers-on, content to lurk near battlefields or in the rear of adventuring parties, watching the conflict unfold and only taking action at the end of a fight to dispatch the wounded. Some priests actively seek out those who are crushed by madness and misery, playing on such vulnerability to create small cults who pay homage to Groetus by committing suicide together, and embracing what they see as a measure of relief from the struggles of life. Such priests rarely take their own lives, instead moving on to form new cults.

Cultists of Groetus have little interest building things. They usually take over abandoned or ruined temples of other faiths, especially those with windows or holes in the ceiling that allow a view of the full moon. Tiny shrines aligned to lunar conjunctions are preferred and are often haunted by strange voices.

Groetus's clerics can prepare *fear* as a 4th-level spell, and those with the Madness or Void domain may prepare *lesser confusion* as a 2nd-level spell and *confusion* as a 4th-level spell.



GYRONNA THE ANGRY HAG

Goddess of extortion, hatred, and spite

Alignment CE

Domains Chaos, Destruction, Evil, Madness

Favored Weapon dagger

Centers of Worship River Kingdoms

Nationality Kellid

Gyronna is a goddess of society's female castoffs and undesirables: adulterous wives, suspected witches, aging prostitutes, and others whom society tosses away. Though she's all but unheard of outside the River Kingdoms, the Riverfolk walk carefully around her clergy, fearing their ability to poison minds with resentment and hate, turn friends against one another, and make enemies out of allies. Some believe Gyronna might have once been a creature of the First World, cast out for some unspeakable revenge, while others claim she was once a rival of Baba Yaga and her divinity is somehow a curse. Her worshipers single out and eliminate those who ask too many questions about her origins. Her doctrine is one of anger and revenge, and preys upon the doubts of followers of carefree deities like Cayden Cailean, Desna, and Shelyn, encouraging them to accept and strike back against the world's cruelties.

Gyronna allows only women into her priesthood, and strikes those men who try to appease her with blindness and impotence. Her priests seem to exist only to prey on others, demanding coins from passersby, harassing solitary travelers with verbal and magical curses, and making visitors feel unwelcome. Most Riverfolk pay the unpleasant priestesses they encounter a few coppers to be left alone and hurriedly move on. Gyronna's servants have been known to kidnap infants, leaving behind beasts, their own unwanted offspring, or the changeling daughters of allied hags.

Her priestesses favor ragged black smocks called "shabbles" by Riverfolk. Some priestesses claim to have the evil eye, and an unusual number of them have a bulging, bloodshot eye that throbs when they cast spells.

Followers of Gyronna don't build temples; the average shrine is just a pile of rocks topped with a fist-sized, spherical stone inscribed with an iris and veinlike tracings. Some have a large cat's-eye gem instead of a common stone, and people whisper that nearby priestesses of the goddess can see anyone near the stone—and curse those who dare defile the shrine or steal the gemstone. The goddess has no book of scripture, but her elder priestesses share a host of viciously phrased curses with initiates they deem worthy.

Gyronna's clerics may prepare *eyebite* as a 6th-level spell.



HANSPUR THE WATER RAT

God of river travel, rivers, and smugglers

Alignment CN

Domains Chaos, Death, Travel, Water

Favored Weapon trident

Centers of Worship River Kingdoms

Nationality Kellid

It's said Hanspur plies the Sellen River in the guise of a grizzled riverman accompanied by his pet dire rat. He's usually dour and taciturn, though he's said to sometimes have friendly conversations with those who respect the river. His doctrine comprises the Six River Freedoms (*The Inner Sea World Guide* 162) and includes only a few other simple statements about the changing nature of things, how life is a river, and death on the water is a good end to a simple life. He dislikes dams and anyone who would block or change the course of rivers.

Hanspur's faithful sometimes build driftwood shrines on the shore, or even float them downriver on small rafts. When a worshiper builds a temporary raft, it's customary to set it loose to follow the river so that someone farther south might find it in a time of need. His priests have no set attire, but tend to wear short-legged pants and waterproofed clothing such as ponchos (which double as tents or small sails), and often go barefoot. Most are proficient fishermen. They make sacrifices to their god by drowning animals, as well as criminals—usually just the convicted, but particularly zealous and impatient worshipers are not known for being so discerning. Evil priests are said to murder in his name, especially to prevent disastrous floods. The Water Rat's priests are highly transient and rarely stay in one settlement for more than a few days, trading news and healing magic for goods and shelter. Some hire themselves out as guides and steersmen, and many win renown as anglers and trackers.

The great shrine of Hanspur stands on the northern shore of the Kallas Lake, bordering the River Kingdoms and Kyonin. Little more than a dozen rafts lashed together, it is home to a tiny community of priests, with its membership (and component rafts) changing on a weekly basis. Although most of his priests can be found plying the various branches of the Sellen River, members of Hanspur's faith can be found on nearly any river, particularly those that run through lawless lands.

Druids of Hanspur may prepare *water walk* as a 3rd-level spell, and his rangers may prepare *water breathing* as a 2nd-level spell. Most druids and rangers have dire rat animal companions, though some prefer donkey rats, fish, frogs, otters, or swimming snakes.



KURGESS THE STRONG MAN

God of bravery, competition, and sports

Alignment NG

Domains Community, Good, Luck, Strength, Travel

Favored Weapon javelin

Centers of Worship Andoran, Druma, Isger, Taldor

Nationality Taldan

Kurgess was once a strapping mortal farm boy from Taldor, renowned for his speed and prodigious strength. For years he supported himself with his winnings from athletic competitions, until his incredible success enraged his rivals. They set a deadly trap by sabotaging a great race with hundreds of participants. On the day of the competition, far in front of the other runners, Kurgess spotted the trap, but dozens of his fellow competitors risked running into it unawares—so he wilfully sprang the trap, saving the lives of the other athletes at the cost of his own. Legend has it that Cayden Cailean and Desna were so impressed by his heroics that they raised him as a demigod. Now he's the patron of competition and sports, as well as those who make sacrifices to help others. His religion is known throughout southern Avistan.

Kurgess believes that competition is healthy, good sportsmanship is essential, and cheating is a sign of poor moral character. He encourages mortals to push themselves to overcome challenges and set ever greater goals.

Kurgess's priests are generally travelers who carry brightly colored wooden podiums or puppet theaters as portable shrines, often with coin slots and a place to secure a lockbox for donations. Temples of Cayden Cailean and Desna welcome these wanderers, but the tournaments, fairs, and competitions are the true places of worship for Kurgess's priests. The faithful believe that Kurgess visits these events in mortal guise so he may compete and challenge other worthy folk to be better. Priests treat athletic injuries and oversee competitions to ensure fairness. Most provide minor healing to good adventurers for free, so long as the recipients have stories of impressive feats and worthy deeds.

Kurgess's worship is still young, having been around for only a few centuries. The faith doesn't concern itself with strict dogma, which makes it attractive to people who want to serve good without too many restrictions and rituals. Most priests learn a simple crafting profession such as woodcarving or sewing to create toys, dolls, and other simple carnival prizes for children. Kurgess's faith is particularly popular with archers, athletes, entertainers, jousters, and sellswords.

Clerics of Kurgess may prepare *expeditious retreat* and *jump* as 1st-level spells.



