

SECOND EDITION

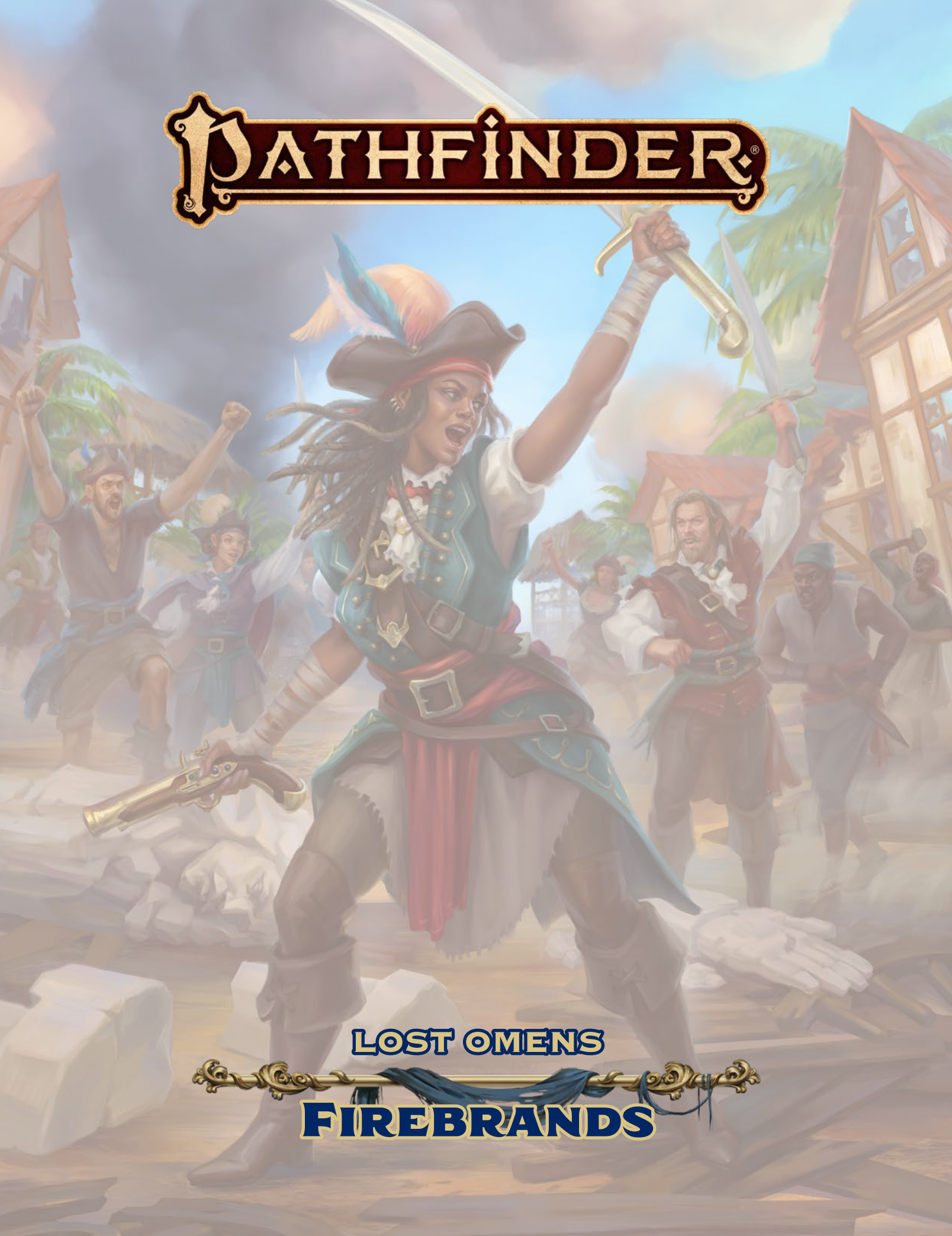
PATHFINDER[®]



LOST OMENS

FIREBRANDS

PATHFINDER[®]



LOST OMENS

FIREBRANDS

AUTHORS

James Beck, Rigby Bendele, Jessica Catalan, Dana Ebert, Sen H.H.S., Joan Hong, Aaron Lascano, Luis Loza, Ron Lundeen, Stephanie Lundeen, Matt Morris, Jessica Redekop, Erin Roberts, Michael Sayre, Shahreena Shahrani, and Ruvald Virk

DEVELOPMENT LEADS

Eleanor Ferron and Luis Loza

DESIGN LEADS

Mark Seiffter and Michael Sayre

EDITING LEADS

Patrick Hurley and Simone D. Sallé

EDITORS

Leo Glass, Patrick Hurley, Avi Kool, Stephanie Lundeen, Ianara Natividad, Solomon St. John, and Simone D. Sallé

COVER ARTIST

Ekaterina Gordeeva

INTERIOR ARTISTS

Alberto Dal Lago, Giorgio Falconi, Gunship Revolution (Brian Valeza, Jen Santos, Marcus Reyno, and Hinchel Or), José Luis Islas López, Ksenia Kozhevnikova, Jesus Iván Nolasco Fuentes, Roberto Pitturru, and Firat Solhan

ART DIRECTION

Sonja Morris and Sarah E. Robinson

GRAPHIC DESIGN

Sonja Morris

CREATIVE DIRECTOR

James Jacobs

DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

PUBLISHER

Erik Mona



paizo.com

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

TABLE OF CONTENTS

CHAPTER 1: INTRODUCTION

4

Beacons Across the Inner Sea.....	6
History.....	8
Life as a Firebrand.....	12
Relationships.....	18

CHAPTER 2: AMONG THE FIREBRANDS

22

Factions.....	24
Fire's Finest.....	26
Nightwave.....	28
Salt Breakers.....	30
Silver Ravens.....	32
Other Groups.....	34
Notable Figures.....	38
Faith.....	52
Avatar Forms.....	69
Pantheons.....	70



**CHAPTER 3:
FIREBRAND OPTIONS**

72

Introduction..... 74
Firebrand Backgrounds..... 75
Firebrand Training..... 76
Other Archetypes..... 78
Equipment..... 82
Magic Items..... 84
Spells..... 88
Services..... 92

**CHAPTER 4:
FIREBRAND EFFORTS**

96

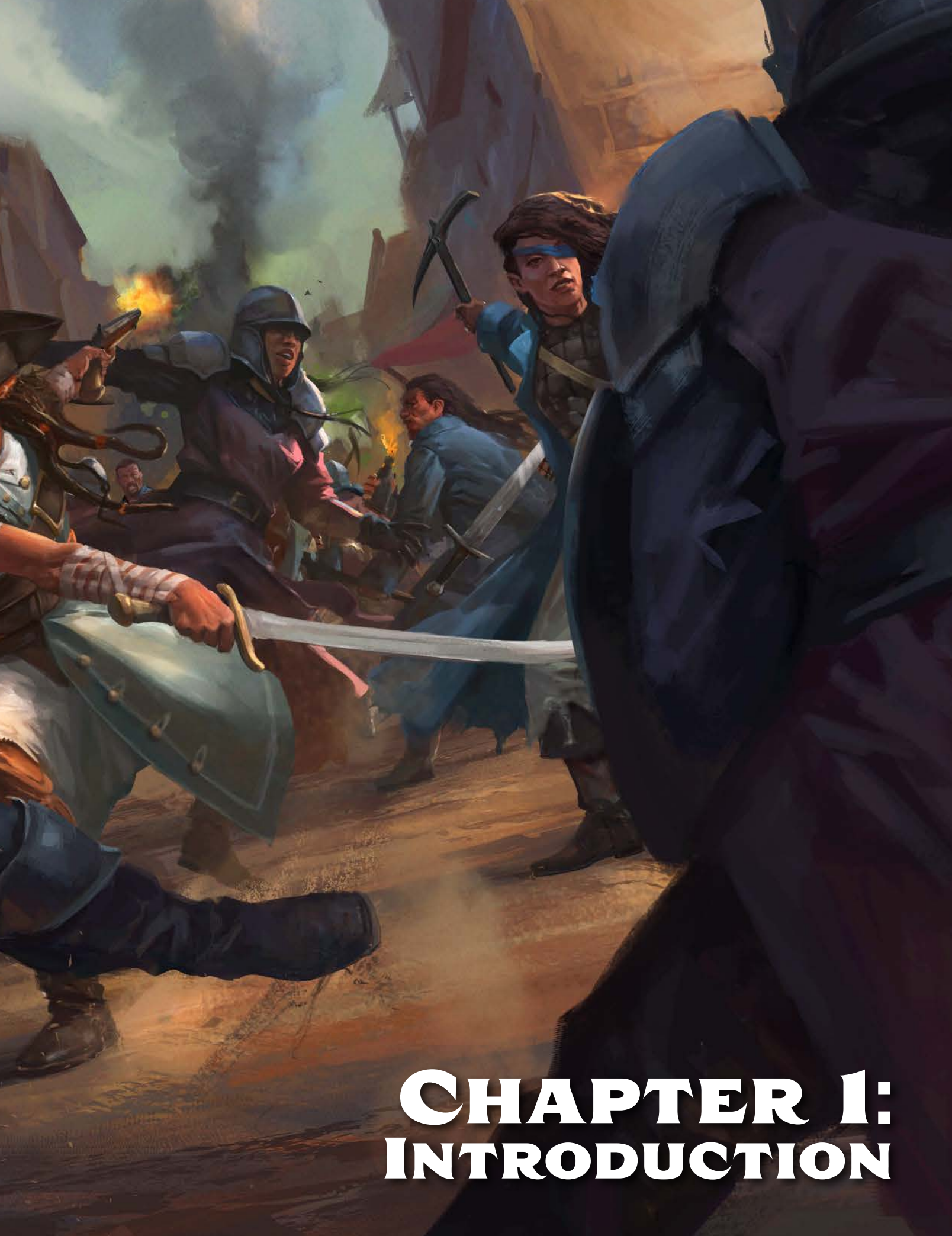
Campaigns..... 98
Vaunter's Carnival..... 100
Mwangi Expanse..... 104
Old Cheliax..... 108
The Shackles..... 112
Galt..... 116
Katapesh..... 118
Other Campaigns..... 120

GLOSSARY & INDEX

124







CHAPTER 1: INTRODUCTION



BEACONS ACROSS THE INNER SEA

I looked into the organization as you requested, my Queen. While my full writings remain in progress, I've enclosed a few snippets of Firebrand propaganda to provide insight into the miscreants and their motivations. My detailed report will follow soon.

—Ever your humble servant and eternally loyal to House Thrume, Kaivus of House Roverrint

FOOD AND FUEL

"All the people lie before the slaving maw of a monster. We are hunted, all of us, by the beast that is empire. Such a simple, authoritative word for so ravenous a creature, and such simple, authoritative words denote its organs. Monarch. Nobility. Debt. Prison. Army. Can you not feel it? Each word, a tooth, a tongue, a muscle. The beast gnashes its fangs, tearing till we're ripped to individual fibers! That's what makes us digestible. That's what makes us food.

"Alone, we are powerless against the appetites of authority. Alone, we will be consumed. All you are, all you do, all you labor for—nutrients to be swallowed up by the beast. Empire gorges upon us, that it may grow mighty enough to determine, single-mindedly, the path all its subjects must take toward the future. Until now, we have had no say in this. But we do not have to be its food. We do not have to be its fuel.

"Who mines the iron forged into imperial swords? Who fells the trees that build the halls of judge and jury? Who harvests the crops made into aristocratic feasts, who slaughters the calf for parchment decree? We, the commoners, the fieldhands, the laborers! If we stand together, we can starve the beast of food, deprive it of fuel! Together, we can overthrow those who would feast upon us; we can burn our fuel for our own efforts! We can seize control and clear a path to a new world—one where we are free, where our lives aren't wasted in the wars of nobles, where the fruits of our own labors aren't eaten up by a distant ruler! Rise up, all you indebted, all you conscripted, all you persecuted, all you impoverished, all you imprisoned—join with your kin, join with your neighbor, and raise the banner of freedom! Cross your swords and fight!"

—Excerpt from "Lighting the Path," a speech delivered by Octavio Abacoa during the Vidric Revolution

BRINK OF TRANSFORMATION

We are the Firebrands, the bringers of a daring new age of liberation. We are a coalition of the most brilliant souls of this era—and though you may not yet feel fit to bear our banner, having courage enough to consider joining our ranks means you are nearly there. We are a

home for implacable revolutionaries, for they will bring true justice to the Inner Sea. We are a home for inimitable daredevils, for they inspire us to ever bolder courses of action. And most importantly, we are a home for stalwart partisans, those who quietly toil and build, but who will pick up a blade to defend their neighbor with no incentive other than unity.

To reach the future we envision, Firebrands are called to hold to a core set of values. A Firebrand must be righteous. Awe-inspiring. Tenacious. We are the blades for the bladeless, the regiments that arise from the shadows to bolster rebellions and reinforce revolts against tyranny. We are committed to destroying all vestiges of slavery, even as slavery transforms into new forms mimicking freedom. We are committed to overthrowing dictators and uncaring monarchs. We are committed to defending those who are persecuted, especially the poor, ill, and all those who are tyrannized for their very personhood. We want a world where we have control over our own lives, where we are not subjected to the miseries of poverty, debt, prison, and other tools of tyrants. We do not force others to follow our rule; we simply show the world how to be free...

—Excerpt from *The Dual Tyrannies of Crown and Currency: An Introduction to Firebrand Philosophy* by Rexus Victocora

BEYOND MORTAL LIMITS

“...and I’ll never forget that day—I’m not sure anyone can say they’ve truly lived until they’ve commandeered a ship that, seconds ago, was commandeered by other pirates! Vulmia had been utterly silent until that moment, totally focused as she steered us ’round the maelstrom, but when we began to board them, her cackle rang out so loud it drowned out the sea! By the time we boarded the enemy’s ship, half of them had already thrown down their weapons in surrender!

“Ah, for my money, that’s the real heart of being a Firebrand. The more long-winded political types, bless them, but they don’t know how to make people excited. The top Firebrands understand this. The good ones know you have to pair rousing speeches with brazen revolts, or heists, or whatever! Our daringness is the real spirit of this thing, that’s what makes people sit up and take notice, and that’s why a lot of us are actually here. We beat poets and writers to the punch! Stories are told about us, because what we do—nobody else could even imagine it.”

—Story told by Kalo Nosri, crewmate aboard the *Nightwave*

USING THIS BOOK

The historic arc of the Inner Sea region is so often determined by forces that eclipse individuals: the rise and fall of deities, the escalating violence of crusades and civil wars, and the devastating appearance of mythical monsters. With all the chaos of the Age of Lost Omens, it might seem that people are losing the ability to shape their own futures. Yet the very same turmoil that sweeps over the world also forges those determined to overcome the whims of fate. When those people are in just the right moment, with just the right allegiances and supplies, they can sometimes seize control of history and push toward something previously unimaginable. They can leave legends of their own making in their wake. Across the Inner Sea, no single group fits that description better than the Firebrands.

This book introduces players to everything needed to learn about, work with, and fight alongside the Firebrands, the Inner Sea’s premier group of revolutionaries and daredevils. The first chapter covers the organization’s details: its history, its relationships with other factions, and everyday life for its members. The second chapter introduces characters and beliefs central to the Firebrands and can be used to inspire, encourage, and goad players to ever-greater acts. Chapter 3 contains new rules options for players. The final chapter provides a survey of the Firebrands’ key operations, giving players a number of burgeoning rebellions to join, as well as once-in-a-generation quests to attempt across the Inner Sea.

JOINING THE REVOLUTION

Given the scope of the fights that Firebrands pick, a Firebrand-themed campaign will naturally revolve around characters who are members of the organization. Because of how open Firebrand membership is, however, new or established characters can quickly throw their lots in with the organization. New characters can become a first mark, or initiate member, Firebrand by impressing and inspiring a small community. Preexisting characters might be about to receive their second mark, which occurs when a higher-ranked Firebrand officially inducts a first mark into the ranks of the organization.

Regardless of rank, characters should have meaningful ties to the Firebrands’ values. For revolutionary characters, perhaps they seek to correct a particular injustice, liberate their hometown or country, or fight to defend an oppressed population. For daredevil characters, perhaps they seek to become a storied phantom thief, get revenge on a noble who wronged them, or dive to the bottom of the ocean to reclaim lost treasures from long-slumbering fiends.

Even if the characters are not Firebrands themselves, Firebrands can easily be connected to their campaign. Parties interested in the politics and wars of Golarion have much to gain from meeting and working with Firebrand leaders in Galt, Nidal, or Ravounel. Parties seeking adventure could try to make their reputation at the Vaunters’ Carnival or might compete with the Silver Ravens for spoils within the Inner Sea.

Firebrands might serve as allies or antagonists to these parties, depending on their allegiances. Players who support the Bellflower Network’s emancipation efforts, for example, will certainly find themselves working alongside Firebrands. On the other hand, a party that serves strictly lawful factions (like Cheliah’s Hellknights) or tyrannical institutions (like the Whispering Way) might come into direct conflict with Firebrand operatives. The Firebrands are flexible enough to play a dynamic role in many stories, as they are an international coalition brimming with charismatic and accomplished leaders.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

HISTORY

TIMELINE

The following events are some of the most significant and formative in Firebrand history.

- 4138 AR Chelaxian colonials settle in the western Mwangi Expanse, founding Sargava.
- 4640 AR House Thrune emerges the victor of the Chelaxian Civil War and signs the Cheliox Covenant with Asmodeus. Queen Abrogail I establishes the Kintargo Contract as

It all began with a spark. Whatever was the cause for the fire that consumed a cart within a plantation in Eleder, be it an act of Lubaiko or mere coincidence, the cart burned the same and ignited a revolt. This fire marked the start of an uprising that scholars now denote as the official start of the Vidric Revolution in 4715 AR. After generations of oppression and subjugation, the indigenous populations of Eleder, Sargava, and neighboring parts of the Mwangi Expanse had enough. This was their home, and it was time these trespassers made their leave. It was up to them if it was peacefully or by force.

What initially started as a revolt of a small group of servants and enslaved people soon grew into nation-wide revolution over the coming months. It was during these months the people of Sargava united under the banner of freedom, be they natives of the Expanse or offspring multiple generations removed from Chelaxian origins, fighting for a means to live independent lives free from colonial rule and influence. These days were difficult for the freedom fighters as they had to learn to work together while keeping motions and motives hidden from their Sargavan oppressors. It was during this early time the freedom fighters learned to hide some of their actions in plain sight, reclaiming a symbol from the very flag of their oppressors to serve as a symbol of guidance and hope. The Sargavan flag featured two crossed swords, and the revolutionaries quickly made use of these swords as a symbol to mark important sites like safehouses or crucial targets. While it didn't take long for Sargavan forces to recognize the use of the swords as a revolutionary tactic, rebels were quick to overwhelm most cities with slapdash swords everywhere to confuse enforcement figures. Only those working with the rebellion would know the exact details required to decipher the symbols.

The revolutionaries' clever tactics expanded beyond sharing of information. The rebels understood the layout of the land much better than the Sargavan rulers, having been the ones forced to traverse the dangers of the region on behalf of their owners and employers. This allowed for quick ambushes and guerrilla tactics that the Sargavan authorities were simply unprepared to handle. Centuries of lax training and underestimating native populations led to Sargavan forces that surrendered quickly or fell easily in combat.

Baron Utilinus, Grand Custodian of Sargava, continued his attempts to rule from a remote property in northern Sargava.

When word of the ever-succeeding uprisings reached him, he turned to his allies among the Free Captains as a last-ditch effort. In exchange for increased tribute from Sargava, the Free Captains would become an acting enforcement arm and have full reign to quell the revolution. While the sudden surge of pirates working on behalf of the barony dealt a notable blow to the revolution, the rebels were quick

to get back up and keep fighting. It was during the weeks that followed that Avarneus, Shimali and Vulmia Manux, and others rose to prominence. Emboldened by what they saw as a desperate move by Baron Utilinus, these heroes worked together to steal Free Captain ships for themselves and turn the cannons back on their owners. Like other Sargavans, many Free Captains underestimated the rebels and soon found themselves surrendering to a Manux blade or trapped within one of the many ambushes that Avarneus planned.



VIDRIC REVOLUTIONARY

The final weeks of the revolution were quick. The rebels marched on the baron's property and found the Grand Custodian was the quickest of all Sargavan figures to surrender. What was left of Sargava would take many months to root out and clean up, but the people were finally free. The people called their reclaimed land Vidrian, an obscure Zenj word that roughly translated to rebirth, and also happened to be the name of the revolution's first death. Vidric tales now speak that Vidrian the servant gave her life to serve as the first spark of the cleansing flame that would help the nation of Vidrian be reborn.

SONGS OF SILVER

As the fires of rebellion grew in Sargava, so too did these flames burn in Cheliox. Whether coincidence or fate, House Thrune would have its hands full with an uprising of Iomedean revolutionaries calling themselves the Glorious Reclamation. The Glorious Reclamation provided plenty of distraction from the events in Sargava, preventing Queen Abrogail II from swooping in and reclaiming the former Chelaxian colony. Most importantly, it kept the queen's gaze from the city of Kintargo.

As martial law swept through Cheliox, Queen Abrogail assigned her distant cousin Barzillai to serve as ruler of Kintargo. Barzillai Thrune was quick to take out a number of local figures and burn down local establishments in hopes of squashing any rebellious spirit within the city. He then enacted a number of proclamations that imposed cruel and unusual laws severely punishing anyone who broke them. Barzillai's proclamations were a calculated effort to dole out as much punishment to Kintargan locals as possible. What he didn't account for was the fact that his efforts did more to fan the fires of rebellion than anything else.

The Silver Ravens formed during the adversity in Kintargo and grew from a small underground group to a full force with hundreds of rebels in the span of several months. The leaders of the organization led the charge against Thrune and worked to inspire the beat-down people of Kintargo to rise against Barzillai and his forces. The Kintargan Rebellion culminated when opera star Shensen and the other major members of the Silver Ravens faced Barzillai directly, felling the tyrant and liberating the city.

In the weeks that followed Kintargo's liberation, the Silver Ravens learned of the Kintargo Contract, a supplemental document to the Cheliox Covenant, the major contract that House Thrune held with Asmodeus to secure their rule over Cheliox. The Kintargo Contract was an obscure set of clauses and provisos that left the county of Ravounel an independent state. With the contract in hand, the Silver Ravens were able to secure not only Kintargo's freedom but all of Ravounel's as well.

It was during the time immediately after the discovery of the Kintargo Contract that the Silver Ravens received a message from the people of Vidrian. The reborn nation reached out to the new nation of Ravounel, noting the two were one and the same: a new country born out of adversity, reclaimed from the hands of Cheliox. The two nations, the message noted, would benefit from supporting each other during the early years of their newfound independence, and Vidrian extended an olive branch and a helping hand to the new nation of Ravounel. The Silver Ravens were quick to jump at meeting new allies, especially ones that had undergone similar hardships. Eventually, Ravounel and Vidrian established an official treaty and diplomatic alliance, with both nations pledging to provide financial and diplomatic support. Behind closed doors, however, the two nations were forging even stronger bonds.

THE FIRST FIREBRANDS

As the first diplomatic endeavors between Ravounel and Vidrian began, the two nations started to trade war stories. While this began as friendly conversations meant to share a common experience, it soon grew into a realization that

a failsafe that technically leaves Ravounel as an independent state.

- 4715 AR The Vidric Revolution begins.
- 4715 AR A revolution in Kintargo begins with a group known as the Silver Ravens leading the rebellion.
- 4716 AR The Silver Ravens destroy Menador Keep and block the Menador Gap, cutting off Kintargo and greater Ravounel from Cheliox.
- 4716 AR The Vidric Revolution ends with the removal of Baron Utilinus from power in Sargava. The state is renamed Vidrian.
- 4716 AR The Kintargan Rebellion ends with the death of Lord Mayor Barzillai Thrune. Kintargo becomes a free city. The discovery of the Kintargo Contract puts Ravounel on the path toward greater independence.
- 4716 AR In the wake of the Vidric Revolution, Vidric ambassadors reach out to neighboring nations for support. One of these meetings is with the burgeoning state of Ravounel. Silver Ravens and Vidric representatives meet and establish a formal alliance. Behind the scenes, they form the Firebrands, a group dedicated to aiding with revolutions throughout the Inner Sea.
- 4716 AR A group of revolutionaries in Galt declares themselves Firebrands in hopes of earning the group's attention and aid. The Firebrands attempt to provide what aid they can, but the revolution fails. This establishes a convention for other rebellions to call on the Firebrands for aid.
- 4717 AR Vidrian signs the Vidric Accords, ending the final vestiges of Sargavan rule and formally establishing

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

the government of Vidrian. Similarly, Domina Jilia Bainilus takes office in Kintargo, becoming the first ruler of Ravounel and finalizing Ravounel's transition into an independent nation.

4717 AR The Fiendflesh Siege. Acting Siege Lord Wynsal Starborn orders the manumission of all slaves in Absalom willing to fight in defense of the city. Slave trading and slavery in Absalom is thereafter abolished by popular decree of the Grand Council.

4717 AR Devrin Arlos declares he's a Firebrand and other Free Captains follow his lead. The Firebrands initially denounce their association with the pirates, but quickly change their mind and recognize Devrin and others as Firebrands. A new tradition of Firebrand "declaration" begins.

4717 AR The Ruby Tercet liberates the employees of Arnabus Clout's Eye-Catching Amusements and celebrate the event outside of Augustana in Andoran, establishing the first Vaunter's Carnival.

4718 AR The second Vaunter's Carnival takes place in Kintargo.

4719 AR Passenger awakens and eventually discovers an annihilator robot within Silver Mount. They leave Numeria with the robot and establish the Fire's Finest faction.

4719 AR The third Vaunter's Carnival takes place in Absalom.

4720 AR The fourth Vaunter's Carnival takes place in Anthisis.

4721 AR An unidentified group within Litran in Galt put an end to the Gray Gardeners and bring about the end of revolution within the nation.

4721 AR The fifth Vaunter's Carnival takes place in Sothis.

both still shared a passion for revolution. Shimali Manux, now admiral of Vidrian's navy, and the Sapphire Butterfly, a masked vigilante and member of the Silver Ravens, soon proposed the idea of continuing their efforts and aiding other local revolutions throughout the Inner Sea region. Both nations would share the knowledge they gained during their respective rebellion with other revolutionaries and even fight alongside them if the situation warranted more direct intervention. They named this group the Firebrands, both because of the union's nature and because keeping a vague name made it easier to obscure the group's actions. Speaking of firebrands when discussing rebels and revolutions only made it more difficult to parse between passionate freedom fighters and the group itself.

The Firebrands began with small efforts, providing knowledge and aid to local groups like worker unions in Andoran, enslaved people in Cheliox, and other small uprisings throughout the Inner Sea. These initial efforts were intentionally smaller in scope both to test the waters of the new effort and minimize any fallout that would come about with discovery of the group's connection to Ravounel and Vidrian. Word of the Firebrands began to spread, and soon the very idea that there was a group dedicated to aiding new revolutions was enough to inspire others to take the first steps toward their own changes.

One of these groups was a small set of rebels based in Galt who called themselves the Blade Breakers. This group intended to put an end to the constant strife within Galt by capturing the Gray Gardeners, executioners of the nation's Revolutionary Council, and their *final blades*, magical guillotines that trapped the souls of their victims. They believed by cutting off the council from their enforcers and most potent weapons, they would be forced to listen to the demands of the Blade Breakers and Galt's people. Unfortunately, the Blade Breakers were little match for the Gray Gardeners and quickly found themselves outclassed by the executioners. In the final days of their efforts, the Blade Breakers made a public announcement: they were Firebrands and the rest of their Firebrand allies were on their way to help. They hoped the bluff would cause the Gray Gardeners to back off and give them time to flee. The executioners called this bluff and soon captured the remaining Blade Breakers, but not before word of the pronouncement reached the actual Firebrands. The group interpreted this not as a bluff, but a call for help, and scrambled to Galt to help where they could. While they were too late to aid the Blade Breakers in their efforts, the Firebrands were able to rescue every member from their imprisonment and save them from the *final blades*.

The Blade Breaker's gambit soon led to a number of other revolutionary groups using the same tactic of declaring themselves Firebrands to earn the actual group's support. After the situation with the Blade Breakers, the Firebrands kept a lookout for these other groups and jumped in to provide what support they could. As the Firebrands met these other groups, they offered them membership within the Firebrands proper, so long as they were willing to work toward the group's overall goals of battling tyranny and supporting the oppressed. The Firebrands continued to grow this way for several months.

THE "FIRST" FIREBRAND

While this new convention of joining the Firebrands soon became common knowledge among revolutionary groups, it didn't become widespread throughout the Inner Sea until Devrin Arlos made it popular. After a catastrophic scuffle with a Free Captain resulted in the destruction of five ships, Devrin found himself in Tessa Fairwind's court to answer for his actions. Quick to spin a tale, he declared he was a Firebrand and all those ships were, in fact, slaver ships. The Hurricane Queen was sympathetic to the cause and let Devrin go.

Soon, word of Devrin's proclamation reached other pirates within the Shackles, and they saw an opportunity. If the Hurricane Queen was allowing

Firebrands to stir up trouble, all they needed to do was declare themselves Firebrands and fly their flags, and they would be free to do as they wish. These other “Firebrands” began to sow discord and generally revel in their mischief, which quickly attracted the attention of other pirates. Within a few weeks, “Firebrands” of all kinds were sailing the Fever Sea, and even non-pirates joined in the fun, with many daredevils and thrill seekers proclaiming themselves Firebrands as an excuse for their antics.

The new tradition of braggart Firebrands became immensely popular as tales of their bombast and excitement spread to the common folk of the Inner Sea. Tales of these thrilling figures and their escapades served as fun distractions at worst and inspiration for a life of adventure at best. Firebrand announcements began to spread throughout the Inner Sea like wildfire.

When word of these new “Firebrands” reached the actual group, there was a scramble to dissociate the group from these exhibitionists. The Firebrands were an organization dedicated to helping others, not making trouble for the rest of the world. After a few failed attempts at separating themselves from the grandstanders, the Firebrands came to realize the braggarts and daredevils did a great job of not just keeping the public’s attention but also that of tyrants. Suddenly, with hundreds of Firebrands appearing seemingly overnight, a number of oppressors eased up on their efforts and even willingly changed their methods, fearing the new Firebrands would soon set upon them. Tyrants had no way of knowing for sure which Firebrands were revolutionaries and which were simply glory seekers. Additionally, the mass of new Firebrands made it difficult to keep track of rebel Firebrand actions. Town guards had an almost impossible time arresting the correct Firebrands when they were seeking rabble-rousers. The Firebrands eventually decided to embrace the new mischief makers and allow for the change of the Firebrand perception.

FIREBRANDS TODAY

With the distinction between two major types of Firebrands—rebels and braggarts—the organization means different things to different people. To most in the Inner Sea region, Firebrands are bold adventurers who like to dive head first into danger and usually look good while doing it. To the rest, they’re heroes who fight for the oppressed and look to put an end to tyranny and evil wherever possible. Both views are correct and are compatible with each other.

The Firebrands continue their founding revolutionary efforts, traveling the Inner Sea and serving as consultants, allies, and blades for anyone looking to change their lives for the better. Whether this is through direct rebellions or smaller changes like fighting for fair representation and wages, the Firebrands look to offer their support. Members are also on the search for additional allies, as sometimes they can’t handle these responsibilities on their own or might not be the best suited for the task. The braggarts within the organization travel the Inner Sea sharing tales of their deeds, dressing in flashy or fashionable outfits, or simply enjoying themselves on their journeys. Some make a habit of boasting before and after their accomplishments, while others simply enjoy the thrill and glory that comes with new experiences.

Regardless of a Firebrand’s ideals and motives, they help spread the Firebrand name far and wide. The Age of Lost Omens is a time for heroes and the Firebrands are eager to rise to the occasion.

- 4722 AR The Pactmasters of Katapesh outlaw slavery within the city’s markets and throughout the nation.
- 4722 AR The sixth Vaunter’s Carnival takes place in Magnimar.
- 4722 AR Queen Abrogail Thune II establishes the Emancipation Edict, freeing all enslaved people in Cheliox and its vassal states.
- 4723 AR The current year.



FIREBRAND GRANDSTANDER

FIREBRANDS

INTRODUCTION

AMONG THE FIREBRANDS

FIREBRAND OPTIONS

FIREBRAND EFFORTS

GLOSSARY & INDEX

LIFE AS A FIREBRAND

TRAINING

The independent nature of the Firebrands means there is no set training or education across the organization. However, most successful Firebrands have picked up certain universal skills throughout their careers, including the ability to take and throw a punch; how to fall safely; how to roll when landing from a long jump; how to eavesdrop, spy, and sneak; and how to pick locks. Combat training is a necessity, and skill at public speaking is likewise important for both braggarts and revolutionaries. While many of these skills are picked up by an individual Firebrand through trial and error or purposeful training, other skills might come from experience gained in other aspects of their lives. First marks are unacknowledged and must train themselves.



FIREBRAND INITIATE

To be a Firebrand is to live life on your own terms, beholden to no external law or authority. Firebrands make their own choices and uplift the causes they feel are worthy. Yet being independent doesn't mean being alone. Firebrands rely on one another and the communities they support to accomplish their goals. Beyond this, there are few universals, and Firebrands are many things to many people. Some Firebrands are loud, boisterous daredevils and braggarts, exhibitionist glory hounds who care more for their own fame than the causes they support. Others are secretive operatives working to aid the oppressed and the needy. Still others are community builders, helping the recently liberated begin anew, with emotional, economic, or social support as needed. Firebrands sow discord, usurp power structures, cause mischief, combat evil, and are often heroes in every sense of the word. The role of a Firebrand is as unique as each member.

BECOMING A FIREBRAND

In the early days of the Firebrands, claiming to be one was the quickest way to gain the attention and support of other Firebrands. This tradition has continued to this day, and many rebellions, revolutions, and labor unions claim affiliation to the Firebrands to earn the clout of the organization and to gain the aid of already established members. This holds true on an individual basis as well. The fastest way to become a Firebrand is to stand tall and publicly announce your status as a Firebrand. In many ways, becoming a Firebrand is the easiest thing about being one. All it requires is desire, ambition, and the guts to announce it aloud.

Some aspiring Firebrands announce their membership spontaneously, usually after hearing or witnessing something so upsetting they refuse to sit on the sidelines any longer, or after being inspired by the actions of other Firebrands. Other seemingly spontaneous announcements follow a length of careful consideration, with thoughtful prospective members mulling over the decision for a time before making a sudden declaration, often thanks to the support of friends or a little liquid courage.

More commonly, Firebrands plan their public announcement of membership, selecting a location that has frequent crowds, is suitably impressive, or is the impetus for their decision—perhaps a monument or other site of history or heroism, or outside a place of oppression, corruption, or shameful history. The tone of these announcements varies by Firebrand, running the gamut from flashy, entertaining spectacles to somber acknowledgments of injustice and the desire for societal change.

Some Firebrands time their public pronouncement to coincide with the completion of an accomplishment, so they become a Firebrand with their actions as well as their words. While braggarts and daredevils may climb to the top of a tall building, rescue a citizen in distress, or uncover hidden treasures, freedom fighters and rebels may slay a dangerous monster, stand up to a local tyrant, or protect an innocent from harm.

Firebrands acknowledge all who adopt the title and work toward the group's goals. However, because becoming a Firebrand is so easy, new members are considered unproven. Known as first marks, these fresh recruits aren't considered "true" Firebrands until they earn the recognition of other established members and become second marks. Attaining this status is more challenging than becoming a first mark, but as before, there are many paths to this achievement. Some first marks seek out and speak with other Firebrands, hoping to gain their attention. This is most useful when done regularly and in conjunction with action. Pretty words aren't enough to earn higher status, but there's no denying it does require being known. Friendship with a Firebrand certainly makes it easier to become a second mark.

A more reliable method is through official mentorship. Then, the graduation from first mark to second mark comes naturally at the end of a training period, when the established Firebrand either considers the newcomer an equal or at least independent. Of course, finding a Firebrand willing to take an apprentice or otherwise shepherd first marks into the organization is its own challenge. But it does provide an aspiring first mark with the skills and tools needed to become a successful second mark Firebrand. This also serves to introduce aspiring Firebrands to the inner workings of the organization.

Rather than networking, many Firebrands instead attempt to accomplish great deeds, feats of heroism, and other big tasks that are impossible to ignore. Often, these tasks are self-driven and independent: a series of feathers in their cap until an established Firebrand has no choice but to acknowledge their competency. Other times, this task is given to a first mark as a challenge, dare, or final test meant to showcase (and prove) the first mark's skill and determination. These more formal ordeals are often too difficult to accomplish alone, forcing a first mark to work together with other first marks to achieve their goals, or else triumph over impossible odds alone. Not all survive.

The ritual of acknowledgment that separates a first mark from a second mark Firebrand is short and simple. The veteran Firebrand makes a declaration, either in public or in private among other Firebrands, that the first mark is an official Firebrand. After this pronouncement, the newest Firebrand and their sponsor cross blades in a salute that mirrors the Firebrand symbol. (In cases where no blades are available, other weapons or their forearms suffice for the symbolic gesture.) The first mark is now a second mark.

Often, new Firebrands spring up in locations where there are no established members to acknowledge their efforts or status. What these isolated Firebrands do to achieve their second mark varies based on their intent. Braggarts and daredevils are likely to leave their home regions when they believe they're ready for promotion, visiting locations where other Firebrands are prominent and proving themselves through a task or test.

Rebels and rebuilders instead remain focused on their chosen cause and community. By the time they've achieved their goals, they're often locally famous, which should technically make them a third mark. When word of their actions reaches distant Firebrands through the rumor mill, they're often recognized as second or even third marks by default, even without the acknowledgment ceremony. Sometimes, a whole Firebrand cell is established in this way at once. At other times, a passing Firebrand may come upon a region where a group of first marks is locally famous and induct them all as second marks after a quick meeting. However, it's more common that the leader of a locally prominent Firebrand cell is acknowledged as a second or even third mark by their peers and community, then later performs the second mark ceremony for worthy first marks beneath them.

FIREBRAND MARKS

This nebulous system of recognition and acknowledgment is the extent of the Firebrands' internal structure or hierarchy. A Firebrand's standing is based on their reputation and popularity, where those who are well known and have accomplished great deeds are considered higher ranking than their fellows. There are four marks, with self-declared and unproven Firebrands as first marks, proven and peer-acclaimed Firebrands as second marks, locally famous Firebrands as third marks, and regionally famous Firebrands as fourth marks. While this system may seem to give unfair advantage to braggarts and daredevils, this is only partly the case. Rebels and revolutionaries tend to work in large groups, accomplish grander goals, and bring about sweeping change—deeds that make revolutionaries just as likely to advance as those who loudly and proudly tout their individual achievements.

The mark system is inspired by the symbol of the Firebrands: two crossed swords made with four quick marks. Vidric rebels, drawing inspiration from

Some quite literally train alone, but others gain required training from other avenues. An aspiring Firebrand may apprentice to be a locksmith, join the town guard, enroll in fencing lessons at a prestigious academy, or attend plays or public debates. Others learn by mimicking the techniques and behavior of other successful Firebrands. Regardless of methodology, first marks who reach the rank of second mark have worked hard for their skills and shown self-discipline and determination.

Once acknowledged, a second mark gains access to training and the resources of other Firebrands. Among most Firebrand groups, this is a quick onboarding process followed by training in the field or as the situation demands. More organized Firebrand cells offer scheduled training and other workshops, which second marks are required to participate in before being released into the field. Mentorships are the most common kind of training. Third and second marks serve as mentors to their less experienced fellows.

Rarely, the Firebrands host workshops to train civilians in proper stealth techniques and combat in anticipation of rebellions.

FIREBRANDS

INTRODUCTION

AMONG THE FIREBRANDS

FIREBRAND OPTIONS

FIREBRAND EFFORTS

GLOSSARY & INDEX

GROUPS

Firebrand cells vary greatly in size, from a handful of spies to hundreds of revolutionaries. Generally, the larger a Firebrand cell is, the harder that cell is to supply, maintain, and keep secret. Large groups strain both the cell and the community they're a part of, making them unwieldy in many situations, and unethical in others. Thus, a majority of Firebrand cells are small, adhering to a simple metric. In most cities, a cell is capped at two dozen, while in towns, they tend to cap at a wagonload. In smaller communities, Firebrand cells must be tiny to avoid notice, and are usually capped at how many can sit around a dining table or enter a cellar. Even a dozen citizens entering a villager's small home can be impossible to hide. There, groups of three to six are most common. Firebrand cells that operate on a ship are an exception,

the Sargavan flag, were the first to use the crossed swords symbol. In addition to representing their cause, the symbol functioned as a communication tool. They drew the crossed swords on the sides of buildings to signify safe houses, hidden caches, meeting places, and establishments sympathetic to their rebellion. The symbol became synonymous with the Vidric revolution and was officially adopted by the Firebrands shortly after the group's founding. Today, this symbol is commonly used to identify a Firebrand, take credit for a deed, or make the presence of Firebrands in a region known. The mark is typically used on buildings, signs, flags, banners, pins, and other personal attire. Many Firebrands include an additional symbol beneath the crossed swords to indicate their personal affiliation with a location or event.

Of the four marks, the rank of first mark is easiest to achieve, requiring only an aspiring Firebrand announce their affiliation with the group in front of a crowd of local citizens or Firebrands. This pronouncement can be done with words alone, or accompanied by a flashy performance, athletic displays, or other deeds.

The difference between a first mark and a second mark is simply acknowledgment. As noted previously, an existing second mark Firebrand must announce the first mark's new second mark status. Then, the pair cross blades, recreating the Firebrands symbol. Often, the newly minted second mark joins the same Firebrands cell as the Firebrand who acknowledged them, gaining access to that group's resources, particularly armaments, contacts, equipment, safe houses, or training. Other times, the Firebrand strikes out on their own, becoming an independent force. Others instead found their own Firebrand cell, adopting a role of leadership to enact sweeping reforms.

Being acknowledged as a third or fourth mark requires considerable renown. Third marks are Firebrands who have gained local fame, either individually like the infamous thief known as the Mockingbird (page 44) or as a group. Sometimes, a Firebrand cell is so famous that its members are considered third marks, and a first mark or second mark can ascend straight to third mark by simply joining the group. Such is the case with the Silver Ravens and the Devil's Jacks (page 35). Becoming a third rank isn't a recognizable event—there's no ceremony or public acknowledgment. Rather, it's a nebulous status acknowledged irregularly based on fame. Some Firebrands find their status

shifting as they travel to different regions, wavering between a second mark and third mark. Ishii Bunji (page 42), famous for his battle prowess and compassion, is a third mark throughout much of Tian Xia, but only a second mark in the Inner Sea. Likewise, Passenger (page 45), leader of the Fire's Finest, is a third mark in Avistan, but a second mark in Tian Xia and Garund.

Fourth marks are those few Firebrands who are incredibly famous, known across continents and by most Firebrands. This includes Devrin Arlos, Shimali and Vulmia Manux, the Sapphire Butterfly, Shensen, Iqani Truthspinner, and Tilri Venler. Additionally, many members of the Silver Ravens and crew of the *Nightwave* are considered fourth marks, simply for being members of these infamous cells.

Many Firebrands like to debate who should be considered a fourth mark, and there are few Firebrands who are universally acknowledged.

While there are no tried and true methods for becoming famous enough for higher-tier recognition, some have proven more effective than others. Revolutionaries and rebels most often achieve fame through the course of their duties, rather than by purposefully nurturing their own legend. When successful, their deeds cause radical, sweeping change. This is quickly apparent politically and socially, and the tales of such Firebrands quickly spread through word of mouth and the civilian rumor mill.



FIREBRAND INFILTRATOR

Braggarts and daredevils, ironically, have a harder time becoming famous. There are many flashy Firebrands, and standing out among the crowd requires a mixture of charisma, luck, and purposeful cultivation of their public image. Many such Firebrands hire bards, chroniclers, and storytellers to accompany them on their journeys, record (and sensationalize) their deeds, and share their works in urban centers. Others spread their own legend, with boasts, songs, speeches, and stories performed in taverns, town squares, and auditoriums. These methods are useful for spreading fame through the areas one travels, but distance and time can cause this form of fame to fade. To prevent this, many Firebrands also utilize messenger services and a network of hired performers to keep their legend alive across a wide area with new tales and songs. To gain fame among other Firebrands, it's usually better to spread one's legend through known Firebrand networks, especially mobile networks, such as the Fire's Finest (page 26), the Bellflower Network, the *Nightwave* (page 28), Wonderment (page 101), and the infamous Firebrand storyteller Iqani Truthspinner (page 41).

FIREBRAND ROLES

The Firebrands are generally split into two unofficial groups that are incredibly different but nonetheless benefit one another: revolutionaries and glory hounds. Yet these are two extremes within an incredibly diverse organization, and many Firebrands straddle the line somewhere between these stereotypes.

There are four general roles a Firebrand might fill within the organization: ember, spark, blaze, and flame. Far from official, these terms are descriptors developed by revolutionaries to quickly explain a Firebrand's role and outlook without giving away too much information. The coded slang caught on swiftly and is primarily used when discussing other Firebrands, particularly in public or while operating under oppressive regimes.

Embers are the revolutionaries who operate through stealth, subterfuge, and subtlety. They use their networks and connections for the good of the people around them, fighting tyrants and aiding rebels and refugees, but rarely invite civilians to utilize these networks themselves. They tend to hold their secrets close and use passwords and ritual greetings, which are changed regularly, during communications and meetings.

Like embers, sparks oppose oppression and tyranny. However, where embers remain separate from the people they help, sparks join their communities and aim to inspire others to action. They are the catalyst that ignites the fires of revolution and brings about sweeping social change. They leverage their connections and networks to help those around them and empower civilian rebels to access their resources. Many sparks have a calling card or other iconic action or image that they use to inspire others. This serves as a unifying symbol for others to rally around. These calling cards often become the sign of the revolution and the liberated, much like the Vidric crossed swords became the symbol of the Vidric revolution and then the Firebrands themselves. Sparks are the most likely Firebrands to remain behind after a revolution to aid in the reconstruction and recovery efforts.

Blazes are mostly the braggarts, daredevils, and show-offs. Their motives are many and usually selfish—perhaps entertainment, fame, power, wealth, or the thrill. They enjoy being the center of attention. Occasionally, blazes will also include more altruistic members, the charismatic leaders who enjoy speaking to crowds or rallying others to their cause. Regardless of their motives, blazes serve as the public face of the Firebrands, which benefits not only their own desires but also their more subtle compatriots, for blazes are excellent at causing a spectacle and distracting enemies of the Firebrands.

Flames are a mixed bag and include all those Firebrands who straddle the line. These are the Firebrands who fight oppression and perform acts of heroism for selfish motives, such as the thrill of combat, the adoration of those they help, or to defy authority and cause some havoc. Others make themselves a spectacle specifically to draw attention away from the actions of other Firebrands,

and instead cap at a full crew, which varies by the size of the ship.

When Firebrands need larger numbers, they instead gather in webs—a collection of allied Firebrand cells who work together for a unifying event, then part ways in the aftermath. Firebrand webs enable cells to achieve great deeds while remaining mobile, independent, and agile. While some webs have a permanent alliance and frequently move to aid their allies when called on, others are temporary alliances only for a single event.

The largest Firebrand groups are revolutions. These are coalitions of Firebrands and unaffiliated rebels that form by the culmination of a revolution or insurrection. These groups inevitably break up once their goals are achieved, with the remaining Firebrands separating into a few smaller groups based on their next objectives and future goals. It's rare that all the Firebrands involved in a revolution remain in the same area, as they inevitably butt heads, causing friction and frustration. There are few exceptions to this, such as the Salt Breakers (page 30), and those large groups must work hard to maintain the integrity of their members and to prevent infiltration by outside organizations.

Very rarely, other Firebrands must step in to force an overly large group to split into smaller cells. Usually, this order is given by a fourth mark or a well-respected third mark.

FIREBRANDS

INTRODUCTION

AMONG THE FIREBRANDS

FIREBRAND OPTIONS

FIREBRAND EFFORTS

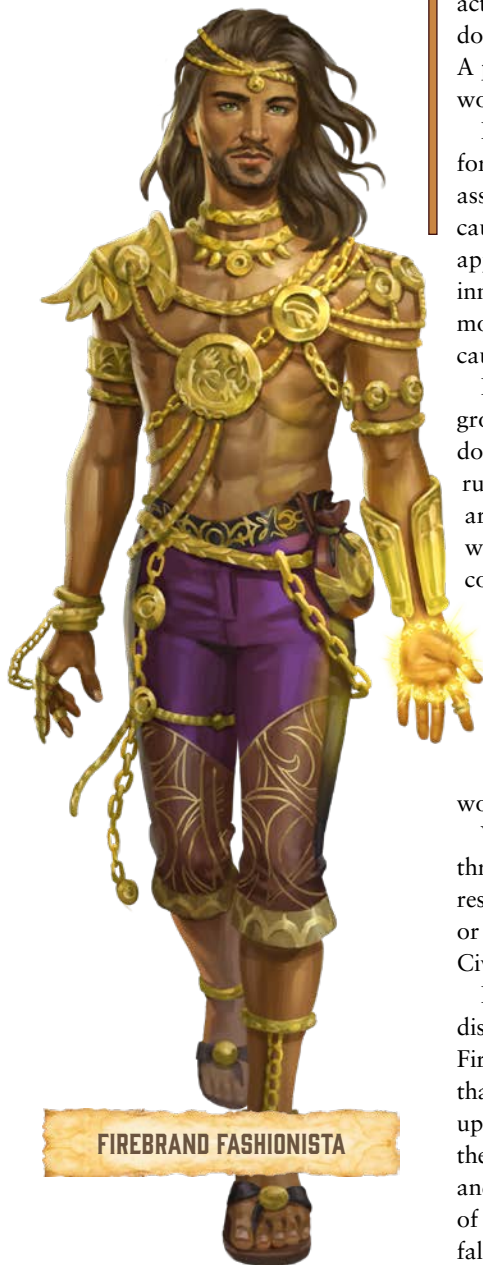
GLOSSARY & INDEX

FIREBRAND SLANG

Firebrands have unique phrases and slang they use among themselves to quickly convey information without cluing in outsiders. The Firebrand roles described in this section are other examples of Firebrand slang. Most of these are kept secret.

Flare: A Firebrand who purposefully serves as a decoy for their fellows as part of a mission. One might “need a flare,” “send in a flare,” or have “plenty of flares” to choose from.

Flash: A Firebrand who the speaker believes won't be in the Firebrands long-term. They're a flash in the pan. They'll quit before long. This is used to refer to first marks. Sometimes, it's



FIREBRAND FASHIONISTA

like living decoys who inhabit their flashy persona as an actor does a role. Regardless, flames are among the most varied and numerous of Firebrands.

FIREBRAND CODE

It's common knowledge that Firebrands don't purposefully harm innocents. Beyond this, what makes a Firebrand? Where do Firebrands draw the line between rebellion and villainy? How far is too far in the fight against tyranny?

While the Firebrands have no governing body or official rules, they do maintain a loose code of ethics, and there are boundaries they won't cross in their fight for positive change. To a Firebrand, the ends don't justify the means, and evil done in the name of good remains evil. There is no room in the Firebrands for callous sacrifices or fighting oppression with oppression. Those who would do so are simply not Firebrand material.

Firebrands don't purposefully harm, steal from, or target innocents, nor do they sabotage sites and resources that would harm innocents alongside their foes. A Firebrand wouldn't poison a water source the citizens of a town depend on, even if it would harm the tyrants they oppose, just as they wouldn't set a city ablaze or burn crops. While no Firebrand can promise their actions won't inadvertently result in the death of an innocent, Firebrands don't consider any loss of innocent lives to be acceptable collateral damage. A plan that is expected to cause a loss of life among innocents is a plan that won't be enacted, no matter the potential benefits or strategic advantage.

Beyond this, there are few universal rules. Certain crimes are considered bad form among some Firebrands but are utilized frequently by others, including assassinations, theft, and property damage. While these methodologies cause debate and friction among Firebrands, all Firebrands are united in the application of such crimes: no Firebrand would condone such actions against innocents. Among those Firebrands looking for fame and thrills, there are more restrictions. A Firebrand working for their own needs has less right to cause disruption than those fighting oppression.

Firebrands frequently clash with governments, local authorities, oppressive groups, dangerous criminals, and occasionally each other. However, they don't oppose civilian movements or protests, even if these people and events run contrary to the cause that Firebrand is fighting for—unless those groups are themselves attempting to spread tyrannical propaganda, break up worker strikes, or further their own oppressive agenda in accordance with corrupt leaders.

Because it's so easy to become one, it's easy for impostors and infiltrators to claim false allegiance to the Firebrands, either for personal gain or to discredit the organization. Sustaining this charade, however, is difficult.

Firebrands can easily tell what actions are aligned with their organization, and most civilians have a feel for what a Firebrand would do within their own communities. Locals can tell better than anyone whether an action would help or harm them, and thus, they prove relatively hard to fool.

When a false Firebrand is discovered, civilians are often the first to act, through gossip, insults, booing, and other expressions of outrage. They may respond by throwing spoiled food, rocks, or other objects at the false Firebrand, or in dire situations, they may take up arms against the impostor themselves. Civilian allies also inform true Firebrands of frauds and impersonators.

Firebrands oppose these interlopers in much the same manner, publicly disavowing the false Firebrand, spreading rumors, and cutting them off from Firebrand resources. Embers who maintain information and supply networks that rely on codes, gestures, and passwords to identify Firebrands and their allies update these signals, marking the false Firebrand as an outsider and preventing them from accessing these resources. Some abandon safe houses and other sites and move them to entirely new locations, especially if they suspect the impostor of having connections to the government or other external organizations. If the false Firebrand ever becomes an enemy of the Firebrands, particularly through

hurting innocents, committing violent crimes, undermining freedom, or aiding an oppressive regime, the Firebrands gather to treat the false Firebrand as they would any other tyrant: an enemy to be opposed.

FIREBRAND FASHION

Looking good, or at least looking how you want, and crafting one's own image is very important to many Firebrands. It's an extension of the values of freedom, self-expression, and self-determination that all Firebrands hold and has become a pivotal part of the Firebrand identity.

On the surface, fashion may seem frivolous, but even in the early days of the Firebrands, it served a purpose. Early Firebrand groups used distinct pieces of attire such as blue cloaks, red scarves, feathered pins, and the crossed swords symbol of the Vidric revolution to show Firebrand affiliation to those in the know—and later, when such symbols became an obvious trademark of the revolution or organization, to show support for those groups. Attire and symbolism have the power to unite and overthrow and are powerful tools in any Firebrand's toolbox.

As the Firebrands grew in popularity and braggarts and grandstanders joined the fold, such glory hounds were quick to realize it would require increasingly epic exploits to gain fame, attention, and earn their marks. These Firebrands turned to bright, bold, over-the-top attire to draw the gaze of civilians and their fellow Firebrands, making a spectacle of themselves to improve their own standing. Many become icons. When even this wasn't enough to guarantee attention, the trend went further, and now, many Firebrands also use flags, entourages, musical accompaniment, and more to supplement their sartorial statements. Many glory hounds either make their own custom attire or hire popular fashion designers and tailors to craft something spectacular for them.

Firebrand fashion has since become popular among civilians, particularly younger nobles and local adventurers. Among them, gaudy clothing, bright feathers, ruffles, large hats, big boots, and excessive jewelry are the most widely adopted fashion trends.

As Firebrands strongly value self-expression, Firebrand fashion varies greatly by region, culture, and personal preference. Some adapt local fashions to suit their needs, others pull from foreign fashion, and still others prefer costumes that mimic flora, fauna, and even architecture. Regardless of their personal style, Firebrands make the most of what's available to them. Bright colors, feathers, sequins, and sparkles are popular throughout most of the Inner Sea, as are masks and large hats, both of which can be used to draw attention and obscure one's identity. Particularly large hats can also serve to block line of sight and draw attention in crowd. Scarves, cloaks, and gloves are popular throughout Avistan, while bandannas, fur, and the incorporation of flora are popular in Garund. Extravagant boots and puffy blouses and trousers also have broad appeal, as the loose fabric and plentiful folds make it easy to hide weapons and tools on one's person and to mask one's movements.

Firebrands in close-knit groups additionally adopt their own fashion trend or color for group cohesion and recognition. Some select a theme or single article of clothing for all members to incorporate, so the group clearly matches but each member retains a unique appearance. Other groups coordinate their clothing across their membership, either with full uniforms or with a single focal piece. Most groups incorporate their cell's symbol into their attire. These group-wide fashion trends are particularly useful when more than one Firebrand cell is operating in the same region.

Firebrands who prefer subtlety instead favor understated attire, tear-away or reversible clothes, masks, disguises, and tools disguised as fashion accessories. Wrist sheathes, boots that contain retractable blades, buckles that hide darts, and metal hairpins that double as lockpicks and daggers are all useful equipment to such Firebrands.

also used to refer to a second mark Firebrand who unexpectedly quit.

Pyro: Short for pyrotechnician, these are Firebrands that use alchemy or magic to create particularly flashy and attention-grabbing distractions. Unlike other distractions, pyros are called in to draw big crowds—the bigger the better. With a crowd in tow, it becomes easier to go unnoticed when undertaking tasks. While a lot of pyros use crowd-pleasing distractions like fireworks, others specialize in other techniques like summoning animals or captivating figures like marids.

Slouch: A mission that requires stealth, subterfuge, and passing unnoticed—"it's a slouch." This also refers to a Firebrand who excels at passing unnoticed and other stealth missions. The most common form of slouch is a mission that involves spying and surveillance, but others can involve theft, impersonation, and infiltration.

Splash: A Firebrand who acts recklessly. Named for a splash weapon, such as an alchemical bomb, a splash often causes excessive collateral damage or unintended civilian casualties through their actions. They bring harm to everything around them, indiscriminate of allegiances. Splashes rarely have long careers and are prone to slipping up. This is usually used as a descriptor to refer to a Firebrand who is not present, but it can also be used as a direct insult to another Firebrand, particularly those who treat their fellows' lives as expendable.

Torch: An individual who is incompetent or useless. Someone good only for carrying your torch. This is usually used to refer to an inexperienced first mark or fraud who the speaker believes doesn't deserve promotion to second mark. This is never used to refer to second mark or higher-ranking Firebrands.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

RELATIONSHIPS

OTHER ALLIES

The following are a number of additional allies offering their support to the Firebrands.

Faiths: A number of small faiths, particularly churches of good-aligned deities in regions that prohibit their worship, are willing to provide the

Firebrands with a safe place to recuperate. In Nidal, the Desnan Dreamtenders help shield escaped Firebrands until their extraction. In

Absalom, worshippers of Chaldira, the halfling god of luck, often bless Firebrands before they perform. The

small following of Arazni has been doing favors for the rebels in hope of attracting more to Geb. Firebrands in

Razmiran, meanwhile, are trying to locate hidden congregations that seek to break the strangling rule of the self-declared god.

