

PATHFINDER[®]

CAMPAIGN SETTING[™]



INNER SEA NPC CODEx

Character Index

Name	CR	Alignment	Race	Class	Suggested Location	Page
Absalom Wave Rider	3	NG	Gillman	Rogue 2/sorcerer 2	Absalom	3
Aldori swordlord	5	LN	Human	Fighter 5/Aldori swordlord 1	Brevoy	4
Anaphexia agent	11	NE	Human	Rogue 6/assassin 6	Ustalav	5
Arclord of Nex	14	N	Human	Wizard 10/Arclord of Nex 5	Nex	6
Aspis Consortium commander	13	LE	Human	Rogue 9/Aspis agent 4	Katapesh	8
Aspis Consortium spy	10	NE	Halfling	Bard 7/master spy 4	Andoran	9
Averaka giant slayer	7	CN	Half-orc	Ranger 8	Lands of the Linnorm Kings	10
Belkzen warchief	10	CE	Orc	Barbarian 11	Hold of Belkzen	11
Bleaching lunatic	3	CN	Gnome	Alchemist 4	Steaming Sea	12
Blue Warder	6	LN	Dwarf	Abjurer 7	Five Kings Mountains	13
Chelish opera singer	5	N	Human	Bard 6	Cheliox	14
Chernasardo sniper	3	CG	Human	Ranger 2/rogue 2	Nirmathas	15
Cyphermage	8	NG	Half-elf	Wizard 5/cyphermage 4	Varisia	16
Daggermark poisoner	7	LE	Gnome	Rogue 5/Daggermark poisoner 3	River Kingdoms	17
Devil's Perch rebel	4	CN	Strix	Witch 5	Cheliox	18
Drow matron	15	CE	Drow noble	Cleric of Noctacula 15	Darklands	19
Duergar slaver	2	LE	Duergar	Ranger 3	Darklands	20
Fierani demon hunter	11	CG	Elf	Ranger 12	Kyonin	21
First Guard of Absalom	1	LN	Human	Fighter 2	Absalom	22
Geb Blood Lord	18	LE	Human lich	Aristocrat 4/necromancer 13	Geb	23
God caller	4	N	Human	Summoner 5	Worldwound	24
Gray Gardener	7	NE	Human	Inquisitor of Norgorber 5/Gray Gardener 3	Galt	26
Gray Maiden	7	LE	Human	Fighter 8	Varisia	27
Harbinger disciple	3	CN	Human	Oracle 4	Absalom	28
Harrower	9	CG	Human	Bard 7/harrower 3	Varisia	29
Hellknight	10	LN	Human	Fighter 5/Hellknight 6	Cheliox	30
Hellknight armiger	2	LN	Half-orc	Fighter 3	Cheliox	31
Hellknight signifer	7	LE	Human	Sorcerer 6/Hellknight signifer 2	Cheliox	32
Kitharodian Academy performer	2	CN	Human	Bard 3	Taldor	33
Knight of Ozem	7	LG	Human	Paladin 5/Knight of Ozem 3	Lastwall	34
Magaambyan arcanist	10	NG	Human	Wizard 5/Magaambyan arcanist 6	Mwangi Expanse	35
Mammoth rider	14	CN	Human	Barbarian 3/druid 6/mammoth rider 6	Realm of the Mammoth Lords	36
Molthuni commander	6	LN	Human	Aristocrat 2/cavalier 5	Molthune	38
Mushfens cabalist	8	NE	Changeling	Witch 9	Varisia	39
Numerian ascetic	13	LN	Android	Monk 14	Numeria	40
Old Ones cultist	9	CE	Human	Oracle 10	Osirion	41
Pathfinder chronicler	9	CG	Halfling	Bard 5/Pathfinder chronicler 5	Any	42
Pathfinder venture-captain	13	N	Human	Sorcerer 11/loremaster 3	Absalom	43
Prophet of Kalistrade	12	LN	Human	Aristocrat 5/Prophet of Kalistrade 8	Druma	44
Pure Legionnaire	6	LN	Human	Ranger 7	Rahadoum	45
Razmiran priest	9	LE	Human	Sorcerer 6/Razmiran priest 4	Razmiran	46
Red Mantis assassin	13	LE	Half-elf	Rogue 7/Red Mantis assassin 7	Mediogalti Island	47
Red Mantis initiate	3	LE	Human	Ranger 4	Mediogalti Island	48
Sczarni thief	2	CN	Human	Rogue 3	Varisia	49
Shieldmarshal	8	LN	Human	Gunslinger 5/shieldmarshal 4	Alkenstar	50
Shoanti burn rider	4	CN	Human	Barbarian 5	Varisia	51
Silent Enforcer	5	LE	Human	Monk 6	Nidal	52
Sister of the Golden Erinyes	10	LE	Human	Monk 11	Isger	53
Skinsaw cultist	2	NE	Human	Cleric of Norgorber 3	Cheliox	54
Sleepless detective	9	N	Human	Alchemist 5/Sleepless detective 5	Ustalav	55
Sodden scavenger	4	CN	Human	Fighter 2/rogue 3	Sodden Lands	56
Throne agent	7	LE	Human	Magus 8	Cheliox	57
Usaro rebel	6	NE	Charau-ka	Druid 5	Mwangi Expanse	58
Usij cabalist	4	NE	Human	Cleric of Ahriman 5	Thuvia	59
Uskwood druid	10	NE	Elf	Druid 11	Nidal	60



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Table of Contents

A World of Characters 2

This introduction to the book provides not only an overview of the contents within, but also a few notes on the appendix included later in the book, as well as additional sources for GMs to check out for more ready-to-run NPCs.

NPCs 3

This section presents 56 nonplayer characters from the Inner Sea region, from the Absalom Wave Rider to the Uskwood druid. For a full listing of the characters in this section, see the inside front cover.

Appendix: Special Abilities 62

To accommodate the sheer number of NPCs in this book, some abilities from non-core sources have been reprinted in this handy appendix, which is designed to give GMs everything they need to run the characters in this volume without needing to reference their entire library of Pathfinder campaign setting sourcebooks.

Reference

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Inner Sea Primer</i>	ISP
<i>Bestiary</i>	B1	<i>The Inner Sea World Guide</i>	ISWG
<i>Bestiary 2</i>	B2	<i>Paths of Prestige</i>	POP
<i>Gnomes of Golarion</i>	GNOG	<i>Ultimate Combat</i>	UC
<i>Inner Sea Bestiary</i>	ISB	<i>Ultimate Equipment</i>	UE
<i>Inner Sea Magic</i>	ISM	<i>Ultimate Magic</i>	UM

On the Cover



You never know what colorful characters you'll encounter in the local tavern, as seen in this illustration by Jason Engle.



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A WORLD OF CHARACTERS

No campaign setting is complete without a wide array of unique characters that set it apart from other fantasy settings. In the case of Golarion, organizations such as the cultish Red Mantis, the law-bound Hellknights, or the avaricious Prophets of Kalistrade define the world as much as the monsters that inhabit its wilds and the history that laid the foundation for the current era. The last thing many GMs have time for, however, is generating NPCs to flavor the world as their players make new friends or enemies or teleport to an unexpected location. This book sets out to remedy that.

Presented in the following pages are 56 nonplayer characters from the Inner Sea region of Golarion, each with a complete stat block as well as background information on the organization or region that gives the NPC her or his unique flair. Such characters can serve sample members of their respective organizations or as standalone NPCs with whom your campaign's player characters can clash swords or clink mugs of ale.

Special Abilities

Many of the characters in this book utilize rules content unique to the Pathfinder campaign setting that is not included in the setting-neutral Pathfinder Reference Document available at paizo.com/prd. These rules come from Pathfinder Campaign Setting volumes such as *The Inner Sea World Guide*, *Inner Sea Bestiary*, *Paths of Prestige*, and *Inner Sea Magic*, as well as from books from other product lines, such as *Pathfinder Player Companion: Inner Sea Primer*. Rather than expecting GMs to have these sourcebooks at the game table in order to be able to use the stat blocks presented here, all of the information needed to run these characters has been reprinted in this book. In most cases, this information is included in the Special Abilities section of the stat blocks, but in some cases, the special abilities have been reprinted in the appendix on pages 62–63. Whenever an ability is reprinted in the appendix, it is marked with an asterisk (*) in the associated stat block. Sources for races, classes, archetypes, and prestige classes from sources other than the *Pathfinder RPG Core Rulebook* are denoted at the end of the stat block in the Sources section.

More NPC Resources

In addition to the dozens of NPCs presented in this book, you may also consider the following Pathfinder RPG supplements to round out your stable of ready-to-use characters.

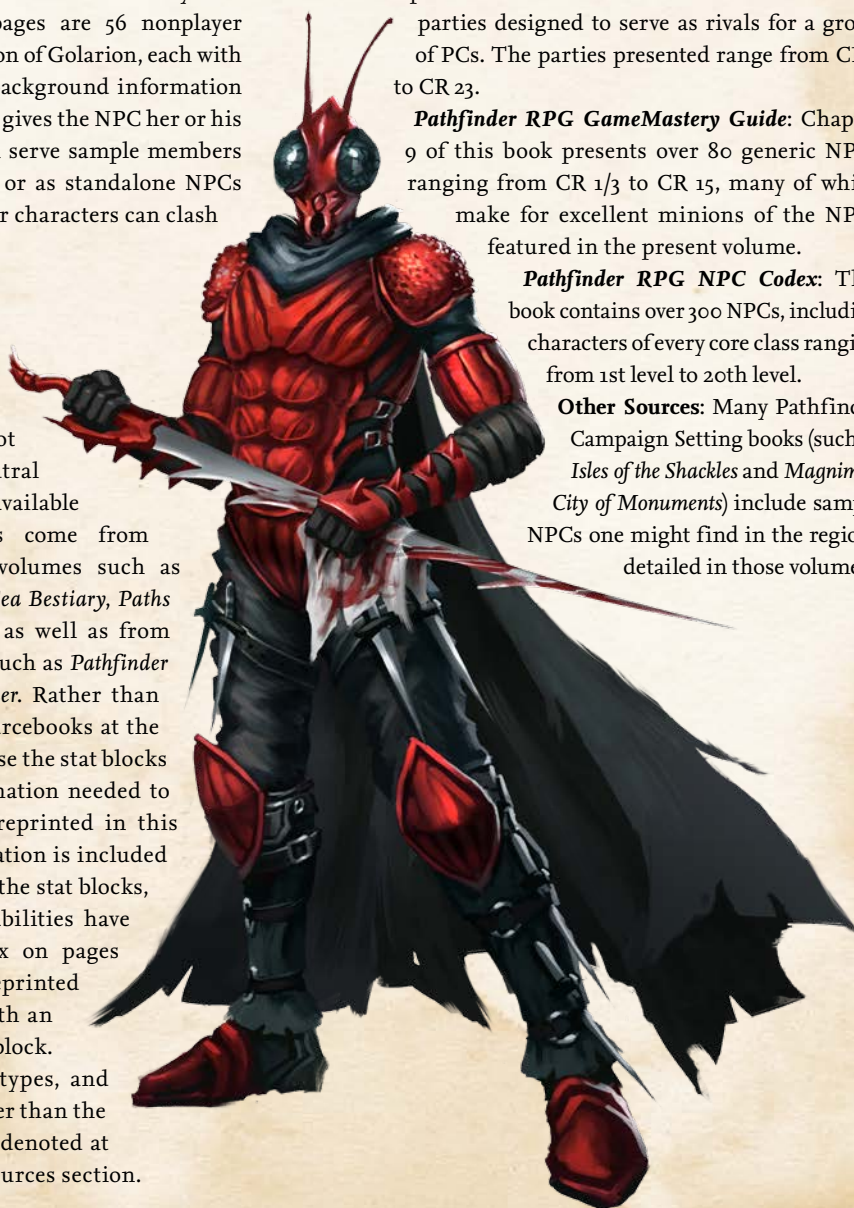
Pathfinder Campaign Setting: NPC Guide: Generally utilizing content exclusively from the *Core Rulebook* and ranging from CR 1/2 to CR 9, the NPCs in this book are organized geographically.

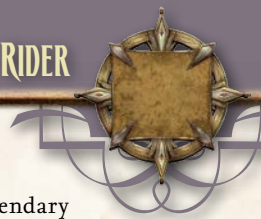
Pathfinder Campaign Setting: Rival Guide: This book presents 10 distinct four-member adventuring parties designed to serve as rivals for a group of PCs. The parties presented range from CR 7 to CR 23.

Pathfinder RPG GameMastery Guide: Chapter 9 of this book presents over 80 generic NPCs ranging from CR 1/3 to CR 15, many of which make for excellent minions of the NPCs featured in the present volume.

Pathfinder RPG NPC Codex: This book contains over 300 NPCs, including characters of every core class ranging from 1st level to 20th level.

Other Sources: Many Pathfinder Campaign Setting books (such as *Isles of the Shackles* and *Magnimar, City of Monuments*) include sample NPCs one might find in the regions detailed in those volumes.





ABSALOM WAVE RIDER	CR 3
GILLMAN ROGUE 2	XP
SORCERER 2	800
Medium humanoid (aquatic)	NG

Init +2; **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 21 (4 HD; 2d8+2d6+2)

Fort +1, **Ref** +6, **Will** +3; +2 vs. enchantment

Defensive Abilities enchantment resistance, evasion

Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee spear +4 (1d8+2/×3) or
dagger +4 (1d4+2/19–20)

Ranged mwk underwater light crossbow +5 (1d8/19–20)

Special Attacks sneak attack +1d6

Bloodline Spell-Like Abilities (CL 2nd; concentration +5)
6/day—dehydrating touch

Sorcerer Spells Known (CL 2nd; concentration +5)

1st (5/day)—*hydraulic push*^{APG}, *mage armor*

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *ray of frost*,
read magic

Bloodline aquatic^{APG}

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +2; **CMB** +4; **CMD** 16

Feats Eschew Materials, Mounted Archery, Mounted Combat,
Skill Focus (Ride)

Skills Acrobatics +7, Climb +6, Handle Animal +5, Intimidate +8,
Knowledge (arcana) +6, Knowledge (local) +6, Perception +6,
Ride +9, Spellcraft +6, Stealth +6, Swim +15

Languages Aboleth, Aquan, Common

SQ amphibious, bloodline arcana (+1 caster level on water
spells and summoned creatures with a swim speed or the
aquatic or water subtype gain a +1 morale bonus on attack
and damage rolls), trapfinding +1

Combat Gear *oils of magic weapon* (2), *potion of cat's grace*,
potions of cure light wounds (2), *scroll of whispering wind*;

Other Gear dagger, mwk underwater light crossbow^{UE}
with 20 bolts, spear, *cloak of resistance* +1, grappling
hook, hippocampus (combat trained) with exotic
military saddle, silk rope (50 ft.), waterskin,
12 gp

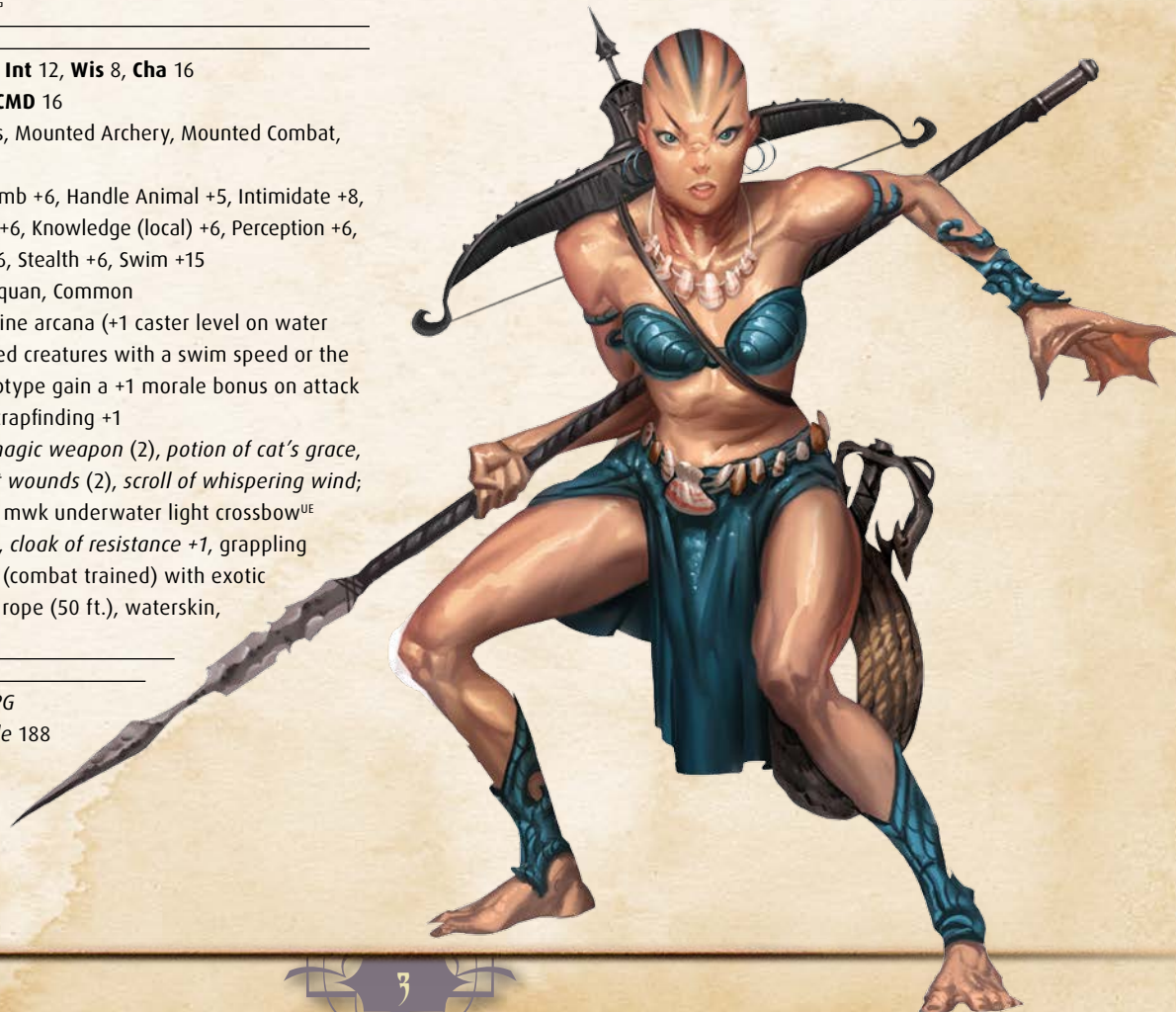
SOURCES

Gillman: *Pathfinder RPG*

Advanced Race Guide 188

The knights of Absalom's Wave Riders are legendary in naval circles across the Inner Sea region. Trained to ride hippocampus mounts by the gillmen of Escadar on the Isle of Erran, the knights move swiftly and work in small groups to patrol Absalom's harbor and surrounding waters. The Wave Riders defend local ships from monsters that are summoned by enemies or that rise from the depths of their own accord, and use their speed and maneuverability to observe and occasionally harass enemy ships. Though they lack a heavy cavalry's capabilities, Wave Riders are adept at approaching smaller ships and boarding before the lookouts even know they are there. Usually, only those who would harm Absalom by way of the sea need fear the Wave Riders, but they also aren't above assisting with anti-smuggling raids from time to time.

Many of Escadar's gillmen serve in the sea cavalry. Though the Wave Riders value the gillmen's natural abilities, some in Absalom question the wisdom of trusting the Low Azlanti, pointing to their worship of the inhuman idols found among Escadar's ruins and rumors that they serve aboleth masters. No nefarious plot has yet surfaced, however. Statistics for hippocampi can be found on page 155 of *Pathfinder RPG Bestiary* 2.





ALDORI SWORDLORD	CR 5
HUMAN FIGHTER (ALDORI SWORDLORD) 5	XP 1,600
ALDORI SWORDLORD 1	
Medium humanoid (human)	LN

Init +5; **Senses** Perception +0

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)
hp 54 (6d10+17)

Fort +7, **Ref** +6, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1, defensive parry

OFFENSE

Speed 30 ft.

Melee +1 Aldori dueling sword +11/+6 (1d8+6/19-20)

Ranged dagger +9 (1d4+1/19-20)



Special Attacks disarming strike

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +7 (+9 disarm); **CMD** 20 (22 vs. disarm)

Feats Aldori Dueling Mastery^{ISWG}, Combat Expertise, Dazzling Display, Exotic Weapon Proficiency (Aldori dueling sword), Improved Disarm, Weapon Finesse, Weapon Focus (Aldori dueling sword), Weapon Specialization (Aldori dueling sword)

Skills Acrobatics +11, Bluff +7, Diplomacy +7, Intimidate +7, Knowledge (nobility) +10, Sense Motive +8

Languages Common, Hallit, Orc

SQ deft strike

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 studded leather, +1 Aldori dueling sword^{ISWG}, dagger, *cloak of resistance* +1, cold weather outfit, 45 gp

SPECIAL ABILITIES

Aldori Dueling Mastery The Aldori swordlord gains a +2 bonus on Initiative checks whenever she starts combat with an Aldori dueling sword in her hand. As long as she wields only a single Aldori dueling sword in one hand, she gains a +2 shield bonus to AC; if she wields the sword in two hands, this bonus decreases to +1. (See page 284 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.)

Defensive Parry (Ex) When the Aldori swordlord makes a full attack with an Aldori dueling sword, she gains a +1 bonus to AC against melee attacks until the beginning of her next turn.

Deft Strike (Ex) The Aldori swordlord can add her Dexterity bonus on damage rolls made with an Aldori dueling sword instead of using her Strength bonus. This bonus on damage applies whether she is wielding an Aldori dueling sword one-handed or two-handed, though she does not apply 1-1/2 times her Dexterity bonus on damage rolls while fighting two-handed. She cannot use this ability if she is wielding a shield or an off-hand weapon, including armor spikes, unarmed strikes, or natural weapons.

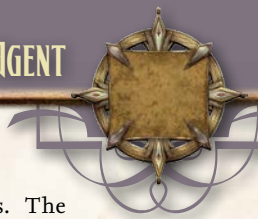
Disarming Strike (Ex) When the Aldori swordlord successfully disarms an opponent using an Aldori dueling sword, she also deals normal damage to the target, but without the normal Strength (or Dexterity) bonus to damage.

SOURCES

Aldori Swordlord (archetype) *Pathfinder Player Companion: Inner Sea Primer* 24; **Aldori Swordlord (prestige class)** *Pathfinder Campaign Setting: Paths of Prestige* 4

Proud and stern, Aldori swordlords represent the pinnacle of Brevoy's sword-dueling culture. Swordlords dedicate their lives to mastering a single blade and using it to defeat any with the courage to openly oppose them. Their pride and determination to constantly challenge themselves makes them ever-eager to prove the superiority of their fighting style, which often sets them at odds with others.





ANAPHEXIA AGENT	CR 11
HUMAN ROGUE 6	XP
ASSASSIN 6	1,600
Medium humanoid (human)	NE

Init +8; **Senses** Perception +15

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +4 Dex, +1 dodge)

hp 93 (12d8+36)

Fort +9, **Ref** +14, **Will** +6; +3 vs. poison

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +13/+8 (1d6+3/19–20 plus poison)

Ranged dagger +12 (1d4+2/19–20 plus poison)

Special Attacks death attack (DC 17), quiet death, sneak attack +6d6, swift death 1/day, true death (DC 21)

STATISTICS

Str 14, **Dex** 18, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 26

Feats Combat Expertise, Deceitful, Dodge, Greater Feint, Improved Feint, Improved Initiative, Weapon Finesse

Skills Acrobatics +18, Bluff +18, Craft (traps) +14, Disable Device +18, Disguise +18, Intimidate +14, Knowledge (history) +9, Perception +15, Stealth +18

Languages Common, Varisian (cannot speak)

SQ hidden weapons, improved uncanny dodge, poison use, rogue talents (bleeding attack, slow reactions, surprise attack), trap sense +2, trapfinding +3

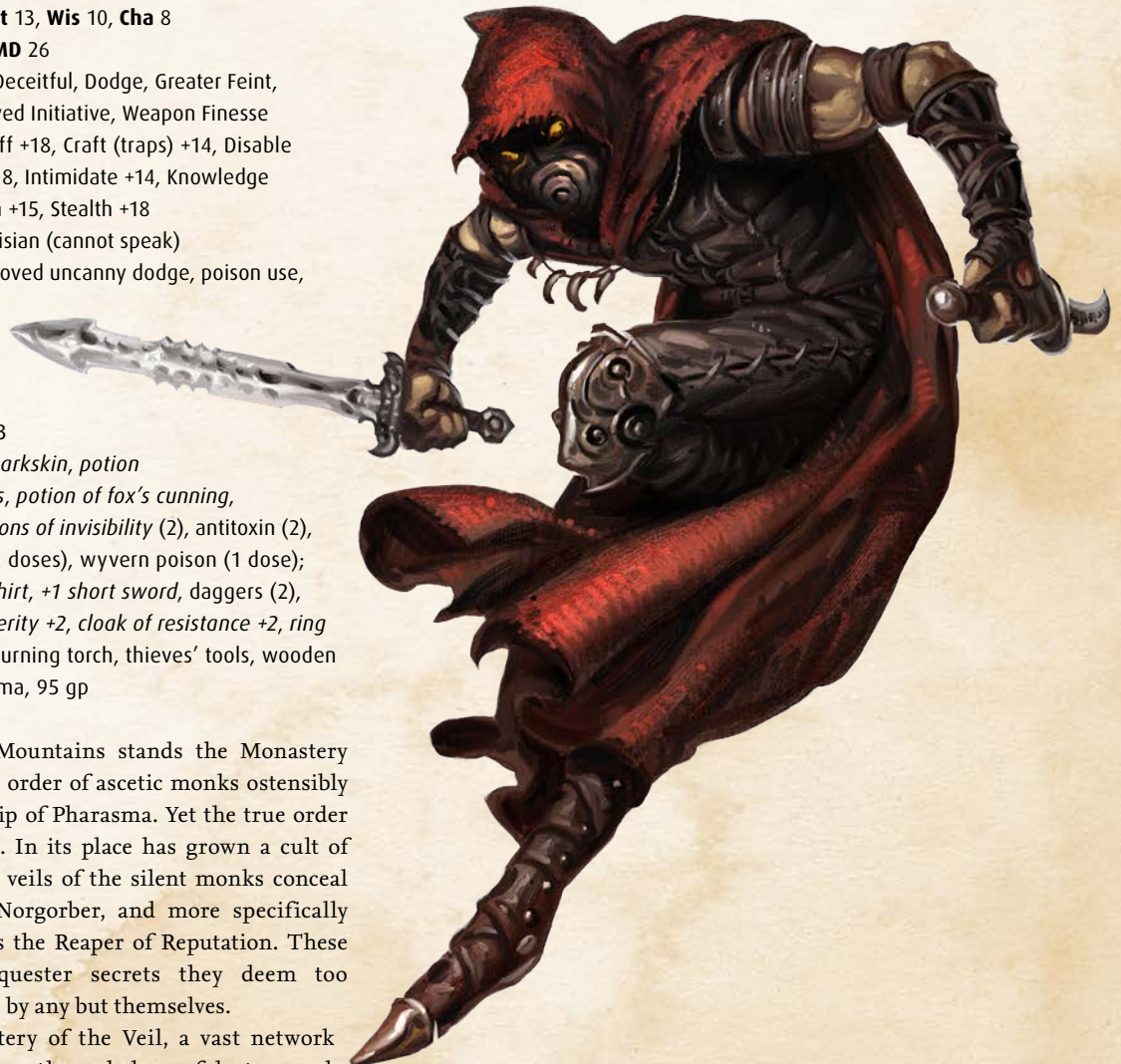
Combat Gear *potion of barkskin*, *potion of cure serious wounds*, *potion of fox's cunning*, *potion of heroism*, *potions of invisibility* (2), *antitoxin* (2), *purple worm poison* (2 doses), *wyvern poison* (1 dose); **Other Gear** +1 *chain shirt*, +1 *short sword*, *daggers* (2), *belt of incredible dexterity* +2, *cloak of resistance* +2, *ring of protection* +1, *everburning torch*, *thieves' tools*, *wooden holy symbol of Pharasma*, 95 gp

In Ustalav's Hungry Mountains stands the Monastery of the Veil, home to an order of ascetic monks ostensibly dedicated to the worship of Pharasma. Yet the true order died out centuries ago. In its place has grown a cult of secrets. The cowls and veils of the silent monks conceal assassin followers of Norgorber, and more specifically of his aspect known as the Reaper of Reputation. These Anaphexia agents sequester secrets they deem too dangerous to be known by any but themselves.

Beneath the Monastery of the Veil, a vast network of catacombs holds countless shelves of lost gospels,

scandalous memoirs, and uncensored histories. The assassins of this order guard this knowledge zealously—and awareness of the existence of the Anaphexia ranks among the order's most protected secrets.

Each Anaphexia agent sacrifices his own tongue before leaving the monastery, leaving him mute lest he inadvertently let slip a secret while on a mission or while conducting routine business under the guise of being a Pharasmin priest. Upon an assassin's successful return to the monastery, high-ranking members of the order use *regeneration* to restore the cultist's tongue so he can report on his mission; the rare assassin who returns to the Monastery of the Veil empty-handed is left a mute as punishment for failing his god. Bishop Yasmardin Senir, leader of the order, is the only cultist who retains his tongue outside the walls of the monastery.





ARCLORD OF NEX	CR 14
HUMAN WIZARD 10	XP
ARCLORD OF NEX 5	38,400
Medium humanoid (human)	N

Init +0; **Senses** Perception +24

DEFENSE

AC 14, touch 12, flat-footed 14 (+2 deflection, +2 natural)

hp 109 (15d6+55)

Fort +10, **Ref** +8, **Will** +15

Defensive Abilities protective ward

OFFENSE

Speed 30 ft.