MILANI THE EVERBLOOM

Goddess of devotion, hope, and uprisings

Alignment CG

Domains Chaos, Good, Healing, Liberation, Protection

Favored Weapon morningstar

Centers of Worship Chelixa, Galt, Irrisen, Isger, Rahadoum

Nationality half-elf

Milani is recognized everywhere as a minor protector-goddess, a heroine who stands against tyranny, and a vehement enemy of slavery. She was a saint serving Aroden for thousands of years; when he died, she kindled that spark of his power and gained a foothold on divinity. She still often thinks like the soldier she was before her ascension, formulating strategies that assume her side is outnumbered and outclassed, and finding ways to utilize common objects as tools for fighting oppression. Her symbol is a rose growing out of a blood-soaked street.

Milani teaches that good people can accomplish great things if their hearts are true and they are willing to fight, to recognize their strengths and faults, and to unite and push past despair and weakness to achieve victory.

Milante temples are typically built on inclines, allowing for storage spaces below to hold hidden arsenals or hiding places for the unrightfully persecuted. Most also foster small rose gardens. Shrines to Milani are common in smaller villages, particularly those that once held congregations devoted to Aroden. Today, many temples of Iomedae follow the tradition of their Aroden-worshiping predecessors and host an alcove shrine to Milani within their goddess's temple.

A typical worshiper of Milani prefers to live a life of peace and freedom, but is still willing to take up arms against evil when necessary. Her followers are optimistic, loving, friendly, and accepting, but not afraid to throw a punch in response to an offense or injustice. They understand that their line of work often leads to martyrdom, but they believe that martyrs will be rewarded with the goddess's grace. Many who die in Milani's service expect to be reborn into the faith again, with some priests claiming to be the fourth or fifth incarnation of one of her past followers. In times of peace, her priests tend to a community's spiritual needs and watch out for dangerous creatures lurking nearby. In war, they are scouts, spies, and militia commanders, using their expertise to guide common folk.

Clerics and rangers of Milani may prepare *coordinated effort*^{APG} and *good hope* as 3rd-level spells; rangers may also prepare *remove fear* as a 1st-level spell and *imbue with spell ability* as a 3rd-level spell. Her inquisitors may learn *good hope* as a 3rd-level spell.



NADERI

THE LOST MAIDEN

Goddess of drowning, romantic tragedy, and suicide

Alignment N

Domains Charm, Nobility, Repose, Water

Favored Weapon dagger

Centers of Worship Galt, Nidal, Taldor, Qadira, Ustalav

Nationality Taldan

Naderi was originally a divine servitor of Shelyn, tasked with watching over couples whose love was forbidden by their race, culture, or families. Three centuries ago, one of her young pairs chose to drown themselves rather than live apart, and Naderi unexpectedly became the patron of suicide, especially for the cause of love. Shocked by her ascension and afraid of Shelyn's response, Naderi fled from her lady's realm. This particularly traumatic apotheosis transformed her into an inconsolable, sentimental, and self-pitying figure.

Shelyn has repeatedly tried to reconcile with Naderi, but strange circumstances always manage to keep them apart, and the Eternal Rose feels the younger deity is slipping away. Urgathoa and Zyphus have made overtures toward the young goddess, offering to take her under their wings. Naderi is depicted as a plain-looking woman with dark hair and large eyes, soaked to the bone with water and carrying a tiny dagger. Her divine servants are ghostly apparitions of dead mortals who always travel in pairs or groups.

Naderi's followers are often hopeless lovers—particularly younger ones, who believe that love endures beyond death, and suicide is an acceptable option when insurmountable obstacles keep apart those fated to be together. Naderi has many lay worshipers, but few priests or anything resembling an organized church. She occasionally grants spells to inquisitors who hunt those who would deny lovers their happiness or, paradoxically, their suicides. Most worshipers have attempted (or at least seriously contemplated) suicide. They conceal the marks of their attempts in public, but display them to other worshipers as badges of their devotion.

Naderi's few temples are usually hidden places where young lovers may gather in secret, such as moonlit groves, remote buildings, abandoned homes, or lonely scenic hilltops. The faithful consider any place that facilitates a painless death to be a shrine to her, such as an ocean cliff, bridge, or river with a strong undertow, as are the graves of any person who died for love.

Clerics of Naderi may prepare *lesser confusion* as a 1st-level spell, *crushing despair* as a 3rd-level spell, and *suffocation*^{APG} as a 5th-level spell. Her inquisitors may also learn these spells at the same spell levels.



RAZMIR

THE LIVING GOD

God of law, luxury, obedience, and Razmiran

Alignment LE

Domains none

Favored Weapon none

Centers of Worship Razmiran

Nationality Taldan

Razmir is believed to be a living god, a mortal man transformed into a deity by the power of the *Starstone*, who carved out a country for himself in the River Kingdoms and established himself as its god-king. Razmir is cautious about interactions with established deities, his only divine ally and mentor being the goddess Sivanah. He claims to be the god of law, luxury, obedience, and the land of Razmiran itself.

Razmir's faith claims that their god is stingier with his spells than most deities, and in this way assures that only the worthiest mortals may become his priests. Even then, only those worshipers who undergo an initiation period and a pilgrimage to the holy city of Thronestep to present themselves to the god-king in person may call themselves priests. Most of his active followers are missionaries, mercenaries, and spies who serve the god's church. Razmir's priests tend to set up temples in poor neighborhoods, making him relatively well known for a minor deity among the desperate and opportunistic. A typical temple of Razmir houses a large worship chamber arranged around a great set of stone steps that lead up to a gold or silver mask.

Many faith-inclined magic-users serve Razmir, favoring his practical ways over Nethys's erratic behavior. The faith draws many bards as well, profiting in terms of coin and reputation for spreading the word of Razmir. Even non-spellcasters in the cult tend to be adept at using magic items, especially wands, masks, and healing items. The use of masks among Razmir's followers raises the suspicions of many non-worshipers. The faithful argue that Razmir's true face is too awe-inspiring for mortals to bear, and they wear similar masks to show their devotion to him. They consider it blasphemy for these masks to fall into the hands of nonbelievers, and are not above murdering thieves and looters to reclaim them.

In truth, Razmir's religion is built around a phenomenal lie: Razmir is an extremely powerful arcane spellcaster, not a god. His cult relies on obscure arcane spells, secret magic items, folk medicine, and the hired services of actual divine spellcasters. The nation of Razmiran is remote enough that most people along the Inner Sea have no compelling reason to question whether Razmir is truly one of the Ascended.



SIVANAH THE SEVENTH VEIL

Goddess of illusions, mystery, and reflections

Alignment N

Domains Knowledge, Madness, Magic, Runes, Trickery

Favored Weapon bladed scarf

Centers of Worship Absalom, Nex, Nidal, Numeria, Razmiran

Nationality unknown

Sivanah is a mysterious goddess of illusion magic. Legends tell of her mystical veils, each of the first six being the face of a different race—first human, then elf, halfling, gnome, aranea, and naga—but the seventh is never removed, masking her true form. Sivanah works her deeds through reflections in mirrors and the surface of water, and is said to speak to some of her followers through their own shadows. Her ultimate goals are secrets even to her most faithful, a level of secrecy that prevents her devout from growing much more beyond the level of a cult.