In only a few years, the Firebrands have developed close bonds with a number of like-minded organizations, while being branded by just as many as an enemy. Most friendly relationships form based on mutual aid in the pursuit of breaking the chains of tyranny, or a shared love of thrill-seeking. Enemies, meanwhile, are often those targeted by the Firebrands or their allies, though occasionally some factions preemptively mark the Firebrands as potential obstacles without direct provocation.

ALLIES

The following are some of the Firebrands' more notable allies.

ANDORAN

Andoren forces crossed paths with the Firebrands when those responding to the declaration in Galt made a pit stop in Almas. Believing the Firebrands' passion will be wasted in Galt, Supreme-Elect Andira Marusek convinced a handful to stay in Andoran for a tour. What these Firebrands saw, along with the Bellflower Network's recommendation, made Andoran a hot spot for new Firebrand recruits. Many come to observe the country's democracy, while others seek combat training from the Eagle Knights or Steel Falcons. Andira encourages these boot camps and permits all Andorens to assist the Firebrand efforts as they see fit, within the reasonable limits of the law. Many Andorens follow the spirit of this declaration, bending the law and finding loopholes as necessary to provide support without falling into any illegal acts.

Most Firebrand cohorts that undergo training from an Andoren military contingent complete "graduating missions" in Darkmoon Vale, usually involving sabotaging a Lumber Consortium operation. Over time, some Firebrands have dedicated themselves to investigating and dismantling the Lumber Consortium, a development that many Andorens welcome.

AZATAS

As celestial champions of freedom, azatas naturally assist any who walk the path of liberation. Knightly ghaeles have been known to rescue Firebrands from the clutches of fiends and undead on occasion. Lillends, who are attracted by courageous and daring deeds, secretly follow Firebrands to record their exploits in epic poems or songs. That said, the presence of most azatas is fleeting, leaving Firebrands quite puzzled over the identity and motives of these "nice elven-animal folks." Some groups have discussed ways to retain these elusive outsiders as allies, though a proper method to achieve this goal remains an unanswered question.

BELLFLOWER NETWORK

Magdalena and Martum Fallows of the Bellflower Network were in Ravounel before the nation became independent, and thus bore witness to the founding of the Firebrands. The two groups instantly began working closely together. In the Inner Sea's post-slavery age, both organizations continue liberating the oppressed, sharing intelligence from the regions they both operate in, or providing local safe houses and resources. Most collaboration involves leading escapees from places of tyranny to territories with more freedom, such as Absalom, Andoran, Ravounel, or Vidrian. In terms of division of labor, Bellflower tillers usually act as guides to the rescued, while Firebrands distract and intercept any pursuers.



BELLFLOWER TILLER

FAITHS

The Firebrands' dual-minded nature makes many religions pause before expressing whether they support the organization or not. For most good-aligned churches, the answer is often one of subdued approval followed by several grievances. That said, some churches fully embrace the Firebrands as they are, notably that of Cayden Cailean and Milani.

The Everbloom's clergy see Firebrands as bringers of hope to the oppressed, an unwavering promise that chains will break and a brighter tomorrow shall dawn. Many Milanite champions and clerics work alongside rebel Firebrands in areas such as Galt and Cheliox, providing healing and refuge to the freedom fighters in their hidden sanctuaries. Firebrands in turn protect these secret congregations from forces that would harm them, often helping these clandestine groups relocate when necessary.

As for the Drunken God, braggart and rebel Firebrands alike are enamored by the tale of his ascendancy. The greatest dare of all times, while fully inebriated, rewarded with endless freedom-loving, adventure-seeking days? There is no better way to transcend beyond mortality than how Cayden Cailean did it. There are, as a result, many Caydenite worshippers among the Firebrands, who dive into the foray of battle and adventure alike with eagerness. Priests who run bars also host regular contests or story nights for Firebrands, serving as judges and arbitrators for the dares issued and challenges proclaimed.

RAVOUNEL

Both home to the Silver Ravens and the founding place of the Firebrands, Ravounel occupies a special place among the organization's allies as it serves as a symbolic headquarters, trendsetter, and role model. Today, the Silver Ravens under Shensen continue their work in Kintargo and Ravounel at large. Much of their labor focuses on restoring damage from the rebellion, uplifting struggling communities, and bringing issues of unfairness, exploitation, or conspiracy to the attention of those in power, such as the Silver Council and Domina Jilia Bainilus. It is undeniable that the Silver Ravens' contribution towards Ravounel's stability and progress is immense.

Domina Bainilus herself owes her freedom and life to the Silver Ravens, a deed she has not forgotten. She has explicitly instructed the government to aid the Silver Ravens in secret, and regularly secures funds and resources from friendly noble houses for long-term Firebrand projects. One such project is the clearance of the Menador Gap. The Silver Ravens blocked the mountain pass during Ravounel's liberation, and clearing the pass is proceeding ahead of schedule thanks to the domina's extra help. While Shensen has voiced displeasure at Jilia's ambiguous diplomacy towards Cheliox and other oppressive rulers, the domina has assured Shensen that the strategy will prove useful in the long run.

VIDRIAN

Weary Vidrics were taken aback at first by the zeal of the foreign Firebrands that returned with Shimali Manux, though opinions improved after a daring heist on a Chelaxian collector's vault liberated several Mwangi relics. This rumor, along with Shimali's exploits, made joining the Firebrands a fad among Vidric youths, with many rebellious teenagers declaring membership whenever they felt stifled by their parental figures. Curiously, the council leading Vidrian doesn't mind the Firebrands' influence. In their opinion, those who become daredevils and performers are seen as promoters of Vidrian's attitude and culture, while those overthrowing tyranny are building connections with potential allies—both of which are beneficial for a country re-establishing its place in the world.

Several government and mercantile bodies in Vidrian directly interact with the Firebrands. The Vidric Council, the nation's governing body, remains cautiously friendly toward the Firebrands. The Field Unions, a coalition representing the workers of Vidrian, teach negotiation tactics and good union practices to interested Firebrands, while the Combined Mercantile Interests, an

Knights of Lastwall: Ever since the Whispering Tyrant razed Vigil, the Firebrands have been helping the formidable forces of the Knights of Lastwall evacuate refugees from the Gravelands. In return, the Knights of Lastwall have helped Firebrands, primarily in issues involving undead, martially inclined foes, or their own misfortunes. Lastwall's leader, Ulthun II, has shared stories of the Firebrands' good work with Wynsal Starborn, the Acting Primarch of Absalom, which has lifted some of Wynsal's weariness toward the rebellious side of the organization for the moment.

Pathfinder Society: The vast organization provides a smattering of opportunities for Firebrands looking for unpredictable and exciting adventures, or work in the name of altruism and good. The Society welcomes the varied skills the Firebrands bring, with the Horizon Hunters and Radiant Oath being popular faction choices for Firebrands who join the Society.

River Kingdoms: The instability of the River Kingdoms makes them an attractive place for Firebrands looking to make a name for themselves, while those seeking to do good can always defend common folks from predatory businesses and bandits. Some of the smaller or newer kingdoms in the region are Firebrand-led and serve as havens for traveling Firebrands.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

OTHER FOES

The following are other groups that could serve as antagonists to the Firebrands.

Church of Norgorber: The moment those in Vyre became aware of the Firebrands' foray into daring acts and impossible accomplishments, the Church of Norgorber believed it was only a matter of time before some foolish Firebrand would attempt to uncover details of the secretive god's mortal life. All cults of the deity have been informed to stay clear of the Firebrands, and use violence if they must to prevent any curious bravos from coming too close.

Edgewatch: Rumors swirl that Absalom's Edgewatch agents caught a group of Firebrands red-handed in the middle of a poorly conceived dare during the heyday of the Radiant Festival. While the written reports of the exact detail of events were lost due to a supposed misfiling, the apparent whirlwind of grave accusations, personal insults, and good old fisticuffs planted a seed of mistrust between the enforcers of the Precipice Quarter and the Firebrands.

Lion Blades: After receiving a report of Firebrands moving from Galt into Taldor after the fall of the *final blades*, the secret Taldan organization believes the Firebrands could be seeking to disrupt the empire. Lion Blades operating within Taldor have orders to stay vigilant for Firebrand activity. After multiple failed attempts to infiltrate the Firebrands, the Lion Blades have also had to reconsider their approach and the possibility that the original report was mistaken or even falsified.

Pathfinder Society: Though the glory that comes with searching for lost relics and discovering forgotten ruins brings the Firebrands and Pathfinders together, the process of deciding what happens after a mission can cause a rift between the two groups. There are countless tales of Firebrands and Pathfinders coming to blows as they bicker about who can take a treasure home, who gets first stab at exploring a new ruin, or who

organization of Vidrian's guilds, fights to sponsor the most famous Firebrand performers. Firebrands working in secret often use the Vane, Vidrian's intelligence arm, as their cover. The Vane's leader, Avarneus, is a comrade-in-arms with Shimali and doesn't mind their organization serving as a front, so long as their Vidrian-centric work is not disrupted.

Some argue that since Shimali serves as the nation's admiral, any support Vidrian provides for its fleet naturally counts as support towards the Firebrands. Opinions are divided on whether this is true, though there is without a doubt a close partnership between the two.

FOES

The Firebrands have a number of significant opponents.

CHELIAX

After losing her grip on Ravounel, Abrogail Thrune II wanted nothing more than to petrify all those who had a hand in rebellion and add their frozen bodies to the Imperial Palace's collection. News of Vidrian—or Sargava, as she insists—making contact and joining forces with the “nation of traitors” reportedly had her throwing a goblet across the room. Regardless of the claim's validity, both the Firebrands and other opponents of the queen know they have only won a single battle. There is still the full might of Cheliox to dismantle yet, and that process will be slower than water and wind eroding rock to sand. Nevertheless, every small trickle of progress matters. Therefore, even with outstanding orders of public excruciations on any Firebrands or their allies found within Cheliox's borders, the organization continues to brave the hostile territories in the name of liberation, freedom, or embarrassing a noble house with some deeply humiliating prank.

Abrogail's latest major edict, which declared the abolition of slavery in Cheliox, left the Firebrands reeling. Almost mockingly, Abrogail gave the Firebrands exactly what they wanted, but not the way they planned. At first, the Firebrands suspected the change in laws to be a ploy to draw them out of hiding. As a safety measure, many Firebrand activities were recalled overnight, and safehouses relocated. While the dust is still settling, intel collected by the Firebrands' best agents shows that slavery has simply been nefariously shifted to the likes of exploitative debt or inhumane contracts, meaning there is still much to be done to bring true freedom to Cheliox.

FAITHS

Any religion that indulges and preaches oppressive rule as a virtue or supports enslaving another is an automatic enemy of the Firebrands. The Church of Asmodeus is the most obvious, being the patron deity of Cheliox. The church is known to exploit the vulnerable, including indoctrinating the orphans of Iserger under the veneer of offering them sanctuary. Local Firebrands are planning to rescue those held in the monasteries where such a process is taking place, though the plan is still on the drawing board; the liberators can't decide whether they should free everyone, or only those with the desire to leave. Worshipers of Asmodeus see the Firebrands' way of life as a waste of free will, and are more than willing to point them out to authorities so that the miscreants can face the necessary discipline to abandon their reckless ways.

Firebrands also clash with the Kuthite rulers of Nidal. Many despise Zon-Kuthon for his bondage of the Nidalese, while others believe it's the Nidalese who uphold the Midnight Lord's philosophies that should be held responsible. Much of the conflict between Firebrands and the Kuthite clergy have been indirect so far, with Firebrands providing safe passage for those seeking to leave Nidal, or rescuing Gravelands refugees tricked into indentured servitude to Nidalese priests by Cheliox. While some Umbral Court agents have been trying to root out the Firebrands, it's been a difficult process. The Firebrands maintain an alliance with the Dreamtenders, a local

sect of Desnans, and the two are able to cover each other's tracks while moving through the nation.

THE FREE CAPTAINS

Explaining the relationship between the Firebrands and the Free Captains of the Shackles pirates is a complicated task, given both have memberships based on mutual interest and self-declaration. Those considered enemies one day might suddenly be allies the next, as was the case when Devrin Arlos first made his declaration. There does appear to be a consensus that membership to the Free Captains and Firebrands are almost mutually exclusive; it's difficult to be both at the same time. Still, there are a few Free Captains who are also secretly Firebrands, or who quietly join forces with Firebrand agents when the need arises.

While some Free Captains are willing to help Firebrands for the right price, the general attitude toward the do-gooders and rebels is one of scorn. Some of that bad blood is a continuation of the unease between Vidrian and the Free Captains, which in itself is a result of the Free Captains' long-term oppression and the attempted extortion of Vidrian after its independence. More recent developments include Tessa Fairwind's fickle opinions, complicated history, and puzzling interactions with major Firebrand figures such as Shimali Manux and the Sapphire Butterfly. The Hurricane Queen has been known to scoff at Firebrand antics one morning, be totally engrossed in a Firebrand tale come evening, and form a temporary alliance with Firebrands against a common foe upon the dawn. Neither the Firebrands nor Tessa's lieutenants can explain why her whim changes faster than the wind, though both have learned to catch it with a metaphorical sail to get the most out of her cooperation.

HELLKNIGHTS

If there's one organization that the Firebrands intentionally or unintentionally antagonize the most, it's the Hellknights. While the intense disdain they have for one another was not predestined, when the Order of the Chain pressed Ravounel to help recapture formerly enslaved people who'd escaped, it dashed all possibility of friendly interactions from that point on. Those in Vidrian still loathe Hellknights for their part during the days of Sargava and the working relationship they still have with Cheliox, which just adds more fuel to their already incendiary dynamic. Likewise, many Hellknights swear up a storm at the mention of the Firebrand "accomplishments," such as the Great Defacing (or Makeover) of Citadel Rivad. Exactly what the Hellknights had to clean up goes conspicuously unmentioned, but they emphasize the immense waste of time, funds, and magic it took to do so. Thus, the level of fervent hatred between the two groups is mutual, to say the least.

Among the Firebrands, some wisely choose not to poke the bear, and prefer to evade the Hellknights at every turn. Others, particularly the pranksters and daredevils, regularly harass Hellknights mercilessly and with all available resources. Even Ravounel's good-aligned Order of the Torrent is not spared torment, though continuous vouching from the Silver Ravens has warmed relationships slightly with that particular branch. For some Hellknight orders, they regretfully prioritize their current missions over addressing bothersome Firebrands, however they may choose to personally rein the rascals in. Others, such as the Orders of the Godclaw and the Rack, have outstanding feuds with the Firebrands that justify capturing any Firebrands they encounter at all costs.

gets to take credit for a new discovery. Even groups that shared friendly rivalries can end up as enemies after an unfortunate exploration in a tomb.

Rahadoum: The nation where practicing any faith is outlawed has seen several acts of vandalism and protests since Firebrands infiltrated the area in hopes of breaking the mandate on religious freedom. Talks are ongoing between members of the ruling council over whether the Firebrands should be treated as a zealous ideological movement akin to faith, though complications have arisen recently when a captured Firebrand confessed that they were looking into rumors of Chelaxian plans to retake Khari.



HELLKNIGHT

FIREBRANDS

INTRODUCTION

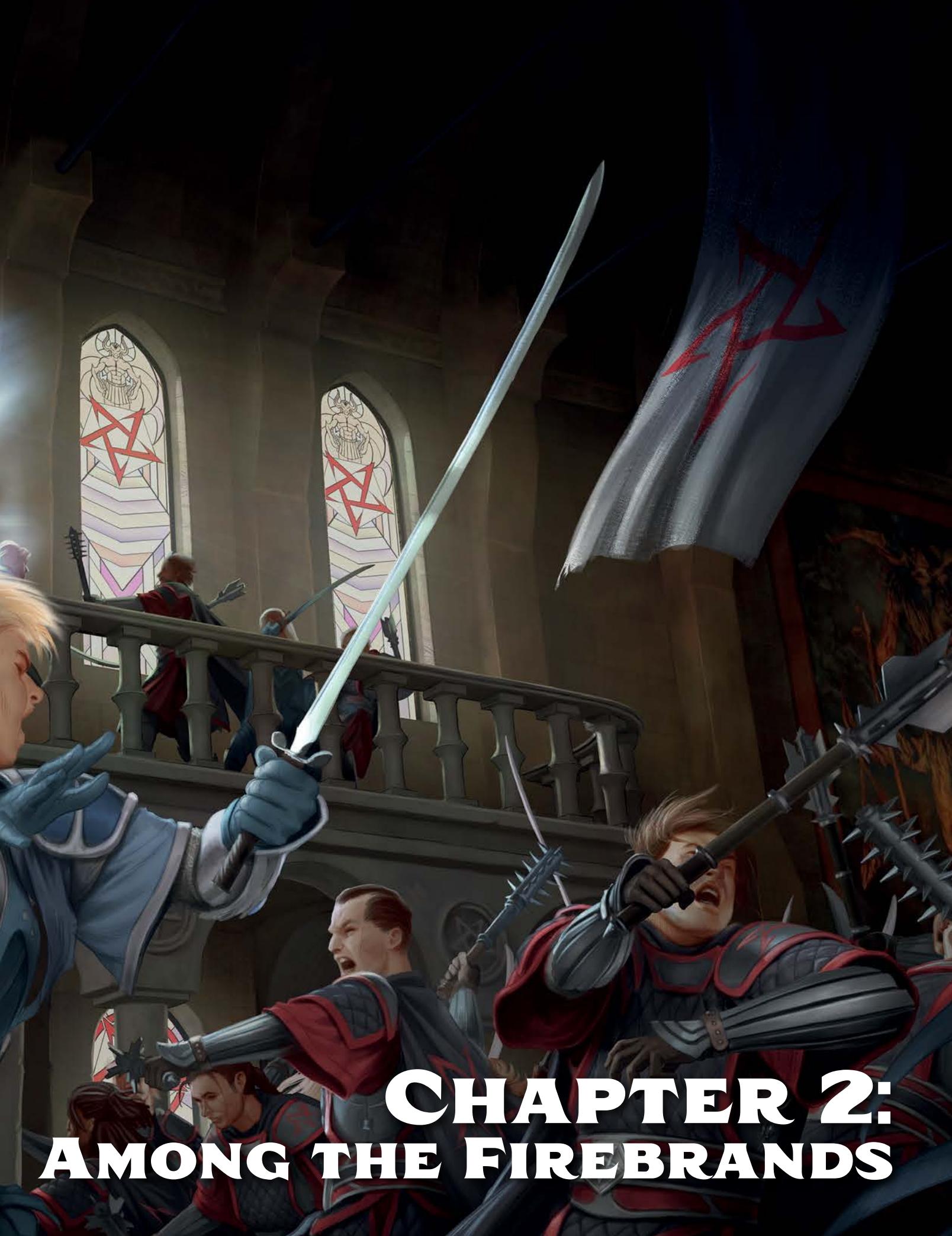
AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX





CHAPTER 2: AMONG THE FIREBRANDS

FACTIONS

OLD LOYALTIES

A number of groups within the Firebrands existed independently before allying with the greater organization.

Some of these, such as the Silver Ravens, had their own goals before aligning with the Firebrands. In many cases, some members of these groups still hold their loyalty to the original group. To many, these members are Firebrands in name only, leading to clashes within the organization. While larger factions can keep these members satisfied with specific tasks focusing on former goals, smaller groups sometimes end with a falling out between members.

Experienced Firebrands are quick to recognize when these situations pop up and usually suggest separation as the best option for all involved.

For a group with as varied goals and values as the Firebrands, the existence of factions is key to the organization's longevity. Some factions existed before the emergence of the Firebrands, with both the victors of the Vidric Revolution and the Silver Ravens embodying the ideals that propelled the creation of the organization. Even in the early days, the distinction between these two groups was helpful as each of them had their unique approach to sparking revolution and fighting tyranny. Early members of the Firebrands could work with whichever people and group's tactics, values, and methods best suited them, and this flexibility is a core aspect of the organization that remains to this day.

Groups and factions within the Firebrands come and go regularly. Some of these eventually grow large enough to become a lasting part of the organization, but most fizzle out, transform, or merge with existing factions, losing their original identity as a result. Most factions start off when a handful of new Firebrands—usually friends, local allies, or even an adventuring party—declare their affiliation with the organization and earn their first mark. This is such a common occurrence that Inner Sea locals barely pay these declarations any attention and even mock them by noting that the gang of local drunks make better Firebrands than whatever group just announced their affiliation. The mockery that comes from these flaccid declarations has brought a premature end to hundreds of would-be Firebrand groups.

The unstructured nature of earning additional marks within the Firebrands also brings a quick end many new groups. While many new Firebrands are passionate enough to earn a second mark, others see the creation of a new group and its declaration of a first mark as a bit of fun—a way to spend time with friends for a few weeks before moving on to the next thing. If a Firebrand earns their second mark, they often end up leaving their first group behind, either because the rest wouldn't put in the effort to earn the mark or sometimes because they get wrapped up in their new Firebrand duties and forget their former friends.

The groups that do last usually have one of two advantages that help them succeed. Some of these groups already had strong bonds before joining the Firebrands, which is typically the case with veteran adventuring parties that affiliate with the organization. The other successful groups tend to find a specific niche. Because the organization attracts people from all walks of life, new Firebrands find it easier to join up with those who share similar backgrounds, hobbies, or eccentricities. As a result, factions that have a narrow focus on things like puzzles, various sports, or stealing portraits from a specific artist see more success than more general ones.

In addition to existing bonds or a specific niche, successful factions are active in their recruitment. These groups make a habit of declaring their involvement with certain activities or events, such as a crowd-drawing stunt or recent uprising. Having a catchy and specific faction name, like the Baffle Guild, usually



FIREBRAND RECRUITER

works better at drawing interest than a more generic association with the Firebrands. Group markings help, too: the sign of two crossed items and a specific symbol can serve as a calling card for those wanting to learn more about the group. In some cases, particularly bold factions will have active recruiters handing out pamphlets or sharing information about the faction at public events. But more clandestine groups looking to keep identities secret or minimize attention on themselves tend to actively seek members using whisper networks and secret recruitment methods.

With enough work, a specific group or faction stays on the tongues of people long enough that they earn a second or even a third mark. At this point, the group becomes notable within the Firebrands—though other factions within the region are often the only ones to pay the rising group any attention. At this point, larger factions might offer to annex the smaller group, which is the typical outcome. Becoming an official Silver Raven or member of the Fire’s Finest is an exciting outcome for most. Some groups prefer to keep their autonomy and remain independent, however, sustaining a stable number of members. Unfortunately, this isn’t always the case. Sometimes infighting, a tyrannical foe, or even a rival group can mean the end of the faction. When this happens, most members, having earned a reputation solid enough to earn a spot elsewhere, find new groups to join. Occasionally, though, the end of the group spells the end of a Firebrand’s career, and they might leave the life for good.

MAJOR FACTIONS

I’ve prepared the latest report for you, my Queen. These pages detail the information we have on the major factions within the Firebrands. Individualistic and diverse as the members are, they do seem to gravitate toward collecting into like-minded groups. These are the ones I found to be the largest or most influential, with full details concerning each faction on the pages that follow.

—Ever your humble servant and eternally loyal to House Thrune, Kaivus of House Rovernint

Fire’s Finest (Third-Mark): While less of a concern as regards rebellion, the Fire’s Finest are still a nuisance. They saunter about using some kind of enormous machine and make a show of themselves wherever they go. The members seem to prefer spectacle and amusement, as they choose to commit death-defying stunts and over-the-top theatrics. Again, they’re not rebels like other Firebrands, but the danger and collateral risk they pose cannot be ignored.

Nightwave (Fourth-Mark): The *Nightwave* is a pirate ship which has engaged our navy many times over the years. It seems that, like the Fire’s Finest, they are in active search of excitement and thrills, but also intercede on the whims of their captain. Sometimes, they will show up to fight other pirates or to help other groups, such as Vidrian’s Navy. Their façade of a fun-seeking band of seafaring rogues seems to hide a more rebellious nature.

Salt Breakers (Third-Mark): While I recognize that you’ve been well aware of their movements since the theft of Sargava, I thought it best to update you on Vidrian’s Navy. The group continues to interfere with our naval movements under the new banner of the Salt Breakers. Like before, they fight with Free Captains, smuggle goods and people across the Inner Sea, and generally maintain the same rebellious attitude they had in Sargava.

Silver Ravens (Fourth-Mark): Our “pleasant” neighbors to the north haven’t let up. Not only did they manage to dispose of Barzillai and establish Ravounel as an independent nation, they now see fit to spread their rebellion throughout the region, even providing aid to other rebel groups. Their various rallying theatrics during the Kintargan Revolution, together with Shensen’s influence, seem to have imparted a performative streak in their rebellious ways. Mind, this is but a thin veil, and they are as tenacious as ever in their efforts to sow chaos.

FORMER FACTIONS

Factions have come and gone over the years, meeting their ends due for various reasons. These are some of the more notable former factions.

Aglar’s Lightkeepers: While the Lightkeepers were an up-and-coming faction focused on spreading knowledge of light magic, their leader, Aglar, saw it more as an opportunity to further his own fame. Frustrations within the group led to a fight which ended with Aglar dead and the remaining Lightkeepers converted into beings of pure light who vanished in the following weeks.

Kings of the Rune: With the discovery of Thassilonian ruins in the Saga Lands, this group of Firebrands dedicated themselves to delving into old keeps and tombs in search of ancient relics. After several successful missions, the group declared their next mission would take them to Xin-Edasseril. This declaration was two years ago, with no word on the group ever since.

The Ridicule: Considered some of the greatest speakers within the Firebrands, this group dedicated themselves to mocking tyrants throughout the Inner Sea. They met their match in Poltar the Bloody, a ruthless bandit lord based out of the River Kingdoms who now keeps each member’s head on a pike in his own mocking display.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

FIRE'S FINEST



MEMBERSHIP

Joining the Fire's Finest is simple. The group takes recruits wherever they travel. Passenger, Tyen-Ra, or another high-ranking member within the faction takes it upon themselves to vet a newcomer, but this usually takes the form of a brief interview and once over to get a feel for the person.

After that, the new member is free to join the faction's latest escapades.

These new members have to prove themselves by attempting to be brave in some capacity, whether enacting a risky stunt, performing before others, or simply being willing to give up an aspect of their life by moving away. So long as the new person can handle this, they're officially a member.

Passenger makes it clear that any aspiring Firebrand, regardless of ancestry, culture, or creed, can join the Fire's Finest as long as they seek new experiences.

Whenever the Fire's Finest travel somewhere, people know. Whether it's the cheers, singing, and dancing that seem to never end or the sight of the enormous mechanical scorpion that serves as the Fire's Finest's home, the Firebrand faction is unavoidable. They truly embody the daredevil image of the Firebrands that so many throughout the Inner Sea recognize. When someone mentions the Firebrands, they're likely thinking of members of the Fire's Finest.

The Fire's Finest make their way throughout the Inner Sea, stopping where they see fit and looking for fun and excitement when they arrive. Members of the faction tend to be thrill seekers, seeking buildings to scale, ruins to delve, or even just trouble for the fun of it. While they tend to get into scuffles with local oppressors, this is usually more a byproduct of the search for something exciting to do than any sense of altruism. Sneaking into the local tyrant's keep and stealing his undergarments to put on the display in the town square is even more fun than delivering a punch to his face.

Not all members are looking for the next thrill. Some just enjoy the fun and camaraderie that comes with the faction. These members enjoy celebrating and sometimes even delight in the fashionable trends that come with being a Firebrand. Some of the most fashionable members of the Firebrands live among the Fire's Finest. These members travel Golarion to find the perfect accessory or garment for an outfit and love to show their designs to the rest of the world. Regardless of a member's reason for joining the Fire's Finest, it's clear they love the attention and fun that come with living the Firebrand life.

MEMBERS

Tyen-Ra (CN male tigerkin human explorer) serves as the right hand to Fire's Finest's leader, Passenger (page 45). The two met early during Passenger's time in Numeria and have remained good friends ever since. Tyen-Ra is a daring adventurer in his own right and particularly skilled at crafting items both magical and technological. Due to trauma caused by Technic League experiments in his prior years, Tyen-Ra holds a personal oath to never use his creations on others and instead uses his knowledge to create new devices and toys for the Fire's Finest, ranging from boots that defy gravity to more explosive creations that tend to create big scenes, just how Tyen-Ra likes it.

The Fire's Finest's traveling home is *Scrapheap*, a repurposed annihilator robot. While Passenger does a lot of work of maintaining *Scrapheap* themselves, they also work with **Girald Goldenheart** (N genderfluid dwarf engineer), a savvy mechanic with a knack for understanding the technological advancements that make the robot work. Girald originally hailed from Alkenstar, and their exposure to firearms and other technological advancements gave them a leg up while learning how to work on *Scrapheap*. When they're not keeping the robot in working order, Girald is a fan of meeting local inventors and talking shop.

One of the more famous members onboard *Scrapheap* is **Assyla** (CG female half-elf fashionista), a fashion designer originally from Qadira. She was immediately taken by the bold statements that Fire's Finest members were making with their outfit choices and soon joined the group herself. She spends most of her time within *Scrapheap* designing outfits for each member. Her tremendous backlog keeps members waiting months or even years for their personalized outfit, but it's always a treat when Assyla finally emerges to showcase her latest piece and requests a fashionable demonstration from its owner.

RELATIONS

With their almost unbudging focus on thrill seeking, fun, and fashion, the Fire's Finest aren't necessarily direct allies with other rebellion-focused groups

within the Firebrands. While the Fire's Finest and the *Nightwave* crew cross paths regularly, the Salt Breakers and Silver Ravens intentionally interact with the Fire's Finest less often. These factions instead use the Fire's Finest as an exceptional distraction, wielding them with precision like a knife to aid in their missions. Even the threat of a Fire's Finest visit tends to stir excitement within a settlement, which usually serves as a great cover for other operations. Shensen is fond of Fire's Finest festivities but prefers to wait to celebrate with the group until after whatever matter at hand have been resolved.

The rambunctious nature of the Fire's Finest leads to a lot of collateral damage or at least a fair amount of commotion wherever they go. Unsurprisingly, they draw ire from local authorities. City guards, local constables, and other authority figures believe the Fire's Finest only bring trouble, and there are a number of settlements that have outright banned the faction. Of the settlements that do allow Fire's Finest visitors, many of them upcharge members for everything from room and board to food and drink, even charging for the use of privies. Fire's Finest adventurers typically possess a number of riches, so members are happy to pay for these services.

Most notable among enforcement groups who clash with the Fire's Finest are Hellknights. The Order of the Rack has created a specialized taskforce dedicated to capturing all members and putting an end to their antics. Unfortunately, when the taskforce is able to capture a member, they bring the full force of the Fire's Finest upon themselves. There have been several explosive jailbreaks where the Fire's Finest rescued their captured compatriots, which only draws greater wrath from the Hellknights.

MISSIONS

Passenger has a habit of declaring an intended site for the Fire's Finest to visit far in advance of the journey itself. They like to find locations near interesting environments or settlements that can offer unique services or sights. With the arrival of the Fire's Finest comes a fair boost to local economies. As a result, many settlements have taken to creating advertisement campaigns aimed directly at wooing the group. Passenger has an overwhelming number of requests to visit specific settlements and is concerned some of these might be traps set by local authorities. They're in need of locals within these settlements to investigate the messages and confirm their authenticity before actually traveling there.

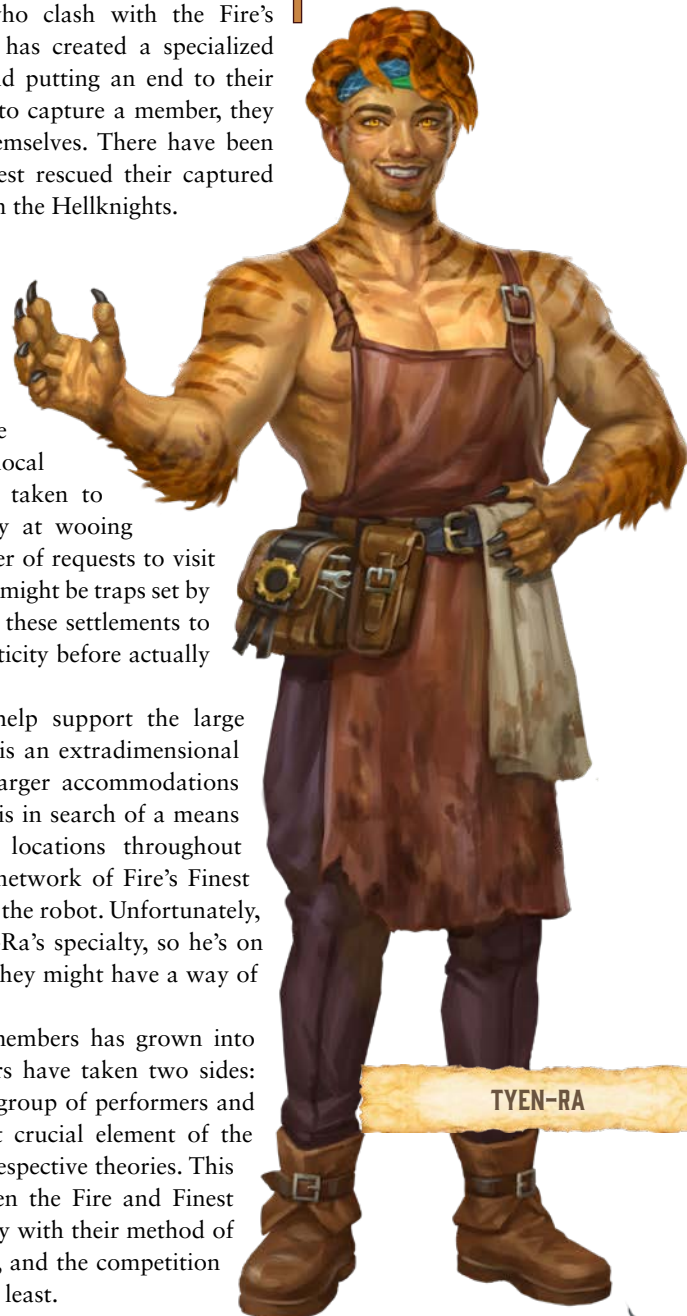
Scrapheap has magical augmentations that help support the large number of Fire's Finest members. Most notably is an extradimensional space within the robot's chassis that provides larger accommodations than what would normally be possible. Tyen-Ra is in search of a means of connecting *Scrapheap's* "guts" with other locations throughout the Inner Sea. He's hoping to establish a small network of Fire's Finest safehouses that members could reach from within the robot. Unfortunately, conjuration and teleportation magic aren't Tyen-Ra's specialty, so he's on the lookout for any other Firebrands who think they might have a way of achieving this goal.

A recent friendly spat between Fire's Finest members has grown into a full-on rivalry within the faction. The members have taken two sides: the Fire, a group of daredevils, and the Finest, a group of performers and fashionistas. Both sides believe they're the most crucial element of the faction, and they're now intent on proving their respective theories. This has culminated in a friendly competition between the Fire and Finest where each side is looking to earn the most money with their method of garnering attention. Both sides are still recruiting, and the competition is bound to be exciting and memorable, to say the least.

IMPORTANT ALLIES

Passenger's time within Numeria has earned the Fire's Finest an unlikely ally in the Black Sovereign, **Kevoth-Kul** (CN male human barbarian; *Legends* 74). The barbarian leader of Starfall grew somewhat close to Passenger during their stay in his palace, and he's more open to sharing with the Fire's Finest than other groups.

The Fire's Finest also share a warm relationship with the Pathfinder Society. While their methods are a bit more reckless than the Society prefers, the Society understands the value of a group of people willing to dive headfirst into almost any new danger.



TYEN-RA

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

NIGHTWAVE



MEMBERSHIP

Joining up as a crew member on the *Nightwave* is a curious task indeed. Captain Arlos holds an open application policy and is willing to give anyone an opportunity to present themselves as a potential crewmate, so long as they're willing to come talk to him on the ship. Devrin seemingly never turns down anyone, even when the ship's at full capacity.

What most new crewmates find, however, is they tend to remain with the crew for only a few days before the *Nightwave* docks and Devrin hands off the member to a different ship. The longstanding members of the *Nightwave* all have some kind of greater story for joining up, such as helping fight alongside the crew or rescuing a *Nightwave* ally. It seems that earning the captain's attention with exciting acts is the most assured way to join permanently, but Devrin seems to be fickle about his crew.

Wherever the *Nightwave* travels, it's sure to leave discord, destruction, and a few good stories in its wake. The crew of the infamous jet-black ship are celebrated adventurers who take to the high seas and find whatever excuse they need to start up trouble. Luckily for the Firebrands, the crew chooses to focus on creating chaos for tyrants and others who look to hurt innocents. After all, it's more fun to sink a ship or set fire to a keep when the owners are bullies.

When the crew isn't looking to start trouble with oppressors, they're on the search for thrills and excitement. Sometimes this takes the form of an exploration of local ruins or a treasure hunt. Other times they'll join up with a local rebellion, making an enormous scene with their theatrics and destruction. Most people living in major ports have a story of when the crew dropped anchor in their harbor and caused several disturbances, ranging from rowdy parties to explosive ends to local despots.

To other ships, the flag bearing the titular nightwave's face or the jet black form on the horizon serves as an omen. Whether the ship has any quarrel with *Nightwave* or not, most other captains give the ship a wide berth. While many captains do so to avoid an exchange they'll likely lose, others steer clear of the *Nightwave* to avoid getting roped into the crews' antics. While the possibility of fun and adventure is always enticing, more often than not, it's the other ship, not the *Nightwave*, that ends up taking the brunt of consequences that come with their latest escapade.

Several Free Captains have tales of their attempts to take on the *Nightwave* only to discover the ship itself seems to be just as reckless as its crew. Surviving sailors claim the ship's selachian figurehead has a mind of its own and even smiles as it watches the horrified faces of opposing crews just as the *Nightwave* collides with their ship. Whether the rumors that Asmodeus himself built the ship and gifted it to Captain Devrin Arlos are true, it's undeniable that the ship is capable of more than meets the eye. Dozens of former crewmates and even Firebrand allies like Shimali Manux confirm that the ship has some kind of magical capabilities, including the ability to call on a ghostly crew to raise ethereal sails and grant the ship greater speed.

MEMBERS

While the ship's most famous crew members are likely its captain Devrin Arlos (page 40) and navigator Vulmia Manux (page 51), the rest of the crew has earned a reputation all on their own. The ship's most tenured crewmate is "**Giant**" **Ainnet** (CN female halfling first mate). By some accounts, it's Giant who's the true captain of the ship. With her foul mouth and unwillingness to suffer fools, Giant is quick to change the minds of any new crew who think life aboard the *Nightwave* is all drinking and fun. During skirmishes, Giant may take the ship's wheel and has an uncanny skill for avoiding danger by the skin of her teeth.

Garm "Mountain Man" Danthor (CG male dwarf sniper) has a reputation both as an expert marksman and the least "dwarfy" dwarf there ever was. While the rest of the crew tease Garm for his love of the sea even though he's a "mountain man," they're also the first to rave about his skill with a musket. If the crew is in a hurry, but still wants to contribute to a fight, they tend to sail past and let Garm take a few shots as they do. Even a handful of the dwarf's shots are enough to turn the tide for rebels during a battle.

Captain Arlos's habit of recruiting allies and liberated people to his crew is well known. The ship's most recent addition is **Ris** (NG female undine human wavesinger), a woman with the ability to control water and the sea's creatures with her music. Ris's abilities are invaluable aboard the ship, and she serves

as a contact between the Firebrands and underwater settlements. Ris cycles between a life aboard the ship and a life beneath the ocean, helping deep sea civilizations combat forces like the Chelaxian navy. While living among the crew, Ris keeps spirits high with the songs she plays on her magical lyre made from shell, narwhal horn, and mother of pearl.

RELATIONS

Some of the *Nightwave's* earliest skirmishes were alongside Shimali Manux and other Salt Breaker ships. While the *Nightwave* doesn't visit Vidrian as often as it did during the days of the Vidric Revolution, the crew maintains a relationship with the Salt Breakers. Shimali occasionally calls on Devrin or Vulmia for favors, typically smuggling runs or transportation of important individuals. The *Nightwave* also has a habit of making an appearance during battles involving the Salt Breakers and providing aid in the form of distractions or a bit of extra firepower.

With such a reckless approach to living their lives, the *Nightwave* crew have a habit of irritating other, more serious Firebrands. While the Sapphire Butterfly and other rebellion-minded Firebrands appreciate the efforts of the crew, they sometimes chastise the *Nightwave* crew's methods. Devrin and the rest of the crew aren't above over-the-top destruction during their escapades, which leaves messes others have to clean up. These Firebrands know how to intentionally call upon the *Nightwave* as a strategic asset, deploying the crew's wild antics where it's most effective.

The *Nightwave* crew's continued adventures occasionally have them cross paths with members of the Fire's Finest. The two groups usually team up in the search for exciting locales to visit or even play off each other, leading to performative challenges between them. As the Fire's Finest prefer to focus solely on the thrills of the Firebrand life, the *Nightwave* crew have to sometimes reign in the antics of the Fire's Finest, as the crew might need to focus on a task at hand such as a combat with tyrannical forces or helping innocents escape.

MISSIONS

The *Nightwave* has earned a number of enemies among the Free Captains. Most notable among these is a coalition of three different ships, the *Draconic Storm*, *Javen's Giggie*, and *Mallie Quicktongue*, who call themselves the Nighbreaker Alliance. Devrin Arlos has expressed on various occasions that he's not afraid of the alliance but has offered a bounty of ten thousand gold pieces each for anyone that can capture each of the ships or their respective captains. The bounty has, of course, angered **Uvaira the Bolt** (CN female tengu stormcaller), **Kolat Hampren** (NE male human pirate), and **Trendell Tenteeth** (CE male grindylow wave mage), which seems to have been Devrin's plan all along.

Vulmia Manux possesses an *uncanny bottled ship*, a magical replica of the *Nightwave* that allows her to determine where any crew member is on the ship at a given time but believes there might be more secrets to the *Nightwave's* magic that she has yet to uncover. Vulmia is looking for spellcasters and other magically inclined individuals to help her learn all the ship's secrets. She's especially looking for anyone willing to explore the magical gate that remains locked away in the bilge access below deck.

Andira Murasek, Supreme Elect of Andoran, recognizes the *Nightwave's* capabilities as a vessel and has been trying to recruit the ship and its crew on a mission for several months now. The crew is concerned that Andira is attempting to make long term privateers out of the crew and is on the lookout for an impartial third-party willing to aid with negotiations between them. The crew are willing to do the work, but they want to make sure they get a pretty share of gold pieces out of the deal.

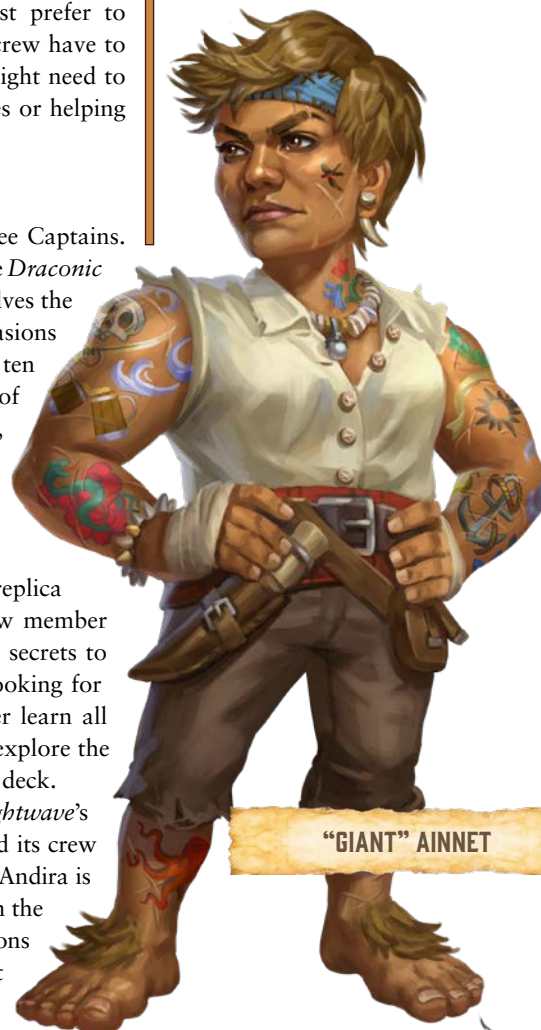
IMPORTANT ALLIES

The crew has a number of unlikely allies.

Amuna Talifi (NG female human Tempest-Sun mage) occasionally acts as a magical consultant for the *Nightwave*. Her latest assistance came in the form of a powder that creates a blanket of fog when it makes contact with seawater.

The only person who has known Devrin longer than any crewmate is **Pavin Bones** (CN male human shipwright), a so-called ship singer who can "talk" to any ship and find flaws with their design. Devrin trusts no one else to work on the *Nightwave*.

The crew's relationship with **Tessa Fairwind** (CN female half-elf pirate; *Legends* 108) is complicated and sometimes confusing. While Tessa typically wants nothing to do with the *Nightwave* and its crew—sometimes even choosing to send other ships after them—she occasionally chooses to serve as an ally. These rare moments seem to happen when someone else, such as Shimali, asks for Tessa's help.



"GIANT" AINNET

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

SALT BREAKERS



MEMBERSHIP

During the revolution, captains relied on fellow Salt Breakers to personally vouch for new crew, but as the fleet has grown, they've turned to voucher tokens as shorthand. Each full member of the Salt Breakers has a stash of tokens bearing their initials which they can give to anyone they feel is ready to join; this carries the same weight as meeting with a captain on the prospective member's behalf. Each captain sets a minimum number of tokens required to join their crew as a probationary member, though this requirement is often waived while at sea for passengers that the ship helps. While probationary crew are treated like any other member of the crew, they are not considered to be full Salt Breakers until they've spent a year at sea, at which point their captain gifts them tokens of their own to use with prospective members.

From harrying the ships of would-be conquerors in the Sodden Lands to carrying halflings fleeing Chelaxia for new lives in Ravounel, Salt Breakers pursue the cause of justice throughout the waters of the Inner Sea. Though the fleet has grown from the assortment of stolen ships that helped to liberate Vidrian from Chelaxian rule and then drove the Free Captains from Vidric waters, its mission remains the same: support revolution and fight oppression wherever it can be found.

Salt Breaker captains are free to pursue righteous causes anywhere they lead, asked only to keep fleet leader Shimali Manux (page 49) and her trusted Captain's Circle informed if their mission changes or on every third sundown, whichever comes first. While the Circle offers assignments only to ships in need of a mission and rarely interferes, they do occasionally recall a ship to Vidric waters for a reckoning if it's operating counter to Salt Breaker interests; a ship that ignores this call is considered lost, and the call goes out that the ship is fair play for anyone in the fleet to capture. Most ships return to Vidrian's capital, Anthusis, at least twice a year for shore leave—a time to report on their activities in detail, make repairs, take on new crew, and trade.

Despite half of its ships being away at sea at any given time, the Salt Breaker fleet also continues to function as Vidrian's navy, ready to defend against any sudden advances by the Chelaxian Navy or Free Captains. To discourage foreign aggression, the Captain's Circle takes great pains to conceal just how many ships guard Desperation Bay from day to day. Salt Breaker ships often come in and out of port in the dead of night and use illusions to cover their true movements, leading locals to affectionately call them spirit ships.

MEMBERS

Zazs (CN male iruxi thief) still dresses as impeccably as he did during his revolutionary days, when he stole more ships from Sargavan authorities than any other Salt Breaker. Now semi-retired, he's "captain" of *The Gaudy Otter*, a grounded wreck in Desperation Bay that serves as a hub for local traders during the day and as a popular dance hall at night. While Otter parties are often legendary, Zazs also uses them to teach prospective Salt Breakers infiltration and theft skills; most locals who attend bring an extra item or two "for the house" that they don't mind losing.

Though she was instrumental in ferrying messages to the Salt Breakers during the fleet's early battles with the Free Captains, fisherwoman-turned-scholar **Adjeri** (NG female human librarian) is a researcher at heart. These days, she looks for patterns in the ashes of revolution, joining any crew who she thinks will bring her closer to proving her theories about what it takes to achieve long-term change. While she loves gossip and often asks awkwardly probing questions, her ability to find places where defeated oppressors are gaining new footholds make her a welcome visitor on any sailing.

Yana Mashilene (CG female elf arcanist) joined the Salt Breakers while on the Kallijae journey of self-discovery known as the Crucible of the Heart, bringing with her a unique self-designed practice that she calls "listening to Mother Water." This combination of magic and intuition helps Yana predict upcoming weather events, sense unusual ship movements, and find troubled shores. Concerned that she has yet to find anyone to pass her skills on to, Yana has spent the last few years developing enchanted bottles that could replicate her work by helping ships to navigate, tracking changes in weather, and giving communities in need a way to call for Salt Breaker aid.

RELATIONS

The Salt Breakers and Silver Ravens have been close allies since the days when Shimali Manux and the Sapphire Butterfly cemented their pact for mutual aid over a knife and a beer. Salt Breakers regularly transport Silver Ravens after missions and drop supplies at safehouses used by them. In return, Silver Ravens use their networks on the ground to keep Salt Breakers informed about revolutions in the making and to warn them of any ambushes by unhappy autocrats.

The success of this Firebrands partnership led to the custom that any second-mark Firebrand or above could travel on a Salt Breaker ship simply by receiving a recommendation or request from another second-mark Firebrand, but tensions have risen between the Fire's Finest and the Salt Breakers over the thrill seekers' perceived misuse of the privilege. While some Salt Breaker crews complain that many of the Fire's Finest appear to see the fleet as a free ferry service, some daredevils call the fleet "Soul Breakers" for their focus on the mission over fun. This friction between the two factions has even resulted in the occasional scuffle, though most Fire's Finest members seem to get over their frustrations a few minutes into their "fun fight," sometimes to the confoundment of Salt Breakers. Shimali has been working to improve relations, encouraging more Salt Breaker crews to show up, let loose, and make new friends at the Vaunter's Carnival.

Surprisingly, tension flares up occasionally between the *Nightwave* crew and the Salt Breakers, even though *Nightwave* captain Devrin is Shimali's former lover and the ship's navigator Vulmia is her sister. Shimali and the Captain's Circle believe that the *Nightwave* tries to set itself apart from other Salt Breaker ships by undertaking foolhardy adventures, confident that Shimali will send a ship to its aid when truly necessary. The *Nightwave* crew disagrees, pointing to several instances in which they helped deliver information and assistance to the fleet without being asked—or properly thanked. Despite their bickering, though, the two groups remain staunch allies in times of real need.

MISSIONS

To halt the Terwa Lords' conquest of peaceful iruxi villages in the Sodden Lands, Salt Breakers have ambushed several of their war raids on the Shackles, capturing their boats and freeing any forced recruits. In response, the Terwa Lords have recently cut supplies to conquered villages that are suspected of being disloyal and have sought an alliance with the Aspis Consortium to disrupt Salt Breaker activity. While some of the fleet defends against this new threat, other Salt Breakers plan to use this distraction to venture into Terwa Lord territory using captured boats to bring supplies to villagers and to prepare them for outright rebellion.

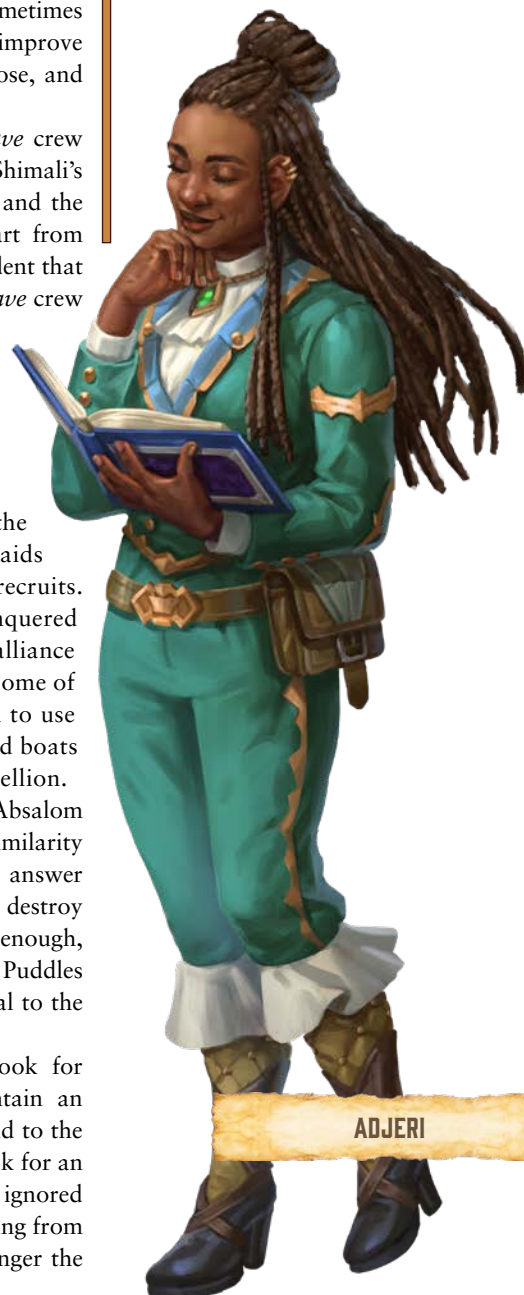
Some say that Shimali Manux's determination to eradicate the Absalom criminal organization known as the Salt Cartel arises from the similarity in the two organizations' names, but all agree that the cartel must answer for its countless abhorrent deeds. Salt Breakers are encouraged to destroy any Salt Cartel ships they encounter, but Shimali believes this is not enough, asking for goods and volunteers to join the effort within Absalom's Puddles district to free all prisoners held in the Brine, a private prison central to the cartel's power.

As the fleet grows, Salt Breakers have been encouraged to look for salvageable wrecks off the coast of Geb, long rumored to contain an abundant ship graveyard. The group's true mission is not only to add to the fleet but also gather intelligence on the kingdom of the undead to look for an opportunity to help the workers trapped there for eternity. Geb has ignored the presence of the Salt Breakers so far, but a new plan to save the dying from eternal labor by moving them to ships to perish at sea will likely anger the kingdom's Blood Lords.

IMPORTANT ALLIES

Unlikely as it seemed when the Salt Breakers ran the Free Captains out of Desperation Bay, the two groups have reached a truce of sorts, assisting each other with information and even sharing missions on occasions when they have a common interest.

While theoretically focused only on information for Vidrian's needs, Avarneus' intelligence network, The Vane, also supplies a good deal of information to the Salt Breakers about potential missions and dangers.



ADJERI

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

SILVER RAVENS



MEMBERSHIP

The Silver Ravens accept those who are personally recommended as well as those who demonstrate their ability and zeal for the cause. Membership is relatively fluid: a Firebrand is welcome to stay or leave as best suits their goals. Members are rarely kicked out, though occasionally a spy or infiltrator needs pruning.

Born of Kintargo, the Silver Ravens tend to be a bit more theatrical than other Firebrands in their induction ceremonies. At these, each new recruit makes a personal statement (this can be a speech, song, or dance) and is presented with a black cape and a Silver Raven pin. The recruits and the Silver Ravens swear a mutual oath of support and secrecy that hails from the days of the rebellion against Cheliox, and then everyone drinks a toast. When held in Ravounel or Vidrian, these ceremonies can be quite the social event; outside these areas, they're relatively small and quiet.

My dearest Andassia,

When Laria said you were our newest recruit, I was overjoyed. I had so hoped that this would happen—that taking the leading role in our opera celebrating the liberation of Ravounel would ignite your rebellious instincts—and now you're becoming a Silver Raven!

You're well-versed in how the Silver Ravens fought in the valiant struggle for Ravounel's independence against House Thrune—and that's merely the beginning. We seek to liberate far more of Cheliox, diabolical contracts notwithstanding. At this point, we're concentrating on helping those who wish to escape that accursed country, especially halflings and tieflings. My guess is that your first invitation will be to go to Westcrown to assist in extractions there.

But if that does not suit your inclinations, speak up. The Silver Ravens are no army—no one gives orders or tells you what to do. We recognize the strength in coordination and planning, but we each act of our own accord. Outside of Ravounel, stealth is often our watchword, regardless of how much we share stories once we're home. I know of freedom fighters in Nidal and Isgar who need our aid. And there's always a rebellion to be fought alongside the Salt Breakers.

I have your cape and raven emblem—I'll bring them for the induction ceremony tonight. And no, your personal statement doesn't need to be too long, and everyone would love it if you sang yours. I can't promise that Shensen will be there—I hear she's getting ready for a mission to Corentyn under the guise of performing some of her greatest works. In fact, if you fancy a long trip for your first adventure as a Raven, I'm sure they could use your talents on and off the stage.

See you tonight,

—Liusurro

MEMBERS

Laria Longroad (CG female halfling revolutionary) has run one of Kintargo's most famous eateries, Long Roads Coffeehouse, for so long that managing the booming business—which has benefitted from her celebrity status—hardly detracts from her true work with the Silver Ravens. Formerly a leader in the Bellflower Network, Laria is now constantly busy leading fervent discussions, recruiting for the next dangerous mission, or holding casting calls for revolution-themed performances. Her boundless energy and boisterous personality continue to attract and encourage Silver Ravens and other admirers throughout the city and beyond.

One of the founding members of the Silver Ravens, **Rexus Victocorra** (NG male human enchanter) lends his considerable oratory skills and magical talent to recruiting and training new members. Preferring to stay in Kintargo, Rexus channels his abiding and fervent patriotism for Ravounel as he serves in political positions that promote the welfare of the new state and support rebellious causes throughout the region. He is a fervent writer and has produced dozens of treatises and essays on the nature of liberty in hopes of inspiring others beyond Ravounel's borders to rise up against oppression.

One of the newest, yet centrally important, recruits to the cause is **Futhark the Anvil** (NG nonbinary orc strategist), a former Hellknight. Futhark's time as a Hellknight helped them understand and abhor the machinery of oppression. They are a key strategist for planning the most difficult missions, lending their keen mind to problems ranging from where resources might be procured to how to break a Silver Raven out of prison. Still haunted by their state-sanctioned crimes, Futhark also brings intensity to their stage performances, where they often choose to play the villain.

Widely traveled and eclectically educated, **Liusurro Gadwing** (CG female tengu playwright) especially delights in designing theatrical and operatic works that foment rebellion and outwit both government censors and bourgeois complacency. She tends to overwhelm new recruits with biographical questions, mining their experiences for dramatic content, but her effusiveness is always well intentioned—as are the forgeries she can whip up in the service of any mission.

RELATIONS

As cofounders of the Firebrands, the Silver Ravens play a central and significant role in the larger organization. They also enjoy support, from the Silver Council and the general population of Ravounel, which allows them to gather resources and build reputation in ways that many other Firebrand factions only dream of. As a result, the Silver Ravens provide shelter, support, and training to Firebrands throughout the Inner Sea Region. Often, this training takes place in Ravounel and ranges from intense coaching in various sabotage methods to writing and performing plays, poems, songs, and operas on revolutionary themes.