Melee *staff of fire* +6/+1 (1d6-1)

Special Attacks artificer's touch, hand of the apprentice (10/day), metamagic mastery (2/day)

Wizard Spells Prepared (CL 15th; concentration +22)

8th—*mind blank*

7th—*greater scrying* (DC 24), *limited wish*, *spell turning*

6th—*widened black tentacles*, *disintegrate* (DC 23), *greater dispel magic*, *repulsion* (DC 23),

5th—*dismissal* (DC 22), *feeblemind* (DC 22), *overland flight*, *teleport*, *wall of stone*

4th—*extended black tentacles*, *confusion* (DC 21), *dimension door*, *greater invisibility*, *phantasmal killer* (DC 21)

3rd—*clairaudience/clairvoyance*, *dispel magic*, *halt undead* (DC 20), *slow* (DC 20), *extended stinking cloud*, *suggestion* (DC 20)

2nd—*detect thoughts* (DC 19), *extended glitterdust*, *protection from arrows*, *resist energy*, *scorching ray*, *whispering wind*

1st—*charm person* (DC 18), *comprehend languages*, *disguise self*, *extended mage armor*, *magic missile*, *protection from evil*

0 (at will)—*detect magic*, *light*, *message*, *prestidigitation*

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 24, **Wis** 14, **Cha** 13

Base Atk +7; **CMB** +6; **CMD** 18

Feats Alertness, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Extend Spell, Eye of the Arclord^{ISWG}, Persuasive, Quicken Spell, Scribe Scroll, Spell Focus (conjunction), Toughness, Widen Spell

Skills Appraise +15, Diplomacy +23, Fly +8, Intimidate +10, Knowledge (arcana) +25, Knowledge (dungeoneering, geography, history, local, nature, nobility, religion) +15, Knowledge (engineering, planes) +20, Linguistics +16, Perception +24, Sense Motive +24, Spellcraft +25

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Elven, Gnome, Ignan, Infernal, Kelish, Osiriani, Terran

SQ arcane architect, arcane bond (staff), improved third eye, mystic pedagogue, scholiast

Combat Gear *potion of cure serious wounds*, *scroll of haste*, *scroll of major image*, *scroll of stonewall*, *scroll of tongues*, *wand of alarm* (35 charges); **Other Gear** *amulet of natural*

armor +2, *belt of mighty constitution* +2, *cloak of resistance* +3, *headband of vast intelligence* +4, *pearl of power* (3rd), *ring of protection* +2, *staff of fire*, spell component pouch, spellbooks (3; contain all 0-level spells and all prepared spells as well as the following: 8th—*mass charm monster*; 7th—*simulacrum*, *summon monster VII*; 6th—*acid fog*, *veil*, *wall of iron*; 5th—*contact other plane*; 4th—*solid fog*; 1st—*burning hands*, *feather fall*, *grease*, *shield*), diamonds worth 1,500 gp (2), 455 gp

SPECIAL ABILITIES

Arcane Architect (Ex) The Arclord of Nex can create constructs with the Craft Construct feat in only half the time it would normally take. In addition, she can apply the Extend Spell and/or Widen Spell metamagic feats to conjuration (creation) spells she prepares, even if she doesn't possess those feats. If she does possess them, the level increase for applying Extend Spell to a conjuration (creation) spell is eliminated, and the level increase for applying Widen Spell to a conjuration (creation) spell is reduced to 2.

Artificer's Touch (Sp) The Arclord of Nex can expend one use of her hand of the apprentice ability to use the Artifice domain's artificer's touch power as a 15th-level cleric.

Improved Third Eye (Su) Four times per day as a move action, the Arclord of Nex can open an incandescent third eye upon her forehead for 1 minute, during which time she casts all divination spells at +1 caster level, gains darkvision 60 feet, and can use *detect magic* at will. While the eye is open, she also gains a +8 bonus on Perception checks to notice invisible creatures and can use the aid another action to grant an adjacent wizard a +1 bonus to his caster level and a +2 circumstance bonus on concentration checks for the next wizard spell he casts before the beginning of the Arclord's next turn. If the Arclord expends two uses of her hand of the apprentice ability, she can add the effect of *arcane sight* or *see invisibility* to the benefits of her third eye for 1 minute (or until the duration of the third eye ends, whichever is sooner). She can add both effects by spending four uses of hand of the apprentice.

Mystic Pedagogue (Ex) The Arclord of Nex adds a bonus equal to 1/2 her class level on Spellcraft checks to learn a wizard spell or craft a magical item.

Scholiast (Sp) The Arclord of Nex can use the protective ward abjuration school ability as a 15th-level wizard by expending two uses of her hand of the apprentice ability.

SOURCES

Arclord of Nex *Pathfinder Campaign Setting: Paths of Prestige* 6

Claiming to be descended from the wizard Nex's household servants, the Arclords see it as their solemn duty to further the archmage's goals in his absence. Over time, the exact details of these goals have evolved as Arclords have uncovered and analyzed additional texts penned by Nex, though more often than not they jealously guard these documents, making it difficult for outsiders to determine





whether members of the secretive society of mages are staying true to their cause or subtly manipulating their findings for their own inscrutable purposes.

Among the most famous techniques of the Arclords is their ability to open a third eye upon the forehead. Intense willpower is required to keep this eye open. Few can maintain the eye for more than a few minutes, yet in that time even a basic practitioner can sense the presence and flow of magic as no other. Especially talented Arclords can analyze enchantments almost instantly and even see through the most convincing illusions while benefiting from this magical sight.

Although divinations give the Arclords an edge, the tool that most makes them a force to be reckoned with is their magical constructs. Oenopion in particular specializes in the construction of golems, and the Arclords from this Nexian city are among the most capable eldritch smiths, even among their counterparts from other parts of Nex. An Arclord is rarely without at least one construct bodyguard or assistant, and even a lone Arclord often has the means to instantly summon one or more golems to her side at the slightest sign of a threat.

The highest concentration of Arclords in the Inner Sea is in Nex, where the organization reigned supreme for several centuries during the Age of Enthronement. Their decision to resume hostilities with Geb eventually led to their exile to the island of Jalmeray, and though the Arclords ruled there for several more centuries, the rajahs of Vudra destroyed all but a handful of the stubborn mages with an army of genies, angry at the Arclords' trespassing. The only other land the Arclords made a concerted effort to insinuate themselves into, following their exodus from Jalmeray, was Absalom, where they established the famous Arcanamirium, a school of magic. The Arclords launched a failed campaign to conquer the island metropolis using the school as their base of power, and relics of their assault likely still lie buried among the siege fortresses outside of Absalom.

Perhaps in response to their failures in executing large, sweeping changes, most Arclords now pursue a more subtle agenda of integrating arcane magic directly into the cities and cultures of the Inner Sea, thus building a growing dependence upon their services,

research, and insights. As a result, they consider courtly skills of diplomacy, etiquette, and composure second in importance only to their magical studies; these earn them influence they could never maintain through direct force.

Even so, the Arclords crave the influence and power to accomplish several key goals. First, they long to regain their control over the Nex, and thereby gain uncontested access to its resources instead of having to negotiate with the Council of Three and Nine. With such means at their disposal, they might finally eradicate the country of Geb and its namesake necromancer—a task they are certain Nex himself would appreciate. Finally, the Arclords publicly express an interest in finding the wizard Nex and restoring him to power. This claim is bandied about only to reinforce the Arclords' political mandate and power, however, as doing so would certainly rob the Arclords of their autonomy, among other unforeseeable consequences.





ASPIS CONSORTIUM COMMANDER	CR 13
HUMAN ROGUE 9	XP
ASPIS AGENT 4	25,600
Medium humanoid (human)	LE

Init +5; **Senses** Perception +15

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +5 Dex)

hp 110 (13d8+48)

Fort +8, **Ref** +15, **Will** +7

Defensive Abilities evasion, improved uncanny dodge, trap sense +5

OFFENSE

Speed 30 ft.

Melee +1 rapier +15/+10 (1d6+1/18-20), mwk whip +16/+11 (1d3 nonlethal)

Ranged mwk light crossbow +15 (1d8/19-20)

Special Attacks sneak attack +6d6

Rogue Spell-Like Abilities (CL 9th, concentration +10)
3/day—*detect magic*

STATISTICS

Str 10, **Dex** 20, **Con** 14,

Int 13, **Wis** 8, **Cha** 14

Base Atk +9; **CMB** +9 (+13 disarm); **CMD** 25 (27 vs. disarm)

Feats Combat Expertise, Dazzling Display, Exotic Weapon Proficiency (whip), Greater Disarm, Improved Disarm, Iron Will, Skill Focus (Intimidate), Toughness, Weapon Finesse, Weapon Focus (whip)

Skills Acrobatics +21, Appraise +14, Bluff +15, Climb +10, Craft (traps) +10, Diplomacy +11, Disable Device +21, Intimidate +24, Knowledge (arcana) +5, Knowledge (history) +12, Knowledge (local) +5, Perception +15, Sense Motive +7, Sleight of Hand +11, Stealth +13

Languages Common, Polyglot

SQ agency secrets (bonus feat, shrunken smuggle), ambush trap, mask alignment, rogue talents (finesse rogue, minor magic, quick disable, trap spotter), trapfinding +6

Combat Gear feather token (whip), *potion of barkskin* +3, *potion of cure serious wounds*, *potion of fly*; **Other Gear** +1 mithral chain shirt, +1 rapier, mwk light crossbow with 20 bolts, mwk whip, *belt of incredible dexterity* +2,

cloak of resistance +2, *figurine of wondrous power* (silver raven), *handy haversack*, *ring of feather falling*, *ring of protection* +1, everburning torch, sunrods (2), mwk thieves' tools, silver Aspis Consortium badge (worth 25 gp), pearls (4, worth 100 gp each), 553 gp

SPECIAL ABILITIES

Ambush Trap (Ex) The Aspis Consortium commander can specially rig a mechanical trap he has either crafted or bypassed by exceeding its Disable Device DC by 10. This trap can then be triggered by the Aspis Consortium commander as a move action as long as he is adjacent to the trap. He adds his trap sense bonus (+5) to the trap's Perception DC and the trap's attack rolls, and adds his sneak attack damage (+6d6) to the trap's damage if the target is flat-footed or otherwise denied its Dexterity bonus to AC.

Mask Alignment (Su) As a standard action, the Aspis Consortium commander can alter his alignment aura to deceive effects that detect alignment. He may choose to be detected as any specific alignment of his choice or as no alignment. This affects only alignment detection, not effects that cause harm or that are otherwise based on alignment. This effect lasts until the Aspis Consortium commander dismisses it or until he changes his alignment aura again.

Shrunken Smuggle (Sp) The Aspis Consortium commander can use *shrink item* once per day as a 4th-level caster. While an item is shrunk in this way, it is also affected as *nondetection*. This effect ends when the item returns to its proper size.

SOURCES

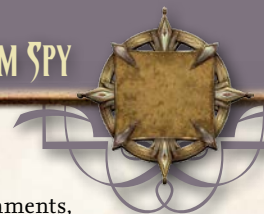
Aspis Agent *Pathfinder Campaign Setting: Paths of Prestige* 8



These agents of the Aspis Consortium typically hold silver rank within that organization.

Many coordinate field operations for the Aspis Consortium, managing lower-level minions such as bronze agents and mercenaries. Some, however, act as regional overseers instead, guiding a network of small, local Aspis contingents. Aspis Consortium commanders exercise considerable autonomy in the execution of their tasks, but by the same token, they bear the brunt of the responsibility for their subordinates' failures.





ASPIS CONSORTIUM SPY	CR 10
HALFLING BARD 7	XP
MASTER SPY 4	9,600
Small humanoid (halfling)	NE

Init +4; **Senses** Perception +16

DEFENSE

AC 22, touch 17, flat-footed 17 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +1 size)

hp 75 (11d8+22)

Fort +5, **Ref** +12, **Will** +10; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 25 ft.

Melee +1 *dagger* +14/+9 (1d3-1/19-20)

Ranged +1 *dagger* +14 (1d3-1/19-20)

Special Attacks bardic performance 19 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), sneak attack +2d6

Bard Spells Known (CL 7th; concentration +10)

3rd (2/day)—*clairaudience/clairvoyance*, *glibness*

2nd (4/day)—*detect thoughts* (DC 15), *invisibility*, *locate object*, *silence* (DC 15)

1st (5/day)—*charm person* (DC 14), *comprehend languages*, *detect secret doors*, *disguise self*, *erase*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *mage hand*, *open/close*, *read magic*

STATISTICS

Str 6, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +8; **CMB** +5; **CMD** 21

Feats Deceitful, Dodge, Fleet, Iron Will, Toughness, Weapon Finesse

Skills Acrobatics +14, Bluff +25, Climb +0, Disguise +25, Knowledge (local) +13, Knowledge (nobility) +14, Linguistics +8, Perception +16, Perform (act) +17, Perform (dance) +10, Sense Motive +18, Sleight of Hand +13, Stealth +22

Languages Common, Elven, Halfling, Kelish, Osiriani, Tien, Varisian

SQ bardic knowledge +3, glib lie, lore master

1/day, mask alignment, master of disguise, quick change, versatile performance (act, dance)

Combat Gear *potion of cure serious wounds*, *potion of gaseous form*, *scroll of cat's grace*, *scroll of silence*;

Other Gear +1 mithral glimmered chain shirt, +1 dagger, dust of tracelessness, ring of protection +1, slippers of spider climbing, disguise kit, mwk thieves' tools, 98 gp

SOURCE

Master Spy *Pathfinder RPG Advanced Player's Guide* 270

Information confers advantage, and advantage confers profit. To maintain its advantage over competitors in trade and exploration, the Aspis Consortium makes use of spies

cleverly placed in influential businesses, governments, and households. A given spy's assignment may be a deep-cover role lasting for years, or may last for just a few critical days or even hours. Some spies maintain only a single cover identity. Others make use of several in a single day.

The paramount responsibility of Aspis Consortium spies is to escape notice, so they favor innocuous personas such as household servants. Aspis spies stay vigilant at all times for tidbits of valuable information, and what they can't overhear, they steal. Information is typically passed on through coded drops at prearranged locations to maintain cover. Many spies go for months or years between meetings with their handlers.

A secondary task for spies is sabotage. The right poison in a meal can leave the competition incapacitated on the eve of a momentous expedition, and critical items can be damaged or misplaced. Aspis Consortium spies also arrange for false information to fall into enemies' hands, manipulating their rivals into expensive and time-consuming errors.





AVERAKA GIANT SLAYER	CR 7
HALF-ORC RANGER 8	XP 3,200
Medium humanoid (human, orc)	CN

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 13, flat-footed 18 (+7 armor, +1 deflection, +2 Dex)

hp 80 (8d10+32)

Fort +9, **Ref** +9, **Will** +4

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk falchion +13/+8 (2d4+6/18-20) or
longspear +12/+7 (1d8+6/×3)

Ranged mwk composite longbow
+11/+6 (1d8+4/×3)

Special Attacks favored enemy
(giants +4, humans +2)

Ranger Spells Prepared (CL 5th;
concentration +6)
2nd—*barkskin*
1st—*entangle* (DC 12), *longstrider*

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 25

Feats Deadly Aim, Endurance, Improved
Precise Shot, Point-Blank Shot, Precise
Shot, Rapid Shot, Toughness

Skills Climb +10, Heal +5,
Intimidate +6,
Knowledge
(geography) +8,
Knowledge (nature) +11,
Perception +12, Ride +3,
Stealth +10, Survival +12,
Swim +5

Languages Common, Orc

SQ favored terrain (cold +4,
mountain +2), hunter's
bond (companions), orc
blood, swift tracker, track +4,
weapon familiarity, wild
empathy +7, woodland stride

Combat Gear +1 *flaming
arrows* (4), +1 *giant-bane
arrows* (5), *scroll of cure
moderate wounds*, *scroll
of resist energy*, acid (2),
alchemist's fire (2); **Other
Gear** +1 *breastplate*,
longspear, mwk composite
longbow with 30 arrows,

mwk falchion, *cloak of resistance +1*, *ring of protection +1*,
mistletoe, spell component pouch, 58 gp

On the isle of Flintyreach amid the Ironbound Archipelago of the Steaming Sea, half-orcs from across Avistan have built a community to call their own: Averaka. Though the inhabitants of Averaka have set aside the most self-destructive behaviors of their orc ancestors, they remain fierce and deadly warriors. Amid the mountains in the island's interior, however, lurk a great threat to this community: hill giants, ettins, and trolls, both in independent clans and under the sway of the hill giant war chief Gorgnak. Thus the half-orcs who call Averaka home have dedicated themselves to the eradication of their violent, monstrous neighbors. Some believe such channeling and focusing of their aggression represents the human side of the half-orcs winning out over the bloodthirsty instincts of their orc blood, though a few worry about where that aggression might be pointed next if they manage to defeat their giant enemies.

While as proud as any Ulfen of the Linnorm Kings, the half-orcs of Averaka welcome anyone who shares their hate of giants and acknowledges their right to self-rule. A handful of dwarves and humans call Averaka home as well, but most inhabitants not of orc descent find the town's chaotic mix of customs unsettling.

One of the easiest ways to arouse the ire of an Averaka giant slayer is by associating or consorting with giants and their kin. No allowance is given for supposedly friendly or tame giants, even benevolent cloud and storm giants. Beyond this, voicing any doubt about the wisdom of a half-orc community will also result in a tongue-lashing and often a harsh beating from any resident of Averaka who overhears.

Would-be giant slayers from across Golarion make pilgrimages to Averaka to learn from the dedicated half-orcs there, though such tutelage generally lasts only a few months at the most unless the pupil decides to settle in Averaka and take up the residents' cause.





BELKZEN WARCHIEF	CR 10
ORC BARBARIAN 11	XP 9,600
Medium humanoid (orc)	CE

Init +2; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 10, flat-footed 15 (+6 armor, +2 Dex, +1 natural, -2 rage)

hp 132 (11d12+55)

Fort +12, **Ref** +5, **Will** +7; +4 vs. magic

Defensive Abilities ferocity, improved uncanny dodge, trap sense +3; **DR** 3/—

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +2 *greataxe* +22/+17/+12 (1d12+14/x3) or *mwk handaxe* +20/+15/+10 (1d6+8/x3)

Ranged javelin +13/+8/+3 (1d6+8)

Special Attacks greater rage (26 rounds/day), rage powers (guarded stance [+2 dodge vs. melee], increased damage reduction +1, intimidating glare, superstition +4, terrifying howl [DC 23])

TACTICS

Base Statistics When not raging, the barbarian's statistics are **AC** 19, touch 12, flat-footed 17; **hp** 99; **Fort** +9, **Will** +4; **Melee** +2 *greataxe* +19/+14/+9 (1d12+9/x3) or *mwk handaxe* +17/+12/+7 (1d6+5/x3); **Str** 20, **Con** 14; **CMB** +16, **CMD** 28; **Skills** Climb +17, Intimidate +17.

STATISTICS

Str 26, **Dex** 14, **Con** 20, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +11; **CMB** +19 (+21 bull rush); **CMD** 29 (31 vs. bull rush)

Feats Dazzling Display, Improved Bull Rush, Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (*greataxe*)

Skills Climb +20, Handle Animal +12, Intimidate +20, Perception +13, Ride +14

Languages Common, Orc

SQ fast movement, weapon familiarity

Combat Gear *potions of cure serious wounds* (2);

Other Gear +2 *hide armor*, +2 *greataxe*, javelin, *mwk handaxe*, *amulet of natural armor* +1, 56 gp

SOURCES

Orc *Pathfinder RPG Bestiary* 222

To the orcs of the Hold of Belkzen, chaos reigns supreme. Were it not for a select few orcs who possess the strength and personal magnetism to bend others to their will, the loosely organized tribes of warmongering humanoids would tear one another to pieces in ceaseless conflicts toward ends known only to the gods of war and carnage. As it stands, the influential warchiefs of Belkzen's countless orc hordes drive their followers toward similar ends, providing just enough order to distinguish one tribe

from the next, and to grant some semblance of strategy and battlefield tactics to the massive skirmishes that rage across the nation.

Sometimes an orc inherits a position as warchief from a parent who held the title until he was killed on the battlefield, but in most cases, an orc holds the title only as long as he can defend it from his lieutenants and enemies. Even an orc who inherits the title often sees his right to the position challenged nearly immediately, and many can't hold it for longer than a single day. Though the future is uncertain for any orc amid the chaos and bloodshed of battle, it's even more treacherous for those who bear their tribes' banners and are marked with the ceremonial symbols of a warchief, for they must ever watch for challengers to their authority—both outside enemies and ambitious members of their own tribe.





BLEACHLING LUNATIC	CR 3
MIDDLE-AGED GNOME ALCHEMIST 4	XP 800
Small humanoid (gnome)	CN

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 size); +4 dodge vs. giants

hp 29 (4d8+8)

Fort +6, **Ref** +5, **Will** +2; +2 vs. illusions, +2 vs. poison

Immune aging

OFFENSE

Speed 20 ft.

Melee punching dagger +3 (1d3-1/x3)

Ranged mwk light crossbow +6 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, bomb 7/day (2d6+3 fire, DC 15)

Gnome Spell-Like Abilities (CL 4th)

At will—*Speak with animals*

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*

Alchemist Extracts Prepared (CL 4th)

2nd—*fox's cunning*, *resist energy*

1st—*comprehend languages*, *disguise self*, *shield*, *true strike*

STATISTICS

Str 9, **Dex** 12, **Con** 15, **Int** 17, **Wis** 9, **Cha** 13

Base Atk +3; **CMB** +1; **CMD** 12

Feats Brew Potion, Improved Iron Will, Iron Will, Throw Anything

Skills Craft (alchemy) +12, Disable

Device +8, Knowledge (arcana) +10,

Knowledge (dungeoneering) +4,

Knowledge (engineering) +4,

Knowledge (geography) +4,

Knowledge (history) +4, Knowledge

(local) +4, Knowledge (nature) +10,

Knowledge (nobility) +4, Knowledge

(planes) +4, Knowledge (religion) +4,

Perception +8, Use Magic Device +8

Languages Celestial, Common, Elven, Gnome, Halfling, Sylvan

SQ alchemy (alchemy crafting +4, identify potions), bleachling, discoveries (smoke bomb, stink bomb), mutagen (+4/-2, +2 natural, 40 minutes), poison use, swift alchemy

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *wand of polypurpose panacea*^{UM} (17 charges), acid (2), thunderstone (3); **Other Gear** +1 leather armor, mwk light crossbow with 10 bolts, punching dagger,

dull gray ioun stone, alchemy lab, formula book (contains all prepared extracts as well as the following: 1st—*cure light wounds*, *endure elements*, *enlarge person*, *jump*), sunrods (2), 8 gp

SPECIAL ABILITIES

Bleaching A gnome who has survived the curse known as the Bleaching becomes immune to the Bleaching as well as to further aging effects, as the druid's timeless body ability. Additionally, she can cast *Speak with animals* at will. (See page 25 of *Pathfinder Player Companion: Gnomes of Golarion*.)

SOURCES

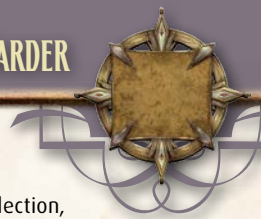
Alchemist *Pathfinder RPG Advanced Player's Guide* 26

As a gnome reaches adulthood, experiencing new things becomes more than just an expression of the race's curiosity—it becomes a perpetual need if the gnome is to avoid the affliction known as the Bleaching. If a gnome isn't sufficiently stimulated, her bright coloration fades into white, gray, and earth tones, and her curiosity and mental faculties fade proportionally. This is usually fatal unless she's able to stave off the condition with extremely stimulating circumstances.

In rare instances a gnome survives the final stages of the Bleaching through sheer willpower; such gnomes are forever changed by the event and are known thereafter as bleachlings. A bleachling recovers almost entirely from the Bleaching's wasting effects and gains an intuitive connection to nature. In addition, having thwarted death once, the bleachling does not visibly age until death claims her several centuries later. Bleachlings rarely exhibit the same excitability and curiosity that marks other gnomes, though some retain a singular obsession from earlier in life. Most gnomes find bleachlings extremely unsettling—living reminders of the undesirable fate that awaits if they're idle.

Nowhere in the Inner Sea region are bleachlings more common than in the gnome settlements on Irrere, in the Ironbound Archipelago. These bleachlings serve as mystics, and ban all creatures but themselves from entering the mysterious Shay Citadels, as the citadels unpredictably phase out of existence, leaving all non-bleachlings behind at unknown destinations when they phase back into the Material Plane.





BLUE WARDER	CR 6
DWARF ABJURER 7	XP 2,400
Medium humanoid (dwarf)	LN

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex); +4 dodge vs. giants

hp 48 (7d6+21)

Fort +5, **Ref** +5, **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities energy absorption (21/day), resistance; **Resist** cold 5

OFFENSE

Speed 20 ft.

Melee mwk dagger +3 (1d4-1/19-20)

Ranged mwk dagger +6 (1d4-1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Abjurer Spells Prepared (CL 7th; concentration +11)

4th—*black tentacles* (2), *stoneskin*

3rd—*dispel magic*, *displacement*, *gaseous form*, *stinking cloud* (DC 17)

2nd—*glitterdust* (DC 16), *levitate*, *resist energy*, see *invisibility*, *web* (DC 16)

1st—*alarm*, *color spray* (DC 15), *magic missile*, *shield*, *shocking grasp*, *unseen servant*

0 (at will)—*detect magic*, *light*, *prestidigitation*, *read magic*

Opposition Schools enchantment, necromancy

STATISTICS

Str 8, **Dex** 14, **Con** 15, **Int** 18,

Wis 12, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 15
(19 vs. bull rush, 19 vs. trip)

Feats Combat Casting, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Penetration

Skills Appraise +9 (+11 to assess nonmagical metals or gemstones), Knowledge (arcana, planes) +14, Linguistics +14, Perception +6 (+8 to notice unusual stonework), Spellcraft +14, Survival +8

Languages Abyssal, Aklo, Ancient Osiriani, Celestial, Common, Draconic, Dwarven, Elven, Giant, Ignan, Infernal, Orc, Terran

SQ arcane bond (ring), protective ward (4 rounds, +2 deflection, 7/day)

Combat Gear *potion of cure moderate wounds*, *scrolls of dispel magic* (2, CL 7th), *scroll of haste*, *scrolls of mage armor* (2), *wand of magic missile* (CL 7th, 15 charges);

Other Gear mwk dagger, *cloak of resistance +1*, *headband of vast intelligence +2*, *ring of protection +1*, spell component pouches (2), spellbook (contains all 0-level spells and all prepared spells, as well as the following: 3rd—*haste*; 2nd—*arcane lock*, *scorching ray*; 1st—*comprehend languages*, *identify*, *mage armor*), diamond dust (worth 250 gp), 98 gp

The libraries of the ancient subterranean dwarf fortress of Tar-Kazmukh in the Five Kings Mountains hold the accumulated arcane lore of the dwarven race. Tasked with the security of this store of knowledge are the Blue Warders, dwarven librarians and spell-weavers. Each Blue Warder is tattooed in counter-sigils that permit passage through the innumerable wards and other magical defenses of the library; the number and complexity of a dwarf's tattoos increase with age and responsibility, allowing access to ever-deeper chambers within the repository and unlocking progressively more secret collections to the Warder.

The Blue Warders also act as escorts for patrons of the library, guiding them through the facility, a labyrinthine maze of tunnels confusing even to those of dwarven blood. They show special favoritism in both priority and access to the Sage's Guild of Tar-Kazmukh, an organization that's dedicated to the study of all things arcane and planar. Despite their racial and local loyalties, though, the Blue Warders are generally happy to escort those of other races or with allegiances to other scholarly organizations through the library, provided such visitors come to them in peace and with a polite request. However, they reserve the right to deny access to anyone they deem an enemy of their people—and to any who are too rude or presumptuous.





CHELISH OPERA SINGER	CR 5
HUMAN BARD 6	XP 1,600
Medium humanoid (human)	N

Init +1; **Senses** Perception -1

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)
hp 45 (6d8+15)

Fort +5, **Ref** +7, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6/18-20)

Ranged dagger +5 (1d4/19-20)



Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)

Bard Spells Known (CL 6th; concentration +10)

2nd (4/day)—*eagle's splendor*, *enthrall* (DC 17), *heroism*, *hold person* (DC 17)

1st (5/day)—*charm person* (DC 16), *cure light wounds*, *silent image* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*dancing lights*, *ghost sound* (DC 14), *mage hand*, *mending*, *open/close*, *prestidigitation*

STATISTICS

Str 10, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 18

Base Atk +4; **CMB** +4; **CMD** 16

Feats Combat Expertise, Skill Focus (Perform [act]), Skill Focus (Perform [sing]), Spell Focus (enchantment)

Skills Appraise +6, Intimidate +13, Knowledge (history, local, nobility) +13, Linguistics +5, Perform (act) +16, Perform (dance) +13, Perform (sing) +16, Sleight of Hand +10

Languages Azlanti, Common, Infernal

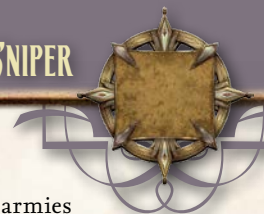
SQ bardic knowledge +3, lore master 1/day, versatile performance (act, sing)

Gear +1 *leather armor*, dagger, mwk rapier, *cloak of resistance* +1, *ring of protection* +1, courtier's outfit, spell component pouch, silver and agate ring (worth 30 gp), silver and onyx pendant (worth 50 gp), 53 gp

Cheliox's most talented opera singers augment their stagecraft with magical talents, lending a supernatural potency to their performances. As well, though stage battles bear only the pretense of danger, many singers study with fencing masters to hone the verisimilitude of their swordplay. Between their talents and often heated tempers, Chelish opera singers can be dangerous people to cross.

Because of the long and rich history of Chelish opera, many of its most esteemed performers are well versed in the subjects of the operas, from the exploits of royalty in the nation's past to generals and heroes from famous battles of the Everwar, the Shining Crusade, and even the more recent Goblinblood Wars. Traditional Chelish opera, also called High Chelish opera, was written in Azlanti—the native tongue of Aroden; most operas written since the rise of the House of Thrune are instead penned in Infernal.