The goddess is relatively popular in Irrisen and Nex, but is forbidden in Nidal on the orders of the shadow-priests of Zon-Kuthon, as she opposes the Midnight Lord's use of shadows as tools of corruption and enslavement. Veiled witches are also frequent sights in Razmiran, as the goddess supports that realm's god-king.

Illusionists, tricksters, and those who work to preserve secrets and mystery often worship Sivanah, as do many gnomes, in keeping with their love of illusion magic and strange experiences. Priests of Sivanah tend to dress in veils and multiple layers of thin clothing that obscure their features and often go out of their way to give outsiders false impressions of their race, gender, and more general features. The church is tight-lipped about its practices, leading outsiders to suspect they have nefarious motives, but such concerns are somewhat mitigated by their festive and welcoming public holidays. Magic mirrors, veils, and magical cloths are popular tools among the priesthood. Rumors abound that some of the most powerful priests in the church are actually monstrous creatures, matching the goddess's affinity for such beings.

Sivanah's temples are nondescript on the outside, but decorated with shimmering curtains, mirrors, tapestries, and veils on the inside. Most have a room that doubles as a theater. Shrines are subtle, often just a niche with a mirror, a bright piece of cloth tied in a loop and hung on a nail, or a curiously shaped alcove which casts humanoid-shaped shadows at certain times of the day.

Sivanah's clerics may prepare *ghost sound* as an orison, *silent image* as a 1st-level spell, *hypnotic pattern* as a 2nd-level spell, and *veil* as a 6th-level spell.



ZYPHUS THE GRIM HARVESTMAN

God of accidental death, graveyards, and tragedy

Alignment NE

Domains Death, Destruction, Evil, Plants, War

Favored Weapon heavy pick

Centers of Worship Galt, Nidal, Qadira, Taldor, Ustalav, Varisia

Nationality Kelishite

Zyphus appeared in Pharasma's Boneyard as the first mortal to die an accidental and meaningless death. Enraged, he cursed the goddess and refused to accept her judgment. His wrath and the unique circumstances of his death bent his destiny and made him a godling, allowing him to escape his mortal fate. Zyphus is a malevolent, hateful force who seeks to bring ruin and sadness into the world, and is responsible for many unexplained and senseless deaths. It's said every accidental death adds to his strength, so that someday he may grow powerful enough to usurp the place of his most hated rival, the Lady of Graves.

The god's mortal followers believe that the universe is ruled by chance rather than some grand plan. Bitter and cynical, they try to convince others that their faith in deities is misplaced, and set up traps and convoluted "accidents" to kill other people in Zyphus's name. They preach that those who are slain by accidents they engineer do not travel on to Pharasma's Boneyard, but are instead captured by the Grim Harvestman, their souls consumed and absorbed by his malignancy. His cultists wear holy symbols made of animal bones against their skin as constant reminders that death may strike at any time. Though Zyphus's faith is widespread, it is relatively small—even a large city might have only three or four of his worshipers. When his priests die, an unusual number rise as bodiless undead (most commonly allips, spectres, and wraiths) to continue their work.

Zyphus's church does not build permanent temples. Instead, they hold court in graveyards or mausoleums that have fallen from other deities' favor or that otherwise no longer sit upon hallowed ground. Many graveyards have carvings on gate arches, vault roofs, and even gravestones to ward away Zyphus's attention, though the god's followers go out of their way to deface such marks to instead welcome him. Shrines to the Grim Harvestman are typically stolen and defaced headstones or bouquets of twigs and bones left at the sites of meaningless deaths.

Clerics of Zyphus may prepare *daze* and *mage hand* as orisons, *bungle*^{UM} as a 1st-level spell, and *spectral hand* as a 2nd-level spell.

DWARVEN DEITIES

A deeply spiritual people, dwarves view faith as a matter combining their own personal beliefs and those of their family or clan. They hold deep reverence for their ancestors, especially the originators of their clans, the founders of their great cities, heroes of especial skill, and the creators of lasting masterpieces. Virtues such as crafting, mining, and smithing are of vital importance to most dwarves, as are determination, honor, friendship, exploration, defense of family traditions, and proving themselves worthy of their ancestors' name and their gods' protection. In the pursuit of such values, dwarves frequently venerate Abadar, Cayden Cailean, and Gorum, but they worship Torag, the Creator God, above all others.

Dwarven faith is marked by a significant amount of ceremony, even beyond that usually required by the deities they worship. Such rituals can be elaborate group affairs, especially those that mark the anniversary of great deeds or the death of a hero. Relics crafted of gold and silver and decorated with gems feature prominently in these rituals. However, in small communities and among traveling dwarves, shorter, more pragmatic rituals are common.

The importance of family is strongly emphasized in the gods of the extensive dwarven pantheon, and many dwarves make modest offerings to its members, most of whom are related to Torag.

Angradd (The Forge-Fire): The aggressive, militaristic Angradd is Torag's younger brother, and serves as an aggressive balance to the Father of Creation's defensive tactics. Dwarven soldiers who give in to cowardice on the battlefield are said to burst into flame, consumed by Angradd's wrath.

Bolka (The Golden Gift): Daughter of Torag and Folgrit, Bolka bestows love on arranged unions and encourages the unwed to seek companionship. Newlyweds place gold under their pillows to invoke her blessing, and miners who uncover perfectly symmetrical gemstones are said to have her favor.

Dranngvit (The Debt Minder): Torag's half-sister Dranngvit is seen by many dwarves as an unfortunate necessity in life. The Debt Minder oversees the righting of wrongs, but her doctrine can be read as valuing revenge over justice.

Droskar (The Dark Smith): The evil duergar who live in the lightless depths of the earth still worship Droskar, the Dark Smith. His faithful believe incessant toil will lead them to glory.

Folgrit (The Watchful Mother): Torag's wife is revered as the goddess of wives, mothers,

and widows alike. She's beseeched by childless couples, though dwarven women unable to conceive sometimes turn to worship of Dranngvit instead.

Grundinnar (The Peacemaker): Bolka's brother encourages hard work and harmony, and brings together friends separated by distance or misunderstanding. Dwarves who form bonds of friendship with members of other races sometimes present them with gifts of small ornamental hammers in Grundinnar's honor.

Kols (The Oath-Keeper): Torag's son Kols helps dwarves fulfill all their duties and obligations. Dwarven contracts traditionally bear a stamped seal of his holy symbol.

Magrim (The Taskmaster): Stern but serene, Torag's older brother first taught dwarves rituals for communing with the gods, and sees his position as guardian of the underworld as an important trust. Funerary offerings to Magrim are said to help the deceased find fulfilling work in the afterlife.

Trudd (The Mighty): Torag's youngest son is depicted as having an unusually short beard, which belies his reputation as the strongest of the gods. Some scholars claim he sold his beard to Dranngvit for an unknown boon, but most dwarven theologians consider this story heretical.



ELVEN DEITIES

Elves' religious devotion is no less passionate than that of any other race of Golarion, but their rituals are simple and elegant. Though sincere in their devotion, elves take a more casual approach to faith and divinity. Those from the same community may share values, but they'll express worship in different ways. Of the core deities, Calistria, Desna, and (to a lesser degree) Nethys have the most elven followers, though many elves pay respect to racial deities as well.