The Silver Ravens are thus held in high regard among the Firebrands, and deservedly so. They provide support wherever possible to new and established groups of Firebrands. In particular, they maintain a strong alliance with the Salt Breakers, staying true to the Firebrands' cofounders. Silver Ravens frequently heed the call to assist Firebrand factions, especially fledging groups, across the Inner Sea, so missions of support and aid are common.

To further their aims, the Silver Ravens ally with other organizations ranging from the Pathfinder Society and Bellflower Network to the Lacunafex spy network in Cheliox and Bright Lions in Mzali. Their allyship with the Salt Breakers has contributed to a complicated relationship with the Free Captains, though the two groups have been known to ally when their aims align.

Throughout the region, authoritarian regimes and religious despots often confuse the Silver Ravens for the entirety of the Firebrands and are merciless when they catch wind of operations. House Thrune remains particularly adamant in opposition, using everything from the raw power of the Hellknights to their diplomats in Absalom to oppose the Silver Ravens.

MISSIONS

A secret alliance with Andoran's Eagle Knights has conceived a dangerous scheme to foment rebellion in Ostenso on Cheliox's easternmost border. The plan involves smuggling weapons and armor to rebels in that city. Sending the Knights themselves might be considered an act of war, however, so the Silver Ravens need members to aid with this mission. While a rebellion there would deal a major blow to Cheliox's navy and economy, some Silver Ravens are concerned that drawing House Thrune's ire with such a major act could bring unwanted reprisals on the Silver Ravens or even lead to war between Cheliox and Ravounel or Andoran.

Shensen leads a troupe of Silver Ravens and other Firebrands known as the Silver Theater. This troupe travels to major cities to perform operas, plays, and other shows to entertain locals. Any money earned covers the performance costs while the rest is donated to local groups in need. Shensen has been particularly successful with membership for the troupe thanks to the extra "tasks" that the crew handles during shows. While the Silver Theater performs, its remaining members use the distraction to pull off thefts, smuggling, and other rebellious activities.

IMPORTANT ALLIES

Magdalena and Martum Fallows

(CG female and male halfling rogues; *Legends* 84–87), the twin leaders of the Bellflower Network, are particularly skilled in making quick exits and quietly disappearing from bad situations. Whenever a compromised mission results in Silver Ravens needing extraction, they can offer invaluable aid.

Lady Mialari Docur (CN female elf spy), founder and leader of the Lacunafex spy network, passionately supports rebellion and is intent on destroying House Thrune. An ally throughout Ravounel's rebellion, she continues to aid the Silver Ravens with information (*Pathfinder #147: Tomorrow Must Burn* 89).



FUTHARK

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

OTHER GROUPS

As a decentralized organization, the Firebrands allows for numerous factions to rise and wane under their name. The following smaller Firebrands groups are those who have risen to something bigger than local prominence, although they lack the wider influence of the organization's largest factions—for now.

ABLE JINXERS

When **Kawkisk** (CG female tengu pirate) escaped a shipwreck near the Isle of Kortos only to be rescued by a Chelaxian warship and pressed into service, her luck was at its lowest ebb. Her liberation by Firebrands heralded not only the return of better luck but also a new purpose. She eagerly joined the organization and relocated to the Sellen River where she now crews a large riverboat, the *Second Chance at Freedom*. Kawkisk unabashedly promotes the common superstition about tengu bringing good luck to their crews and bad luck to their foes. Her crew of skilled

sailors has formed a second-mark Firebrand cell called the Able Jinxers. Although there aren't many actual tengu aboard, the many non-tengu crew members wear raven masks when they liberate prisoners from Razmiran "faith barges," topple oppressive despots in the River Kingdoms, and help refugees escape from Galt. The ship flies under a flag of Kawkisk's face beneath crossed cutlasses. Thanks to Kawkisk's aggressive self-promotion, it's widely considered to be the luckiest ship on the Sellen.

AURORA'S LIGHT

The Worldwound is healing, but demons still run amok in Mendev and the Sarkoris Scar. Even worse are the cruelties that people there perpetuate against each other. Foreign crusaders use the weight of their arms and authority against native Mendevians, and Chancellor Irahai doesn't yet have the authority to keep these crusaders in check. A group of rugged, second-mark Firebrands called Aurora's Light range across these lands, standing in strong opposition to those who misuse their authority and oppress rather than uplift. The group also boasts several skilled exorcists who excel at spotting and thwarting demonic possession. There's some ongoing tension within Aurora's Light: its leader, **Harmet Goldripple** (CG nonbinary gnome priest of Pulura) wants to publicize their actions to inspire further hope, but chief exorcist **Ghanthal** (CN female half-orc crusader) insists on subtlety to avoid drawing demonic retribution. Most members of Aurora's Light, including dour Ghanthal, are adherents of Pulura, empyreal lord and mistress of the cold north and the aurora. The lines between that faith and the Firebrands blur in this group, as they see their faith as key to true liberation.

BAFFLE GUILD

No one is certain whether the second-mark Baffle Guild is a genuine Firebrands group or an elaborate prank on Absalom's intellectual elite. A series of deviously difficult puzzles seeded around the city—each marked with a symbol of crossed keys over a blindfolded face—all lead to a clue about a show in the city's Ivy District at the end of the summer. There, the so-called Baffle Guild will reveal themselves and induct those who've proven their cleverness in solving all the scattered riddles. Apart from being a suspiciously convoluted method of gaining new recruits, some observers note that the buzz is getting the idle rich out of their homes and into the streets as they seek concealed clues—and that pickpockets and robbers are easily targeting them. Whether the Ivy District show happens at all is likely the only way to settle the question.

BLADED BASTARDS

Impalement Arts is a dagger-throwing shop on the boardwalk in Absalom's Docks district. While ostensibly



KAWKISK

nothing more than a carnival-style game for passersby, Firebrands know the shop as the headquarters of the Bladed Bastards, a small but flashy second-mark Firebrands group. Even those Firebrands who don't know of the Bladed Bastards can't miss the meaning of the shop's sign: crossed daggers over a target. The cell's friendly leaders, brothers **Quar** (CG male half-orc recruiter) and **Galamere** (CG male half-elf recruiter), use their shop to test potential Firebrands in dexterity, showmanship, and good humor. The Bladed Bastards enjoy pulling off bold public stunts in the Docks district. Nearly all these ostentatious displays involve thrown daggers or knives, and many are intended to outdo the Mithral Chef, a nearby Firebrands faction with whom the Bladed Bastards have a good-natured rivalry.

DEVIL'S JACKS

The *Lucky Devil* is a stolen ship crewed by mutineers. Its captain, third-mark Firebrand **Thaddeus Barabas** (CG male human pirate captain) grew tired of the oppressive treatment he and others received under the merciless pirate captains of Riddleport, so he mutinied with a few comrades and stole his captain's ship. Off the coast of Ravounel, Captain Barabas and his crew refitted the ship and named it the *Lucky Devil* after its figurehead of a smiling erinyes devil holding crossed starknives over her bare chest. His crew, calling themselves the Devil's Jacks, sail the Obari Ocean liberating other pirates from cruel captains. Most of these freed pirates accept a position aboard the *Lucky Devil*, but only until the ship docks in its home port of Absalom. By then, Captain Barabas has evaluated each new hand to see whether they warrant an invitation into the Firebrands. If they prefer a landbound life, he introduces them to his connections in Absalom. If they're skilled sea-hands, he invites them to join the Devil's Jacks as full-time liberators. A coalition of Riddleport captains scour the seas, wanting to hang Captain Barabas and his mutinous crew for exploits against their (admittedly tyrannical) pirate allies. For now, the *Lucky Devil* remains one step ahead of their pursuers, often leaving a port mere hours before the Riddleport ships arrive. Although some ascribe these hairbreadth escapes to luck, the truth is that Captain Barabas has cultivated good relations with several aquatic peoples who keep him apprised of any threats, allowing him to stay one step ahead. In exchange, the captain is called on to help these aquatic friends in their own struggles against oppression.

FATE'S FAVORED

The dozens of members of the sprawling second-mark Firebrand group called Fate's Favored each create an alter-ego by choosing a card from the Varisian fortune-telling deck called the Harrow. Their outfits tend to suggest their identities rather than amounting to full costumes: the Owl wears a hood reminiscent of owl feathers, for example, and the Dance wears gauzy veils. Most don't keep their identities all that secret, but the group's leader does. A stout, one-eyed dwarf known only as the **Publican** (CG

male dwarf brewer), he meets up with other members in taverns across Varisia to coordinate daring heists and rescue missions throughout the Saga Lands. Their symbol of a crossed hammer and key over a battered crown is a combination of Firebrand iconography and traditional Harrow symbols, indicating might and agility when a persuasive personality alone doesn't suffice. If a target of one of their exploits might fail to understand this subtle message, members of Fate's Favored leave a more obvious calling-card in the form of their chosen harrow cards.

INTREPID BOMBARDIERS

Many Firebrands enjoy flashy antics, but none so much as the second-mark team known as the Intrepid Bombardiers. This gang of madcap alchemists and reckless grenadiers has become the go-to group for other Firebrands when they want something blown up in a dramatic fashion, whether it be a bridge, the gate to an enemy fortress, or a particularly odious warlord. The Intrepid Bombardiers thrive on challenging assignments that require them to penetrate deep behind enemy lines or to infiltrate a despotic city like Egorian, although their skills in stealth are significantly better than their skills in disguise. They're known for almost comically improbable costumes when masquerading as visiting dignitaries or military officials, breezily bypassing guards who can't believe that anyone would try to bluff their way past with disguises that are so bad. Turnover in the Intrepid Bombardiers tends to be high; its leader, "**Rumblepot**" **Julkash** (CN male hobgoblin saboteur), is always on the hunt for replacement members, particularly alchemists. Subtle or cautious Firebrands need not apply.

KEDLEY'S MANY HANDS

Scion of a wealthy family in Westcrown and heir to its vast fortune, **Lady Kedley** (NG female fleshwarp aristocrat) vanished into the basement of her sprawling manor one summer evening and emerged several months later a changed woman, with several grasping hands sprouting from her torso in a manner impossible to hide. More significantly, her former haughtiness and disdain had been replaced with a newfound sense of responsibility for those whose appearance causes society to shun them. She set about liquidating her fortunes to aid fleshwarps across the Inner Sea, although her family's money is so tied up in property and other investments that only slices of it are available each season. Her handmaiden **Neewin** (CG female halfling spy) realized that Lady Kedley's change of heart was genuine and revealed herself as a secret Bellflower Network agent. Neewin now helps Lady Kedley fund Firebrand exploits to free those suffering from crushing oppression or appalling discrimination in Cheliox and nearby nations. While Lady Kedley and Neewin aren't Firebrands themselves—joining the organization, illegal in Cheliox, would put her fortunes in jeopardy—Lady Kedley fondly, if quietly, refers to the Firebrands who rely on her financial backing as Kedley's Many Hands.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

MITHRAL CHEF

Mithral Chef is both a high-end restaurant in Absalom's Docks district and the name of the well-known, second-mark Firebrand cell that operates out of the restaurant. Nearly all of the restaurant's employees are Firebrands. Its owner, **Claudette Butterfoot** (CG female halfling chef) is the least adventurous among them, likely because she's got a restaurant to run. Claudette is known as much for her tasty, butter-drenched entrees as she is for the flashy manner with which she juggles cooking implements. The restaurant is overfull of delicious smells, fanciful tales, and happy patrons most evenings. Most of the stories that circulate in the restaurant recount true (or nearly true) exploits of the Mithral Chef staff, as Claudette gives generous leave to employees with good deeds to perform in the Firebrands' name in and around Absalom. The employees give impromptu demonstrations and taste-tests on the docks, and these showy displays are consistently timed to vie with those of the Bladed Bastards. The evident rivalry between the two Firebrand groups is entirely manufactured, as Claudette, Quar, and Galamere use the flashy displays as distractions to cover for truly important and clandestine missions like liberating prisoners, foiling criminal enterprises, and exposing plots against the dockworkers' union.

OASIS ISLAND RESCUERS

The sociable dragon **Calthaxitakin** (CG female adult silver dragon) fled Chelax when House Thrune won the Chelaxian Civil War and ousted their opponents, but she didn't go far. Calthaxitakin nursed her flame-scarred wings and injured ego for decades on an uninhabited desert island just off Thuvia's north coast until a group of Bellflower Network agents landed on her island with a dozen halflings they'd liberated from Ostenso. They convinced Calthaxitakin—whom they call Callie—that the resistance to House Thrune was still alive and in dire need of support. Callie left her island for the first time in almost a century to help get the halflings resettled and to spread the word that Firebrands in need of shelter could stay with her. She has remade her island into a well-stocked haven and is pleased to hear that Firebrands speak fondly of it as Oasis Island. These days, she's increasingly absent from her home, as she prefers to accompany her Firebrand friends on daring missions. When away from her island, she often takes the shape of a gray-eyed halfling grandmother, but she unleashes her full draconic majesty when necessary to help her friends. She continues to be sensitive about her scarred wings, which can only keep her aloft for a minute or two at a time, and her burning hatred for House Thrune remains terrifying to behold.

OH MY GOURDNES

Andoran loggers sometimes labor under crushing workloads demanded by cruel lumber companies, and much of the training these companies offer foremen is how to prevent the loggers from forming unions or

workers' collectives to demand better rights. While some Firebrands have attempted to offer aid, their incendiary tactics did more harm than good, as they set off accidental fires and ultimately even injured some loggers. Aid for these oppressed loggers has recently come from the most surprising direction: within the Verduran Forest itself. A small second-mark gang of gourd leshys led by **Autumn Hollowhead** (NG nonbinary gourd leshy abolitionist) made themselves known to several loggers. Autumn's animating spirit seems to have come from a fervent abolitionist, and they recalled several allies in Andoran and Taldor. These allies, Firebrands all, indoctrinated Autumn and their gourd leshy companions into the Firebrands as second-mark agents. The leshys—known by the amusing name of Oh My Gourdness among the oppressed loggers—use natural methods to spoil work sites, wreck equipment, hide runaway workers, and generally make life so problematic for the lumber companies that they have no choice but to recognize the workers' demands.

PUREWATER HOME

This second-mark Firebrand cell in the Puddles district of Absalom is headquartered in an orphanage of the same name. Members of this cell devote most of their efforts to organizing Firebrands across Absalom who would otherwise work with limited information on personal goals that occasionally end up in conflict with one another. Purewater Home keeps these solo Firebrands somewhat organized, helping them arrange protests, walkouts, and other community actions around the city. They even permit the most reliable orphans to help, although not with any task that would put the children into serious danger. This "organization organizing" is headed by the foul-mouthed **Hope** (CG female aasimar human priest), an adherent of Nocticula who believes firmly in second chances, as she herself seized a second chance to leave street crime behind. In the back rooms of Purewater Home concealed behind mundane orphanage records, the cell keeps large maps of Absalom flagged with present and pending labor movements—a treasure trove of information to the city's bosses and crooks.

RED ROOSTERS

Rahadoum's Pure Legion rigorously enforces the nation's Laws of Mortality, imprisoning, exiling, or executing preachers who violate its prohibitions on proselytizing. A distinguished debate club in the city of Manaket called the Roosters' Perch recently spent several fraught weeks debating the moral merits of these punishments. Although the club formally followed the state line in supporting them, a subgroup of disaffected philosophers stoked by the elderly **Borzel Nikanwan** (NG male philosopher) declared themselves ethically obligated to defy the Pure Legion and free these prisoners. Borzel publicly declared his support for the Firebrands, and his supporters formed a cell called the Red Roosters. Although Borzel has stern, well-reasoned critiques of Firebrand activities around the Inner Sea region—in fact, he finds that ethical inconsistencies

abound in the organization—he nevertheless lives his conclusions, orchestrating prison breakouts as well as crafting exile returns and resettlement plans. Younger Red Roosters enact his meticulously designed schemes while Borzel lectures in Manaket, directing their actions from afar. Borzel publishes his numerous philosophical tracts with an identical cover: crossed quills over a silhouette of a head bowed in thought. Borzel knows that he has all but dared the Pure Legion to arrest him, though he hasn't technically performed any of the proscribed faith-based activities that subject him to their jurisdiction.

STAKE BITERS

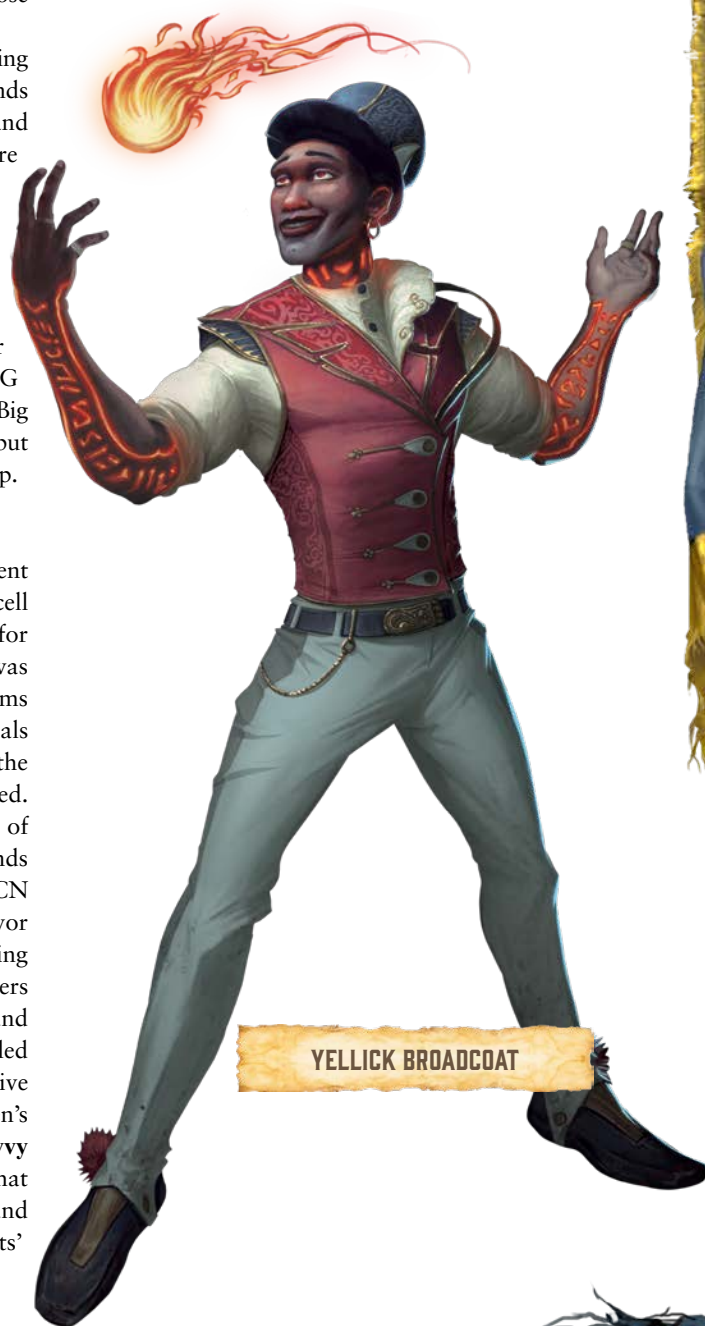
Members of this loose affiliation of Firebrands work as roustabouts and performers in traveling carnivals and circuses across Avistan. The group's name is a term used by roustabouts to describe ankle-height cuts from tent stakes pounded flat: it's a constant reminder that those who've been pounded down can always fight back. Mingling of work crews is common when traveling carnivals cross paths, which allows the Firebrands working amid the circus staff to swap information and prepare teams for future exploits. Missions that require phenomenal strength or acrobatic agility are where the Stake Bitters excel, as are those that require sneaking escaped prisoners away—a circus has plenty of places to hide stowaways amid their canvases and carts as they leave town. Many carnival owners aren't even aware that some of their workers have another allegiance. The group's leader, **Yellick Broadcoat** (NG male human showman) is the operator of Broadcoat's Big Top, a circus whose acrobats not only thrill crowds but also train new Firebrands in athletics and showmanship.

UNDERFATHOMS

Some Firebrand cells come to a quick and violent end, and such was the fate of the Fathoms Deep cell that operated out of Vyre. Reserved and secretive for a second-mark Firebrand cell, Fathoms Deep was remarkably successful in freeing prisoners and victims alike from that treacherous city. Vyre's powerful criminals and Norgorber cultists banded together to destroy the Fathoms Deep cell, and they appear to have succeeded. Yet as with many things in a city sacred to the god of deception, this success proved a lie. Some Firebrands evaded the violent purge, and **Wenteen Hordi** (CN male halfling burglar) was the highest-ranking survivor among them. Wenteen is slowly and carefully reaching out to discover who among Fathoms Deep members might still be alive and willing to rally to the cause, and he's joined forces with a band of petty criminals called the Understreet Gang operating out of Vyre's extensive sewers. The Understreet Gang is happy to get Wenteen's skills and resources, and their leader, **Blind-Eye Mavvy** (CN female human gang leader), doesn't yet realize that Wenteen is manipulating her to create a new Firebrand cell called the Underfathoms with the Understreets' hapless reputation as their cover.

THE VERSEX LIBERATOR

Ustalav is a place for monsters, not heroes, but the Firebrands are active even in this benighted realm of horrors. A former smuggler named **Rosdin Birghand** (N male dhampir human abjurer) has joined the Firebrands and engages in clandestine pursuits across Ustalav from his hometown of Rozenport. While his specialty is freeing innocent people from vampiric domination, Rosdin has met many other monsters over his short career. He recently learned of a plot right in his own county of Versex: a fanatical aristocrat named Galafrael has imprisoned numerous scientists within her remote castle and is forcing them to produce increasingly dangerous and bizarre inventions. Rosdin is seeking other Firebrands to help him free the captives, but he's used to working alone and doesn't yet have a strong network of contacts.



YELICK BROADCOAT

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

NOTABLE FIGURES

FINDING THE FOURTH MARK

Although the rank of fourth mark has nebulous requirements at best, there are a number of generally agreed upon qualifications to earn the ranking among Firebrands. First, the person must be known both in Avistan and Garund. A figure who isn't known on both sides of the Inner Sea is a third mark at best. Second, the person must be known within multiple regions on both continents. A Firebrand who is popular all over Avistan and just happens to be known in Sothis or Nantambu doesn't count! Finally, the person has to have at least three notable tales to their name. These tales can range from stories about a particular rebellion, a notable fight, a death-defying stunt, or anything else inspiring and thrilling. A story about smuggling goods into Cheliaz has its merit, but it's not exciting. Even with all of these guidelines in mind, the status of fourth rank remains eternally debated among Firebrands. Whether a given Firebrand is "officially" a fourth mark becomes the subject of disagreements and even outright brawls, which to many of these prospective fourth marks is more than enough of a legacy.

This section details several notable members among the Firebrands, from the merely conspicuous to the truly infamous. To be regarded as a peer among such prominent figures is difficult and daunting in an organization so focused on celebrity and larger-than-life heroics, especially considering just how quickly fame—an ephemeral currency that often materializes in unexpected places and is most elusive while being pursued—can rise and fall. Nevertheless, those committed to the Firebrands' cause have no shortage of opportunities to prove their mettle and earn their rightful place in the annals of the Inner Sea region.

While the earliest Firebrands could focus fully on their heroics, today's Firebrands know that they must also cultivate an image if they want to stand out. As more and more members join the organization's ranks, that coveted second mark, which separates the legends from the left-behinds, becomes increasingly arduous. Stylish clothing, a clever moniker, a calling card—all these things help leave an impression. Discretion must be exercised, however, as some young upstarts have doomed themselves to obscurity before they truly began by forgetting that, when the sun sets, deeds speak louder than drapery.

If climbing the ranks of the Firebrands is a challenging endeavor, even more difficult is being seated at the pinnacle. The same celebrity that propels these individuals to the top makes it impossible for them to keep a low profile as they're instantly recognizable throughout the Inner Sea region. Some even joke that so many Firebrands live a life at sea because there's no privacy for them on land. Bombarded by invitations, solicitations, and proposals, some relish the attention while others take to traveling in secret and wearing disguises when they make landfall. Experienced Firebrands will often tell those unaccustomed to such treatment to enjoy what they can but to be cautious, for many an influential person has showered a Firebrand in gifts and accolades only to then expect something dubious in return.

Meanwhile, relationships between prominent members can be admiring, envious, or even tumultuous. Great romances and rivalries make for must-know gossip in taverns and watering holes across the Inner Sea region. Declining an invitation for a team-up or collaboration with another Firebrand can be interpreted as a slight. Firebrands who are too focused on upward mobility may even pointedly snub someone with lesser marks, often offending individuals who may have been former admirers.

Such dismissals are common among the Firebrands' revolutionaries and builders, on the other hand, as they have little time or patience for the capriciousness of braggarts and tend to work in small, tightly knit circles. Nevertheless, a special camaraderie exists between even the most disparate Firebrands that few can put into words—a silent recognition between kindred spirits, equally moved by a fire inside them to burn as brightly as they can and make the most of their fleeting time in this deplorable yet beautiful world.

MINOR FIGURES

Up-and-coming Firebrands are always waiting in the wings, looking for their chance at glory and fame. The following individuals are of note among the Firebrands.



DEWDROPS-ON-GOSSAMER-THREADS AYAANALA

Thomas Coughlin (N male human ship captain): Better known as “Tom Coffin” among the Firebrands, Thomas captains a schooner brig named the *Ginger Bobcat*, which its crew affectionately calls Bob. Having contracted a variant strain of mummy rot that inhibited his ability to feel pain, he has amped his signature willingness to engage in reckless behavior. That recklessness and the disease’s effect on his appearance leave a lasting impression on those who meet him. He is most famous for being one of the only Firebrands to have survived being launched from a catapult as well as for inventing a particularly ill-advised sailing maneuver called the Coffin Drop, which led to the death of at least one Free Captain imitator.

Deathcap (CN goblin bounty hunters): Information on Deathcap is sparse, as the two confirmed facts about them are that they are a goblin and that, once having accepted a bounty, they have never failed to collect it. Even their fellow Firebrands can’t seem to agree on how to describe their appearance or mannerisms, aside from the muffin cap for which they are named. This cap, made from red suede, bears the cuts and burns of countless campaigns—and an ostentatious display of feathers, jewels, bones, and other trophies that are continuously added to it. In truth, the reason for this confusion is that Deathcap is not a single goblin at all but rather an extensive network of goblins who work in tandem to ensure that Deathcap’s larger-than-life reputation endures.

Gerkim Stonefruit (LG nonbinary dwarf transmuter): Gerkim is peculiar among Firebrands because dangerous situations are anathema to them. Instead, their sole mission is to help others through their mastery of stone. They follow in the wake of ruinous conflicts, using their magic to repair and rebuild what was destroyed; often, they rework structures in ways that make them stronger and safer than they were to begin with. Those familiar with Gerkim’s work can notice telltale signs of their involvement all around Avistan, thanks to their signature aesthetic which is inspired by forms found in the natural world. While unlikely to perform the daring feats that would elevate them higher among the Firebrands, Gerkim is nevertheless universally welcomed and adored in the towns and villages they visit.

Dewdrops-On-Gossamer-Threads Ayaanala (CG female anadi web weaver): This anadi woman is a former attendant of the Magaambya, which she left to join the Firebrands to better ameliorate the world’s suffering. She was met with a superstitious reverence for her uncanny ability to read the wind. This ability stems from the sensory hairs, exceptionally long and downy for an anadi, that cover her entire body and allow her to detect and anticipate even the subtlest changes in the wind’s direction. Her weather predictions are so accurate that many Firebrands refuse to sail without first receiving her blessing, and her handwoven sails are among the finest available—lightweight and translucent, yet strong as steel. Though she abhors violence, she has awed her fellow Firebrands, in rare instances, with her ability to curve her arrows into the wind to make impossible shots.

Hollow Hart (NG female awakened ship): The *Hollow Heart* was the name of the galleon that Elsbeth Hart, a pirate queen and Firebrand, would often refer to as the love of her life. She swore that the ship had a soul right up to her untimely death at the hands of the Free Captains. Whether spurred to life by a fragment of Elsbeth’s departing spirit or by that immense love for her ship, something awakened deep in the timbers of the *Hollow Heart* in that moment. The now-awakened vessel became instantly notorious as she bellowed, raged, and clashed until every Free Captains’ ship had plummeted into the deep. Adopting the name Hollow Hart, she bears no captain but commands her own crew in continued service to the Firebrands. Those who have served aboard her decks say that she searches far and wide for other beings like herself and sings mournful songs to her lost love that carry far across the sea.

FAMOUS DEATHS

While many Firebrands are famous for their heroic acts in life, others become so posthumously for the circumstances of their death.

One example is Sahrū Sital, a nonbinary druid who formed a relationship with a shaitan pasha woman named Ghemnu the Devoted. After a time, the two are said to have begun wagering wishes on games of backgammon. Ghemnu is thought to have allowed Sahrū to win in order to prolong their time together, for it was well known that the two had become friends and lovers. In the end, facing imprisonment for aiding a failed revolution, Sahrū made their final wish, banishing the tyrant’s palace and everything therein, including themselves, to the Blistering Labyrinth in the Plane of Earth. This act of sacrifice is immortalized in the Firebrand folk song “Heart of Stone,” and their gem-encrusted backgammon board has become a venerated treasure.

A less inspiring example is Snackary Barkiss, a foul-mouthed halfling, instantly recognizable from his curly-haired mugshots, most famous for getting banned from every tavern and port throughout the Inner Sea. When fellow Firebrands needed a distraction to cover their subterfuge, he considered it his solemn duty to help. Never one to hold back, Snackary’s distraction turned into a bender that lasted for five consecutive days and resulted in nine house fires, four stolen carriages, sixteen injured guardsmen, one escaped drake, two missing persons, fourteen lost sheep (lost in the sense that they were eaten by the drake), and one death. Sadly, that death belonged to Snackary, whose heart gave out just as he had finally captured the drake. On the anniversary of Snackary’s death, Firebrands and halflings alike go to their local tavern and kiss the bar in honor of Barkiss the Belligerent, arguably the greatest carouser and worst Firebrand ever known.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

DEVVRIN ARLOS

TO PUNCH AN OCTOPUS

According to Devrin, he had a terrible fist fight with a giant octopus off the shore of Varisia years back. During this fight, the octopus managed to steal Devrin's favorite golden bracelet—one with a cheeky etching of Besmara—and swim away before he could reclaim it. He's been on the lookout for the bracelet ever since.



Devrin Arlos (CG male human swashbuckler) was always a great liar. He grew up reading the tales of heroes like Sir Koltran the Emerald Knight, the unmatched Grand Detective Jossspin, Alabaster Gray the Ever-living Mage, and of course, Romar the Pirate King, greatest sailor to take to the seas. These stories helped him spin great yarns about his own skills and adventures, which came in handy when he had to explain his stowing away on the *Dancing Gremlin* shortly after his tenth birthday. Whether or not Captain Lakum believed Devrin's tales about his escape from the suffocating clutches of nobility in hopes of living the life of a pirate, the softhearted captain let Devrin stay on board. Devrin learned the life of a sailor over the next few years, always noting how he'd already perfected the latest task on other ships like the *Icky Pauldron* or *Renegade's Song* but was happy to learn how things were done on the *Gremlin*—to better work with the crew, of course.

After several years of life on the *Gremlin*, Devrin chose to leave the crew and use his savings to procure his own ship. The next part of the story always seems to differ, depending on which crewmate is telling the story, but it all seems to involve a woman, Asmodeus, and a fair number of deaths. The way Vulmia tells it, Devrin met Lenissa, the two married, had children, and she betrayed Devrin, sacrificing him and the rest of the family in her plan to become the pirate lich of her dreams. As Devrin drowned in the Fever Sea, the Prince of Darkness offered him an opportunity to take his revenge. With the agreement sealed, a jet-black ship—the *Nightwave*—rose out of the water, carrying Devrin with it.

While the origin of the *Nightwave* remains in question to this day, Devrin was quick to gain a reputation among the Shackles and even earn the title of Free Captain. It was during this time as Free Captain that Devrin met Shimali and Vulmia, and the two were able to convince him to change sides in the Vidric Revolution. Devrin continued providing support afterward, transporting members of the newly formed Firebrands across the seas as necessary. It was during one of these trips that an encounter with another Free Captain led to catastrophic battle that sank five other ships and earned him an appearance in Tessa Fairwind's court. It was here Devrin told his favorite lie yet: he was a Firebrand and this whole ordeal was part of a secret Firebrand mission. Initially inspired by the Firebrand's actions, the Hurricane Queen let Devrin go. It was only when word of Devrin's later escapades, like sinking her lieutenant's ships and stealing several hats from her own ship, that Tessa declared open season on Firebrand ships.

Since then, Devrin has maintained his stance as a force for good on behalf of the Firebrands, which he's managed to live up to for the most part. While he's happy to take the *Nightwave* into dangerous territories for the sake of more treasure and a fun story, he's also known to help others whenever he can. He continues to transport people across the Inner Sea when necessary and keeps an open berth on his ship for anyone without a place to stay. While he found himself unable maintain his romantic relationship with Shimali, the two are still good friends, and the *Nightwave* shows up to aid the Salt Breakers whenever they're in need.

While Devrin still massively exaggerates his exploits, he recognizes his tales may serve as inspiration for others. Much like a young boy might read tales from a stolen book and find a love for the sea within, others could hear tales of his adventures and want to become a force for good—or at least another possible crewmate for the *Nightwave*. When not on an adventure, Devrin is a surprisingly reserved man, more interested in hearing the tales of his crew than keeping the spotlight on himself.

IQANI TRUTHSPINNER

They say Truthspinner was born with a tale on her tongue and the road beneath her feet. Her first words were a story, chanted to a stomped beat, that no child could've recited and no living mortal could've witnessed. The story, they say, brought joy, fear, and tears in turn. Universal truths and pains uttered by lips too young to understand. They say she looked on, with eyes uncomprehending, as her stories touched souls, unraveled hearts, and unburied memories. Then, she was gone. On and on, year after year, a traveling storyteller with no home and no destination, no family and no past. Gifted, yet purposeless.

Iqani Truthspinner (CN female kitsune storyteller) never speaks of her roots, remaining focused on the now. Yet rumors swirl around her like shadows. Most believe, because of her thick white fur, that she was born in northern Avistan or Tian Xia. While some claim she's from the Linnorm Kingdoms or the Realm of the Mammoth Lords, her tailless form—a brown-skinned woman with braided black hair and a round, dimpled face marked by geometric facial tattoos—suggests she was raised among the Erutaki or the Varki. Whatever her origins, Iqani is a ceaseless traveler, a gifted storyteller, and an audacious daredevil.

Iqani joined the Firebrands shortly after their inception, and with them, she's found purpose. She's performed dozens of daring deeds in the name of truth and justice, and she stars in numerous heroic epics. Yet Iqani remains better known for her stories than her deeds. Truthspinner's thrilling recounts of current events are second to none, and the stars of her tales quickly find acclaim. Her word is greatly respected, and many Firebrands covet her time and attention, going to great lengths to have the Truthspinner personally witness their heroics.

Iqani is charismatic and friendly, albeit easily bored—she grows increasingly agitated when sedentary. She detests monotony and adores pushing herself to greater heights, often attempting dangerous tasks just to see if she can. To the constant stream of Firebrands seeking her out to witness their accomplishments, Iqani often issues dares or challenges, hoping to identify Firebrands worthy of her words. Challenges such as “be the first to climb to the top of this tower blindfolded” are typical; she never issues the same challenge twice nor one she hasn't completed herself. While she enjoys the thrill of daredevil acts and telling stories, she doesn't exploit her position as a respected storyteller and never seeks to cause harm.

Just as Iqani gets bored of seeing the same places and people, so too does she tire of spinning the same tales. She's always on the hunt for the new: deeds, heroes, sights, and stories. Thus, even those Firebrands who manage to gain the Truthspinner's attention find that it is fleeting. Occasionally, a tale so touches Iqani that she immortalizes it upon her coat, beading a symbol that represents the story into the ever-expanding epic upon its panels.

Iqani has long been inspired by the actions of Firebrands' founders Shimali and Vulmia Manux and is a frequent passenger aboard the *Nightwave*. Likewise, she's a recurrent accomplice and lover to Ishii Bunji, although the Tyrant Breaker's habit of staying in a location to help with rebuilding means the duo part ways shortly after achieving their initial objectives. Many “serious” Firebrands, notably the Sapphire Butterfly and Ranik Helt, consider Iqani flighty and meddlesome, good only for her ability to distract law enforcement. Iqani lends her aid even to those who dislike her, if only to immortalize their debts to her in tales. Intrigued by the Mockingbird's perpetual disappearing act, Iqani is determined to meet them in person.

Truthspinner is considered by many to be the unofficial leader of those Firebrands driven by fame, yet she denies this, insisting she has responsibilities to none but the road and her own whims.

TRUTHSPINNER'S TRIALS

Yearly at the Vaunter's Carnival, Iqani Truthspinner hosts the monster of all competitions, open not only to Firebrands but also to anyone willing to test their bravery. Participants compete in a series of dares and challenges of increasing difficulty, conceived and judged by the Truthspinner herself.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

ISHII BUNJI

A WORTHY PARTNER

Bunji never stays in any place for very long, making him difficult to track down.

Those who know him best say that the surest way to meet him is to gain a reputation as a powerful fighter. He often seeks out such warriors, inviting them to spar or train. He's interested in practicing with warriors who are skilled in techniques and styles he's never encountered in hopes of expanding his own repertoire.

Ishii Bunji (CG male human battlemaster) is a Tian-Min trans man known and feared throughout Golarion by his moniker "Tyrant Breaker." Those who meet him off the battlefield are often surprised by his unassuming nature, finding a jubilant and boisterous man who loves to crack jokes and is quick to laugh. A large man in more ways than one, Bunji's physique is tall and wide, with a prominent belly and thick, powerful muscles. He's a fastidious groomer as well—proud of his full beard and thick mustache—although, since joining the Firebrands, many have noticed that he allows his iconic topknot to remain somewhat messy, perhaps owing to the influence of Inner Sea fashion.

A former sumo champion from Minkai, Bunji always harbored a singular love of battle and physical combat. After aiding an uprising against the Jade Regent in his home province, however, he began to reflect on the purpose of strength. Seeing the suffering that surrounded him the following year while he helped to rebuild, he arrived at an answer: what good is strength if not used to protect the vulnerable? This thought stayed with him and ultimately led him to seek out the Firebrands, where his fighting experience and tactical aptitude have proven invaluable.

And as he found his purpose, his strength grew. Bunji began to transform as a warrior, adopting new styles, mastering weapon techniques, improvising moment to moment, and becoming one of the Firebrands' most formidable warriors. He earned the title of Tyrant Breaker through his prowess on the battlefield. He outfought champions, spellcasters, war engines, and even entire battalions fielded by his enemies. When he chooses to fight alongside a rebellion, he serves as an equalizing force that almost no amount of riches can counteract. However, he favors those with the greatest need. Bunji is more likely to join a small but passionate rebellion than a full-scale revolution, leading some Firebrands to consider him unreliable.

Bunji is famous for more than his battle prowess. If his feats on the battlefield are why tyrants fear him, his actions off the field are why the common folk love him. In the wake of every rebellion that he joins, he stays behind to help rebuild. Bringing comfort to those who have suffered loss, as well as hefting as much as any pack animal, Bunji's sojourns consistently result in love letters and marriage proposals, but while open to taking lovers—such as the Firebrand Iquani Truthspinner—he's shown no interest in marriage. News publications in Absalom often rank him among the Firebrands' most eligible bachelors.

Not everyone is fond of the Tyrant Breaker, however. Shensen can't stand his irreverent demeanor, and Sapphire Butterfly grows frustrated that their conversations inevitably become arguments over methodology. The *Nightwave* crew, by contrast, is always ready to welcome Bunji with open arms, as his presence heralds nights filled with good humor, strong spirits, and copious amounts of his signature hot pot. Bunji's shield, impossibly oversized and heavy for most people, is a family heirloom—a cooking pot made from singing steel which, Bunji claims, has become unbreakable thanks to the love and care poured into it over many generations of the Ishii family.

Bunji isn't overly fond of sweets, but he loves to drink, and he once famously entered a drinking contest with Devrin Arlos and the entire *Nightwave* crew. None of the other crew members lasted long enough to see its conclusion, but Bunji and Devrin both claim to have won, often with a laugh and a wink shared between them.

KARTHIVAL

Life can be difficult for dragons. While **Karthival** (CG male ancient brass dragon) spent the majority of his earlier centuries getting to know the people of Manaket in northern Rahadoum, he found maintaining a social life difficult in his later years. His age kept him resigned to his lair on Bika-Rano Isle for weeks at a time, and he soon lost touch with most of his friends at the Occularium, Manaket's prestigious magical college. Scholars though they were, the college's population still tended to panic at the sight of Karthival in the sky during one of his visits. Soon, Karthival chose to seclude himself in his lair, emerging only when necessary, and furthering his reputation as a mighty dragon awaiting defeat.

Word of the unkillable dragon eventually reached the crew of the *Vibrant Wave*, a group of second mark Firebrands searching for fortune and glory. The crew set off for Bika-Rano Isle, hoping to make their mark. Unfortunately, their excitement led to the crew prematurely celebrating an unearned victory before their actual assault on Karthival's lair. By the time the *Vibrant Wave* dropped anchor outside the lair, most of the crew was drunk and in a state of rowdy festivity. The sound of celebrations echoed into the dragon's home, piquing the curious Karthival's interest.

When Karthival emerged, he found a large portion of the crew asleep, with the rest singing songs and enjoying libations. The sight of the dragon caused a massive panic. In their drunken state, the crew was anything but competent and the sight of the small mortals flailing about in drunken fear caused Karthival great amusement. His deep, echoing laugh drowned out the crew's screams and eventually the crew found themselves laughing along with him. Realizing they were safe, the *Vibrant Wave's* captain, **Jesimma dis Valaris** (CN female undine human sailor), struck up a conversation with the dragon. Karthival and the crew spent the next three nights sharing drinks and stories.

As the ship set to depart, Jesimma invited Karthival to accompany them. The dragon was delighted at the prospect and immediately accepted, becoming a Firebrand in the process. Since then, Karthival's become a valuable member of the crew, and his addition bumped the *Vibrant Wave* up to the status of third marks.

Karthival now lives a generally eventful life as a Firebrand. He spends most of his days flying beside the *Vibrant Wave*, perching on its mast to rest. When not with the crew, Karthival visits other Firebrand cells, sharing information and gossip. He's amassed an unofficial network that other Firebrands call the Dragon's Voice. With his many social connections, Karthival has been able to share major international developments with other Firebrands, earning him a reputation as a reliable source of information. While Karthival is glad to help share information, he's happier to be meeting new people and reliving the excitement of his younger years.

DRAGON'S ROOST

As an ancient dragon, Karthival sometimes has trouble with longer flights. While resting on the mast of the *Vibrant Wave* is usually enough for him to recuperate, Jesimma is worried about long-term damage to the ship. She's hoping to recruit some engineers to reinforce the mast so Karthival can rest for longer periods or hire some magically inclined inventors to develop a supernatural method for the dragon to rest without the vessel having to bear his weight.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX



THE MOCKINGBIRD

RAID ON SHEPHERD'S ROCK

The Mockingbird is in search of other Firebrands to aid with an important heist. Rahadoum's Pure Legion captured Bruyanu Dorem, a fellow Firebrand, while on a scouting mission gone wrong. The Mockingbird is looking to gather a team to infiltrate the Pure Legion's base of operations and "steal back" the kidnapped Firebrand. But entering the infamous citadel of Shepherd's Rock is a tall order, even for an experienced thief—and the Mockingbird seems suspiciously off their game.

The Mockingbird is an artist whose palette is robbery and whose tools are cunning, silence, and misdirection. This infamous phantom thief is so skilled and elusive that most of the public believes them nothing more than sensational gossip. Even so, wanted posters for the Mockingbird plaster the streets of cities throughout Garund and the Inner Sea, and the collective bounties placed upon them could fund the construction of a small city.

The Mockingbird is exceptionally skilled at infiltration, impersonation, and magical disguises. They steal for the thrill, targeting high-value, tightly guarded treasures. While they often steal objects of historical significance, they avoid the theft of relics that serve as cultural touchstones. They operate in Garund and southern Avistan, primarily along the Golden Road.

Occasionally, the Mockingbird steals dangerous, cursed, or evil objects, and they sometimes steal from the corrupt or tyrannical. These thefts seem to hint at a greater purpose—perhaps to cleanse evil relics from the world or to visit retribution on an object's owner. But of the Mockingbird's victims have a reputation for being upstanding citizens: while some consider this a sign that the victims have hidden their crimes, most consider these "altruistic thefts" a coincidence.

The identity of the Mockingbird is a source of great contention—a topic further muddled by their penchant for illusory disguises. Most believe the Mockingbird is a Garundi human, though their gender is unknown because the Mockingbird presents as both male and female. Regardless of their persona, the Mockingbird is never without their trademark outfit, a red and green ensemble that seems to change style every time they make an appearance.

The bounty for the Mockingbird's capture is high, and numerous individuals on both sides of the law pursue them. Yet the Mockingbird remains frustratingly elusive. All attempts to capture them have failed, usually with the Mockingbird outwitting their pursuers or escaping "inescapable" traps and ambushes. Supernaturally fast, they often seem to be in two places at once.

In truth, the Mockingbird is actually two people: **Bruyanu Dorem** and **Muhret Dorem** (CG male and female garundi human phantom thieves). The duo were once independent thieves who met while attempting to steal the same object: the ruby sistrum of Setenkari III. Their playful clash became a recurring love affair, and the duo soon married. Now they share the same mantle, enjoying the confusion their capers cause.

While Bruyanu and Muhret are relative unknowns—first-mark Firebrands with no notable accomplishments—the Mockingbird is an infamous fourth-mark Firebrand who operates alone, though they occasionally swoop in to help other Firebrands in urgent need, disappearing before they can be thanked. Their few public team-ups with the Sapphire Butterfly are well noted, as is Truthspinner's promise to "meet the hero under the mask."

The Mockingbird's identity is known to the Manux sisters, whom the Mockingbird aided during the Vidric rebellion by scouting locations and stealing important intel. While the Mockingbird kept a low profile to keep public focus on the rebellion, their aid was frequent and integral.

PASSENGER

When **Passenger** (CG nonbinary android inventor) awoke, the only thing they saw around them was destruction and death. After emerging from their incubator and investigating the ruined chamber beyond, Passenger found they were alone. The rest of the incubators held damaged or incomplete bodies, none of which were familiar to them. The only indication of their identity was a damaged plaque placed on their incubator, reading “Passenger #,” which they took as their name.

After leaving the ruins of the starship, Passenger emerged in the harsh lands of Numeria. Alone and with no memories or senses of identity, they pressed on. Several days passed as Passenger wandered, eventually encountering a group of travelers. These scavengers took Passenger in and for a time, the android had a family. Eventually, word reached Passenger that the Black Sovereign Kevoth-Kul was welcoming other androids like them to his court. Hoping to meet more of their kind, Passenger left their family and set out for the Numerian capital of Starfall.

Passenger met dozens of new people during their time living among the Black Sovereign’s court. They grew to understand their android nature, the technology that littered Numeria, and fragments of the world beyond these lands. When a visiting group of Firebrands arrived in the court, Passenger found the explorers intriguing. They soon learned the group was looking to delve into the Silver Mount, not for resources or treasures, but for the sake of exploration and thrill of encountering the unknown. The prospect of this exploration called to Passenger, and they found themselves tagging along. While the exploration itself was relatively tame by Firebrand standards, the experience left Passenger wanting more. They declared themselves a first-mark Firebrand that day and decided to explore the world.

Using their knowledge as a scrapper and tinkerer in the Black Sovereign’s palace, Passenger returned to the Silver Mount half a dozen more times, mounting expeditions and welcoming any who wanted to join them. It was during these early expeditions they met Tyen-Ra (see page 26), establishing their lasting friendship. The two continued their explorations, eventually culminating in the discovery of a mostly intact annihilator robot. Passenger spent the next months repairing the robot, eventually fixing it up to function. With this new robot, which they named *Scrapheap*, Passenger and Tyen-Ra had their means of leaving Numeria and traveling the world.

While Passenger’s reputation as a Firebrand was initially unknown, they immediately drew attention once they left Numeria. The sight of an enormous scorpion robot clambering across the wilds of Avistan was impossible to ignore. Initial reactions were usually terror, but once Passenger emerged from the robot and declared, “I’m a Firebrand, and I want to know what there is to do around here,” onlookers usually calmed down, or at the very least, replaced their fear with confusion. Word of the giant robot with travelers looking for fun things to do spread quickly, and soon Passenger found themselves attracting new recruits. After only a few weeks of travel, the Fire’s Finest were born and established as one of the most well-known Firebrand groups in the Inner Sea.

Passenger is a generally chipper and kind person, always wanting to know more about their companions and others they meet while on their travels. Willing to try anything at least twice, Passenger is always interested in local hangouts, foods, culture, and of course, places to explore regardless of the dangers involved. They recognize the danger of their lifestyle, however, and never push any of their companions to attempt feats or explore locations that might cause the companion to be uncomfortable.

CLEANING UP SCRAPS

While Passenger does their best to maintain *Scrapheap*, the enormous robot does occasionally break down. Passenger has been able to keep *Scrapheap* patched up so far but realizes they’re running low on appropriate materials and supplies. Passenger is always on the lookout for anyone willing to make the journey to Numeria on their behalf and return with new parts and pieces for the traveling home.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

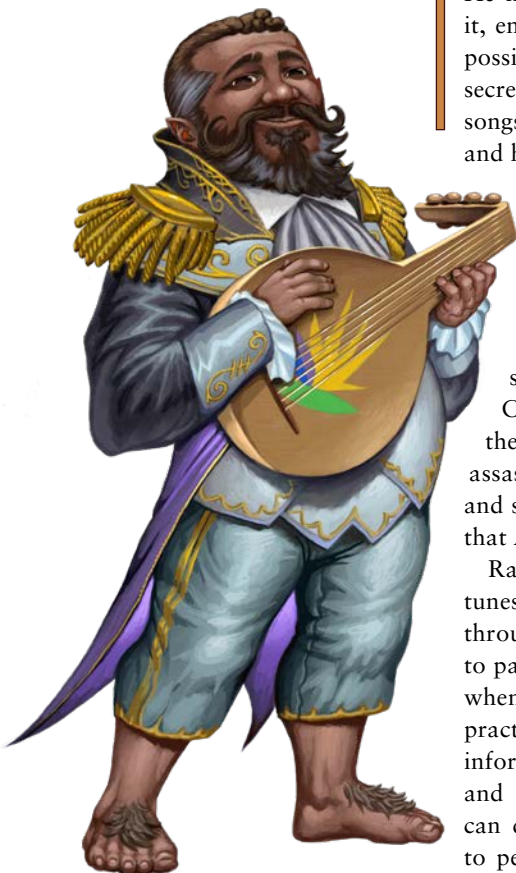
FIREBRAND
EFFORTS

GLOSSARY
& INDEX

RANIK HELT

AN EIGHTH LEASE ON LIFE

Ranik has successfully helped hundreds of liberated people put down new roots all across Golarion. To aid in their resettlement, he finds work opportunities for them, arranges access to housing, facilitates transportation, and more. But time and again, one of his charges, **Pallen Jostirr** (CN nonbinary halfling ranch hand) has returned, unable to adjust to the life Ranik helped to set up. None of the opportunities Ranik has presented have proven successful, not for lack of trying on both their parts. Ranik believes that the free-spirited mindset and daring adventures of the Firebrands may be just what Pallen needs to find their way. He hopes that Pallen might take up the cause and join the Firebrands or Bellflower Network and find inspiration for a new life while on an adventure.



Ranik Helt (NG male halfling bard) is a portly halfling with a laugh as gentle as the rolling hills. His full beard covers most of his face, his amber eyes are always smiling, and his calming presence has been likened to a field of tall grass rustling gently in the wind. Ranik is a skilled bard who always keeps his lute, engraved asymmetrically with a strelitzia flower across its face, within arm's reach. The lute was a gift from one of his first disciples—and one of the only physical possessions he cherishes.

Ranik and his older sister Ildan were liberated by the Bellflower Network and joined the cause as Tillers in Ravounel while the nation was still fighting to gain its independence. Despite their newfound freedom, with few resources and little knowledge of the world, the siblings struggled to carve a place for themselves. They turned to music, Ranik playing tunes on a rehabilitated second-hand lute and Ildan singing along, finding joy in their everyday lives. Their moving ballads caught the ear of Shimali Manux, who invited them to join the Firebrands and who continues to enjoy rare evenings listening to the gentle musicians perform. Ildan has used the opportunity to travel the world as a bard and informant for the Firebrands. Ranik joined the organization to expand his own impact on their liberation operations. Having tasted despair in his youth, his past became a source of inspiration for his music. His songs inspire others to seize opportunities, craft their best futures, and find joy in even the simplest of moments.

Once liberated, Ranik found his life's calling as a Bellflower Tiller and later as an intermediary between the Bellflower Network and the Firebrands. He now uses his music to inspire hope and courage in those who need it, empowering oppressed communities to endure and even revolt, when possible. As young children, Ranik and Ildan used to invent codes and pass secret messages between themselves. He has since adapted this skill for his songs, aiding rebellions by covertly indicating in his lyrics where, when, and how people can rise up against their oppressors. The practice of using coded lyrics to spread information through a population has been widely adopted by the Firebrands and the Bellflower Network as an effective means to hide messages in plain sight.

At times, Ranik works covertly to divert resources to newly liberated people who still face danger. For this work, he maintains multiple identities, the most notable of them being Agnar Rhyston, a successful merchant in the Inner Sea area who heads Rhyston Trading Company. Ranik has spent years building his identity as Agnar, son of the prominent merchant Alon Rhyston. Ranik once saved Alon from an assassin, and the grateful merchant offered to adopt him as his own son and successor. Aside from Shimali, Alon is the sole individual who knows that Agnar and Ranik are the same person.

Ranik is well-known throughout the Inner Sea region for his elaborate tunes and tales, and he's attracted a good number of bards to the Firebrands through his reputation. Ranik has made it customary for Firebrand bards to pass along any songs they hear about other groups of Firebrands, even when they themselves don't understand the hidden messages. With this practice, Ranik maintains communication channels and can disseminate information among the Firebrands and the Bellflower Network quickly and broadly. Ranik believes strongly in the good that the Firebrands can do and sometimes asks groups of Firebrands or other adventurers to perform a specific song in areas where his communication networks are thin.

SAPPHIRE BUTTERFLY

When **Vyvienna Ashurka** (CG female tiefling human vigilante) first created her vigilante alter ego of the Sapphire Butterfly, she dreamt of freeing both her idol Shensen and Ravounel itself from the clutches of House Thrune—and dedicated her entire life to fighting for that dream. When victory came, she celebrated with her fellow Silver Ravens. But as many of them turned to the nuts and bolts of forming a government, the Sapphire Butterfly grew restless. The fight for freedom—the fomenting of rebellion and the stagecraft of her vigilante self—had little place in the humdrum of committee meetings. In particular, the impulse to forgive past supporters of the diabolist Cheliox and to find a way to assimilate them into the new state galled her. The struggle, from that first mission to find and free Shensen, had always been personal to her and was so far from over.

Vyvienna was overjoyed to learn that a successful rebellion in Sargava had resulted in the founding of the Free State of Vidrian. She was among the first to welcome Shimali Manux with open arms, and the two women became fast friends. Seeing in each other a revolutionary fervor that could ignite change throughout Golarion, the Sapphire Butterfly and Shimali swore an oath, over a beer and a knife, of mutual aid between the Silver Ravens and Vidrian that led to the creation of the Firebrands. With this new movement promoting bravado and freedom, the Sapphire Butterfly saw an opportunity to work beyond Ravounel's borders. She cast aside any thought of returning to her old life and focused her energy into the Firebrands.

The so-called Emancipation Edict of Abrogail II, on the other hand, marked a particularly infuriating moment for the Sapphire Butterfly. In it, she saw House Thrune's guile and oppression writ large, for provisions that seemed to guarantee freedom and equality instead served the status quo. Her hatred of the diabolic dominion over Cheliox and utter impatience with the half-measures endorsed by some former revolutionaries redoubled. For the Sapphire Butterfly, such compromise is and always will be anathema.

The Sapphire Butterfly continues to rely on allies both within and outside the Firebrands. She remains a staunch friend of Shimali and joins her whenever possible, including occasionally calling on her (or Devrin Arlos of the *Nightwave*) for transport. When disputes arise between Shimali and the Free Captains, the Sapphire Butterfly unflinchingly sides with Shimali, displaying a loyalty that irritates and baffles Tessa Fairwind, the Hurricane Queen. While uninterested in running Kintargo, the Sapphire Butterfly remains supportive of the Silver Ravens and particularly of Shensen, their acting leader. Her longtime idol continues to command her respect, even if Shensen might sometimes be too willing to seek compromise in Vyvienna's opinion. Still, the Sapphire Butterfly has even served as Shensen's bodyguard from time to time. Vyvienna also remains loyal to and fond of Laria Longroad and has been known to coax the former baker into making a tray of celebratory cupcakes on special occasions. The Sapphire Butterfly relies on Lady Mialari Docur more than ever for intelligence from her spy organization, the Lacunafex, that operates throughout Old Cheliox. She makes good use of this information for her daring exploits into Cheliox and beyond.

SHRIKE FORCE

The assassination of a cruel noble in Westcrown has the city in an uproar, and the hunt is on for the Sapphire Butterfly. The only eyewitness swears they caught a glimpse of her signature blue outfit—even though she was nowhere near Westcrown that night. The Hellknights have wasted no time in rounding up suspects and beginning interrogations as they can't wait to finally unmask the vigilante who has evaded their grasp time and again.