Chelish opera singers have no overarching guild. Individuals may belong to performing companies or work independently. Their motivations also vary widely. Some singers seek mastery of and recognition for their craft; others seek influence within Chelish society, or use their fame in pursuit of romantic trysts. Famous performers rub shoulders with the most rarified circles of the Chelish elite, and many singers milk these contacts for information, either to increase their own self-importance or to broker secrets to the Chelish underworld.



CHERNASARDO SNIPER	CR 3
HUMAN RANGER 2	XP
ROGUE (SNIPER) 2	800
Medium humanoid (human)	CG

Init +4; **Senses** Perception +8

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 32 (4 HD; 2d10+2d8+8)

Fort +5, **Ref** +10, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk handaxe +5 (1d6+1/×3)

Ranged mwk composite longbow +8 (1d8+1/×3)

Special Attacks favored enemy (humans +2), sneak attack +1d6, accuracy

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +8, Disguise +6, Knowledge (geography) +7, Knowledge (nature) +7, Perception +8, Stealth +14, Survival +8, Swim +6

Languages Common

SQ rogue talents (fast stealth), track +1, wild empathy +1

Combat Gear +1 seeking arrows (2), sleep arrows (4), elixir of hiding, potion of cat's grace, potions of cure light wounds (2), potion of pass without trace, acid (2); **Other Gear** leather armor, mwk composite longbow (+1 Str) with 20 arrows, mwk handaxe, 3 gp

SOURCES

Sniper *Pathfinder RPG Advanced Player's Guide* 134

In 4648 AR, just 16 years after gaining their independence from the empire of Chelias and while still reeling in the wake of Aroden's death, the people of Nirmathas once again struggled for their freedom, this time from their new liege nation, Molthune. Their militaristic overlords offered little to the freedom-loving forest-dwellers of Nirmathas that Imperial Chelias hadn't, and so, led by a skilled half-elven ranger named Irgal Nirmath, the people of the Fangwood rebelled against their Molthuni oppressors. After 7 hard-fought years at war and a number of victorious skirmishes, Nirmathas at last prevailed and earned its freedom.

Now, nearly 60 years later, the war for Nirmathi independence is over, but violent conflict between the nations of Molthune and Nirmathas continues. In the dense woods of the southern Fangwood,

a region known as the Chernasardo, Molthuni armies constantly seek to regain territory lost in the prior war and in skirmishes since its official end, marching garrisons of troops into various parts of the Fangwood on a nearly daily basis. But the highly regimented, heavily armored soldiers of Molthune are not well equipped for maneuvers in the deep forest, and the people of the Chernasardo use this to their advantage.

The woodsmen of Nirmathas continue the hit-and-run tactics that worked so well for their fledgling nation's namesake. Generally working in teams of six or fewer, these elite snipers, trappers, and scouts are both stealthy and prudent enough to ambush large contingents of Molthuni soldiers and escape without ever being spotted. Each sniper is usually equipped with a number of specialty arrows designed for use in specific situations. This makes the snipers both unpredictable and deadly, a combination that never ceases to frustrate the commanders of Molthune's army as they attempt to bring the people of Nirmathas—whom they still see as rebellious citizens of Molthune rather than foreign nationals—to heel.





CYPHERMAGE	CR 8
HALF-ELF WIZARD 5	XP
CYPHERMAGE 4	4,800
Medium humanoid (elf, human)	NG

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 57 (9 HD; 5d6+4d6+23)

Fort +7, **Ref** +6, **Will** +10; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4-1/19-20)

Ranged mwk dagger +7 (1d4-1/19-20)

Special Attacks cypher lore* (defensive scrollcaster, enhance scroll 1/day, focused scroll 1/day, swift scroll), hand of the apprentice (8/day)

Wizard Spells Prepared (CL 9th; concentration +14)

5th—*cone of cold* (DC 20), *wall of force*

4th—*dimension door*, *lesser globe of invulnerability*, *wall of fire*

3rd—*dispel magic*, *fireball* (DC 18), *protection from energy*, *summon monster III*

2nd—*acid arrow*, *false life*, *glitterdust* (DC 17), *locate object*, *scorching ray*

1st—*feather fall*, *grease* (DC 16), *mage armor*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp*

0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 20,

Wis 14, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 15

Feats Craft Wand, Craft Wondrous Item, Cypher Magic^{SWG}, Great Fortitude, Magical Aptitude, Scribe Scroll, Skill Focus (Use Magic Device), Toughness

Skills Climb +10, Disable Device +12, Fly +6, Knowledge (arcana, dungeoneering, geography, history,

planes) +13, Linguistics +13, Perception +16, Spellcraft +19, Use Magic Device +17

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Giant, Goblin, Infernal, Thassilonian, Undercommon, Varisian
SQ arcane bond (*wand of magic missile*), elf blood

Combat Gear *scrolls of break enchantment*, *charm monster*, *charm person*, *detect secret doors*, *expeditious retreat*, *fly*, *identify*, *invisibility*, *knock*, *lightning bolt*, *see invisibility*, *stoneskin*, *suggestion*, and *teleport*; *wand of magic missile* (CL 9th, 40 charges); **Other Gear** mwk dagger, *cloak of resistance* +2, *headband of vast intelligence* +2, explorer's outfit, ink, inkpen, journal, mwk thieves' tools, spellbook (contains all 0-level spells, all prepared spells, and all scroll spells), spell component pouch, 12 gp

SPECIAL ABILITIES

Cypher Magic The cyphermage casts spells from scrolls as 1 caster level higher than the scroll's caster level, even scrolls she created (all listed scrolls). Additionally, she gains a +2 bonus on caster level checks to activate a scroll that has a higher caster level than her own.

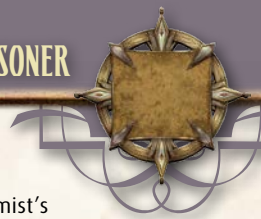
SOURCES

Cyphermage *Pathfinder Campaign Setting: Inner Sea Magic* 44

The cyphermites of the pirate town of Riddleport are students of ancient Thassilonian history and runic lore. Members of the mysterious Order of Cyphers, they pursue lost knowledge and keep their discoveries secret from outsiders—and in their overwhelming ambition to be the first to solve great mysteries, keep secrets even from the other members of their enigmatic order.

Because all cyphermites are especially attuned to runes—whether the runes are newly scribed or ancient carvings in Thassilonian ruins like Riddleport's Cyphergate—they have unusual skill at using written magic such as scrolls, and can draw extra power from these items.





DAGGERMARK POISONER	CR 7
GNOME ROGUE (POISONER) 5	XP
DAGGERMARK POISONER 3	3,200
Small humanoid (gnome)	LE

Init +7; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 15, flat-footed 17 (+5 armor, +3 Dex, +1 dodge, +1 shield, +1 size); +4 dodge vs. giants

hp 60 (8 HD; 5d8+3d8+21)

Fort +6, **Ref** +9, **Will** +2; +2 vs. illusions, +2 vs. poison

Defensive Abilities evasion, poison resistance +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 rapier +11 (1d4+2/18-20 plus poison)

Ranged dagger +9 (1d3+1/19-20 plus poison)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, poison use, sneak attack +3d6

Daggermark Poisoner Spell-Like Abilities (CL 3rd)

At will—detect poison (range 5 feet, swift action)

Gnome Spell-Like Abilities (CL 8th)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 14, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +5; **CMD** 19

Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +14 (+10 when jumping), Bluff +12, Craft (alchemy) +15 (+19 when dealing with poison), Craft (traps) +10 (+13 with poisonous traps), Disable Device +9 (+12 with poisonous traps), Disguise +7, Heal +3 (+4 when dealing with poison), Knowledge (local) +10, Perception +12 (+15 to locate traps), Sense Motive +7, Sleight of Hand +14, Stealth +18

Languages Common, Elven, Gnome, Hallit, Sylvan

SQ combine poison 3/day, master poisoner, quick poisoning, rogue talents (combat trick, finesse rogue), toxic apothecary +1, toxic manufactory, trapster

Combat Gear *potions of invisibility* (2), antitoxin (2), bloodroot (1 dose), drow poison (4 doses), Large scorpion venom (2 doses), Medium spider venom (2 doses), purple worm poison (1 dose), sassone leaf residue (2 doses), shadow essence (2 doses); **Other Gear** +1 mithral chain shirt, mwk buckler,

+1 rapier, daggers (12), cloak of resistance +1, alchemist's lab, mwk thieves' tools, 224 gp

SPECIAL ABILITIES

Combine Poison (Ex) Three times per day, the Daggermark poisoner can combine two different poisons without reducing their efficacy, and apply them to the same weapon, object, or trap. A creature exposed to the poisons must save against both.

Master Poisoner (Ex) The Daggermark poisoner's levels in the Daggermark poisoner prestige class stack with her rogue levels when determining her bonus on Craft (alchemy) checks dealing with poison granted by this ability.

Quick Poisoning (Ex) The Daggermark poisoner can poison a weapon as a move action. She can create poisons with the Craft (alchemy) skill in half the normal amount of time.

Toxic Apothecary (Ex and Sp) The Daggermark poisoner can use *detect poison* at will (range 5 feet) as a swift action. She gains a bonus equal to half her Daggermark poisoner level on Heal checks dealing with poison, and on a successful check she adds this bonus to the saving throw bonus she provides her patient against the treated poison.

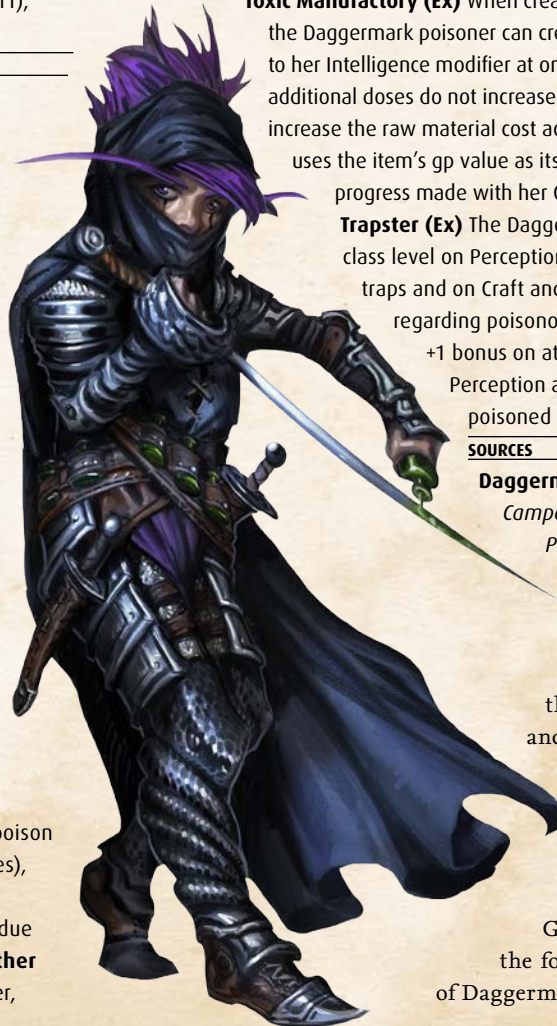
Toxic Manufactory (Ex) When creating poisons or antitoxins, the Daggermark poisoner can create a number of doses equal to her Intelligence modifier at one time (minimum 1). These additional doses do not increase the time required, but do increase the raw material cost accordingly. In addition, she uses the item's gp value as its sp value when determining progress made with her Craft (alchemy) checks.

Trapster (Ex) The Daggermark poisoner adds her class level on Perception skill checks made to locate traps and on Craft and Disable Device checks regarding poisonous traps. She also adds a +1 bonus on attack rolls, save DCs, and Perception and Disable Device DCs for poisoned traps she creates.

SOURCES

Daggermark Poisoner *Pathfinder Campaign Setting: Paths of Prestige 18; Poisoner Pathfinder RPG Advanced Player's Guide 134*

Poison is widely used throughout the Inner Sea and across Golarion, but the Daggermark Poisoners' Guild produces artists of toxins. The guild is closely allied with the Daggermark Assassins' Guild, and it's rumored that the founder killed the last king of Daggermark.





DEVIL'S PERCH REBEL	CR 4
STRIX WITCH 5	XP 1,200
Medium humanoid (strix)	CN

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +7 (+12 in dim light or darkness)

DEFENSE

AC 15, touch 15, flat-footed 11 (+1 deflection, +3 Dex, +1 dodge)
hp 30 (5d6+10)

Fort +2, **Ref** +4, **Will** +7; +2 vs. illusions

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee mwk spear +2 (1d8-1/×3)

Ranged dart +5 (1d4-1)

Special Attacks +1 on attack rolls against humanoids with the human subtype, hexes (disguise [5 hours], evil eye [-2, 6 rounds], slumber [5 rounds])

Witch Spells Prepared (CL 5th; concentration +8)

3rd—*pain strike*^{APG} (DC 17), *twilight knife*^{APG}

2nd—*burning gaze*^{APG} (DC 15), *darkness*, *hold person* (DC 15)

1st—*burning hands* (DC 14), *cause fear* (DC 14), *mage armor*, *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *dancing lights*, *message*, *touch of fatigue* (DC 13)

Patron shadow

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 16

Feats Alertness, Combat Casting, Dodge, Iron Will

Skills Fly +11, Intimidate +7, Knowledge (arcana, history, nature) +8, Perception +7 (+12 in dim light or darkness), Sense Motive +3, Spellcraft +11, Stealth +0 (+2 in dim light or darkness)

Languages Auran, Common, Infernal, Strix

SQ nocturnal, witch's familiar (owl)

Combat Gear *elixir of hiding*, *potion of protection from law*, *scroll of false life*, *wand of ray of enfeeblement* (38 charges), tanglefoot bag, thunderstones (2); **Other Gear** darts (6), mwk spear, *ring of protection* +1, spell component pouch, 10 gp

SOURCES

Strix *Pathfinder RPG Advanced Race Guide* 200; **Witch** *Pathfinder RPG Advanced Player's Guide* 65

The native strix of Chelixa's western coast have resided in the rocky spires of Devil's Perch for centuries, but with the rise of House Thruene, these isolationist humanoids have been forced to take a more active role in defending their ancestral lands from the diabolical empire. Although they seldom leave their rugged home, the strix jealously guard their territory, and more than one Chelish army patrol or arrogant Hellknight has vanished in the jagged hills of Devil's Perch.

The strix joined forces with Aspek the Even-Tongued to free Chelixa from Taldan hegemony in 4081 AR, but following the Even-Tongued Conquest, the winged folk retreated back to their mountainous strongholds rather than join the new nation of Chelixa. Now they only want to be left alone, but centuries of foul rumors and grisly tales have made the strix into feared and hated bogeymen for their Chelish neighbors—a hatred that the strix do not hesitate to return in kind. Those strix witches who make pacts with dark forces are perhaps the most feared of all Devil's Perch rebels, for their hexes and arcane magic allow them to infiltrate their enemies and pick them off one by one in darkness and silence.





DROW MATRON	CR 15
DROW NOBLE CLERIC OF NOCTICULA 15	XP 51,200
Medium humanoid (elf)	CE

Init +4; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 22, touch 12, flat-footed 20 (+8 armor, +2 Dex, +2 natural)

hp 116 (15d8+45)

Fort +13, **Ref** +14, **Will** +18; +2 vs. enchantment

Immune sleep; **SR** 26

OFFENSE

Speed 20 ft.

Melee mwk dagger +12/+7/+2 (1d4/19–20 plus poison)

Ranged mwk hand crossbow +17 (1d4/19–20 plus poison)

Special Attacks channel negative energy 6/day (DC 20, 8d6)

Drow Noble Spell-Like Abilities (CL 15th)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favor*, *dispel magic*, *suggestion* (DC 16)

Domain Spell-Like Abilities (CL 15th; concentration +21)

At will—*charming smile* (15 rounds, DC 17)

9/day—*dazing touch*, *touch of darkness* (7 rounds)

Cleric Spells Prepared (CL 15th; concentration +21)

8th—*demand*^o (DC 24), *summon monster VIII*

7th—*destruction* (DC 23), *power word blind*^o, *word of chaos*

6th—*blade barrier* (DC 22), *greater dispel magic*, *harm* (DC 22), *heal*, *shadow walk* (DC 22)^o

5th—*break enchantment*, *breath of life*, *charm monster*^o (DC 21), *dispel good*, *flame strike* (DC 21), *slay living* (DC 21)

4th—*air walk*, *cure critical wounds* (2), *freedom of movement*, *heroism*^o, *neutralize poison*



3rd—*bestow curse* (2, DC 19), *prayer*, *protection from energy*, *stone shape*, *suggestion* (DC 19)^o

2nd—*align weapon*, *bear's endurance*, *blindness/deafness*^o (DC 18, only to cause blindness), *death knell* (DC 18), *hold person* (DC 18), *silence* (2, DC 18)

1st—*bless*, *charm person*^o (DC 17), *command* (2, DC 17), *detect good*, *shield of faith* (2)

0 (at will)—*bleed* (DC 16), *read magic*, *resistance*, *virtue*

D domain spell; **Domains** Charm, Darkness

STATISTICS

Str 10, **Dex** 19, **Con** 12, **Int** 10, **Wis** 22, **Cha** 16

Base Atk +11; **CMB** +11; **CMD** 25

Feats Blind-Fight, Combat Casting, Lightning

Reflexes, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload (hand crossbow), Toughness, Weapon Focus (hand crossbow)

Skills Knowledge (religion) +12, Linguistics +4, Perception +8, Spellcraft +13, Stealth +10; **Racial Modifiers** +2 Perception

Languages Abyssal, Elven, Undercommon

SQ aura, eyes of darkness (7 rounds/day), poison use

Combat Gear +1 bane bolts (10, various designated foes), +1 icy burst seeking bolts (2), +3 unholy bolts (2), *potions of invisibility* (2), drow poison (6 doses);

Other Gear +2 *glamered chainmail*, mwk dagger, mwk hand crossbow with 10 bolts, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *cloak of resistance* +3, *headband of mental prowess* +2 (Wis, Cha), 282 gp

SOURCES

Drow *Pathfinder RPG Bestiary* 114

Among the demon-worshipping dark elves of Sekamina, the drow matrons are some of the most dangerous. Not only do they hold considerable influence within their matriarchal society, but they must be capable of wicked cunning, incredible treachery, and vile deeds to have attained their august rank as leaders of their chaotic and conniving kind.



DUERGAR SLAVER	CR 2
DUERGAR RANGER 3	XP 600
Medium humanoid (dwarf)	LE

Init +1; **Senses** darkvision 120 ft.; Perception +8

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 21 (3d10)
Fort +3, **Ref** +4, **Will** +3; +2 vs. spells and spell-like abilities
Immune paralysis, phantasms, poison
Weaknesses light sensitivity

OFFENSE

Speed 20 ft.
Melee mwk light hammer +6 (1d4+2) or scourge +5 (1d4+2)
Ranged mwk light crossbow +5 (1d8/19–20)
Special Attacks favored enemy (dwarves +2)
Spell-Like Abilities (CL 3rd)
 1/day—*enlarge person* (self only), *invisibility* (self only)

STATISTICS

Str 15, **Dex** 12, **Con** 10, **Int** 10, **Wis** 15, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Endurance, Rapid Reload (light crossbow), Skill Focus (Intimidate), Stealthy

Skills Escape Artist +3, Intimidate +9, Knowledge (dungeoneering) +6, Knowledge (local) +3, Perception +8, Stealth +6, Survival +8

Languages Common, Dwarven, Undercommon

SQ favored terrain (underground +2), track +1, wild empathy +3

Combat Gear

potion of oil of magic weapon, *potion of cure light wounds*, tanglefoot bags (2);

Other Gear mwk breastplate, mwk light crossbow with 20 bolts, mwk light hammer, scourge (as cat-o'-nine-tails that deals lethal damage; see page 18 of *Pathfinder Player*)



Companion: Pirates of the Inner Sea, average locks (3), chain (50 ft.), mwk manacles (3), 41 gp

SOURCES

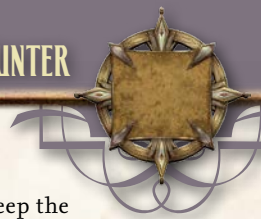
Duergar *Pathfinder RPG Bestiary* 117

Those who travel the benighted tunnels of the Darklands soon learn to fear the duergar. Cruel and heartless, these gray dwarves are followers of the dark dwarven god Droskar, who teaches that all are destined for an eternity of harsh toil. This outlook serves the duergar well, for in the Darklands slaves are among the most highly sought after commodities.

Duergar slavers lurk along the roadways of Nar-Voth, especially those branching from or leading to the Long Walk, waiting to ambush unwary travelers. They rely on strength in numbers and their innate magical powers to capture their prey. A standard tactic is to use their invisibility to hide, then to grow to massive size before attacking. Duergar tend to focus on capturing individuals from races that are already adapted to life in

the Darklands, particularly their dwarven kin, but they aren't averse to making slaves of those who originated on the surface or of other Darklands denizens with valuable skills should an easy opportunity arise.

Those who fall prey to the slavers' traps are usually taken to the slave markets of the duergar capital city of Hagegraf, located beneath the Five Kings Mountains, where they are sold to the highest bidder. The slavers use the threat of sadistic torture to keep their prisoners in line, but they rarely injure their property permanently, and kill slaves even less often. After all, a lame slave is worth less gold at market than one with who has his full physical faculties. Mental scars, in contrast, may actually add value if they help ensure the slave's compliance.



FIERANI DEMON HUNTER	CR 11
ELF RANGER 12	XP 12,800
Medium humanoid (elf)	CG

Init +5; **Senses** low-light vision; Perception +19

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)
hp 106 (12d10+36)

Fort +11, **Ref** +15, **Will** +10; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk cold iron longsword +14/+9/+4 (1d8+1/19–20)

Ranged +1 *evil-outsider-bane composite longbow* +19/+14/+9 (1d8+2/19–20/x3)

Special Attacks favored enemy (evil outsiders +6, magical beasts +2, plants +2)

Ranger Spells Prepared (CL 9th; concentration +11)

3rd—*tree shape*

2nd—*barkskin, bear's endurance, cure light wounds*

1st—*alarm, longstrider, resist energy*

STATISTICS

Str 12, **Dex** 21, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +13; **CMD** 29

Feats Deadly Aim, Endurance, Improved Critical (longbow), Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness, Weapon Focus (longbow)

Skills Acrobatics +14, Climb +9, Knowledge (nature) +16, Knowledge (planes) +13, Perception +19, Stealth +19, Survival +17, Swim +11

Languages Abyssal, Common, Elven

SQ camouflage, elven magic, favored terrain (forest +4, swamp +2), hunter's bond (companions), quarry, swift tracker, track +6, weapon familiarity, wild empathy +11, woodland stride

Combat Gear +1 *holy arrows* (3), *potion of cure serious wounds*, holy water (2); **Other Gear** mwk chain shirt, +1 *evil-outsider-bane composite longbow* (+1 Str) with 40 cold iron arrows, mwk cold iron longsword, *belt of incredible dexterity* +2, *cloak of resistance* +2, *ring of protection* +1, spell component pouch, sprig of holly, 16 gp

Against the Abyssal corruption of Tanglebriar stand the elven demon hunters of the Fierani Forest. For most, this duty is their life's work, undertaken more with fatalistic determination than with zeal. For though the elves have contained Treerazer in the southern forest for more than 2,000 years, their greatest efforts since have failed to shift the boundaries between the untainted forest of Kyonin and Tanglebriar. The demon hunters

know that even an elf's lifetime suffices only to keep the demons contained, not to defeat them.

Besides guarding the borders of the Fierani against demons and their minions, the demon hunters maintain a quarantine on Treerazer's dominion. None may pass through the Fierani Forest into Tanglebriar. Those who try are turned away; those who persist are slain. The elves of Kyonin view the menace of Tanglebriar as an affair for elves and elves alone.

While demons pose a threat elsewhere in the Inner Sea region (most notably the Worldwound), the elves of the Fierani are highly isolationist, and focus the brunt of their attention and effort on keeping their own Abyssal threat at bay. Despite their insularity, however, small elven strike forces have participated in past Mendevian Crusades, if only on a limited basis.





FIRST GUARD OF ABSALOM	CR 1
HUMAN FIGHTER 2	XP 400
Medium humanoid (human)	LN

Init +1; **Senses** Perception +1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 21 (2d10+6)

Fort +5, **Ref** +1, **Will** +3 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk guisarme +5 (2d4+3/x3) or short sword +4 (1d6+3/19-20)

Ranged heavy crossbow +3 (1d10/19-20)



STATISTICS

Str 15, **Dex** 12, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +4 (+6 trip); **CMD** 15 (17 vs. trip)

Feats Combat Expertise, Improved Trip, Iron Will, Power Attack

Skills Climb +3, Intimidate +4, Knowledge (engineering) +6, Profession (soldier) +6

Languages Common, any one human language

Combat Gear *potion of cure light wounds*, thunderstone;

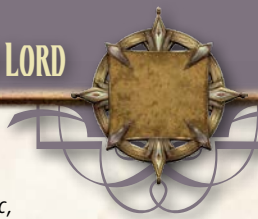
Other Gear breastplate, heavy crossbow with 10 bolts, mwk guisarme, short sword, everburning torch, 20 gp

The First Guard of Absalom is an elite military force tasked with protecting the city of Absalom in case of siege. Founded in 23 AR by the god Aroden, who commanded soldiers to defend the city walls against the First Siege of Absalom, the First Guard has stood vigil over the city ever since, and its members play a large role in the City at the Center of the World's impenetrable defenses. Thanks to the efforts of the First Guard, the city has never, in the course of its nearly 5 millennia of existence, fallen to either outside invaders or plots from within its walls.

The First Guard today consists not only of elite soldiers, but also of skilled wizards and scouts who dedicate themselves to uncovering any threats to the safety of the city and to dealing with any dangers as they arise. While each member of the First Guard brings her own talents and training to her post, all soldiers are drilled in melee combat (usually with both a polearm and a sword), military tactics, the laws of Absalom, and the use of siege engines in the event the city's walls should need to be defended at a moment's notice.

Members of the First Guard serve in a much more militaristic role than their counterparts on the city watch, with whom they share their headquarters in Azlanti Keep. Unlike the city watch, whose duties consist of keeping the peace and policing the city's laws, the First Guard is ever vigilant for threats to the city from both beyond and within its walls. The First Guard wards Azlanti Keep and makes up the core of the Absalom military, commanding other troops—both enlisted and conscripted—in times of war.

The First Guard is unique in that each soldier within the unit swears an oath to defend the city of Absalom, but not specifically to defend the Grand Council. In the millennia since the First Guard's founding, such a stipulation has saved the city on numerous occasions when the guards' investigations into members of the council uncovered treasonous plots. Bringing these conspiracies to justice has always been a relatively simple matter because no First Guard soldier ever questions where her true loyalties lie.



GEB BLOOD LORD	CR 18
HUMAN LICH ARISTOCRAT 4	XP
NECROMANCER 13	153,600
Medium undead (augmented humanoid)	LE

Init +6; **Senses** darkvision 60 ft.; Perception +30

Aura fear aura (60 ft., DC 21)

DEFENSE

AC 20, touch 15, flat-footed 17 (+2 deflection, +2 Dex, +1 dodge, +5 natural)

hp 161 (17 HD; 13d6+4d8+98)

Fort +10, **Ref** +9, **Will** +14

Defensive Abilities rejuvenation; channel resistance +4;

DR 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee touch +11 (1d8+8 plus paralyzing touch)

Special Attacks channel negative energy (DC 21, 11/day), paralyzing touch (DC 23)

Arcane School Spell-Like Abilities (CL 13th; concentration +21)

11/day—*grave touch* (6 rounds)

Necromancer Spells Prepared (CL 13th; concentration +21)

7th—*control undead* (DC 29), *finger of death* (DC 29), *symbol of weakness* (DC 27)

6th—*circle of death* (DC 28), *create undead*, *disintegrate* (DC 24), *guards and wards*

5th—*cone of cold* (DC 24), *symbol of pain* (DC 27), *telekinesis*, *teleport*, *wall of force*

4th—*animate dead*, *arcane eye*, *black tentacles*, *dimension door*, *enervation* (2), *screaming* (DC 22)

3rd—*arcane sight*, *blink*, *dispel magic*, *fireball* (DC 22), *haste*, *magic circle against good*, *nondetection*

2nd—*blindness/deafness* (DC 24), *command undead* (DC 22), *eagle's splendor*, *ghoul touch* (DC 24), *resist energy*, *scorching ray*, *spectral hand*

1st—*burning hands* (DC 20), *expeditious retreat*, *grease*, *mage armor*, *protection from good*, *shield*, *shocking grasp*

0 (at will)—*arcane mark*, *bleed* (DC 20), *detect magic*, *read magic*

Opposition Schools enchantment, illusion

STATISTICS

Str 10, **Dex** 14, **Con** —, **Int** 26, **Wis** 14, **Cha** 20

Base Atk +9; **CMB** +9; **CMD** 24

Feats Ability Focus (paralyzing touch), Combat Casting, Command Undead, Craft Wondrous Item, Dodge, Extra Channel, Greater Spell Focus (necromancy), Improved Channel, Improved Familiar, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (necromancy), Weapon Finesse

Skills Appraise +12, Bluff +20, Diplomacy +25, Knowledge (arcana) +28, Knowledge (engineering) +20, Knowledge (geography) +15, Knowledge (history) +25, Knowledge (local) +25, Knowledge (nobility) +20, Knowledge (planes) +15, Knowledge (religion) +28, Perception +30, Sense Motive +27, Spellcraft +28, Stealth +25, Use Magic Device +22; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Aklo, Ancient Osiriani, Celestial, Common, Draconic, Infernal, Kelish, Necril, Osiriani

SQ arcane bond (homunculus), life sight (20 feet, 13 rounds/day)

Other Gear *headband of mental prowess* (+4 Int/+4 Cha), *lesser maximize metamagic rod*, *ring of mind shielding*, *ring of protection* +2, crushed pearl worth 500 gp, onyx gems worth 500 gp in total, powdered diamond and opal worth 5,000 gp

SOURCES

Lich *Pathfinder RPG Bestiary* 188



Ruling Geb from the Ebon Mausoleum in Mechitar, Blood Lords ensure the steady operation of the country. Acting as lawmakers and judges, Blood Lords are all powerful necromancers, and many of them are undead—typically vampires and liches, though other types of abominations also fill their ranks. The living and the dead of Geb fear the Blood Lords and take every pain to avoid their notice, for if a citizen crosses a Blood Lord, the rest of his life, and perhaps his afterlife, can become a nightmare.