The Forlorn—elves who live among the shorter-lived races—often feel adrift and alone. As their friends age and die, they sometimes turn to worship Pharasma, praying for safe passage for the souls of their many associates who have passed on.

Most elves view arcane magic, beauty, freedom, and friendship as crucial to a well-lived life, and venerate deities who exemplify these principles.

Alseta (The Welcomer): Alseta is a relatively minor goddess with responsibility for doorways, thresholds, and the transition from one year to the next. Some elves, particularly mages with teleportation abilities, pay homage to Alseta as the goddess of teleportation or the patron of elf gates. While widespread formal worship of Alseta is uncommon among elves, small shrines to the Welcomer can be found near elf gates, and her holy symbol is sometimes carved on lintels.

Findeladlara (The Guiding Hand): Findeladlara preserves elven culture through the protection of classic works of art and historic buildings. Those who enter her religious order take great pride in creating their own quarterstaves, often capped with silver on each end and decorated along the length with precious gems and crystals, to carry as a badges of office.

Elves who work to uncover new artistic techniques sometimes pay homage to Shelyn over Findeladlara, and the Guiding Hand cares little for innovation or the work of elves who have yet to master the time-honored crafting techniques of their race. The faithful of these two factions each believe the other to be misguided and wasting potential, but there's no overt hostility between them.

Ketephys (The Hunter): Ketephys inspires his followers during organized hunts, though he can also bestow his blessings on solitary hunters who test their skill unaided against forest creatures. In art and story, the Hunter is depicted with his dog, Meycho, and his hawk, Falling Star. Most legends treat the two animals as intelligent and dignified companions, though elven children are also told lighthearted tales of the adventures of the dog and the hawk as lessons in wilderness survival.

Rangers naturally favor Ketephys as a deity, but most elven communities recognize hunting traditions as an integral part of their survival. Elves who possess no natural predilection or

ability to hunt still offer thanks to Ketephys for the training he bestows on other members of the community.

Yuelral (The Wise): Yuelral guides her followers in respecting and working with materials of the natural world. Crafters who use natural, nonmetallic, non-refined materials pray to her for guidance and skill, and their work in such material as wood, bone, and raw gemstones has a primal yet appealing aesthetic. Those who wield magic, both druids and wizards alike, also count Yuelral as their patron.

Yuelral is well known as being the member of the elven pantheon who openly welcomes half-elven worshipers. Many half-elves appreciate the welcoming nature of her faith and happily worship Yuelral both for her wisdom and for the connection they feel to their heritage. Others spurn what they see as a patronizing offer from a culture that believes itself so vastly superior to its half-breed kin. Even half-elves who vehemently oppose worship of the Wise have occasionally been known to mysteriously undergo a profound change of heart, however—typically upon connecting with their heritage through some important event or personal experience.



GNOME DEITIES

The curious gnomes find religion fascinating. While gnome communities tend toward the worship of a handful of gods, individual gnomes choose their faith from any god, demigod, or philosophy that strikes their fancy (and ignites their curiosity), and have even been known to worship the deities of other races despite knowing they might never receive reward for doing so. To a gnome, it's enough to explore the tenets of her chosen faith and find personal resonance and comfort from its rituals, regardless of whether the deity hears her prayers.

Gnome communities most often build shrines to Cayden Cailean, Desna, Erastil, or Shelyn. Smaller communities with a specific focus may pay homage to Brigh, Nethys, Sivanah, or Torag. Gnome religious leaders encourage members of the community to participate in festivals and religious rituals, but avoid heavy-handed pressure tactics. Instead, gnome religious leaders try to win converts by offering dazzling, and ever-changing displays in the temples, as well as constantly shifting festivals to appeal to the gnomes' craving for novelty.

The single known gnome racial deity is Nivi Rhombodazzle, the patron of svirfneblin (or deep gnomes) and bleaclings. Though deep gnomes commonly worship Nivi Rhombodazzle, her faith is almost unknown on the surface.

Brigh (The Whisper in the Bronze): Brigh oversees invention and mechanical constructs, making her an appealing deity to gnome tinkers. Gnomes who craft magic items also look up to Brigh in hopes that her influence might help them develop new forms of existing magic items or entirely new wonders. Gnome rogues look to Brigh when facing a complex lock or cunning trap, whether they're constructing or disabling such devices.

Cayden Cailean (The Drunken Hero): Gnomes find Cayden Cailean's doctrine of freedom appealing. While communities often raise shrines to the Drunken Hero, the lack of official church hierarchy means there is little, if any, organized cooperation between the gnome faithful. Caydenite gnomes consider it a holy calling to try as many different types of alcohol as possible in their lifetimes, and have mastered the art of fermenting such beverages on the road by means of portable miniature casks that can be worn like backpacks.

Nivi Rhombodazzle (The Gray Polychrome): Stories tell that Nivi Rhombodazzle was a gnome who loved the suspense of high-stakes gambling. After one too many losses, she fled beneath the earth where she became the first svirfneblin and achieved divinity thanks to the help of Torag. Though her worship is relatively uncommon on the surface world, some gnome gamblers and rogues, as well as gnome adventurers who routinely travel underground, carry a die with seven pips on one

side in homage to Nivi Rhombodazzle. Travelers who have dealings with the svirfneblin may learn of Nivi as well, for her faith remains strong in the depths of the earth. Those unfortunate gnomes who live a life devoid of novelty and excitement—and thus succumb to the bleaching—may also stray toward the teachings of the Gray Polychrome, if only in hopes of reigniting their passion for life through a deity that represents chance and fortune.

Sivanah (The Fourth Veil): The Seventh Veil—or the Fourth Veil, as she is frequently known among gnomes—often counts gnome illusionists among her followers. Gnomes enjoy the play between appearance and reality that Sivanah's worship encourages, and gnome bards and rogues who master mundane conjuring tricks sometimes wear a knotted scarf to honor this deity. Gnome temples to Sivanah never look like temples from the outside—they appear as shops, taverns, or residences, presenting no clue to their true nature save for a scarf hanging in the window or a rune carved on a gatepost for the alert faithful to notice.



HALFLING DEITIES

Halflings revere a number of gods, and many of their religious decisions are shaped by the dominant culture of the surrounding area. Halfling communities adopt overt religious practices in order to fit into society and to keep from drawing too much attention to their personal worship. While halflings are faithful and committed to their beliefs, they aren't generally zealous in their devotion. Rituals are celebratory matters with much feasting, drinking, and socializing, and halfling religion serves to draw people together and strengthen community ties.

Among the core deities, halflings frequently worship Abadar, Cayden Cailean, Desna, Erastil, Iomedae, Norgorber, Sarenrae, and Shelyn. Of these, Norgorber is the most unusual choice, a god of secrets and poisons whom halflings worship as the Gray Master or Blackfingers. In halfling storytelling and art, deities are almost always represented as halflings, regardless of these deities' typical racial representations.

Halflings as a race tend to be brave, lucky, and adaptable, taking life as it comes and making good of every opportunity. Their history has not always been a pleasant one, but their spirits remain indomitable, and this trait shows in their religious practices. Halflings snatch up any chance for a religious celebration and stretch out such revelry for as long as possible. As many halflings as can be gathered participate in these celebrations, for no one knows when the next chance to make merry will arise.