Meanwhile, Firebrand spies have uncovered the actual assassin, an Andoran tiefling half-elf vigilante who calls herself the Shrike. She made it to Ostenso but was detained before she could slip across the Andoran border. Vyvienna is seeking Firebrands to join her in rescuing her counterpart and then in trying the Shrike's mettle in a Westcrown prison break—the Shrike just might have sidekick potential.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

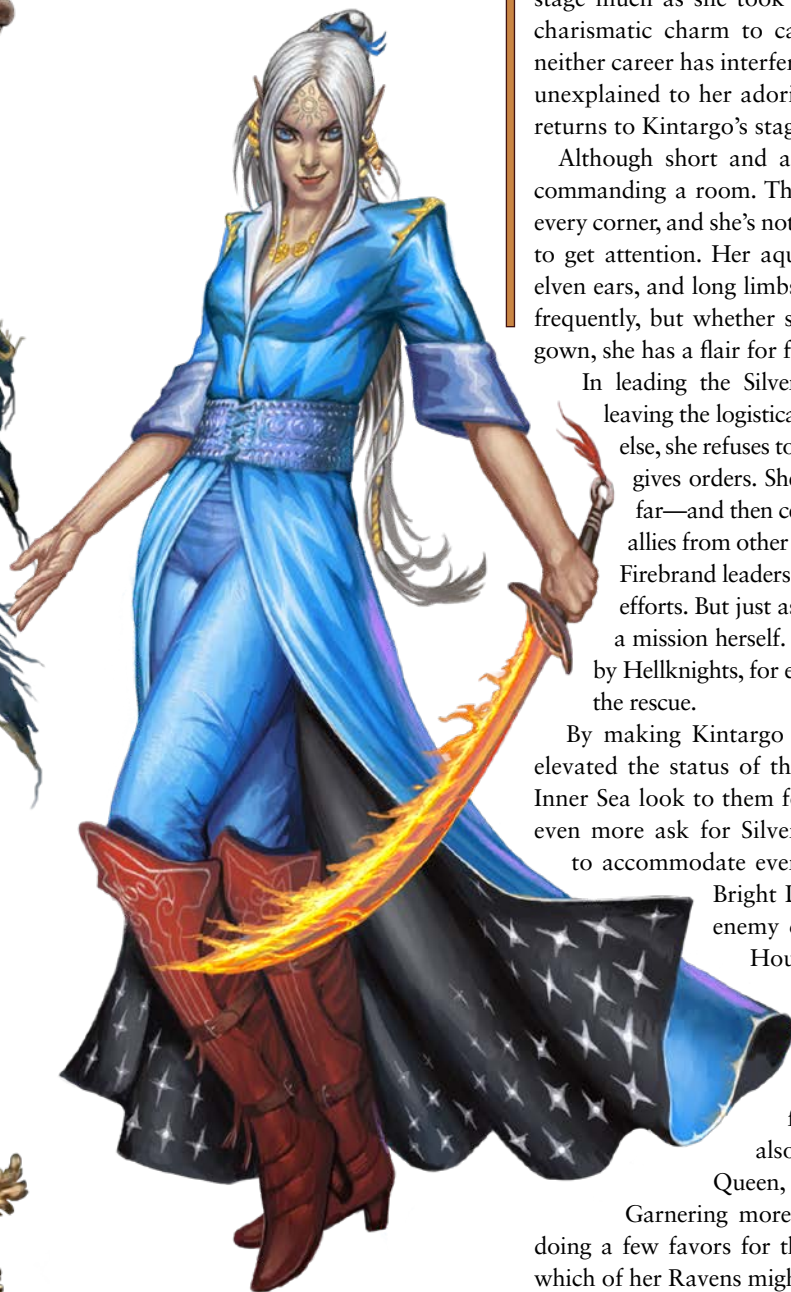
FIREBRAND
EFFORTS

GLOSSARY
& INDEX

SHENSEN

THE SILVER SYMPHONY

During the Kintargan Rebellion, the Silver Ravens made use of the Song of Silver, a magical song that granted protection to the rebellion's members during their assault on the Temple of Asmodeus. Shensen has put out a call for a talented songwriter to help produce more magical songs that could be shared with rebellions throughout the Inner Sea, specifically written for the rebellion's respective needs.



On the cruel day when agents of House Thrune murdered her mother, **Shensen** (CG female half-elf celebrity) was only a girl, hiding in the trees to save her own life. That moment engendered a seething hatred for the diabolic rulers of Cheliaz that has burned within her ever since, and she resolved to never hide again. Her imprisonment, years later, at the hands of Barzillai Thrune only deepened her hatred and galvanized her will. Once freed, she stepped up to serve as a leader among the Silver Ravens while they fomented rebellion, fought to liberate Kintargo, and ultimately established the new nation of Ravounel.

Yet her hatred and strength of will never fully dampened Shensen's mischievous, light-hearted spirit—nor have they stood in the way of her wildly successful careers as an opera singer and adventurer. She took to the stage much as she took to adventuring, relying on her natural talents and charismatic charm to carry her as she developed her skills. Remarkably, neither career has interfered with the other. Despite periods of absence largely unexplained to her adoring public, she commands top billing whenever she returns to Kintargo's stages, and her performances always sell out.

Although short and almost frail in appearance, Shensen has no trouble commanding a room. Thanks to her operatic skill, her voice can resonate in every corner, and she's not above jumping on a chair or hanging on a chandelier to get attention. Her aquatic elf heritage can be seen in her sea-green eyes, elven ears, and long limbs. She changes both her hair color and personal style frequently, but whether she is wearing black leather armor or a jewel-toned gown, she has a flair for fashion and enjoys gaudy accessories.

In leading the Silver Ravens, Shensen provides inspiration and vision, leaving the logistical details to others. Prizing self-determination above all else, she refuses to establish anything like a chain of command and never gives orders. She primarily focuses on supporting rebellions near and far—and then celebrating them on stage. She also regularly meets with allies from other organizations, both local and abroad, as well as fellow Firebrand leaders, including Ranik Helt and Devrin Arlos, to coordinate efforts. But just as often, she'll take the initiative and simply embark on a mission herself. If she receives word of Silver Ravens getting captured by Hellknights, for example, she'll grab a few trusted Ravens and be off to the rescue.

By making Kintargo a bastion of liberation and the arts, Shensen has elevated the status of the Silver Ravens so that Firebrands throughout the Inner Sea look to them for training and aid. Many journey to Kintargo, but even more ask for Silver Ravens to come to them. Shensen does her best to accommodate every request, from the Dreamtenders in Nidal to the Bright Lions of Mzali. But she always keeps an eye on the enemy closest to her home and refuses to rest as long as House Thrune controls Cheliaz.

Shensen was among the first to push for the recognition of Vidrian, and she has directed the Silver Ravens to be staunch allies of the Salt Breakers. She and Captain Shimali Manux are close friends, which is impressive given that Shensen has also been known to charm Tessa Fairwind, the Hurricane Queen, who has proved a fickle friend to the Firebrands.

Garnering more support among Tessa's Free Captains will require doing a few favors for that cantankerous lot, and Shensen is contemplating which of her Ravens might travel to Riddleport to pursue negotiations there.

SHIMALI MANUX

To hear **Shimali Manux** (NG female half-elf swashbuckler) tell it, the founding of the Firebrands over a beer was much like her other achievements: an act undertaken in the name of freedom whose time had come. Still, as her sister Vulmia is quick to remind her, it was Shimali's wise decision to seek allies for a newly freed Vidrian that led her to the Sapphire Butterfly, and it was Shimali who turned their shared passion for justice into the Firebrands. And while Shimali may wear the title of "the first Firebrand" with reluctance, she remains deeply proud of all that the group—and her Salt Breakers—have achieved.

Shimali always knew that she would take to the sea, but her father's unjust hanging, loss of her mother's village, and the burning of her first sloop by a greedy Free Captain steered her from trade to vengeance. Her early exploits, capped by stealing that captain's ship and marooning him on Smuggler's Shiv, were daring but felt hollow. Looking for more meaning in her life, Shimali found kinship with the Mwangi dockworkers being exploited by Sargavan rule and pledged herself to their cause. Soon, she'd amassed a small fleet of captured trading ships, known as Salt Breakers, which she used during the Vidric Revolution to disrupt trade and decimate Sargavan interests. She and her ships quickly became a symbol of hope for the revolutionaries and doom for the embattled colonizers; it is said that Chelaxians in the capital clutch their cloaks in fear should any brown-skinned woman of elvish descent with long locs pass by.

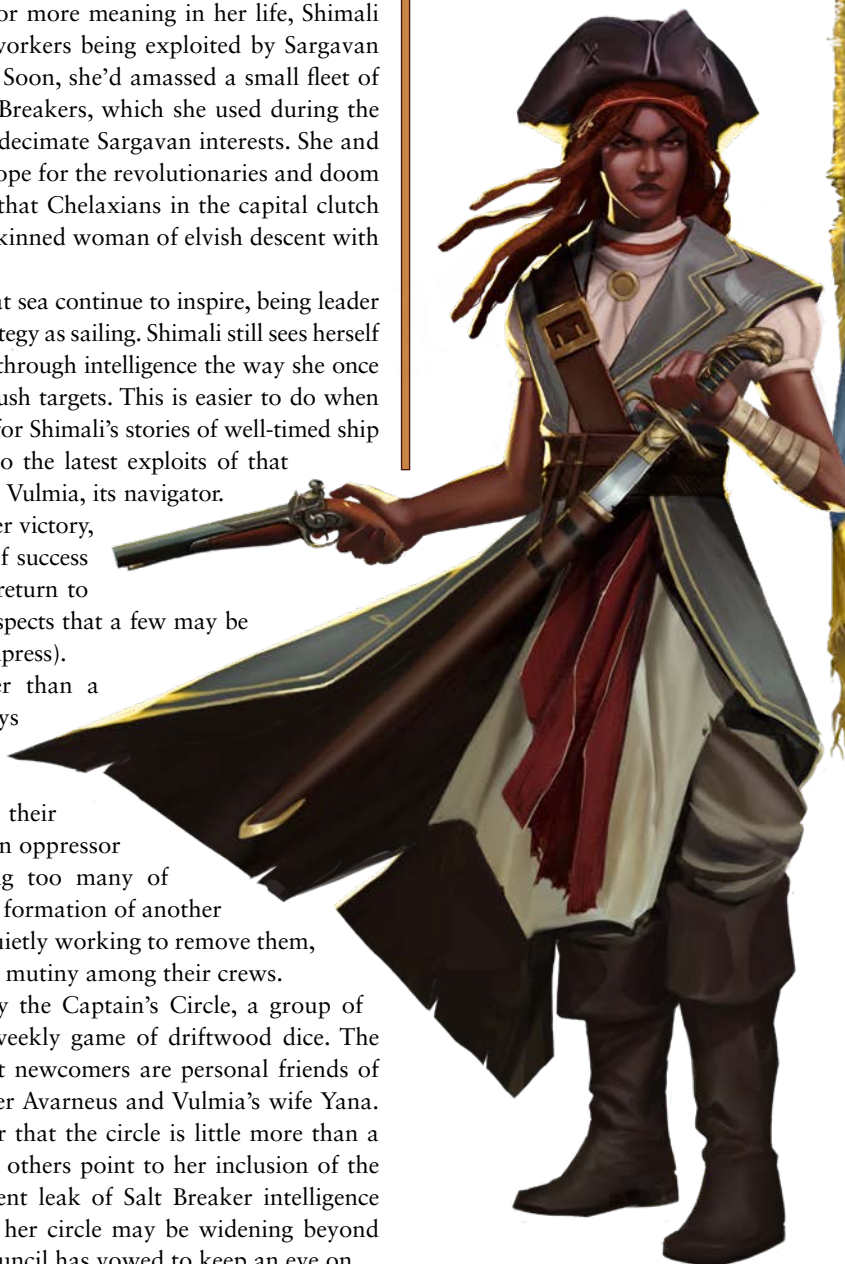
While stories of Shimali's adventures at sea continue to inspire, being leader of the Salt Breakers is as much about strategy as sailing. Shimali still sees herself as a captain, advising ships and sorting through intelligence the way she once listened to deckhands and selected ambush targets. This is easier to do when the *Nightwave* is at sea—it can be hard for Shimali's stories of well-timed ship movements to feel thrilling compared to the latest exploits of that ship's crew, especially those of her sister Vulmia, its navigator. Still, Shimali celebrates every Salt Breaker victory, and her study is filled with mementos of success brought to her by captains when they return to Anthusis for shore leave (though she suspects that a few may be forgeries by eager captains looking to impress).

To ensure she remains more leader than a figurehead, Shimali spends three days aboard every ship in the fleet at least once every three years. In the process, she's found a few captains who run their crews with an iron fist more suited to an oppressor than liberator. Concerned that ousting too many of these captains at once might lead to the formation of another hostile league of pirates, she has been quietly working to remove them, sometimes even by sowing the seeds for mutiny among their crews.

Shimali is helped in all her work by the Captain's Circle, a group of trusted advisors that grew around a weekly game of driftwood dice. The circle has since expanded, though most newcomers are personal friends of Shimali, including the Vidrian spymaster Avarneus and Vulmia's wife Yana. And while there are some who whisper that the circle is little more than a clique of Shimali's nearest and dearest, others point to her inclusion of the Dockworkers guild. Still, with the recent leak of Salt Breaker intelligence to the Free Captains, some argue that her circle may be widening beyond Shimali's control, which the Vidrian Council has vowed to keep an eye on.

REBUILDING THE NAVY

Many of the ships that originally formed Vidrian's navy were stolen from the Free Captains, and Shimali has been hoping to replacing them for some time. While she has no qualms with the method of their acquisition, the vessels are simply quite old. Shimali recently began a mentorship program for would-be sailors, gifting successful trainees ships as new replacements fill the navy's ranks. The list to join her program grows larger by the day.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

SILVERSPICE ZZAPO

LOST AND FOUND

Thanks to her tiny size, Silverspice Zzapó travels across the Inner Sea hidden inside a flat-top trunk, disguised as an ordinary package. Whenever the Firebrands send supplies, aid, or an important message, the recipient might just find her waiting on their doorstep,

but a lost or botched delivery could strand the tiny Firebrand at the wrong address. Such predicaments leave the sprite fiercely in need of help to reach her real destination.

Silverspice Zzapó (NG female sprite bard) is one of the Wingless, a sprite born on the Material Plane whose wings grow slowly, if at all, as their magic develops. Zzapó's life began in the Fangwood, which for centuries had been ruled by a dryad corrupted by Cyth-V'sug, the Lord of Pestilence. Growing up, blight and ruin were all the little sprite knew, and the world beyond the cursed woods called to her. In 4648 AR when the flames of war ignited the Northern Rebellion in what would become Nirmathas, Zzapó met a group of revolutionaries fighting the Molthuni forces and began to realize her purpose as an agent of freedom. While she was powerless in fighting the demonic corruption of the Fangwood, she could fight alongside the revolutionaries for the independence of Nirmathas before going further abroad.

The Nirmathan revolutionaries Zzapó met introduced her to Milani, their goddess of revolutions. After she traveled beyond the Fangwood, she encountered still more of Milani's faithful warriors. After decades of being a reliable ally of the Everbloom's church, the sprite began to pray to the goddess as well. Through the connections she made among Milani's worshippers, Zzapó built a community of revolutionaries across the Inner Sea that led her to the Bellflower Network, the Silver Ravens, and ultimately to her new companions in the Firebrands.

With so many years of building contacts across Avistan and fighting in most of the last century's uprisings, Zzapó has become a master spy and expert in the logistics of war. She travels the Inner Sea, passing messages between Firebrands, chartering supplies, and helping local revolutionaries. She stays in one place only for as long as she's needed or until she's needed more urgently elsewhere. The sprite travels with an old, flat-top leather trunk, filled with documents, supplies, and a collection of doll furniture that serves as her mobile home while she's on the road. The trunk trails behind her when she needs to transport it herself, supported by a *floating disk* spell. More commonly, Zzapó stows herself inside her trunk and is shipped as cargo by either boat or carriage.

Zzapó's small size is her greatest asset. Few spies can literally squeeze underneath doors or peek their entire heads into a keyhole. She takes full advantage of this during infiltrations, and many Firebrands call upon her to serve as their primary scout and spy. The sprite is happy to carry out these missions so long as the cell is willing to pay the shipping costs to deliver her to her next location. Once on site, Zzapó does her best to case all locations of interest as thoroughly as possible.

Her information has been critical to the success of numerous rebellions all across the Inner Sea. The location of a secret entrance, stash of weapons, or even a tyrant's bedroom can prove invaluable in a revolt, and Zzapó has a talent for ferreting out such secrets.

Zzapó is a melixie sprite with teal fur and a pair of moth antennae that stick out from a head of long, white hair. Her dark eyes reflect light like a cat, and a chitinous ruff of white moth scales surrounds her neck. She has dark, slender insectile limbs with small claws on her hands and feet, and

she wears her wings draped over her shoulders like a cape. The sprite carries a sharpened knitting needle, repurposed as a tiny rapier, in a leafen sheath at her hip.



VULMIA MANUX

Vulmia Manux (NG female half-elf navigator) has never felt more at home than when wrestling with the sea. Since she was young, the half elf has always sought to take on challenges that seemed too big for any one person to handle alone—the wind, the waves, the monsters that live in the deep. And while the Sargavan government made that list for a time, in the wake of their defeat, she has gone returned to her first love, sailing into the great unknown.

After returning from the sea with her fraternal twin Shimali to find their family destroyed and home at war, the sisters began stealing ships for the Vidric Revolution. Vulmia was relieved when Shimali took the captain's role, preferring to focus on steering ships over managing crew and strategy. Vulmia realized that she had a feel for how a ship responded to the wind, waves, and currents. At times, she's wondered if she got those instincts from her late father, a Sargavan trader whom she resembles more closely than either her sister or her Ekujae elf mother: in addition to his lighter brown skin, she has his broad shoulders and snub nose.

Vulmia quickly gained renown for her ability to sail into ports that other navigators found impossible, even if it meant occasionally scraping the paint from a bow. Proud of her ability to tackle any challenge on the water, she's happy to point out a ship's nicks and scrapes from what she calls "Manux Maneuvers," and she's been known to push *Nightwave* captain Devrin Arlos to take on jobs that might give her the opportunity to add to that list. He first approached Vulmia to take the helm of his ship after she came inches from bumping into the *Nightwave* while making a delivery, and she's brought the ship through every storm since then, so he nearly always grants her requests. That Devrin always seems to take excited delight in watching Vulmia pull off another Manux Maneuver is probably also a contributing factor in his agreeability.

When seas are calm, Vulmia splits her time between swapping stories with the crew and making sure the *Nightwave* is ready for whatever comes next. She believes in being hands-on with a ship, stringing up a hammock in the rigging to see how the wind is hitting the sails or walking barefoot through the hold to check for unexpected damp spots. While she isn't a ship builder, she knows how to repair every system on most ships, and her understanding of how a vessel will handle on the water gets her plenty of requests to take new and salvaged ships on test sails. She says yes to these requests whenever she can, enjoying a bit of the "new boat smell" before returning to the comfort of the *Nightwave*. On these tests, she's often accompanied by her wife **Yana Mashilene** (NG female human storm singer), a Salt Breaker who can sense weather patterns and ship movements through her connection to the ocean. Together, they are formidable—and have been secretly using the test sails in a joint effort to fully chart the dangerous Eye of Abendego. While this knowledge has become invaluable, Yana believes it's leading to Vulmia's greatest Manux Maneuver yet, though Vulmia has yet to sail too far into the endless hurricane.

Despite the joy that she gets from new challenges, Vulmia has never been tempted to do anything long-term other than her current job at the *Nightwave*'s helm. Devrin used to regularly suggest that she purchase one of the ships she'd tested and start her own crew, but any attempt to push the issue was followed by Vulmia taking a vacation away from the ship to "look for an available boat," only to greet the *Nightwave* at its next port with a smile, a story, and an urge to sail.

SECOND CHANCES

Vulmia is always looking for opportunities to take refurbished ships on test sails. Her latest project came with a sloop named *Second Chances* which had been cobbled together from the wrecks of several boats. The initial trip was disastrous. Upon investigation, Vulmia has reached the conclusion that the ship is haunted in some way. Now she seeks help with exorcising the ship or returning key parts of it to their final resting places.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

FAITH

FAITHLESS FIREBRANDS

Atheists and non-believers aren't uncommon among the Firebrands. These Firebrands proclaim more trust in their own bodies, minds, and skills than any god. They tend to boast more than others. "I do this without a god," has become a common declaration among such Firebrands, though even these faithless will avoid actively renouncing or disparaging a god before a stunt, just in case.

When about to leap a yawning chasm, scale the exterior of a tower at midnight, or rescue a child from a burning building, it's reassuring to know that a higher power might be watching. From muttering prayers before arm wrestling contests to holding flashy sacred festivals, the Firebrands are likely a little more religious than your average citizen. After all, they regularly put their lives in the hands of various gods. The following pages detail several deities popular among the Firebrands and describe how members of the group worship them or seek to understand their faith.

The traveling life of most Firebrands precludes attending regular religious services, so they often cobble together their own informal ceremonies. Many sailors within the Salt Breakers start their watches with prayers around masts carved with depictions of Desna or Milani. After a successful trip far from home ports, Firebrand captains often toss a coin or bauble overboard to honor Besmara and ward sea monsters away from their ships. Revolutionaries in the field may dedicate the first fire kindled at a new campsite to Lubaiko and consider plans made around it to be inspired by the fiery goddess. The faith practices of Firebrands are as unique as their individual members, and when different groups come together, they often trade rituals to create into new hybrid ceremonies.

As they have few permanent headquarters, it's rare to find temples or shrines run by Firebrands. When a god's religious symbol appears under the crossed swords of a safe house, Firebrands know that they will be able to count on some divine aid there, or at least seek a blessing over their next risky venture. The exception to this is the Temple Hill District in Kintargo, where Firebrands regularly visit reconsecrated temples to a variety of gods and celebrate the newfound freedom of Ravounel and the role the Silver Ravens played in it. Firebrands also publicly indulge their faith at the Vaunter's Carnival, either by participating in great contests dedicated to Jin Li or Kurgess or simply by taking the opportunity to worship with a number of like-minded faithful who rarely have the chance to gather together.

Not all gatherings of Firebrands show such religious equanimity.

As their organization has few central tenets and accepts members from many different philosophies, Firebrands often cross paths with members who have contrary religious beliefs. In the best of situations, such encounters can foster mutual understanding or even lead to new ecumenical beliefs (see the Blended Faiths sidebar). Unfortunately, Firebrand members are known for their headstrong natures as much as their senses of adventure, and those that find themselves at cross purposes are just as likely to find fault with each other's faiths. Revolutionaries committed to Milani may accuse worshippers of the carefree empyreal lord Picoperi of being frivolous in the face of evil, while Chaldira Zuzaristan's followers might criticize Calistrans for pursuing vengeance rather than justice. Most Firebrands find that they can work together for the greater good, but those who can't find compromise generally separate to pursue their goals and build their reputations as they see fit.

Of course, not all Firebrands follow a deity. With confidence and self-reliance as their watchwords, some Firebrands decide that they can look out for themselves—or simply that they don't want to share credit for their notable deeds with a divine patron. Firebrands are more likely than most to be fleeing a strict upbringing, and at times that includes denying a faith they feel was an ill fit for them. Other Firebrands rarely attempt to proselytize to



FAITHFUL FIREBRAND

their non-devout fellows, recognizing that individuals need to find their own way in the world.

OTHER NOTABLE DEITIES

The deities detailed here are not the only ones venerated by Firebrands; with their risk-taking behavior, Firebrands tend to need all of the divine help they can get. Like many goodly people, virtuous Firebrands often worship Sarenrae, though they focus on the Dawnflower's mandate to strike down evil and leave redemption to her gentler priests. Sarenite Firebrands often use flaming scimitars in their version of the Firebrand symbol and tend to focus on combating supernatural evils. In the Gravelands, they might be joined by Firebrand worshippers of Pharasma in combating the Whispering Tyrant. These Pharasmins focus on freeing innocents caught up in the Whispering Tyrant's schemes or those unfortunates raised in undeath. Among their fellow Firebrands, they have a reputation for being dour, but they still boast merrily about particularly daring raids or memorable triumphs over the undead. Firebrands respect the Crimson Reclaimers and are happy to work with them, though they're intensely curious about the Reclaimers' hidden patron. Passionate or ostentatious members may also worship Shelyn. In an organization known for self-aggrandizement, followers of the Eternal Rose remind their fellow Firebrands to pause, show empathy for others, and appreciate the beauty in the world outside the self.

Unafraid to find faith off the beaten path, many Firebrands worship less well known, though no less powerful, gods. Competitive members of the organization might follow Kurgess the Strong Man and build their reputations as champions of athletic competitions. Among Firebrands from New Thassilon, the worship of Nocticula is common. The Redeemer Queen's favor toward artists and the desperate naturally appeals to members of the organization. A large contingent of Firebrands in and around Vidrian pay homage to the Old Sun Gods, especially Tlehar. Firebrands on night watch may brew a coffee in honor of Kalekot, and they're happy to have The Winnower's assistance on clandestine missions.

Worship of the more whimsical or freedom-loving empyreal lords is also widespread among Firebrands. Followers of Jaidz the Fearless Claw find themselves joining the ranks of the Firebrands as a way to combat their own fears and turn toward a life of bravery. Halcamora, Lady of Ripe Bounty, is the goddess of wine, a divine concern that earns her many followers among the Firebrands. Firebrands also turn to some empyreal lords for guidance and protection. The Black Butterfly, also known as the Silence Between, provides protection for Firebrands venturing into unknown territories. In some cases, Firebrands try to garner as much luck as they can get and turn to Irez, Lady of Inscribed Wonder. At gatherings, resident bards are often joined in their entertainment by dancing worshippers of Ashava, the True Spark.

The Firebrands were founded in the Inner Sea region, but people from all over Golarion count themselves as members, and they bring a wide range of religious traditions with them to the organization. Members hailing from Hwannngot or Tianjing in Tian Xia often worship Kofusachi and are welcome in any safehouse for their good humor, even in the face of daunting situations. Followers of Sun Wukong are notorious for playing pranks on their fellow Firebrands, but no one doubts their effectiveness spreading chaos in lands ruled by tyrants. A large contingent of Hei Feng's worshippers always make the journey to the Vaunter's Carnival to enjoy the high spirits and boisterous entertainment on offer. Firebrands from Southern Garund bring the tales and tactics of Grandmother Spider to the organization's efforts, particularly the few anadi who have ventured forth from Nurvatcha to see the world and help lead people out of darkness. Some followers of Kazutal have made the long trek from Segada in Arcadia to join the Firebrands. They speak of Mother Jaguar's call to help those who have recently escaped bondage to establish a stable life.

BLENDING FAITHS

The blending of religious practices and rites between Firebrands of different faiths is a common occurrence. Some Firebrands greet the sunrise with praises to both Tlehar and Sarenrae. Jin Li's worshippers have taken to calling any dare that involves an athletic challenge a "Kurgess deed," and followers of the Strong Man who see someone hurt in a risky gamble may comment that they've been "bitten by the Dragon." The stalls of the Vaunter's Carnival are rife with discussion of belief and technique, with mugs of cider and beer liberally exchanged between Caydenites and followers of Kalekot, while followers of Grandmother Spider and Yelayne find their tables almost buried in heaps of yarns, dyes, and cloth.

The unusual circumstances of Firebrand life have also led to veneration that conventional worshippers would find bizarre, even heretical. Some Firebrands refer to Abadar as He of Just Bargains, and work to break lopsided contracts and agreements signed under coercion or false pretenses. A sect of Pharasmin healers within the organization has taken to traveling the globe searching for rare remedies for afflictions, claiming that, if any cure can be found, the patient is not fated to die.

Fusions of beliefs among the Firebrands have sparked the worship of several pantheons of gods that are largely unique to the organization (see pages 70-71). Showy Firebrands who see costumes as an important part of self-expression might praise the Resplendent Court. Those Firebrands known for their brave (or reckless) deeds offer prayers to the Divine Dare, while those with an inclination toward pranks and disruption worship the Perplexing Jest. Any Firebrand in a hopeless situation might make a final plea to the Last Breath to steel their resolve.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

ARSHEA



Spirit of Abandon

Areas of Concern freedom, physical beauty, sexuality

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Constitution or Charisma

Divine Skill Diplomacy

Domains confidence, freedom, passion, perfection

Alternate Domains change (*Gods & Magic* 112), family, protection

Cleric Spells 1st: *mage armor*, 2nd: *humanoid form*, 5th: *dreaming potential*

Edicts inspire passion, comfort and free the repressed, seek your true self and desires

Anathema judge another based on sexual desires or gender roles, act without consent in pursuit of passion

Favored Weapon flail

Arshea, the Spirit of Abandon, is an angelic champion of freedom, beauty, and sexuality, fighting on behalf of all who are repressed or powerless in their own lives. They are a celestial spirit of change and mortal joy, and they teach their followers to pursue their own personal happiness and fulfillment no matter the form it takes, reveling in the beauty of their lives without shame or judgment.

While both sexual pleasure and freedom of sexual expression are embraced by the Spirit of Abandon, they also teach their followers that there are infinite forms mortal delight and mortal freedom can take, including the freedom to refrain from sexual experiences, regardless of the reason. Provided all such pursuits are done with consent, all enjoyment is equal in the eyes of Arshea.

The Arshean faith is popular among the Firebrands, and the cult of Arshea is a ready and stable ally to the Firebrands' revolutionary efforts. As the angel's teachings appeal both to those focused on their own pleasure and the freedom to pursue it, and to those who fight against tyrants and work to preserve the freedom of others, Arshea is popular among many informal factions within the organization.

In addition to freedom from tyranny, the Spirit of Abandon also embodies freedom of expression and freedom of choice. Personal expression and identity are important values for many Firebrands, and this freedom to be one's true self is sacred in the Arshean faith. Arshea is an angel of beauty, but Arsheans know that beauty is ephemeral, always changing to suit the beholder. The celestial spirit encourages their followers to change themselves to suit their personal tastes, and to dress, groom, and present themselves as any gender and in any way that brings them peace and happiness, without regard for the appeal their choices hold for anyone but themselves.

When choosing their battles, Arshean Firebrands tend to view all forms of social division, such as strict gender roles, as undesirable and harmful, rather than only those with explicit power differentials. They believe all people should be free to express themselves in any way they choose, and to change between as many identities as they choose as often as they wish, often in opposition of a society's social structures.

BESMARA

The Pirate Queen

Areas of Concern piracy, sea monsters, and strife

Alignment CN (CG, CN, CE)

Divine Font *harm* or *heal*

Divine Ability Dexterity or Constitution

Divine Skill Athletics

Domains destruction, trickery, water, wealth

Cleric Spells 1st: *hydraulic push*, 3rd: *feet to fins*, 5th: *mariner's curse*

Edicts sail the seas, stay loyal to captain and crew, take what you want

Anathema betray shipmates, forsake piracy, settle on land

Favored Weapon rapier

The Pirate Queen Besmara began as a minor deity and gained power as she defeated other demigods. Now, with her rule over sea monsters and piracy, she attracts worshippers within the Firebrands. They likely spend more energy to ward off her ire than maintain her favor, as her temperament turns quickly. While her interest in them is fickle, she has granted them boons while in a good mood. The Firebrands must also contend with her less savory worshippers, such as undead crews seeking souls to consume. Despite the danger, Besmara fascinates many Firebrands, as using chaos to succeed matches their tactics.

Her deeds serve as inspiration, as she managed to defeat countless other demigods and used their power to ascend to her full godhood. As the Pirate Queen and her ship the *Seawraith* raid the other planes and retreat back into the chaos of the Maelstrom, so do the Firebrands take advantage of the Eye of Abendego to raid well-off merchants or naval vessels and retreat into the safety of the storm. Her tendency to wait for the right tides or a lull in the enemy's defenses exemplifies the need to wait for the perfect circumstances.

The Firebrands' acceptance of Besmara attracts worshippers eager for glory and derring-do. As Besmara's armada is crewed by legendary pirates whose deeds outpaced their mortality, joining the Firebrands and becoming a legend among legends provides a way to catch Besmara's eye. A few reckless captains attract first- and second-mark Firebrands with the promise of breaking records and doing the impossible.

When finding a windfall, every Firebrand captain or crew gives Besmara her due by tossing a share of the profit into the sea, ensuring that they don't provoke her ire. No captain wants to be responsible for an organization-wide rash of ill luck and dead winds. If there is a period of doldrums, captains provide extra tribute to avoid finger-pointing and pray for a break in the still air.

Even the Firebrands who don't see themselves as pirates find meaning in the code of loyalty Besmara's devotees follow. Loyalty to crew, shipmates, and captains runs deep, especially with more formal pirate codes developed among Shackles Firebrands. Pirate codes among crews of Firebrands include a binding oath administered by a member of the Besmaran clergy. While each code is personalized to suit circumstances, these codes typically define "crew" to include land-based allies and other Firebrands.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

CALISTRIA



The Savored Sting

Areas of Concern lust, revenge, and trickery

Alignment CN (CG, CN, CE)

Divine Font *harm or heal*

Divine Ability Dexterity or Charisma

Divine Skill Deception

Domains pain, passion, secrecy, trickery

Cleric Spells 1st: *charm*, 3rd: *enthral*, 6th: *mislead*

Edicts pursue your personal freedom, seek hedonistic thrills, take revenge

Anathema become too consumed by love or a need for revenge, let a slight go unanswered

Favored Weapon whip

Calistria is the impassioned goddess of lust, revenge, and trickery. She bestows blessings according to her whims, and wreaks vengeance from which there is no escape. Calistria is as quick to reward daring acts as she is to punish those who slight her or her faithful. Many in positions of power whisper prayers in hopes of placating the wrath of the Savored Sting. Meanwhile, numerous oppressed, downtrodden, abused, and betrayed people cry out to her seeking vengeance. One must consider carefully before abusing or betraying those loyal to the capricious goddess of luck and vengeance, as the phrase “I shall remember you in my prayers to Calistria” carries varying significance depending on the circumstances.

The very acts of revolution and overthrowing oppression require nearly all of the Unquenchable Fire’s aspects. To rise up against entrenched power is to risk everything. Only with trickery, charm, knowledge, and no small amount of chaos (and sometimes seduction) can one hope for success. Knowing only the smallest sliver of luck attracts or repels success, it’s little wonder nearly all Firebrands follow Calistria, or at least whisper prayers in her name. It’s also no surprise they carry this same lust for life into other aspects of their lives.

Many Firebrands and followers of Calistria throw themselves into their passions. No matter if they’re intellectual pursuits, devising cunning plots, meticulously planning lavish entertainment, or enjoying pleasures of the flesh, they revel in life and all its heady sensations. The high proportion of entertainers and sensation seekers within Calistria’s faithful naturally aligns with the Firebrands’ constituency. Passions ebb and flow and disparate interests frequently create what would seem to be irreparable fractures within the organizations. However, like a threatened swarm of wasps, they quickly set aside personal differences to relentlessly battle common threats, throw off oppression, or seek vengeance.

Firebrand safe houses are often repurposed apartments, manor houses, and homes liberated from former oppressors. Firebrands refurbish many of these properties as salons, guild houses, brothels, and temples to Calistria. Across Golarion, these richly appointed gathering places are centers of intellectual discussion, brokerage points for illicit information, intimate settings for rendezvous, and discreet waystations for traveling Firebrands. Although ownership of these properties and their locations within a city or region may change frequently, their size and chaotic nature often belies their potential to quickly focus numerous disparate talents toward a common cause. To tyrants, they’re like elusive swarms of deadly wasps, converging suddenly and shifting frequently.

CAYDEN CAILEAN

The Accidental God

Areas of Concern ale, bravery, freedom, and wine

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Constitution or Charisma

Divine Skill Athletics

Domains cities, freedom, indulgence, might

Cleric Spells 1st: *fleet step*, 2nd: *touch of idiocy*, 5th: *hallucination*

Edicts drink, free the enslaved and aid the oppressed, seek glory and adventure

Anathema waste alcohol, be mean or standoffish when drunk, enslave someone

Favored Weapon rapier

As the god of bravery, freedom, and ale, Cayden Cailean teaches that every person should feel free to indulge in their choice of spirits, passion, and pursuits. The worship of Cayden Cailean epitomizes freedom, boldness in the face of overwhelming odds, and camaraderie among fellow revelers. In taverns, alehouses, and inns across any land, every drink could turn into a prayer to Cayden Cailean. Bravery from such prayerful drink and gathered people can stir wishful thinking into revolutionary fervor. While the oppressed often dream of rising up against their tormentors, their worry over the dangers of revolution normally drowns out such wishful thinking. But these dreams can quickly grow into action and calls for change becoming tinder for a spark—a spark that's often ignited by Firebrands and like-minded adventurers looking not only for excitement but also an opportunity to test their mettle. More than one despot has fallen to the passionate indignation of mobs led by Firebrands invoking Cayden Cailean's name. Tyrants and bullies harbor deep fear of the Accidental God and his followers.

Firebrands spend much of their time traveling in pursuit of freedom, strength (of both mind and body), and sustainable spirits. While some might think it a lonely life, revelry in the name of Cayden Cailean ensures they can always find excitement, as well as friends old and new, no matter how far they roam. Therefore, frequenting taverns and inns—the temples to the Daring God—takes up a significant portion of these adventurers' lives.

Since Firebrands often use alehouses, inns, and taverns for both overt and clandestine meetings, it's not uncommon for them to have safe houses, hidden rooms, or secret stashes within their favored establishments. These locations allow them to blend in while gathering information, recruiting, and spreading influence. When it's time for action, Firebrands can usually count on the support of these establishments, sometimes even inspiring regular patrons who were unaware of the presence of Firebrands. Of course, the bravery that comes from numbers and Cayden Cailean's liquid courage certainly helps inspire them to action.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

CHALDIRA



The Calamitous Turn

Areas of Concern battle, fortune, mischief

Alignment NG (LG, NG, CG)

Divine Font *heal*

Divine Ability Dexterity or Charisma

Divine Skill Thievery

Domains confidence, luck, trickery, zeal

Cleric Spells 1st: *fleet step*, 2nd: *misdirection*, 5th: *cloak of colors*

Edicts seek out and challenge oppressors and tyrants, defend friends and the innocent, engage in mischief that doesn't harm others

Anathema suffer a bully's insults to you or another without retort, abandon a friend in need, attribute a lucky turn of events to your own skill

Favored Weapon shortsword

Chaldira Zuzaristan is a halfling goddess who encourages her followers to protect the innocent, oppose tyranny, punch evil in the gut, and have fun while doing it. Much beloved by the Firebrands, she's also known as the Calamitous Turn. Generally considered a brave, hot-headed goddess, Chaldira is bold and tenacious. She trusts her instincts, follows her heart, and fights for what's right no matter the odds or opposition. This message resonates strongly with many Firebrands, regardless of their methodology.

For these Firebrands, Chaldira's most attractive qualities are her drive, determination, and pluck. She's the goddess they turn to when opposing a power bigger than themselves, whether through combat, guile, or social reform. From revolutionaries and activists who seek social and political change to do-gooders who literally fight tyrannical regimes, Chaldira is a source of bravery, comfort, and encouragement. Many Firebrands who follow Chaldira become leaders of rebellions or Firebrand cells as well as organizers of rallies, covert missions, uprisings, and other similar endeavors.

Chaldira is also a goddess of luck, and Firebrands about to undertake a particularly dangerous task often pray for her blessing. Integrating oversized, brightly colored buttons into one's attire has become a popular fashion trend among Firebrands and is intended to honor Chaldira or curry her favor. Those Firebrands who operate discreetly instead sew the buttons into their pockets, waistbands, or the lining of their coats for luck.

Chaldira is a friendly goddess who frequently cooperates with other divinities. She draws Desna and Kurgess on madcap adventures, partners with Cayden Cailean or Milani to topple tyrants, and joins Picoperi or Thisamet when spreading laughter and mischief. Similarly, Chaldira's worshippers strive to build communities and strengthen bonds of togetherness, both among the people of the regions in which they operate and within the Firebrands themselves. Rebellions and political change require public support to succeed, and this support can only come from a community that feels united. Likewise, Chaldiran Firebrands are among those who encourage teamwork and collaboration between Firebrand cells. They act as messengers, go-betweens, facilitators, and greatly enjoy seeing a "team-up" between different Firebrand groups. They're the first to remind their fellows that, while the Firebrands face insurmountable odds, they needn't do so alone. Just as a single voice can be drowned out but a multitude can't be silenced, while one Firebrand is great, together they're unstoppable.



DESNA

The Song of the Spheres

Areas of Concern dreams, luck, stars, travelers

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Dexterity or Charisma

Divine Skill Acrobatics

Domains dreams, luck, moon, travel

Alternate Domains *star (Gods & Magic 117), void (Gods & Magic 119)*

Cleric Spells 1st: *sleep*, 4th: *fly*, 5th: *dreaming potential*

Edicts aid fellow travelers, explore new places, express yourself through art and song, find what life has to offer

Anathema cause fear or despair, cast *nightmare* or use similar magic to corrupt dreams, engage in bigoted behavior

Favored Weapon storknife

Most adventurers pay at least some homage to Desna, for who wouldn't want a little luck in a scrape, a straighter path to a fascinating discovery, and sweet dreams at the end of a journey? The ancient goddess of the stars naturally attracts a large contingent of followers among Firebrands. Whether a Firebrand prays for inspiration when composing a ballad about their exploits or invokes the name of the goddess for good fortune at the gambling table, Desna's worship plays a central role in the lives of many in the organization.

Mariners in the Firebrands, whether they are privateers sinking corrupt merchant vessels or members of Vidrian's navy, frequently place themselves in Desna's care. Desnan sailors often refer to the goddess as the Lady of the North, and every ship's navigator, no matter how worldly, recites prayers to her as they make celestial observations based on Cynosure, her home in the North Star. The goddess's shipbound followers typically show their allegiance by wearing flowing sashes of blue and white or by having a butterfly or star tattooed on the back of their hand. Mariners exploring new sea routes are particularly precious to Desna, and devout voyagers often find that clouds break just in time for important navigational sightings or that light from twinkling jellyfish highlights reefs and shoals for sailors to avoid disaster.

Whether on land or sea, Firebrands devoted to Desna are typically demonstrative worshippers. With the goddess's symbol added between the crossed swords of their Firebrand marks, they wave banners and lead hymn circles at gatherings, often sponsoring performance contests in the goddess's name. Martial followers etch butterflies onto the blades of their weapons or hang star-shaped charms from their pommels.

In addition to their garments, Firebrand followers of Desna identify each other based on their unique practices and sayings. The night before beginning a journey, such worshippers will scan the twilight sky for the first star that appears, taking it, and the constellation it appears in, as an omen for the voyage. An older Firebrand might tell an errant first mark, "Find your place in the sky" or "Watch whither you wander." Firebrand astrologers put particular weight on the transit of the planets, and they see comets and shooting stars as powerful omens. Upon parting, two Desnans might exchange the farewell "Fortune favor your friends" and the response "And founder your foes."



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY

GRANDMOTHER SPIDER



The Weaver

Areas of Concern family, illusion, stories, twilight, weaving

Alignment N (NG, N, CG, CN)

Divine Font *harm* or *heal*

Divine Ability Intelligence or Wisdom

Divine Skill Crafting

Domains creation, family, fate, trickery

Alternate Domains change, darkness

Cleric Spells 1st: *pest form*, 2nd: *web*, 4th: *glibness*

Edicts be skilled and clever, think for yourself, take due payment for your work, humiliate the powerful

Anathema abuse someone you have power over, harm someone who has given you sincere kindness, let a slight go unanswered, enslave someone

Favored Weapon bola (*Advanced Player's Guide* 248)

Grandmother Spider, also known as Nana Anadi, is a goddess of storytelling who once wove fate and reality into existence at the behest of other gods. She values independence, family, and cleverness, and despises when the unworthy hold power over others.

Grandmother Spider's faith is exceedingly rare in Avistan, but it's incredibly strong in Garund. She's a favorite among Firebrands who chafe under authority, seek retribution against their oppressors, or operate through cleverness, guile, and stealth. Her followers tend to utilize clever plans, political maneuvering, and public humiliation over more violent methods of change. Once avenged, such Firebrands usually attempt to find others struggling under oppressive or incompetent rule and help them "reweave fate" by sparking revolution or governmental reform.

Firebrands who worship Grandmother Spider tend to be serious, focusing on altruistic goals rather than personal accolades, fame, or wealth. They value stories and strive to remember the comrades they've lost, to learn from their mistakes and maintain their legacy beyond death. Many can inspire or manipulate others through stories or craft convincing lies, distractions, or illusions.

Among the Firebrands, the most famous of Grandmother Spider's worshippers are Nana's Chosen, also referred to as the Spiteweft. Nana's Chosen are eight Firebrands who specialize in toppling tyrants, monarchs, bureaucrats, and other powerful leaders they deem "undeserving" through a series of increasingly ignominious public humiliations, usually involving the seeding of rumors; the exposure of secrets, betrayals, and weaknesses; manufactured public embarrassments; and proving their professional incompetence.

Yet one need not devote one's life to Grandmother Spider to receive her aid, for the Weaver blesses all who question established hierarchies, usurp the status quo, or fight for freedom. Spiders are considered a good omen, as is the sight of a pristine spider's web or animals traveling in groups of eight. Those aiming to court her favor wear fabrics featuring diamonds or spiders, while those in need of subtlety or with little wealth to spare instead stitch a simple diamond into their clothes or paint a diamond upon their skin with paints or mud.

Grandmother Spider is the patron goddess of the spider-like anadi people, said to have led them out of darkness and to freedom at some nebulous point in the ancient past. Thus, many Firebrands of other ancestries consider it good luck to work alongside an anadi and go out of their way to join a cell led by an anadi or recruit anadis to the Firebrands.

JIN LI

The Golden Dragon Carp

Areas of Concern challenges, dares, promotions, and self-improvement

Alignment CG (NG, CG, CN)

Divine Font heal

Divine Ability Strength or Wisdom

Divine Skill Athletics

Domains ambition, change (*Gods and Magic* 112), might, toil (*Pathfinder Adventure Path* #148 63)

Alternate Domains water, luck

Cleric Spells 1st: *jump*, 4th: *hydraulic torrent*, 6th: *dragon form*

Edicts take up dares and challenges in good faith, persist with creativity and tenacity, own up to your failures in pursuit of self-improvement

Anathema give up without trying, dismiss or mock someone's effort, take success for granted, discount the power of beginner's luck or luck in general

Favored Weapon sansetsukon (*Treasure Vault* 25)

Jin Li, deity of persistence, hard-work, and daring, never stops once he sets his mind to something, be it swallowing a whole lake dry or leaping to the top of a waterfall to prove to Sun Wukong just how much the carp valued their friendship. Though some may shake their heads and consider Jin Li's repetitive attempts foolish, there is strategy and discipline in each of Jin Li's leaps. He is aware that to reach higher heights, he must reduce his mass, yet cannot do so at the expense of losing strength. To train for the task, he must build up endurance and patience. Though the decision to take up the challenge may have been spontaneous, and the first few attempts were hasty and impulsive, failure is the mother of success, and for those who worship Jin Li, the success in the end often transcends even what they envisioned in the first place.

Most of Jin Li's worshippers are located in self-sufficient farming communities far away from cities in the regions of Quain, Lingshen, and Poli. There, the dragon carp inspires many to find a vocation to dedicate themselves to, and to seek joy and fun in challenges. Charms depicting the god, while they can serve as religious symbols, are more often treated as a gift of blessing and witness to one's deeds. Worship of Jin Li is also popular among bureaucrats, for his transformation from fish to dragon is thought to symbolize promotions.

How the worship of Jin Li made its way across oceans and took root in the Firebrands parallels tales of Cayden Cailean's ascendancy. No one recalls the details, only that while drinking, someone declared a dare toward the Quain second mark among them. These Firebrands, who specialized in challenging others to combat, woke up the next morning to realize that they had all gotten matching carp tattoos. They were even more confused when their return to the bar for answers was greeted by bar patrons enthusiastically chanting "Dragon carp! Dragon carp!"

Unable to shake the consequences of that forgotten night, the group eventually decided to embrace their growing fan base and nickname. As news of their wins against master duelists spread, so did the fame and belief in the Golden Dragon Carp who bears witness to those ready to accept any challenge.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

LUBAIKO



The Spark in the Dust

Areas of Concern bad luck, inspiration, turmoil, wildfire

Alignment CN (N, CG, CN, CE)

Divine Font *harm or heal*

Divine Ability Intelligence or Charisma

Divine Skill Diplomacy

Domains ambition, fire, lightning (*Gods & Magic* 115), zeal

Alternate Domains change (*Gods & Magic* 112), destruction

Cleric Spells 1st: *ill omen* (*Advanced Player's Guide* 221), 2nd: *flaming sphere*, 7th: *fiery body*

Edicts set fires, change the world, act with ambition or not at all

Anathema calm a crowd, douse a fire, sleep in the same place three nights in a row

Favored Weapon longspear

Firebrands who worship Lubaiko—god of flames and explosions that burn wherever they may—tend to see themselves in the mercurial and capricious deity. While she can be sadistic and even wantonly destructive, her Firebrand worshippers focus instead on her ambition and zeal, and they take inspiration from her willingness to spark change regardless of the cost. They find particular meaning in her edict to change the world, rallying around this call as they foment rebellion and turmoil or spread the thrill of daredevil antics throughout Golarion. Those Firebrands who are drawn to Lubaiko tend to be diehard adventurers and travelers, for the wandering god herself never stays put and proscribes anything like a sedentary life.

Although Lubaiko is often blamed for bad luck and even attracts some worshippers who revel in the misfortunes of their enemies (or sometimes in their own), her Firebrand worshippers rarely acknowledge this aspect. Along with all Firebrands, they tend to be remarkably lucky themselves and benefit greatly from a cavalier attitude toward any potential for negative consequences. From

Lubaiko, they take the cue to welcome the unexpected or unintended, making the most of situations that burn out of control, figuratively or literally.

Among the Firebrands, her worship consists primarily of simple rituals and ceremonies, such as a quick prayer for favor while lighting a fire or setting off a charge of gunpowder. This flexibility and simplicity helps to spread her worship, as does the mischievous glee with which so many of her Firebrand worshippers invoke her name as they set forth on daredevil escapades or whip up a crowd.

Firebrands who venerate Lubaiko don't feel the need to dress in particular ways or flaunt oversized religious symbols. Like many of her worshippers, they tend to favor more functional clothing than is typical for Firebrands, but there are no required vestments. Worshippers often sport a small tattoo or pendant featuring her symbol, and they may also wear accessories or fabrics that incorporate decorative sparks or flames. But because

Firebrands prize their ability to move in and out of oppressive societies and often work covertly to undermine tyranny, they know better than to trumpet their devotions to a god who is often anathema to those societies.



MARISHI

The Festival Queen

Areas of Concern celebration, contests, sport

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Strength or Charisma

Divine Skill Athletics

Domains ambition, confidence, freedom, might

Alternate Domains indulgence, zeal

Cleric Spells 1st: *longstrider*, 3rd: *roaring applause* (*Secrets of Magic* 126), 4th: *winning streak* (*Secrets of Magic* 141)

Edicts celebrate success, compete honorably, strive for victory, show pride in your accomplishments

Anathema bully a competitor; deny a worthy victor their celebration or reward; cheat at a competition, contest, game, or sport

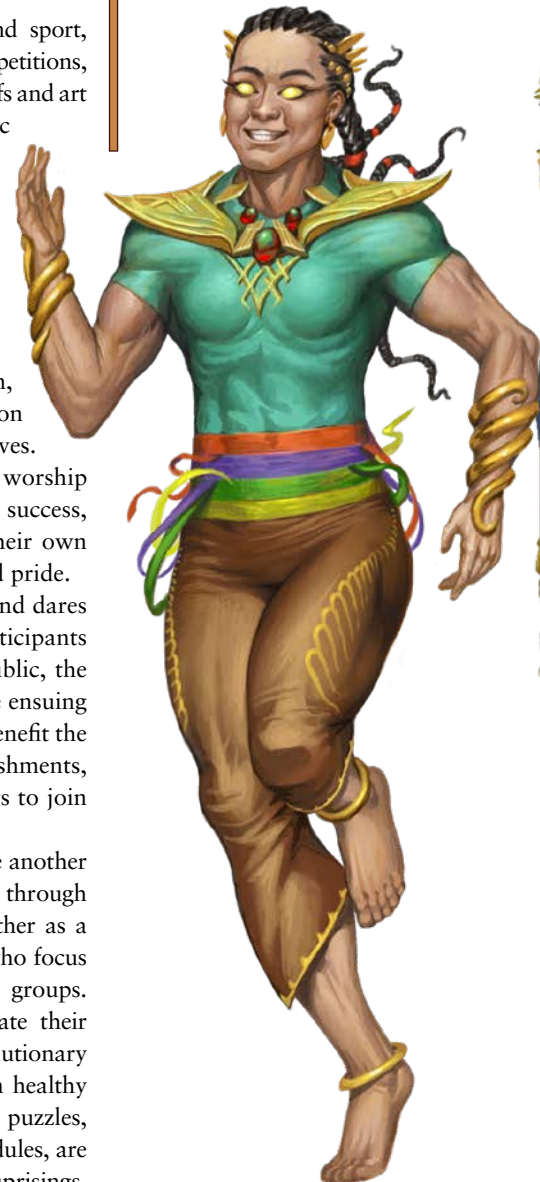
Favored Weapon spiked gauntlet

Marishi is an azata empyreal lord and the goddess of athletics and sport, enthusiastic competition, and joyous celebration. She takes joy from competitions, games, and contests of all kinds, including artistic contests, like dance-offs and art showcases; mental contests, like trivia and complex board games; athletic contests, like races and weightlifting; and organized sports. Regardless of the contest, Marishi believes participants should strive for victory, compete honorably, and show pride in their accomplishments and efforts. She believes the winners of any competition should celebrate their victory and be lauded by others, for such is the prize for triumph. Marishi teaches that competition and the ensuing revelry should be fun and safe, for no joy can come from bringing harm to others.

Like most azatas, Marishi values love, compassion, freedom, and independence. Yet she knows these virtues can't be forced upon mortals—instead, mortals must be guided to seize them for themselves. Thus, she acts as an advisor and divine example for those who worship her. Through competition, mortals learn to strive for their own success, push themselves beyond what they thought possible, and create their own triumphs. From victory, they learn celebration, accomplishment, and pride.

Among Firebrands, Marishi is a reminder that the competitions and dares they engage in should ultimately be fun and safe—both for participants and spectators. By performing these competitions and dares in public, the Firebrands can foster bonds with their local community. Finally, the ensuing celebrations for the victors of these competitions and dares should benefit the community: the Firebrands should spend their coin at local establishments, avoid causing property damage or starting brawls, and invite others to join them in their revelry.

Marishi is a popular god among Firebrands who compete with one another in dares and challenges, those who strive to improve their own skills through competition, and those who endeavor to bring the Firebrands together as a united community. Although she rarely finds worship among those who focus on combating oppression, her faith is not incompatible with these groups. Marishi reminds Firebrands engaged in such endeavors to celebrate their victories and to take the time to enjoy one another's company. Revolutionary citizens training in combat or stealth under Firebrands benefit from healthy competition among one another. Likewise, mental challenges, such as puzzles, complex games, and the memorization of city routes and guard schedules, are also a benefit to Firebrands striving to bring positive change through uprisings.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

MILANI



The Everbloom

Areas of Concern devotion, hope, and uprisings

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Strength or Wisdom

Divine Skill Society

Domains change, destruction, freedom, zeal

Cleric Spells 1st: *mage armor*, 3rd: *enthrall*, 4th: *fire shield*

Edicts confront oppression in all its forms, defend the common folk, overcome despair to seize victory

Anathema abandon those in need, enslave or oppress others, harm the innocent through direct or inadvertent action

Favored Weapon morningstar

As a goddess of revolutions and uprisings, Milani is one of the most popular and widely worshipped gods among the Firebrands. She is the hope that dreams of a better life, the courage to fight back against oppression and injustice, and the will to see the fight through to the end, not only for oneself, but for one's neighbors and future generations. A protector goddess who respects courage and sacrifice and empathizes with the downtrodden, Milani encourages her followers to remain alert for causes worthy of their efforts and for people too scared to ask for aid.

Milani's followers number among the first to say "enough is enough," to rise and fight, to draw blood and prove the battle isn't hopeless. Yet they're also among the last standing, for they fight to the end, fearing neither death nor failure and trusting in their hearts they've made a difference.

Milani's followers value ingenuity. As they often fight on the under-armed, under-trained, and underfed side of a battle, they use everything around them to secure victory. Anything can be an advantage in determined and creative hands. They're also meticulous planners. Most make regular use of safe houses, supply caches, and hidden chambers. They always have an escape plan, and they're ready to act on a moment's notice. This preparation makes them skilled strategists and leaders.

Since the founding of the Firebrands, numerous clandestine cells of Milanite freedom fighters have joined the group for support and resources, integrating their bases and safe houses into the Firebrand network and using their cover businesses as dead drops. Many Milanite Firebrands travel from place to place under false pretenses, usually as merchants or performers. The Sanguine Thorn cell, which travels in a wagon caravan through southern Avistan, is among the most famous, as is the River Rose, which travels northeastern Avistan by barge.

Milani's followers often collaborate with followers of Cayden Cailean, Chaldira, Lubaiko, and Grandmother Spider, but rarely get along with grandstanders and daredevils, believing life is too precious to gamble needlessly and that courage isn't leaping into danger, but fighting for your ideals despite danger. Many Milanite Firebrands incorporate thorns, roses, or white feathers into their attire and wear flowery perfume.

NIVI RHOMBODAZZLE

The Grey Polychrome

Areas of Concern gambling, gems, gnomes, stealth

Alignment N (LN, NG, N, CN)

Divine Font *harm* or *heal*

Divine Ability Dexterity or Intelligence

Divine Skill Stealth

Domains family, luck, trickery, wealth

Alternate Domains confidence, earth

Cleric Spells 1st: *illusory disguise*, 2nd: *invisibility*, 4th: *private sanctum*

Edicts take risks and savor the consequences whether good or ill, use stealth and guile over violence when dealing with the fallout from your risk-taking, learn the rules and strategies of games of chance played whenever you travel

Anathema break the established rules of terms of a wager, use violence to avoid the consequences of a wager

Favored Weapon light hammer

Nivi Rhombodazzle is goddess of gems, gambling, and stealth. She delights in risks and consequences and has a passion for high-stakes games—regardless of whether she wins or loses. She's fixated not on victory, but on the suspense and thrill of leaving her fate to chance. When one's debts become insurmountable, Nivi encourages her followers to flee via trickery and stealth, rather than lashing out in violence.

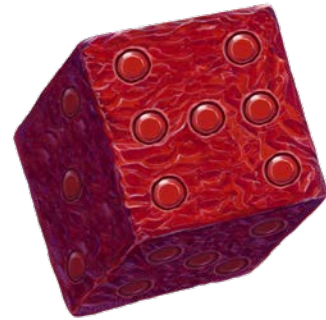
In life, Nivi Rhombodazzle was a gnome with extensive debts who fled underground to evade her creditors. Though tales of this time in her life are sparse, Nivi experienced many thrilling adventures and trials and emerged a goddess. It's said she won her divinity from the dwarven god Torag in exchange for a massive gemstone so perfect it blinded the dwarf god with greed. To this day, Torag and Nivi remain on good terms, though Torag considers the gnome far too reckless, and Nivi considers the dwarf far too serious.

Most of Nivi Rhombodazzle's worshippers are gnomes who consider Nivi a trailblazer and divine example of how to avoid the Bleaching, a magical illness that drains the vibrancy from gnomes who become too stuck in their ways or fail to find excitement and new experiences. To bleaching gnomes, Nivi's teachings are instead a way to add more excitement to their lives. To *svirfneblins*, underground gnomes with unique magical abilities, Nivi is the first of their kind and an integral part of their lives.

Outside of Golarion's gnome populations, those who worship Nivi are typically gamblers, thrill seekers, and daredevils. Most gamblers pray to Nivi for good luck and plentiful winnings. Yet it's the thrill seekers and the daredevils who often understand the goddess best.

Firebrands of all kinds risk their lives in pursuit of their duties—whether to thwart tyranny and empower the disenfranchised or perform daring deeds in pursuit of fame and fortune. A growing minority of Firebrands pray to Nivi for luck when undertaking dangerous missions. Many pray not just for themselves, but for those who rely upon the Firebrands and may be endangered by the Firebrands' actions.