GOD CALLER	CR 4
HUMAN SUMMONER 5	XP 1,200
Medium humanoid (human)	N

Init -1; **Senses** Perception +1

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

hp 41 (5d8+15)

Fort +3, **Ref** +1, **Will** +6

Defensive Abilities shield ally

OFFENSE

Speed 30 ft.

Melee sickle +3 (1d6)

Ranged dart +2 (1d4)

Summoner Spell-Like Abilities (CL 5th; concentration +9)
7/day—*summon monster III*

Summoner Spells Known (CL 5th; concentration +9)
2nd (3/day)—*bull's strength, haste, see invisibility*
1st (5/day)—*enlarge person* (DC 15), *mage armor, magic fang, protection from evil*
0 (at will)—*acid splash, arcane mark, detect magic, guidance, light, message*

STATISTICS

Str 10, **Dex** 8, **Con** 13, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 12

Feats Diehard, Endurance, Persuasive, Toughness

Skills Diplomacy +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +10, Use Magic Device +10

Languages Abyssal, Aquan, Common, Hallit

SQ bond senses (5 rounds/day), life link

Combat Gear *elixir of swimming, potion of cure moderate wounds, potion of invisibility, scroll of eagle's splendor, scroll of glitterdust*; **Other Gear** mwk studded leather, darts (4), sickle, *cloak of resistance* +1, 69 gp

SOURCES

Summoner *Pathfinder RPG Advanced Player's Guide* 54

CALLED EIDOLON **CR —**

N Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 34 (4d10+12)

Fort +6, **Ref** +7, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft., swim 40 ft.

Melee bite +7 (1d6+3), 2 pincers +5 (1d6+1 plus grab)

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)

Feats Iron Will, Multiattack, Toughness

Skills Intimidate +4, Perception +7, Sense Motive +7, Stealth +8, Swim +13

Languages Common

SQ link, evolutions (bite, gills, improved natural armor, limbs [arms], limbs [legs, 2], pincers, swim), share spells

Since time immemorial, the people of Sarkoris have embraced an immense number of deities, outsiders, guardian spirits, and legendary beings as part of their ever-changing regional pantheons. Each Sarkorian community boasted its own pantheon of patrons, with characters from folklore and history standing alongside true supernatural beings as objects of distinct local importance and worship. Passing on the tales of these figures and giving form to the faiths of their people were the god callers. For each god caller, and for those who looked to these magic-users as leaders, an eidolon was not just a mysterious being brought forth by magic—it was an embodiment of the divine, the manifestation of a being they believed to be a true god.

God callers are aptly named, as they were traditionally held by the people of Sarkoris—laymen in matters of arcane and divine magic, but no more ignorant than most commoners—as the only mortals able to communicate with and conjure their “gods.” In rural Sarkoris, the distinctions between deities, demigods, powerful outsiders, summoned entities, and pure fictions blurred to such an extent that summoners were considered spiritual leaders, and stood alongside the druids, clerics, witches, and clerics that guided the clans of that land. Each eidolon is different, conjured as much from the strange realms where those creatures originate as from the imaginations, history, and tales of the Sarkorian people. Some eidolons are even inherited, after a fashion, with elder summoners passing on the techniques for calling their conjured allies to their offspring or apprentices so their gods might go on to serve the next generation. While most god callers understand that their eidolons are not the almighty deities of grand churches and world-spanning faiths, most are not insincere with their belief in their summoned creatures’ divinity. Most view their eidolons as manifestations of greater beings, spirits of fallen heroes, children of legendary creatures, or the gods of small things—like a particular well, road, town, or family.

During Sarkoris’s height, most god callers were benevolent, calling on their eidolons to aid and protect their communities from the many dangers of the rugged north. But some called upon angry gods, and served as the mouthpieces of beings that demanded worship, fear, and terrible offerings. Fortunately, Sarkoris was a land of many deities and ever-changing regional pantheons,



ensuring that the petty tyrannies of such wicked god callers and their small gods were regularly confronted by the summoners of nearby lands, or sometimes even by another in the same town.

The first god caller was Domora Hume, who famously called the heavily armored god-creature called Dyzad, a spiny, crustacean-like creature that could fire its poisonous spines at enemies. With its aid, Domora repulsed a force of Mammoth Lord raiders and established the tradition of god calling across Sarkoris. So inspiring was Dyzad that many who studied under Domora or simply emulated her called lesser versions of her famed ally. In the ages since, many of the entities and legendary characters worshiped in Sarkoris as deities have taken the form of eidolons. Among them are such beings as the Dragoneagles of Neverhome, Aienu the Wall, Sister Last Tear, the Shackled Shadows of Rauglain, Alep's Steed, the Torches of Dawn, and Clanliege Histunsun. Thousands of other deities and eidolons were once known in Sarkoris, but most either have been lost, or are remembered only in legends and on the rare broken monoliths known as godstones. More details on Sarkoris, its god callers, and their many "deities" can be found in *Pathfinder Campaign*

Setting: Lost Kingdoms.

With the destruction of Sarkoris and the exodus of its surviving people, god callers found themselves in a world with vastly different religious traditions. In the less clannish lands, divorced from the ancient Kellid beliefs of Sarkoris, the tradition of god calling was largely viewed as ignorant at best and as outright heresy at worse. As a result, many god callers were shunned, or even hunted, for their strange beliefs and for the monstrous company they kept. Many sought out quiet and hidden places where they might continue to practice and share the traditions of Lost Sarkoris, surviving in small groups at the edges of the Worldwound, in the Tusk Mountains, in the Graidmere Swamp, in the Estrovian Forest, and beyond. Still others took the destruction of their home as a sign—as evidence that it was time to spread their beliefs to a world of complacent, distant deities. These god callers have struck out on their own, spreading the tales of their people and their storied eidolons, or even founding new

cults devoted to their gods. Some have even allied with the churches of existing deities, allying their eidolons with the faiths and true gods that share similar beliefs and purposes. The tradition of god calling might be fractured, but it's far from dead.

Today, some of the world's most active god callers continue to work in and around the Worldwound. The town of Valahuv in the Worldwound survives against the demonic hordes largely thanks to the efforts of **Feinroh Balemoon** (LN male human summoner 4), his eidolon Tammerri the Dawncaller, and a mysterious other patron. Similarly, the Sarkorian town of Gundrun is home to the determined god caller **Alase Brinz-Widowknife** (NG female human summoner 5) and her wolflike eidolon Tonbarse. Hidden away in the Graidmere Swamp, in the dark holy place called Baallalota, **Clanliege Lesaul Blackearth** (NE female changeling summoner 10) guides the remnants of her proud clan in their reverence for the Mother of Fangs, the snake-like spirit of the swamp—and perhaps something more.





GRAY GARDENER	CR 7
HUMAN INQUISITOR OF NORGORBER 5	XP
GRAY GARDENER 3	3,200
Medium humanoid (human)	NE

Init +6; **Senses** Perception +15

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)

hp 55 (8d8+16)

Fort +7, **Ref** +4, **Will** +10

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +6 (1d6+1/19–20) or

mwk alchemical silver dagger +6 (1d4–1/19–20)

Ranged mwk alchemical silver dagger +8 (1d4–1/19–20)

Special Attacks *bane* (8 rounds/day), *sneak attack* +1d6

Inquisitor Spell-Like Abilities (CL 5th; concentration +9)

At will—*detect alignment*

5 rounds/day—*discern lies*

Inquisitor Spells Known (CL 7th; concentration +11)

3rd (2/day)—*retribution*^{APG} (DC 17), *seek thoughts*^{APG} (DC 17)

2nd (4/day)—*confess*^{APG} (DC 16), *cure moderate wounds*,
detect thoughts (DC 16), *hold person* (DC 16)

1st (5/day)—*cause fear* (DC 15), *comprehend languages*,
disguise self, *divine favor*, *vocal alteration*^{UM} (DC 15)

0 (at will)—*bleed* (DC 13), *brand*^{APG} (DC 13), *daze* (DC 13),



detect magic, *guidance*, *sift*^{APG}

Domain Heresy inquisition^{UM}

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 18

Feats Alertness, Combat Reflexes, Intimidating Gaze^{UM},

Lookout^{APG}, Persuasive

Skills Bluff +15 (+18 to conceal her identity), Diplomacy +13,

Disguise +13 (+16 to conceal her identity), Heal +11,

Intimidate +21, Knowledge (local) +8, Perception +15, Sense

Motive +19, Stealth +5

Languages Common

SQ anonymity, blessed infiltration (4/day), cunning initiative,

dramatic interrogation, harsh judgment 1/day, judgment 2/

day, monster lore +4, righteous infiltration, solo tactics, stern

gaze, track +2

Combat Gear *oil of keen edge*, *potions of cure light*

wounds (2), *potion of misdirection*, *wand of zone of truth*

(8 charges); **Other Gear** +1 *armored coat*^{UE}, +1 *short sword*,

mwk alchemical silver dagger, *ring of protection* +1, 98 gp

SPECIAL ABILITIES

Anonymity (Ex) The Gray Gardener receives a morale bonus equal to her class level on Bluff and Disguise checks made to conceal her identity.

Dramatic Interrogation (Ex) If the Gray Gardener threatens a helpless creature, she gains a +5 competence bonus on Diplomacy, Intimidate, and Perform checks to influence creatures that have a starting attitude of hostile, unfriendly, friendly, or helpful toward the helpless creature, include the helpless creature itself.

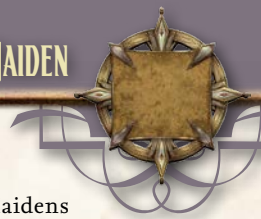
Harsh Judgment (Su) This functions as the inquisitor's judgment ability, but can only be used to choose the destruction, piercing, purity, and smiting judgments. When using harsh judgment, the Gray Gardener is considered an 8th-level inquisitor for the purpose of determining the bonuses granted by the judgment.

SOURCES

Gray Gardener *Pathfinder Campaign Setting: Paths of Prestige* 24;

Inquisitor *Pathfinder RPG Advanced Player's Guide* 38

The notorious executioners of Galt, the Gray Gardeners root out their nation's enemies—whether actual or simply perceived—and ensure that their soul-imprisoning guillotines, the *final blades*, remain slaked in blood.



GRAY MAIDEN	CR 7
HUMAN FIGHTER 8	XP 3,200
Medium humanoid (human)	LE

Init +5; **Senses** Perception +0

DEFENSE

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)
hp 80 (8d10+32)

Fort +9, **Ref** +6, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *bastard sword* +15/+10 (1d10+8/17-20)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 23

Feats Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Climb +11, Intimidate +10, Ride +8, Swim +11

Languages Common, Varisian

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 full plate, +1 heavy steel shield, +1 bastard sword, cloak of resistance +1, 45 gp

When Queen Ileosa Arabasti first came to power in the Varisian city of Korvosa, she transformed her personal guard into an order of all-female knights who served as her elite soldiers. Known as Gray Maidens both for its members' flawless suits of polished steel full-plate armor and for their generally stern and imposing dispositions, this order was staunchly loyal to the queen throughout her reign and carried out her direct orders.

Ileosa maintained her control over these skilled warriors through a complex regimen of extreme mental and physical torture, including the brutal and permanent scarring of the knights' faces to ensure that none of the Gray Maidens could rival the queen's beauty. The result warped many of the knights' views of the world, and left many Gray Maidens desensitized to suffering and morally ambivalent toward commands to perform evil tasks in their commander's name.

When Ileosa fell from power, the Gray Maidens were disbanded. While many removed their masks and now do all they can to pursue a normal life, the most fanatical and psychologically scarred spread throughout Varisia, into some parts of Cheliox, and to more distant lands. Without a leader but knowing little else beyond

service and violence, these remaining Gray Maidens seek new names and purposes in a world they no longer feel connected to. In Korvosa itself, **Sabina Merrin** (LN female human fighter 14)—the order's founder and Queen Ileosa's former consort—works to right the wrongs committed by the Gray Maidens, though many in the city are still understandably wary of her intentions. Elsewhere in Varisia, however, the former Gray Maiden **Oriana** (CN female human fighter 8) leads a devout group of fellow dishonored maidens who are unrepentant of their actions under Ileosa. Their whereabouts are currently unknown, but Oriana and those faithful to her are believed to be working toward retaking Korvosa in Queen Ileosa's honor, though what means they plan to use remain as shrouded as their scar-marked faces. (For more details on the Gray Maidens, see *Pathfinder Adventure Path* #62.)





HARBINGER DISCIPLE	CR 3
HUMAN ORACLE 4	XP 800
Medium humanoid (human)	CN

Init +1; **Senses** Perception -1

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 29 (4d8+8)

Fort +6, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk light mace +4 (1d6)

Ranged dagger +4 (1d4/19-20)

Oracle Spells Known (CL 4th; concentration +8)

2nd (4/day)—*enthrall* (DC 17), *gentle repose*, *inflict moderate wounds* (DC 16)

1st (7/day)—*cause fear* (DC 15), *command* (DC 16), *doom* (DC 15), *inflict light wounds* (DC 15),

memory lapse^{APG} (DC 18)

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *light*, *read magic*, *virtue*

Mystery time^{UM}

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 14

Feats Deceitful, Great Fortitude, Spell Focus (enchantment)

Skills Bluff +10, Disable Device +5, Disguise +6, Intimidate +8, Knowledge (history) +8, Knowledge (religion) +6, Perform (oratory) +8, Sense Motive +4, Use Magic Device +8

Languages Aklo, Common, Infernal

SQ oracle's curse (tongues), revelations (erase from time, momentary glimpse)

Combat Gear *potion of cure moderate wounds*, *scroll of augury*, *wand of shield of faith* (22 charges), *smokestick*, *thunderstone*; **Other Gear** *leather armor*, *dagger*, *mwk light mace*, *Book of 1,000 Whispers*, *cloak of resistance +1*, 233 gp

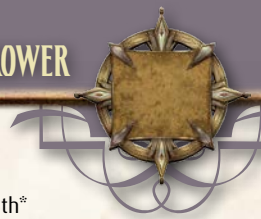
SOURCES

Oracle *Pathfinder RPG Advanced Player's Guide* 42



It's widely accepted that prophecy has been unreliable since the death of Aroden, so much so that the current era is known as the Age of Lost Omens. Not all see the failure of prophecy as so certain, however; most notable among them are the Harbingers of Fate. This Absalom-based secret society may seem like a band of lunatics unable to cope with their philosophy being negated by the passing of time, but in fact they pose a real threat to the safety of the City at the Center of the World. After all, nothing is more important to the Harbingers of Fate than restoring prophecy, even if doing so causes the deaths of thousands of innocents.

Founded in 4648 AR by Lord Garron, an exiled Chelish noble living in Absalom, the Harbingers believe that bringing about the prophecies foretold the mysterious *Book of 1,000 Whispers* will put history back on its proper course and usher in the promised Age of Glory, perhaps even returning of Aroden himself to the world. But like all other forms of soothsaying, the writings in the *Book of 1,000 Whispers*—accurate up until 4606 AR—lost all reliability in predicting the future after Aroden's demise. Lord Garron desperately (and fruitlessly) tried to fulfill these prophecies for the remainder of his life, before dying in one such failed attempt. His daughter Lady Arodeth continues his work today and leads the small but fanatical group of disciples of the *Book of 1,000 Whispers* in Absalom. The Harbingers' methods have been growing more and more desperate in recent years, as the book's final pronouncements are said to occur in 4714 AR; so far, none of them have come true.



HARROWER	CR 9
HUMAN BARD 7	XP
HARROWER 3	6,400
Medium humanoid (human)	CG

Init +1; **Senses** Perception +2

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)
hp 62 (10 HD; 7d8+3d6+17)

Fort +4, **Ref** +8, **Will** +10 (+1 vs. enchantments); +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 dagger +6/+1 (1d4/19-20)

Ranged +1 dagger +8 (1d4/19-20)

Special Attacks bardic performance 20 rounds/day (move action, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, move action, suggestion), harrow casting 3/day

Bard Spells Known (CL 10th; concentration +14)

4th (2/day)—*legend lore, shout* (DC 18)

3rd (4/day)—*clairaudience/clairvoyance, good hope, remove curse, scrying* (DC 18)

2nd (5/day)—*alter self, calm emotions* (DC 16), *detect thoughts* (DC 17), *locate object, hold person* (DC 16)

1st (6/day)—*anticipate peril*^{UM} (DC 16), *comprehend languages, ear-piercing scream*^{UM}, *hideous laughter* (DC 15), *remove fear*

0 (at will)—*detect magic, ghost sound* (DC 14), *know direction, light, mage hand, read magic*

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +5; **CMD** 17

Feats Diviner's Delving^{APG}, Fortune Teller^{ISWG, *}, Harrowed^{ISWG, *}, Skill Focus (Perform [oratory]), Spell Focus (divination), Toughness

Skills Appraise +9, Bluff +12, Disguise +12, Intimidate +10, Knowledge (arcana) +12, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Perform (dance) +12, Perform (oratory) +23, Sleight of Hand +9, Spellcraft +14, Stealth +9, Use Magic Device +8

Languages Common, Varisian

SQ bardic knowledge +3, blessing of the harrow 1/day, lore master 1/day, versatile performance

(dance, oratory), tower of intelligence*, tower of strength*

Combat Gear *potions of cat's grace* (3), *potions of cure moderate wounds* (2), *potions of cure light wounds* (40 charges), *potions of cure moderate wounds* (2), *potions of cure light wounds* (40 charges), *wand of magic missile* (50 charges), *wand of sound burst* (17 charges), *feather token (whip)*; **Other Gear** +1 leather armor, +1 dagger, cloak of resistance +1, ring of protection +1, seer's tea^{UE}, Harrow deck, spell component pouch, 28 gp

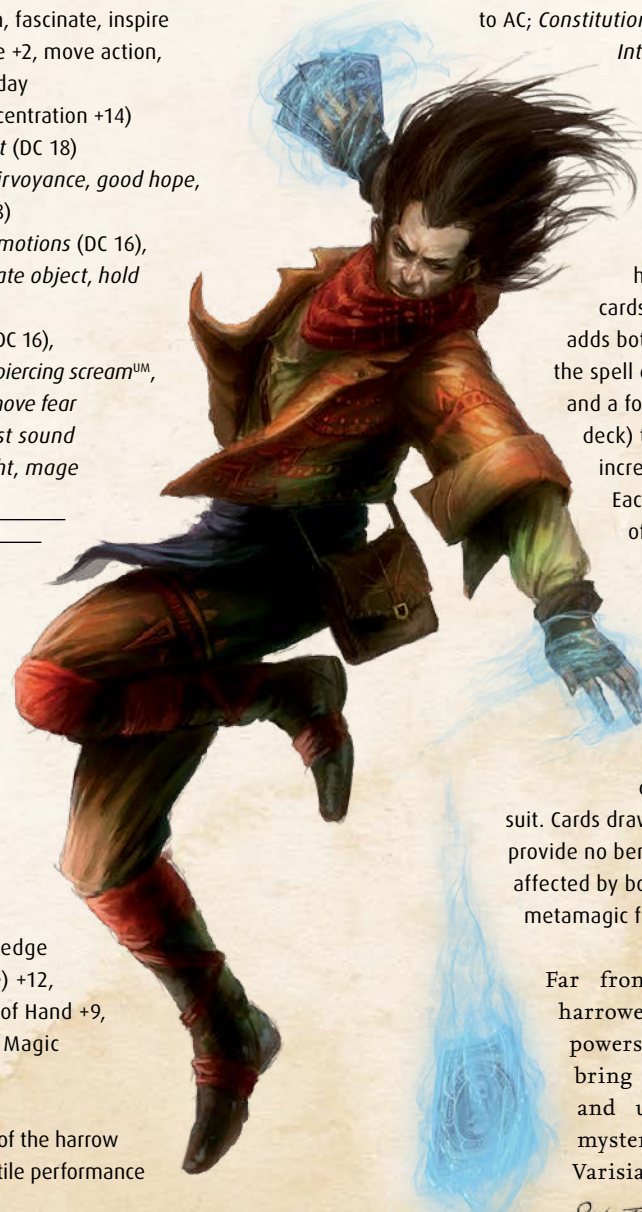
SPECIAL ABILITIES

Blessing of the Harrow (Su) Once per day, a harrower may spend 10 minutes to perform a harrowing for himself and all allies within 20 feet to gain an insight bonus that lasts 24 hours based upon the suit with the most cards showing after the reading. In the case of a tie, the harrower chooses one suit. *Strength*: +1 on attack rolls; *Dexterity*: +1 to AC; *Constitution*: +1 on all skill checks; *Intelligence*: +1 on all skill checks; *Wisdom*: +1 on all saving throws; *Charisma*: +1 on all caster level and concentration checks.

Harrow Casting (Su)
 As he casts a spell, the harrower can draw three cards from his Harrow deck. This adds both a somatic component (if the spell does not already have one) and a focus component (the Harrow deck) to the spell, but does not increase the spell's casting time. Each card the harrower draws of the Intelligence or Strength suits grants the benefit of the tower of intelligence or tower of strength abilities, respectively.

Each card the harrower draws that exactly matches his alignment counts as two cards of that suit. Cards drawn from the other four suits provide no benefits. A spell cannot be affected by both Harrow casting and a metamagic feat.

Far from mere fortune tellers, harrowers use their mystical powers to advise their clans, bring doom upon their foes, and uphold the ancient and mysterious traditions of the Varisian wanderers.





HELLKNIGHT	CR 10
HUMAN FIGHTER 5	XP
HELLKNIGHT 6	9,600
Medium humanoid (human)	LN

Init +2; **Senses** Perception +7

DEFENSE

AC 28, touch 12, flat-footed 26 (+10 armor, +2 Dex, +6 shield)

hp 92 (11d10+27)

Fort +9, **Ref** +6, **Will** +5 (+5 vs. fear, +2 vs. charm)

Defensive Abilities bravery +1, force of will (+2, +4)

OFFENSE

Speed 30 ft.

Melee +1 *cruel morningstar* +16/+11/+6 (1d8+6/19–20)

Ranged mwk dagger +14 (1d4+2/19–20)

Special Attacks smite chaos 2/day (+2 attack and AC, +6 damage), weapon training (flail +1)



Spell-Like Abilities (CL 12th)

At will—*detect chaos*

5/day—*discern lies*

Domain Spell-Like Abilities (CL 6th; concentration +7)

4/day—*touch of law*

STATISTICS

Str 14, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 15

Base Atk +11; **CMB** +13; **CMD** 25

Feats Critical Focus, Improved Critical (morningstar), Intimidating Prowess, Shield Focus, Sickening Critical, Skill Focus (Intimidate), Step Up, Toughness, Weapon Focus (morningstar), Weapon Specialization (morningstar)

Skills Intimidate +16, Knowledge (local) +7, Knowledge (planes) +4, Perception +7, Sense Motive +7

Languages Common

SQ armor training 1, disciplines (fearsomeness 2/day, pentamic faith), Hellknight armor 2, Order of the Godclaw

Combat Gear *potions of bull's strength* (2), *potion of cure serious wounds*, *potion of haste*; **Other Gear** +1 *hellknight plate*^{SWG}, +1 *tower shield*, +1 *cruel morningstar*^{UE}, mwk dagger, *cloak of resistance* +1, 460 gp

SPECIAL ABILITIES

Detect Chaos (Sp) This ability functions like a paladin's detect evil ability, save that it detects chaos.

Disciplines (Ex) The Hellknight has access to two disciplines.
Fearsomeness: Twice per day, the Hellknight can use the Intimidate skill to cause a creature within 10 feet to become frightened instead of shaken.

Pentamic Faith: The Hellknight gains all granted powers of the Law domain (but not domain spells), treating his Hellknight level as his cleric level.

Force of Will (Ex) The Hellknight gains a +2 bonus on Will saves against spells with the charm descriptor and a +4 bonus against spells with the fear descriptor.

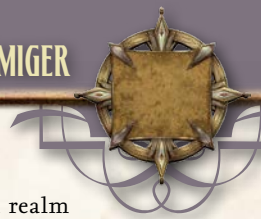
Hellknight Armor (Ex) The Hellknight wears a special type of masterwork full plate called Hellknight plate armor. While wearing this armor, he reduces the armor check penalty by 2, increases the maximum Dexterity bonus allowed by 2, and moves at full speed.

Smite Chaos (Su) This functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

SOURCES

Hellknight *Pathfinder Campaign Setting: The Inner Sea World Guide* 278

Hellknights are living embodiments of unyielding law, striving to impose order on everyone and believing that justice can only be achieved through the suppression of mortals' chaotic tendencies. They are feared wherever they go by criminals and law-abiding citizens alike.



HELLKNIGHT ARMIGER	CR 2
HALF-ORC FIGHTER 3	XP 600
Medium humanoid (human, orc)	LN

Init +1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 27 (3d10+6)

Fort +5, **Ref** +2, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk alchemical silver glaive +7 (1d10+2/×3)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 16

Feats Furious Focus^{APG}, Intimidating Prowess, Power Attack, Weapon Focus (glaive)

Skills Intimidate +10, Knowledge (planes) +1, Sense Motive +3;

Racial Modifiers +2 Intimidate

Languages Common, Orc

SQ armor training 1, orc blood, weapon familiarity

Combat Gear *oil of magic weapon*, *potion of bull's strength*, *potion of cure light wounds*; **Other Gear** mwk half-plate, mwk alchemical silver glaive, 12 gp

One does not step lightly on the path to becoming a Hellknight. A Hellknight is not simply a disciplined warrior, nor is she just a strict supporter of a lawful society. A Hellknight is an instrument of unyielding, inevitable order. Every Hellknight knows that she and her fellows are the tools by which society will be broken and remade in accordance with the teachings of their code, which they call “The Measure and the Chain.” By that code, all who live must be forced to obey the law. Only by imposing order can the Hellknights establish justice; only by overcoming the most difficult trials can a mortal be made worthy and able to impose that order.

A Hellknight armiger has chosen to subject herself to the Measure and to bear the Chain. She has not yet earned a rank or title from her chosen order and instead serves one or more Hellknights as a squire or banner bearer while she prepares herself to undertake the tests of knighthood. An armiger strives to emulate her betters by mastering the order’s favored weapons—such as the glaive for those among the Order of the Pyre—and learning the Measure’s seemingly endless list of infractions and violations and the required punishments for each.

An armiger also studies the lore of Hell of the infernal realms. This study serves two purposes. First, it allows her to understand and apply infernal

law without mercy—valued because that infernal realm is an unflinching example of absolute order. Second, it prepares her to do battle with Hell’s minions. These battles are required for admittance into the ranks of the Hellknights, but they continue throughout a knight’s development, as her courage and strength are constantly tested to ensure that she remains worthy.

Hellknight armigers are most likely to be found in the lands and towns surrounding their order’s citadel. Because they are not yet full Hellknights, they may not travel outside of the areas controlled by their order without permission. When they do travel with a contingent of Hellknights, it is usually as part of a test of discipline, loyalty, or courage. Those who fail are subjected to the same terrible punishments as any who break the law.



M



HELLKNIGHT SIGNIFER	CR 7
HUMAN SORCERER 6	XP
HELLKNIGHT SIGNIFER 2	3,200
Medium humanoid (human)	LE

Init +0; **Senses** Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 46 (8 HD; 6d6+2d8+14)

Fort +4, **Ref** +4, **Will** +9; +2 vs. visual effects, +2 vs. poison

Defensive Abilities +2 vs. poison; **Resist** fire 5

OFFENSE

Speed 20 ft.

Melee +1 *quarterstaff* +6 (1d6+2)

Ranged dagger +4 (1d4+1/19–20)

Bloodline Spell-Like Abilities (CL 8th; concentration +11)

6/day—corrupting touch (3 rounds)

Sorcerer Spells Known (CL 8th; concentration +11)

4th (3/day)—*wall of fire*

3rd (6/day)—*dispel magic*, *suggestion* (DC 16), *vision of hell*^{MM} (DC 16)

2nd (7/day)—*alter self*, *resist energy*, *scorching ray*, *summon monster II*

1st (7/day)—*burning hands* (DC 14), *charm person* (DC 16), *infernal healing*^{SWG}, *magic missile*, *protection from chaos*, *protection from good*

0 (at will)—*acid splash*, *bleed* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *ray of frost*, *read magic*

Bloodline infernal

STATISTICS

Str 13, **Dex** 10, **Con** 10, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +4; **CMB** +5; **CMD** 15

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Toughness

Skills Diplomacy +10, Intimidate +8, Knowledge (arcana) +10, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (planes) +10, Sense Motive +8, Spellcraft +10

Languages Common, Infernal

SQ bloodline arcana (+2 DC for charm spells), Order of the Gate, signifer mask

Combat Gear *potion of cure moderate wounds*, *scroll of false life*, *scroll of fireball*, *potion of fly*, *scroll of greater infernal healing*^{SWG}, *scroll of summon monster III*, *wand of shield* (30 charges); **Other Gear** +1 *breastplate*, +1 *quarterstaff*, dagger, *cloak of resistance* +1, signifer mask, 48 gp

SPECIAL ABILITIES

Signifer Mask (Su) A Hellknight signifer’s mask—which is given to a signifer upon initiation—is often devoid of eyeholes or other personally identifying features, though it doesn’t obscure the wearer’s vision.

While wearing it, she gains a +2 competence bonus on Sense Motive checks and on saving throws against spells and abilities that rely on visual effects.

SOURCES

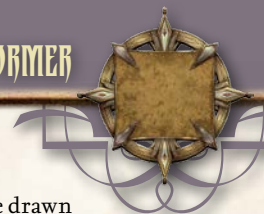
Hellknight Signifer *Pathfinder Campaign Setting: Paths of Prestige* 28

Seekers of magical power are just as likely to appreciate the value of imposed order as those with more martial skills. Most Hellknight orders augment their ranks with skilled spellcasters called signifers; these magicians enhance the order’s efforts, either by directly targeting those who sow chaos or by improving the Hellknights’ already impressive arsenals.