Chaldira Zuzaristan (The Calamitous Turn): Chaldira Zuzaristan appears in the stories of many races as a hotheaded friend of Desna's whose impulsivity often leads her into situations from which Desna must rescue her. Halflings see Chaldira as a goddess in her own right, an embodiment of the halfling luck and resiliency that allows their race to thrive in the harshest of circumstances. Some halflings who frequently encounter battle make three small notches in their blades (like her holy symbol) in respect to Chaldira and for luck in combat. Faithful of Chaldira never fail to attempt a rescue of a friend in need, even if such a rescue attempt seems doomed. Often, such rescue missions succeed either through blind luck or the intervention of powerful allies.

Desna (Song of the Spheres): Of all the core deities, Desna is the favorite of halflings, especially adventurers and travelers. Her faith—full of luck, dreams, and destiny—appeals to the free-spirited and fortunate halflings. Those on the road, regardless of their religious affiliation, often affix a small butterfly symbol to their clothes or backpack. Halfling bards routinely craft short poems or songs in Desna's honor and teach these ditties to fellow travelers on the road so that anyone can honor Desna's name at a moment's thought.

Norgorber (Blackfingers): Blackfingers is the name under which halfling alchemists, assassins, poisoners, and rogues worship Norgorber. Especially in nations where halflings are enslaved or oppressed, these devotees of Blackfingers use such tools of subterfuge to strike back against their oppressors—though all too often, they're consumed by their own hatred and grow indifferent to the suffering of their kin.

Thamir Gixx (The Silent Blade): Thamir Gixx appears in halfling legends as the friend, minion, or perhaps slave of Norgorber. Halflings brutalized by life or worn down by the sorrows of their race sometimes turn to the worship of Thamir Gixx, seeing him as representative of the darker side of halfling life. Stories tell of halfling servants in Chelixa devoted to Thamir Gixx who amuse themselves by concocting poisons, tricks, and traps to harry and injure the residents of the house. These stories always end with the servant's position improved in some small way and no trace of his actions left to implicate him. Halflings who worship Thamir Gixx sometimes offer prayers to Norgorber as well, but never the other way around.



HUMAN DEITIES

Humans worship perhaps the widest array of deities, selecting their gods based on individual worshipers' ancestries, regions, and values. As such, pantheons vary in regions beyond the Inner Sea.

Garund: In northern Garund, worship of the core deities is common. Southern Garund, however, is home to many small nations with their own beliefs and faiths. Citizens of Dehrukani worship azatas, including azata empyreal lords such as Ashava, Cernunnos, and Lalaci.

Iobaria: Many Iobarians worship the Inner Sea region's pantheon, either because they brought their faith with them to Iobaria or because their ancestors worshiped these deities. In addition to personal faith, Iobarians often revere a vast group of minor nature spirits.

Tian Xia: The people of Tian Xia worship a number of deities not commonly seen in the Inner Sea region.

Daikitsu (Lady of Foxes): Daikitsu is a popular goddess among farmers and crafters of all kinds.

Fumeiyoshi (Lord of Envy): The Lord of Envy sometimes receives offerings from the faithful, begging him to leave their deceased loved ones alone.

General Susumu (The Black Daimyo): Samurai who pursue glory in battle over personal honor revere the Black Daimyo.

Hei Feng (Duke of Thunder): Hei Feng is worshiped by farmers, sailors, and fishers, as well as druids.

Kofusachi (The Laughing God): Kofusachi bestows his blessing on children, those embarking on a journey, and newlyweds, as well as others in need of happiness.

Lady Nanbyo (The Widow of Suffering): The Widow of Suffering heaps trials and misery upon mortals and revels in their prayers to be spared.

Lao Shu Po (Old Rat Woman): Those who wish to hide their activities and escape the notice of authorities pray to Old Rat Woman.

Nalinivati (The Serpent's Kiss): The mother of the naga races, Nalinivati is the goddess of fertility and sorcery.

Qi Zhong (Master of Medicine): The Master of Medicine first taught mortals about the five elements (fire, earth, metal, water, and wood), as well as the nature of magic and healing.

Shizuru (Empress of Heaven): Samurai and other honorable warriors worship Shizuru, who is depicted as both a samurai and a golden-scaled dragon. When her lover, Tsukiyo, was slain by his brother, Fumeiyoshi, Shizuru used her divine power to bring the Prince of the Moon back to life.

Sun Wukong (The Monkey King): Travelers, wanderers, and any who love carousing and celebrations pay respect to the mischievous Sun Wukong.

Tsukiyo (Prince of the Moon): Tsukiyo's shrines usually rest in the depths of dark forests, and in cities can be found attached to temples of his lover, Shizuru. When he was reincarnated by the Empress of Heaven,

Tsukiyo acquired the portfolio of spirits and became a patron deity for reincarnated samsarans.

Yaezhing (Minister of Blood): Though the evil Minister of Blood presides over murder and death, he also enforces divine justice.

Yamatsumi (The Mountain Lord): The majority of Yamatsumi's followers are monks, but many people pray to the Mountain Lord to survive harsh winters.

Vudra: Vudra is an enormous continent made up of hundreds of smaller kingdoms, called mahajanapadas. Worship of Irori is the dominant faith in Vudra, but its complex religious tradition encompasses over a thousand deities. Though the countless gods of Vudra remain largely mysterious to scholars of the Inner Sea, the names of the most popular include Chamidu, Dhalavei, Diomazul, Gruhastha, Lahkgya, Likha, Ragdya, Raumya, Suyuddha, Vineshvakhi, and Vritra.



ORC DEITIES

The brutal and powerful orcs are not an overly religious race, but they observe an ancient shamanistic tradition. Shamans use their magic to assist warriors in battle and are respected for their power and their ability to commune with the gods. Some orc clans devote themselves to a single major deity—usually Gorum or Rovagug—but a pantheon of traditional orc deities figures in the worship of most clans.

Little is known about the orc pantheon. Research into this area proves difficult not only due to the suspicious and violent nature of the orcs, but also because the aspects orc deities take on vary between the regions and tribes that revere them. One tribe of orcs may worship Nulgreth, the Blood God, mainly as the god of rage and physical power, while another venerates the same deity as the god of weapon skill and warfare. In the main, these gods maintain the portfolios and domains listed in the appendix of this book, but it's possible for two orc shamans who worship the same god to possess surprisingly different powers.

Orc Pantheon: Some orcs worship the orc pantheon in its entirety, while others venerate just one deity. Shamanistic depictions of the pantheon vary regionally, and one who worships a lesser-known orc god or a variant orc god can choose from the domains provided by the orc pantheon instead of the common domains granted by individual orc deities.

Dretha: The goddess of fertility, birth, and death, the Dark Mother is subservient to the male gods of the orc pantheon. In legend, she's depicted as a sullen goddess who rarely speaks but holds in her deeply buried rage. Orc women make sacrifices to the Dark Mother to ensure they survive childbirth.

Lanishra: The god of slavery, subjugation, and tyranny, Lanishra the Slavelord rounds up enemy survivors to be used as thralls for entertainment, sacrifices, and sometimes dinner. The Slavelord is at constant odds with the Blood God (who rarely leaves anyone alive) and with the Despoiler (who fights to take as many slaves as he can for his own use).