Among the Firebrands, Nivi Rhombodazzle is primarily worshipped by the daredevils, risk takers, and braggarts—Firebrands driven by thrill and excitement. Rather than pray for Nivi to tilt the odds in their favor, they pray for the chance to reach higher, push harder, and test themselves against the unachievable. Faith in Nivi drives them to attempt ever wilder and daring deeds.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

PICOPERI



Merrygleam

Areas of Concern jokes, pranks, and surprises

Alignment CG (NG, CG, CN)

Divine Font *heal*

Divine Ability Dexterity or Charisma

Divine Skill Acrobatics

Domains change (*Gods & Magic* 112), confidence, delirium (*Gods & Magic* 113), trickery

Cleric Spells 1st: *grease*, 3rd: *feet to fins*, 6th: *mislead*

Edicts relish in jokes and pranks, lighten the mood, embrace surprises

Anathema spoil the fun, use a prank to cause real harm

Favored Weapon blowgun

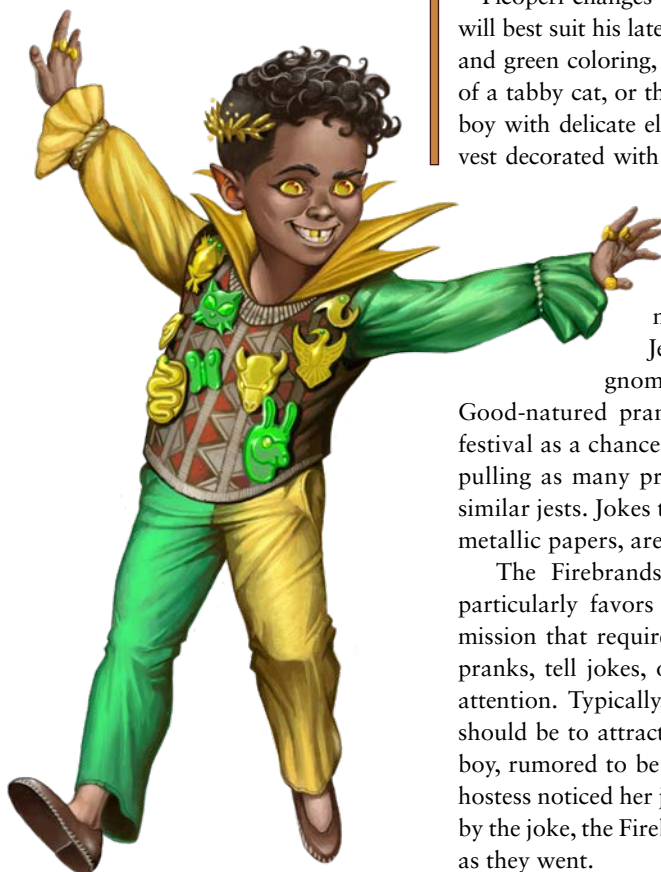
Picoperi, the eternal trickster, finds joy in even the simplest joke or prank. He delights in the surprises of daily life, always seeking the next thrill. Never content with regular schedules, his days vary wildly from one to the next. One evening, he may try to tickle Asmodeus's nose with a feather and the next morning, he may bump Artokus Kirran's arm as the famous alchemist works in his lab. No one is too important or mundane for his jests.

Those who in need of a little luck often call upon Picoperi for aid. When formulating new rituals, arcane practitioners ask him to guide their hands in selecting metal powders for their binding rings. Alchemists whisper an oath to him as they mix volatile compounds. Many a discovery has been made when two reagents were swapped with an appreciative cry of "Thank Merrygleam!" Equally, disasters come with a groan and a request for Picoperi to take his mischief elsewhere for a while.

Picoperi changes his form regularly, shifting to whatever shape he believes will best suit his latest joke. In these forms, he always appears in bright yellow and green coloring, either as the scales on the belly of a snake, the markings of a tabby cat, or the binding of a book. His favored form is that of a young boy with delicate elven features, brown skin, and curly hair, wearing a wool vest decorated with llamas, tree frogs, and snakes in his favored colors. This combination of green and yellow has become a stand-in for tricksters in tales told across the Inner Sea. Realistic replicas of toads and snakes are often made with these same favored colors, turning the pranks enacted by mischievous children into acts of worship.

Jestercap, a holiday originally celebrated by Taldan gnomes, has become a feast day for Picoperi's worship. Good-natured pranks and practical jokes abound, though some use the festival as a chance to best their rivals. Merrygleam's worshippers focus on pulling as many pranks as possible and providing children with tools for similar jests. Jokes that involve shiny gleaming substances, such as glitter or metallic papers, are common.

The Firebrands often find themselves in Merrygleam's favor, as he particularly favors risk-taking and brash plans. On the evening before a mission that requires a copious amount of luck, Firebrands will often pull pranks, tell jokes, or attempt humorously dangerous stunts to capture his attention. Typically, the riskier the plan, the more outrageous the capers should be to attract Picoperi's wandering gaze. The tradition started after a boy, rumored to be Picoperi himself, pulled prank during a heist just as the hostess noticed her jewels were missing. With the lady of the house distracted by the joke, the Firebrand thieves were able to slip away in the night, laughing as they went.



THISAMET

The Blithe Spirit

Areas of Concern celebrations, feasts, and holidays

Alignment CG (LG, NG, N, CG, CN)

Divine Font *heal*

Divine Ability Constitution or Charisma

Divine Skill Society

Domains cities, delirium (*Gods & Magic* 113), indulgence, wealth

Alternate Domains family, fire

Cleric Spells 1st: *color spray*, 3rd: *enthrall*, 5th: *cloak of colors*

Edicts celebrate freely, share prosperity, invite all to your table

Anathema ruin a holiday, quarrel at a feast, ignore workers when celebrating

Favored Weapon shortsword

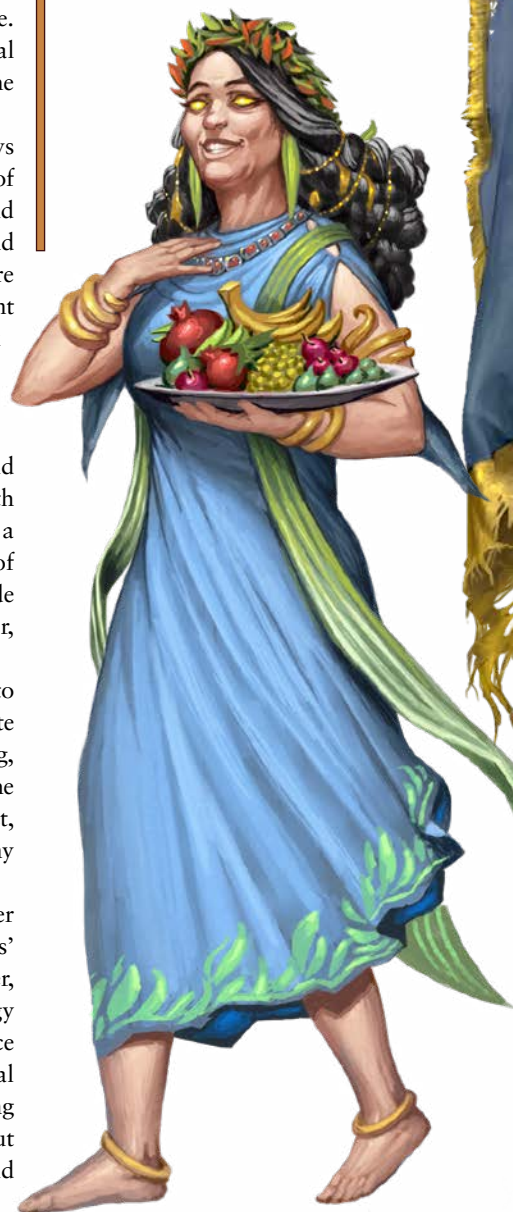
The Blithe Spirit, Thisamet, exemplifies the warmth of celebration. In her merriment, she takes many forms and adjusts each to match the event. Often, she appears as a middle-aged woman with laugh lines worn deep in her face. She delights in attending events without fanfare, walking amongst mortal celebrants and immersing herself in the crowd. It's only as she leaves that the other celebrants notice the sheen of divinity remaining.

Other deities recognize the blessings she brings with her and she's always a favored guest. When she sits down to a feast, the table is never empty of food nor merrymakers. Instead, it seems to stretch to accommodate any and all who would partake. She flits from feast to feast, celebrating with all and welcoming any who would come to her table. In her presence, all grudges are set aside with a ban on intentional harm during the event. If there is a moment of accidental injury, she is quick to forgive. However, she is just as quick to eject those who purposefully violate the rules of the table. While only a few Firebrands worship Thisamet alone, many more invoke her to protect celebrations and ensure the safety of all in attendance.

Thisamet has few festivals of her own, instead supporting other deities and non-religious communities in their celebrations. Her parties are filled with good-natured mischief and inversion of social norms. She originally had a week-long annual festival that has since merged with the Taldan holiday of JesterCap, focused on pranks. Aspects of her worship at this holiday include electing a cow as the lead celebrant, meals in which the rich serve the poor, and a jubilee where worshippers forgive all debts owed to them.

Even though Thisamet focuses on the joy in life, she gives her full attention to somber and serious moments, offering comfort, catharsis, or other appropriate emotions as necessary. Her role is to heighten the feelings the rite should bring, making it so that all participants experience it deeply. She tends to stay in the background to ensure nothing goes awry. At a celebration favored by Thisamet, roaming animals are kept away, the weather remains clear, and she locates any misplaced items before their absence is noted.

As a deity, Thisamet is generous with her blessings and gifts. Many of her faithful also worship other deities and call on her to help support those gods' important celebrations. For those who do focus their worship solely on her, she calls on them to spread joy as best as their means allow. Traveling clergy often arrive the week before important celebrations, offering their assistance in setting up decorations or food preparation. Often, they serve as logistical experts to solve problems, so that the locals' focus can remain on the meaning of the holiday. Her worshippers don't have a formal church or hierarchy, but instead a loose network of partnerships that make it easy to order a thousand candles should the need arise.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

YELAYNE



The Wind Weaver

Areas of Concern clothing, craftspeople, security, self-expression

Alignment NG (LG, NG, N, CG)

Divine Font *heal*

Divine Ability Intelligence or Wisdom

Divine Skill Crafting

Domains air, creation, protection, toil (*Pathfinder Adventure Path #148 63*)

Alternate Domains confidence, travel

Cleric Spells 1st: *animate rope* (*Advanced Player's Guide 214*), 3rd: *cozy cabin* (*Advanced Player's Guide 217*), 6th: *vibrant pattern*

Edicts develop a signature style, express yourself through craft, provide necessities and protection for those in need

Anathema steal another artisan's design, participate in an arranged marriage

Favored Weapon staff

There once was a weaver named Yelayne who was known far and wide for making the finest cloth and most beautiful garments, and one day the Wind fell in love with her. The Wind followed Yelayne everywhere, tugging on her hair and rumpling the beautiful clothing that she worked so hard to craft. She ignored him, because she was wise and knew the Wind could be fickle and cruel. When he persisted in pursuing her against her wishes, she brought out her most tightly-woven bag and whistled for the Wind's attention. When he came rushing, she trapped him in the bag. Ever afterward, she only let the Wind out if he promised to obey her. Yelayne had the Wind carry her all over the world, teaching the art of weaving to any who would work at it and learning how to make the most fantastical clothes. When she tired of that, she had the Wind carry her to Heaven, where she wove starlight into constellations, sunshine into rainbows, and moonbeams into enchantments. She still watches to make sure that none are left exposed for the old Wind to bother, and that all are able to pursue their creative endeavors, express themselves, and dress how they like.

While Yelayne's worship originated in the hearty holdings of central and northern Iobaria, it has spread throughout the Inner Sea region. Yelayne is typically venerated by weavers and clothiers, but she counts many artisans who value innovation and attention to detail among her faithful. Small shrines dedicated to the goddess often double as guild or union halls for the craftspeople of a town, and locals mostly meet there to discuss technique or to organize charitable efforts.

Those in need are sure to receive a sturdy set of clothing and a place out of the cold from one of Yelayne's faithful. The goddess teaches that in order to create, one must first be secure, and therefore calls on her followers to ensure that all members of the community not only have food, shelter, and clothing, but also resources for their craft, meaningful relationships, and a say in community affairs. In war-torn areas, they intervene to move refugees to safety and to find housing, food, and clothing for people who have been displaced by conflict.

Many Firebrands have gravitated toward Yelayne's worship, as there's nothing like a one-of-a-kind outfit to turn heads and grab immediate attention. All of Yelayne's followers revel in using their clothing as a form of self-expression, but Firebrands tend to take that enjoyment to a grand degree by making their clothing a part of their well-known persona. Such Firebrands might create unique vigilante masks or pride themselves on wearing a different flamboyant hat every day.

AVATAR FORMS

The avatar spell (*Core Rulebook* 318) transforms the caster into a living manifestation of their chosen divinity or patron deity. Six new avatars are described below, each associated with a specific deity appearing in this book.

ARSHEA

When casting the *avatar* spell, a worshipper of Arshea becomes a fluid, shifting humanoid that changes appearance, gender, and form moment by moment, though the caster can choose one specific form if desired. Dressed in gossamer sashes, scarves, and veils, each form wields a flail and possesses magnificent, wispy wings of gray and silver feathers. They gain the following additional abilities.

Arshea Speed 30 feet, fly 70 feet, immune to forced movement, immune to immobilized; **Melee** ♦ flail (disarm, reach 15 feet, sweep, trip), **Damage** 6d6+6 bludgeoning; **Melee** ♦ gossamer veil (disarm, finesse, grapple, nonlethal, reach 20 feet, trip), **Damage** 6d4+6 slashing; **Ranged** ♦ gaze of abandon (nonlethal, range 120 feet, visual), **Damage** 6d6+3 mental.

JIN LI

When casting the *avatar* spell, a worshipper of Jin Li becomes a glorious dragon carp. With three gills on each side of their neck, they gain billowing orange and yellow fins, bulging eyes, and shimmering golden scales. Capable of breathing above and below water, swimming through the water, and flopping across the ground, their body is muscular and constantly moving. They gain the following additional abilities.

Jin Li Speed 30 feet, swim 60 feet, ignore difficult terrain and greater difficult terrain; can breathe underwater; **Melee** ♦ smashing flop (backswing, reach 15 feet, shove), **Damage** 6d8+6 bludgeoning; **Ranged** ♦ mighty splash (range 60 feet), **Damage** 4d6+3 bludgeoning plus 1d6 bludgeoning splash. The caster is immune to this splash damage.

MARISHI

When casting the *avatar* spell, a worshipper of Marishi becomes stronger and more muscular, with powerful arm and leg muscles to propel them across the battlefield. To enable that mobility, they gain colorful, comfortable attire that's close-fitting to the body (to stay out of the way), and they boast a collar of colorful ribbons, woven together like the ribbons of the maypole that symbolizes Marishi's worship. They wear spiked gauntlets on their hands and a wide leather belt around their waist. They gain the following additional abilities.

Marishi Speed 70 feet, climb 50 feet, swim 50 feet, *air walk*; **Melee** ♦ spiked gauntlet (agile, free-hand, reach 15 feet), **Damage** 6d4+6 piercing; **Ranged** ♦ strain of exertion (nonlethal, range 120 feet), **Damage** 6d6+3 mental

PICOPERI

When casting the *avatar* spell, a worshipper of Picoperi becomes youthful in appearance with overlarge sparkling eyes, a wide smile, dimpled cheeks, and a messy mop of hair. They wear a colorful yellow and green vest, and their movements trail sparkles or produce comical sounds. They often display signs of mischief and raucous play, such as dirt smears across their cheeks, grass stains on their clothes, worn fabric, or scuffed knees. Their pockets are filled with innocent tools of mischief like water balloons, sticks, stones, or elastics. They gain the following additional abilities.

Picoperi Speed 70 feet, immune to immobilized, *air walk*; **Melee** ♦ cunning prank (finesse, nonlethal, reach 15 feet, versatile P or S), **Damage** 6d4+6 bludgeoning; **Ranged** ♦ uncontrollable laughter (nonlethal, range 60 feet), **Damage** 6d6+3 mental

THISAMET

When casting the *avatar* spell, a worshipper of Thisamet becomes middle-aged and nondescript, with festive but understated attire, deep laugh lines, and eyes that sparkle with mirth. They carry a serving platter overflowing with the bounty of a feast, including ripe fruits, slow-roasted meats, spiced vegetables, rich stews, and a multitude of fresh-baked pies. The food carried on this platter doesn't weigh down the caster, never spills, and never empties. They gain the following additional abilities.

Thisamet Speed 60 feet, ignore difficult terrain and greater difficult terrain, *air walk*; serving platter shield (15 Hardness, can't be damaged); **Melee** ♦ serving platter (nonlethal, reach 15 feet, shove, two-hand d6), **Damage** 6d4+6 bludgeoning; **Ranged** ♦ fresh-baked pie (range 60 feet), **Damage** 4d4+3 bludgeoning plus 2d4 fire

YELAYNE

When casting the *avatar* spell, a worshipper of Yelayne becomes dressed in fashionable attire of exquisite craftsmanship and entirely unique design, tailored to their personal tastes. These clothes usually include detailed embroidery, colorful ribbons, intricate beadwork, or artful pleating, along with a flowing cloak, robe, or skirt. The patterning of the fabrics and decorative details showcases the caster's achievements and life events. Their hair, if possible, and their attire billow in a constant and playful breeze. They gain the following additional abilities.

Yelayne Speed 60 feet, fly 70 feet; **Melee** ♦ whip of entangling threads (disarm, finesse, nonlethal, reach 20 feet, trip), **Damage** 6d4+6 slashing plus Grab; **Ranged** ♦ gust of captivated wind (range 120 feet, versatile S), **Damage** 6d6+3 bludgeoning plus Push

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

PANTHEONS

Firebrands carry their convictions and religious practices with them on adventures, during infiltrations, and to celebrations. The open nature of membership within the organization often leads its members to encounter a multitude of different faiths, which in turn leads to many members exchanging philosophies or dabbling with new beliefs in a casual way, like trying on a new hat. Not surprisingly, this exchange of ideas and faith has resulted in the birth of several new pantheons among the Firebrands. More information on pantheons can be found on pages 92–93 of *Pathfinder Lost Omens Gods & Magic*.

THE DIVINE DARE

Pantheon Members Cayden Cailean, Jin Li, Kurgess, Marishi

Alignment CG (NG, N, CG, CN)

Areas of Concern competition, derring-do, and self-realization

Divine Font *heal*

Divine Ability Strength or Charisma

Divine Skill Athletics

Domains ambition, confidence, might, zeal

Alternate Domains fate, travel

Cleric Spells 1st: *jump*, 3rd: *haste*, 4th: *winning streak* (*Secrets of Magic* 141)

Edicts boast of your daring deeds, participate in competitions, revel in taking risks

Anathema cheat in an honest competition, let others take credit for your accomplishments, refuse a non-fatal challenge

Favored Weapon spiked gauntlet

Just as a group of rowdy friends may throw outlandish challenges at each other around a campfire or tavern table, the gods of the Divine Dare urge each other, and their followers, into performing daring acts that most would quail at. Kurgess favors dares for athletic prowess that push competitors to their utmost ability. The empyreal lord Marishi's festivals are frequent gathering places for worshippers of the entire pantheon, and many a friendly wager is exchanged over games of chance and tests of skill. Jin Li encourages all to persevere through risky challenges with strength and creativity. Cayden Cailean blesses any challenge that will lead to glory and adventure.

The gods of the Divine Dare indulge a healthy amount of boasting before, during, and after a trial, but they also encourage a spirit of good sportsmanship and camaraderie whether a dare is successful or not. The element of danger and the possibility of failure are always present in the most thrilling dares, and worshippers of the Divine Dare go out of their way to heal, comfort, and rehabilitate people who have been injured in such competitions.

The eye-catching behavior and shocking risks taken by the faithful of the Divine Dare strongly attract the sort of Firebrands who crave attention. The more outlandish the dare, the further word of its accomplishment will spread.

THE LAST BREATH

Pantheon Members Arazni, Calistria, Milani

Alignment CN (CG, CN)

Areas of Concern defiance, perseverance, and triumph over impossible odds

Divine Font *harm* or *heal*

Divine Ability Constitution or Wisdom

Divine Skill Intimidation

Domains freedom, pain, protection, zeal

Alternate Domains change (*Gods & Magic* 112), destruction, duty (*Gods & Magic* 114)

Cleric Spells 1st: *endure* (*Gods & Magic* 107), 4th: *resilient sphere*, 7th: *prismatic sphere*

Edicts punish oppressors, resist those who would control you and others, turn others' power against them



FIREBRAND WORSHIPPER

Anathema give in to despair, surrender
Favored Weapon dagger

When all seems lost and no good reason for hope endures, some still resolve to fight their oppressors with every last ounce of strength. If they can't triumph, at least they'll make their foes pay dearly for victory. Whether inspired by Arazni's unyielding spirit, Milani's selflessness, or Calistria's thirst for vengeance, those who worship the Last Breath will never yield to tyrants, bullies, or abusers. Deeply self-reliant, these faithful rarely trouble the goddesses with lengthy prayers, merely asking for the strength to honor their convictions and the resolve to hold out despite all odds.

While Firebrands are often dismissed as whimsical and flighty braggadocios, members of the organization have been involved in the Inner Sea's most serious political upheavals. The struggles that gave birth to the Firebrands—namely, Vidrian and Ravounel's fights for independence—began with small, brave bands fighting against the impossible might of infernal Cheliox. Firebrands still join with the remnants of the Knights of Lastwall to fight the Whispering Tyrant. When setting out to spit in the eye of the forces of Hell or to challenge dire powers beyond death, there's little hope of victory—but what could be greater than standing with the oppressed, facing down evil with dignity?

THE PERPLEXING JEST

Pantheon Members The Lantern King, Grandmother Spider, Gyronna, Picoperi, Sun Wukong

Alignment CN (N, CG, CN, CE)

Areas of Concern disruption, pranks, and undermining authority

Divine Font *harm or heal*

Divine Ability Dexterity or Charisma

Divine Skill Thievery

Domains freedom, change (*Gods & Magic* 112), delirium (*Gods & Magic* 113), trickery

Alternate Domains creation, confidence, destruction

Cleric Spells 1st: *grease*, 2nd: *hideous laughter*, 8th: *uncontrollable dance*

Edicts embarrass and expose hypocrites, humble those in power, play pranks and practical jokes

Anathema physically harm anyone except your target with your pranks, show remorse for your pranks, take a joke personally

Favored Weapon war razor

“No position is so secure, no despot so powerful, no god so exalted that they cannot be brought low.” That is the key teaching of the Perplexing Jest. When a great king trips on his robe after berating a servant or a high priest's sleeve catches fire to interfere with a sacrifice, worshippers of these trickster gods see the hand of the divine. Court entertainers and bards naturally gravitate toward this faith, as many nations provide protections for them to speak their mind to rulers, however powerful.

Worshippers of the Perplexing Jest can also be found far from court, wherever practical jokers undermine cocky bullies, or laborers use malicious compliance and clever sabotage to stymie corrupt business owners. Anywhere pompous enforcers of tradition cause society to stagnate, the Perplexing Jest invites the creative to laugh.

Firebrands who dedicate themselves to the Perplexing Jest and to combating injustice believe that if tyrants and autocrats are laughed off their thrones, so much the better. With a little divine assistance, a lone actor can infuriate a powerful leader—even one they'd never have the power to challenge openly—with well-timed practical jokes and embarrassing pranks. These Firebrands rest easy knowing that the sleep of oppressors is plagued by doubts and nightmares.

THE RESPLENDENT COURT

Pantheon Members Abadar, Besmara, Nivi Rhombodazzle, Shelyn, Yelayne

Alignment N (LN, NG, N, CN)

Areas of Concern fashion, ostentation, and self-expression

Divine Font *harm or heal*

Divine Ability Dexterity or Charisma

Divine Skill Craft

Domains creation, confidence, freedom, wealth

Alternate Domains passion, travel

Cleric Spells 1st: *shattering gem* (*Gods & Magic* 109), 2nd: *befitting attire* (*Secrets of Magic* 90), 5th: *cloak of colors*

Edicts adorn yourself with gems, search for rare clothing and accessories, use your clothing as a means of self-expression

Anathema dress in plain garments, keep a low profile, wear a uniform

Favored Weapon bladed scarf (*Treasure Vault* 25)

Whether it's a uniquely patterned shawl woven of the softest wool or a gem-studded brooch retrieved from a sunken temple, followers of the Resplendent Court take pride in their adornments and the efforts that went into procuring them. This disparate group of deities attracts followers who universally hold the belief that looking one's best is always worth the effort. Some critics dismiss the Resplendent Court as shallow materialists, but the faithful see the process of securing fine garments, altering them to fit, choosing the proper accessories, and donning them for the proper occasion as a significant ritual of self-expression and self-worth. To these worshippers, what someone wears is the outward expression of the inner identity, the ultimate declaration that they'll dress and act as they see fit.

Many a gathering of Firebrands who worship the Resplendent Court has turned into an impromptu fashion show as the faithful display their latest finds and creations. These believers also enjoy the prestige of rediscovering legendary pieces of jewelry or gems thought long lost. After all, a signature look is an important part of building a reputation for an ambitious Firebrand, and a sparkling ensemble is as likely to leave a lasting impression as a sparkling personality.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX





CHAPTER 3: FIREBRAND OPTIONS

INTRODUCTION

ALL CLASSES WELCOME

While classes such as bard, rogue, and swashbuckler feel like obvious fits for the rebellious and grandstanding life of a Firebrand, any class can excel within the organization. Champions of deities such as Milani can lead the charge against tyranny. Druids may excel as guides through dangerous environments or lead Firebrand missions while minimizing damage to the local environment. In addition to serving as scouts and guides, rangers can specialize in traps to provide potent aid during rebellions. Thaumaturges, always in search of relics and other lost items, become Firebrands who specialize in recovering lost or stolen treasure. Classes with familiars can use their allies as scouts for rebel causes. And, of course, any class can dress the part of a Firebrand and look good while adventuring!

My Queen, it appears Firebrand efforts are becoming much more coordinated and precise, as you rightly feared. We were able to confiscate several simple training manuals with information on infiltration techniques and the like. Unfortunately, each of these manuals presents conflicting information and advice, so determining their validity has been, to say the least, difficult. I thought it best to share one of them with you while my contacts and I research them further.

—Ever your humble servant and eternally loyal to House Thrune, Kaivus of House Roverrint

FIGHT LIKE A FIREBRAND!

While other sources like the so-called Official Firebrand Handbook and the Authorized Compendium to Firebrand Fighting Styles claim to be the legitimate source for new techniques, know that you hold in your hand the one true guide for Firebrands the world over! Within these pages, you'll find information on the latest infiltration skills and the various methods you need to grab the attention of those around you. Learn new techniques developed by famous Firebrands like Devrin Arlos, Ranik Helt, Sapphire Butterfly, and even the Tyrant Breaker himself, Ishii Bunji!

If fighting isn't your style (or you're already the greatest sword fighter in the world), you'll still be delighted by a number of new ways to apply your already impressive talents. Unleash spells in style with a signature dance! Dazzle your foes with a quick flick of the wrist and a threatening glance! You could even learn to deceive with the one thing no one will ever expect: the truth!

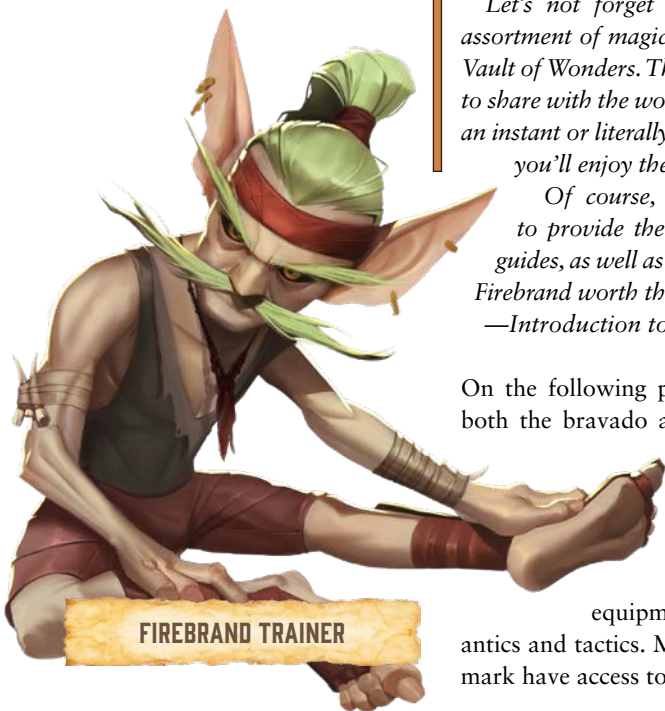
We've also reached out to Firebrands throughout the Inner Sea to get the scoop on the latest inventions and developments in the field of technology, weaponry, and gear. Whether you need to make a show of yourself—or of anything but—there's something in here for you. The wrist grappler, fresh from the halls of Dongun Hold, will help you take to rooftops in a flash. Do you like both shields and guns? Combine the two with a fancy shield pistol! The new cape of grand entrances will surely enrapture any audience. And if it all goes south, a pair of boots of free running or a charm of the ordinary will help you lose any heat.

Let's not forget our magically inclined Firebrands! In addition to our assortment of magical items, we offer a selection of new spells fresh from the Vault of Wonders. Those plucky Firebrand mages are always creating new spells to share with the world. Their most recent developments can help you vanish in an instant or literally cut your foes with your words. If you're fond of theatrics, you'll enjoy the magical orchestra that you can conjure.

Of course, as we do with each season's publication, we're happy to provide the current prices on standard services like safe houses and guides, as well as the going rates for canaries. What are you waiting for? Any Firebrand worth their salt should be ready to dive in and see what's inside!

—Introduction to the Definitive Firebrand Training Manual, Spring 4723

On the following pages, you'll find new backgrounds especially suited to both the bravado and clandestine styles of Firebrands. In addition, you'll discover new feats for archetypes from the *Pathfinder Advanced Player's Guide* and *Pathfinder Dark Archive* to customize them with Firebrand flavor. New class feats and skill feats presented here are available to all characters. This chapter further provides a variety of equipment, magical items, and spells for exciting Firebrand antics and tactics. Members of the Firebrands who have gained their second mark have access to all uncommon options in this chapter.



FIREBRAND BACKGROUNDS

The following backgrounds are particularly suitable for characters who are members of or influenced by the Firebrands.

FIREBRAND FOLLOWER

You were once rescued or liberated from a hopeless situation by a group of Firebrands, and you have since aspired to become a Firebrand to continue their legacy. You still follow news of their adventures, and you hope to one day meet your heroes as comrades.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You are trained in your choice of the Athletics or Performance skill as well as the Firebrand Lore skill. You gain the Assurance skill feat in your chosen skill.

FREE SPIRIT

You've always lived your life straying from the path laid before you. Like a leaf blowing in the wind, your journey takes you where it will, providing you with a lifestyle free from the bonds of expectation. While you might have friends and family in specific towns or cities, you've chosen not to put down roots in favor of going wherever—and doing whatever—you want.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in the Survival skill and a Lore skill about a specific settlement or terrain you have traveled through. You gain the Forager skill feat.

RUNNER

You served as a messenger for a specific faction, guild, house, or individual, often running those messages on a short timeline. Finding the quickest path from point A to point B is your specialty and you've learned to make the most of your athleticism and navigational skill.

Choose two ability boosts. One must be to Strength or Intelligence, and one is a free ability boost.

You are trained in the Athletics skill and a Lore skill for the city in which you were a messenger. You gain the Quick Jump skill feat.

THRILL-SEEKER

You once survived a life-or-death situation and found it surprisingly exhilarating, so now you chase that feeling of invincibility you only get when dancing with death. Your desire for exhilaration has you scaling buildings, leaping off rooftops, jumping chasms, and performing other death-defying stunts.

Choose two ability boosts. One must be to Athletics or Constitution, and one is a free ability boost.

You are trained in the Athletics skill and the Engineering Lore skill. You gain the Combat Climber skill feat.

UNREMARKABLE

Your face is particularly unremarkable, even if your presence or actions may not be. You know how to use this to your advantage, making it difficult for people to identify and collect information about you.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in the Deception skill and the Acting Lore skill. You gain the Lengthy Diversion skill feat.

RARE BACKGROUNDS

The following backgrounds are rare, even among Firebrands. Given that you can't earn a background during play, discuss with your GM and your group before choosing a rare background.

BEAST BLESSED

RARE

You once freed a magical beast from captivity and, whether it was intentional or a byproduct of another action, the grateful creature bestowed a blessing of freedom upon you. Your blessing manifests physically, perhaps as elongated canines, fingernails that grow to a sharp point, excess body hair, or some other feature. This physical manifestation is cosmetic and provides no benefit.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You are trained in the Survival skill. You gain the Bestial Clarity reaction.

Bestial Clarity ↻ **Frequency** once per day; **Trigger** You fail a saving throw against an enchantment effect; **Effect** Your bestial manifestation becomes more pronounced, and your mind gains a flash of clarity as your instincts take over. You can reroll the triggering saving throw with a +2 circumstance bonus, but you must use the new result. This is a fortune effect.

DAUNTLESS

RARE

As a child, you chose to face each of your deepest fears and, time and again, emerged victorious. You have learned to conquer fear itself, and by sheer force of will and determination, you're able to brush off frightening experiences more easily than most. Others find it difficult to intimidate you into backing down from whatever you've set your mind to.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in the Diplomacy skill. You gain the Indomitable Act reaction.

Indomitable Act ↻ **Frequency** once per day; **Trigger** You are about to attempt a check; **Requirements** You are frightened; **Effect** You lean into your fear, using it to embolden you. You can roll the triggering check twice and take the higher result. This is a fortune effect.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

FIREBRAND TRAINING

The life of a Firebrand requires a variety of different skills. Some of these skills are focused on intrigue and infiltration, while others instead focus on feats of physical skill or creating distractions. While acknowledging the countless variety of Firebrands, the organization has developed several techniques that have become the standard for Firebrand warriors, scouts, mages, and others.

Some of these techniques are ones pioneered by some of the organization's most notable members. Firebrands who work with Devrin Arlos or Sapphire Butterfly have an opportunity to learn these techniques from their originators. Later, these techniques get passed on to other Firebrands, cementing them as common abilities among the organization. Many of these techniques keep the name of their creators, as a means of honoring their skill and contributions.

The following new class feats and skill feats represent some of the techniques Firebrands have developed over the years. Characters who are members of the Firebrands at the rank of second mark or higher have access to all uncommon feats. When you take a feat with a class trait other than your own, it loses traits that don't apply to your class.

EYES OF THE CITY **FEAT 2**

GENERAL SKILL

Prerequisites trained in Diplomacy or Society

You can track down targets with the help of locals. You can use Diplomacy or Society, whichever you're trained in, to Track creatures in settlements. You chat with locals to help follow the trail of creatures you Track. At the GM's discretion, there might not be enough people to speak with to keep following the trail.

FLEEING DIVERSION **FEAT 2**

GENERAL SKILL

Prerequisites expert in Deception

You are quick to capitalize on your distractions. If you critically succeed at your check to Create a Distraction against the majority of the creatures (at least half of the creatures) whose attention you're trying to divert, you can use your reaction to immediately Hide, Sneak, or Step. As normal, you are only hidden to creatures against which you succeed on your check to Create a Diversion, even if you manage to Hide or Sneak away.

HALF-TRUTHS **FEAT 2**

GENERAL SKILL

Prerequisites expert in Deception and Diplomacy

You are able to weave your words in such a way that you never use actual lies, but still mislead people to certain conclusions. You can attempt to make a Request of a creature

using Deception instead of Diplomacy. You can attempt to Lie to a creature using Diplomacy instead of Deception. If you fail your check to Lie, the creature realizes that you were twisting words to fool them without outright lying.

ROLLING LANDING **FEAT 2**

GENERAL SKILL

Prerequisites Cat Fall, trained in Acrobatics

You land with quick rolls that help you keep your momentum. If you fall and don't take damage (usually due to treating the fall as a shorter distance), you can use your reaction to immediately enter a short roll when you land and Step. If you are an expert in Acrobatics, you can use your reaction to Step or Stride up to half your Speed. If you're a master in Acrobatics, you can use your reaction to Step or Stride up to your full Speed. If you're legendary in Acrobatics, you don't trigger reactions triggered by movement when you Stride in this way.

SLIPPERY PREY **FEAT 2**

GENERAL SKILL

Prerequisites trained in Acrobatics or Athletics

You're able to escape bonds more easily than others. When you attempt to Escape using Acrobatics or Athletics, you reduce the multiple attack penalty for repeated attempts to -4 and -8 if you're trained in the skill. The penalty becomes -3 and -6 if you're a master in the appropriate skill. If you're legendary in the skill, you don't take penalties for multiple Escape attempts in the same turn. Regardless of your training, your attempts to Escape still have the attack trait and incur a multiple attack penalty with other actions.

DEVRIN'S DAZZLING DIVERSION **FEAT 4**

UNCOMMON ROGUE SWASHBUCKLER

Prerequisites trained in Deception

Devrin Arlos has a habit of using whatever is at hand to temporarily blind others in combat. Copying his technique, you make use of your cloak, the light reflecting from your weapon, a handful of flower petals, or some other physical distraction as part of your feint, leaving your opponent unable to see for a moment. When you successfully Feint a creature, it becomes dazzled until the end of your turn. If you critically succeed, the creature is dazzled until the start of your next turn. The creature can use an Interaction to remove the dazzled condition. As normal, you can dazzle only creatures that use vision or a similar sense, as determined by the GM.

OSTENTATIOUS RELOAD **FEAT 4**

UNCOMMON GUNSLINGER

Prerequisites trained in Performance

Requirements You're wielding two one-handed firearms.

Every good Firebrand knows that style can be as important as substance—so long as you don't screw up the delivery.

Make a Performance check against an easy DC for your level as you spin your guns around and juggle ammunition to reload them.

Critical Success You Interact to reload up to two firearms you are currently wielding.

Success You Interact to reload a single firearm you are currently wielding.

Failure You drop one of the required firearms and a round of ammunition on the ground in your space.

Critical Failure You drop both firearms and two rounds on the ground in your space.

NIGHTWAVE SPRINGING RELOAD FEAT 6

UNCOMMON GUNSLINGER

Training with the crew of the *Nightwave* has taught you their technique for reloading while leaping to board another ship. You Leap and then Interact to reload, or Interact to reload and then Leap. You can perform this ability as a 2-action activity to use your Leap to High Jump or Long Jump without needing to Stride at least 10 feet first.

TUMBLING THEFT FEAT 7

GENERAL SKILL

Prerequisites expert in Acrobatics and Thievery

You reach for an opponent's item as you move past a foe. If you critically succeed your check to Tumble Through an enemy's space, you can attempt to Steal something from the enemy as a reaction. You gain a +1 circumstance bonus to your Thievery check to Steal as your tumbling makes it difficult for your enemy to keep track of your movement. You can Steal any immediately accessible item of light or lighter Bulk on the enemy's person, such as a potion or coin purse hanging from a belt, but not anything inside a container or anything the enemy is holding. The GM has final say on what you can Steal.

HELT'S SPELLDANCE FEAT 8

UNCOMMON BARD SORCERER WITCH WIZARD

Prerequisites expert in Performance

Ranik Helt knows a special technique to hide his spells as part of a performance, and you've learned this technique. Ostentatiously performing, you move across the battlefield, taking foes aback and creating an opening for your spell. Attempt a Performance check against all observers' Perception DCs. Then, Stride once or twice. During this movement, you don't trigger reactions that are triggered by your movement from the creatures against which you succeeded on your Performance check. After your movement, you can Cast a Spell. If you used one Stride, you can cast either a 1-action or a 2-action spell; if you used two Strides, you can only cast a 1-action spell. If you critically succeed on your check against any creature, they take a -1 circumstance penalty to their saving throws against any spell you cast as part of your Helt's Spelldance due to your distracting performance. All creatures that observed you become temporarily immune to your Helt's Spelldance for 10 minutes.

DAZZLING DISPLAY

FEAT 10

FIGHTER RANGER ROGUE SWASHBUCKLER

Prerequisites expert in Intimidation

You perform a bewildering show of prowess, such as by whirling and flashing a weapon, that unnerves foes. Attempt Intimidation checks to Demoralize each enemy within 30 feet. If your last action was a critical hit against an enemy or reduced an enemy to 0 Hit Points, you gain a +1 circumstance bonus to your Intimidation checks. Regardless of the results of your checks, each creature is then temporarily immune to Dazzling Display for 1 minute.



DEVRIN'S DAZZLING DIVERSION

- FIREBRANDS
- INTRODUCTION
- AMONG THE FIREBRANDS
- FIREBRAND OPTIONS
- FIREBRAND EFFORTS
- GLOSSARY & INDEX

OTHER ARCHETYPES

From spies to mercenaries to celebrity performers, the Firebrands encompass a wide variety of skills and specializations, and the spirit of competition and ingenuity prevalent among them inspires the creation of new tricks and techniques unique to the organization. Like all trends in fashion and feeling, imitation is always on the horizon.

Much like individual Firebrands themselves, the organization develops new strategies that fall into two primary groups: first, techniques focused on stealth, subterfuge, and liberating the innocent, and second, tricks meant for one-upping a friend or flashy displays of fashion and verve. A number of these techniques were originated by specific members and later shared with the greater organization. Despite their many friendly rivalries, Firebrands train and teach each other, or they train with members of affiliated organizations such as the Free Captains or the churches of gods of liberation.

These new techniques are represented by the following archetype feats. All members of the Firebrands at the rank of second mark or higher have access to these feats.



The following archetypes receive feats in this section as additional feats.

- **Acrobat** 8th Show-Off, 10th Mockingbird's Disarm, 13th Quick Spring
- **Alter Ego** 3rd We're on the List, 12th Illusory Identity, 14th It Was Me All Along!
- **Archaeologist** 3rd We're on the List
- **Assassin** 8th Public Execution
- **Celebrity** 4th You're an Embarrassment!, 6th Feeling Your Oats, 7th Grudging Compliment, 8th Statement Strut, 10th Big Debut, 12th Acknowledge Fan
- **Dandy** 4th Tut-Tut, 5th Cutting Flattery, 6th Feeling Your Oats, 8th Statement Strut
- **Duelist** 4th Tut-Tut, 6th Watch This!
- **Gladiator** 8th Living for the Applause, 10th Big Debut
- **Horizon Walker** 6th Rebel's Map
- **Marshal** 4th Devrin's Cunning Stance
- **Pirate** 4th Broadside Buckos, 5th Cutting Flattery, 6th Watch This!, 10th Hook 'Em
- **Scout** 6th Rebel's Map
- **Vigilante** 14th It Was Me All Along!

WE'RE ON THE LIST

FEAT 3

UNCOMMON ARCHETYPE SKILL

Prerequisites Alter Ego Dedication (*Dark Archive* 126) or Archaeologist Dedication (*Advanced Player's Guide* 156), trained in Society

Trigger An ally you can see and hear is about to attempt a Deception check to Impersonate someone or Lie.

Emulating Shensen whenever she arrives at a show, you share your knowledge of the region and drop a few important local names to make a good impression and help your allies do the same. Attempt a Society check to Aid your ally. If you succeed, you recall a few specific details about local culture and personalities to help support your ally's deception. In addition to the benefits of your Aid, the triggering ally rolls their Deception check twice and takes the better result. This is a fortune effect.

BROADSIDE BUCKOS

FEAT 4

UNCOMMON ARCHETYPE

Prerequisites Pirate Dedication (*Advanced Player's Guide* 185) Shimali Manux trains every Salt Breaker to fight in the cramped quarters below deck, and you've learned how to use these techniques with your crew. During your daily preparations, you can name up to five crewmates you will be working with that day. If an enemy is within reach of you and at least two of your crewmates, that enemy is flat-footed against you.

DEVIRIN'S CUNNING STANCE

FEAT 4

UNCOMMON ARCHETYPE OPEN STANCE

Prerequisites Marshal Dedication (*Advanced Player's Guide* 180), trained in Deception

You've learned Devrin Arlos's guileful ways, and his sly teachings help you remind your allies to keep their wits about them. When you use this action, attempt a Deception check. The DC is usually a standard-difficulty DC of your level, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Critical Success Your marshal's aura increases to a 20-foot emanation, and it grants you and your allies a +1 status bonus to skill checks. When you or an ally in the aura Strike a flat-footed enemy, that enemy can't use reactions until the beginning of its next turn.

Success As critical success, but your aura's size doesn't increase.

Failure You fail to enter the stance.

Critical Failure You fail to enter the stance and can't take this action again for 1 minute.

REBEL'S MAP FEAT 4

UNCOMMON ARCHETYPE

Prerequisites Horizon Walker Dedication (*Advanced Player's Guide* 177) or Scout Dedication (*Advanced Player's Guide* 188)

Trigger You roll initiative.

Rebellions require an intricate knowledge of one's surroundings—because you might need to escape at any moment. You remember the locations of escape routes, ambush spots, and cover from a scouting expedition or a previous visit to the area. Roll a d20. At any point during the subsequent combat, you can substitute the result of this roll instead of rolling a d20 on one Deception check to Create a Diversion or on one Stealth check to Hide.

TUT-TUT FEAT 4

UNCOMMON ARCHETYPE EMOTION FEAR MENTAL PRESS

Prerequisites Dandy Dedication (*Advanced Player's Guide* 167) or Duelist Dedication (*Advanced Player's Guide* 171)

Trigger You hit a creature with a melee attack roll.

The Sapphire Butterfly is not one for violence when simply intimidating a foe will do. From that vigilante's techniques, you've learned how to pull a deadly blow at the last moment, threatening your target instead of striking them. Rather than dealing damage with the triggering Strike, attempt an Intimidation check with a +2 circumstance bonus to Demoralize all enemies within 30 feet who can see you. If you critically succeed at your check to Demoralize the target of your Strike, their attitude toward you improves by one step while they also become frightened 2.

YOU'RE AN EMBARRASSMENT! FEAT 4

UNCOMMON ARCHETYPE FORTUNE

Prerequisites Celebrity Archetype (*Advanced Player's Guide* 166)

Trigger An ally within 30 feet fails a Will saving throw against an incapacitation effect.

Some Firebrands can't stand it when their allies are ruining their moment, and you're no different. Your loud and forceful condemnation of an ally succumbing to an incapacitation effect gives them a second chance to impress you and shake

off the effect. Your ally rerolls the triggering Will saving throw with a +1 circumstance bonus. Regardless of the result of the save, your ally is temporarily immune to You're an Embarrassment! for 10 minutes.

CUTTING FLATTERY FEAT 5

UNCOMMON ARCHETYPE SKILL

Prerequisites Dandy Dedication (*Advanced Player's Guide* 167) or Pirate Dedication (*Advanced Player's Guide* 185), trained in Intimidation

Repeated entries in Firebrand bragging and flyting contests have taught you how to twist pretty words into concealed insults. When you succeed at your check to Coerce a creature, the target's attitude toward you improves by one step, to a maximum of friendly, and they don't become unfriendly 1 day later.

FEELING YOUR OATS FEAT 6

UNCOMMON ARCHETYPE MENTAL OPEN

Prerequisites Celebrity Dedication (*Advanced Player's Guide* 166) or Dandy Dedication (*Advanced Player's Guide* 167), trained in Deception

Frequency once per hour

You are incredible, impeccable, an icon of style and grace—and everyone knows it. In this moment, you are living your fantasy, and no one can shake you out of it. Roll a Deception check. You can substitute the result of your Deception check for one Will save you would be required to attempt in the next minute.

WATCH THIS! FEAT 6

UNCOMMON ARCHETYPE AUDITORY EMOTION

Prerequisites Duelist Dedication (*Advanced Player's Guide* 167) or Pirate Dedication (*Advanced Player's Guide* 185)

Trigger An ally misses or critically misses an enemy you can see with their attack.

A common saying among Firebrands is, "There's always a fool who thinks they can do it better—and they're often right." You verbally commit to using an action on your next turn to make a melee Strike against the same enemy your ally has missed. If your attack hits, you deal additional damage equal to twice the number of damage dice.

GRUDGING COMPLIMENT FEAT 7

UNCOMMON ARCHETYPE LINGUISTIC SKILL

Prerequisites Celebrity Dedication (*Advanced Player's Guide* 166)

Trigger An enemy within 30 feet damages you or succeeds at a skill check.

Every Firebrand can recognize the skill of others, but you've turned it into an art you can wield in combat. You compliment a foe's form or technique, and your unexpected praise distracts them from their surroundings. Attempt a Diplomacy check against that enemy's Will DC. Regardless of your result, they are temporarily immune to your Grudging Compliments for 10 minutes.

Critical Success The target becomes flat-footed for 1 round.

Success The target becomes flat-footed against your attacks for 1 round.

LIVING FOR THE APPLAUSE

FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Gladiator Dedication (*Advanced Player's Guide* 175)

Frequency once per day

Trigger You would be reduced to 0 Hit Points (but not immediately killed) during a combat encounter that has spectators.

Nothing can stop you as long as you have an audience cheering you on. The attention reinvigorates you and keeps you from being knocked out. You remain at 1 Hit Point, and your wounded condition increases by 1.

In addition, attempt a Performance check; the DC is determined by the GM but is typically the standard DC for your level or the DC to Make an Impression on the spectators, whichever is higher. On a success, the crowd erupts in applause and cheers at your comeback, much to the dismay of your enemies. Concern for the crowd's reaction should your opponent deliver a finishing blow gives you a +1 circumstance bonus to AC until the end of your next turn. On a critical success, you don't expend your daily use of Living for the Applause and can use the reaction an additional time on the same day.

PUBLIC EXECUTION

FEAT 8

UNCOMMON ARCHETYPE AUDITORY FLOURISH LINGUISTIC

Prerequisites Assassin Dedication (*Advanced Player's Guide* 158)

Requirements You have designated a mark using Mark for Death.

Some rebel Firebrand cells make a practice of publicly declaring the main target of a given operation. You announce your intention to kill your mark for all to hear and reveal the reason they must die, perhaps listing their crimes or sharing a damning secret. Creatures within 30 feet who can see and hear you are shocked by your proclamation or otherwise reluctant to come to your mark's aid. They must attempt a Will save against your class DC or spell DC, whichever is higher. On a failure, the creature can't attack you or otherwise perform hostile actions against you until the end of your next turn. If you use a hostile action against a creature other than your mark, this effect ends. Your mark becomes temporarily immune to your Public Execution for 1 day.

SHOW-OFF

FEAT 8

UNCOMMON ARCHETYPE FLOURISH

Prerequisites Acrobat Dedication (*Advanced Player's Guide* 155)

Frequency once per minute

Trigger You succeed at an Acrobatics or Athletics check deemed suitably challenging and meaningful by the GM.

As is the tradition with many Firebrands, you call your shot and look to impress with an extra bit of panache or a greater stunt. Attempt the triggering check again, using the second result. On a success, you gain the normal results of the check, plus you feel invigorated by your stunt and gain temporary Hit Points equal to your level (double your level on a critical success). You lose any remaining temporary Hit Points after 1 minute. Typically, a challenging task is one with at least a standard DC for your level, though the difficulty may be higher depending on the situation.

A meaningful context is one where the action's success or failure is relevant to the pursuit of your goals.

STATEMENT STRUT

FEAT 8

UNCOMMON ARCHETYPE MENTAL VISUAL

Prerequisites Celebrity Dedication (*Advanced Player's Guide* 166) or Dandy Dedication (*Advanced Player's Guide* 167)

Frequency once per 10 minutes

You have an eye for fashion and know how to sell attitude and confidence with your walk. You Stride up to your Speed. All enemies within 30 feet of your movement are enraptured by your performance: they must succeed at a Will saving throw or become unable to use reactions until the end of your next turn. The DC for this save is equal to your class DC or spell DC, whichever is higher.

BIG DEBUT

FEAT 10

UNCOMMON ARCHETYPE MENTAL

Prerequisites Celebrity Dedication (*Advanced Player's Guide* 166) or Gladiator Dedication (*Advanced Player's Guide* 175)

Frequency once per day

Trigger You're about to roll initiative.

Now's your chance! You're a Firebrand, and the world must know it. You strike a dramatic pose, deliver a snappy quip, or reveal a shocking new costume, captivating everyone who can see you. You don't roll initiative. Instead, you voluntarily go last. Enemies who can see you must attempt a Will saving throw against your class DC or spell DC, whichever is higher. On a failure, the enemy is overcome with anticipation for what you'll do next on the battlefield and becomes stunned 1 (stunned 2 on a critical failure). As your first action on your first turn, you can Interact to draw or stow an item of light Bulk as a free action; if this item is a small garment or accessory, such as a fan, a pair of gloves, or a wine glass, you gain a +1 circumstance bonus on Charisma-based skill checks until the end of your turn.

HOOK 'EM

FEAT 10

UNCOMMON ARCHETYPE FLOURISH

Prerequisites Pirate Dedication (*Advanced Player's Guide* 185)

Requirements A rope is within your reach, or you have a rope or grappling weapon in your hand.

The Salt Breakers learned to use whatever they could during the Vidric Revolution, and they quickly mastered the art of making a rope into a useful tool in combat. You take hold of a nearby rope, throw a rope from your hand, or fire a grappling weapon at a solid surface—and then swing up to twice your Speed. If you end your movement next to an enemy, attempt an Athletics check to Grapple that enemy, tying them up in your rope.

MOCKINGBIRD'S DISARM

FEAT 10

UNCOMMON ARCHETYPE

Prerequisites Acrobat Dedication (*Advanced Player's Guide* 155)

Frequency once per minute

Trigger You succeed at a check to Tumble Through or use Tumbling Strike, and you moved through an enemy's space.

The Mockingbird is a master at running into foes and coming away with their weapons. Mimicking their skill, you strike at a

foe's wrist while tumbling past them, weakening their grip. You attempt to Disarm the enemy whose space you moved through. You can use Acrobatics instead of Athletics for this check.

ILLUSORY IDENTITY

FEAT 12

UNCOMMON ARCHETYPE ILLUSION

Prerequisites Alter Ego Dedication (*Dark Archive* 126)

There are times when skills or looks are not enough to convince someone of your identity, and you instead require adequate documentation. Replicating the methods of the Sapphire Butterfly, you've learned to use magic to forge a new identity as you need it. During your daily preparations, you can choose a blank piece of paper, journal, badge, or similar item normally used to display authority, to magically invest. You can use an Interact action to mentally outline the basic information that is displayed when that item is presented to another creature, such as a name, a title, connection to an existing group or agency, and other basic details. A more complex outline requires more time, at the GM's discretion. That creature must attempt a Will save against your Deception DC. This item only works while you are holding it and appears blank if anyone else attempts to use it, though you can include others within the details of your outline.

Critical Success The target sees the item as being entirely blank, and becomes immune to this effect until your next daily preparations.

Success The target sees only the basic information listed out in a simplistic manner, as described in the Interact action. Though not fully convinced, the target plays along, but this worsens the target's attitude toward you by one step.

Failure The target sees the information presented by the item in the proper format relevant to your situation, with the appropriate language, names, dates, signatures, and other details.

Critical Failure The target sees the information presented by the item as granting a higher level of authority than anticipated, and immediately treats you with the proper deference. As failure, and the target's attitude toward you immediately improves by one step.

ACKNOWLEDGE FAN

FEAT 12

UNCOMMON ARCHETYPE ENCHANTMENT MENTAL VISUAL

Prerequisites Celebrity Dedication (*Advanced Player's Guide* 166), Mesmerizing Gaze

Your reputation as a Firebrand precedes you, and you need only make a simple gesture or give a look of recognition to amaze those around you. You're so famous and beloved that even your enemies are fans, and they're shocked to see you here. Choose one target creature who can see you to acknowledge. The target must attempt a Will save against your class DC or spell DC, whichever is higher.

Critical Success The target is unaffected and becomes immune to Acknowledge Fan for 1 day.

Success The target is stunned 1 and becomes immune to Acknowledge Fan for 1 day.

Failure The target is stunned 2.

Critical Failure The target is paralyzed until the end of your next turn.

Special This feat has either the arcane or occult trait, matching the choice you made when you took Mesmerizing Gaze.

QUICK SPRING

FEAT 13

UNCOMMON ARCHETYPE SKILL

Prerequisites Acrobat Dedication (*Advanced Player's Guide* 155), master in Acrobatics

Ishii Bunji is a skilled tumbler, and learning his technique allows you to propel yourself across the battlefield faster than your enemies can react. When you Tumble Through, you Stride up to twice your Speed.

IT WAS ME ALL ALONG!

FEAT 14

UNCOMMON ARCHETYPE FORTUNE MENTAL

Prerequisites Alter Ego Dedication (*Dark Archive* 126) or Vigilante Dedication (*Advanced Player's Guide* 196)

Frequency once per day

Requirements Your identity is hidden, either by magic or a disguise.

You discard a disguise and dramatically reveal your true identity, catching your foes off guard. If you created your disguise using magic such as with *humanoid form* or *illusory disguise*, you immediately Dismiss the spell as a free action. Stride up to your speed and attempt a Deception check to Feint one target within 30 feet. If you succeed, you roll twice and take the better result on your first attack roll against that target this turn.



FIREBRAND SCOUT

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

EQUIPMENT

Firebrands use a wide variety of equipment on their journeys, including standard adventuring and traveling equipment, specialized weapons and armor, and specific pieces of gear that are particularly useful for infiltration and death-defying feats. Second-mark members of the Firebrands have access to all of the uncommon equipment in this section.

TABLE 1: ADVENTURING GEAR

Item	Price	Bulk	Hands
Concealment coin	3 gp	–	1
Poison ring (level 1)	10 gp	–	–
Quick-change outfit (level 2)	varies	varies	–
Rappelling kit (level 3)	30 gp	1	2
Scroll belt (level 3) ^U	15 gp	L	1
Wrist grappler (level 2) ^U	25 gp	2	1
Wrist grappler, clockwork (level 3) ^U	40 gp	2	1

GEAR DESCRIPTIONS

Firebrands typically use the adventuring gear found on pages 287–292 of the *Core Rulebook* and the uncommon gear featured here.

Concealment Coin: This hollow piece resembles a typical coin and features enough space inside to hide brief messages written on small pieces of paper. You can unscrew or close the coin with an Interact action. You can determine an unattended concealment coin's true nature with a successful DC 20 Perception check. Determining the coin's nature while it's being handled is more difficult and typically requires a successful Perception check against the Thievery DC of the person holding the coin.

Poison Ring: This ring contains a compartment beneath the bezel intended to hold a small amount of poison. You can determine the ring's true purpose with a successful DC 20 Perception check. Noticing the compartment while the ring is being worn is more difficult and typically requires a successful Perception check against the Stealth DC of the person wearing the ring. You place poison within the ring using the same method for applying poison to a weapon. You can release the ring's poison or consume it using an Interact action if you have a free hand. The ring's compartment is large enough to hold an effective amount of most poisons, but it's too small to hold a significant amount of other liquids, including potions and magical oils.