Though their spells are useful in direct support roles, Hellknight signifers are most feared for summoning diabolical beings, whether to savage their foes or test their allies.



M



KITHARODIAN ACADEMY PERFORMER	CR 2
HUMAN BARD 3	XP 600
Medium humanoid (human)	CN

Init +2; **Senses** Perception +5

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 20 (3d8+3)

Fort +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6+1/18-20) or whip +4 (1d3+1 nonlethal)

Ranged shortbow +4 (1d6/×3)

Special Attacks bardic performance 11 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +6)

1st (4/day)—*charm person* (DC 14), *cure light wounds*, *hypnotism* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13), *prestidigitation*, *read magic*

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 13,

Wis 8, **Cha** 17

Base Atk +2; **CMB** +3; **CMD** 15

Feats Iron Will, Skill Focus (Perform [string]), Weapon Finesse

Skills Acrobatics +7, Bluff +14, Diplomacy +14, Disguise +8, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +6, Perception +5, Perform (sing) +9, Perform (string) +14, Spellcraft +5, Stealth +7, Use Magic Device +9

Languages Common, Elven

SQ bardic knowledge +1, versatile performance (string)

Combat Gear *scroll of disguise self*, *scroll of grease*, *wand of hideous laughter* (48 charges);

Other Gear mwk chain shirt, mwk buckler, mwk rapier, shortbow with 20 arrows, whip, entertainer's outfit, mwk musical instrument (kithara), spell component pouch, 8 gp

The graduates of the Kitharodian Academy, Oppara's famed bardic college, number among the Inner Sea region's most talented performers.

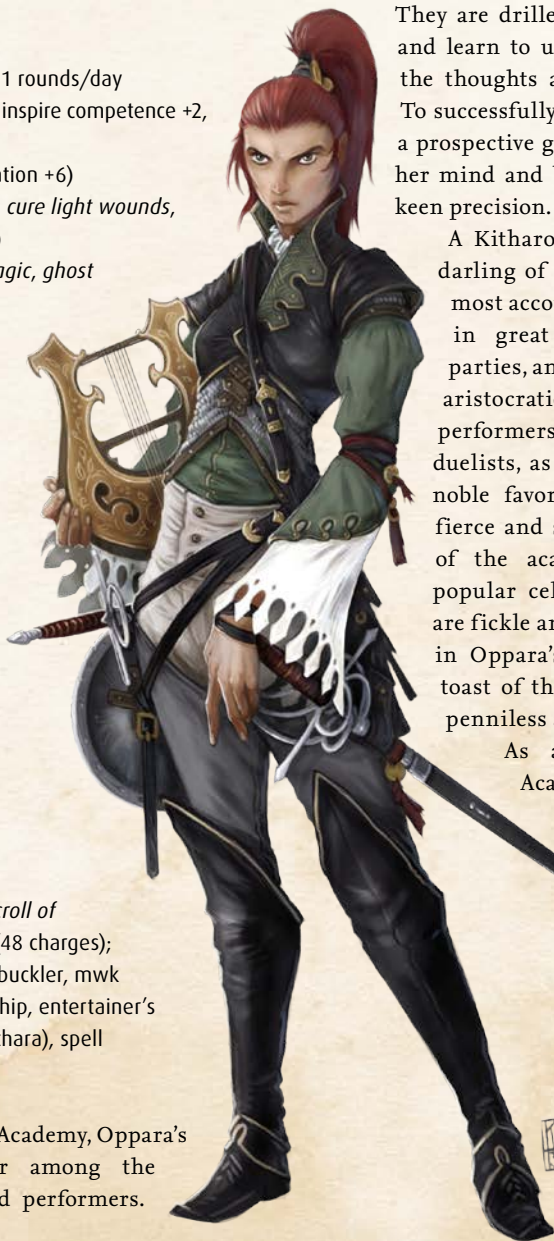
While members of Taldor's secretive Lion Blades are drawn from the ranks of the college's most gifted students, the vast majority of its graduates go on to promising careers in artistic performance—usually as kitharodes, virtuosos with the traditional Taldan lyre known as the kithara. Often skilled singers as well, kitharodes play the kithara as accompaniment to dances, epic recitations, odes, and songs, as well as the odd solo performance.

Regardless of their eventual vocation, Kitharodian Academy performers are trained in far more than just music and culture. During their time at the college, students are taught the fine arts of persuasion and deception, and they spend vast amounts of time studying history, languages, law, magical theory, religion, and science, to say nothing of more esoteric subjects.

They are drilled in combat as well as magic, and learn to use their performances to sway the thoughts and attitudes of any audience. To successfully pass the rigorous final exams, a prospective graduate must demonstrate that her mind and body have both been honed to keen precision.

A Kitharodian Academy performer is a darling of Oppara's social scene, and the most accomplished ones find themselves in great demand for the banquets, parties, and receptions hosted by Taldor's aristocratic elite. Kitharodian Academy performers are also frequently skilled duelists, as competition for engagements, noble favors, and prestigious awards is fierce and sometimes violent. A graduate of the academy can easily become a popular celebrity, but fame and fortune are fickle and fleeting, never more so than in Oppara's cutthroat high society—the toast of the town today can find herself penniless and forgotten tomorrow.

As a result, many Kitharodian Academy performers leave the capital, and some flee Taldor entirely, in search of friendlier audiences who will honestly appreciate them more for their art than for their social standing. Others forsake the performance halls of the cities for the open road, seeking fame of a different sort, drawn by the lure of a life filled with adventure.





KNIGHT OF OZEM	CR 7
HUMAN PALADIN OF IOMEDAE 5	XP
KNIGHT OF OZEM 3	3,200
Medium humanoid (human)	LG

Init +0; **Senses** Perception +6

Aura courage (10 ft.)

DEFENSE

AC 24, touch 10, flat-footed 24 (+10 armor, +4 shield)

hp 69 (8d10+21)

Fort +12, **Ref** +6, **Will** +10

Immune disease

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +13/+8 (1d8+4/19-20)

Ranged javelin +8 (1d6+3)

Special Attacks channel positive energy (DC 15, 3d6), favored enemy (undead +2), smite evil 2/day (+3 attack and AC, +5 damage)

Paladin Spell-Like Abilities (CL 5th; concentration +8)

At will—*detect evil*

Paladin Spells Prepared (CL 2nd; concentration +5)

1st—*bless weapon, detect undead*

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 21

Feats Extra Mercy, Improved Shield Bash, Power Attack, Shield Focus, Shield Wall^{APG}, Vital Strike, Weapon Focus (longsword)

Skills Diplomacy +14, Heal +5, Knowledge (religion) +7, Perception +6, Sense Motive +7

Languages Common

SQ aura, code of conduct, divine bond (weapon +1, 1/day), lay on hands (2d6, 5/day), mercy (shaken, sickened), sentinel against undeath +1

Combat Gear *potion of eagle's splendor, potion of lesser restoration, holy water*; **Other Gear** +1 *full plate, +1 heavy steel shield, +1 longsword, javelins (4), cloak of resistance +1, silver holy symbol of Iomedae, sunrods (2), 7 gp*

SPECIAL ABILITIES

Favored Enemy (Ex) A Knight of Ozem gains a favored enemy bonus of +2 against undead. This ability functions as the ranger class ability.

Sentinel Against Undeath (Ex) A Knight of Ozem gains a bonus equal to 1/3 his Knight of Ozem level on Perception and Sense Motive checks against undead. He also gains this bonus as a dodge bonus to his AC and CMD against attacks made by undead.

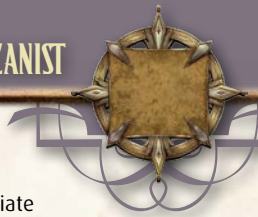
SOURCES

Knight of Ozem *Pathfinder Campaign Setting: Paths of Prestige* 30

Formed to battle the threat of the Whispering Tyrant, the Knights of Ozem stand in unflinching defense of Lastwall and against undead wherever they may rise. Once they owed allegiance to Arazni, but with her fall and the demise of Aroden, the order has transferred its allegiance to Iomedae, herself a leader of the knights during her mortal days.

Though much of the attention of Lastwall has turned to Belkzen, the knights argue for eternal vigilance against the possibility of the Whispering Tyrant's escape from Gallowspire or the rise of one of his many lieutenants. Besides this unending watch, the Knights of Ozem search for the *bloodstones of Arazni*, canopic jars said to contain the organs of the Harlot Queen's mortal frame. With or without the bloodstones, they seek the final destruction of their lost patron, that her soul might at last find eternal rest. If anything can move a Knight of Ozem to bend his oaths, it is the hope of freeing Arazni from Geb's sinister control.





MAGAAMBYA ARCANIST	CR 10
HUMAN WIZARD 5	XP
MAGAAMBYAN ARCANIST 6	9,600
Medium humanoid (human)	NG

Init +1; **Senses** Perception +2

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 deflection, +1 Dex, +2 natural)

hp 68 (11d6+27)

Fort +8, **Ref** +7, **Will** +14

Defensive Abilities blessed warding

OFFENSE

Speed 30 ft.

Melee club +4 (1d6-1)

Special Attacks hand of the apprentice (8/day)

Spell-Like Abilities (CL 6th)

Constant—*protection from evil*

Wizard Spells Prepared (CL 11th; concentration +16)

6th—*summon monster VI*[†]

5th—*break enchantment, dismissal* (DC 20), *dominate person* (DC 20)

4th—*ice storm, reincarnate, shout* (DC 19), *solid fog*

3rd—*cure moderate wounds, daylight, dispel magic, magic circle against evil*[†], *remove disease* (DC 18)

2nd—*acid arrow, flame blade, resist energy, scorching ray, warp wood*

1st—*mage armor, magic missile* (2), *ray of enfeeblement* (DC 16), *shillelagh* (2)

0 (at will)—*detect magic, light, mage hand, read magic*

[†] If cast as a good spell, this spell is cast at +1 caster level and lasts an additional 6 rounds.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 16

Feats Combat Casting, Craft

Wondrous Item, Empower Spell, Greater Spell Penetration, Iron Will, Scholar^{SWG}, Scribe Scroll, Spell Mastery (*baleful polymorph, dispel magic, resist energy, summon monster VI*), Spell Penetration

Skills Diplomacy +14, Fly +15,

Heal +16, Knowledge (arcana) +23, Knowledge (history) +19, Knowledge (nature) +23, Knowledge (religion) +19, Spellcraft +19

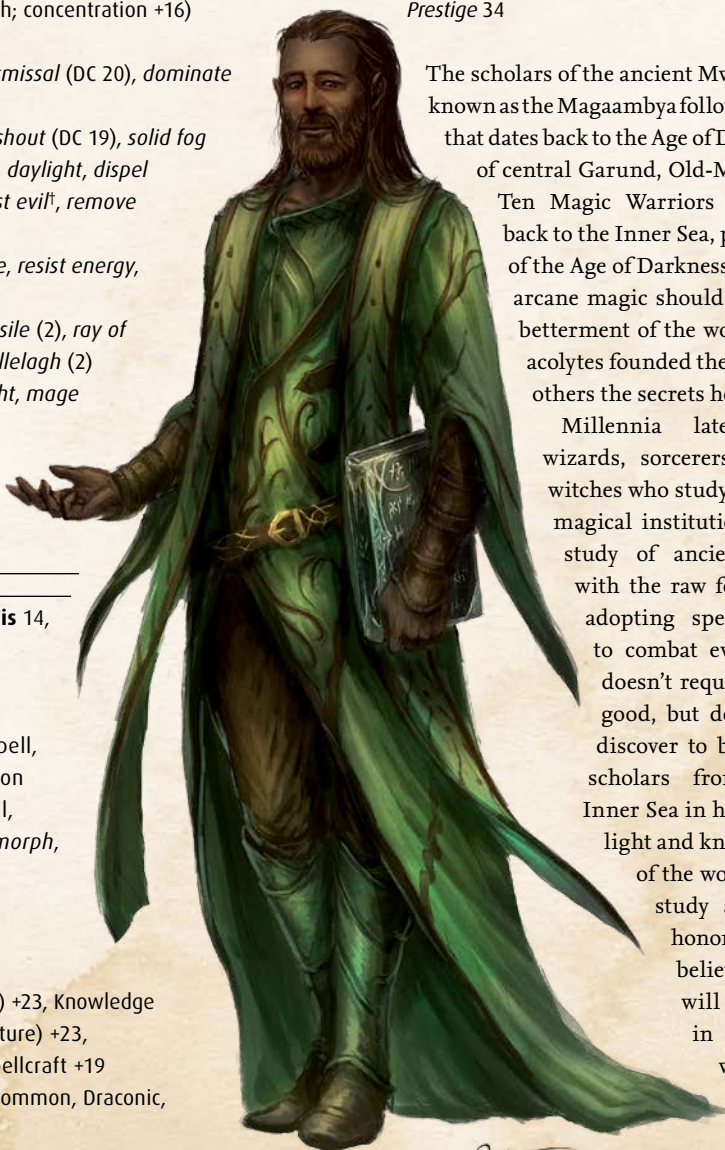
Languages Abyssal, Celestial, Common, Draconic, Infernal, Osiriani, Polyglot

SQ arcane bond (amulet), aura, halcyon magic*, immediate spell mastery* (1/day), intoned recollection*, lasting goodness, spontaneous spell mastery* (1/day), superior spell mastery*, virtuous spells

Combat Gear *scroll of lesser restoration, scroll of teleport, wand of cure moderate wounds* (39 charges), *wand of shield* (25 charges), holy water (2); **Other Gear** club, *amulet of natural armor* +2, *cloak of resistance* +3, *headband of vast intelligence* +2, *ring of protection* +1, spell component pouch, spellbooks (2; contain all 0-level spells and all prepared spells as well as the following: 6th—*globe of invulnerability*; 5th—*baleful polymorph, teleport*; 4th—*black tentacles, charm monster, stone shape*; 3rd—*fireball, gaseous form, hold person*; 2nd—*cat's grace, invisibility, spider climb*; 1st—*endure elements, feather fall, identify, protection from evil, shield*), 168 gp

SOURCES

Magaambya Arcanist *Pathfinder Campaign Setting: Paths of Prestige* 34



The scholars of the ancient Mwangi magic academy known as the Magaambya follow an ancient tradition that dates back to the Age of Destiny. In the jungles of central Garund, Old-Mage Jatembe and his Ten Magic Warriors brought civilization back to the Inner Sea, pulling humanity out of the Age of Darkness. Believing powers of arcane magic should be employed for the betterment of the world, Jatembe and his acolytes founded the Magaambya to teach others the secrets he learned.

Millennia later, the righteous wizards, sorcerers, bards, magi, and witches who study at Garund's premier magical institution blend the careful study of ancient, eldritch secrets with the raw force of nature, often adopting spells used by druids to combat evil. The Magaambya doesn't require its students to be good, but does expel those they discover to be evil. They take in scholars from throughout the Inner Sea in hopes of sharing their light and knowledge with the rest of the world. Through careful study and the practice of honored traditions, they believe, the study of magic will promote goodwill in the students and will help arcanists achieve a sense of enlightenment.



MAMMOTH RIDER	CR 14
HUMAN BARBARIAN 3	XP 38,400
DRUID 6	
MAMMOTH RIDER 6	
Medium humanoid (human)	CN

Init +1; **Senses** Perception +3

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 dodge, +2 shield)

hp 112 (15 HD; 3d12+6d8+6d12+21)

Fort +16, **Ref** +10 (+1 vs. traps), **Will** +13; +2 vs. arcane spells, +4 vs. fey and plant-targeted effects

Defensive Abilities mistrust of magic, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +2 *returning spear* +20/+15/+10 (1d8+9/x3) or *mwk battleaxe* +19/+14/+9 (1d8+5/x3)

Ranged +2 *returning spear* +22 (1d8+7/x3)

Special Attacks colossus hunter, rage (9 rounds/day), rage powers (ferocious mount^{APG}), wild shape 2/day,

Druid Spells Prepared (CL 6th; concentration +9)

3rd—*call lightning* (DC 16), *greater magic fang*, *protection from energy*

2nd—*aspect of the bear*^{APG}, *bear's endurance*, *cat's grace*, *resist energy*

1st—*keen senses*^{APG}, *obscuring mist*, *pass without trace*, *speak with animals*

0 (at will)—*flare* (DC 13), *guidance*, *resistance*, *stabilize*

STATISTICS

Str 20, **Dex** 13, **Con** 12, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +13; **CMB** +18; **CMD** 30

Feats Animal Affinity, Deadly Aim, Dodge, Great Fortitude, Lightning Reflexes, Mobility, Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, Trample

Skills Handle Animal +22, Intimidate +12, Knowledge (nature) +9, Ride +21, Spellcraft +8, Survival +18

Languages Common, Druidic, Hallit, Sylvan

SQ fast movement, hunter's instinct, nature bond (animal companion), nature sense, rapid straddle, steed, trackless step, trap sense +1, undaunted, wild coercion, wild empathy +12, woodland stride

Combat Gear *potion of barkskin* (CL 6th), *potion of bull's strength*, *potions of cure serious wounds* (2), *scrolls of reduce animal* (2), *wand of endure elements* (40 charges); **Other Gear** +2 *hide armor*, +1 *light wooden shield*, +2 *returning spear*, *mwk battleaxe*, *cloak of resistance* +2, *lesser belt of mighty hurling*^{UE}, holly and mistletoe, exotic military saddle, 10 gp

SPECIAL ABILITIES

Colossus Hunter (Ex) The mammoth rider gains a +1 bonus on weapon attack and damage rolls against Large and Huge creatures, and a +2 bonus on weapon attack and damage rolls against Gargantuan and Colossal creatures.

Hunter's Instinct (Ex) A mammoth rider gains the quarry class ability; this is exactly like the ranger ability of the same name. She can use this ability on any creature, not just a favored enemy.

Mistrust of Magic (Ex) As long as she doesn't possess any levels in a class that grants her the ability to cast arcane spells, the mammoth rider gains a +2 morale bonus on saving throws against arcane spells.

Rapid Straddle (Ex) A mammoth rider can attempt Ride checks to fast mount or fast dismount her steed even if it's more than one size category larger than her, provided she still has a move action available that round.

Steed (Ex) A mammoth lord treats levels in the mammoth lord prestige class as druid levels for the purpose of determining the advancement of her animal companion.

Undaunted (Ex) A mammoth rider adds her Strength bonus to the DC of Intimidate checks made against her. Additionally, creatures attempting to intimidate her don't gain a bonus for being larger than her.

Wild Coercion (Ex) A mammoth rider's prestige class levels stack with her druid levels for the purposes of determining the effects of her wild empathy class feature. In addition, a mammoth rider can use her wild empathy to demoralize an animal or magical beast, or force it to be friendly to her, as if using Intimidate rather than Diplomacy. She adds her Strength modifier to these checks in addition to her Charisma modifier.

SOURCES

Mammoth Rider *Pathfinder Campaign Setting: Paths of Prestige* 36

MAMMOTH STEED

Mastodon animal companion (*Pathfinder RPG Bestiary* 128)
N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

hp 115 (10d8+70)

Fort +13, **Ref** +9, **Will** +7 (+4 vs. enchantments); +4 vs. charm, compulsion, and fear

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+11), slam +16 (2d6+11)

Space 15 ft.; **Reach** 10 ft.

Special Attacks trample (2d8+16, DC 26)

STATISTICS

Str 32, **Dex** 14, **Con** 22, **Int** 2, **Wis** 14, **Cha** 7

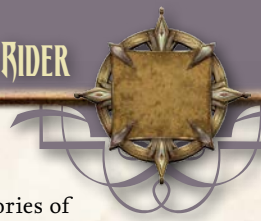
Base Atk +7; **CMB** +20; **CMD** 32 (36 vs. trip)

Feats Diehard, Endurance, Iron Will, Power Attack, Toughness

Skills Perception +15

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, stay, work)





In the Realm of the Mammoth Lords, strength is the key to survival, and there's no greater symbol of that strength than a powerful Kellid warrior astride one of the massive beasts that roam those untamed lands. Though these warrior's massive mounts are not always mammoths, the rest of the Inner Sea region has long been captivated by this romantic (and terrifying) image, leading to the name of the Mammoth Lords and their followers.

Mammoth riders are fierce hunters and defenders of the lands they call home. Whether part of a "following"—a loose affiliation of individual Kellid families and tribes united under a powerful leader—or loners traveling the wilds with only their gigantic steeds for company, mammoth riders are as much forces of nature as the winds that blast across the Ginji Mesa.

While it might be hard for citizens of southern nations to imagine who in their right minds would challenge a man or woman atop thousands of pounds of fur and tusk, mammoth riders do in fact face numerous foes, ranging from other dangerous megafauna to the giant tribes of the Tusk and Kodar Mountains to demonic forces from the Worldwound to the east. Orcs from Belkzen to the south are also a problem, as the warring tribes also see the value in using megafauna as terrible weapons in battle, and they frequently lead raiding parties into mammoth warrior lands in order to capture the giant creatures. Along the southern borders of their land, most mammoth warriors have a particular hatred for Belkzen invaders, as the orcs' use of mammoths and other megafauna as engines of war tends to be crude, wasteful, and unnecessarily cruel to the animals, creating a dark parody of the mammoth riders themselves.

Along these same lines, mammoths are more than just beasts of burden for their riders. The ability to acquire and train a mammoth is far from universal, and many riders come to value their mounts as friends or even totem animals. A mammoth is a symbol of its rider's strength of will and prowess in battle, and as such it's common for riders to decorate their mounts with dyes and warpaint that matches their own, or to pierce or wrap their tusks with rings of metal. Some tribes even

engage in elaborate scrimshaw, carving the life stories of each creature's riders into its tusks.

Mammoth riders can be powerful allies in the rugged lands just south of the Crown of the World. Their survival skills, strength in battle, and strong connection to nature spirits allow them to protect themselves and others against the dangers of the wild. But these same abilities can make them dangerous enemies, and they grow even more dangerous if other tribes add their strength to that of a powerful and respected leader. Further, most mammoth riders are suspicious of outsiders and deeply superstitious about magic, especially when the latter comes from arcane sources. Travelers making their way through the Realm of the Mammoth Lords are wise to enlist local guides to help them placate local rulers and negotiate taboos, lest they find themselves in the path of a stampeding beast or the set spear of a charging rider.





MOLTHUNI COMMANDER	CR 6
HUMAN ARISTOCRAT 2	XP
CAVALIER 5	400
Medium humanoid (human)	LN

Init +1; **Senses** Perception +0

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)

hp 60 (7 HD; 2d8+5d10+19)

Fort +7, **Ref** +3, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 lance +10/+5

(1d8+4/×3), longsword +9/+4

(1d8+3/19–20)

Ranged heavy crossbow +7

(1d10/19–20)

Special Attacks banner +2/+1,

cavalier's charge, challenge

(+5, +2, 2/day)

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 10,

Wis 10, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 20

Feats Mounted Combat, Ride-By

Attack, Shield Wall^{APG}, Skill Focus

(Ride), Spirited Charge, Trample

Skills Diplomacy +11, Handle

Animal +11, Intimidate +11,

Knowledge (nobility) +10,

Ride +9 (+15 when riding his

bonded mount)

Languages Common

SQ expert trainer +2, mount

(horse), order of the lion (lion's

call), tactician (2/day, 5 rounds,

standard action)

Combat Gear *potion of cure light wounds, potion of eagle's splendor;*

Other Gear mwk full plate, mwk

light steel shield, +1 lance, heavy

crossbow with 20 bolts, longsword,

cloak of resistance +1, military saddle,

42 gp

SOURCES

Cavalier *Pathfinder RPG Advanced Player's Guide* 32

COMMANDER'S MOUNT

Horse animal companion

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 21, touch 11, flat-footed 19 (+4 armor, +2 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+4), 2 hooves +4 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Endurance, Light Armor Proficiency, Multiattack, Toughness

Skills Swim +10

SQ combat trained, tricks (attack, come, defend, down, guard, heel, perform, stay)

Gear chain shirt barding



The commanders of the Molthuni military are among the most influential people in that nation. As both Imperial citizens and military officers, they stand at the pinnacle of their rigidly stratified society—the country is run by a military oligarchy, so those seeking political power must go through the military. Molthuni commanders have done just that, and are fiercely loyal to the regime that granted them their high station.

Highly expansionist, Molthune seeks to be a major player in the Inner Sea region. Though the Molthuni consider none of their neighbors allies, only Nirmathas is viewed as weak enough to be vulnerable to conquest. Molthune has been at war with the smaller nation on and off for decades. Molthuni commanders are highly suspicious of any outsiders and those lacking the proper travel papers. Pathfinders and Nirmathi, especially, are considered enemies of the state; if any are discovered, a Molthuni commander and his forces will do what is necessary to remove the threat to the nation.





MUSHFENS CABALIST	CR 8
CHANGELING WITCH 9	XP 4,800
Medium humanoid (changeling)	NE

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 deflection, +1 Dex, +2 natural)
hp 52 (9d6+18)

Fort +6, **Ref** +5, **Will** +10

OFFENSE

Speed 30 ft.

Melee 2 claws +3 (1d4) or
quarterstaff +3 (1d6)

Ranged sling +5 (1d4–1)

Special Attacks hexes (cackle, charm [2 steps, 3 rounds], disguise [9 hours], evil eye [–4, 6 rounds], slumber [9 rounds], ward [+3])

Witch Spells Prepared (CL 9th;

concentration +12)

5th—*suffocation*^{APG} (DC 19)

4th—*control water*, *fear* (DC 17)

3rd—*bestow curse* (DC 16), *dispel magic*,
vampiric touch, *water breathing*

2nd—*blindness/deafness* (DC 15), *cure moderate wounds*, *detect thoughts* (DC 15), *hold person* (DC 15),
see invisibility

1st—*beguiling gift*^{APG} (DC 15),
charm person (DC 14), *mage armor*, *obscuring mist*, *ray of enfeeblement* (DC 14)

0 (at will)—*bleed* (DC 13),
detect magic, *read magic*,
touch of fatigue (DC 13)

Patron Water

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 17, **Wis** 16,
Cha 12

Base Atk +4; **CMB** +3; **CMD** 15

Feats Deceitful, Extend Spell,
Extra Hex^{APG}, Great Fortitude,
Toughness

Skills Bluff +12, Disguise +3,
Intimidate +13, Knowledge
(arcana) +15, Knowledge
(nature) +15, Spellcraft +15

Languages Aklo, Common,
Giant, Goblin, Varisian

SQ hulking changeling,
witch's familiar (snake)

Combat Gear *potion of bear's endurance*,

potion of cure serious wounds, *scroll of augury*, *scroll of cloudkill*, *wand of confusion* (4 charges), *wand of false life* (10 charges); **Other Gear** quarterstaff, sling, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 120 gp

SOURCES

Changeling *Pathfinder RPG Advanced Race Guide* 184; **Witch** *Pathfinder RPG Advanced Player's Guide* 65

The expansive swamp in southwestern Varisia known as the Mushfens is unwelcoming for many reasons: tribes of boggards, shape-shifting faceless stalkers, and cabals consisting of hags and their changeling daughters. It is the latter of these that pose perhaps the largest threat to travelers along the banks of the Yondabakari River, natives of neighboring communities, and citizens of the nearby city of Magnimar, for the changelings can most easily pass unnoticed among their unsuspecting victims and insinuate themselves into society.

Using their mysterious talents of misdirection and manipulation, Mushfens cabalists typically attack those unfortunate enough to become lost in the swamps or who travel into the bogs intentionally. Many an overconfident or foolhardy adventurer bound for the lost Thassilonian ruin known as the Sunken Queen deep within the bogs has been waylaid by the sinister deceptions of a changeling with machinations beyond his ability to fathom.

With increasing regularity, reports have surfaced of elaborate assaults on river traffic along the Yondabakari—and even land-based caravans on the Dry Way, which follows the river's northern bank, connecting Magnimar to points east such as Wartle and Lake Sirantula. Varisian folktales spread through Magnimar tell of foul Mushfens cabalists who disguise themselves as ordinary citizens to seduce and beguile trusting children, wayward husbands, and other easy targets away from the safety of the City of Monuments to their deaths in the swamps to the east. What these supposed seductresses do with their gullible prey is anyone's guess.





NUMERIAN ASCETIC	CR 13
ANDROID MONK 14	XP 25,600
Medium humanoid (android)	LN

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 24, touch 23, flat-footed 19 (+1 armor, +2 deflection, +4 Dex, +1 dodge, +3 monk, +3 Wis)

hp 94 (14d8+28)

Fort +10, **Ref** +13, **Will** +12; +2 vs. enchantments

Defensive Abilities constructed, improved evasion; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, poison, sleep; **SR** 24

OFFENSE

Speed 70 ft.