Nulgreth: The Blood God decimates his enemies through his rage-fueled strength and insatiable bloodlust. Not content with merely slaughtering his enemies, he mauls their corpses and drenches himself in their blood.

Rull: The god of storms and war, the Thunderer rains lightning down upon the battlefield, frying his enemies where they stand with no mercy. Orc druids often pay homage to Rull, seeking to

draw strength and wisdom from the furious peals of his cacophonous bellows.

Sezelrian: The Fire God brought intelligence and magic to the orcs, and orc shamans often integrate fire into their rituals as a show of respect—bonfires, burnt offerings, and candles set on skulls are common in rites conducted to Sezelrian.

Varg: The most cunning of the orc gods, the Iron God directs military efforts more complex than merely swarming the enemy in a mass of howls and slashing blades. He taught orcs the secrets of catapults and other siege engines, and they see using siege warfare to devastating effect as paying homage to Varg.

Verex: Whereas the Blood God deprives enemies of their lives, Verex the Despoiler deprives them of everything else. The god of lust, pillage, and plunder, he takes what he sees, living creatures and material possessions alike. The Despoiler's followers sew devastation and sorrow wherever they go.

Zagresh: The howls of the Destroyer echo across the battlefield as he obliterates buildings, sunders walls, and shatters bones with his enormous greatclub. He leaves only debris and ashes in his wake. Faithful of the Destroyer are violent even for orcs; they rarely own much, as they tend to smash even their own belongings in fits of rage.



MONSTER DEITIES

Beyond those deities most frequently revered among the nations of the Inner Sea region, the patrons of dozens of monstrous races demand worship and sacrifice from their inhuman devotees. Almost every sentient monster race knows faith to some degree, often worshipping the same gods as the peoples of civilized nations. Some, however, revere their own pantheons of incredible beings. Noted here are just a few of the monstrous deities best known in the Inner Sea region.

DRAGON DEITIES

The faith of dragons is a mysterious and little-understood aspect of draconic culture. The stories of draconic deities have been told for eons, but scholars are still struggling to corroborate these lengthy and complex fables. The two major draconic gods, Apsu and Dahak, have the most widespread worship by dragons on Golarion.

Apsu (Waybringer): According to draconic lore, Apsu and his mate, Tiamat, created the gods who created all the mortal world. Among these gods was Dahak, the Endless Destruction. Apsu fought against Dahak but was prevented from destroying his son through Tiamat's betrayal. Apsu continues to battle against the forces of destruction, and he is the patron of all good dragons. Some dragons that are neither good nor evil, including primal dragons and wyverns, choose to worship Apsu as well, particularly if they are lawful.

Dahak (The Endless Destruction): Dahak is reputedly one of the first gods to have been created by Apsu and Tiamat. Dahak's followers are the chromatic dragons, but the Endless Destruction has no love for his faithful. He offers power and immortality in exchange for service, but never forgiveness or mercy. Some legends tell that Dahak created wyverns and drakes in misguided attempts to forge a new race of dragons, but scholars agree that this notion largely contradicts his role as the eternal destroyer. Nonetheless, evil drakes and many wyverns believe the legends and revere Dahak as their creator.

GIANT DEITIES

The different types of giants venerate different deities, selecting whom to worship based on their differing cultures, as well as on their individual values and attitudes, and the form that their worship takes likewise differs widely. Despite their differences, however, most giants revere gods who exemplify strength and the elements in some form.

Aegirran (The Sea Dream): Aegirran, the storm giant god of sailing and ocean voyages, is wed to Skode but forever separated from her save at the turnings of the season. He watches over those on the sea and rewards his faithful with dreams of their loved ones.

Bergelmir (Mother of Memories): The goddess of elders, family, and genealogy in the storm giant pantheon traces the lineage of prominent storm giant families and records births and deaths in an enormous tome.

Fandarra (The Blood Mother): The Blood Mother is an ancient deity, and most giant tribes living in cold northern climes worship her in some way. Widespread devotion to Fandarra is most common among elder stone giants, but frost giant warriors sometimes pray to her in hopes of receiving a divine bear or mammoth guardian.

Gozreh (Hyjarth, Ioz'om, Tourithia): The air aspect of Gozreh serves as the cloud giants' primary patron under the name of Ioz'om, and clan leaders claim to be the deity's descendants. Storm giants worship Gozreh as their father sky god, Hyjarth, and their mother sea goddess, Tourithia.

Haggakal (Father Moon): The hideous Haggakal is the patron of ogres; few ogres are actually intelligent enough to worship him, but those who do craft crude tales of his strength and virility.

Minderhal (He Who Makes and Unmakes): Stone giants were the first to worship Minderhal, He Who Makes and Unmakes, as the god of law and crafting. Minderhal remains the most popular deity among stone giants, and is occasionally worshiped by the tribespeople of the Realm of the Mammoth Lords.

Skode (The Horizon Huntress): The huntress giant of the storm giants embraces her husband Aegirran only when the seasons change and his ship touches up against the land. The rest of the time she follows herds of animals across the land and takes the finest of them for her prey.

Skrymir (The Seeker of Sunsets): The trickster god of the storm giants has some familial relation to Bergelmir but different clans regard them as siblings, mother and son, or cousins. Skrymir wanders the land, often in disguise, and sometimes rewards travelers who pass his impromptu tests of wit.

Thremyr (The First Jarl): The First Jarl is the favored deity of frost giants. Though none believe Thremyr cares about the welfare of his worshipers, he recognizes the ancient rituals of prayer and devotion and impartially returns favors to those who follow the old ways.

Tjasse (Lord of the Talons): The god Tjasse first tamed the rocs that serve the storm giants. His arrogance and pride are legendary, as is his destructive power when he's roused to jealousy or vengeance.

Urazra (Breaker of Bones): Urazra promises great physical rewards—including unholy strength and immunity to pain—to stone giants who engage in savage raids and sacrifice their captives in his name. Hill giants also follow Urazra's brutal doctrine.

Zursvaater (The Prince of Steel): Zursvaater created the fire giants millennia ago, rising them up from mere

stone giants by granting them the secrets of fire and metal, all in exchange for their worship and souls. Fire giants worship Zursvaater as the Prince of Steel, and under his guidance, fire giant tribes have ceased most intertribal fighting and directed their war efforts against other races.

GOBLIN HERO-GODS

Goblins worship simply, with straightforward rituals full of howled prayers, wild dancing, and the sacrifice of small animals. Many goblins create crude fetishes from the bones of their prey to honor Lamashtu, favoring dogs or humanoids for the sources of such tributes. While most goblins worship Lamashtu, some also recognize four barghest hero-gods. Goblin lore tells that these barghests belonged to Asmodeus but were stolen away and adopted by Lamashtu.

Hadregash (Greatest Supreme Chieftain Boss): Hadregash is known to be the strongest of the goblin hero-gods and is credited with uniting the goblins into tribes. Legend tells that he thrashed the other three barghests when they tried to band together against him, earning their permanent reverence with his brawn.