Quick-Change Outfit: A quick-change outfit is in fact two separate outfits sewn together. The specialized sewing technique allows you to switch quickly between the two outfits. You can use 3 consecutive Interact actions to slip out of the outfit, swap to the other side, and slip it back on. The two outfits can be of any kind (such as ordinary clothing and fine clothing) and appear as one outfit on one side and the second outfit on the other. The outfit's

appearance is purely superficial, so you don't receive any special benefits from an outfit (such as protection from environmental cold with winter clothing), though the GM might still apply specific benefits like the bonus to checks with high-fashion fine clothing. You can notice the odd features of a quick-change outfit (such as extra seams) with a successful DC 20 Perception check. The outfit's price is equal to double the price of the more expensive of the two outfits it mimics, and its Bulk is 1 higher than the highest Bulk values of the two outfits.

Rappelling Kit: This satchel contains all the basic equipment found in a climbing kit plus the specialized equipment—including a harness, belay device, and locking clips—needed for descents. When Climbing down with a rappelling kit, you move twice as fast as usual based on your check result.

Scroll Belt: These belts are specially designed to allow for writing along the inside surface. You can scribe a spell to a scroll belt, Crafting the scroll as normal. A scroll belt can only hold a single spell, and you must Cast the Spell before you can scribe another spell to the belt. You can't Cast a Spell from the belt while wearing it; you must remove the belt with an Interact action. A scroll belt acts as a mundane belt, but when a spell is scribed on it, any creature can immediately discern that an unattended belt holds magic. If you're wearing the belt, a creature can notice the belt holds a spell with a successful Perception check against your Stealth DC.

Wrist Grappler: This specialized grappling gun (*Guns & Gears* 64), which attaches to your wrist, connects to a spool of 50 feet of thin metal cord attached to a pack on your back. The wrist grappler and pack are small enough that they can be concealed with a loose jacket or similar piece of clothing. You can deploy or stow the gun from the attached wrist device with an Interact action. Reloading a wrist grappler uses the same process as reloading a standard grappling gun and takes 1 minute. Reloading a clockwork wrist grappler takes three Interact actions.

FIREBRAND ARMAMENTS

The following are a sampling of adjustments, armors, and weapons that Firebrands use during their missions.

ADDITIONAL ADJUSTMENTS

The following armor and weapon adjustments make use of the adjustment trait (page 124).

EYECATCHER

ITEM 1

UNCOMMON ADJUSTMENT

Price 2 gp

Usage applied to a weapon

An eyecatcher is a simple tassel, reflective basket hilt, or other accessory attached to a weapon to serve as

TABLE 2: ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Armored cloak	2 gp	+1	+3	-1	-	12	L	-	Comfort, flexible

TABLE 3: RANGED WEAPONS

Uncommon Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Shield pistol	6 gp	1d4 P	20 ft.	1	1	1	Firearm	Attached to shield, concussive, fatal d8
10 rounds	1 sp				L			
Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Wrist launcher	3 gp	1d4 P	30 ft.	1	1	1	Dart	Agile, concealable, free-hand

a distraction. You gain a +1 item bonus to Deception checks to Feint while using a weapon with an eyecatcher attached. An eyecatcher affects the balancing of a weapon, making it slightly more unwieldy. This increases the weapon's Bulk by 1 and grants a -1 penalty to damage rolls with the weapon.

SUBTLE ARMOR

ITEM 1

UNCOMMON ADJUSTMENT

Price 5 gp

Usage applied to armor

Using fabrics and fashion accessories, you disguise your armor to look like everyday clothing. After applying this adjustment, you can attempt a Stealth check to Conceal an Object to hide the nature of your armor. You gain a +1 item bonus to this check. The added weight and care make it more difficult to move around in the armor, increasing the armor's check penalty by 1, its Strength entry value by 2, and its Bulk by 1.

ARMOR DESCRIPTION

The armor listed in Table 2 is detailed below.

Armored Cloak: This large, thick cloak is fitted with

thin strips of metal at key locations along its length. A pair of straps attaches the cloak to your arms, giving you greater control over the cloak's movements. Using these straps, you can constantly move the cloak or keep it wrapped around yourself to block and intercept attacks. Many Firebrands favor wearing armored cloaks over traditional armor for style reasons, such as matching the cloak to the rest of their outfit.

WEAPON DESCRIPTIONS

The weapons listed in Table 3 are detailed below.

Shield Pistol: These unique firearms are designed to attach to shields while still firing normally. Shield pistols are popular among Firebrands in the Shackles as they allow them to hold a blade and a firearm in each hand without giving up on defense. As is normal with firearms, a character doesn't have access to shield pistols unless they separately have access to firearms.

Wrist Launcher: This slender tube is attached to a large strap worn on the forearm. You can fire a dart from the tube with a twist of the wrist. The wrist launcher uses darts (*Core Rulebook* 281) as ammunition.



POISON RING



WRIST LAUNCHER



SCROLL BELT



ARMORED CLOAK

FIREBRANDS
 INTRODUCTION
 AMONG THE FIREBRANDS
 FIREBRAND OPTIONS
 FIREBRAND EFFORTS
 GLOSSARY & INDEX

MAGIC ITEMS

Throughout their endeavors, the Firebrands make use of many magical items. Some Firebrands use items to aid them with infiltration, while others love the attention that flashy equipment brings. Firebrand spellcasters and skilled crafters are always creating new magical tools to aid with Firebrand missions. One Firebrand group, the Vault of Wonders, is dedicated to the creation of new magic items for the sake of innovation and novelty. They create magical equipment as concept pieces. The magic items that garner the most attention among the group and then among the Firebrands generally get promoted to the “official” Firebrand armory, the formula for the item being shared with the whole organization. Some of the items below are the result of this process.

Firebrands who seek out the latest Vault of Wonders creations can usually place a request with their local Firebrand cell and receive a coded catalog of available formulas and wares within 1 week. This code rotates regularly, preventing outsiders from making use of these catalogs.

The following are among the magic items used by Firebrands; second mark members have access to all the uncommon items listed below.

ANYLENGTH ROPE ITEM 3+

MAGICAL | TRANSMUTATION

Usage held in 1 hand; **Bulk** L

This 50-foot length of silk rope is lightweight and appears to be inlaid with golden threads. The rope can hold up to 3,000 pounds and is particularly durable, with a Hardness of 5 and 24 Hit Points.

Activate **◆** command; **Frequency** once per minute; **Effect** You command the rope to split, declaring a specific length or amount, such as “ten feet of rope,” “half of the rope,” and so on. The rope splits itself into the requested piece, leaving the remaining length intact. If the rope isn’t long enough to provide the requested amount, the activation fails.

Activate **◆◆** envision, Interact; **Frequency** once per day; **Requirements** The rope is split into two or more pieces; **Effect** The rope attempts to reassemble itself. All pieces of the rope within 500 feet slither back toward you, moving 50 feet per round, over the span of 1 minute. Obstacles and other creatures can prevent a piece of rope from reaching you. Once all pieces reach you or the minute has passed, the pieces rejoin, becoming a single rope. The length of this reformed rope is equal to the total length of all the pieces together; if a piece is missing, the rope is now shorter than its original 50-foot length. Any pieces that didn’t rejoin with the rest of the rope remain where they are after the minute passes.

Type lesser anylength rope; **Level** 3; **Price** 45 gp

Type moderate anylength rope; **Level** 5; **Price** 125 gp

The rope is 75 feet long. You can activate the *moderate anylength rope* once per hour instead of once per day.

Type greater anylength rope; **Level** 7; **Price** 300 gp

The rope is 100 feet long. You can activate the *greater anylength rope* without any frequency limit.

BLINK BLADE ITEM 12

UNCOMMON | CONJURATION | MAGICAL | TELEPORTATION

Price 1,750 gp

Usage held in 1 hand; **Bulk** L

The blade of this +2 *striking dagger* is etched with whirling portals, and a single blue sapphire adorns its hilt. It feels lightweight and is always slightly warm to the touch.

Activate **◆◆** Interact; **Frequency** once per day; **Effect** You cast *dimension door*. The space you leave and the one you appear in are filled with puffs of smoke that make anyone within concealed until they leave the smoke or until the end of your next turn, at which point the smoke dissipates. When used in strong winds, the smoke disperses immediately.

Activate **↻** envision; **Frequency** once per day; **Trigger** Your melee attack roll with the *blink blade* is a critical success; **Effect** You and your target teleport to a space within 10 feet. The target arrives in a safe, open space of your choosing adjacent to your arrival space. This teleportation also creates puffs of smoke, as noted with the activation above.

BOOTS OF FREE RUNNING ITEM 5+

UNCOMMON | INVESTED | MAGICAL | TRANSMUTATION

Usage worn shoes; **Bulk** 1

These comfortable and practical boots slip on easily and fill you with boundless energy. The treads of these boots provide exceptional traction, with improved grip on surfaces you would traditionally have difficulty traversing. While wearing the boots, you gain a +1 item bonus to Acrobatics checks to Balance and to Athletics checks to High Jump and Long Jump.

Activate **◆** envision; **Frequency** once per day; **Effect** The traction of your boots improves, allowing you to run along vertical surfaces for 1 minute. When you Stride, you can run up solid vertical surfaces, like walls, at your full Speed. You must start your movement on a horizontal surface. If you end a Stride off the ground, you must Stride along the surface again until you reach a horizontal surface or you begin to fall (though you can Grab an Edge, if applicable). If you have means of walking on water, such as with *water walk* or similar abilities, you can also run along flimsy vertical surfaces, as well as vertical liquids such as a waterfall.

Type lesser boots of free running; **Level** 5; **Price** 135 gp

Type moderate boots of free running; **Level** 11; **Price** 1,350 gp

The bonus is +2. You can activate the *moderate boots of free running* once per hour instead of once per day.

Type *greater boots of free running*; **Level** 17; **Price** 13,500 gp
The bonus is +3. You can activate the *greater boots of free running* without a frequency limit.

CAPE OF GRAND ENTRANCES ITEM 9

UNCOMMON ENCHANTMENT INVESTED MAGICAL

Price 600 gp

Usage worn cloak; **Bulk** L

This regal blue cape is crafted from a hefty yet elegant velvet embroidered with ornate silver stars and dragons. Falling in a cascade of fabric, the cape rustles and flows in all the right ways and hangs upon your shoulders in a way that flatters your form and figure. You draw the eyes of those around you and gain a +2 circumstance bonus to your Performance checks.

Activate $\blacktriangleright\blacktriangleright$ envision, Interact; **Frequency** once per day;
Effect With a flourish of your cape, you make a grand entrance that draws the attention of those around you. You cast *enthrall* with a DC of 25. The spell gains the visual trait and loses the auditory trait. You Sustain the Spell by continuing to sweep the cape about.

CAPE OF ILLUMINATION ITEM 5+

UNCOMMON EVOCATION INVESTED LIGHT MAGICAL

Usage worn cloak; **Bulk** L

This golden cape, embroidered with vibrant red sun rays, sparkles like sunlight reflecting off the ocean.

Activate $\blacktriangleright\blacktriangleright$ command, Interact; **Effect** The cape glows with the effects of 1st-level *light*. You can Activate the cape again to Dismiss the effect.

Activate $\blacktriangleright\blacktriangleright$ envision, Interact; **Frequency** once per day;
Effect You draw the cape and unleash a blinding flash of light. All enemies within 30 feet that can see you must attempt a DC 19 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round and dazzled for 1 minute. The creature can spend an Interact action rubbing its eyes to end the blinded condition.

Critical Failure The creature is blinded for 1 round and dazzled for 1 hour.

Type *lesser cape of illumination*; **Level** 5; **Price** 135 gp

Type *moderate cape of illumination*; **Level** 9; **Price** 600 gp

The cape glows with the effects of 4th-level *light*. The save DC is 25.

Type *greater cape of illumination*; **Level** 15; **Price** 5,750 gp

The cape glows with the effects of 7th-level *light*. The frequency is once per hour. The save DC is 34.

CHARM OF THE ORDINARY ITEM 8

UNCOMMON CONSUMABLE MAGICAL TRANSMUTATION

Price 75 gp

Usage held in 1 hand; **Bulk** –

Activate $\blacktriangleright\blacktriangleright$ envision, Interact

Carved from a chunk of sturdy hardwood, this small charm is shaped like a broom, a wooden barrel, a lantern, or another

ordinary item. When activated, the pendant becomes a full-size version of the item it represents, and you merge with the item with the effects of *meld into stone*, except the item doesn't need to be made of stone and doesn't require the volume to fit you and your worn or held possessions. While merged with the item, you can hear but can't see; unlike with *meld into stone*, you can't cast spells. The effect ends after ten minutes or when you Dismiss the effect, at which point you are forcibly expelled and the item you occupied becomes a mundane item.

CLINGING BUBBLES ITEM 3+

CONSUMABLE MAGICAL TRANSMUTATION

Usage held in 2 hands; **Bulk** L

This small vial of viscous, clear, soapy solution comes with a wand, attached to the inside of the vial's cap, with a little loop at its end. A vial has enough solution to be used 10 times.

Activate \blacktriangleright Interact; **Effect** You dip the wand in the solution and blow on it. An improbably large cloud of bubbles emerges in a square adjacent to you. This cloud travels in a straight line, moving 10 feet at the end of your turns. The bubbles are thick and sticky, and any creature who enters the same space as the bubble cloud becomes shrouded in them, taking a –5-foot circumstance penalty to its Speed. A creature covered in bubbles can use an Interact action to pop the bubbles and remove the penalty. The cloud can be redirected with strong winds. The cloud of bubbles has AC 5, 20 Hit Points, and weakness 5 to piercing and slashing. The bubbles pop naturally and harmlessly after 1 minute.

Type *lesser clinging bubbles*; **Level** 3; **Price** 12 gp

Type *moderate clinging bubbles*; **Level** 7; **Price** 70 gp

The cloud of bubbles takes up a 5-foot burst. Creatures covered in bubbles take a –10-foot circumstance penalty. Each Interact action used to pop bubbles reduces the penalty by 5 feet. The cloud of bubbles has 30 Hit Points.

Type *greater clinging bubbles*; **Level** 11; **Price** 250 gp

The cloud of bubbles takes up a 10-foot burst. Creatures covered in bubbles take a –15-foot circumstance penalty. Each Interact action used to pop bubbles reduces the penalty by 5 feet. The cloud of bubbles has 40 Hit Points.

DIVER'S GLOVES ITEM 4+

UNCOMMON ABJURATION INVESTED MAGICAL

Usage worn gloves; **Bulk** L

These black leather gloves fit snugly, running up the length of your arm to your elbow. Each glove has an angular fin running along the outside edge of your arms, which forms a narrow triangle when your hands meet in a diving position. While wearing the gloves, you gain a +1 item bonus to Athletics checks to Swim.

Activate \curvearrowright envision; **Trigger** You would take damage from falling into water; **Effect** The gloves create a hydrodynamic barrier around you, dispersing the damage that would be done to you during a high dive. You take damage as if the fall were half the distance, to a minimum fall of 5 feet. You then Swim with the effects of a critical success for the check.

Type *lesser diver's gloves*; **Level** 4; **Price** 85 gp

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX



ANYLENGTH ROPE



BLINK BLADE



BOOTS OF FREE RUNNING



CHARM OF THE ORDINARY



DIVER'S GLOVES



HORNED LION AMULET



CLINGING BUBBLES



PIPE OF DANCING SMOKE

Type moderate diver's gloves; **Level** 9; **Price** 650 gp
The item bonus is +2. The gloves grant you a swim Speed equal to half of your land Speed.

Type greater diver's gloves; **Level** 15; **Price** 6,000 gp
The item bonus is +3. The gloves grant you a swim Speed equal to your land Speed or 30 feet, whichever is higher.

HORNED LION AMULET

ITEM 9

UNCOMMON ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 120 gp

Usage affixed to armor; **Bulk** –

Activate ◆ envision; **Trigger** You take fire damage.

This small figurine of a horned lion sitting at attention is the size of a coin and carved from simple stone. The figurine can be fastened to a suit of armor as a charm or adornment.

When you activate the amulet, the lion's eyes glow with flames, granting you fire resistance 10 against the triggering damage and a subsequent fire resistance 5 for 1 minute. If the triggering damage was due to persistent fire damage, you immediately attempt a DC 10 flat check to recover from the persistent damage. The DC remains at 10 until the persistent fire damage ends.

PARCHMENT OF DIRECT MESSAGE

ITEM 3

UNCOMMON DIVINATION MAGICAL

Price 50 gp

Usage held in 1 hand; **Bulk** –

These two sheets resemble ordinary parchment, save for a simple seal burned into the corner. The two sheets are magically linked, though if either of the sheets is burnt, cut

in half or smaller, or otherwise destroyed, then the other sheet becomes an ordinary piece of parchment. When you write a message on one of the sheets, the text disappears over the span of 1 minute, leaving no ink, imprint, or any other trace of inscription behind. The message then appears on the linked piece of parchment. The magical link between the sheets only functions while both sheets are within 10 miles of each other. Outside of this range, any writing remains on the sheets as if they were mundane sheets of parchment, though this writing becomes erased if the parchment is activated.

Activate \blacklozenge command; **Effect** You utter a specific magical phrase while holding one of the sheets of parchment. All writing disappears from the parchment.

PIPE OF DANCING SMOKE ITEM 5

UNCOMMON CONJURATION FIRE MAGICAL

Price 125 gp

Usage held in 1 hand; **Bulk** L

This ornate pipe is chiseled from a single bloodstone piece with wooden accents. When in use, the pipe gives off a vibrant red smoke that floats lazily in the air. These pipes are popular among bards and braggarts who like the ostentatious smoke it gives off—and who often use it to create raucous diversions or send indiscreet signals.

Activate $\blacklozenge\blacklozenge$ Interact; **Frequency** once per day; **Effect** The smoke forms a bird that flies up to 120 feet in a direction of your choice. When it collides with a solid object or travels the full range, whichever is shorter, it explodes in a 20-foot burst of smoke with the effects of *obscuring mist*.

RING OF OBSERVATION ITEM 3+

UNCOMMON DIVINATION INVESTED MAGICAL

Usage worn; **Bulk** –

This simple gold ring is engraved with eyes and is inlaid with a single amber-colored cat-eye gemstone. While the gemstone itself isn't magical, it gives off the eerie impression that it's watching you. A Firebrand makes use of this ring to determine if they've drawn the attention of locals and guards without the owner giving away the fact that they know others are watching. More powerful versions of the ring help Firebrands escape the sight of others when necessary.

Activate \blacklozenge envision; **Frequency** once per day; **Effect** The watchful eye of the cat-eye gemstone remains unmoving but feels as if it's surveying your surroundings. The eye continues this uncanny surveying for 1 minute. During this time, you can use a single action, which has the concentrate trait, to focus on the ring. When you focus on the ring, it grows warm to the touch if you're being intentionally observed by creatures within 30 feet. The ring can only notice creatures that aren't hidden from you and that are intentionally watching you. The ring ignores people who are part of a crowd but aren't actively paying attention to you, for example.

Type lesser ring of observation; **Level** 3; **Price** 125 gp

Type moderate ring of observation; **Level** 7; **Price** 300 gp

The ring surveys for 10 minutes and notices creatures out to 60 feet. The ring can cast *invisibility* on you once per day.

Type greater ring of observation; **Level** 10; **Price** 1,160 gp
The ring surveys for 1 hour and notices creatures out to 120 feet. The ring can cast either *invisibility* or 4th-level *invisibility* on you once per day.

SMUGGLER'S SACK ITEM 4+

UNCOMMON CONJURATION EXTRADIMENSIONAL MAGICAL

Usage held in two hands; **Bulk** 1

This specialized version of a *bag of holding* appears to be a plain, leather bag that opens at the top, with a thin leather cord attached to cinch the sack closed. The sack's magic allows you to access either its mundane space or an extradimensional pocket. The mundane space inside the sack always holds 5 Bulk. The pocket's capacity varies with the type of sack. Anyone searching the bag can notice a thin, magical seam indicating the existence of the extradimensional space with a successful DC 18 Perception check.

Activate \blacklozenge command; **Effect** You speak a secret command word. Depending on which word you use, the sack either opens up to the mundane sack or the extradimensional pocket. You can Interact to put items in or remove them as normal.

Type I; **Level** 4; **Price** 75 gp; **Capacity** 1 Bulk

Type II; **Level** 7; **Price** 300 gp; **Capacity** 5 Bulk

The DC is 23.

Type III; **Level** 11; **Price** 1,200 gp; **Capacity** 10 Bulk

The DC is 28.

Type IV; **Level** 13; **Price** 2,400 gp; **Capacity** 25 Bulk

The DC is 30.

Type V; **Level** 17; **Price** 12,000 gp; **Capacity** 50 Bulk

The DC is 37.

STONE OF ENCOURAGEMENT ITEM 2+

UNCOMMON DIVINATION MAGICAL

Usage held in 1 hand; **Bulk** L

This smooth, round, gray stone fits neatly into the palm of your hand and feels comfortable to hold regardless of the size or shape of your hand. While you're holding the stone, it telepathically speaks to you at regular intervals in generic words of encouragement, such as "You can do it!" and "Let's go!" The encouraging words manifest in the voice of your internal monologue or take on the characteristics of the voice of someone you trust. Despite the similarity, you're aware that the stone is telepathically projecting its voice and can differentiate between the stone's voice and your internal monologue or the voice of the person you trust.

Activate \blacklozenge Command; **Frequency** once per day; **Effect** You ask the stone for help with a task. It speaks a few motivating words related to the task at hand, which grants you a +1 item bonus to the first skill check you attempt within 1 minute. You become temporarily immune to the effects of all *stones of encouragement*, even ones other than the one you activated, for 1 day. You can still hear the encouraging words of different stones if you hold them, but they don't provide any benefits.

Type stone of encouragement; **Level** 2; **Price** 30 gp

Type greater stone of encouragement; **Level** 8; **Price** 475 gp

The item bonus is +2.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

SPELLS

Magic is an incredible boon to Firebrands of all kinds. Whether it's drawing attention, causing havoc, swaying crowds, overthrowing tyrants, or passing unseen, a well-timed spell can make the difference between victory and defeat. The following pages feature new uncommon spells of every tradition, and members of the Firebrands gain access to these spells once they reach the rank of second mark. The common spells introduced here are available to all characters, even if they aren't members of the organization.

BELITTLING BOAST

SPELL 5

UNCOMMON AUDITORY EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Area 30-foot burst

Duration 1 minute

You boast about your skills or combat prowess, bolstering your own abilities and belittling your opponents. Select one of the following to boast about: melee attack rolls, ranged attack rolls, spell attack rolls, or a single skill. Attempt an Intimidation check to Demoralize all enemies within 30 feet. Each creature that becomes frightened additionally takes a -1 circumstance penalty to the attack roll or skill you boasted about for 1 minute. If at least one creature becomes frightened, you gain a +1 status penalty to the attack roll or skill you boasted about for 1 minute.

Heightened (8th) The bonus and penalty increase to 2.



FIREBRAND MAGE

BLINDING FOAM

SPELL 5

UNCOMMON ACID EVOCATION INCAPACITATION

Traditions arcane, occult, primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Duration 1 minute

You spray a colorful, caustic foam into the target's eyes, which clings to their face. Make a spell attack roll. If you hit, you deal 5d10 acid damage and 1d6 persistent acid damage, and the target is blinded for the duration. The foam can be removed with 3 Interact actions, which ends the persistent acid damage. These Interact actions don't need to be consecutive. When the target's persistent acid damage ends, the spell automatically ends.

Heightened (8th) The initial damage increases to 9d10, and the persistent acid damage increases to 2d6.

BURSTING BLOOM

SPELL 4

UNCOMMON CONJURATION PLANT

Traditions occult, primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** 1 minute

You cause a rose bush to sprout from the chest of a foe, bursting out of its body and wrapping it in thorned vines. The target takes 6d6 piercing damage and 1d6 persistent bleed damage and must attempt a Fortitude save. When the target is no longer taking persistent bleed damage and is no longer encumbered, the rose bush withers away to nothing.

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage.

Failure The creature takes full damage and persistent damage and is encumbered for 4 rounds.

Critical Failure The creature takes double damage and persistent damage and is encumbered for 1 minute.

Heightened (+2) The initial damage increases by 3d6, and the persistent bleed damage increases by 1d6.

CONFETTI CLOUD

SPELL 2

UNCOMMON CONJURATION

Traditions arcane, occult

Cast ♦ to ♦♦♦

Range 90 feet; **Area** varies

Duration 1 minute

You conjure a dense storm of swirling confetti. All creatures within the area of the confetti become concealed, and all creatures outside the storm become concealed to creatures within it. Additionally, creatures in the area of the confetti

continually hear the raucous sounds of a party or festival and take a -2 circumstance penalty on Perception checks to hear. The number of actions you spend when Casting this Spell determines its area. You can Dismiss the spell.

◆ (somatic) The spell's area is a 5-foot burst.

◆◆ (somatic, verbal) The spell's area is a 10-foot burst.

◆◆◆ (material, somatic, verbal) The spell's area is a 15-foot burst.

CUTTING INSULT SPELL 2

UNCOMMON AUDITORY EMOTION ENCHANTMENT FEAR LINGUISTIC MENTAL

Traditions occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will

You utter an insult so offensive that it cuts your target to the quick. Your target takes 4d6 mental damage and 1 persistent bleed damage and must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature takes half mental damage but no persistent bleed damage, and it becomes frightened 1.

Failure The creature takes full mental damage and full persistent bleed damage, and it becomes frightened 2.

Critical Failure The creature takes double mental damage and double persistent bleed damage, and becomes frightened 3.

Heightened (+2) The mental damage increases by 4d6, and the bleed damage increases by 1.

FASHIONISTA SPELL 1

TRANSMUTATION

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 willing creature

Duration 1 hour

The target's clothes are transformed into ostentatious attire that epitomizes high-end local fashion. No details of the target's appearance transform other than their clothes, so their weapons or armor remain unchanged in appearance. The target gains a +1 status bonus on Deceptions checks to Make a Distraction. You can Dismiss this spell. At the end of the spell's duration, the target's clothes revert to their original appearance.

Heightened (+2) The status bonus increases by 1, to a maximum of +4 at 7th level.

FIREWORK BLAST SPELL 3

UNCOMMON EVOCATION

Traditions arcane

Cast ◆◆ somatic, verbal

Range 500 feet; **Area** 20-foot burst

Saving Throw basic Reflex

You create a massive display of loud and colorful explosions. The explosions deal 4d6 fire damage. Creatures that fail their saves must attempt an additional Fortitude save. Creatures that critically fail their saves take a -2 circumstance penalty to this Fortitude save.

Success The creature is unaffected.

Failure The creature is blinded and deafened for 1 round.

Critical Failure The creature is blinded for 1 round and dazzled and deafened for 1 minute.

Heightened (+1) The damage increases by 2d6.

FLASHY DISAPPEARANCE SPELL 1

UNCOMMON ILLUSION

Traditions arcane, occult

Cast ◆ verbal

You create a puff of colorful smoke that quickly disperses while you become temporarily invisible. You become undetected to all creatures unless they can see invisible creatures. You Stride. At the end of your movement, if you have cover, greater cover, or concealment, attempt a Stealth check to Hide. You gain a +2 status bonus to this Stealth check. The invisibility then ends, and you either become observed or hidden to creatures as determined by your check to Hide, if you made one.

HELPFUL STEPS SPELL 1

CONJURATION

Traditions arcane, divine, occult, primal

Cast ◆◆ somatic, verbal

Range 60 feet

Duration 10 minutes

You call forth a ladder or staircase to help you reach greater heights. The ladder or staircase appears in a space you designate and either stands freely or connects to a nearby wall if possible. You decide the height of the ladder or staircase when casting the spell, up to a maximum height of 40 feet. The ladder or staircase is locked in place and magically supported, allowing you to ascend even if it's in an open area. The conjured ladder is simple in design and made of wood. The staircase is a spiral staircase made of wood. While both are supported and have no risk of falling, they can be damaged and destroyed as normal. The staircase is typically easier to ascend, though it's less discreet than a ladder and could possibly draw more attention. You can Dismiss the spell.

Heightened (+1) The maximum height increases by 40 feet.

ILLUSORY SHROUD SPELL 2

UNCOMMON ILLUSION VISUAL

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 minute

You shroud the target in subtle illusions that make it difficult to detect. The target gains a +1 status bonus to Stealth checks to Hide or Sneak. For the duration, the target can become hidden to a creature even if they don't have cover and aren't otherwise concealed from that creature. Even if the target isn't concealed or doesn't have cover or greater cover at the end of a Sneak action, the target isn't automatically observed.

INSTANT PARADE SPELL 2

UNCOMMON AUDITORY AURA ILLUSION VISUAL

Traditions arcane, occult

Cast ◆◆ somatic, verbal

Area 10-foot emanation

Duration 10 minutes

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

An illusory parade with dozens of participants and performers appears around you, following you as you move. The parade is lively and noisy, providing enough cover and distraction to hide among the crowd. Creatures can Hide inside the crowd, though creatures that disbelieve the illusion still see creatures within as normal. You are automatically hidden among the parade as it always follows you. Creatures attempting to locate you must succeed at a Perception check against your spell DC, though you can actively choose to Hide if you prefer to use Stealth instead.

You can choose to send the parade off with a 2-action activity, which has the concentrate trait. When you do so, the parade no longer follows you and instead continues traveling in the direction of your choice. The parade travels 100 feet over 1 round and then disappears as the spell is Dismissed. You can otherwise Dismiss the spell normally if you prefer.

MUSICAL ACCOMPANIMENT

CANTRIP 1

AUDITORY CANTRIP ILLUSION

Traditions arcane, occult

Cast >>> somatic, verbal

Duration 1 minute

You're surrounded by orchestral music that shifts and changes to match your behavior. This music provides a +1 status bonus to Performance checks. At the GM's discretion, it provides this bonus to Deception, Diplomacy, and Intimidation checks as the music changes to support you in social situations, though some creatures are unaffected by such obvious attempts to use music to illicit specific emotions. This music moves with you and has a maximum volume equal to four humans shouting. You take a -4 penalty to Stealth checks while the music is playing. You can't control the exact music this spell creates. The music doesn't create intelligible words or singing. You can Dismiss this spell.

Heightened (2nd) The duration increases to 10 minutes.

Heightened (3rd) The duration increases to 1 hour.

Heightened (5th) The duration increases to 24 hours.

NOTHING UP MY SLEEVE

SPELL 3

UNCOMMON CONJURATION EXTRADIMENSIONAL

Traditions arcane, occult

Cast >>>> material, somatic, verbal

Duration 1 hour

You create an extradimensional space within each of your sleeves. If you're not wearing clothing with sleeves, the spell also produces a simple shirt with long sleeves for you for the duration. Each of the extradimensional spaces can hold objects and equipment, up to a total of 1 Bulk. Organic matter and living creatures can't be stored in these spaces. You are the only person who can access or perceive these extradimensional spaces.

You can Interact to place an object into the extradimensional space or to draw an object from the extradimensional storage. When you draw an object from the extradimensional storage, the object appears in one of your empty hands. If you don't have an empty hand, you can't draw an object from the

extradimensional storage. For the duration, whenever you Palm an Object, you can choose to place the palmed object directly into one of the two extradimensional spaces if that space has sufficient capacity to hold the object.

When the spell ends or you die, the contents of both extradimensional spaces are ejected and land without harm on the ground in your space.

OVERSELLING FLOURISH

SPELL 1

UNCOMMON ILLUSION

Traditions arcane, occult

Cast > somatic; **Trigger** A creature damages you.

Range 60 feet; **Targets** the triggering creature

Saving Throw Will

You make a grand spectacle out of getting hit. Enhanced by magic, this spectacle features sprays of blood, anguished screams, or other theatrics that appear to result from your foe's attack. The triggering creature must attempt a Will saving throw.

Critical Success The creature is unaffected.

Success The creature is thrown off by your display. The creature becomes dazzled until the start of your turn.

Failure The creature fully believes your performance, leaving itself open. The creature becomes dazzled and flat-footed until the start of your turn.

Critical Failure The creature is enraptured by the display. The creature uses its remaining actions to watch you in awe. It then remains dazzled and flat-footed until the start of your turn.

PERCUSSIVE IMPACT

SPELL 3

UNCOMMON EVOCATION SONIC

Traditions arcane, divine, occult

Cast >>> somatic, verbal

Range 60 feet; **Targets** 1 creature

You lob a compressed ball of sound at a foe. The ball explodes on impact, unleashing a powerful blast of sound. Make a spell attack roll. If you hit, you deal 4d8 bludgeoning damage plus 1d4 sonic splash damage. On a critical success, the target is also deafened for 1 round.

Heightened (+2) The bludgeoning damages increases by 4d8, the sonic splash damage increases by 1d4, and the duration of the deafened condition increases by 2 rounds.

RALLYING BANNER

SPELL 5

UNCOMMON AUDITORY ILLUSION VISUAL

Traditions divine, occult

Cast >>> somatic, verbal

Range 30 feet; **Targets** 1 willing creature

Duration 1 minute

You create an illusory banner representing a revolution, social movement, or organization such as the Firebrands. This banner is 30 feet tall, 30 feet wide, and hovers 20 feet in the air above the target. The banner is surrounded by flashing colors, bursting fireworks, and the sounds of cheering crowds, which draw attention and make it clearly obvious that the target is the bearer of the banner.

Your allies and any members of the banner's associated

group who are within 200 feet and who can see and hear the banner are inspired by its presence. They gain a +1 status bonus to attack rolls and a +1 status bonus to saves against fear, emotion effects that inflict despair, and effects that would impose the confused or controlled condition. When the bearer of the banner would gain the fleeing condition, they can choose to stand their ground and be stunned for the effect's duration instead.

During the duration, the target can touch a willing creature and transfer the banner to the touched creature, making them the new bearer of the banner. Touching a creature for this purpose is an action with the concentrate and manipulate traits.

ROSE'S THORNS SPELL 6

UNCOMMON CONJURATION PLANT

Traditions primal

Cast ◆◆ somatic, verbal

Range 120 feet; **Area** 20-foot-radius burst

Saving Throw Reflex; **Duration** sustained up to 1 minute

Rose bushes with razor-sharp thorns sprout from the ground in the area. The rose bushes deal 8d8 piercing damage to each creature that's in the area when the spell is cast or that ends its turn in the area (basic Reflex save). A creature that critically fails its saving throw also takes 1d8 persistent bleed damage and is immobilized for 1 round or until the creature Escapes (against your spell DC), whichever comes first. The area is difficult terrain and hazardous terrain. A creature that moves through the area takes 5 piercing damage for every square of that area it moves into. Each time you sustain this spell, the radius of the burst increases by 5 feet.

Heightened (9th) The initial damage increases to 12d8, the persistent bleed damage increases to 2d8, and the hazardous terrain damage increases to 8.

SPARKLESKIN SPELL 3

UNCOMMON TRANSMUTATION

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 10 minutes

You coat a creature's body in a layer of brilliantly sparkling glitter. The target gains a +2 status bonus on Deception checks to Make a Diversion and to Feint, and on Performance checks to Perform that have the visual trait. When the target take damage, glitter bursts out of its wound in a 5-foot emanation. Creatures in the area must attempt a Fortitude save.

Failure The creature is dazzled for 1 round.

Critical Failure The creature is dazzled for 3 rounds.

SPY'S MARK SPELL 2

DIVINATION SCRYING

Traditions arcane, occult

Cast ◆◆◆ material, somatic, verbal

Range touch; **Targets** a wall or other solid, immobile surface

Duration 1 hour

By pressing your hand to a wall or other solid immobile surface, you cause the crossed-swords symbol of the Firebrands—or a different symbol of your choosing—to appear on the targeted surface. This symbol is immobile. You can use an action, which has the concentrate trait, to shut your eyes and focus on the symbol, projecting your senses into the symbol. While projecting your senses, you can see, hear, and smell through the symbol using whatever senses you have (including natural senses like scent and darkvision and magical senses like *see invisibility*). You must be within 100 feet to sense through the symbol in this way. You can Dismiss the projection effect but can otherwise freely project your senses into the symbol at any time during the spell's duration.

A creature can erase the symbol (and end the spell) by spending 3 Interact actions to scrub the symbol away. These actions do not need to be consecutive.

Heightened (4th) The duration increases to 8 hours. You can sense through the symbol at a distance up to 500 feet away. Scrubbing the symbol requires 6 Interact actions.

Heightened (9th) The symbol remains until the next time you make your daily preparations. You can sense through the symbol at a distance up to 1 mile away. Scrubbing the symbol requires 1 total minute of work.



FIREBRAND PRIEST

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

SERVICES

In their line of work, Firebrands often take on unsavory tasks such as spreading rumors or lying to help others hide from oppressive forces. Among the many Firebrands who've developed an expertise in infiltration and subterfuge, some offer their services for the right price. These Firebrands can provide a number of different services, whether to support rebellions or thrill-seeking. In some cases, Firebrands themselves are in need of specialized services to aid with their causes, and knowing the right person can make all the difference in achieving their goals. The following are a few different types of services that the Firebrands employ or offer to others. Though Firebrands may be more likely to make use of these services, they're available for all characters to hire directly.

Though these services are intended to be available to all characters at any time, the GM can rule that circumstances might make contracting these services more difficult. For example, characters in a city under martial law with a strict curfew would have a much more difficult time than in other cities, like Absalom. In such cases, the GM could require the characters first make contact with a local that can help provide these services.



FIREBRAND INSTIGATOR

Making contact in this way requires a Diplomacy check to Gather Information, a Society check to Recall Knowledge about the settlement, or making use of a relevant lore skill like Underworld Lore or Westcrown Lore to Recall Knowledge. As with setting a DC for most any check, you should consult the information on page 503 of the *Core Rulebook* for guidance. Starting with the DC for the level of the settlement and adjusting as needed is a good starting point, though avoid adjusting the DC beyond a very hard or very easy DC in most cases. With a successful check, a character can locate the appropriate contact to hire for a service. A critical success might represent a quicker location process or even earn the character a discount, whereas a critical failure might scare off contacts for 1 week or even earn the attention of local authorities.

CANARY NETWORK

Knowledge is often the key to a successful venture, and canaries are boots on the ground who can get the information you need to carry out your missions. Sometimes, you may need to gather information in an area or culture you're not familiar with, and you may need to do so without being seen or in advance of your arrival to that location. Utilizing a local network of eyes and ears is often the best way to carry out this type of reconnaissance. Organizations like the Firebrands have large networks of canaries scattered throughout the Inner Sea region capable of gathering information or following specific targets, and some Firebrands may even be canaries themselves.

Discretion and confidentiality are two of the most important values for any member of a canary network. If an individual's identity or role is revealed, it can spell death—or worse—for them and the rest of the network. To help minimize this risk, canaries know only one or two other individuals within the network and never share the identities of others with their clients. In some cases, this network of informants may have two members residing in the same household without knowing that they're both involved. Due to this secretive nature, information must be passed securely—parchment slips baked into your bread or dropped into your pocket, a letter slipped under your door, a confirmation whispered into your ear.

Canaries come in two varieties: informants and tails. A canary informant automatically Aids you on attempts to Gather Information about a specific person, a locale, rumors spreading in the area, or movements of enemy forces, granting you a +1 circumstance bonus to your checks. Advanced canary informants critically succeed at

Aiding you, granting you a +2 circumstance bonus to your check.

Canary tails follow a specific individual. For each week that they are hired, you gain a +1 circumstance bonus on your check to Gather Information on the movements and mannerisms of the individual, up to a maximum of four weeks for a +4 bonus. After four weeks, the individual typically begins to suspect they are being tailed and shifts their schedule, limits their exposure, or otherwise changes their behavior to throw off any tails. The cost of this service increases over the weeks due to the increased risk posed to canaries by longer durations.

The GM decides whether a canary network is in place for any given location and whether that network is able to collect the information needed to support you. In most cases, settlements of 5th level and higher have some kind of canary network in place; the network in a lower-level settlement might be sparser, requiring more time or higher payments, as determined by the GM. In some instances, canary networks might already know the exact information you are searching for and can provide the information forthright for the cost of one week of advanced services. For example, the network could already be keeping a list of corrupt bankers living in a specific city district and provide that information for 35 gp. The exact nature of each banker's corruption may be considered a different piece of information and require additional payments. Prices may be much higher for very specific information or information that took great effort for the network to acquire.

GUIDING

Venturing away from home or into the wilderness can be dangerous, especially when the terrain and local creatures are unfamiliar. Guide services reduce the risk of danger during an expedition as guides know the safest or the quickest routes to take through various areas. They also can arrange transportation, food, lodging, and other resources needed for a journey. Guides can assist with locating specific flora or fauna, which is particularly helpful for those in search of ingredients for alchemy or a ritual.

Guide services typically focus on either wilderness or survival. Wilderness guides are familiar with the terrain and the habits of the creatures who dwell in the region. They can guide you through unfamiliar or hazardous locations using an expedient route, which is the standard route that covers the distance in the shortest amount of time regardless of the hazards you may face, or using a safe route, which doubles your travel time but minimizes the risk of running into hostile creatures.

Survival guides have knowledge of subjects of their level plus 4, so a 1st-level survival guide can help locate targets of up to 5th level. Targets can include creatures, specific plants, or even specific locations such as a glade with a direct view of an upcoming eclipse. The level of a target is either the level of the creature or the level of the challenge used to determine the DC for locating

the target, as determined by the GM. For example, the GM might determine that finding a suitable glade would be a challenge for 6th-level characters and require a 2nd-level survival guide to locate. A survival guide can locate a target of their level or lower in 1 day, adding 1 additional day for each level that the target is above the guide's own level.

Guides typically specialize in particular locations, regions, or routes. If you plan to hire a guide, you must hire one for the appropriate task at hand. The GM can decide that an appropriate guide is unavailable in a given location, requiring you to look elsewhere. For example, you're unlikely to find a guide in Magnimar who can take you across the Wall of Heaven in Tian Xia, but you're likely to find a guide in Goka with the requisite knowledge and experience to do so. Particularly harsh regions or obscure targets might have increased costs, up to 10 times the normal price for their services. Dangerous locales or rare targets may be outside the capabilities of a guide and are best reserved as something that PCs must handle themselves. Organizations like the Firebrands sometimes set up their own guiding services, most notably to assist refugees in crossing remote or dangerous locations. Firebrands may also hire guides to aid in finding specific locations, plants, or creatures in a locale.

ITEM CACHES

Item caches serve as places where you can pick up supplies, and suppliers are the people or organizations who provide the items and locations for these caches. This service is useful for scheduling a quick resupply of food along a specified route during a long journey, or for setting up specific items that need to be accessed at an appointed time and place, such as having a cache of weapons accessible to an infiltration party behind enemy lines. On popular travel routes, Firebrands and other adventuring groups have regular access points where they can easily set up a resource drop, thanks to suppliers who are typically supportive locals and who make a small income off running supplies to drop locations.

Cached items carry an automatic 10% markup in addition to a flat fee determined by the rarity and Bulk of the items in total. The price of the cache includes the cost of sourcing the items requested. The maximum item level available for cached items is typically equal to the maximum allowed by the level of the city or settlement. Extradimensional spaces such as *bags of holding* can be used for item caches, and the cost of those specialized containers must be paid in advance. The GM decides if you can commission the services of a supplier who can set up an item cache and what items can be sourced for that particular cache.

Common item caches take 1d6 days to prepare and secure, while uncommon item caches take 1d6 months to prepare and secure due to the volatility of the market—there is no guarantee that a specific uncommon item can be found, even for professionals who have connections

with the right networks. The extended time required to locate uncommon items factors into the cost of uncommon item caches. Regardless of the rarity of the items contained, level 1 item caches can hold up to 5 Bulk, level 2 item caches can hold up to 10 Bulk, level 3 item caches can hold up to 25 Bulk, and level 4 item caches can hold up to 50 Bulk. Caches larger than 50 Bulk draw too much attention and must either be broken up into multiple smaller caches or be arranged as alternate deliveries, such as a shipment to a local and trusted warehouse. If you are supplying all the items for an item cache, you need only to pay the flat fee for a common item cache of the appropriate level for the Bulk contained, regardless of the rarity of the items being held in the cache.

PROPAGANDA

Propaganda is strongly biased information presented in a way that may mislead those who are exposed to it. Most commonly, propaganda is used to drive a specific political agenda. While this is oftentimes a tool utilized by regimes to maintain a specific image among their oppressed people, the Firebrands use propaganda to bring shocking truths to light, drive wedges between enemy factions, and encourage uprisings against tyrannical regimes. Many groups of Firebrands specialize in the creation and dissemination of propaganda, though they are just as likely to utilize local resources to do the

disseminating for them. When used at the correct time and place, propagandists can adjust the temperature of the political climate to tear down tyrants and shift the narrative in a way that evokes specific sentiments, like hope or anger, and thus inspires rebellious action.

Spreading propaganda occurs over the course of days because it typically requires time for its widespread dissemination through physical flyers and word of mouth. Once you select a specific subject for your propaganda, it typically takes 1d4+2 days for a propagandist to compose and then disseminate their work. Twice as long is required if the propaganda is contradictory to existing rumors or to the opinions of those viewing or reading it, but only half as long is necessary if the propaganda supports existing rumors and public opinion. Propaganda typically influences an entire settlement or area, though the GM can determine that it only influences specific areas like a city district in a larger city or even a single neighborhood. In these cases, you should be able to pay for more propaganda services to influence additional areas.

The level of the propagandist determines how effective they and their team are at influencing the mindset of the people. The GM rolls a secret check using the bonus of the propagandist against the DC required to Gather Information on the given subject of the propaganda. On a success, the propaganda takes hold, becoming the talk of the people for 1 week, or 1 month on a critical success. On a failure, the propaganda is unsuccessful but is otherwise ignored. On a critical failure, the propaganda backfires, and further attempts at propaganda related to that subject fail for 1 week. In addition, the people in the region are aware that someone was trying to spread rumors about the subject.

SAFE HOUSES

Safe houses are locations that are difficult to find and provide sanctuary for groups or individuals in need of a suitable hiding place to lie low. These locations may be utilized by spies seeking refuge from enemies, accused criminals running from unjust or corrupt law enforcement, or any number of others sheltering from a hostile, unsafe, or oppressive situation. Many Firebrands make use of a safe house or set one up themselves in the course of their journeys to keep their presence hidden from spies or to find refuge while fleeing from dangerous locations.

The costs associated with each level is the amount of money required to commission and establish a safe house of that level. This includes renting, purchasing, or constructing the location, bribing any informants for their discretion, and securing routes to and from the safe house in case of emergency.

The cost of access to a safe house increases with the level of security it provides. Any creature attempting to locate a safe house must spend at least 2 hours to attempt to Gather Information on the



FIREBRAND SMUGGLER

location, the DC of which is determined by the safe house's level. The DC of the check required to locate a given safe house is reduced by 1 for each day that the safe house remains in use. For this reason, a particular location is typically used for a maximum of three days, so longer stays in an area require movement between multiple locations. Once the location of a safe house has been compromised, it can't be used as a safe house again until significant time has passed or significant changes have occurred to the location, as determined by the GM.

The GM determines the location and availability of a safe house along with its level. Costs for a safe house may be inflated for secure locations deep within enemy territory. Safe houses with higher security provide increased bonuses against hostile attempts to Gather Information to locate their targets. Level 1 safe houses are the least secure, but they're more widely available and more affordable as they're typically short-term rental houses or nooks in abandoned warehouses. Level 2 safe houses might be a hidden hut erected in a remote location or a secret room aboard a ship. Level 3 safe houses, being protected by a magical veil, a protocol of timed access, or a ferocious guardian beast, are challenging to locate for all but the most skilled seekers.

SMUGGLING

Smuggling involves the discrete transport of people or goods. Examples include moving weapons through a neutral nation to supply a hidden army, transporting endangered creatures out of hostile territory for protection, and dispersing stolen resources to the needy. While smugglers are often associated with illicit substances and illegal activities, Firebrands use smuggling as a way to move people and resources undetected across great distances; they do this by using their own networks or by hiring local experts. Many of the Firebrands' operations involve spectacles as misdirection, and it's not uncommon for them to cause a stir to allow goods to be smuggled more easily elsewhere. In particular, they work with the Bellflower Network to aid in the relocation of displaced peoples across borders.

Smugglers transport goods by either taking unconventional routes, offering bribes to guards and inspectors, hiding smuggled goods or people, or disguising or declaring the goods as something different. Borders and conflict zones are areas where smuggling thrives, although smaller or more specialized rings can be found all across the Inner Sea region. Smuggling rings typically operate along particular routes or between specific locations, and the availability of smuggling services and the capacity of those services is up to GM discretion.

The cost of smuggling services depends on distance, as determined by the level of service, and includes transportation fees and a fund for the bribes required to have inspectors look the other way. Level 1 services accept items up to 25 Bulk or a single creature, level 2 services accept items up to 100 Bulk or 3 creatures, level

TABLE 4: SERVICES

Service	Price
Canary informant (per target, per day)	
Basic services	2 gp
Advanced services	5 gp
Canary tail (per week)	
First week	10 gp
Second week	20 gp
Third week	40 gp
Fourth week	80 gp
Guide (per day)	
Expedient wilderness guide	6 gp
Safe wilderness guide	4 gp
Survival guide level 1 (trained)	4 gp
Survival guide level 2	10 gp
Survival guide level 3 (expert)	20 gp
Survival guide level 4	50 gp
Item cache fees	
Common cache level 1	2 gp
Common cache level 2	5 gp
Common cache level 3	10 gp
Common cache level 4	50 gp
Uncommon cache level 1	10 gp
Uncommon cache level 2	50 gp
Uncommon cache level 3	100 gp
Uncommon cache level 4	250 gp
Propaganda	
Level 1 (+6; trained)	15 gp
Level 2 (+7)	25 gp
Level 3 (+9; expert)	40 gp
Level 4 (+10)	60 gp
Level 5 (+12)	100 gp
Level 6 (+13)	150 gp
Level 7 (+15; master)	300 gp
Safe House (per day)	
Level 1 (DC 20)	10 gp
Level 2 (DC 26)	100 gp
Level 3 (DC 32)	1,000 gp
Smuggling (per 50 miles)	
Level 1	10 gp
Level 2	20 gp
Level 3	50 gp
Level 4	90 gp
Level 5	150 gp

3 services accept items up to 200 Bulk or 6 creatures, level 4 services accept items up to 300 Bulk or 10 creatures, and level 5 services accept items up to 500 Bulk or up to 20 creatures. More dangerous or difficult subjects of transport, such as explosives or high-level creatures, generally double the cost of the service.

Smuggling services are generally presumed to succeed. In some cases, the GM might rule that the smuggling could fail, leading to the discovery and possible capture of the goods or people, but GMs are encouraged to warn the players in such cases and offer alternatives, such as paying a higher cost for a more secure smuggling attempt or smuggling the goods themselves.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX





CHAPTER 4: FIREBRAND EFFORTS



CAMPAIGNS

My Queen, despite our best efforts, our redactors and cleaners have been unable to keep up with the removal of Firebrand propaganda from city streets. I thought it best you see exactly what these wretches are using as recruitment material to better counteract their efforts.

—Ever your humble servant and eternally loyal to House Thrune, Kaivus of House Roverrint

SUPPORT FROM AFAR

Liberation is at hand! But we must act if we are to achieve it. If you're ready to take the future into your own hands, join your comrades in the field today! All across the Inner Sea, Firebrands are earning their marks as they toil alongside our allies. Though you've earned your second mark, don't become complacent: every region needs the leadership skills of additional third marks. Should you prove yourself truly exceptional, receiving a fourth mark would cement your place in not only Firebrand legends, but the legends of all Golarion!

Whatever your abilities, whatever your talents, Golarion needs you. Revolutionaries are essential to bolster our forces and stand alongside all of our allies across the Inner Sea: the Silver Ravens, the Bellflower Network, the Bright Lions, and more. Our most intrepid adventurers are needed to chart the waters of Shackles and the ruins in Mwangi. By taking up the

struggle, not only will you demonstrate your dedication, but you'll also gain the chance to grow as a leader, to experience life in other regions, to work hand-in-hand with allies familiar and new, and to build a movement that can shift the course of history. Within the pages of this gazetteer, you'll learn about open assignments that require the fervor and flair only a Firebrand could muster. Inquire with your local leadership about open assignments today and help to build a more brilliant tomorrow!

—Introduction to Operations Gazetteer 4722

FANNING THE FLAMES

As a Firebrand, you have plenty of opportunities to travel the world, help others, and have fun doing it!

Vaunter's Carnival: *Attend the Vaunter's Carnival to unleash the fire that burns within you! At this annual celebration, Firebrands compete in storytelling contests, athletic feats, and fashion shows to challenge each other to reach new heights. Come with a friend but leave with a rival! Recommended for all Firebrands.*

Mwangi Expanse: *Overthrow the old order to clear the way for a new future! Though our revolution in Vidrian succeeded, our operatives in Bloodcove, Mzali, and Usaro are still opposed by enemies who wish to keep us under the thumb of old regimes. End the plundering of Mwangi*

and restore rule to its people! Recommended for seasoned Firebrands steeled for combat missions.

Old Cheliox: Sow the seeds for tomorrow's rebellions! Ravounel is a beacon of freedom for those who still languish under Chelaxian and Nidalese rule. Train a new generation of revolutionaries who can one day liberate our neighbors! Recommended for charismatic Firebrands seeking logistics missions.

Shackles: Become a legend by diving to the depths of the sea! The treacherous waters of the Shackles house countless treasures, and among the islands and ports lie some of the most brazen challenges a Firebrand can attempt. Sail in the Shackles and gain a mark! Recommended for fearless Firebrands pursuing survey missions.

Galt: One final push for liberation! In order for Galt to truly begin to rebuild, we must root out the last of the Gray Gardeners and their final blades. Assist our comrades in Galt with authoring a just end to their revolution! Recommended for savvy Firebrands prepared for sabotage missions.

Katapesh: Challenge to the Pactmasters' tyranny! Newly freed people have joined with Katapesh's nomads to thwart the Pactmasters' control of pesh, but they need defenders. Stand by their side and burn away the corruption that chokes Katapesh! Recommended for stalwart Firebrands ready for combat missions.

—Operations Gazetteer 4722, "Assignments"

ADAPTABILITY OVER STRUCTURE

Though the Firebrands might seem to have a loose structure, the group is easily able to organize in new areas and adapt to local conditions. The Firebrands are not seeking to conquer or overthrow the nations of the Inner Sea. Rather, their purpose is to fuel revolutionary movements. To do so, Firebrands emphasize the importance of integrating into the communities that they seek to support.

Once a handful of second mark or higher Firebrands are active in an area, they begin work in earnest. Politically oriented groups begin by providing military training, logistics support, and political education to interested civilians, whereas adventure-oriented groups focus more on athletic conditioning, planning expeditions, and challenging each other to ever more impressive feats. Friendly rivalries within and between Firebrand groups are encouraged: having a group to compete against pushes many Firebrands to perform at their best. Leadership of a local cell might consist of a loose council of the highest-marked Firebrands in the area, though larger cells might hold elections.

Though cell leadership coordinates particular operations to ensure the Firebrands are holding true to their values, members are largely free to embark on any missions they choose. In more militarized regions, spies and scouts will set out on surveying missions to map out key locations, gain critical information, or infiltrate enemy institutions. If a rebellion is underway, Firebrands will initiate combat missions, which include ambushing enemy leadership, capturing an advantageous position, defending civilians during demonstrations, and rebuffing enemy sieges. These missions are only made possible by the Firebrands' saboteurs, whose operations often become local legends. Sabotage missions focus on dramatic hijacks of enemy supply convoys, brazen vandalism of enemy infrastructure, and deft deployment of traps before combat. Though not as flashy as sabotage, logistics missions are every bit as important, as they involve setting up or defending supply lines, transporting supplies to expedition parties, and building forward bases to support operations or adventures.

Living up to their name and reputation, Firebrands undertake more than just tactically prudent missions. Frequently, small groups of Firebrands attempt to pull off truly absurd feats. These missions are sometimes designed to earn the trust of local populations but are just as often undertaken for excitement and glory. Either way, as long as operatives improve the reputation of the Firebrands and inspire other rebellions, the organization supports its members.

FIREBRAND PARTIES

From the inception of the organization, Firebrands have mainly consisted of two distinct types of members: rebels and daredevils. Rebels are more oriented toward altruism, as they fight to change the world, whereas daredevils are more oriented toward egoism, as they seek to increase their fame. While both types of Firebrands might disagree at times, they understand that they're stronger when united. Daredevils need the goodwill earned by rebels to gain forgiveness for their stunts, and rebels need the rumors and legends of daredevils to build up revolutionary fervor.

When building a campaign for a Firebrands-themed party, keep in mind the motivations behind each of the characters within the group. A party of idealistic revolutionaries should be encouraged to pursue opportunities in places like Katapesh and Cheliox, where they can participate in stories focused on the aftermath of abolition movements, overthrowing tyrannical rulers with democratic systems, and building revolutions from the ground up. These campaigns should be a bit weighty, as they are more satisfying when players see the dramatic effects of their successes and failures. Daredevil parties should be encouraged to visit places like the Shackles and the Vaunter's Carnival, where they can participate in competitions with other Firebrands and explore dangerous, treasure-filled regions. These stories should be more action-oriented, without the serious consequences that feature in revolutionary campaigns.

Many parties will have a mix of rebels and daredevils, but there are many story opportunities in this book that serve mixed parties. A successful mixed campaign will still focus on a revolution but will also provide players with exciting and dramatic heists, ambushes, and adventures that satisfy both types of Firebrand. The key to delivering on a mixed campaign is to demonstrate to revolutionary players that their actions are improving the world, and to show daredevil players that their reputations and wealth are growing with their actions. Ultimately, both types of players are focused on tangible results and achievements.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX



VAUNTER'S CARNIVAL

From humble beginnings, the Vaunter's Carnival has rapidly grown to become an annual event where Firebrands from all across the Inner Sea region gather to celebrate accomplishments, socialize with like-minded associates, network, and organize their next daring adventure, rescue, or rebellion. Organized by Firebrands, the ever-expanding event occurs mid-Sarenith over the course of a weekend. Founded in 4717 AR, the Vaunter's Carnival is never hosted in the same location two years in a row but is always located in easily accessible port cities that won't become overwhelmed by large crowds or an influx of visitors. Some of the carnival's most popular events include storytelling, boasting bouts, urban parkour races, and outlandish dare competitions.

Despite being hosted by and for Firebrands, the Vaunter's Carnival is a joyous event open to all who wish to attend. Many of the more boastful Firebrands consider the carnival an opportune time to grow their own legend, mingle with fans, and show off—especially among those who aim to gain their elusive third or fourth mark. It's also a prime opportunity to declare oneself a Firebrand and gain the rank of first mark, as there are plenty of other Firebrands around to serve as potential allies and mentors, numerous training opportunities, and ample leads on promising missions, treasure, and worthy causes.

While the Vaunter's Carnival is an annual event, the organizational committee and carnival employees remain together throughout the year as the traveling festival troupe Wonderment. Smaller in number and less grand in scale, Wonderment's shows are entertaining and joyous, and the troupe serves as a point of contact for Firebrands and those who seek their aid.