Melee +2 *unarmed strike* +15/+10 (2d6+5) or +2 *flurry of blows* +17/+17/+12/+12/+7 (2d6+5)

Ranged dagger +14 (1d4+3/19–20)

Special Attacks flurry of blows, nanite surge (+17), stunning fist (15/day, DC 22)

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +10; **CMB** +18 (+22 grapple);

CMD 36 (38 vs. grapple)

Feats Agile Maneuvers, Bonebreaker^{UC}, Catch Off-Guard, Dimensional Agility^{UC}, Dodge, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Jawbreaker^{UC}, Mantis Style^{UC}, Neckbreaker^{UC}, Stunning Fist

Skills Acrobatics +18 (+48 when jumping), Climb +17, Heal +15, Perception +16, Sense Motive –1, Stealth +21; **Racial Modifiers** +2 Perception, –4 Sense Motive

Languages Common

SQ abundant step, diamond body, diamond soul, emotionless, fast movement, high jump, ki pool (10 points, lawful, magic), maneuver training, purity of body, slow fall 70 ft., wholeness of body

Combat Gear *potion of cat's grace*, *potion of cure moderate wounds*, *potion of haste*, *potion of invisibility*, *smokesticks* (2); **Other Gear** daggers (2), *amulet of mighty fists* +2, *belt of giant strength* +2, *bracers of armor* +1, *headband of inspired wisdom* +2, *ring of protection* +2

SPECIAL ABILITIES

Constructed (Ex) For the purposes of effects targeting creatures by type (such as a ranger's

avored enemy and bane weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Emotionless (Ex) Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

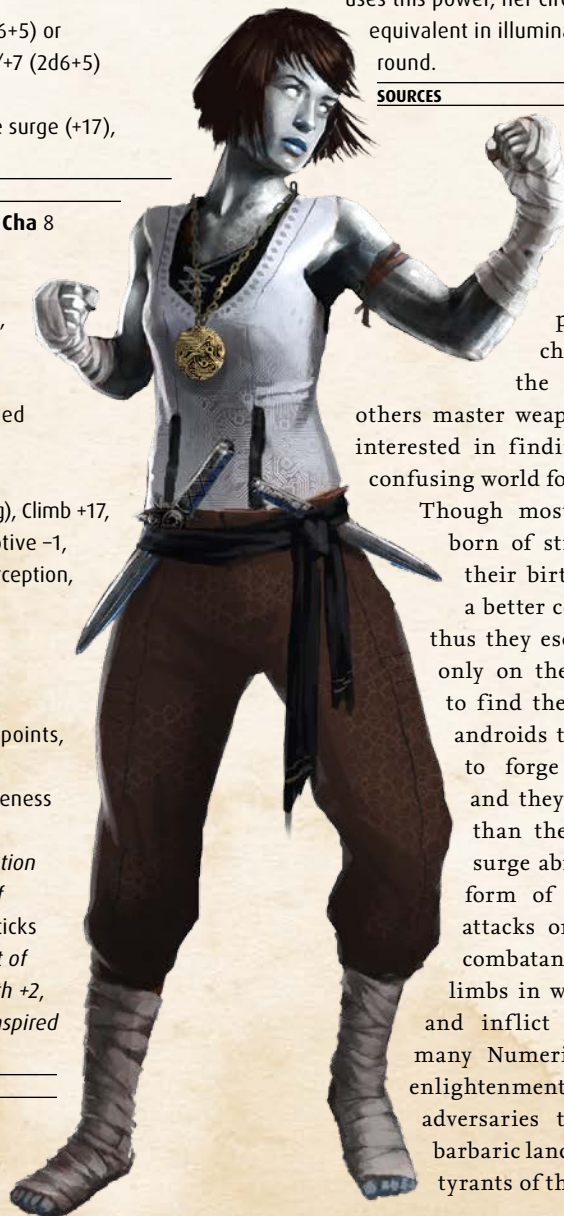
Nanite Surge (Ex) An android's body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent in illumination to that of a torch for 1 round.

SOURCES

Android *Pathfinder Campaign Setting: Inner Sea Bestiary* 3

Across Numeria and beyond, wandering androids train themselves to be paragons of perfection. Not all androids choose this path—some study the intricacies of magic and others master weapons of war—but those most interested in finding their true selves in this confusing world follow the path of the monk.

Though most androids realize they are born of strange technology, few recall their birth into the world. They seek a better connection to themselves, and thus they eschew all technology and rely only on their own bodies and abilities to find their place in the world. These androids train their bodies and minds to forge themselves into weapons, and they rely on their training more than they make use of their nanite surge ability. They study the physical form of opponents and focus their attacks on the weak areas, grappling combatants and wrenching their limbs in ways calculated to break bone and inflict excruciating pain. Though many Numerian ascetics seek a path of enlightenment, they remain dangerous adversaries to those they cross in the barbaric lands of Numeria—especially the tyrants of the Technic League.





OLD ONES CULTIST	CR 9
HUMAN ORACLE 10	XP 6,400
Medium humanoid (human)	CE

Init +2; **Senses** Perception -1

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 68 (10d8+20)

Fort +7, **Ref** +6, **Will** +9; +1 vs. fear

OFFENSE

Speed 30 ft.

Melee +1 dagger +8/+3 (1d4+1/19-20)

Ranged +1 dagger +10/+5 (1d4+1/19-20)

Oracle Spells Known (CL 10th; concentration +15)

5th (4/day)—*feblemind* (DC 20), *mass inflict light wounds* (DC 20), *summon monster V*

4th (6/day)—*black tentacles*, *divine power*, *inflict critical wounds* (DC 19), *summon monster IV*

3rd (7/day)—*animate dead*, *bestow curse* (DC 18), *inflict serious wounds* (DC 18), *prayer*, *tongues*

2nd (7/day)—*disfiguring touch*^{UM} (DC 17), *dust of twilight*^{APG} (DC 17), *enthral* (DC 17), *inflict moderate wounds* (DC 17), *lesser restoration*, *shard of chaos*^{UM} (DC 17)

1st (8/day)—*command* (DC 16), *divine favor*, *doom* (DC 16), *entropic shield*, *inflict light wounds* (DC 16), *ray of sickening*^{UM} (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *spark*^{APG}

Mystery dark tapestry^{UM}

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 13,

Wis 8, **Cha** 20

Base Atk +7; **CMB** +7; **CMD** 20

Feats Dodge, Great Fortitude, Iron Will, Oracular Intuition^{UM}, Stoic, Toughness

Skills Diplomacy +13, Disguise +13, Heal +7, Intimidate +13, Knowledge (arcana) +14, Knowledge (history) +8, Knowledge (planes) +14, Knowledge (religion) +14, Sense Motive +9, Spellcraft +18, Stealth +6

Languages Aklo, Common, Terran; *tongues* (understand only)

SQ oracle's curse (tongues), revelations (brain drain [3/day, 10d4], cloak of darkness [+6, 10 hours/day], interstellar void [2/day, 10d6 plus fatigue])

Combat Gear *wand of cure moderate wounds* (19 charges);

Other Gear +1 dagger, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, *Preklikin's Book of Cults*, 238 gp

SPECIAL ABILITIES

Preklikin's Book of Cults This book contains notations of strange cult practices and disturbing rants about Great Old Ones and grants the cultist a +1 resistance bonus on Will saves while she carries it. She may hold the book in one hand to use it as a *lesser extend metamagic rod*, but only for conjuration spells that summon or call evil outsiders. (*Pathfinder Campaign Setting: Gods and Magic* 59)

Stoic The cultist gains a +1 bonus on all saving throws against fear effects. If she successfully saves against any fear effect, she is immune to further fear effects from that source for 24 hours. (See page 289 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.)

SOURCES

Oracle *Pathfinder RPG Advanced Player's Guide* 42

Those who watch the stars and delve into forgotten lore often uncover truths that should have remained hidden. Many are destroyed by what they find, but a few gain great power at the cost of their sanity. These mystics draw others to them through promises of secret knowledge, founding hidden cults that serve entities whose existence is an affront to reality itself.

While the practices of any one of these cults in particular is likely isolated to certain regions of Golarion, those who venerate the Old Cults can be found hidden away in virtually any land, making their infiltration of society that much more insidious.





PATHFINDER CHRONICLER	CR 9
HALFLING BARD 5	XP
PATHFINDER CHRONICLER 5	6,400
Small humanoid (halfling)	CG

Init +2; **Senses** Perception +10

DEFENSE

AC 21, touch 15, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural, +1 size)

hp 68 (10d8+20)

Fort +6, **Ref** +10, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic; +2 vs. fear

Defensive Abilities live to tell the tale

OFFENSE

Speed 20 ft.

Melee dagger +6/+1 (1d3-1/19-20)

Ranged +1 *light crossbow* +10 (1d6+1/19-20)

Special Attacks bardic performance 15 rounds/day (move action; countersong, dirge of doom, distraction, epic tales,

fascinate, inspire competence +2, inspire courage +2, suggestion, whispering campaign)

Bard Spells Known (CL 5th; concentration +8)

2nd (3/day)—*heroism, silence* (DC 15), *tongues*

1st (5/day)—*charm person* (DC 14), *cure light wounds, detect secret doors, identify*

0 (at will)—*detect magic, know direction, light, mending, message, read magic*

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +4; **CMD** 18

Feats Dodge, Iron Will, Mobility, Nimble Moves, Scribe Scroll

Skills Acrobatics +12 (+8 when jumping), Climb +1, Escape Artist +9, Heal +2, Knowledge (arcana, geography, history) +11, Linguistics +12, Perception +10, Perform (oratory) +16, Profession (scribe) +13, Sense Motive +8, Sleight of Hand +10 (+14 to conceal small objects on person), Spellcraft +14, Stealth +14, Survival +8 (+13 to avoid becoming lost), Swim +3, Use Magic Device +8 (+13 with scrolls and other written items)

Languages Azlanti, Common, Draconic, Elven, Halfling, Osiriani

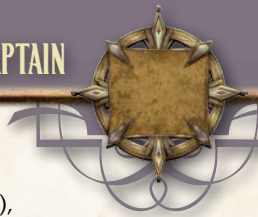
SQ bardic knowledge +5, deep pockets (500 gp), improved aid, lore master 1/day, master scribe, pathfinding, versatile performance (oratory)

Combat Gear *potions of cure moderate wounds* (2), *scroll of eagle's splendor, scroll of glibness, scroll of grease, scroll of hideous laughter, scroll of invisibility, antitoxin, tanglefoot bag* (2); **Other Gear** +2 *studded leather*, +1 *light crossbow* with 10 bolts, dagger, *amulet of natural armor* +1, *ring of protection* +1, *wayfinder*^{ISWG}, *mwk backpack*^{UE}, 62 gp



Like many other Pathfinders, those who call themselves chroniclers explore the ancient and dangerous places of the world primarily to earn fame and renown for their discoveries. For a Pathfinder chronicler, quill and parchment are more crucial and valued than anything else carried on the road. After all, a weapon of choice, holy symbol, or lucky talisman won't tell the tale of adventure and discovery, nor earn the Pathfinder a place in the illustrious pages of the *Pathfinder Chronicles*.

Whether traveling alone on a mission or as part of a team of fellow field agents, Pathfinder chroniclers make a valuable addition to the Society, and have even been known to offer their services to non-Pathfinder adventurers should their paths cross and the chance for fame and exploration is ripe. In addition to crafting new tales of their own exploits, many Pathfinder chroniclers can serve as invaluable fonts of information, lost lore, and advice on how to get out of (and, if needed, into) a particularly sticky situation. Because their travels take them throughout the world, there are few places in the Inner Sea where one couldn't happen upon a helpful Pathfinder chronicler.



PATHFINDER VENTURE-CAPTAIN	CR 13
HUMAN SORCERER 11	XP
LOREMASTER 3	25,600
Medium humanoid (human)	N

Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 76 (14d6+25)

Fort +9, **Ref** +8, **Will** +14

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +6/+1 (1d6-1)

Ranged light crossbow +7 (1d8/19-20)

Sorcerer Spells Known (CL 14th; concentration +18)

- 7th (3/day)—*greater scrying* (DC 21)
- 6th (5/day)—*guards and wards* (DC 20), *legend lore*, *true seeing*
- 5th (6/day)—*break enchantment* (DC 19), *contact other plane*, *overland flight*, *sending*
- 4th (7/day)—*charm monster* (DC 18), *dimension door*, *lesser geas*, *locate creature*, *mass enlarge person* (DC 18), *scrying* (DC 18)
- 3rd (7/day)—*clairaudience/clairvoyance*, *dispel magic*, *haste*, *tiny hut*, *tongues*
- 2nd (7/day)—*detect thoughts* (DC 16), *fog cloud*, *invisibility*, *knock*, *locate object*, *scorching ray*
- 1st (7/day)—*disguise self*, *erase* (DC 15), *feather fall*, *identify*, *mage armor*, *magic missile*
- 0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *light*, *mending*, *message*, *prestidigitation* (DC 14), *read magic*, *resistance*

Bloodline arcane

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +5; **CMD** 19

Feats Combat Casting, Eschew Materials, Extend Spell, Great Fortitude, Greater Spell Focus (divination), Heighten Spell, Scribe Scroll, Skill

Focus (Knowledge [history]), Spell Focus (divination), Spell Penetration, Toughness

Skills Appraise +14, Diplomacy +17, Knowledge (arcana) +21, Knowledge (history) +26, Knowledge (local) +16, Linguistics +12, Perception +7, Sense Motive +10, Spellcraft +20, Use Magic Device +21

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Osiriani, Polyglot, Undercommon, Varisian

SQ arcane bond (ring), bloodline arcana (+1 DC for metamagic spells that increase spell level), greater lore, metamagic adept (3/day), new arcana, lore +1, secrets (instant mastery, secret health), true lore

Combat Gear *potion of cure serious wounds*, *scroll of greater heroism*, *scroll of greater teleport*, *scroll of shadow walk*, *scroll of stone to flesh*, *wand of resist energy* (5 charges); **Other Gear** light crossbow with 20 bolts, mwk quarterstaff, *bag of holding* (type I, contains 28 volumes of the *Pathfinder Chronicles*^{ISWG}), *cloak of resistance* +3, *headband of vast intelligence* +2, *ring of protection* +3, *wayfinder*^{ISWG}, 38 gp



Venture-captains in the Pathfinder Society are often former Pathfinder field agents who've chosen to retire from active exploration in order to facilitate younger and less experienced agents' endeavors. They act as intermediaries between the rank-and-file Pathfinders and the mysterious, masked Decemvirate, who enigmatically guide the organization from the highest levels of the Society's headquarters in Absalom.

Most venture-captains are granted their own Pathfinder lodges from which they oversee various expeditions, outfit field agents, and gather information both from their direct reports and their superiors about possible Pathfinder delves in their respective geographical areas.

Some venture-captains have no home lodge over which they preside, either because they operate out of a large lodge with multiple venture-captains (such as the Grand Lodge in Absalom) or travel from lodge to lodge following specific interests in which they specialize. While many Pathfinder field agents do not claim any ambition to give up the adventuring life for a position as a venture-captain, few turn down such an offer when presented, as promotions to the rank are rare.



PROPHET OF KALISTRADe	CR 12
HUMAN ARISTOCRAT 5	XP
PROPHET OF KALISTRADe 8	19,200
Medium humanoid (human)	LN

Init +2; **Senses** Perception +0

DEFENSE

AC 18, touch 17, flat-footed 12 (+1 deflection, +2 Dex, +4 dodge, +1 natural)

hp 76 (13d8+18)

Fort +10, **Ref** +11, **Will** +15

Defensive Abilities auspicious display +3

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +9/+4 (1d8/19–20)

Prophet of Kalistrade Spells Known (CL 8th; concentration +13)

3rd (3)—*clairaudience/clairvoyance, glibness, suggestion* (DC 20)

2nd (5)—*detect thoughts* (DC 17), *hideous laughter* (DC 19), *locate object, zone of truth* (DC 19)

1st (6)—*charm person* (DC 18), *comprehend languages, divine favor, hypnotism* (DC 18), *identify*

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 21

Base Atk +9; **CMB** +8; **CMD** 25

Feats Combat Casting, Dodge, Extend Spell, Greater Spell Focus (enchantment), Improved Iron Will, Iron Will, Persuasive, Spell Focus (enchantment)

Skills Appraise +18, Craft (jewelry) +13, Diplomacy +25, Intimidate +7, Knowledge (local, nobility) +18, Profession (merchant) +16, Sense Motive +13, Spellcraft +10

Languages Common, Dwarven, Varisian
SQ business acumen (two size categories), mystical contacts, prophet's chest, purchase spells (3rd, 2nd, or 1st level)

Combat Gear *potions of cure moderate wounds* (2), *potion of mage armor*; **Other Gear** +1 *longsword*, *amulet of natural armor* +1, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, jewelry and opulent clothing (worth 9,000 gp), 3,035 gp

SPECIAL ABILITIES

Auspicious Display (Ex) The prophet gains a +3 dodge bonus to Armor Class (already calculated into her stat block) while wearing at least 9,000 gp worth of jewelry and opulent clothing.

Purchase Spells (Su) The prophet can spontaneously cast a spell even if she has expended all her spells per day by sacrificing currency or gems. This costs 3,000 gp for a 3rd-level spell, 1,500 gp for a 2nd-level spell, or 500 gp for a 1st-level spell.

Business Acumen (Ex) The prophet treats settlements as two size categories larger when determining their base values and purchase limits.

Mystical Contacts (Ex) Once per week, the prophet can purchase a spellcasting service at half its normal price.

Prophet's Chest (Sp) The prophet can hide a chest on the Ethereal Plane (as secret chest), and can three times per day summon it to the Material Plane as a standard action.

SOURCES

Prophet of Kalistrade *Pathfinder Campaign Setting: Paths of Prestige* 42

The business acumen of the adherents of the Prophecies of Kalistrade is largely responsible for earning the nation of Druma a place beside the wealthiest nations in the region. Though they bedeck themselves in white robes from head to toe, and live by the strictures of a detailed code of sexual and dietary prohibitions, prophets of Kalistrade are anything but modest when it comes to their wealth. In fact, it is one of their faith's core tenets that a prophet dress opulently as to indicate to all that such wealth comes as a reward for forgoing other of life's indulgences.

Frequently masters of divination and enchantment—which aid them in business dealings ranging from prospecting to negotiation—prophets of Kalistrade generally see magic as a means to an end rather than as a goal to be attained in and of itself. The accumulation of knowledge about magical artifacts, whether of arcane or divine power, is typically valued more in terms of how much such items can be sold for to the right buyer rather than for any scholarly purpose. Prophets take a similar view of just about everything in life, from their political and social alliances to the very jewelry and ornamentation they wear so proudly on their persons. The more value one can amass, the more power one can wield over those who value such splendor.





PURE LEGIONNAIRE	CR 6
HUMAN RANGER (SKIRMISHER) 7	XP 2,400
Medium humanoid (human)	LN

Init +2; **Senses** Perception +15

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 64 (7d10+21)

Fort +7, **Ref** +10, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 *scimitar* +12/+7 (1d6+4/18–20)

Ranged mwk longbow +10/+5 (1d8/×3)

Special Attacks favored enemy (humans +4, native outsiders +2)

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 23

Feats Dodge, Endurance, Lightning Reflexes, Point-Blank Shot, Precise Shot, Skill Focus (Perception), Toughness, Weapon Focus (scimitar)

Skills Heal +4, Intimidate +9, Knowledge (local) +7, Knowledge (religion) +7, Perception +15, Sense Motive +9, Stealth +11, Survival +12

Languages Common, Osiriani

SQ favored terrain (desert +2), hunter's bond (companions), hunter's tricks 5/day (hateful attack, uncanny senses), track +3, wild empathy +6, woodland stride

Combat Gear tanglefoot bag (2); **Other Gear** +1 *leather lamellar*^{UE}, +1 *scimitar*, mwk longbow with 20 arrows, *cloak of resistance* +1, *elixir of truth*, *elixir of vision*, everburning torch, healer's kit, mwk manacles, 39 gp

SOURCES

Skirmisher *Pathfinder RPG Advanced Player's Guide* 128

The members of Rahadoum's elite Pure Legion are among the most vigilant and skilled police force in the Inner Sea region, dedicated to the sole purpose of keeping that nation free of the influence of gods and those who worship them. In the wake of the Oath Wars, which tore northern Garund apart as the churches of Nethys, Norgorber, and Sarenrae fought for control of the region, the nation of Rahadoum was founded upon the belief that all religions were a pox upon the world and that the worship

of any divine force could bring about nothing but ill fortune. To stay true to this belief, for the last 21 centuries the Pure Legionnaires have worked ceaselessly to keep priests, lay worshipers, and religious paraphernalia out of their land.

Based in Azir, the birthplace of the Laws of Man and now known as Port Godless, the Pure Legion inspects all vessels coming into Rahadoum to ensure they contain no religious paraphernalia and convey no would-be proselytizers. Any religious iconography found within the nation is confiscated and destroyed, and those who profess the veneration of any deity are forbidden entry into the land; such residents are deported or worse, depending on the seriousness of their crime. Legionnaires are trained to see through deception, from mundane lies about a visitor's faith to illusions and magical misdirections, and often utilize trusted arcane spellcasters to verify that magical items brought into Rahadoum pose no divine threat to their strictly atheist society.

Pure Legionnaires fill a variety of roles, from serving as ship inspectors and camel-riding desert caravan guards to city law enforcement and cult-hunters who infiltrate secret sects of illicit deity worshipers within the Rahadoumi population. Smugglers who are tempted to make a steep profit by transporting religious items into the nation often discover that the cost of challenging the Pure Legion is more than they're willing to pay, and much of the Pure Legion's work involves maintaining enough of a reputation to deter hidden priests and closet faithful from publicly violating their nation's most important law. While Pure Legionnaires aren't as bloodthirsty as other nations may portray them, all are zealously devoted to the cause.





RAZMIRAN PRIEST	CR 9
HUMAN SORCERER 6	XP
RAZMIRAN PRIEST 4	6,400
Medium humanoid (human)	LE

Init +2; **Senses** Perception +10

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 61 (10 HD; 6d6+4d8+20)

Fort +6, **Ref** +6, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +6/+1 (1d8-1)

Special Attacks false channel* (2d6, 8/day), staff of order (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 9th; concentration +14)
8/day—touch of law



Bloodline Spell-Like Abilities (CL 9th; concentration +14)
8/day—touch of destiny (+3)

Sorcerer Spells Known (CL 9th; concentration +14)
4th (5/day)—*confusion* (DC 19), *enervation*
3rd (7/day)—*lightning bolt* (DC 18), *ray of exhaustion* (DC 18),
suggestion (DC 18)

2nd (7/day)—*bles*, *blindness/deafness* (DC 17), *blur*,
cure light wounds, *detect thoughts* (DC 17), *invisibility*,
scorching ray

1st (8/day)—*alarm*, *charm person* (DC 16), *disguise self*,
mage armor, *magic missile*, *ray of enfeeblement* (DC 16)

0 (at will)—*detect magic*, *ghost sound* (DC 15), *light*, *mage*
hand, *mending*, *prestidigitation*, *ray of fatigue*, *read magic*

Bloodline destined

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +6; **CMB** +5; **CMD** 17

Feats Combat Casting, Empower Spell, Eschew Materials, False Casting, Magical Aptitude, Silent Spell, Weapon Focus (ray)

Skills Bluff +21, Diplomacy +12, Intimidate +18, Knowledge (history) +5, Knowledge (religion) +10, Perception +10, Sense Motive +7, Sleight of Hand +3, Spellcraft +10, Use Magic Device +25

Languages Common, Hallit

SQ bloodline arcana (gain luck bonus on saves when casting personal-range spells), domain of Razmir* (Law domain), fated (+1), first ritual*, master of lies*

Combat Gear scroll of prayer, scroll of shield (CL 3rd), scroll of spiritual weapon (CL 6th), wand of cure light wounds (15 charges), wand of shield of faith (CL 6th, 21 charges);

Other Gear mwk heavy mace, circlet of persuasion, cloak of resistance +1, headband of alluring charisma +2, iron holy symbol of Razmir (worth 5 gp), 73 gp

SOURCES

Razmiran Priest *Pathfinder Campaign Setting: Paths of Prestige* 44

Razmiran priests serve the same role as the clergy of most religions: spreading their faith and punishing heresy. Razmir's priests are quick to unleash their power on any who deny his divinity, or worse, who actually have evidence that would expose his ruse. Though they are primarily isolated in the nation of Razmiran itself, priests of the Living God have begun travelling throughout Avistan, particularly the nations on Lake Encarthan, with increasing regularity, leading some to believe that Razmir has some sinister plan in the works beyond simply converting more followers into the fold through intimidation and force.



RED MANTIS ASSASSIN	CR 13
HALF-ELF ROGUE 7	XP
RED MANTIS ASSASSIN 7	25,600
Medium humanoid (elf, human)	LE

Init +3; **Senses** low-light vision; Perception +22

DEFENSE

AC 23, touch 15, flat-footed 19 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 shield)

hp 101 (14d8+35)

Fort +5, **Ref** +12, **Will** +5; +2 vs. enchantment

Defensive Abilities evasion, red shroud* (1/day, 7 rounds, +1 dodge, fast healing 1), trap sense +2, uncanny dodge;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 *sawtooth sabre* +14/+9 (1d8+8/19-20), +1 *sawtooth sabre* +14 (1d8+6/19-20) or +1 *sawtooth sabre* +16/+11 (1d8+8/19-20)

Ranged mwk hand crossbow +14 (1d4/19-20)

Special Attacks prayer attack* (DC 21), sneak attack +7d6

Spell-Like Abilities (CL 7th; concentration +9)

1/day—*summon mantis* (as *summon monster V*; advanced fiendish giant mantis, 1d3 fiendish giant mantises, or 1d4+1 giant mantises)

Red Mantis Assassin Spells Known (CL 7th; concentration +9)

3rd (1)—*haste*, *keen edge*

2nd (4)—*bull's strength*, *cat's grace*, *invisibility*, *spider climb*

1st (5)—*disguise self*, *expeditious retreat*, *forced quiet*^{UM} (DC 13), *jump*, *true strike*

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +10; **CMB** +13; **CMD** 28

Feats Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (sawtooth sabre), Greater Weapon Focus (sawtooth sabre), Greater Weapon Specialization (sawtooth sabre), Improved Feint, Skill Focus (Bluff), Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

Skills Acrobatics +25, Bluff +25, Disguise +19, Escape Artist +20, Intimidate +19, Perception +22, Sense Motive +1, Sleight of Hand +20, Stealth +25

Languages Common, Elven, Infernal

SQ elf blood, mantis form*, resurrection sense*, rogue talents (bleeding attack +7, combat trick, weapon training), sabre fighting 3, trapfinding +3

Combat Gear *potions of cure moderate wounds* (3), *wand of see invisibility* (6 charges); **Other Gear** +3 *studded leather*, +1 *sawtooth sabres*^{UE} (2), mwk hand crossbow with 10 bolts, *amulet of natural armor* +1, *belt of mighty*

constitution +2, *boots of elvenkind*, *cloak of elvenkind*, *mask of the mantis*^{SWG, *}, *ring of protection* +1, 114 gp

SOURCES

Red Mantis Assassin *Pathfinder Campaign Setting: The Inner Sea World Guide* 282

The assassins in the mysterious order known as the Red Mantis stand at the pinnacle of their craft. Dedicated to the god Achaekek, Red Mantis assassins conduct their business with the fervor and zealotry of religious fanatics. Though their organization is headquartered on Mediogalti Island, Red Mantis assassins are feared throughout the Inner Sea region. Once the order has accepted a contract on a target, the assassins relent only once the victim is dead—in a most permanent fashion.





RED MANTIS INITIATE	CR 3
HUMAN RANGER 4	XP 800
Medium humanoid (human)	LE

Init +2; **Senses** Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 30 (4d10+4)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk sawtooth sabre +7 (1d8+3/19–20), mwk dagger +6 (1d4+3/19–20) or

mwk sawtooth sabre +9 (1d8+4/19–20)

Ranged mwk dagger +7 (1d4+3/19–20)

Special Attacks favored enemy (humans +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*pass without trace*



STATISTICS

Str 16, **Dex** 15, **Con** 11, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 19

Feats Double Slice, Endurance, Skill Focus (Stealth), Two-Weapon Fighting, Weapon Focus (sawtooth sabre)

Skills Acrobatics +6, Bluff +3, Climb +8, Disguise +3, Intimidate +6, Perception +8, Stealth +12, Survival +8, Swim +8

Languages Common, Kelish

SQ favored terrain (urban +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear *dust of tracelessness*, *elixirs of hiding* (2), *potion of cure light wounds*, *potion of invisibility*, black adder venom (1 dose), smokesticks (2); **Other Gear** mwk studded leather, mwk daggers (2), mwk sawtooth sabre, wooden unholy symbol of Achaekek, 25 gp

While all members of the assassin cult known as the Red Mantis share a cold, ruthless dedication to the god Achaekek, neither all adherents to the faith nor all members of the elite assassin's guild wear the iconic mantis masks that so strike fear into the hearts of their victims and the public consciousness alike. In fact, the right to wear the mask of the mantis is hard-earned, and only the most skilled, experienced, and in some cases lucky Red Mantis initiates ever learn the greatest secrets of their order.

Though the most high-profile contracts are assigned to the highest ranking members of cult, most Red Mantis assassins are still on their path to reaching these upper echelons of power within the organization. Rising from initiation into the cult to full status as a masked Red Mantis assassin can take years, even decades, but none should underestimate Red Mantis killer who haven't yet attained that rank. Quite the opposite is true, in fact, as those who have yet to master the mystic arts of the prayer attack, red shroud, and mantis form are particularly driven; they see every contract as their chance

to prove to the Vernai that they are ready for such training, that they live to serve and kill

for Achaekek. Beyond simply their aspirations and fervor, initiate Red Mantis assassins also benefit from their lack of iconic armor, mask, and in some cases even sawtooth sabres. Such assassins can more easily mask the threat they present to a potential target long past when a more experienced Red Mantis assassin would be revealed, a fact that helps make up for their less advanced training.

While there are many paths to becoming a fully initiated Red Mantis assassin, most aspirants specialize in combat with the sawtooth sabre—the favored weapon of their god—as well as two-weapon fighting and magic in the schools of illusion and enchantment, as all these skills help them prove their eventual worth to the Vernai to earn full acceptance into the cult of the Red Mantis.



SCZARNI THIEF	CR 2
HUMAN ROGUE 3	XP 600
Medium humanoid (human)	CN

Init +7; **Senses** Perception +7

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 20 (3d8+3)

Fort +1, **Ref** +6 (+1 vs. traps), **Will** +2

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +6 (1d6+2/19–20) or dagger +5 (1d4+3/19–20)

Ranged dagger +5 (1d4+2/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 14, **Dex** 17, **Con** 10, **Int** 8, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 18

Feats Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Bluff +7, Climb +7, Disable Device +9, Escape Artist +7, Knowledge (local) +5, Perception +7, Sense Motive +5, Sleight of Hand +8, Stealth +9

Languages Common, Varisian

SQ rogue talents (finesse rogue), trapfinding +1

Combat Gear *potion of cure light wounds*; **Other Gear** +1 studded leather, mwk short sword, dagger, mwk thieves tools, 13 gp

Some good-hearted Varisians try to forget that the Sczarni exist. They tire of the shame with which that small branch of their ethnicity has tainted outsiders' perceptions of them. Unfortunately, the Sczarni are all over Varisia and are here to stay. If you ask the Sczarni, they'll tell you Varisia is their land and it always has been.