Venkelvore (Most Glorious Neverfull): Venkelvore's ceaseless hunger leads her to constantly steal food from the lairs of the other hero-gods, putting her in conflict with Zogmugot. Only sentient humanoid flesh satisfies her hunger for even a short time. She is the fattest and most beautiful of the barghest hero-gods.

Zarongel (Bark Breaker): Zarongel boasts a magnificent pelt of living fire that was a gift from Lamashtu when he became the first of the barghests to pledge his loyalty to her. The other barghests remain jealous of Zarongel's gift; Hadregash in particular often schemes to steal the fiery pelt for himself. Zarongel taught goblins how to kill dogs and tame goblin dogs, which is the source of his title, Bark Breaker.

Zogmugot (Lady Lastbreath): Zogmugot's insatiable greed leads her to scavenge wealth from even the most inhospitable places. She frequently scavenges shipwrecks, which increases her wealth but costs the lives of any minions who are not as adept at swimming as the immortal barghest.

OTHER MONSTER DEITIES

Many monstrous races have their own origin stories and personal gods, but most tend to be aspects of major deities. Evil monstrous races almost always credit Lamashtu as their progenitor and patron. A few monstrous races worship unique racial gods that are mostly unknown outside their cultures.

Alazhra (The Dream Eater): Not much is known of Alazhra save that she is the patron deity of night hags. She appears to her followers in terrifying nightmares, and those who displease her run the risk of dying of fright in their sleep. Because of a foul, ancient bargain brokered between Alazhra and the Four Horsemen, night hags are allowed to trade stolen souls to daemons throughout Abaddon.

Lamashtu (Mother of Monsters): Just as goblins often pay tribute to both their barghest hero-gods and Lamashtu, the Mother of Monsters is worshiped by a wide variety of bizarre and malicious creatures. While this section presents a number of specific monster gods, by far the most common faith among evil non-humanoid creatures is that of the Demon Queen.



DEMIGODS

Somewhere between gods and mortals stand demigods: semidivine creatures with enormous power and obscure agendas. Their vast number makes it difficult to catalog them and the domains and other rewards of worship they offer. Some scholars claim it is demigods who grant powers to oracles; each entry here includes recommended mysteries for oracles who derive their powers from that type of entity.

Ahriman (Lord of the Divs): Reputed to be the creator of all divs—fiends risen from the spirits of evil genies—Ahriman is a cruel demigod who dwells in Abaddon, though he has been known to ravage the Material Plane in eons past. *Associated Mysteries:* Battle, Bones, Flame.

Archdevils: These nine fiends each rule one of the layers of Hell, with Asmodeus as their lord. More information on archdevils appears in *Pathfinder Campaign Setting: Princes of Darkness, Book of the Damned, Vol. 1*. *Associated Mysteries:* Bones, Flames.

Asura Ranas: Asura ranas are hideous fiends born from the gods' mistakes. These cruel demigods steal holy objects to deny pious worshipers access and to lead righteous heroes into slaughter. *Associated Mysteries:* Battle, Lore.

Demon Lords: The demon lords rule the twisted depths of the Abyss. More information on demon lords appears in *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*. *Associated Mysteries:* Battle, Flame.

The Eldest: The Eldest are powerful entities from the First World, the primal home of the fey. The Eldest are remote, seemingly with little interest in the affairs of lesser creatures. *Associated Mysteries:* Nature, Time, Wood.

Elemental Lords: The cruel rulers of the Elemental Planes are as impetuous as the elements over which they claim dominion. *Associated Mysteries:* Flame, Stone, Waves, Wind.

Empyrean Lords: The empyrean lords guide mortals along paths of justice and righteousness. More information on empyrean lords appears in *Pathfinder Campaign Setting: Chronicle of the Righteous*. *Associated Mysteries:* Battle, Heavens, Life.

The Four Horsemen: The Four Horsemen are the daemonic rulers of Abaddon, aided by unique daemons known as harbingers. More information on the Horsemen and the harbingers appears in *Pathfinder Campaign Setting: Horsemen of the Apocalypse, Book of the Damned, Vol. 3*. *Associated Mysteries:* Bones.

Kyton Demagogues: Kytons once inhabited Hell, but escaped millennia ago to the Shadow Plane. Kyton demagogues are the strongest of these, and use dark powers to weave entire cities out of their victims' remains and souls. *Associated Mysteries:* Bones, Metal.

Primal Inevitables: The axiomites crafted the first inevitables to serve as their war-machines. The few primal

inevitables that remain still battle chaos throughout the multiverse. *Associated Mysteries:* Lore, Metal, Time.

Protean Lords: The protean lords are unfathomable beings of pure chaos who reside in the Maelstrom, constantly reshaping reality to suit their capricious whims. *Associated Mysteries:* Flame, Stone, Waves, Wind.

Psychopomp Ushers: Psychopomp ushers are the most powerful of the outsiders who aid in guiding and sorting souls. They serve the Lady of Graves but pursue their own agendas as well. *Associated Mysteries:* Ancestor, Bones, Life.

Rakshasa Immortals: Though rakshasas abhor divine worship, the most powerful of them may still achieve divinity, becoming rakshasa immortals. *Associated Mysteries:* Ancestor, Lore, Nature.



OUTER GODS

The outer gods wield tremendous power, but their worship is kept secret, fervently guarded by members of the Old Cults who venerate them out of a desire for even a taste of eldritch power—though such power often comes at the cost of a sane mind. Many of these alien deities hail from the Dark Tapestry, a black and pitiless void that spirals in the space between the stars. The Outer Gods are beings of unfathomable power on par with a deity, and the Great Old Ones are their minions and servants—each a unique demigod who serves its own sinister agenda.

Azathoth (The Primal Chaos; Outer God): The “blind idiot god” roils in the vastness of space, surrounded by lesser gods that sing an insane song to him and trail in his chaotic wake. He is unaware of his worshipers, who injure themselves and each other in their ritualistic rampages.

Bokrug (The Water Lizard; Great Old One): Bokrug's faithful lurk in the Dimension of Dreams, implanting a kernel of their beliefs within the essence of dream-travelers. On waking, these dreamers are plagued by strange urges and dream-prompts that lead them into Bokrug's cult.

Cthulhu (The Dreamer in the Deep; Great Old One): Cthulhu's body may be imprisoned on a distant world, but his expansive mind touches others from across the span of a universe. His reclusive cultists believe that one day the stars will align and their terrible master will be freed.

Hastur (The King in Yellow; Great Old One): Hastur manifests when the light from the star on which his body is shackled shines on the surface of the world he visits. His avatar, the King in Yellow, brings the seeds of hideous transformation with him, turning those infected into faithful monstrous agents.

Mhar (The World Thunder; Great Old One): Mhar's cultists believe their god gestates within Golarion's crust, but that a time will come when earthquakes and volcanic eruptions will herald his birth and transform the world into an endless conflagration.

Nyarlathept (The Crawling Chaos; Outer God): In a thousand forms, The Crawling Chaos sows discord and despair on the mortal world. His followers disfigure their faces beyond repair and wear magical visages in public.

Orgesh (The Faceless God; Great Old One): Obscure even to scholars of the Old Cults, faceless Orgesh is a god of hunger. Its primary worshipers are the strange chardas of the Land of Black Blood, deep in the Darklands, yet small cults of the Faceless God persist in tiny corners of the world above.