HISTORY

The Vaunter's Carnival owes its existence to three second-mark (at the time) Firebrands once known collectively as the Ruby Tercet. The trio was led by **Joirin the Blade** (CG nonbinary orc soldier), an herbalist and veteran of the Fifth Mendevian Crusade who retired from military service after they felt their efforts being overlooked and underappreciated. Joirin joined the Firebrands to “punch tyranny in the face” and earn the accolades and recognition they believe they deserve. Accompanying Joirin was **Kekcho Brightplume** (CN male tengu pirate), a daring pirate from Riddleport with a prosthetic leg and brightly dyed feathers whose primary desire is to obtain treasure while looking fabulous, and **Tilri Venler** (CG female aasimar halfling), a chipper cleric of Marishi (page 63) from Andoran.

Inspired by the exploits of founding Firebrands like Shimali Manux and the Sapphire Butterfly, and local

Andoren heroes like Andira Marusek, the Ruby Tercet endeavored to bring about the downfall of the Lumber Consortium, an exploitative and corrupt corporation with great sway in Tilri's home nation. Knowing they were outnumbered, the ambitious Firebrands surveilled **Nevissa Rolante** (LE female half-elf ranger), a high-ranking "gavel" among the Consortium based out of the port of Augustana, for clues regarding the Consortium's illicit activities and criminal connections. After weeks of effort, the Ruby Tercet tailed Nevissa to a traveling carnival, Arnabus Clout's Eye-Catching Amusements, where the gavel met with numerous Consortium members. Unfortunately, the Ruby Tercet were thoroughly distracted by the behavior of the carnival's manager, **Arnabus Clout** (NE male human carnival manager), who proved to be an oppressive supervisor who exploited his employees and maltreated the carnival's animal attractions.

In an act of spontaneous heroism, the Ruby Tercet publicly ousted Arnabus and liberated the carnival. The ensuing celebration lasted well into the morning hours and resulted in one of the carnival members, the boastful storyteller **Tanglehop** (NG female almiraj poppet raconteur), joining the Firebrands as a first mark. Unfortunately, the Ruby Tercet's antics ruined their chance to move unseen among the Lumber Consortium.

Joirin and Kekcho suspected Nevissa had been aware of their surveillance and lured them to the carnival on purpose, knowing Arnabus Clout would prove an irresistible distraction. The duo vowed to remedy their folly by heading north to investigate some of the Lumber Consortium's smaller operations far from Augustana. Tilri remained behind to help Tanglehop and the other carnival employees navigate Andoran's judicial system and retain their livelihoods. Though these decisions fractured the Ruby Tercet, the trio agreed to reunite one year later.

The carnival, renamed Wonderment, resumed operations under the leadership of Tanglehop and Tilri. It proved popular and became a vector for Firebrands to network and pass along messages and packages. On the anniversary of its liberation, Wonderment hosted a grand celebration in Kintargo, the so-called "second annual" Vaunter's Carnival. Joirin and Kekcho attended, alongside their new proteges and allies, as did many local Firebrands and some members of the Silver Ravens.

In the intervening years, the tradition has continued. Wonderment serves as a traveling festival troupe throughout the year, always willing to lend aid to the Firebrands and to support to those in need, then hosts their celebratory Firebrand gathering, the Vaunter's Carnival, each Sarenith.

ORGANIZING

The Vaunter's Carnival is organized by Tilri Venler, now a fourth-mark Firebrand, alongside Tanglehop and the rest of the carnival's organizational committee. The committee typically consists of a dozen members, primarily Firebrands with a few well-respected members of the Wonderment troupe. Their duties include selecting the location for the Vaunter's Carnival, spreading word of the upcoming festivities, and organizing the carnival's events. As some of these duties take members away from the rest of the committee and the Wonderment troupe, they utilize magical scrying and communication networks, Firebrand messenger services, and hired couriers to remain in touch or to accomplish tasks via proxy.

Selecting a location to host the Vaunter's Carnival is incredibly important and time-consuming. The location must possess a suitable venue, such as a large public park or coliseum, or ample space outside the city boundaries. Additionally, it must contain all the necessary amenities to host a large gathering of people. This includes plenty of shelter, such as hotels, hostels, rental homes, and camping areas; food, including restaurants and markets, accessible fresh water, and plentiful fishing or hunting opportunities; and a variety of shops that cater to spellcasters, warriors, and adventurers of all kinds. The selected location must be accessible by land and sea. Beyond these basics, a prospective

OTHER FIREBRAND EVENTS

Vaunter's Carnival is one of the most notorious and popular Firebrand events, but there are several others.

Adamantine Gauntlet: Widely considered the most challenging obstacle course in the Inner Sea region, the Adamantine Gauntlet is a grueling ordeal located on the northern fringes of Vidrian's Laughing Jungle. Organized by **Zelket Urunkaar** (CN agender lizardfolk bodybuilder) and their team of engineers and athletes, the Adamantine Gauntlet is updated and redesigned regularly. While not a Firebrand himself, Zelket was liberated by Vidric Firebrands and holds eternal gratitude for the organization. They offer Firebrands free room and board while on the course grounds and invite them to participate in the Adamantine Gauntlet free of charge, which has made the obstacle course a popular Firebrand meeting ground, rally point, and training site.

Freedom's Feast: This annual feast is hosted in Ravounel shortly after the fall harvest. Organized by **Burdice "Honey" Hillcrest** (NG female human chef), a Firebrand devoted to Thisamet (page 67), Freedom's Feast celebrates Ravounel's independence and fosters community bonds between the Silver Ravens and other local Firebrands.

Surlo's Fashion Spectacular: This seasonal fashion show in Absalom's Foreign District showcases over-the-top fashion from the city's most flamboyant designers and foreign fashionistas. While the event is public and caters to all, it's organized by **Surlo** (CG male shoony fashion icon), a Firebrand who aims to popularize fashion with a Firebrand aesthetic and connect Firebrands in need of unique attire with talented designers.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

PUBLIC PERCEPTION

In general, the Vaunter's Carnival is a well-received event. While it's admittedly loud and attracts rambunctious clientele, the carnival is hosted only in locations that can handle the influx of tourists, typically just outside city boundaries or in uninhabited locations, such as coliseums and public parks. However, not everyone views it favorably. The Firebrand dare competitions and parkour races are disruptive to locals and can sometimes cause property damage. Business owners tend to appreciate the additional trade brought in by the Vaunter's Carnival, particularly inns, taverns, restaurants, and shops that cater to adventurers. Likewise, tailors and artisans, particularly those who sell unique textiles or jewelry, find the event profitable. Exploitative businesses adamantly oppose the arrival of the Vaunter's Carnival for fear the Firebrands might speak to their workers and "overreact." That many employees of such establishments intentionally draw the attention of Firebrands only exacerbates their outrage. Members of law enforcement are likewise split. Many view Firebrands as untrained troublemakers or vigilantes and consider them an unwanted disturbance, while others are happy to have their help—crime certainly goes down while the Firebrands are in town. Generally, law enforcement and government agencies are content with the Vaunter's Carnival, so long as the missions the Firebrands take on occur elsewhere. While some cities might gladly host the Firebrands, few want the Firebrands causing "trouble" in their own backyard. As the Vaunter's Carnival travels farther afield, beyond lands heavily influenced by the Firebrands, it becomes increasingly likely the carnival's host cities are unhappy with its presence, regardless of the feelings of local citizenry. To many Firebrands, this is simply a sign their services are needed.

location must be big enough to support the Vaunter's Carnival without being overwhelmed and without harming the community or its surroundings—the last thing any Firebrand on the organizational committee wants to do is cause harm in the places they visit.

Finally, a member of the organizational committee must scout each prospective location, not just to get a feel for the sites and atmosphere, but also to locate prospective meeting places, potential causes or venues the Firebrands might wish to support, and adventuring opportunities. As the needs of Firebrands who desire to do some good or usurp an unfair status quo drastically differ from the needs of Firebrands who desire to get rich or make a name for themselves, the location vetting process is time-consuming and arduous. No site will be perfect, but the organizational committee works to find the best sites they can.

Throughout the year, Wonderment receives countless requests for aid from the Firebrands. Many are passed on to active agents as soon as possible or handled by the Firebrands who travel alongside Wonderment, but there remains a build-up by year's end. Selecting a site close to those people in peril or need is also an important consideration.

After selecting a location, the organizational committee must spread word of the event. As Wonderment acts as a messenger service for the Firebrands throughout the year, the troupe and its travels play a large role in the spreading of this news, as does word of mouth between Firebrands and the posting of public notices in locations the troupe travels through and in neighboring locations via hired messengers. The organizational committee also relies on magical messaging to distant and important locales, trusting the influential Firebrands contacted to spread news through their own networks.

Finally, the organizational committee oversees the logistics of the Vaunter's Carnival, from setup to teardown, and manages event scheduling and planning. This includes everything from the performances put on by Wonderment, the route of urban races, the training opportunities offered, and the timing of specific events. Despite the committee's best efforts, the Firebrands are an impulsive group, and many events are added to the schedule last-minute or spontaneously as they occur.

While the primary attendees of the Vaunter's Carnival are the Firebrands themselves, the carnival is open to all, and it's popular among citizens of the chosen location, traveling merchants, people hoping to solicit the aid of the Firebrands, and even other entertainers who hope to draw on the carnival's audience to expand their own fan bases. Despite the carnival's popularity, few Firebrands attend every year. Those Firebrands who wish to make a name for themselves attend most frequently, particularly if they're aiming to earn their second, third, or fourth mark. Firebrands focused on overthrowing tyrannical regimes or aiding the oppressed attend less often, typically when the event happens nearby, when they have a gap in their duties, when they need to network and recruit more allies, or when they simply need a break.

LOCATION

The first Vaunter's Carnival was held in the fields outside Augustana and was less a carnival than the event's origin. The second annual festival, in truth the first purposefully organized Vaunter's Carnival, was held in Kintargo, the capital of Ravounel. Tilri and Tanglehop selected this location for a few reasons. First, they wished to accommodate some of the carnival's founders in Andoran; Kintargo's close proximity made it a natural choice. Second, Ravounel was one of the two primary locations that inspired the Firebrands' founding, and by hosting the Vaunter's Carnival there, Tilri and Tanglehop hoped to give the event a sense of legitimacy and gravitas and to invite the Silver Ravens and other locals to the event. Their gambit worked, and word quickly spread among both would-be and current Firebrands of the festival, which promised to occur on a yearly basis.

By the third Vaunter's Carnival in 4719 AR, selecting the location was of paramount importance. The site needed to remain easily accessible,

have a large, easily tapped audience, and be close to many people in need of aid and other adventure opportunities. They chose Absalom. While some worried the infamous City at the Center of the World would outshine the carnival, it instead proved a boon. Many Firebrands afraid of connecting in public attended the event, knowing Absalom's seething crowds would make it easy to disappear if the need arose. While Absalom overall did ignore the event, the advertisements plastered throughout the massive city attracted the organizers' targeted audience: independent Firebrands looking to network, aspiring Firebrands, and people hoping for the Firebrands' aid—of which there were many. This third Vaunter's Carnival did wonders to both grow the Firebrands as an organization and connect existing Firebrands to the larger Firebrand community.

In subsequent years, the Vaunter's Carnival has been held in Anthisis in Vidrian, Sothis in Osirion, and Magnimar in Varisia. For the 4723 Vaunter's Carnival, the organizational committee is set to decide between Merab in Thuvia or Oppara in Taldor. Runelord Sorshen has taken a great interest in bringing the event to Xin-Shalast, however, and has offered several grants and even her magical prowess to create a waterway that connects the city to the Steaming Sea in hopes of winning the committee's attention.

EVENTS

Most events at the Vaunter's Carnival are sorted into one of three categories: events intended for Firebrands, events intended for civilian attendees, and hybrid events, which usually involve the participation of Firebrands but are entertaining for civilian audiences.

Storytelling contests and boasting bouts are among the most popular hybrid events. In storytelling competitions, Firebrands tell "true" tales of their adventures—altered to protect those involved or to exaggerate—with the audience's applause determining the day's winner. Boasting bouts instead pit Firebrands against one another in rapid-fire bragging competitions, where quick wits, a silver tongue, and a few well-timed insults determine the winner of each bout. Both events involve much laughter and adulation.

Other popular hybrid events are more dangerous and exciting. Public dare competitions, where participants are challenged to complete a dare publicly within a set amount of time, are a constant favorite. Each round, the number of participants thins as the dares become more challenging and the timelines shorter. Regardless of the competition stage, these dares are always physical challenges, never causing emotional harm to participants or audience members and never causing purposeful property damage. While many are dangerous, they're never intentionally deadly. Urban parkour races are likewise an exhilarating hybrid event, as are many other

physical competitions, such as wrestling and fencing matches and tests of strength and endurance.

Events aimed at civilian audiences are numerous, from fashion shows, scavenger hunts, logic puzzles, and other festival games to dances, plays, and countless other performances. The most involved of these events include puzzle rooms, where participants work as a team to complete complex games or escape the room, as well as dungeon runs, where participants individually run through dungeon-themed obstacle courses. These events allow civilians a taste of adventure and fun without experiencing real danger. Dungeon runs are a popular event among aspiring Firebrands, many of whom announce themselves as first mark Firebrands after successfully completing the course.

The Vaunter's Carnival also has numerous food and souvenir stalls. The most popular souvenirs include autographed illustrations of prominent Firebrands, recreations of Firebrand costumes, fashion items inspired by famous Firebrands, and toys and other merchandise featuring notable members of the organization.

Events aimed solely at Firebrands are primarily social gatherings or training seminars on first aid, lockpicking, dungeoneering and infiltration basics, knowledge of known monsters and opposition, and local laws and customs. These events are particularly useful for second-mark Firebrands (and the select first marks granted permission to attend).



TILRI VENLER

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX



MWANGI EXPANSE

The Mwangi Expanse is a verdant jewel in the Inner Sea region, a vast land of jungles, mountains, cities, and mysteries. The region harbors an array of creatures and cultures that rival any region of the world. The resource-rich bounty of the Mwangi Expanse means that city-states or sheltered communities are far more prevalent than elsewhere. When conflict strikes one region, whether in the form of monstrous predators or despicable overlords, the trouble might not be known to those living even a short distance away—travel in the Mwangi Expanse can be hard, after all, and visitors aren't always welcome.

Despite the insular nature of many Mwangi cultures, merchants, explorers, and tale-tellers make the effort to range from community to community. They not only bring clever innovations or ancient discoveries, but spread the word when danger rears its head. Firebrands are able and eager listeners to these tales of danger hidden in the Expanse.

In many ways, Firebrands in the Mwangi Expanse show the same division that Firebrands elsewhere do. Some love ostentatious deeds and seek lost treasures and cursed artifacts not just for the riches they might find, but also to live out stories of bravery and glory. As the Mwangi Expanse has no shortage of trap-laden tombs, ruins of fallen cultures, and mysterious natural phenomena, these

thrill seekers always have another venture before them. Those Firebrands who instead feel compelled to confront oppressors find that cruel overlords are distressingly common. Would-be empire builders, often but not always outsiders, plunder the rich natural resources of the region to fuel their greed, valuing commodities like ores, spices, or gems more than the lives of their workers. Firebrands try to disrupt and scatter these exploitative operations when they can. Angazhan, demon lord of apes and tyrants, holds a strong presence in the Expanse, and Firebrands often strive against his wicked adherents.

Firebrands aren't usually consistent in the symbols they use; the crossed blades are a common but not universal Firebrand symbol. However, most Firebrands in the Mwangi Expanse use spider imagery in their adornments or their calls to action. Some even keep pet spiders for good luck. This tradition springs from deference to the goddess Grandmother Spider, a Mwangi deity who teaches cleverness and bravery in overcoming oppression.

BLOODCOVE

A trading city of pirates and secrets, Bloodcove seems to be a natural place for Firebrands to operate. In truth, the Firebrand presence here is somewhat limited; the city's culture already rebels against oppression and tyranny, so there isn't much for Firebrands to push back against.

The largest exception is the Aspis Consortium. This world-spanning organization of profiteers and entrepreneurs has its Mwangi headquarters in this port city. Firebrands rebel against economical exploitation as well as physical subjugation, and the Aspis Consortium's morally questionable machinations are a frequent target. Yet, the Aspis Consortium has recently lost its stranglehold on Bloodcove, and that has had little to do with the Firebrands. An influx of boisterous and prosperous pirate captains, as well as skirmishes with the Pathfinder Society, have knocked the Aspis Consortium into weaker footing. Even in decline, the organization still controls many levers in local government, so its influence is still felt, and some Firebrands in the city work to ensure the Aspis Consortium doesn't rise here again.

Like many corsairs and explorers, Firebrands pass through the city with regularity. Firebrand ships are just as likely to dock in Bloodcove as any other seagoing vessel, and clashes between Free Captains and Firebrands commonly occur in the docks and taverns of the city. Sabotaging another ship is a sure way to lose respect here, but that doesn't keep Firebrands from resorting to occasional tricks like seeding shipworms into rivals' holds.

Fashion in Bloodcove tends to be ostentatious, with gaudy hats and showy jewelry more the norm here than elsewhere, so fashion-conscious Firebrands fit right in. Firebrand groups can also meet freely in Bloodcove with others in their organization to share leads and advice, or even switch out members, as Bloodcove is already a clandestine place for sharing secrets and swapping crews.

MZALI

The golden temple-city of Mzali is held in the grip of a malevolent and petulant tyrant. Walkena is more than the city's ruler; the undying child mummy is a god, and he considers Mzali to be his unquestioned domain under his tyrannical control. Mzali's oppressed people must constantly display faith to Walkena, regardless of the dictates of their hearts, or else they face severe punishment.

Walkena has many enemies, but none yet dare to face him directly. The child god has the strength of a hundred mortals, and he can (and often does) call down fire from the sky to immolate those he views as enemies. But more than these displays, Walkena commands legions of worshippers and controls the machinery of Mzali's government. He has all the powers of a god, but he also has the influence of a king, and he keeps his spies and secret police vigilant for signs of trouble. Mzali recently relaxed its laws forbidding foreign visitors, as trade provides an influx of wealth that residents sorely need. Nevertheless, reporting enemies of the state is the best path to wealth and influence in Mzali, which makes trouble for visiting Firebrands as well as homegrown resistance groups like the Bright Lions. Any group of rebels in Mzali must keep the others at a distance for fear of treachery.

The greatest secret that Walkena's enemies wish to discover is how he might be killed. Walkena has shrugged off assassination attempts in the past, and his mummified body seems invulnerable to all harm. There's a rumor that the ancient sun gods, patrons of Mzali whom Walkena supplanted and whose worship he has tried unsuccessfully to eradicate, hold these secrets. Bright Lions and Firebrands alike risk the dangers of ancient tombs and forgotten dungeons, hoping to uncover this critical lore.

Mzali's old tombs are, ironically, some of the safest places to hide from Walkena's forces. Walkena almost never sends his forces into them, for fear their faith might be tested by the lurking presence of the not-quite-vanquished sun gods that remain within. Mzali's government forbids expeditions into these ruins, even posting guards at many of them, but entrances through disused cellars or secret passages are so common that rebels can easily access these old tombs. Many rebels within Mzali therefore share information and plan attacks surrounded by old stone, moldering dead, and iconography that only scholars of now-heretical faiths can comprehend.

RESPECTFUL EXPLORATION

The Mwangi Expanse is, in many ways, a treasure seeker's paradise, as it harbors innumerable ruins, lost tombs, and hidden temples. Most Firebrands understand that living cultures consider these sites sacred and resent intruders plundering their ancestral artifacts. These responsible Firebrands often enter such dangerous sites only after securing permission from (and sometimes cooperation with) locals; others strive to keep the treasures they find out of foreign markets by selling or donating them to local institutions like the Magaambya. Still others realize that the greatest treasures they can recover from the region's deadliest ruins aren't relics of stone or gold, but daring tales of avoiding devious traps or overcoming deadly guardians.

What few Firebrands see the Mwangi Expanse as a place to exploit for riches and glory quickly learn the error of this mindset. Without the aid of knowledgeable locals, most of these Firebrands soon meet their ends due to a trap or monster. Those that do survive then have to make their way out of the Expanse. Word of their deeds travels quickly, and most locals refuse to work with these plunderers, leaving them to fend for themselves. In order to maintain a good relationship with the people of the Expanse, other Firebrands also set out to recover stolen relics or even bring in their fellow Firebrands to face local justice.

FIREBRANDS

INTRODUCTION

**AMONG THE
FIREBRANDS**

**FIREBRAND
OPTIONS**

**FIREBRAND
EFFORTS**

**GLOSSARY
& INDEX**

LOCAL TROUBLEMAKERS

Stories of Firebrand heroes spread quickly—particularly if the Firebrands involved have anything to say about it—and lucky or persuasive Firebrands can become legends in their own time.

It's not just adults who share these daring tales and dream of sharing a Firebrand's fame; children across the Mwangi Expanse look up to these heroes, too.

At its most innocuous, children might dress up like a favorite Firebrand, making weapons out of wicker or elaborate plumage from scraps of cloth. They might even try to recreate daring missions they've heard about, getting themselves into some genuine danger. If Firebrand PCs have achieved a local notoriety, they might delight in seeing children trying to dress up like them but work to keep such imitators out of trouble.

Yet, children are more perceptive than many adults realize, and they're quick to pick up the key message Firebrands impart: that oppressing others is wrong. Some children rebel against teachers or parents under the misapprehension that they're being unjustly treated, leading patient parents to explain with a sigh the difference between caring boundaries and bullying. Local Firebrands might occasionally chime in as an adult the rebellious youths respect and illuminate the nuances.

In Vidrian, children's games like "Balwat and the Bandits" and "Trembebe Escapes Doom" are popular recreations of the exploits of famous Firebrands, and there are so many variant games based on different Firebrand heroes that fistfights sometimes break out over which game to play. The simplest game, shared by far too many Vidric youths for comfort, is simply "Firebrand," where the game is to get a flaming stick from one point to another without adults catching you and chastising you for playing with fire.

USARO

The chaos of Usaro seems ripe for exploits that the Firebrands are known for: brutal charau-ka bullies take what they want by force, an oppressed human underclass huddles in fear, and successive waves of would-be tyrants constantly vie to fill the power vacuum left by the former Gorilla King. Hope and freedom are badly needed here. Yet, Usaro's omnipresent danger has led to uncountable overconfident Firebrands sacrificed on the city's many altars to the demon lord Angazhan. The charau-ka are simply too numerous and too powerful for any but an army to claim a permanent improvement to the wicked city.

The nearby Matanji orcs and Kallijae elves are far more successful intruders. They enter Usaro in secret, or in well-planned precision raids, delivering food and other supplies to the humanoid residents and plundering artifacts left by past Gorilla Kings. These sworn enemies of Angazhan and his minions could teach the Firebrands how to better aid the city, but the careful, cautious expeditions these experienced raiders practice clash with the Firebrands' boisterous style—though style means little at the end of a charau-ka spear.

Infiltrating Usaro is easy. The city has fallen into anarchy, and anyone bold enough and tough enough to test their strength in fights against charau-ka can earn a fleeting and grudging respect. A few brave merchants still venture into the city to trade, and they're always seeking tough-looking bodyguards. However, a surprising loyalty to the city—even among its most desperate and oppressed inhabitants—often stymies would-be liberators. Even the most downtrodden people of Usaro claim the city as their right and their proper home. They're unwilling to leave it, even though roving charau-ka kidnap their family members or ransack their homes, and many Firebrands struggle to convince them otherwise.

The human wizard **Shosenbe** (NE male human wizard) is a wild card in the city. Shosenbe has displayed remarkable cunning in consolidating power among Usaro's bullies, crime lords, and petty autocrats, making him more powerful than many past Gorilla Kings. He has earned support from the city's human underclass by promising an end to their brutal treatment and rights equal to the city's charau-ka. Any outsider can see Shosenbe has made empty promises at best, but his claims have successfully won him the loyalty of many residents. Some Firebrands realize that unmasking the wizard's evil is a necessary first step in not only preventing Usaro's resurgence, but in convincing the humans to improve their fortunes themselves instead of relying on Shosenbe's lies.

VIDRIAN

Vidrian was the heart of revolution in the Mwangi Expanse only a few years ago; the overthrow of the Sargavan colonial government was, in many ways, the spark that created the Firebrands' organization. Many Firebrands are still active here, but they're in the unusual position of rebuilding a shattered government into something else, rather than tearing down an existing power structure.

Power in Vidrian is a cooperative effort between hardworking government administrators and organized criminals who comprehend that a stronger nation benefits their operations. Firebrands currently active in Vidrian often straddle the line between the two and work as go-betweens who understand how oppression can manifest but dislike how laws can infringe on personal liberties. Braving a crime lord's den with a missive of government cooperation is a strange mission, but one well suited to a Firebrand's skills.

Although bravos can earn acclaim anywhere with daring exploits, Vidrian poses a unique opportunity for Firebrands in the Mwangi Expanse. The fledging nation covers a lot of territory, rather than revolving around a single powerful city-state, as is the case with other Mwangi communities like Bloodcove or Nantambu. As a result, actions in the space between Vidrian's communities—facing down monsters, making dangerous locations safe for travel, or reclaiming lost relics—earn notoriety that spreads more quickly. Straightforward missions like taming the dangerous routes between frontier

trading posts quickly earn a hero a lot of favor for being brave and helpful.

There are more than inland opportunities for Firebrands in Vidrian. The Free Captains remain a constant threat to Vidrian's patchwork and sometimes unprepared navy, so Firebrand swashbucklers are always welcome aboard these ships. On the other hand, conservative Vidric captains often dislike that these Firebrand crew members are willing to take big risks to overcome pirates, earning both glory and plunder.

Firebrands are so common in Vidrian that many of the markers of that organization—brooches with crossed swords, feathered hats, or ostentatious capes—have become incorporated into culture in a way that's disconnected from their rebellious roots. Barbers hang signs with crossed scissors, and bakeries hang signs with crossed bread knives without any recollection that crossed blades were once an incendiary symbol. A wealthy Vidric resident might bear a ragged white, red, and black head wrap because it looks elegant and fashionable, already forgetting that revolutionaries would drape themselves in torn Sargavan flags to symbolize their defiance.

OTHER AREAS

Firebrands are active in many other areas of the Mwangi Expanse. Their numbers might be small, but their deeds are large.

The cosmopolitan city of Kibwe recently outlawed slavery. The Bekyar people who once enthusiastically participated in trafficking enslaved people now engage hired laborers, doling out decreased food rations and substandard tools to those they consider shirkers. Most of these overseers are former traffickers using many of their old tactics, and local Firebrands sneak laborers food and tools to meet the demanding quotas. They must sometimes pay a particularly cruel overseer an intimidating visit to enact change, and this meddling has increasingly distressed the overseers. Their leader, **Bdue Haikiko** (LE male human crime boss), is considering how best to deal with the "Firebrand problem" that threatens his labor operation, and violence seems likely.

Lake Ocota has seen a rise in activity since the Gorilla King's defeat in Usaro. The lake harbors numerous dangers, including massive predators, so thrill-seeking visitors dare the lake's dangers to eat them while plumbing the innumerable sunken ships for treasures. The ranks of these death-defying divers include many Firebrand boosters; despite the dangers, the fact that many emerge from the depths with waterlogged riches masks the even greater number of those who never emerge at all. A group of second-mark Firebrands called the Death Divers have proven remarkably successful, sharing the spoils they recover with downtrodden residents in ramshackle towns on the lake's coast. However, the Death Divers' excursions into lands considered sacred to local iruxis will certainly lead to a confrontation.

The Terwa Lords are iruxi conquerors who have been gradually expanding their territory throughout the northwestern Mwangi Expanse. Though some iruxis see them as righteous, if zealous, rulers who would bring about an iruxi empire, most Terwa Lords crave domination more than unification. Iruxi Firebrands in the Mwangi Expanse are often those who have seen a peaceful village or wandering tribe crushed beneath the scaled foot of the Terwa Lords to fuel their thirst for conquest. Groups such as the Six-Star Redeemers, an all-iruxi band of Firebrands led by **Hakashaa** (CG female lizardfolk astrologer), work hard to convince their kin that the Terwa Lords are doing more to impede iruxi freedom than they are to elevate iruxi honor. In these efforts, the Six-Star Redeemers face an uphill battle trying to convince the many iruxis of the Sodden Lands who view the Terwa Lords as heroes.



HAKASHAA

FIREBRANDS

INTRODUCTION

AMONG THE FIREBRANDS

FIREBRAND OPTIONS

FIREBRAND EFFORTS

GLOSSARY & INDEX



OLD CHELIAX

The southwestern corner of Avistan is defined by Cheliaz, a former imperial power that has seen many of its imperial holdings declare independence over the past few centuries—and, in some cases, in only the past few years. Cheliaz remains prosperous and influential even in its diminished state, and the surrounding nations define themselves, in small or large part, by their relationship to the Infernal Empire.

These nations are an eclectic combination of incredibly ancient and entirely new ones, but old rivalries and the influence of evil fiends define this region. Queen Abrogail Thrune II of Cheliaz is desperate to recover as much control over the region as she can. Cheliaz holds only a remnant of the imperial power it once commanded, though the nation remains one of the most powerful, wealthiest, and well-armed in the Inner Sea region. Its government was transformed almost a century ago when a civil war placed House Thrune—and the devils to whom House Thrune had pledged their lives and holdings—in control. That control is slipping; even though Isger remains mostly loyal to Cheliaz, the nation of Ravounel seceded almost a decade ago and is still finding its footing on the world stage. Moreover, Nidal's grim theocracy, which is devoted to Zon-Kuthon, god of pain and darkness, continues to endure as it has since before Earthfall millennia ago.

Firebrands are more active in Old Cheliaz than in most other regions of Avistan or Garund. This isn't only because Ravounel is one of two homelands of the Firebrands organization, but because the Firebrands are so badly needed in the nearby nations. Nidal, Cheliaz, and even Isger labor under tyrannical governments, and their people are in dire need of the hope and liberation that the Firebrands promise. Firebrands can often find help among the oppressed people, often inspiring local rebels and revolutionaries to decide that the time has come to cast aside their shackles and rise up against the tyrants who subjugate them.

CHELIAX

Despite recent setbacks, Cheliaz's leadership remains strong and shrewd as ever. Abrogail Thrune commands the loyalty of nobles, civic administrators, military leaders, and diabolists alike from her throne in Egorian. Her significant pronouncements are known to be well reasoned and coordinated with her fiendish contacts. She has nevertheless stunned her court with a recent law to free Cheliaz's enslaved population.

After sequestering herself for weeks with the nation's top attorneys and contract devils, Abrogail revealed the Emancipation Edict late in 4722 AR. Of course, this declaration is no broad-minded abolitionist drive,

but a clever maneuver to forestall future troubles. Abrogail knows that the Firebrands are itching to expand their operations from Ravounel and Andoran into Chelias with the aid of homegrown rebels and the Bellflower Network. If the nation no longer enslaves its people, she reasons, the scope of the Firebrands' activities is significantly curtailed and their efforts unfocused—and thus easy to foil.

The Emancipation Edict itself is a stunningly complex legal document, but at its core, it establishes that formerly enslaved people are now considered free citizens of Chelias and includes a dizzying number of clauses and stipulations attached to this newfound liberty. Chief among these conditions is a guarantee to a government stipend and further monetary support over the following five years as a way to help newly free people get their feet under them and establish a comfortable life in Chelias.

House Thruene, ever concerned with its nation's new citizens, even created a new office dedicated to spreading the news of the Emancipation Edict and providing the new citizens with their appointed support. Squads working on behalf of the Liberty Alliance of Chelias were quick to reach a majority of the formerly enslaved population in the weeks immediately following the edict's coming into law. While most of these people eagerly signed for their "New Citizen Integration Package," many Firebrands were quick to question the Queen's newfound generosity.

With some investigation, Firebrands eventually determined that signing for the stipend legally bound these new citizens to dozens of unannounced conditions, including mandatory military service to be called upon at the whims of House Thruene, a waiver preventing legal recourse against those who enslaved them, and obligatory repayment of any funds from House Thruene with exploitative rates. It was obvious that while the people of Chelias were free, many of them would remain under House Thruene's thumb for the rest of their lives.

The Firebrands' main focus at the moment is a scramble to inform the masses of the fine print within the Emancipation Edict. Bravos and rebels alike are using their expertise to spread the word to anyone who'll listen, urging them not to sign for their assistance. Those who haven't signed still need support, and the Firebrands are working with the Bellflower Network to provide housing, jobs, and any other aid they can muster. Queen Abrogail is pleased with the current outcome and believes that her barristers and priests will make quick work of any Firebrand attempts at battling the edict in the courts. For now, she plans to sit and wait, hoping to find the perfect moment to call upon the conditions of the edict, including some conditions that the Firebrands have yet to discover and unravel.

ISGER

Isger has always been a vassal nation to one great empire or another. It was a Taldan province for nearly 2,000 years; almost 700 years ago, Chelias seized it in the Even-Tongued Conquest, and it has continued to demonstrate loyalty to House Thruene since the diabolic takeover, albeit with less and less enthusiasm. Apart from the vital Conerica River through its heartlands and the communities along it, Isger has been mostly forgotten. When goblins poured from the Chitterwood by the thousands during the Goblinblood Wars of the prior generation, the Isgeri suffered and died. Chelias was slow to rally to their vassal state's defense, and the doughty Isgeri people haven't forgotten. They found more aid in the neighboring nations of Andoran and Druma, and the slowly simmering dissatisfaction with Chelaxian leadership has finally become dissent.

The ineffective **Hedvend VI** (LE male human ruler), steward of Isger and puppet of House Thruene, commands little respect and even less loyalty. Rumors of rebellion simmer in Isger, and Firebrands are eager to stoke it with, of all things, history. Less than a century has passed since Andoran,

ENEMIES OF THE STATE

The Glorious Reclamation failed, but it inspired an uncountable number of homegrown rebels across Chelias. Queen Abrogail has issued bounties on several of these public enemies, including the following individuals.

Hrothar Sea-Wiles (CN male human viking) is an Ulfen raider who has pillaged the Ravounel coast for years. Hrothar ceased his depredations against Ravounel after its independence and now raids Hellmouth Gulf and even as far south as Corentyn. The bounty on Hrothar is 250 gp, doubled if the person who turns him in can prove his collaboration with Ravounel agents.

Kronthus (N nonbinary half-orc gladiator) retired to their ancestral home of Halmyris years ago and became enmeshed with the dissidents unhappy with the Chelaxian lord-mayor, Admiral Enfaria Weltrax. Rumors now abound that Weltrax has been assassinated and that Kronthus did the deed; though there isn't solid proof of either, Queen Abrogail feels compelled to make an example of Kronthus and has offered 5,000 gp for their capture.

Menamyn Vox (CG female centaur fighter) leads the Swifthooves, the largest centaur group in the Egobarius Plain of southern Chelias. The Swifthooves have long aided victims of bandit attacks, but they've recently begun attacking lightly guarded Chelaxian military bands. Queen Abrogail has put a bounty of 1,000 gp on Menamyn and is even pressuring Menamyn's sister, a Hellknight in the Order of the Nail, to take up the hunt.

Zarzu Greenspun (CG male gnome black marketeer) is known throughout the gnome community of Brastlework only by his nickname of "the Crow." Many know that the Crow can fetch nearly any item on the black market, but House Thruene's spies have recently identified him as the secret leader of the rebel organization called the Midnight Flock. Collecting the 1,500 gp bounty on the Crow requires finding out his true identity as a benign shopkeeper.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

LEGAL MATTERS

Ravounel only exists today because of a long-forgotten loophole hidden within the Kintargo Contract with House Thrune, and the Firebrands are scouring other contracts for similar loopholes. Liberating even a small plot of land from Chelax's tyranny could be an enormous victory. Few Firebrands are legal scholars, but those with contractual expertise are hard at work analyzing any Chelaxian agreement they can review while other Firebrands use their talents to convince others to join in.

The Firebrands and their allies are also painstakingly interpreting the Emancipation Edict for specifics that remain elusive due to the convoluted nature of the law. It's critical for them to present, in clear terms, how the law does or doesn't aid newly freed citizens, as rumors and misinformation on these points play right into Queen Abrogail's hands.

These battles are being fought in the most unlikely of battlefields: the scrivener's offices, clerk's offices, and courtrooms across Chelax. Magistrates who take up a dispute judge it on its merits, so persuasive lawyers are in high demand. These judges often rely on the opinions of other judges in making their rulings, so a single legal victory can echo through multiple Chelaxian courtrooms—and, with enough precedent, could even affect law in Egorian.

For the most part, this situation is one of House Thrune's own creation. For generations, they've prioritized appointing analytical legal scholars to the courts rather than loyalists, with the philosophy that appointing only Thrune toadies who rule every case in favor of the crown's interests will degrade public opinion of the courts—and possibly even get them in trouble with their patron devils.

Now that clear-minded judges are reviewing Firebrand cases, the rebels have an opportunity for some surprising victories.

Molthune, Galt, and other former provinces broke away from Imperial Chelax to forge their own destinies. For Ravounel and Vidrian, secession happened much more recently. Histories of these bloody but ultimately successful independence movements provide a road map to Isgar's own sovereignty, and several Isgari aristocrats have begun secretly discussing how to reenact these movements on their own soil.

However, independence isn't a universal goal within the nation. Chelax has firm control over the Isgari military, even if they spend most of their time hunting bandits in the nation's wild hinterlands, and some remote Isgari residents feel that sporadic Chelaxian patrols are better than none. Isgari merchants grow rich from Chelaxian trade along the Conerica, and they don't mind making token obeisance to diabolic masters in exchange for lucrative trade deals. The most incendiary secessionists see these merchants as foes: defeating them not only removes yet another fetter binding Isgar to Chelax, but also frees up trade opportunities for supporters of an independent Isgar.

The most surprising homegrown Firebrands in Isgar are among the nation's large goblin population. Many Isgari goblins recognize that their brutal defeat during the Goblinblood Wars was due to violent and cruel hobgoblin masters. Now that they're free from such leaders, most just want to be left alone, and some are making overtures of peace. The nation's other residents harbor understandable suspicion of seemingly friendly goblins, but goblin Firebrands are mending this divide. They engage in flamboyant and often incendiary escapades against the roaming undead and vicious bandits that infest Isgar—all the while gaining no small amount of fame in the hinterlands. The second-mark hero **Gnashy Boldblood** (CG female goblin pyrokineticist) is among the most well known of these goblin Firebrands, having dispatched three separate necromancer cults with a brazen "lure them into the open and firebomb them" tactic.

NIDAL

Nidal is a land cloaked in gloom and choked by evil. The oppressive faith of Zon-Kuthon, as proclaimed by the powerful Umbral Court, has long squeezed light and joy from the ancient nation. While Nidalese rebels chafe at the oppression of the evil theocracy, Nidal's rulers have had ten millennia of practice in exposing and quashing revolt. Their machinery of state and faith is so entrenched and powerful that outright rebellion simply can't succeed. The church's power is nearly absolute, but even so, a few rebels still lurk in the nation's shadows.

Some Firebrands see the liberation of Nidal as the ultimate expression of freedom from oppression, but their flamboyant and reckless ways lead only to the bloody blades of the Adamant Company, the state-sanctioned mercenaries who eliminate dissenters. Only the most circumspect Firebrands survive in Nidal. Small-scale actions, such as rescuing a political prisoner from a remote fortress or vanquishing a prolific torturer, bear the greatest chance of success and the least likelihood of drawing attention from Nidal's wicked scryers and shadowcasters. Few Firebrands are harsh realists, but realists understand that a career of incremental, minor triumphs is the only path to true victory in this region.

The Firebrands that enter Nidal either come by sea or through the hidden way station of Undervale in the Umbral Basin. That mist-filled valley has a grim and dangerous reputation as a place where strange creatures lurk and eerie sounds echo; though some of these dangers are real, most are the work of Undervale's halfling and gnome spellcasters. The Bellflower Network agents in Undervale shuttle allies into, and escapees out of, Nidal. The Bellflower leader of Undervale, **Landry Tethertine** (CG male halfling bard), welcomes Firebrands, although taller rebels might find the accommodations of Undervale a bit cramped. Neither Landry nor the other inhabitants of

Undervale realize that the actual shadowbeasts of the Umbral Basin have sensed the hidden community and are closing in.

The most successful Firebrands in Nidal coordinate with an entrenched organization of Desna-worshipping occultists called the Dreamtenders. These mystics are headquartered deep in the Atteran Ranches of northern Nidal but have agents active everywhere in the nation except the Uskwood. The Dreamtenders are cautious and subtle, delivering messages in dreams to convince the common people to accept Desna's subtle grace as a defense against the pain Zon-Kuthon offers. The Dreamtenders know many secret ways to travel across Nidal, ranging from mundane horse trails to mystical passages that only appear in dreams during certain celestial conjunctions.

The Dreamtenders were thrown into disarray when their leader, a horse breeder named Etrixia Star-Touched, was arrested and eviscerated by Adamant Company trackers in 4721 AR. Mere luck saved Etrixia's ranch, the Plains of Night, from further inspection; the Adamant Company discovered two known Firebrands hiding in a cow pen and chased them all the way to a ship in Conqueror's Bay. The Adamant Company believed the ranch thus purged of dissidents, and the many Dreamtenders hiding there were spared. Etrixia's second-in-command, **Anazzalin** (CG nonbinary human visionary) quickly assumed leadership of the Dreamtenders. Anazzalin acknowledges a debt to the Firebrands and works closely with the Silver Ravens in Ravounel, sending them Desna's insights through dreams.

RAVOUNEL

Other than Vidrian, there's no place that can claim to be the birthplace of the Firebrands more than Ravounel and its capital Kintargo, the Silver City. It was here, with the Silver Ravens ejecting House Thruene's rule and establishing their own nation, that the fires of revolution began spreading across Avistan.

Ravounel's relationship with Cheliox remains, unsurprisingly, very tense. The range of mountains separating the two nations is constantly patrolled, and the collapse of the widest pass at the outset of the revolution has made crossing difficult. Ravounel remains in need of talented scouts to range through the mountains and report on Chelaxian troop movements across the border.

Although Nidal has been superficially cordial with its new neighbor to the south, the Black Triune has little desire to see revolutionary sentiment spread within its own borders. Nidal therefore emphasizes exports to Ravounel rather than imports, which allows it to plant its spies within the fledgling nation while minimizing those in return. These efforts have thus far been somewhat successful, with spies reporting on Firebrand activities in Ravounel and delivering that information across the shadowy border.

The government of Ravounel treads lightly with Shackles pirates. These predaceous captains mostly

stayed away from the Chelaxian coast out of fear of the nation's mighty navy, but Cheliox has made it clear to the pirates that passage past the coast to raid Ravounel will go entirely unchallenged. Coastal communities throughout Ravounel have seen a marked rise in raids. No pirate fleet has yet dared to assault Kintargo directly, but rumors persist that several captains still stinging from Vidrian's formation are looking to vent their frustrations by plundering the Silver City. Firebrands willing to assault pirate fortifications that have been popping up along the coast—or even to take the fight to the decks of the pirate ships directly—are in high demand.

Although nominally part of Ravounel (rather than of Cheliox), the city of Vyre remains a haven of vice and a harbor to Norgorberites. The city's secret masters insist that Vyre is loyal to Ravounel, but they know well that Ravounel's enemies can count on shelter in Vyre's hidden safe houses and clandestine docks. Vyre's culture of glamor and opulence, which always cast a thin veneer over iniquity, remains unchanged, and a bold public face is thus vital. Flashy Firebrands can freely swagger down Vyre's streets, but they can't accomplish much without delving into the city's shadows, which requires more subtlety and prudence than Firebrands typically embody.



LANDRY TETHERTINE

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX



THE SHACKLES

The appeal of the pirate-ridden waters of the Shackles are their boundless freedom. The only true law of the scattered islands is the code of piracy. While fleets are informally ruled by a Pirate Council with a Hurricane monarch at the helm, the Free Captains find unity only in the face of a considerable threat. Each captain enforces their own rules, which makes being at the wrong end of a flintlock a common experience.

A few years ago, malcontents among the Pirate Council betrayed the then-ruling Hurricane King, allowing the Chelaxian navy to bypass the Shackles' defenses. The Cheliox invasion was routed in the battle that followed, but rumors of looming invasions now blow in on the winds regularly. Though the bustling Port Peril is always prepared for blockades, the Free Captains have since installed additional walls, cannons, and emergency stores of food in the wake of the Cheliox's attack. An invasion by a hostile navy is one of the few things that can unite council members quickly.

During the downfall of the previous Hurricane King, Kerdak Bonefist, the sea caves beneath his stronghold revealed the entrance to the Vault of the First Hurricane King. Now, treasure seekers search with renewed hope of finding all of the original Pirate Council's treasure. However, necromancers devoted to the pirate goddess Besmara were common back when the council was first

established and often cursed pirate hoards against theft. Those who take a piece of gold might end up paying a steep cost.

Tessa Fairwind (CN female half-elf pirate) now leads the Pirate Council as Hurricane Queen. She rose to the position through both popularity and her role in defeating the Chelaxian navy. Driven by her personal hatred of the diabolical nation, which began when she served time in one of their hard labor camps, she ensures the Chelaxian threat isn't forgotten. Other Free Captains sometimes complain that she focuses on Cheliox while ignoring other threats, but her rule is popular enough to prevent overt attempts to overthrow her.

Like any leader, her favor benefits those who have it, and her displeasure makes life harder. Unfortunately for the Firebrands, Tessa Fairwind has made her dislike of the organization known, particularly when an agent's glory-seeking creates problems for her. Despite her sentiments, she has quietly aided the Firebrands before and corresponds with the Sapphire Butterfly of Ravounel since they share a common enemy in the infernal state.

GREATER SHACKLES

The wide range of the isles in the Shackles allows anyone with too infamous a reputation to lay low while an outstanding warrant cools off. For first-mark Firebrands

seeking initial recognition and notoriety, the variety allows for them to build their fame with little competition. Ample tattoo artists make it easy enough to declare membership with some ink. In all, the Shackles provides the ideal circumstances for new members to rise in the ranks.

Throughout the Greater Shackles, populations are sparse enough to make urban dangers rare. For many a visiting Firebrand, the new challenges of weather, isolation, and ocean-accelerated decay can be unpleasant surprises. Unlike infamous sea monsters, common nautical dangers are more mundane, but those determined to hunt such deadly beasts face fierce competition. When anything larger than a reefclaw is spotted, speed determines who gets the glory of the kill.

THE SECOND WIND TRIAL

Those who plan on getting their second mark in the Shackles should prepare to enter the Eye of Abendego. The tradition of the Second Wind Trial requires a crew of would-be second marks to sail into the everlasting hurricane and return with the flag of the Firebrands still flying. Entering the Eye is a harrowing task for most crews, but leaving with the flag is the true test.

THE ISLES

Understanding the individual hazards of each isle and its benefits can mean the difference between finding safe harbor and dying from dehydration.

Bag Island: This island provides refuge for those fleeing enslavement in Chelax and welcomes any who fight for freedom and justice.

Besmara's Throne: Every Besmaran should make a pilgrimage to this mist-covered island at least once.

Dahak's Horn, Tooth, and Fang: This trio of islands boasts abundant resources, but the dread **Aashaq the Annihilator** (CE female red dragon) rules them with her shifting whims.

Devil's Arches: With both the Chelaxian Hell Harbor and Ghol-Gan ruins covering the island, the isle called Devil's Arches earns its name and diabolical reputation.

Firegrass Isle: Those who dislike even the distant rule of the Pirate Council settle here to create a true bastion of freedom.

Glengarnie Chain: These small islands are barely more than jutting rocks, but shipwrecked survivors find themselves offered a spot on an ethereal vessel.

Hesmene's Grotto: The namesake Hesmene is a fey who turned this island into her playground, where she treats any newcomers as toys for her pet beasts.

Raugsmauda's Reach: Undead roam this island, though a hidden cove entices desperate ships to seek shelter.

Shenchu Bay: Initially founded by expeditions of the Lung Wa empire, the Wise Council of Three runs this island and ensures it maintains self-sufficiency.

The Smoker: As the largest active volcano in the Shackles, most stay clear of this island.

Tempest Cay: On the edges of the Eye of Abendego, Tempest Cay and its capital Drenchport maintain busy trade despite the constant rains.

Yoha's Graveyard: Northeast of the Devil's Arches, this cursed isle is shrouded in an impenetrable mist fueled by Ghol-Gan horrors.

MEDIQGALTI ISLAND

Located north of the Shackles proper, Mediogalti Island has such a fearsome reputation that only the foolish would visit its shrouded lagoon. The Firebrands, of course, have numerous fools willing to make the attempt. Visiting the island in itself is worthy of a second mark, but proving a visit requires a bit more finesse and quick fingers. Rarely, Firebrands have visited and brought back proof from these three settlements: Cuttle, Ilizmagorti, and the Crimson Citadel. Those who succeed are called the thrice-daring.

FAMOUS SHIPS

The following ships have some notoriety throughout the Shackles.

Crest of the Wind: Free Captain and Firebrand **Tikatik** (CN agender tengu Free Captain) claims their ship is the fastest in the Shackles. Chartered trips are available at a steep cost for those who need to travel with haste.

Crossed Marks: The Firebrand **Korst** (CN male orc inventor) outfitted his ship to disable other vessels. While the equipment regularly changes due to constant tinkering, his signature invention is a pressure-loaded cannon that fires twice the normal distance.

Day's Shade: When the black sails of **Luxen's** (CE female vampire necromancer) ship appear on the horizon, others run for daylight. Since the crew willingly joined her in undeath, the ship's hold contains grave dirt to ensure safe travels.

The Interloper: This ship was captured from the Chelaxian navy by the Firebrand **Hominy Seaborn** (CG female halfling pirate) and internally refitted as a smuggling vessel. An urban legend claims another Firebrand crew then mistook it for the Chelaxian warship it once was and attempted to capture it again.

Luck of the Draw: Tessa Fairwind's ship leaves Port Peril only on official business. As it's one of the most modern warships in the Shackles and Fairwind publicly dislikes the Firebrands, wise crews steer clear of the Hurricane Queen whenever they can.

The Seawraith: The pirate goddess Besmara's ship seldom comes to the Material Plane. When it does, it brings the chaos of the Maelstrom with it. Clever captains can use the detritus of elementals and planar energy to their advantage.

The Trusty Barnacle: No one quite knows how this ship is still held together, but **Captain Slipdash** (N nonbinary human old salt) runs goods all along the coast. Many Firebrands earned their sea legs on this ship and can tell tales of its bizarre repairs. Her crew affectionately calls her "The Rusty Barnacle."

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

RUINS OF AZLANT

Firebrands especially eager for new discoveries have occasionally sailed beyond the Shackles and to the ruins of Azlant in the Arcadian Ocean. The following are some of the tales and treasures brought back by those who've managed to survive their adventures in the distant ruins.

Coral Symphony: Named for the reefs that grew around it, this piano-like instrument was pulled from the ocean's floor. The instrument stops functioning unless it's submerged in saltwater at least one hour per week.

Aeon Gear: After the destruction of a strange clockwork creature on an Arcadian shore, a small gear popped out of the creature's chest and began to glow. Once held, it began to float like an *aeon stone*, though its purpose couldn't be determined.

Saltwater Mill: One of the stranger sights encountered by Firebrands was that of a clockwork mill still rotating underwater. Even after checking for currents, it was unclear where the energy to move it came from. A thin layer of gold dust streamed out of the mill consistently, however. Nearly a hundred gold pieces' worth of dust was collected before a storm interrupted. Upon return, the mill was nowhere to be found.

Sanguine Palace: A crew all began to dream of the same building one night. Following the dream's directions, they discovered an underwater structure made of blood-red crystal. While the initial crew couldn't fully explore it, they did return with several sheets of the crystal. These sheets hum irregularly, and experimentation hasn't discovered the cause.

Seaweed Bladders: Naturally growing on the ocean floor near a series of thermal vents, these clumps of seaweed hold pockets of air. They were brought back with hopes of planting them since they have numerous applications for oceanic expeditions.

Wailing Ring: Found in a chest in an ancient shipwreck, this ring cries loudly in Azlanti while worn. Translations say that it's calling out a name: Ota. Once removed, it absorbs all sound around it for the next hour.

Finding the island is itself a difficult task since Red Mantis agents have doctored maps and paid off printers to conceal its location. Once found, docking has its own challenges, as the city of Ilizmagorti and the whaling village of Cuttle team with Red Mantis assassins intent on keeping visitors away. Even though Cuttle is only a collection of huts, some of the local whalers are likely undercover assassins, who are all trained in disguise and long-term operations. For visitors who cherish their lives, a bottle of loose sand from Cuttle serves as memento enough.

For those who wish to push their luck, the next likely target is Ilizmagorti, the main city on the island and the public home of the Red Mantis. The temple to the Red Mantis's patron god Achaek, the Pagoda of the Mantis, is the usual target for the bold. Attempting to swap an offering to Achaek with a token of another god has been the downfall of several Firebrands. For those who survive, the largest object taken grants the most bragging rights. The current champion is **Lucky Twelves** (CN female half-elf pirate), who escaped after breaking off a claw the size of her arm from a mantis statue. For those less risk inclined, meeting with the mayor of Ilizmagorti and slipping a bit of food into his pocket is a suitable alternative challenge. The egg is the traditional choice, as this is supposedly the option for Firebrands who chicken out.

The Crimson Citadel serves as the true headquarters of the Red Mantis deep within the island's interior. Its imposing red walls require adamantine chisels to even make handholds, but fragments of the wall can serve as the ultimate proof that a Firebrand infiltrated Mediogalti Island. Of course, those who make it to the citadel often want the Red Mantis to know, so they often leave graffiti or small flags with Firebrand marks on inconvenient-to-reach, but very visible patches of the fortress's roof.

However, the threat of the Red Mantis looms over any who penetrate the island on a dare. The assassins are notoriously secretive, and their leader **Jakalyn** (LE female human Red Mantis Assassin) is personally offended by Firebrands who make light of her order's stronghold. Whispered rumors of what she does with captured Firebrands have discouraged many would-be daredevils, and she makes a point to ship corpses back as a warning. Even those who escape but draw her notice may spend their lives dodging assassins. Publicly displaying a stolen sawtooth saber or other Red Mantis memento may prove one's boldness, but it may also serve as a death sentence.

PORT PERIL

Port Peril, the capital of the Shackles, serves as the setting for many adventure novels and glamorous depictions of pirate life. Its Free Captains exemplify the wealth that can be obtained with luck, hard work, and a cutthroat attitude. Many hopefuls stow away or trade work for passage here, hoping for the same success but such desperation can quickly lead to Port Peril's criminal underbelly. While visitors and locals both find their way into the Firebrands, the clear difference in circumstances and attitudes divides them into the come-heres and the born-heres. The come-heres are still enamored with the drama of sea life and its "anything goes" attitude, despite limited experience. The born-heres have lived through a lifetime of unmet promises and instead see Port Peril as a town where everyone is scrabbling to get to the top.

The residents of Port Peril joke that everyone with ambition is a Firebrand, at least for a day. As an organization with a wide base of members, joining is easy. Seasoned Firebrands warn new members that it doesn't take much to get sucked into the city's vices and lose track of everything else. More than one promising first mark has ended up switching to the other side after gambling debts and unpaid tabs caught up to them. First marks are often viewed as betrayals waiting to happen, and those wanting to get their second mark must prove their commitment. Earning the third or fourth mark while in Port Peril is nearly impossible, and those who do so are true legends in the city.

Achieving notoriety is difficult and usually involves joining a band. Each band specializes on one of the city's many needs, whether it be aiding press-ganged sailors, redistributing the wealthy's jewels to the poor, or engaging in public stunts to embarrass the powerful. A typical band consists of four to six Firebrands around the same rank, though membership can be short-lived as individuals depart to seek glory elsewhere. However, reunions aren't uncommon, and former members offer aid to their old bands when they return to the port. The fame of a band varies; some groups become notorious for a year or two before fading away, while others maintain their reputation through many seasons. The Scorched Roses are one such famous group, known for burning effigies of Free Captains anytime one makes a public statement against the Firebrands. They've specifically earned Tessa Fairwind's ire.

Port Peril's markets are filled with goods that can't be sold elsewhere. For stolen goods, counterfeit luxury items, or mostly broken equipment, the markets allow for quick offloading. Relatively minor ethical lapses are normalized, but slavery isn't tolerated. A local band of Firebrands took to burning down any stall involved in the foul practice; after a week of these arsons, the landlords renting out market space decided the risk was too great and officially outlawed it. Even if it wasn't outright prohibited, the prevailing attitude sees slavery as morally reprehensible, and the ban faced minimal dissent.

BENEATH THE SEA

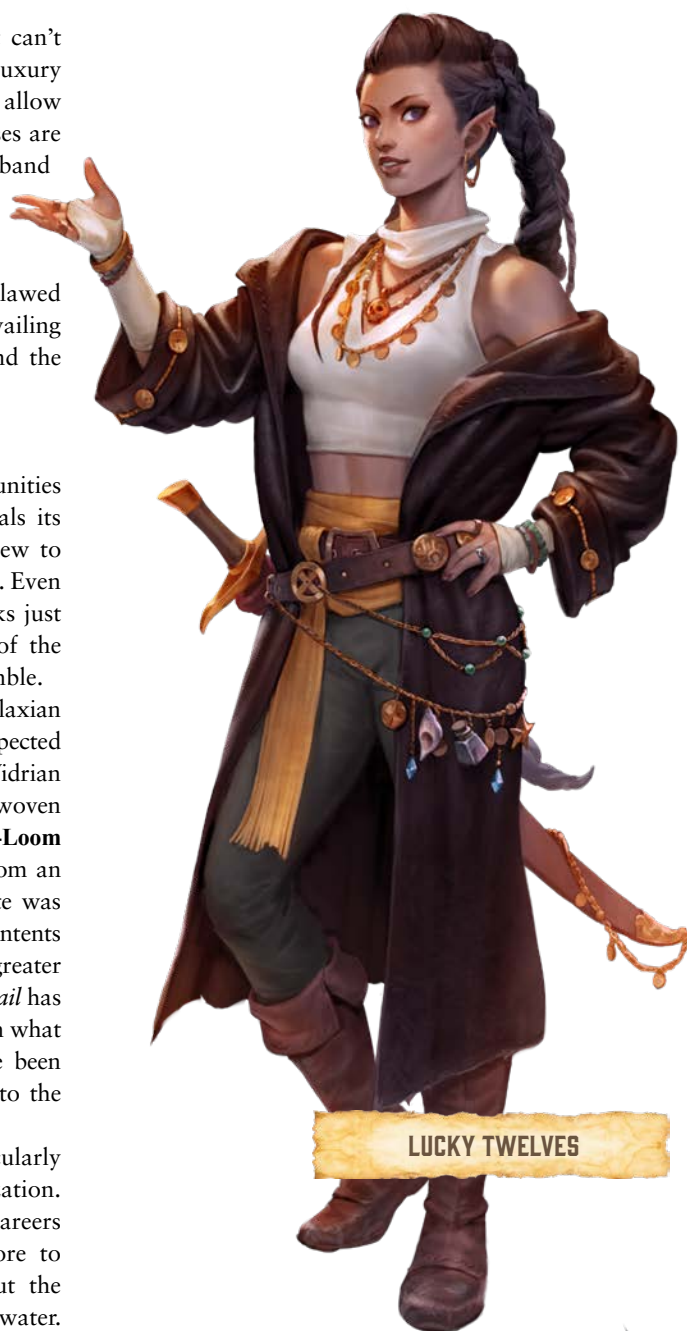
The temperamental sea offers as many opportunities below as the land above, yet it never fully reveals its secrets. Some parts of the ocean offer a clear view to the seafloor while others hide beneath dark waters. Even shores that appear safe can hide hull-ruining rocks just out of sight. Despite the danger, the mysteries of the unknown make the ocean's depths an enticing gamble.