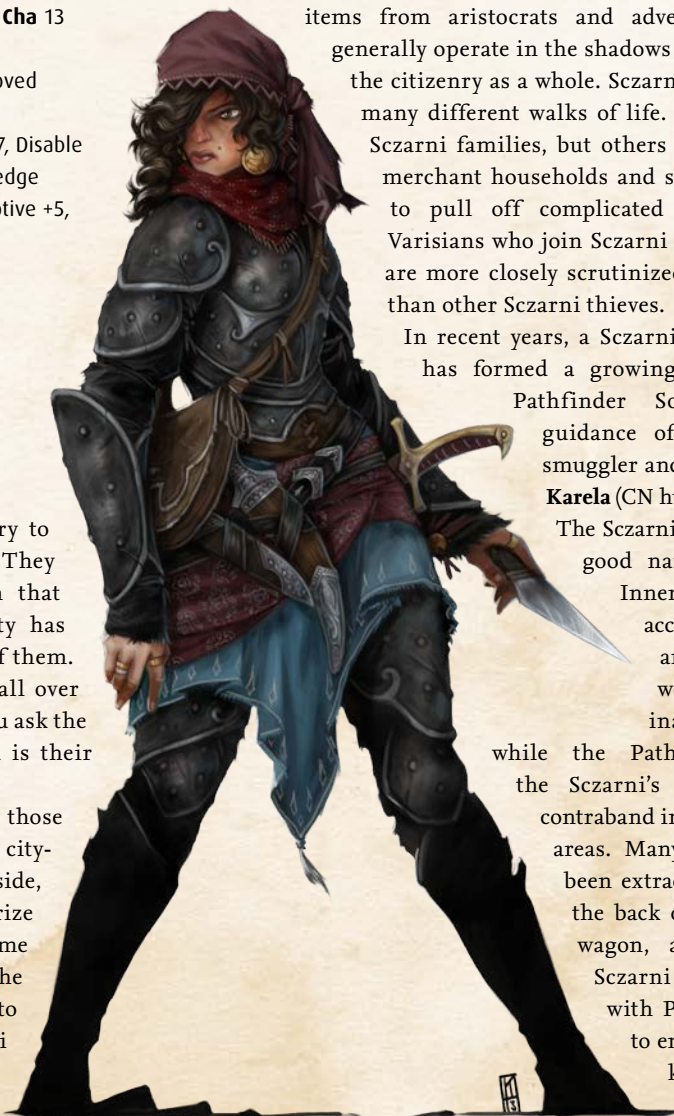
The Sczarni often prey on those foreign to their lands who set up city-states throughout the countryside, but they also rip off and burglarize other Varisians. While some Varisians struggle against the newcomers staking their claims to the Varisian frontier, the Sczarni recognize that they collect more gold these days by ripping off

these settlers than they did when they were just bandits and swindlers preying on their own. The Sczarni have all kinds of rackets running, from cutpurses to con artists' scams to outright banditry, but it's Sczarni thieves who profit the most from foreigners. This Sczarni thief represents a typical burglar, pickpocket, or second-story operator, while the Sczarni thug presented in *Pathfinder Campaign Setting: Magnimar, City of Monuments* represents a common thug or low-level leg-breaker. Sczarni thieves operate most often in the various cities and towns of Varisia.

Depending on how they are approached or encountered, Sczarni thieves can be allies in a heist or cagey opponents in a game of cat and mouse. Many different gangs operate throughout Varisia, so Sczarni thieves working with the Tower Girls might be slightly different from the drug-dealing Creepers infesting Underbridge. Sczarni thieves break into homes and warehouses, pilfer important items from aristocrats and adventurers alike, and generally operate in the shadows of the Sczarni—and the citizenry as a whole. Sczarni thieves come from many different walks of life. Some are born into Sczarni families, but others grow up in wealthy merchant households and succumb to the urge to pull off complicated burglary schemes. Varisians who join Sczarni families later in life are more closely scrutinized by their superiors than other Sczarni thieves.

In recent years, a Sczarni family in Absalom has formed a growing alliance with the Pathfinder Society, under the guidance of the unscrupulous smuggler and blackmailer **Guaril Karela** (CN human male rogue 11).

The Sczarni use the Pathfinders' good name throughout the Inner Sea region to gain access to people, places, and information that would otherwise be inaccessible to them, while the Pathfinders appreciate the Sczarni's knack for getting contraband into and out of hostile areas. Many a field agent has been extracted from danger in the back of a Sczarni caravan wagon, and just as many Sczarni have tagged along with Pathfinders in order to enter a city where their kind would normally be unwelcome.





SHIELDMARSHAL	CR 8
HUMAN GUNSLINGER 5	XP
SHIELDMARSHAL 4	4,800
Medium humanoid (human)	LN

Init +8; **Senses** Perception +15

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

hp 72 (9d10+18)

Fort +8, **Ref** +11, **Will** +8

Defensive Abilities nimble +1

OFFENSE

Speed 30 ft.

Melee handaxe +9/+4 (1d6/x3)

Ranged +1 *double-barreled pistol* +15/+10 (1d8+5) or mwk musket +14 (1d12/x4)

Special Attacks grit (2), gun training (double-barreled pistol, +4)

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +9; **CMD** 25

Feats Deadly Aim, Gunsmithing^{UC}, Iron Will, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Reload (double-barreled pistol), Weapon Focus (double-barreled pistol)

Skills Acrobatics +15, Craft (alchemy) +5, Diplomacy +6, Intimidate +11, Knowledge (local) +12, Perception +15, Sense Motive +11, Survival +13

Languages Common, Osiriani

SQ danger sense, deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, starting shot, targeting, utility shot), eye for detail, gunmarshal, gunsmith, labyrinthine cunning, legal judgment 2/day

Combat Gear *oils of silence*^{UE} (3), *potion of cat's grace*, *potions of cure moderate wounds* (2), bullets^{UE} (20), flare alchemical cartridges^{UE} (10), paper alchemical cartridges (bullet)^{UE} (50); **Other Gear** mwk chain shirt, +1 *double-barreled pistol*^{UE}, handaxe, mwk musket^{UE}, *cloak of resistance* +1, *ring of protection* +1, black powder horn with 20 doses of black powder, gunsmith's kit, mwk

manacles, shieldmarshal's badge (worth 5 gp), 201 gp

SPECIAL ABILITIES

Danger Sense (Ex) The shieldmarshal gains a bonus on initiative checks equal to 1/2 his shieldmarshal level, and can always act during a surprise round, even if unaware of opponents.

Eye for Detail (Ex) The shieldmarshal adds his Intelligence bonus as well as his Wisdom bonus on Perception and Sense Motive checks. Additionally, he gains a bonus equal to 1/2 his shieldmarshal level on Perception checks opposed by another creature's Disguise or Sleight of Hand checks.

Gunmarshal (Ex) The shieldmarshal adds 1/2 his shieldmarshal level to his gunslinger level for the purpose of gaining deeds. Within the Grand Duchy of Alkenstar, the shieldmarshal gains a bonus on all Charisma-based skill checks equal to 1/2 his shieldmarshal level if he openly displays his shieldmarshal's badge.

Labyrinthine Cunning (Ex) The shieldmarshal never becomes lost in urban terrain,



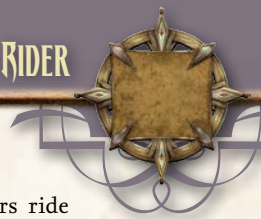
and he never takes penalties to movement for poor visibility in urban terrain, even while temporarily blinded. A shieldmarshal can open or close doors as a swift action instead of a move action.

Legal Judgment (Ex) The shieldmarshal can pronounce legal judgment upon his foes as a swift action, providing a bonus or ability based on the type of judgment made. This functions as an inquisitor's judgment class feature and allows the shieldmarshal to use the legal judgment abilities on page 63.

SOURCES

Gunslinger *Pathfinder RPG Ultimate Combat* 9;
Shieldmarshal *Pathfinder Campaign Setting: Paths of Prestige* 48

Shieldmarshals uphold the law in the Grand Duchy of Alkenstar. Chief among their duties is preserving the secrets behind Alkenstar's most advanced weapons. Their badges, an emblem of crossed rifles, grant them the authority to enter nearly any building in Alkenstar in the course of their investigations.



SHOANTI BURN RIDER	CR 4
HUMAN BARBARIAN 5	XP 1,200
Medium humanoid (human)	CN

Init +1; **Senses** Perception +9

DEFENSE

AC 12, touch 9, flat-footed 11 (+3 armor, +1 Dex, -2 rage)

hp 58 (5d12+20)

Fort +9, **Ref** +3 (+1 vs. traps), **Will** +5; +3 vs. magic

Defensive Abilities improved uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk spear +12 (1d8+9/×3) or
handaxe +11 (1d6+6/×3)

Ranged mwk composite longbow +7 (1d8+4/×3)

Special Attacks rage (14 rounds/day), rage powers (powerful
blow +2, superstition +3)

TACTICS

Base Statistics When not raging, the Shoanti burn
rider's statistics are **AC** 14, touch 11, flat-

footed 13; **hp** 48; **Fort** +7, **Will** +3;

Melee mwk spear +10 (1d8+6/×3),

handaxe +9 (1d6+4/×3); **Str** 18,

Con 14; **CMB** +9, **CMD** 20.

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12,
Cha 10

Base Atk +5; **CMB** +11; **CMD** 20

Feats Mounted Archery, Mounted
Combat, Ride-By Attack,
Spirited Charge

Skills Handle Animal +8, Knowledge
(nature) +7, Perception +9, Ride +9,
Survival +9

Languages Common, Shoanti

SQ fast movement, trap sense +1

Combat Gear *oil of magic weapon*,
potion of cat's grace, *potions of
cure light wounds* (2), *potions
of protection from law* (2);

Other Gear mwk

studded leather, mwk

composite longbow with

20 arrows, handaxe, mwk spear, *cloak*

of resistance +1, heavy horse (combat trained)

with military saddle and mwk studded

leather barding, 45 gp

The Shoanti Sklar-Quah, or Sun Clan, is the most violent and xenophobic group of an already violent and xenophobic people. Their rite of passage into adulthood, a dangerous trial known as the Burn Run, involves

outrunning a wildfire, and their greatest warriors ride atop horses trained to carry their riders into flame—these are the burn riders. Their ferocity is known throughout the Cinderlands and beyond, both among the other Shoanti quahs and members of other races and ethnicities.

The Sklar-Quah, more than any other clan, find themselves surrounded by enemies: Chelish settlers to the south and orc raiders to the east. This has led to an attitude of extreme hatred of non-Shoanti, which even extends to members of other quahs. All are taught to hate outsiders from a young age. This extreme prejudice is viewed as an important survival instinct that's necessary for any who hope to make it in the unforgiving Cinderlands environment.

The Shoanti, especially the Sklar-Quah, are a territorial people, and those traveling through the Cinderlands may find that they have encroached on lands of the clan. Anyone who is not Shoanti is an outsider in their eyes, but their true hatred is reserved for those of obvious Chelish or orc blood, the blood of their greatest current foes. Regardless, though, all outsiders are invaders, and invaders must be killed. Burn riders are the most likely warriors to be sent to deal with such foes.

On rare occasions, outsiders may participate in the burn run as a means of gaining honorary membership into the quah. In such cases, the hopefuls often have an even harder task before them than their Shoanti counterparts, as unaccepting members of the quah often work together to ensure they don't survive.

While magic such as *endure elements* or *protection from energy* could aid a burn rider in their task, the Shoanti see the use of such spells as dishonorable and consider such methods of surviving the burn run shameful and beneath them.

To conquer their fear, burn riders train themselves and their mounts to ride through the brushfires that often ignite in the Cinderlands. As such, neither they nor their mounts fear any challenge.

They will not back down no matter the foe.





SILENT ENFORCER	CR 5
HUMAN MONK 6	XP 1,600
Medium humanoid (human)	LE

Init +2; **Senses** Perception +11

DEFENSE

AC 18, touch 16, flat-footed 15 (+2 armor, +2 Dex, +1 dodge, +1 monk, +2 Wis)

hp 48 (6d8+18)

Fort +8, **Ref** +7, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +8 (1d8+3) or flurry of blows +8/+8/+3 (1d8+3)

Special Attacks flurry of blows, stunning fist (6/day, DC 15)

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 23

Feats Dodge, Gorgon's Fist, Great Fortitude, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +11 (+25 when jumping), Intimidate +9, Linguistics +0, Perception +11, Stealth +10

Languages Common (can't speak), Shadwtongue (can't speak)

SQ fast movement, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall 30 ft.

Combat Gear *potion of barkskin, potion of cure light wounds, potion of silence;*

Other Gear *bracers of armor +2*

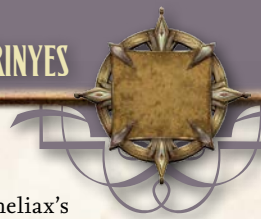
Based in the Nidalese city of Nisroch, the Silent Enforcers maintain brutal order in the name of Zon-Kuthon and the city's Silent Shroud, the official security force that they're members of. Rather than recruiting from among Nisroch's populace, the enforcers of the Silent Shroud kidnap children from the city's lowest classes, whom they mold to fit their ideals. These children must endure a terrifying regimen of indoctrination and torture, and are rendered mute by the application of a hot poker to the throat. Those who survive emerge nameless and almost devoid



of identity, their bodies hardened into living weapons that need neither armor with which to protect themselves nor implements with which to kill. Indoctrinated only to listen and react, to obey and not to think, a fully trained Silent Enforcer is a merciless and imposing agent of the Shrouded One—the mysterious leader of the Silent Shroud, and the only member to retain the ability to speak. The Shrouded One's identity is known only to Nisroch's top city officials, but even she is said to remain nameless, like her enforcers, identifying herself only with a series of hand gestures despite her ability to speak her own name should she wish to do so.

Silent Enforcers primarily exercise authority over the peasants of Nisroch, but have jurisdiction over any criminal act committed in their sight. For the most part, the punishment for a crime the monks witness is up to each Silent Enforcer's own discretion, and they more often err on the side of the harsh and lethal variety. Should a Silent Enforcer catch a more notable citizen or an influential foreigner committing a crime, the perpetrator is expected to be apprehended rather than killed; it is acceptable for such criminals to turn up battered, so long as they're taken alive. Completely devoid of redeeming emotion, Silent Enforcers show mercy not to spare lives, but rather to subject their prisoners to the fearsome justice of Nidal. Most victims prefer a clean death in battle to the unimaginably sadistic tortures that would be exacted upon them should they be taken prisoner by an agent of the Silent Shroud.

Typically, Silent Enforcers work in pairs or other multiples of two. Partners are assigned randomly each dawn, lest undue attachments form between agents that might compromise their duties. Should a Silent Enforcer be defeated, the lives of any peasants who bear witness to or spread tales of such an embarrassment are forfeit. Even nobles fear to speak of such occurrences, for the protections normally provided for those of their stature are ignored when the flawless reputation and intimidating legend of the Silent Shroud is at stake. Silent Enforcers treat the elimination of those attempting to escape their authority as a paramount duty, though their pursuit rarely extends beyond Nisroch's walls.



SISTER OF THE GOLDEN ERINYES	CR 10
HUMAN MONK 11	XP 9,600
Medium humanoid (human)	LE

Init +7; **Senses** Perception +16

DEFENSE

AC 20, touch 20, flat-footed 16 (+1 deflection, +3 Dex, +1 dodge, +2 monk, +3 Wis)

hp 97 (11d8+44)

Fort +9, **Ref** +12, **Will** +10; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 60 ft.

Melee mwk seven-branched sword +12/+7 (1d10+4/x3) or +1 *unarmed strike* +13/+8 (1d10+4) or mwk seven-branched sword flurry of blows +13/+13/+8/+8/+3 (1d10+4/x3) or +1 *unarmed strike* flurry of blows +14/+14/+9/+9/+4 (1d10+4)

Ranged mwk shuriken +12/+7 (1d2+3) or mwk shuriken flurry of blows +13/+13/+8/+8/+3 (1d2+3)

Special Attacks flurry of blows, stunning fist (11/day, DC 18)

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +8; **CMB** +14; **CMD** 31

Feats Deflect Arrows, Dodge, Exotic Weapon Proficiency (seven-branched sword), Hamatalatsu^{ISWG, *}, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Stunning Fist, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +16 (+39 when jumping), Climb +16, Intimidate +12, Knowledge (religion) +7, Linguistics +1, Perception +16, Stealth +16

Languages Common, Infernal

SQ diamond body, fast movement, high jump, ki pool (8 points, lawful, magic), maneuver training, purity of body, slow fall 50 ft., wholeness of body

Combat Gear *potions of barkskin* (2), *potion of cat's grace*, *potion of good hope*, alchemist's fire, tanglefoot bag;

Other Gear mwk seven-branched sword^{UE}, mwk shuriken (40), *amulet of mighty fists* +1, *belt of giant strength* +2, *headband of inspired wisdom* +2, *ring of protection* +1, silver unholy symbol of Asmodeus, 7 gp

Following the devastation of Isgar's Goblinblood Wars, many Isgeri children found themselves without parents. To care for these orphans, as well as those orphaned more

recently by years of unchecked bandit attacks, Cheliar's House of Thrune established numerous orphanages throughout that land under the auspices of the Sisters of the Golden Erinyes, an unholy monastic order sworn to Asmodeus. Here, orphans are clothed, sheltered, and fed by the sisters, but this humanitarian outreach is just a front for a darker purpose. Almost as soon as they arrive, these children are baptized into Asmodeus's faith, rigorously taught infernal laws and philosophies, and trained in the exotic martial arts of Hell's devils. By the time they reach adulthood, most of these orphans are ready to take their places in the disciplined ranks of Cheliar's Hell-inspired military or religious orders. Many young men leave the orphanages for the ranks of the Hellknights or the church of Asmodeus, while most of the women are inducted into the order to become full-fledged "devil nuns" themselves.

The Sisters of the Golden Erinyes are all skilled practitioners of hamatalatsu, a deadly martial art inspired by and based on the fighting style of barbed devils. A hamatalatsu master can pierce armor with her bare hands and inflict excruciating pain on her opponents with her unarmed strikes. Sisters of the Golden Erinyes also train in exotic weapons not normally found in the lands of the Inner Sea, and are more than ready to defend their monasteries, their young charges, and their faith against any who oppose them.





SKINSAW CULTIST	CR 2
HUMAN CLERIC OF NORGORBER 3	XP 600
Medium humanoid (human)	NE

Init +2; **Senses** Perception +3

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 20 (3d8+3)

Fort +4, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk war razor +5 (1d4/19–20)

Special Attacks channel negative energy 4/day (DC 12, 2d6), sudden shift

Domain Spell-Like Abilities (CL 3rd; concentration +6)
6/day—bleeding touch (1 rounds)

Cleric Spells Prepared (CL 3rd; concentration +6)
2nd—*invisibility*⁰, *mirror image*, *undetachable alignment*
1st—*disguise self*⁰, *murderous command*^{UM} (DC 15),
protection from good, *shield of faith*

0 (at will)—*bleed* (DC 13), *detect magic*,
guidance, *resistance*

D Domain spell; **Domains** Death, Deception

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 8,
Wis 17, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 14

Feats Blind-Fight, Martial
Weapon Proficiency (war razor),
Weapon Finesse

Skills Bluff +3, Disguise +4,
Spellcraft +3, Stealth +5



Languages Common

SQ aura

Combat Gear *oil of magic weapon*, *potions of cure light wounds* (2), *scroll of death knell*, *scroll of owl's wisdom*;

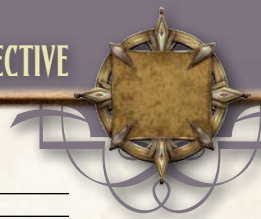
Other Gear +1 *leather armor*, mwk war razor^{ISWG}, leather skinsaw mask (unholy symbol), 30 gp

Skinsaw cultists are insane murderers performing what they consider unholy sacrifices to their god Norgorber. This splinter cult of serial killers originated in the Chelish city of Vyre, but has since spread throughout the Inner Sea. Any place Norgorber's dark followers are found, one could expect at least one who follows the aspect of Father Skinsaw.

Skinsaw cultists seek ecstasy with every slaying. They offer their acts of murder in the name of Father Skinsaw, and believe that when they finally meet death, every kill they made in his name will grant them a higher status in the afterlife. Skinsaw cultists don't waste their efforts on those they consider lesser targets, like vagrants, prostitutes, or commoners, instead choosing their marks from influential members of society and others who exhibit strength and hold power. This is not for any sort of political gain, but rather to offer Norgorber only the best possible sacrifices.

Worshippers of Norgorber following one of the god's other three aspects interact with Skinsaw cultists in different ways. Those who revere Blackfingers may work with Skinsaw cultists in order to provide their deadly poisons for the Skinsaw cultists' blades, more concerned about proliferating poison than the act of murder. Followers of the Reaper of Reputation may guide Skinsaw cultists toward choice targets, using them as tools to enact their political machinations, preferring that those they wish dead be slain by a fellow Norgorberite. Many who follow Norgorber's fourth aspect, that of the Gray Master, tend to avoid Skinsaw cultists unless they have a need to sow chaos and terror. While they believe murder is certainly a tool of thievery, it is a secondary aspect, and makes for a sloppier job in the eyes of their masked deity.

Skinsaw cultists rarely interact with followers of Father Skinsaw from different cells, each city typically hosting only one such cult. That said, when a fellow cultist comes through a foreign town, a local cell will always take her in temporarily, sometimes even urging her to kill while there. Occasionally, however, a Skinsaw cultist receives a calling from her god to travel the world and leave a wake of murder and mayhem in her wake. In these instances, such a slayer would likely seek out safe havens in unfamiliar ports, relying on her compatriots to guide her to choice targets in each new city.



SLEEPLESS DETECTIVE	CR 9
HUMAN ALCHEMIST 5	XP
SLEEPLESS DETECTIVE 5	6,400
Medium humanoid (human)	N

Init +1; **Senses** Perception +23

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 53 (10d8+5)

Fort +6, **Ref** +9, **Will** +9; +4 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk dagger +7/+2 (1d4/19–20)

Ranged bomb +8 (3d6+4 fire) or dagger +7 (1d4/19–20)

Special Attacks bomb 9/day (3d6+4 fire, DC 16), sneak attack +2d6

Spell-Like Abilities (CL 5th)

At will—*detect magic*

3/day—*blood biography*^{APG}, *residual tracking*^{APG}

Alchemist Extracts Prepared (CL 5th)

2nd—*detect thoughts* (DC 16), *invisibility*, *perceive cues*^{APG}

1st—*comprehend languages*, *cure light wounds*, *detect secret doors*, *disguise self*, *expeditious retreat*

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 19, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +6; **CMD** 17

Feats Alertness, Brew Potion, Deft Hands, Extra Discovery^{APG}, Iron Will, Persuasive, Throw Anything, Toughness

Skills Bluff +5, Climb +0, Craft (alchemy) +17, Diplomacy +18 (+22 to gather information), Disable Device +17, Disguise +10, Heal +10, Intimidate +8, Knowledge (arcana) +10, Knowledge (local) +17, Knowledge (nature) +10, Perception +23, Sense Motive +23, Sleight of Hand +10, Spellcraft +11, Swim +4

Languages Common, Hallit, Skald, Varisian

SQ alchemy (alchemy crafting +5, identify potions), canny sleuth, discoveries (extend potion 4/day, precise bombs [4 squares], tanglefoot bomb^{UM}), eye for detail, follow clues, forensic thaumaturgy*, mutagen (+4/–2, +2 natural, 50 minutes), poison use, swift alchemy

Combat Gear *dust of appearance*, *elixir of truth*, *feather token (bird)*, *potion of jump*, *potion of see invisibility*, *potion of spider climb*, *wand of owl's wisdom* (8 charges), acid (3), smokesticks (2), sunrods (2), tanglefoot bag, tindertwigs (5); **Other Gear** +1 *chain shirt*, daggers (2), mwk dagger, *cloak of resistance +1*, *ring of swimming*, alchemy crafting kit^{UE}, formula book (contains all prepared extracts as well as the following: 2nd—*see invisibility*; 1st—*bomber's eye*^{APG}, *detect undead*, *jump*, *identify*, *negate aroma*^{APG}, *shield*, *true strike*), healer's kit, mwk thieves' tools

SPECIAL ABILITIES

Canny Sleuth (Ex) A Sleepless detective adds his Intelligence bonus on all Perception and Sense Motive checks, as well as on Diplomacy checks made to gather information.

Eye for Detail (Ex) A Sleepless detective is entitled to an immediate Perception check to notice hidden traps, doors, and clues when he passes within 10 feet of them, whether or not he is actively looking.

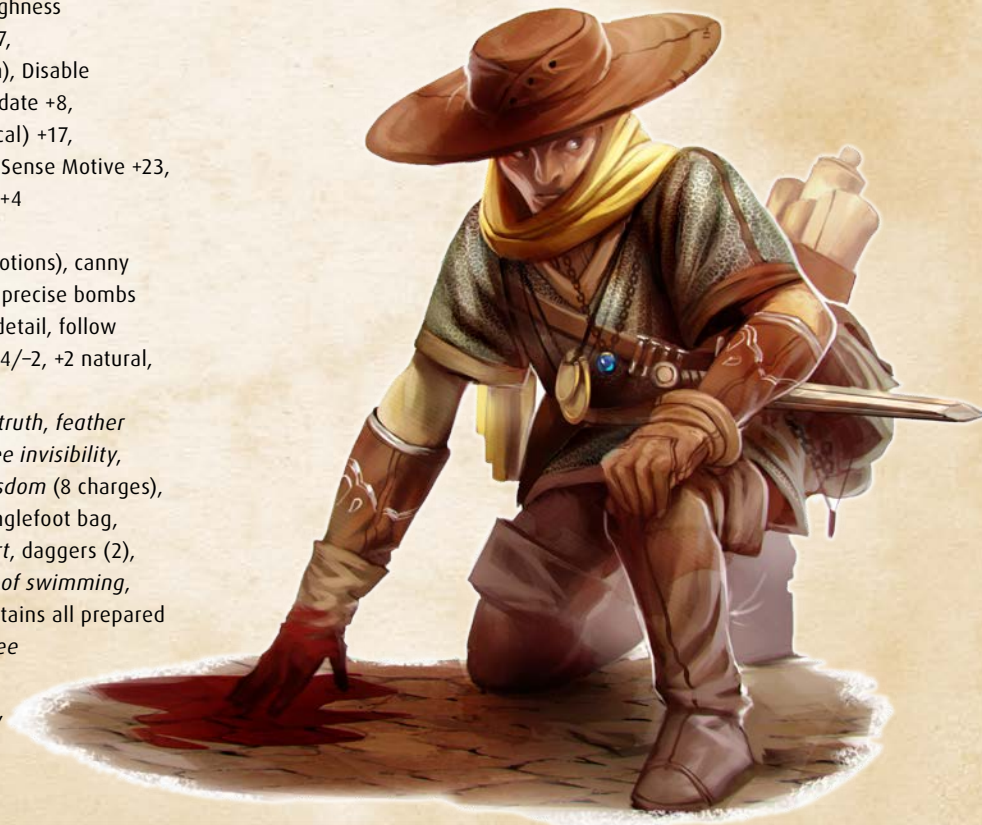
Follow Clues (Ex) A Sleepless detective can use Perception to follow tracks as the Survival skill.

SOURCES

Alchemist *Pathfinder RPG Advanced Player's Guide* 26;

Sleepless Detective *Pathfinder Campaign Setting: Paths of Prestige* 52

The Sleepless Agency operates out of Ustalav but provides peerless investigative services to clients located throughout the Inner Sea region. Although the organization also hires out bodyguards and other security experts, its most famous operatives are its detectives, who are able to spot and analyze the faintest clue. Some Sleepless detectives even take on proteges, who are expected to finance the investigations they conduct in exchange for receiving their training in the organization. The final test to enter the agency's ranks is to prove one's own innocence through superior investigative techniques after established Sleepless detectives frame the prospective agent.





SODDEN SCAVENGER	CR 4
HUMAN FIGHTER 2	XP
ROGUE 3	1,200
Medium humanoid (human)	CN

Init +7; **Senses** Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 37 (5 HD; 2d10+3d8+13)

Fort +6, **Ref** +6 (+1 vs. traps), **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +8 (1d6+2/19–20) or
mwk handaxe +8 (1d6+2/x3)

Ranged longbow +7 (1d8/x3) or
blowgun +7 (1d2 plus poison)

Special Attacks sneak attack +2d6

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 20

Feats Dodge, Improved Initiative, Mobility, Point-Blank Shot, Shot on the Run, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +9, Climb +8, Disable Device +10, Escape Artist +10, Perception +9, Sense Motive +7, Stealth +11, Survival +7, Swim +8

Languages Common

SQ rogue talents (finesse rogue), trapfinding +1

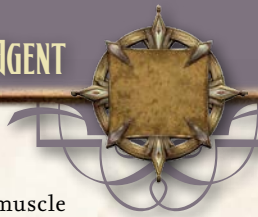
Combat Gear *potions of cure moderate wounds* (2), *potions of invisibility*, alchemist's fire, bloodroot poison (2 doses), tanglefoot bag; **Other Gear** mithral chain shirt, blowgun (with 10 darts), mwk thieves tools

Sodden scavenger is a term used by many to refer to the destitute and storm-beaten survivors who make the Sodden Lands their homes. The hardy people that eke out their lives in the Sodden Lands group together for survival. Extended families often provide the spine of these communities. Many refer to the collections of sodden scavengers as gangs, which in many ways they are. Though the scavengers see their survival as a triumph, they live in an anarchic land where the laws of one community may not be those of another. These autocratic communities range in population from barely two dozen into the hundreds.