Shub-Niggurath (The Black Goat of the Woods with a Thousand Young; Outer God): Countless twisted races and foul offspring claim parentage from grossly fertile Shub-Niggurath. Her faithful attempt to mate with creatures of incompatible physiologies as part of their worship.

Xhamen-Dor (The Inmost Blot; Great Old One): Xhamen-Dor's fungoid infestations thread through the world and prove impossible to eradicate. Druids and other tenders of the land often work to uncover and destroy The Inmost Blot's cults.

Yog-Sothoth (Lurker at the Threshold; Outer God): Yog-Sothoth may simply dwell within the Dark Tapestry, or it may itself be the Dark Tapestry. Its cultists call upon it to bless unborn children in the womb, who often then mutate into monstrous creatures.



FORGOTTEN DEITIES

Organized religions wax and wane over time, and as a deity's followers die out or become scattered, its presence on the mortal world likewise fades. It may still grant spells to its most faithful worshipers, though their power may decay as the god becomes irrelevant to the mortal world. Scholars speculate that some of these forgotten gods and goddesses move on to other worlds where they enjoy renewed worship, some retreat to reflect on their days of glory, and others command their scant worshipers to fervently spread their faith so that it may rise again.

Learning about a forgotten deity is generally not a straightforward task. Ancient ruins may hold some clues as to a forgotten deity's areas of influence, demesne, and followers. Crumbled temples conceal cryptic tablets, faded holy books, or even the preserved bodies of followers. Those forgotten gods whose existence is most completely documented are listed here.

Easivra: Easivra once enjoyed a large following millennia ago in the Mwangi Expanse. He represented the glory and power of the sun, the freedom of flight, and the fierceness of birds of prey. Legends tell that Easivra had a longstanding rivalry with the demon lord Vyriavaxus, and numerous artifacts dating from Easivra's heyday feature images of a bright bird of prey facing off against a ferocious dark bat.

Lissala: Lissala experienced the height of her power in Ancient Thassilon, where her followers were known for harming themselves in her name. Some of her temples still stand, though collapsed and filled with rubble. She appears as a six-winged serpentine creature with a women's torso and arms and a head shaped like the mysterious Sihedron Rune.

Lost Faiths of Sarkoris: Before Aroden's death and the destructive appearance of the Worldwound, Sarkoris stood as a proud nation in the north. Native Sarkorians worshiped many different gods; some of them were powerful major deities still known today, while others were local demigods, heroic figures, or outright myths. Most of the gods of the Sarkorians have been forgotten, but a few names still survive: Alglenweis, daughter of Kostchtchie; the Stag Mother of the Forest of Stones; and the dawn-feathered children of Sturovenen the Dragoneagle.

The Oinodaemon: In the heart of Abaddon, there is said to exist a singular daemonic entity whose power potentially exceeds that of even the Four Horsemen combined. The Oinodaemon goes by many names—the Bound Prince, the Fifth Horseman, and the First Daemon—but all are whispered for fear of awakening the shackled beast. It is

said only the Four Horsemen know of the Oinodaemon's location or whether the dread god-thing still exists.

Sun and Moon: The cyclopes of the ancient civilization of Ghol-Gan once worshiped the sun as their father-patron—the giver of warmth and life—and the moon as their mother-patron—a figure of fertility and community. When worship of corrupt and alien gods led to a violent new era in the giants' history, the Ghol-Gani abandoned their worship of the sun and moon gods. Some Ghol-Gan ruins still contain religious iconography revering the sun and moon, but most of these images have been violently defaced and replaced with inscriptions dedicated to the newer, dark gods of the fallen civilization.

Ydersius: Ydersius, the Headless King, is an ancient god once worshiped by the equally old serpentfolk. When the serpentfolk were all but destroyed in a war against the Azlanti, Ydersius went into hiding in the Darklands. A mighty hero decapitated Ydersius, but both halves of his body live on—desperate, some say, to be reunited and born anew.



DEAD DEITIES

Deities may perish at the hands of their fellow gods, by the will of extraordinarily powerful mortals, or through some unknowable force of the cosmos. The following are several of the gods and goddesses of the Inner Sea region who met their ultimate ends in some way.

Acavna: Acavna was an ancient Azlanti battle-goddess destroyed during Earthfall. Her holy symbol appears to have been a scimitar with a crescent moon for a blade, with the new moon cradled in the crescent's arms. Her faithful trained new warriors to lose themselves in the heat of battle while maintaining their combat prowess.

Amaznen: Amaznen enjoyed a strong following as an Azlanti god of magic and secret knowledge, and had a rivalry with Lissala because she demanded that her followers share their knowledge with one another. Amaznen is believed to have perished during Earthfall.

Aolar: Aolar, a demon lord known as the Lady of the Hunt, was known for using the corpses of the recently deceased to slay their own loved ones. When Aolar took possession of a Desnan priestess's body, Desna slew Aolar, and only the diplomatic interference of Calistria prevented a resulting planar war.

Arazni: A warrior-demigoddess and the herald of Aroden, Arazni was captured, tortured, and eventually killed by Tar-Baphon, the Whispering Tyrant. Her corpse was reanimated by the wizard-king Geb to serve as his Harlot Queen.

Aroden: The best known of the dead gods, Aroden was the god of innovation and history, a strong influence in the development of human culture, and the deity who raised the Isle of Kortos and the *Starstone*. The Starfall Doctrine prophecy predicted his manifestation on the mortal realm once again, but instead his worshipers were severed from his power and a series of cataclysmic storms marked the god's mysterious and abrupt death.

Azhia: All knowledge of Azhia has been lost to time, save her name. She hangs in the throne room of the archdevil Baalzebul, at once dead and alive, serving as an endless feast for the archdevil's cannibalistic hunger.

Curchanus: Once the patron god of travelers, wild beasts, and endurance, Curchanus was lured into a trap and slain by Lamashtu. Desna still mourns her friend and seeks for a way to release his trapped essence.

Former Horsemen: Charon is the sole Horseman to hold his title since its inception. Fallen Horsemen include Lytheria the Parasite Queen (Famine); Azulos the Corrupting, Drulaema the Fever Princess, and Yrsinius (Pestilence); and Roshmolem the Steel Weaver and Ortaro of the Ten Thousand Screams (War).

Ibdurengian: This demon lord amused himself by preying on the Azlanti who survived the destruction of their kingdom. Enraged, Aroden slew Ibdurengian and all his armies within the demon lord's own palace.

Ihys: In the beginning of time, Asmodeus and Ihys sprang into being. Ihys gifted mortals with free will and defended their right to choose their own destinies, despite Asmodeus's opposition. Eventually, Asmodeus betrayed and murdered Ihys.

Mharah: The demon lord Mharah slew her victims amid false evidence that forever tarnished their reputations, leaving their loved ones shocked and ashamed. She schemed to overthrow the demon lord Noctricula, who slew Mharah using her own tactics against her.

Peacock Spirit: Worshiped by spellcasters throughout the ancient empires of Azlant and Thassilon, the mysterious Peacock Spirit is said to have possessed both many forms and none. Never depicted as more than a single feather or an open eye, the Peacock Spirit's long-dead followers likely took the secret of their deity's demise with them to the grave.