The gangs residing in the reclaimed cities of wind-blasted Jula, the tangle of towers remaining of Hyrantam, and sunken Oagon also count among those whom foreigners call the sodden scavengers. The strongest of these gangs is the ironically named Knights of Abendego, whose reach for territory has been expanding in recent years. Other gangs such as the reptile-wrangling Crocodile Raiders, the metal-salvaging Machine Union, the diseased and drug-dealing Possum Gang, the mystical cult known as Three Prong, and the skygazing descendants of the Lirgeni known as the An-Ydak—as well as dozens of others—all stake their claims on the apocalyptic lands of the Abendego Gulf.

In addition to battling with each other, sodden scavengers frequently compete for resources and territory among themselves—that is, when they're not too busy fighting off the tribes of boggards and lizardfolk who also dwell in the region. The Koboto tribes in the south, said to be the descendants of the lost nation of Yamasa, pose a further threat to the holdings of the sodden scavengers. In the far southern coast of the Sodden Lands, a pirate town known as Greenblood hosts an annual bloodsport event called Green Blood on a Black Rock that brings pirates from the Shackles and beyond to the Sodden Lands, leaving the sodden scavengers with yet more foes in the harsh and daunting region.





THRUNE AGENT	CR 7
HUMAN MAGUS 8	XP 3,200
Medium humanoid (human)	LE

Init +0; **Senses** Perception +9

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 armor, +1 deflection)

hp 63 (8d8+24)

Fort +8, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee +1 *heavy mace* +10/+5 (1d8+3)

Ranged light crossbow +6 (1d8/19-20)

Special Attacks improved spell combat, spell combat (-2 attack, +2 concentration), spellstrike

Magus Spells Prepared (CL 8th; concentration +12)

3rd—*arcane sight, dispel magic, vampiric touch*

2nd—*bear's endurance, blur, elemental touch*^{MPG} (DC 14), *invisibility, scorching ray*

1st—*burning hands* (DC 13), *magic missile, ray of enfeeblement* (DC 13), *shield, true strike*

0 (at will)—*arcane mark, detect magic, light, open/close, read magic*

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 18, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +8; **CMD** 19

Feats Alertness, Combat Casting, Extra Arcana^{UM}, Skill Focus (Intimidate), Toughness, Weapon Focus (heavy mace)

Skills Diplomacy +6, Intimidate +16, Knowledge (arcana) +15, Knowledge (local) +12, Knowledge (nobility) +8, Perception +9, Sense Motive +9, Spellcraft +15

Languages Common, Halfling, Infernal, Osiriani, Shadowtongue

SQ arcane pool (8 points, +2), knowledge pool, magus arcana (arcane accuracy, empowered magic, spell shield), medium armor proficiency, spell recall

Combat Gear *potions of cure moderate wounds* (2), *scroll of fireball*; **Other Gear** +1 *studded leather*, +1 *heavy mace*, light crossbow with 20 bolts, *cloak of resistance* +1, *ring of protection* +1, spell component pouch, spellbook (contains all 0-level spells and all prepared spells as well as the following: 3rd—*hold person*; 2nd—*blood transcription*^{UM}; 1st—*comprehend languages, disguise self, mount, protection from good, unseen servant*), 281 gp

SOURCES

Magus *Pathfinder RPG Ultimate Magic* 9

Ostensibly the agents of the government of Cheliah, those who serve the ruling House

of Throne are more accurately the eyes, ears, and muscle of Queen Abrogail II herself. Though the Chelish government has few qualms against performing evil acts in the name of maintaining the law and the nation's place in the Inner Sea region, some actions are performed less in Cheliah's best interest than they are in the interest of for family that rules the nation. Whether acting as spies among rival noble houses or suspected rebel groups, serving as enforcers of the will of the House of Throne, or simply making sure they're seen violently carrying out the orders of Her Infernal Majestrix to intimidate the populace, Throne agents are feared throughout Cheliah and beyond. Some claim that to become a trusted agent of the House of Throne, prospective agents must enter into three distinct infernal pacts, binding the mind, soul, and body to Abrogail to ensure loyalty.





USARO REBEL	CR 6
CHARAU-KA DRUID 5	XP 2,400
Small humanoid (charau-ka)	NE

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 armor, +1 deflection, +2 Dex, +2 natural, +1 size)

hp 64 (8 HD; 3d8+5d8+29)

Fort +8, **Ref** +6, **Will** +8; +4 vs. fey and plant-targeted effects

OFFENSE

Speed 30 ft., climb 30 ft.



Melee mwk spear +12 (1d6+7/×3), bite +6 (1d3+2)

Ranged rock +9 (1d4+5/19–20)

Special Attacks shrieking frenzy*, thrown-weapon mastery*, wild shape 1/day, wooden fist (+2, 6 rounds/day)

Druid Spells Prepared (CL 5th; concentration +8)

3rd—*mad monkeys*^{UM}, *plant growth*⁰, *speak with plants*

2nd—*barkskin*⁰, *bull's strength*, *flaming sphere* (DC 15), *warp wood*

1st—*cure light wounds*, *entangle*⁰ (DC 14), *faerie fire*, *magic stone*, *longstrider*

0 (at will)—*create water*, *detect poison*, *guidance*, *purify food and drink*

D Domain spell; **Domain** Plant

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 8, **Wis** 16, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** 21

Feats Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Throw Anything

Skills Climb +17, Knowledge (nature) +7, Perception +12,

Stealth +16, Survival +9, Swim +9; **Racial Modifiers** +4 Stealth

Languages Abyssal, Druidic, Polyglot

SQ nature bond (Plant domain), nature sense, wild empathy +4, woodland stride, trackless step

Combat Gear *scroll of cure moderate wounds*, *scroll of delay poison*, *wand of tree shape* (8 charges); **Other Gear** leather armor, mwk spear, *pearl of power* (1st), *ring of protection* +1, 153 gp

SOURCES

Charau-ka *Pathfinder Campaign Setting: The Inner Sea World Guide* 308

The savage charau-ka of Usaro in the Mwangi Expanse worship the demon lord Angazhan and toil to bring him humanoid sacrifices. Although most charau-ka embrace their birth culture, handfuls of defectors flee the unforgiving monarchy. Also, if rumors are true, the ape-men have developed a technique for reincarnating sacrificed humans as charau-ka; those who retain their memories often flee the cacophonous city in horror.

Even though they have turned their backs on Usaro, charau-ka rebels are rarely benevolent. For the defectors, self-serving opportunism replaces religious faithfulness. For the reincarnated, the Mwangi Expanse provides a seemingly limitless wilderness in which to eke out a living (and perhaps nurse bitter grudges for being abandoned by their allies after they were captured by the forces of Usaro) while avoiding the judgment of more civilized lands.

When it serves their needs, some Usaro rebels are known to hire themselves out as guides through the Mwangi Expanse, often because the destination of their patrons is somewhere they too want to go.



USIJ CABALIST	CR 4
HUMAN CLERIC OF AHRIMAN 5	XP 1,200
Medium humanoid (human)	NE

Init +1; **Senses** Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 31 (5d8+5)

Fort +6, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk scorpion whip +4 (1d–1) or
dagger +4 (1d4–1/19–20)

Special Attacks channel negative energy 5/day (DC 16, 3d6),
destructive smite (+2, 6/day)

Domain Spell-Like Abilities (CL 5th; concentration +8)
6/day—touch of evil (2 rounds)

Cleric Spells Prepared (CL 5th; concentration +8)
3rd—*bestow curse* (DC 16), *call lightning*⁰ (DC 16),
dispel magic
2nd—*gust of wind*⁰ (DC 15), *shatter*, *silence* (DC 15),
undetectable alignment
1st—*command* (DC 14), *cure light wounds*,
doom (DC 14), *forbid action*^{UM} (DC 15),
*true strike*⁰

0 (at will)—*create water*, *detect magic*, *read
magic*, *resistance*

D Domain spell; **Domains**
Catastrophe^{APG}, Evil

STATISTICS

Str 8, **Dex** 12, **Con** 12, **Int** 13,

Wis 16, **Cha** 14

Base Atk +3; **CMB** +2 (+4 trip);

CMD 15 (17 vs. trip)

Feats Combat Expertise,
Improved Channel, Improved
Trip, Weapon Finesse

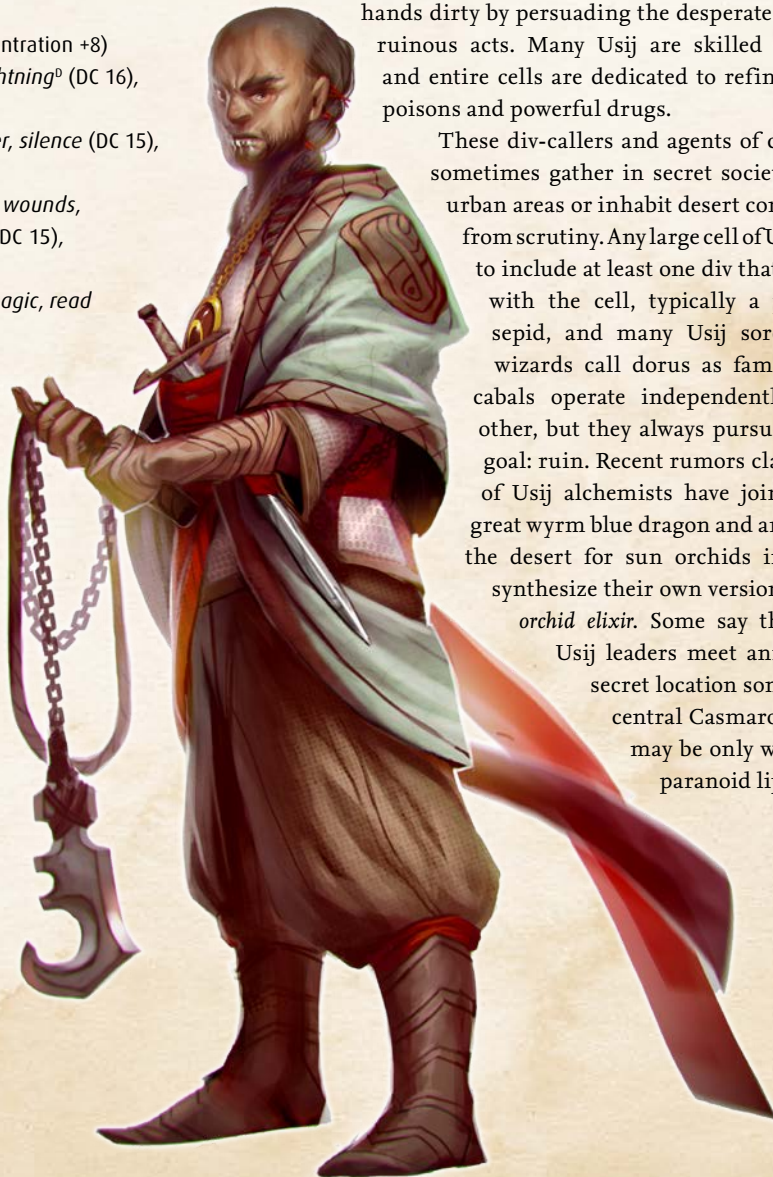
Skills Bluff +5, Craft (alchemy) +5,
Diplomacy +6, Disguise +5,
Knowledge (local) +3,
Linguistics +6, Perception +4,
Spellcraft +6, Stealth +5, Use
Magic Device +7

Languages Abyssal, Common,
Infernal, Osiriani

SQ aura

Combat Gear *potion of invisibility*,
scroll of owl's wisdom, *wand of
cure light wounds* (50 charges);

Other Gear +1 chain shirt, mwk
scorpion whip^{UE}, dagger, *cloak of
resistance* +1



The Usij are a secret cabal of nihilistic spellcasters who follow Ahriman—Lord of All Divs, He Who Walks In Ruin, the Father of Oblivion. Originating in Casmaron, cabals of Usij spread to northern Garund with the Keleshite invasion. In the time since, the cult has flourished in Thuvia, where in the vast deserts of that nation the House of Oblivion stands as a permanent marker of Ahriman's presence. Usij blend in with desert societies, keeping their dedication to their lord a secret while spreading ruin and social decay.

Usij seek to destroy. Some insinuate themselves into high political positions where they steer the might of armies against others, or squander the coffers of wealthy nations and noble houses. Other Usij cabalists spend their efforts to destroy bonds of family, friends, and faith. They maneuver themselves into relationships with troubled people who are easy to sway, and avoid getting their own hands dirty by persuading the desperate to commit ruinous acts. Many Usij are skilled alchemists and entire cells are dedicated to refining deadly poisons and powerful drugs.

These div-callers and agents of catastrophe sometimes gather in secret societies within urban areas or inhabit desert complexes far from scrutiny. Any large cell of Usij is likely to include at least one div that associates with the cell, typically a pairaka or sepid, and many Usij sorcerers and wizards call dorus as familiars. Usij cabals operate independently of each other, but they always pursue the same goal: ruin. Recent rumors claim a cabal of Usij alchemists have joined with a great wyrm blue dragon and are scouring the desert for sun orchids in order to synthesize their own version of the *sun orchid elixir*. Some say that certain Usij leaders meet annually at a secret location somewhere in central Casmaron, but this may be only whispers on paranoid lips.



USKWOOD DRUID	CR 10
ELF DRUID OF ZON-KUTHON 11	XP 9,600
Medium humanoid (elf)	NE

Init +2; **Senses** low-light vision; Perception +20

DEFENSE

AC 22, touch 14, flat-footed 19 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +2 shield)

hp 86 (11d8+33)

Fort +10, **Ref** +7, **Will** +13; +2 vs. enchantment, +4 vs. fey and plant-targeted effects

Immune poison, sleep

OFFENSE

Speed 20 ft.

Melee +1 scimitar +11/+6 (1d6+3/18-20)

Ranged +1 composite longbow +11/+6 (1d8+3/x3)

Special Attacks wild shape 4/day

Druid Spells Prepared (CL 11th; concentration +15)

6th—*transport via plants*

5th—*phantasmal killer* (DC 15), *wall of thorns*

4th—*displacement, freedom of movement, ice storm, spike stones* (DC 14)

3rd—*cure moderate wounds, ghoul touch* (DC 13), *greater magic fang, poison* (DC 13), *sleet storm*

2nd—*barkskin* (2), *bear's endurance, chill touch* (DC 12), *resist energy*

1st—*cure light wounds, entangle* (DC 11), *longstrider, obscuring mist, speak with animals*

0 (at will)—*detect magic, guidance, purify food and drink, ray of frost*

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +10; **CMD** 24

Feats Augment Summoning, Dodge, Natural Spell, Shade of the Uskwood^{SWG}, Spell Focus (conjuration), Toughness

Skills Knowledge (nature) +16, Perception +20, Spellcraft +14 (+16 to identify magic item properties), Survival +20; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Druidic, Elven, Shadowtongue, Sylvan

SQ elven magic, nature bond (animal companion), nature sense, trackless step, weapon familiarity, wild empathy +11, woodland stride

Combat Gear *scroll of cure serious wounds*; **Other Gear** ironwood breastplate, +1 light wooden shield, +1 scimitar, +1 composite longbow (+1 Str) with 20 arrows, *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +1, spell component pouch, Umbræ-Token (acts as a wooden unholy symbol that radiates faint necromancy magic)

SPECIAL ABILITIES

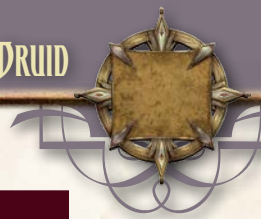
Shade of the Uskwood The Uskwood druid adds the following spells to his druid spell list: 0—*disrupt undead*,

ray of frost; 1st—*ghost sound, touch of fatigue*; 2nd—*chill touch, spectral hand*; 3rd—*ghoul touch, invisibility*; 4th—*displacement, ray of exhaustion*; 5th—*animate dead, phantasmal killer*; 6th—*nightmare, waves of fatigue*; 7th—*circle of death, shadow walk*; 8th—*mass invisibility, waves of exhaustion*; 9th—*horrid wilting, weird*. His spell list doesn't include spells with the fire descriptor, he can't use spells with the fire descriptor from magic items, and he can't use wild shape to take the form of a creature with the fire subtype. The druid's Umbræ-Token ties his soul to the foul power of the Uskwood; if it's ever destroyed, he loses all benefits of this feat.

Inside the shadowed, silent reaches of the Uskwood Forest in Nidal, albino druids watch for intruders and enforce the natural order as they see it. These "pale ones," as those who live near the Uskwood all them, serve the majesty of the Midnight Lord, Zon-Kuthon. Sworn and bonded to the Uskwood's bleak power, they celebrate the inevitable pain and death inherent to the natural order. To live is to know suffering, and the druids of the Uskwood ensure that any intruders in their forest know the full measure of pain.

Like many of the evil creatures of Nidal, the Uskwood druids come out after dusk, patrolling above and below the canopies. Because the forest is unnaturally dark, they often transform into animal forms that have darkvision so that they can watch over their home in the darkest hours of night. Under the fragile moonlight that manages to penetrate the Uskwood, the druids' white skin shines like a beacon. They have no need for stealth on their patrols—their confidence as masters of the wood is absolute. Travelers who want to pass through the Uskwood can take their chances during the day, but to survive the crossing, they must hide themselves carefully once the sun sets, remaining as silent and concealed as possible throughout the night.

During the day, the druids meet secretly to share resources, initiate new members, and plan for the betterment of the forest. Though they all serve Zon-Kuthon and the Uskwood, the druids clash with each other regularly, especially when they catch sight of one another during their nightly patrols, becoming wild whenever one trespasses into another's territory. Zon-Kuthon is, after all, the god of envy, and they believe it pleases him when they battle to claim what they can from one another. The druids wild shape into albino animal forms for their primordial battles, screaming and roaring as they crash through the underbrush and spill one another's blood in unholy ritual combat. An Uskwood druid who wins such a battle captures and shackles the animal companion of his slain rival, keeping the creature alive for as long as possible but never freeing



it or giving it any release from its suffering. By doing this, the victorious Uskwood druid can relive his triumph and savor over and over the defeat of his enemy, as the druids see that the connection between a slain druid and his orphaned animal companion is not entirely diminished when one dies; indeed, there remains a sliver of the bond between the two creatures' souls. Despite this belief, it is not uncommon for Uskwood druids to sacrifice their own animal companions in somber rituals to the Midnight Lord, so that their own souls may suffer the pain of their bonded animals.

Umbræ-Tokens, grotesque effigies of hair, twigs, and clotted blood, symbolize Uskwood druids' connection to the forest and their faith in Zon-Kuthon. The druids accept only albinos into their ranks (of any race, but most frequently humans, elves, and half-elves). Whether a potential initiate is already a druid or wishes to become one, he must gather the raw materials for his Umbræ-Token from different areas of the Uskwood without using any spells to procure them. This is a long, arduous process, and the suffering the initiate undergoes is absolutely the most essential part of it. This metaphysical link grants the druid some powers over necromancy and undeath, and forbids him from making use of flames that might set the forest ablaze. Even the light that fire brings to the forest is blasphemy to an Uskwood druid, and kindling a campfire within its reaches invites certain death.

Dire Bat Companion

This Uskwood druid's animal companion is an immense, coal-black dire bat that sometimes carries the druid as a rider to scout stretches of the Uskwood from the air. The creature is carnivorous and vicious, and the druid has taught it to leave the gore on its body after it fights or feasts.

This dire bat resembles most predators of the Uskwood: cruel, feral, and unnerving. There's no clear division between predator and prey in the forest. Even the smallest creatures, such as centipedes, insects, and arachnids, tend to be venomous, and the largest predators might be brought down by a group of other vicious beasts. Only the Uskwood druids and their magic can control these monsters. The albinos torture and retrain potential animal companions until they're broken in rather than attempting to entice them into service or befriend them.

DIRE BAT ANIMAL COMPANION

N Large animal

Init +4; **Senses** blindsense 40 ft.; Perception +13

DEFENSE

AC 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, -1 size)

hp 67 (9d8+27)

Fort +8, **Ref** +10, **Will** +5 (+4 vs. enchantment)

Defensive Abilities devotion, evasion

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +11/+6 (2d6+7)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 18, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Improved Natural Attack (bite), Power Attack, Toughness, Vital Strike, Weapon Focus (bite)

Skills Fly +10, Perception +13

SQ link, share spells, tricks (attack [any], come, defend, down, fetch, guard, seek, stay, work)





APPENDIX: SPECIAL ABILITIES

The following special abilities are referenced elsewhere in this book. All non-variable elements of each ability have already been calculated for the creatures to which they apply.

Cypher Lore: The cyphermage has mastered written magic such as scrolls, glyphs, and symbols, and has discovered ancient Thassilonian magics that further bolster her power.

Defensive Scrollcaster (Ex): The cyphermage gains a +4 bonus on concentration checks to cast defensively when casting spells from scrolls.

Enhance Scroll (Su): As a swift action once per day, the cyphermage can cause any scroll spell she reads to function using her caster level rather than the scroll's caster level.

Focused Scroll (Su): As a swift action once per day, the cyphermage can add a +10 bonus on any caster level checks made with a scroll spell, including checks to overcome SR.

Swift Scroll (Ex): The cyphermage does not provoke attacks of opportunity when retrieving a stored scroll. If the cyphermage moves at least 10 feet, she may retrieve a scroll as a free action as part of her move.

Domain of Razmir: The Razmiran priest gains access to the domain powers granted by the Law domain as if he were a cleric of his sorcerer level. He does not gain any bonus spells from this domain.

False Casting: The Razmiran priest can trick observers into believing spells he casts from magic implements were instead cast by the priest, and that he was using the implement only as a focus component. He attempts a Bluff check opposed by any observers' Spellcraft checks. Observers with no ranks in Spellcraft are automatically fooled. Regardless of the success or failure of an observer's Spellcraft check, she can use the result of that check to identify the spell being cast, only the DC to identify the spell is 20 + the spell's level instead of 15 + the spell's level.

In addition, when the Razmiran priest uses False Casting to cast a 0- or 1st-level spell on the cleric spell list, he receives a +10 circumstance bonus on any opposed Bluff check made when casting the spell.

False Channel (Su): The Razmiran priest can channel positive energy to heal living creatures like a cleric. The hit points healed by this ability are treated as temporary hit points, and last for 10 minutes per Razmiran priest level. These hit points do not stack with themselves, although they do stack with those granted by casting *cure light wounds* using the first ritual class feature. This ability cannot be used to harm undead creatures.

First Ritual (Su): The Razmiran priest adds *bleed* and *cure light wounds* to his spell list and list of spells known, but treats both as 2nd-level spells. Whenever he casts

cure light wounds using this ability, the hit points healed are instead treated as temporary hit points that last 10 minutes per Razmiran priest level. The subject of the spell does not notice this difference until the duration expires. Temporary hit points from any subsequent *cure* spells do not stack.

Forensic Thaumaturgy (Su): When using *detect magic*, the Sleepless detective treats recently ended magical effects as though they were one category stronger when determining how long a lingering aura remains. In addition, the Sleepless detective may concentrate for an additional round to determine exactly how long the lingering aura has been there.

Fortune Teller: When casting a divination spell, the harrower can use his harrow deck as a focus in place of the spell's material component, as long as the cost of the material component is no more than 1,000 gp. If he chooses to perform the spell using the focus and the spell's normal material component, he casts the spell at +1 caster level.

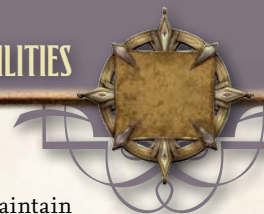
Halcyon Magic (Su): The Magaambya arcanist can cast a limited number of druid spells. They are all listed under his prepared spells.

Hamatalatsu: The Golden Erinyes monk's unarmed attacks can deal either bludgeoning or piercing damage. She decides which type of damage she deals whenever she attacks a foe, but she may choose only one type at a time. If she critically hits a foe with her unarmed strike while dealing piercing damage, the additional pain caused by the strike causes the foe to become sickened for 1 round (or staggered for 1 round if the target is already sickened). Multiple critical hits in a round against a single foe do not increase the duration of the sickened or staggered condition.

Harrowed: The harrower gains a +1 bonus on all Will saves made to resist enchantment effects. Once per day, he may draw a card from his harrow deck and apply a +2 bonus on any d20 roll modified by the card's suit he makes in the same day.

Immediate Spell Mastery (Sp): Once per day, the Magaambya arcanist can cast any spell he has mastered with the Spell Mastery feat, even if he hasn't prepared it that day. He can't modify it with metamagic feats or other abilities.

Intoned Recollection (Ex): A number of times per day equal to his Intelligence modifier, the Magaambya arcanist can prepare a spell in an open arcane spell slot with 1 minute of preparation. It can't be a slot that was previously filled and expended that day; it must have purposefully been left empty when the arcanist prepared his spells. The arcanist must be able to read his spellbook or have mastered the spell with the Spell Mastery feat to prepare it in this way.



Legal Judgment (Ex): The shieldmarshal has access to the following judgments.

Bulletproof: The shieldmarshal gains DR 2/— against ranged attacks. The shieldmarshal must be wearing armor or using a shield to use this judgment.

Destruction: The shieldmarshal gains a +1 competence bonus on attack rolls with firearms or light blades. This bonus is doubled on critical hit confirmation rolls.

Evasive: The shieldmarshal gains the evasion and uncanny dodge abilities as a 4th-level rogue.

Justice: The shieldmarshal gains a +2 bonus on damage rolls with firearms or light blades.

Lucky Dodge: The shieldmarshal gains a +1 dodge bonus to Armor Class. This bonus is doubled against attack rolls made to confirm critical hits against him.

Quick Recovery: The shieldmarshal recovers quickly from injury, gaining fast healing 1.

Sharpshooter: The shieldmarshal ignores 4 points of any AC bonus granted by cover. This does not allow the shieldmarshal to ignore total cover.

Sure Shot: The shieldmarshal reduces his miss chance with firearms due to concealment, *blink*, *blur*, or similar effects by 10%. He must still target the correct square to hit a creature with concealment. This judgment can't decrease his miss chance to lower than 0%.

Mantis Form (Su): The Red Mantis assassin can transform into a blood-red giant praying mantis once per day as a standard action, as if using *vermin shape II* (caster level 7th). In addition to the normal benefits of the spell, she gains the mantis's darkvision 60 feet, grab, lunge, mandibles, and sudden strike extraordinary abilities. If the Red Mantis assassin is wielding her magical sawtooth sabres, the magical enhancements apply to the corresponding claw attacks.

Mask of the Mantis: This magic item has three charges that replenish every day. The wearer can spend a charge to gain one of the following for 30 minutes: darkvision 60 feet, the effects of *see invisibility*, the effects of *deathwatch*, or a +5 competence bonus on Perception checks. Multiple effects can be active simultaneously.

Master of Lies (Ex): The Razmiran priest adds his Razmiran priest class level to any Bluff check made as part of a lie or deception. In addition, whenever he is subject to a spell or special ability that can discern whether or not he is telling the truth, he is automatically aware of such magic. He is not immune to such spells or abilities, but he can choose to remain silent or avoid answering questions.

Prayer Attack (Su): The Red Mantis assassin can hold her sawtooth sabre (or sabres) out point-down and weave the blade in the air as a standard action. She must be visible to her victim and within 30 feet. The victim is fascinated unless it succeeds at a Will save (DC 17 + the assassin's Charisma modifier, with a +2 bonus if she's

wielding two sawtooth sabres). The assassin can maintain the fascination by concentrating. Each time a threat other than the assassin appears, the victim can attempt a new saving throw. At any point after 3 rounds, the assassin can make a coup de grace attempt against the target if it's still fascinated. Activating or concentrating on a prayer attack doesn't provoke an attack of opportunity.

Red Shroud (Su): As a move action, the Red Mantis assassin can create a veil of red mist. She can do this a number of times per day equal to her Constitution modifier (minimum 1). It lasts for 7 rounds, and grants the assassin a +1 dodge bonus to AC and fast healing equal to her Constitution bonus (minimum 1). If slain while this ability is active, the assassin can choose to disintegrate into a cloud of red mist that leaves behind only her gear in order to deprive her enemies of access to her remains.

Resurrection Sense (Su): The Red Mantis assassin can sense if a creature she has slain within the last year has been restored to life, as long as they're both on the same plane.

Shrieking Frenzy (Su): Once per day, the charau-ka can enter a state of shrieking frenzy as a free action. While in this state, he automatically fails Stealth checks and cannot speak or cast spells that use verbal components (or use items that require command words to activate), but functions as if under the effects of a *haste* spell. This lasts for up to 3 rounds, after which he is staggered for 1 round.

Spontaneous Spell Mastery (Ex): Once per day, the Magaambya arcanist can "lose" any prepared spell slot to cast a spell of the same level or lower which she has mastered with the Spell Mastery feat.

Superior Spell Mastery (Ex): By spending 24 hours studying over a maximum of 3 days, the Magaambya arcanist can change the spells he has mastered with the Spell Mastery feat. He can choose a number of spells up to his Intelligence modifier, which have a maximum combined spell level equal to or less than his caster level, to replace the same number of spells he previously selected for his Spell Mastery feat.

Thrown-Weapon Mastery (Ex): The charau-ka gains Throw Anything as a bonus feat. In addition, he gains a +1 racial bonus on all attack rolls with thrown weapons, and the threat range for thrown weapons is doubled, as if he possessed the Improved Critical feat for all thrown weapons. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Tower of Intelligence (Su): For each card the harrower draws from the suit of Intelligence as part of using his harrow casting ability, he gains a +1 bonus on caster level checks made to penetrate Spell Resistance.

Tower of Strength (Su): For each card the harrower draws from the suit of Strength as part of using his harrow casting ability to augment a spell that deals damage to hit points, the spell deals 1 additional point of damage per die.

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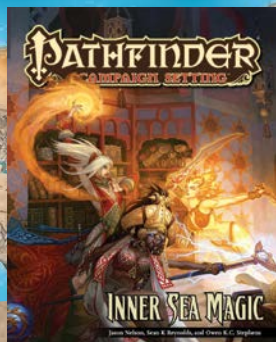
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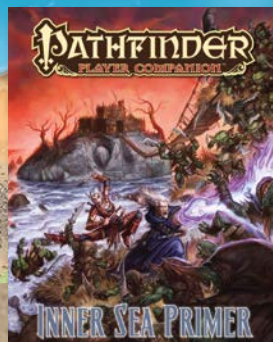
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MEET THE ELITE

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