One such mystery is the legendary wreck of the Chelaxian cargo ship *Hell's Full Sail* that sank during an unexpected storm. *Hell's Full Sail* carried stolen goods from Vidrian prior to the country's independence, including silks woven by druid and master weaver **Music-Through-The-Loom Nanjate** (N male anadi druid), wood harvested from an old-growth silvertree, and a sash that legends state was once touched by Old-Mage Jatembe. While the contents of the ship are worth several thousand gold, the greater value is in their cultural legacy. Finding *Hell's Full Sail* has become a goal for Vidric seagoers hoping to reclaim what Cheliox stole. Attempts to uncover the ship have been unsuccessful so far, but previous efforts have led to the discovery of several other lost cargo ships.

Older still are ruins from bygone empires, particularly that of the ancient Ghol-Gan cyclopean civilization. Even though notable academics have spent entire careers identifying and cataloging the ruins, there's more to discover, as the cyclopes had spread throughout the Shackles and built in areas now submerged underwater.

Recent discoveries include a great stone summoning circle near the Smoker, a temple to an unknown deity sunk near Whyrlis Rock, and a two-mile-long ridge of statues that all bow to the same spot to the southwest. Previously explored ruins have uncovered carvings of unidentifiable creatures and languages that resist magical translation. Despite the unsettling nature of these oversized ruins, they often contain items of interests to specialists.

For those interested solely in testing their limits, an underwater cave in the Glengarnie Chain notoriously claims at least a dozen lives a year. Just past the cave's entrance, the strong currents churn and separate swimmers. Once inside, shafts in the ceiling illuminate years of accumulated salt crystals that reflect a turquoise light. These crystals are prized as keepsakes from the journey and proof the owner survived a visit.



LUCKY TWELVES

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

GALT

The tumultuous nation of Galt has seethed with rebellions and upheavals for more than fifty years, but after a brave group of adventurers unmasked the sinister force behind the unrest, there's finally hope that the country can recover. Firebrands have attempted to intervene in Galt since the organization's founding, and, with the grip of the Gray Gardeners broken, they have begun helping the people of Galt pick up the pieces of their society.

Firebrands have been active in Galt since 4716 AR, when a group of rebels claiming to be associated with the organization attempted to overthrow the current government. While the claim was untrue, it immediately inspired actual Firebrands to rush to the rescue while also establishing the tradition within the organization of revolutionaries and glory seekers declaring themselves first-mark Firebrands. The rebellion in Galt was quickly suppressed, but several Firebrands remained in the country, escaping the *final blades* and planning future seditious activity. After most of his resistance cell was killed, **Handish Tremmel** (CG male halfling subversive) settled outside the town of Dabril in northwestern Galt. Handish has spent the last few years posing as an apiarist and slowly growing a network of informants and couriers. The supplies of honey and candles he ships throughout the country often contain coded messages coordinating revolutionary activities. Working with contacts among the druids of the northern Verduran Forest, Handish also arranges for vulnerable Galtans to be smuggled out of the country into Andoran or Taldor.

Many blame—or praise—foreign Firebrands for the events in Litran that led to the fall of the Gray Gardeners and the destruction of their monastic headquarters. Details about these adventurers and their personal motivations, political connections, and true identities are sparse and vary greatly depending on the teller; speculating on them is a popular pastime in Galt even today. Few claim to have met the responsible parties in person, though chinwaggers say that anyone might run into the adventurers as they seek to destroy the remaining *final blades* (see the Breaking the Blades sidebar on page 117). As news of the Gray Gardeners' defeat

spreads across the Inner Sea, prominent Firebrands are quick to encourage the assumption that the organization was instrumental in Galt's liberation.

While Firebrand holdouts from outside the country often serve as organizers, the majority of Firebrands in Galt are locals who are passionate about their homeland's future. Several such groups have gained notoriety in the country since the fall of the Gray Gardeners. Members of one group, the Unmaskers, have dedicated themselves to hunting down former Gray Gardeners and bringing them to justice. The group's missions focus on infiltration, rumor-gathering, and espionage, though some have accused them of burglary, extortion, and even kidnapping in the pursuit of their goals. A contentious

lot, the Unmaskers often argue over how to deal with their quarry. Should former Gardeners

be put on trial? Should they be executed? What sort of proof

should be required to implicate a former Gardener? Generally,

the common folk of Galt support the Unmaskers,

raising a glass to them any time a prominent former

Gray Gardener is brought to justice. What remains of the

upper class in the country regards the Unmaskers with extreme suspicion,

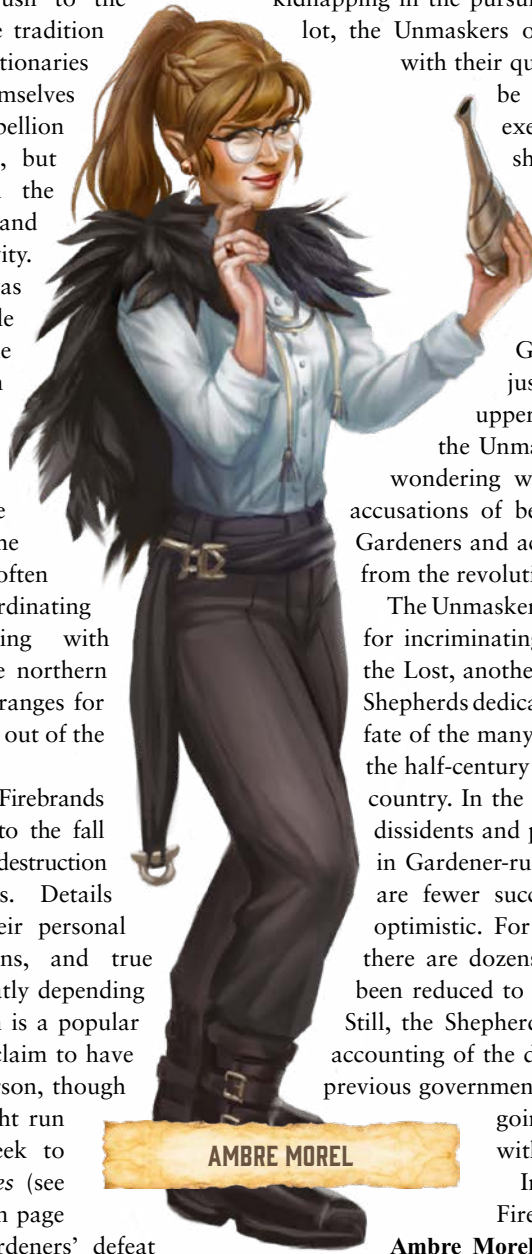
wondering what the difference is between accusations of being a revolutionary from the

Gardeners and accusations of being a Gardener from the revolutionaries.

The Unmaskers are often assisted in their hunt for incriminating records by the Shepherds of the Lost, another Galtan Firebrand group. The Shepherds dedicate themselves to discovering the fate of the many citizens who disappeared over the half-century reign of terror that gripped the country. In the early days of the group, many dissidents and political prisoners were located in Gardener-run prisons, but these days there are fewer success stories to keep members optimistic. For every orphan found in exile, there are dozens of Galtans whose lives have been reduced to the record of their executions. Still, the Shepherds persist, stressing that a full accounting of the deeds of the Gardeners and the previous governments is necessary if the country is going to see justice and reconcile with its past.

In a move unusual for a Firebrand, the former expatriate

Ambre Morel (NG female half-elf treasure



AMBRE MOREL

hunter) has reached out to the Church of Abadar for assistance in the task that brought her back to her homeland: returning seized property to its rightful owners. Ambre keeps a small army of pious clerks documenting claims for missing heirlooms and long-abandoned estates. Though she loves the thrill of discovering a cache of stolen valuables, administrative duties largely confine her to her office in Isarn, and she leaves the fieldwork to hired agents. She has even reached out to Pathfinder Venture-Captain **Armeline Jirneau** (CG female half-elf detective; *Pathfinder Society Guide* 108) at Woodsedge Lodge, though the Pathfinders have so far declined to involve themselves in the thorny matter. Ambre's work is controversial in the country. People support the Firebrand's aims, but, after so many years, the chain of custody on many recovered items is impossible to establish. Claims and counterclaims lead to contentious wrangling between former neighbors or different family branches. Many Galtans are also suspicious of any attempt by nobles in exile to reclaim their former lands. While the results of the Red Revolution were largely disastrous, most Galtans still hold tightly to the egalitarian principals that inspired it.

Other Firebrands in Isarn are working as best they can with the remnants of the Revolutionary Council to promote stability and liberty in the country. **Camilia Drannoch** (CN female human bard; *Legends* 38), the head of the Council, does her best to coordinate the efforts of the disparate groups. (In private, she's been known to grumble that "herding roosters" is her primary job these days.) The Firebrands who offer material support see the most appreciation from the Galtan public. A contingent of Yelayne's followers has established a trade hall in the city, and there they distribute warm clothing and food, caring for the underclass neglected during Galt's political troubles. **Professor Thistle** (CG nonbinary kitsune lecturer), a wandering Firebrand scholar, has recruited a team of tutors to open free schoolhouses around the city. After years of teaching from constantly changing curricula "approved" by the Revolutionary Council, the teachers of Galt are tackling the assignment with gusto. Other Firebrands wander the city in small groups helping to rebuild houses, offering job training, and sharing defensive strategies with the guards. As the initial excitement of revolution fades, such groups are becoming restive, giving rise to the observation that a bored Firebrand is like a loaded musket.

Galtans are less appreciative of the Firebrand philosophers, preachers, and socialites who attend Revolutionary Council meetings and attempt to influence the future of the country's government. The Council now debates heady political questions: Should members of the former government be allowed to hold political positions? Who speaks for the Galtan people? How should elections occur? What compensation are victims of the Gray Gardeners entitled to? Firebrands are eager to weigh in on the side of liberal reforms, but many locals see the Firebrands as a destabilizing influence. After so much chaos in the country, a reactionary contingent within the Council is pushing for stricter governmental controls to maintain order as they rebuild. A charismatic leader in the Council chambers could sway the body to either side.

Complicating matters are the Broken Ghosts, a group of anarchists proclaiming that the chaotic nature of Galt immediately after the fall of Gray Gardeners was a "purer" expression of freedom than any new government can provide. The group takes their name from the now-shattered *final blades* and the countless souls released as a result. Broken Ghosts don their masks of broken ceramic and interrupt diplomatic talks, relief efforts, and other endeavors within the nation. The group has particularly taken offense to Firebrand efforts in Galt, proclaiming that as supposed promoters of freedom, the Firebrands should know better than to force their own ideologies on the lives of others. The two groups continually clash, but the Broken Ghosts repeatedly confound the Firebrands, seemingly disappearing into the shadows like ghosts, befitting their name.

BREAKING THE BLADES

The Firebrands in Galt are working to gather as many of the surviving *final blades* as they can, but some of the artifacts have disappeared or been hidden away for some nefarious purpose.

Carmine Nell: Rumored to have been on the move while adventurers disrupted Gray Gardener plans in Litran, this *final blade* remains missing. A small group of Firebrands dedicated to the Lady of Graves has taken a special interest in locating it, as the blade executed a large number of Pharasma's clergy. While Carmine Nell was last confirmed to be in Tregan, the guillotine was secretly spirited away to a cave just outside of town by a night hag who seeks to decant the souls trapped within into soul gems. While she is unlikely to be successful in the endeavor, the attempt may unleash devastation on the town and surrounding area if she is not stopped quickly.

Margus the Chopper: Eyewitnesses in Isarn swear that they saw a single hooded figure in a blacksmith's apron load Margus the Chopper into a wagon and drive it out the eastern gate of the city. Though the guillotine disappeared, its blade was soon back in use. A vigilante calling himself Hosetter's Vengeance stalks the outskirts of the city, wielding a butcher's knife made from a fragment of the *final blade*. The mysterious figure executes anyone he deems "in league with the Gray Gardeners," though there seems to be little rhyme or reason to the killings.

Razor Jenni: The guillotine that once sat in the quadrangle of Torvin Academy in the Galtan city of Edme, Razor Jenni took the lives of many intellectuals and political philosophers during the Red Revolution. An occult society calling itself the Knowledge of Ages now holds the *final blade* in a hidden chamber far below the university's halls. The society holds near-nightly séances in an attempt to commune with the spirits of scholars trapped within the blade, though their efforts have so far produced little result.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

KATAPESH

When the ruling Pactmasters of Katapesh declared an end to slavery in 4722, it caught most of the world by surprise—but the Firebrands were prepared. Agents both foreign and local had been building relationships with merchants in Katapesh some years prior, only trading with the merchants who refused to use slave labor, offering deals and building rapport with vendors harboring revolutionary sentiment. By earning the trust of anti-slavery merchants, the Firebrands put themselves in the perfect position to help guide the overdue but sudden change that threatens Katapesh's stability.

Over the past few decades, dozens of enslaved people have managed to escape the Pactmasters by fleeing



FAIZA MARWAZI

into the far reaches of Katapesh. Once outside of the all-consuming bazaar, they found refuge, anonymity, and work among the Badawi villagers and nomads who subsist in the Katapeshi deserts. The Pactmasters have historically taken a lax approach to ruling the country's hinterlands. As such, they had little idea that liberated residents were working with rural Badawi villagers on a plan to disrupt the pesh trade.

This plan relied on the production of an alternate form of pesh. When pesh is refined, it becomes highly addictive. Because of this, sales of refined pesh have stabilized parts of the Pactmasters' corrupt economy. But the Badawi people of Katapesh have long tended to secret pesh gardens integral to their culture. Rather than refine pesh, they dry the cacti milk until it becomes a kind of paste, then prepare it with tea or food. The paste serves as a mild stimulant and hallucinogen, but more importantly, it's roughly as addictive as coffee.

As additional escapees took refuge in desert and mountain villages, they began working with their Badawi allies to expand the production of pesh paste. Critically, they realized that the paste could also be used to treat addiction to refined pesh. They began to market pesh paste as a natural stimulant that could also begin to undo the ravages of refined pesh addiction. With the profits from paste sales, they planned on expanding their pesh cultivation sites and helping more enslaved Katapeshi escape to rural villages. The plan was an immediate success, but the introduction of a nonaddictive form of pesh to the market drew the attention of the Pactmasters.

Several weeks elapsed after the start of the pesh paste sales. Then, the Pactmasters made two official rulings: slavery was no longer legal in Katapesh, and all non-regulation pesh sales were strictly forbidden. While their motives for ending slavery were likely tied to multiple factors, their motive for the latter ruling was quite clear. The Pactmasters sent bands of mercenaries into Badawi territories to seize their pesh crops, but in a stunning turn of events, the Badawi villagers and their newly freed allies won the first skirmish. They immediately declared themselves first-mark Firebrands and sent messengers to other Firebrands groups requesting aid, setting the stage for a surprise revolution.

PESH PASTE

Pesh paste is a significantly lighter form of refined pesh used to prepare tea or as an ingredient in cooked food. When ingested, it acts as a stimulant and hallucinogen for a short period of time. It's frequently taken during gatherings, as it makes users feel brighter and sharper, while light hallucinations provide for surreal conversation fodder. Bad reactions to pesh paste can result in overstimulation

or paranoia. Outside of recreational use, it's also helpful in treating addiction to pesh, as it satisfies the urge for the drug without the severe drawbacks of the refined version.

PESH PASTE

ITEM 1

ALCHEMICAL CONSUMABLE DRUG INGESTED POISON

Price 15 sp

Usage held in 1 hand; Bulk L

Activate  Interact

The maximum addiction stage of pesh paste never progresses beyond stage 1. Taking pesh paste suppresses the effects of addiction to all other forms of pesh. You gain a +2 item bonus to your next weekly save against addiction to pesh.

Saving Throw DC 12 Fortitude; **Onset** 30 minutes; **Maximum Duration** 4 hours;

Stage 1 clumsy 1 and a +1 item bonus to Diplomacy checks (1 hour); **Stage 2** frightened 1 and 1 temporary hit point per level (first time you reach this stage only) (1 hour); **Stage 3** dazzled and frightened 2 (30 minutes)

MARCHING ORDERS

“The first advantage we have is that the Pactmasters are hiring foreign mercenaries to invade Badawi villages. They don't know the routes through the deserts, nor the passages through the mountains. Our Badawi allies in these areas do. Our initial operation must be simple and swift: we will goad our enemies into a chase through the desert, then retreat into the cavern systems we've charted out. These areas will need to be set with traps.

“We'll also need to buy time by sowing chaos in the bazaars. A handful of revolts could clog the roads, prevent supplies and reinforcements from coming out of central Katapesh and into the hinterlands. Any Firebrands who come to reinforce us should make this their first stop. Protect the protesters in the bazaar, then block the roads with rubble and rubbish. Audacious Firebrands could even attempt to hijack an enemy convoy, then bring the supplies out to us. We'll need it, too, if we're to establish outposts and bases before the ex-slaver gnolls can secure too much territory...”

—Faiza Marwazi, third-mark Firebrand coordinating the Katapeshi Revolt

KATAPESH AT A CROSSROADS

“This is a crucial point for not only Katapesh, but the greater world. The Pactmasters have ruled this region, completely unopposed, for centuries! And the country they've built is amongst the most corrupt in all Golarion—from the rampant use of enslaved labor to the selling of dangerous weapons and addictive drugs, Katapesh has wrought countless evils on all of us. Slavery may have officially ended, but think of all those people who were kidnapped and forced to work here! They have no way home, no money to build better lives for themselves, no family or friends to support them. How can we consider them truly free when they are forced to live among their captors?

“If the Pactmasters eradicate the Firebrands here, they will go on to crush all of the rural villages who agitate against their rule. Pesh sales will resume as normal, and that foul drug will addict countless innocents across all Golarion, all while the Pactmasters gorge on the profits. How can we consider any of ourselves truly free so long as so many of our people suffer under their scourge?

“If we aid the liberated locals, nomads, villagers, and Firebrands, they could openly declare a revolt against the Pactmasters. With all the ire their foul government has drawn for their corrupt practices, this revolution stands a real chance of success. I know the Firebrands will bolster their current forces in Katapesh. But what they need is a navy to support them, to make safe their passage and aid the evacuation of refugees. The only question that remains is who will rise to aid them. Today, I provide an answer to that question: unfurl your sails, Gray Corsairs!”

—Andira Marusek, at the embarking of the Gray Corsair Rescue Fleet

SCHEMING FROM THE SHADOWS

While the Pactmasters prefer to rule discreetly and influence events by proxy, recent events have forced them to take a more direct role. The sudden release of pesh paste, followed up by the Katapeshi Revolt, left them scrambling for control for the first time in several hundred years. To outsiders, it appears that the Pactmasters have finally grown complacent, and therefore, vulnerable. Though Pactbroker Hashim ibn Sayyid has reassured Katapesh's various guild masters that the Pactmasters have the situation in hand, several conniving guild masters are beginning to agitate for a coup. If the Pactmasters seem likely to lose their conflict with the Firebrands, the guild masters will withdraw their soldiers from the Pactmasters' forces, refuse to pay tax revenue to the Pactmasters, and even imprison, bribe, and coerce pesh dealers to sever ties with the Pactmasters. Things would immediately devolve into total chaos, as the Pactmasters would be forced to battle the guild master forces throughout the narrow streets and crowded stalls of Katapesh's heart.

For their part, the Pactmasters have a few tricks left up their sleeves. They've been cultivating a deeper relationship with Katapesh's gnolls in anticipation of the abolition of slavery. In lieu of working as slavers, the Pactmasters established the first-ever gnoll battalion of the Zephyr Guard. With this sudden influx of muscle, they believe the Zephyr Guard should be able to beat the dissenting guild masters into submission. For the common Katapeshi laborer, however, this might be enough to spark a full-scale revolution. To see slavers elevated to an even higher position in Katapesh after emancipation would likely push common sentiment in favor of the Firebrands.

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

OTHER CAMPAIGNS

The typical Firebrand's wanderlust, combined with the open nature of the organization, means that it's common to encounter Firebrands all over the Inner Sea region. Whether met aboard a privateer's ship, seen carousing in a seedy tavern, or engaging in bouts of daring, a run-in with a Firebrand is never dull. The following section details just some of Firebrand activity around the Inner Sea region.

EYE OF DREAD

Many a hero has made their name on the western shores of Lake Encarthan, but just as many have ended up in an unmarked grave. Whether fighting against the undead Whispering Tyrant or more mundane foes, Firebrands in the area often band together with local groups such as the Knights of Lastwall or Nirmathi rebels.

Gallant Doom: This militant squad of Chaldira Zuzaristan's followers has overcome astounding odds to clear old forts of undead residents and rescue holdout villages from ravaging ghouls. The group takes chances that most veterans in the Gravelands find foolhardy,

but their leader, **Deltira Panver** (CG female halfling strategist), merely smiles and tells naysayers, "Fortune favors the living."

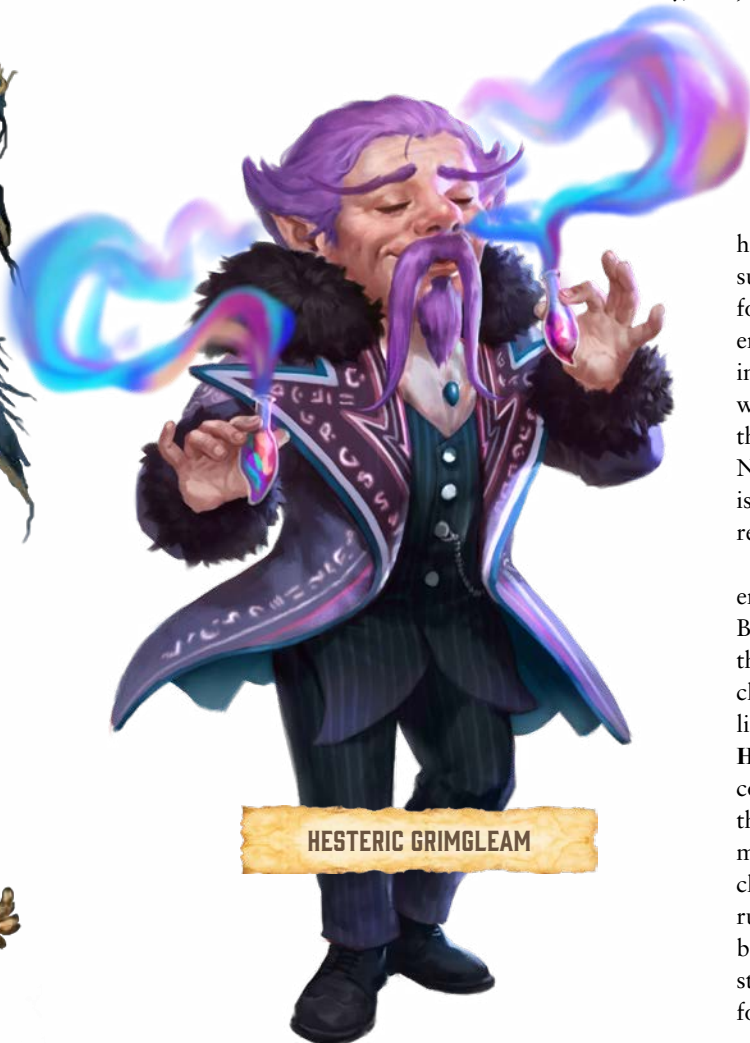
Thunder Peak: From the slopes of Belkzen, this troop of orc and half-orc Firebrands rides gigantic daeodon mounts into the northern fields of the Gravelands and the western reaches of Ustalav. Bystanders report that the warriors laugh as they trample scores of undead and cut down the sinister forces of the Whispering Tyrant. Members of Thunder Peak embellish the flanks of their dire boar mounts with paintings depicting vanquished foes, and, when they return to their home base in the city of Urgir, crowds form to see the magnificent beasts and hear the thrilling tales of their riders.

NEW THASSILON

The thinly populated lands that were once northern Varisia now bustle with activity since the return of the runelords Sorshen and Belimarius. Firebrands here might tangle with troubles from the past, search for ancient relics, or join in the political struggles that wrack the region.

Epoch Hunters: When Xin-Edasseril thundered back into the present, it didn't just bring an envious runelord and time-lost citizens with it to the Saga Lands. Already a wild area, the region now deals with a plague of sinspawn, time dimensionals, and rune-bound creatures. The Epoch Hunters, a group of a dozen Firebrands led by **Tiresan Vought** (NG female human chronomancer), have come together to hunt such creatures, allowing locals to create a safe new life for themselves in the present. The Epoch Hunters also enjoy the notoriety that comes from slaying foes not seen in thousands of years, and members of the group find a warm welcome in the region's taverns. Tiresan suspects that a marut inevitable has been hunting down innocent New Thassilonians and, since confronting such a creature is beyond the current abilities of the Epoch Hunters, she's reaching out to other Firebrands for assistance.

The Perfumed: Rumors of a group of diplomats, entertainers, and merchants dedicated to ending Runelord Belimarius's tyrannical rule are whispered of throughout the underworld of Xin-Edasseril, but members of this clandestine organization operate under strict secrecy and limit the numbers of their group to a trusted inner circle. **Hestic Grimgleam** (CG male sensate gnome chemist) coordinates their subversive activities and distributes the delicate scents that cohorts use to convey coded messages and communicate treasonous plans even at closely monitored social gatherings. Queen Sorshen, ruler of Eurythnia, corresponds regularly with Hestic, but the written contents of their scented letters are strictly professional and focus on their shared passion for fragrances.



HESTIC GRIMGLEAM

NEX

In a land of arcane marvels and extraplanar oddities, it might seem difficult for a potential Firebrand to earn their first mark, but determined thrill-seekers and extravagant performers have used the vast magical resources of the nation in eastern Garund to gain significant notoriety.

The Burrows Agency: The capital city of Quantum is a crossroads for travelers from other planes visiting Golarion, and many sojourners from outside the Material Plane stay to do business in the city. When business deals go wrong, local merchants have little recourse if an erstwhile partner flees across the boundaries of reality. That's where the Burrows Agency comes in. **Perte Burrows** (N male fetchling sleuth), the agency's owner, boasts a flawless record in resolving cases of interdimensional embezzlement, fraud, and theft. A Burrows agent will track a suspect from the edges of the Abyss to the slopes of Heaven. In addition to engaging in extraplanar jaunts himself, Perte contracts with Firebrands willing to undertake such investigations and recoveries.

Sheltzin's Spectacular: The people of Nex, jaded through regular exposure to magical impossibilities, might seem a tough crowd to impress, but consummate entertainer **Sheltzin Zanspark** (CN nonbinary orc ringmaster) considers it their calling to thrill the nation's masses. Other Firebrands with peculiar abilities often join the traveling circus and menagerie for a season or more, and Sheltzin boasts that their organization has the "largest rotating cast of performers on Golarion!" With such a variety of acts, attendees rarely see the same performance twice. The Spectacular makes regular rounds of Ecanus, Quantum, and Oenopion, typically teleporting between the cities to avoid the dangers of Nex's interior.

NUMERIA

The land of Numeria crawls with technological terrors and extraterrestrial hazards, but with the recent ascendance of the goddess Casandalee and the scattering of the Technic League, the intriguing mysteries of the country have increasingly attracted curious Firebrands.

Circuit Breakers: This band of six Firebrand adventurers presented themselves to ruler Kevoth-Kul in the Palace of Fallen Stars with a singular offer: they would hunt down the remnants of the Technic League in exchange for access to rare skymetals. At first suspicious and reluctant to accept the help of independent contractors, Kevoth-Kul had to admit that some survivors from the sinister league that had controlled Numeria still managed to elude his loyal guards. In the Circuit Breaker's leader, **Ril-Faltir** (CN female android glitch hexer), the Kellid monarch also sensed a burning desire for revenge that he identified with. The Black Sovereign accepted the offer, outfitted the group with some rare equipment from his treasury, and sent them to root out the remains of the Technic League.

Techno Drifters: Elsewhere in Numeria, the Techno Drifters ride from settlement to settlement, helping common folks with their problems and fighting off the many predators in the dangerous country. Riding into town on the strange mechanical mounts they cobble together from the remnants of fallen starships, these flashy Firebrands act as neutral arbiters to peacefully solve what disputes they can and use their timeworn lasers and flamethrowers to take care of everything else. **Reylon Quick** (NG nonbinary halfling cavalier), the group's leader, has put out a call for daring heroes to join them on the trail and take out some of the biggest threats in Numeria's interior, such as annihilator robots and mutants corrupted by Numerian fluids.

OSIRION

The ancient land of Osirion still offers its share of modern excitement, and Firebrands here might venture into an oasis to assist stranded travelers or travel deep into the desert to break a mysterious curse.

Dawn's Edge: While Ruby Prince Khemet III, Osirion's ruler, has outlawed exploration of most ruins and tombs in the country, many of these ancient sites

BEYOND THE INNER SEA

Where there's fame to be found and adventure to be had, Firebrands will be there, performing dangerous deeds and fighting injustice.

Goka: Travelers from across Golarion have always frequented Goka's cosmopolitan markets, but the recent Ruby Phoenix tournament brought a flood of potential competitors to the prosperous Tian Xia city-state. Of course, many of those seeking glory in Hao Jin's tournament were Firebrands! Now that the tournament is over, Goka serves as a home base for Firebrands who adventure around Tian Xia, and many native Gokans have declared themselves first-mark Firebrands as the movement establishes itself.

Iblydos: Tales of a land where heroes live as gods have proved an irresistible lure across the Obari Ocean for many Firebrands. None have yet been chosen for godhood by the country's cyclopean seers, but it's not for lack of daring deeds. **Captain Gherena Trommel** (CN female catfolk buccaneer) sailed into the harbor of Aelysos with a flotilla of pirate ships she captured en route, and **Tanner Kreen** (N male goblin trophy hunter) proudly displays a heap of hides, horns, tusks, and fangs from the country's fabled monsters outside his lodging in Sylirica.

Nar-Voth: Firebrands don't confine their activities just to the surface of Golarion; the Darklands is rife with opportunities for danger and glory. Brave rescuers have ventured into the caverns beneath Cassomir, in Taldor, to save kidnapping victims from deros. After treasure-seeking Firebrands made contact with svirfneblin below the surface for gem trading, many stayed to assist their new deep gnome allies in struggles against Darklands fey. Some adventurers even chance encounters with duergar patrols to search for treasures or trade on the Long Walk, the extensive system of tunnels running below Avistan.

Quain: Nestled between the Wall of Heaven Mountains and the Golden River, the nation of Quain is one of the foremost centers for martial arts in Tian Xia. Firebrands from the

FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

Inner Sea initially traveled to Quain in search of the Dragon Carp god, Jin Li. Many stayed, appreciating the breathtaking scenery of the land or enrolling in one of the country's training academies.

Segada: Ever ready to plunge into the unknown, several groups of Firebrands have traveled to this coastal Arcadian city, eager to make their way into the continent's interior. Among the Segadans, opinions about the travelers are sharply divided. More conservative citizens, including Mayor Wanakeena Awasuul, view the unpredictable guests as a disruptive element to their society and seek to bar them from venturing into Degasi and the rest of the interior. To the livelier elements of Segadan society, the Firebrands exemplify excitement and liberation. Some Segadan youth have already declared themselves Firebrands and ventured forth toward the regions of the Primal League or the Deadshot Lands.

Western Ghats: Thanks to several newly established trade routes, the northwestern corner of Vudra has seen an influx of travelers from the Inner Sea, including many Firebrands eager to make a name for themselves in the area. The many merchant ships crisscrossing the Betul Sea are tempting targets for piracy, though the strong military forces of Rani Srivati have stopped many would-be corsairs. While most Firebrands who visit the city of Sihadrimon are interested in acquiring unique Vudrani trade goods or learning magical techniques particular to the continent, a cell of Firebrands made up of two champions of the empyreal lord Erित्रice and several newly marked locals has been working to discover and thwart the plans of rakshasas in the city.

pose a danger to nearby communities. In defiance of the royal edict, a group of Firebrands known as Dawn's Edge travels the country cleansing sites of undead, divs, and other dangerous inhabitants. Working closely with the church of Sarenrae, the Firebrands travel across the sands to answer distress calls from communities all over Osirion. Officially, the group's leader, **Bestlet Namescribe** (NG male Pahmet dwarf exorcist), is a wanted criminal, but government forces tolerate the group, especially in the country's outlying areas.

Riddle Chasers: Osirion has long been home to those interested in esoteric and mysterious knowledge, with researchers investigating its countdown clocks, documenting its ageless monuments, and questioning its enigmatic sphinxes. While officials in the country's traditional universities often warn against meddling in "forbidden" knowledge about such topics as the Dominion of the Black or the Great Old Ones, there are many curious truth-seekers who would venture anything to solve the nation's mysteries. A loose coalition of fearless investigators across the country, the Riddle Chasers are Osirians from many walks of life who devote their free time to solving the mysteries of their country's distant past. Even in small communities, it's common to encounter a baker constructing a scrapbook full of carefully recorded engravings or a scribe spending Starday decoding mysterious ciphers. Every year on the 11th of Neth, **Jiria the Cryptic** (CN female maftet enigma) holds a gathering for the Riddle Chasers at the tavern she runs on the southern edge of Sothis, Osirion's capital. Members share their findings and look for collaborators with complementary specialties; at the end of the gathering, Jiria names the research with the most intriguing finding Riddlemaster, a title that confers prestige and free drinks at her establishment until the next gathering.

QADIRA

The rough coastline of this country along the eastern edge of the Inner Sea is home to daring Firebrand privateers, and the unscrupulous magic users of its interior are frequent targets of Firebrand reprisals. Qadira is also the gateway to the large continent of Casmaron to the east and the sprawling Empire of Kelesh, beckoning Firebrand explorers who wish to wander far from home.

The Next Peerless: One of the Peerless, Satrap Xerbystes's band of favored heroes, is retiring. The Satrap will soon name a new member to the group, and daredevils from across the Padishah Empire and beyond are flocking to Katheer to brag about their deeds. The allure of being recognized as among a country's most famous heroes has attracted many Firebrands to the capital city. As they wait for the Satrap's decision, many of the adventurers are searching for dangerous missions that would prove their worth.

Sundered Seal: Around the port city of Sedeq, this group of Firebrands works to end the genie binding trade. Their leader, **Kalshar** (CG male suli human abolitionist), coordinates daring night raids to infiltrate the city and assassinate known genie binders, freeing their charges. Though able to counteract most bindings, the group keeps a collection of objects they suspect still imprison genies, including an inscribed black diamond whose seal shifts every time Kalshar attempts to dispel it. City leaders in Sedeq have appealed to Satrap Xerbystes to hunt down the Sundered Seal, but the ruler has thus far declined to help the unpopular genie binders requesting his aid. Meanwhile, the raids continue and Kalshar hopes to collaborate with some seafaring Firebrands to intercept ships transporting genie captives through the port.

THE RIVER KINGDOMS

The freewheeling philosophy of the six River Freedoms makes the chaotic territory a perfect home for Firebrands in search of fortune and glory. Many an ostentatious performer has served in the courts of the region's petty kings and power-hungry warlords, while a fair number of ambitious Firebrands have sought to join the rulers' numbers.

The Black Marquis: A 30-mile stretch of the Sellen River crawling with pirate vessels, the Protectorate of the Black Marquis controls much of the trade coming into the area from Brevoy and Numeria. The current Black Marquis, **Urdul Bazzak** (LE male human rogue), has kept power for more than a decade through clever bargains with river pirates and military support from Numeria. Political turmoil in Numeria has weakened Urdul's position, and a Firebrand pirate named **Eutar Fairhand** (CN male half-elf warpriest of Hanspur) has begun openly rallying ships to the cause of overthrowing the Black Marquis.

Gladiators, Ready!: Tymon, on the western edge of the River Kingdoms, is well known throughout the region for its fighting arena. Many Firebrands have earned their marks after exciting bouts, and successful competitors have risen through Firebrand ranks based on their notoriety. Current gladiatorial darlings and third-mark Firebrands **Jeske Ironhand** (CG female changeling human brawler) and **Hantiz the Cutter** (CG male lizardfolk battledancer) focus most of their energy on their long-time rivalry, but concerning rumors of invasion from the expansionist theocracy of Razmiran have prompted them to put out the call for Firebrand assistance. They hope that some former colleagues, and perhaps adventurous newcomers, will visit Tymon and help maintain the city-state's independence.

TALDOR

While conditions in the faded empire of Taldor have improved under the leadership of Grand Princess Eutropia, the deep social scars left by centuries of economic inequality and stifling tradition still linger. Whether inciting resistance among oppressed peasants or beguiling a decadent aristocracy, the Firebrands who make names for themselves here often become famous across the Inner Sea.

Jack Stone: Wealthy travelers near the Southern Range of mountains in Taldor keep a wary eye on the slopes and cliffs above them, for gilded carriages and tax collectors' wagons have frequently been waylaid of late by brigands who disappear back into the foggy peaks as soon as the travelers are stripped of valuables. **Jack Stone** (CG female human masked bandit) leads her band of accomplices in preying on unsuspecting nobles and redistributes the wealth she finds to struggling farmers and smallholders in the district. Even in her band, few know that Jack Stone is actually the Viscountess Jacinda Relari disguised in clothing typical of farmers in the region. Disgusted with the attitudes and excesses of her peers, the young noblewoman has abandoned her small holding in Ligos Prefecture and dedicated her life to using the unearned riches of the nobility to aid the suffering poor of her country.

Knocking Jenny: In a nation as old as Taldor, the living frequently run afoul of the deceased, or need to communicate with a long-departed ancestor to recover some family lore or property. The aristocrats of the

country look to spiritualists to safely navigate such encounters, and in the salons of Oppara, Taldor's capital, there is no spiritualist more sought-after than **Knocking Jenny** (CN female dwarf medium). So nicknamed because of the sounds she uses to communicate with the spirits, the elderly dwarf is available for hire, but so famous that only the wealthiest can afford her services these days. While some have tried to decry Jenny as a fraud, countless public accounts of the medium dissipating haunts with a gesture, commanding specters, and revealing secrets only the dead would know have ensured that most people consider her genuine. Jenny is almost as famous for her eclectic style of dress as her formidable abilities; she often appears at séances wearing befeathered hats matched with silken robes and cinched with a belt holding her clan dagger, or Galtan ball gowns over sturdy riding boots.



FIREBRANDS

INTRODUCTION

AMONG THE
FIREBRANDS

FIREBRAND
OPTIONS

FIREBRAND
EFFORTS

GLOSSARY
& INDEX

KALSHAR

GLOSSARY & INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on. New rules content is marked with an asterisk (*).

Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle. *Absalom, City of Lost Omens*

Absalom Reckoning The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4723 AR.

Achaek Lawful evil god of assassins, divine punishment, and the Red Mantis. Also known as He Who Walks in Blood. *Gods & Magic* 52

adjustment (trait) Items with this trait are intended to alter existing pieces of equipment, typically armors, shields, and weapons. The given item will note which type of equipment it modifies. A piece of equipment can only be affected by a single adjustment at a time. Unless otherwise noted, adding or removing an adjustment requires using a 10-minute activity and a repair kit.

Alkenstar A city-state located in the central Mana Wastes. The city is known for unique technologies, including firearms. *World Guide* 74-76

anadi A reclusive people from Garund who resemble spiders and can assume humanoid forms. *The Mwangi Expanse* 102-105

Andoran A relatively young nation in southern Avistan known for its adherence to democracy and personal freedom. *World Guide* 122-124

Angazhan Chaotic evil god of apes, jungles, and tyrants. Known as The Ravenous King. *The Mwangi Expanse* 133

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *World Guide* 6-7

Arcadian Ocean This ocean is between Arcadia and Avistan. **archetype feats*** 78-81

Aspis Consortium A prominent trade organization that spans the Inner Sea region and often opposes the Pathfinder Society. Known for its unscrupulous practices. *Character Guide* 65

Azlant One of the greatest nations during the Age of Legend. The empire was destroyed during Earthfall, and its ruins remain as islands in the Arcadian Ocean. *World Guide* 8, 62-63

Azlanti The athletic humans of the ancient empire of Azlant. Previously thought lost during Earthfall. *Character Guide* 10

backgrounds* 75

Bekyar This major Mwangi ethnic subgroup originated in southwestern Garund. *The Mwangi Expanse* 24

Bleaching A process brought on by ennui that decolors and ages a gnome, typically culminating in the gnome's death.

Bleachling Gnomes who have undergone the Bleaching and survived are called Bleachlings. *Character Guide* 29

Bloodcove A port city located in the western Mwangi Expanse. Known for the prominence of pirates and other criminals among its populace. *The Mwangi Expanse* 184-195

Brevoy A nation in northeastern Avistan, known for its political uncertainty. *World Guide* 26-28

Casandalee Neutral god of artificial life, free thinking, and intellectual apotheosis; known as the Iron Goddess. *Gods & Magic* 57

Casmaron One of Golarion's continents, located immediately east of the Inner Sea region. *World Guide* 7

changeling The offspring of a hag and a member of some other humanoid ancestry. *Advanced Player's Guide* 30-31

charau-ka Mandrill-like humanoids who are brutal warriors. Many charau-ka live in Usaro. *The Mwangi Expanse* 127, 296-297

Cheliox A nation in southwest Avistan, known for its ties to diabolic rule. *World Guide* 98-100

class feats* 76-77

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7-8

dhampir The mortal offspring of a vampire and a member of another ancestry. *Advanced Player's Guide* 32-33

Druma A nation in southern central Avistan, known for its prominent trade and great wealth. *World Guide* 124-125

Eagle Knights A state-funded military sworn to defend Andoran. Some branches work to end slavery in the Inner Sea region. *Character Guide* 65

Earthfall A cataclysmic event in -5293 AR in which a swarm of meteorites fell upon Golarion and caused massive destruction, ending the Age of Legends and starting the Age of Darkness.

Ekujae One of the three groups that make up the Mualijae elves, Ekujae predominantly live in the western Mwangi Expanse. *The Mwangi Expanse* 42-51

Empyreal Lords Powerful celestial beings, demigods, and gods that represent the tenets of good. *Gods & Magic* 82-85

equipment* 82-83

Erutaki A common human ethnicity in the Inner Sea region spanning the Crown of the World. *Character Guide* 6

Eye of Abendego An enormous hurricane nestled between Mediogalti Island, the Shackles, and the Sodden Lands. *World Guide* 63-64

Eye of Dread The region in central Avistan consisting of Belkzen, the Gravelands, Lake Encarthan, Molthune, Nirmathas, Oprak, and Ustalav. *World Guide* 36-47

fetchling A humanoid ancestry that fled to and has been shaped by the Shadow Plane. Typically refer to themselves as kayals. *Ancestry Guide* 82-87

Fever Sea The name for the portion of the Arcadian Ocean that lies off the western coast of Garund.

Firebrand Mark The designation of notoriety and skill among the Firebrands. A Firebrand can be labelled a first, second, third, or fourth mark. 13

fleshwarp A humanoid transformed so completely by outside forces that they are now a unique ancestry. *Ancestry Guide* 88–93

Free Captains The leaders of pirates in the Shackles.

Galt A nation in eastern Avistan, known as a land of constant political upheaval and revolution. *World Guide* 126

Geb A nation in eastern Garund that's a haven for undead. *World Guide* 76–77

Goka A large city-state in western Tian Xia. *Pathfinder #167* 60–65

Golden Road This region in northern Garund and part of southeastern Avistan includes Katapesh, Osirion, Qadira, Rahadoum, and Thuvia. *World Guide* 48–59

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. *Knights of Lastwall* 100–111

Halcamora Neutral good empyreal lord of gardens, orchards, and wine. Known as the Lady of Ripe Bounty. *Gods & Magic* 128–129

Harrow A method of divination that uses cards known as a harrow deck to tell fortunes. Especially popular in Varisia.

Hellknights A set of knightly orders with a strict focus on enforcing law and order. *Character Guide* 76–85

hobgoblin Hobgoblins are a sturdy, clever people with a propensity for militaristic order. *Character Guide* 48–51

Horizon Hunters A faction within the Pathfinder Society dedicated to traveling and exploring the world, discovering new lands and forgotten ruins. *Pathfinder Society Guide* 32–35

House Thrune The current ruling noble house of Cheliox.

Infernal The common language of the denizens of Hell. It requires very precise enunciation.

lobaria A nation in western Casmaron that has become an unsettled frontier after a number of plagues.

Isarn Isarn is the capital of the nation of Galt.

Isger A nation in southern central Avistan, a vassal of Cheliox and home to several goblin clans. *World Guide* 100–102

Kalekot Chaotic neutral god of fear, silence, safe-keeping, and the reviled. Known as The Winnower. *The Mwangi Expanse* 137

Kallijae One of the three groups that arose from the Mualijae elves, Kallijae live in the northeastern Mwangi Expanse. *The Mwangi Expanse* 52–61

Katapesh A nation located on the northeastern coast of Garund and known for its markets. *World Guide* 51–53

Kazutal Neutral good god of safety, liberty, and community. Known as Mother Jaguar. *Gods & Magic* 64

Kellid A human ethnicity in the Inner Sea region, originating among the mountains and steppes of northern Avistan. *Character Guide* 7

Kibwe A trade city located in the eastern reaches of the Mwangi Expanse. *The Mwangi Expanse* 208–219

Kintargo The capital of the nation of Ravounel.

kitsune Shapeshifting humanoids whose true forms resemble foxes. *Ancestry Guide* 120–125

Lacunafex A network of spies that operates throughout Cheliox and is based out of Kintargo.

Lake Encarthan A large lake located in central Avistan that facilitates trade throughout the region. *World Guide* 41

Lake Ocota A large lake located in the central portion of the Mwangi Expanse. *The Mwangi Expanse* 162–165

Lastwall A now-destroyed nation initially founded to watch over Gallowspire, the former prison of the lich Tar-Baphon. *World Guide* 40–41

leshy An ancestry of living plants animated by primal magic. *Character Guide* 52–55

Lion Blades A secretive group of spies, the Lion Blades defend Taldor and its interests from enemies. *Character Guide* 65

lizardfolk An ancestry of reptilian humanoids. Also known as iruxi, they are extremely adaptable and patient. *Character Guide* 56–59

Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes of the Outer Sphere. Home to the monitors known as proteans. The plane is chaotic neutral. *Gamemastery Guide* 144

Magaambya The oldest academy of arcane learning in the Inner Sea Region. Located in the city of Nantambu. *Character Guide* 96–105

magic items* 84–87

Magnimar One of the major city-states in Varisia. Known as the City of Monuments.

Matanji An orc ethnic group living in the Mwangi Expanse. *The Mwangi Expanse* 92–101

Mediogalti Island A large island off the northwestern coast of Garund. Home of the Red Mantis assassins. *World Guide* 65–66

Mendev A nation located in northeastern Avistan that has long been a launching point for crusades against the demons of the Sarkoris Scar. *World Guide* 28–29

Minkai A large empire located in eastern Tian Xia. Known for its recently quelled civil instability.

Molthune A nation in central Avistan dominated by its military and currently at war with Nirmathas. *World Guide* 42

Mwangi Expanse The area of northern central Garund consisting of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian. *The Mwangi Expanse*

Mzali A temple-city located on the southern reaches of the Mwangi Expanse. *The Mwangi Expanse* 220–231

Nantambu A city-state located on the western edge of the Mwangi Jungle. *The Mwangi Expanse* 232–245

New Thassilon A young nation in northwest Avistan, home to time-displaced Thassilonians. *World Guide* 113–115

Nex A nation located on the eastern coast of Garund, famous and notorious as a center for arcane study. *World Guide* 80–81

Nidal A nation along the southwest coast of Avistan watched over by the evil god Zon-Kuthon. *World Guide* 102–103

Nidalese A human ethnicity from the Inner Sea region, common in Nidal and its surrounding areas. *Character Guide* 7–8

Nirmathas A nation located in central Avistan, known for its vast wilderness and current war with Molthune. *World Guide* 43

Nocticula Chaotic neutral god of artists, exile, and midnight. Known as the Redeemer Queen. *Gods & Magic* 68

- Numeria** A nation in northeast Avistan known for its unique and powerful technology, originally salvaged from a fallen starship. *World Guide* 29–30
- Obari Ocean** One of Golarion's oceans. Located between Casmaron and Garund. *World Guide* 9
- Old Cheliox** This region in southwest Avistan consists of Cheliox, Isgar, Nidal, and Ravounel. *World Guide* 96–107
- Old-Mage Jatembe** The great wizard who founded the Magaambya and helped rekindle the art of magic during the Age of Anguish. *Legends* 62–65
- Osirion** A nation in northeastern Garund that boasts countless tombs and temples from the time of the empire of Ancient Osirion. *World Guide* 53–54
- Pahmet** A dwarven ethnic group, Pahmet live in Osirion. *Character Guide* 18
- Pathfinder Society** A globe-trotting organization dedicated to exploration and the reclamation of lost relics. *Pathfinder Society Guide*
- Plane of Earth** An Elemental Plane exemplified by solid stone, endless caverns, and rich mineral veins. *Gamemastery Guide* 139–140
- poppet** Small constructs originally designed to serve as companions or servants. They occasionally gain a greater spark of life, transforming them into independent, sapient creatures. *Grand Bazaar* 60–65
- Qadira** A nation located in southeast Avistan. Also the westernmost satrapy of the great Padishah Empire of Kelesh. *World Guide* 54–55
- Quantium** The capital of the nation of Nex.
- Radiant Oath** A faction within the Pathfinder Society dedicated to assisting others, redeeming those who have strayed into evil, and generally doing good for the world. *Pathfinder Society Guide* 23
- Rahadoum** A nation located in northwest Garund, known for its prohibition of all religious practice. *World Guide* 55–56
- Ravounel** A young nation in southwest Avistan, known for its successful uprising against Cheliox and continued push for individual freedoms. *World Guide* 104–105
- Razmiran** A nation located in central Avistan. Known as the home of Razmir and his church. *World Guide* 30–31
- Realm of the Mammoth Lords** A region in northern Avistan known for its untamed wilderness and dangerous megafauna. *World Guide* 115–116
- Red Mantis** A group of assassins who serve the mantis god Achaek and reside on Mediogalti Island. *World Guide* 65–66
- River Kingdoms** A turbulent region in northeast Avistan composed of dozens of small kingdoms all struggling for dominance. *World Guide* 31–32
- Runelord** A powerful wizard that ruled in ancient Thassilon. Each runelord is tied to an aspect of sin magic.
- Saga Lands** The region in northwest Avistan consisting of Irrisen, the Lands of the Linnorm Kings, New Thassilon, the Realm of the Mammoth Lords, and Varisia. *World Guide* 108–119
- Sargava** A former colony of the Empire of Cheliox that broke off into an independent state. A recent revolution has led Sargava to become the new nation of Vidrian. *The Mwangi Expanse* 274–287
- Sarkoris Scar** A region located in northern Avistan. Formerly the site of the demonic Worldwound. *World Guide* 32–33
- Sellen River** A major river that flows through the Broken Lands and Shining Kingdoms regions. *World Guide* 33
- services*** 92–95
- Shackles** A collection of islands off the western coast of Garund, known for rampant piracy. *World Guide* 67–68
- Silver Ravens** The rebel group that helped liberate the city of Kintargo and establish the nation of Ravounel.
- skill feats*** 76–77
- skymetal** Precious metals and materials from beyond Golarion that are scattered throughout the planet's surface. There are seven skymetals, each with their own unique properties. *Grand Bazaar* 96–101
- Sodden Lands** A region on the northwest coast of Garund ravaged by the Eye of Abendego. *The Mwangi Expanse* 178–181
- spells*** 88–91
- sprite** An ancestry of diminutive fey that have made their way to the Material Plane. *Ancestry Guide* 126–131
- Steaming Sea** The name for the portion of the Arcadian Ocean that lies off the western coast of Avistan.
- suli** A geniekin who embodies a mixture of elements and is typically descended from jann. *Ancestry Guide* 108–111
- svirfneblin** An offshoot of gnomes who live in underground realms. Also known as deep gnomes.
- Taldan** A human ethnicity widespread throughout Avistan, especially in the southern regions of the continent. *Character Guide* 8
- Taldor** A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128–129
- Thassilonian** The language of the people of Thassilon and New Thassilon.
- Thuvia** A nation located in north-central Garund, known for its production of the sun orchid elixir. *World Guide* 56–57
- Tian** A group of human ethnicities originally hailing from the nations of Tian Xia, now common along major Avistani trade routes, including the Crown of the World. *Character Guide* 8–9
- Tian Xia** One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *World Guide* 9
- Tian-Min** This major Tian ethnic subgroup has its origins in Minkai in Tian Xia. *Character Guide* 8–9
- Tlehar** Neutral good god of iron, love, and rebirth. Known as The Rising Sun. *The Mwangi Expanse* 141
- Ulfen** A human ethnicity common in the northern reaches of Avistan. *Character Guide* 9
- undine** A type of geniekin descended from a being from the Plane of Water. *Ancestry Guide* 116–119
- Urgir** Unofficial capital of the Hold of Belkzen.
- Usaro** A city of evil beings in the central Mwangi Jungle. *The Mwangi Expanse* 266–273
- Ustalav** A nation located in northern central Avistan that's threatened by countless terrors living and undead. *World Guide* 45
- Varisia** A region in northwestern Avistan, known as a frontier land and home to ancient Thassilonian ruins. *World Guide* 116–117

Varki A human ethnicity related to the Erutaki that live along the mountains of northern Avistan. *Character Guide* 10

Vaunter's Carnival An annual gathering of Firebrands where members celebrate their accomplishments. The celebration occurs at a different location each year. 100–103

Verduran Forest A large forest in southeast Avistan, nestled between Andoran, Galt, and Taldor. *World Guide* 129

Vudra A vast peninsula in southeastern Casmaron, home to the Vudrani people. *World Guide* 7

Walkena Lawful evil god of Mzali, the sun, fire, and militant nationalism. Known as the God-King or the Child-God. *The Mwangi Expanse* 143

Whispering Tyrant Another name for the lich Tar-Baphon. *Legends* 104–105

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Abyss to spill forth and destroy the region until closed by heroes. Its demon-blighted surroundings are now known as the Sarkoris Scar. *World Guide* 26, 32–33

Yelayne Neutral good god of clothing, craftspeople, security, and self-expression. Also known as the Wind Weaver. 68

Zenj A major Mwangi ethnic subgroup, found throughout the Mwangi Expanse. *The Mwangi Expanse* 29

FIREBRANDS
INTRODUCTION
AMONG THE FIREBRANDS
FIREBRAND OPTIONS
FIREBRAND EFFORTS
GLOSSARY & INDEX

Open Game License Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

Genie, Marid from *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Lost Omens Firebrands © 2023, Paizo Inc.; Authors: James Beck, Rigby Bendele, Jessica Catalan, Dana Ebert, Sen H.H.S., Joan Hong, Aaron Lascano, Luis Loza, Ron Lundeen, Stephanie Lundeen, Matt Morris, Jessica Redekop, Erin Roberts, Michael Sayre, Shahreena Shahrani, and Ruvald Virk.

PAIZO INC.

Creative Director • James Jacobs
Director of Game Design • Jason Bulmahn
Director of Visual Design • Sonja Morris
Director of Game Development • Adam Daigle
Development Manager • Linda Zayas-Palmer
Senior Developers • Eleanor Ferron, Jenny Jarzabski, and Luis Loza
Starfinder Lead Designer • Joe Pasini
Starfinder Senior Developer • John Compton
Organized Play Line Developers • Jessica Catalan and Shay Snow
Pathfinder Lead Designer • Logan Bonner
Senior Designers • James Case and Michael Sayre
Managing Editor • Leo Glass
Lead Editor • Avi Kool
Senior Editors • Patrick Hurley, Ianara Natividad, and Simone D. Sallé
Editor • Solomon St. John
Art Directors • Kent Hamilton, Kyle Hunter, and Adam Vick
Senior Graphic Designer • Emily Crowell
Production Designer • Danika Wirch
Director of Brand Strategy • Mark Moreland

Paizo CEO • Lisa Stevens
President • Jim Butler
Chief Creative Officer • Erik Mona
Vice President of People & Culture • Maggie Gallagher
Vice President of Sales & Operations • Mike Webb
Vice President of Technology • Rei Ko
Controller • Mary Webb
Sales Manager • Cosmo Eisele
Sales & E-Commerce Assistant • Mika Hawkins
Director of Licensing • John Feil
Marketing and Media Manager • Aaron Shanks
Marketing and Licensing Coordinator • Raychael Allor
Director of Community • Tonya Woldridge
Organized Play Coordinator • Alex Speidel
Director of Project Management • Glenn Elliott
Project Manager • Lee Aula
Senior Accountant • William Jorenby
Finance Operations Specialist • B. Scott Keim

Front End Engineering Lead • Andrew White
Senior Software Developer • Gary Teter
Software Architect • Brian Bauman
Software Developer • Robert Brandenburg
Software Test Engineers • Erik Keith
System Administrators II • Whitney Chatterjee and Josh Thornton
Web Content Manager • Maryssa Mari
Webstore Coordinator • Katina Davis

Customer Service Lead • Austin Phillips
Customer Service Team • Jonathan Morgantini and James Oakes
Warehouse Manager • Jeff Strand
Logistics Coordinator • Kevin Underwood
Warehouse Distribution Lead • Heather Payne
Warehouse Team • Alexander Crain, Summer Foerch, James Mafi, Zac Moran, Evan Panek, and Jesus Reynoso Ortiz

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

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

Pathfinder Lost Omens Firebrands © 2023, Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Pathfinder Society are trademarks of Paizo Inc.

Printed in China. And I don't know much but I do know this, with a golden heart comes a rebel fist.

PATHFINDER

ENTER THE PARANORMAL!

Uncover the hidden secrets of esoteric cults, elusive cryptids, temporal anomalies, and the paranormal world beyond with this spine-tingling new sourcebook that includes two new character classes: the psychic and the thaumaturge!

DARK ARCHIVE



REBELS WITH A CAUSE!

The Firebrands are some of the more infamous adventurers across the Inner Sea, filled with braggarts and rebels alike! This book takes an in-depth look at the various members of the organization that strives to fight injustice and look good while doing it. It features information on how to join the Firebrands, details on important members of the group, new options for Firebrand characters, and advice for playing campaigns focusing on rebellion or achieving fame!



paizo.com/pathfinder



US \$39.99
ISBN 978-1-64078-505-2
53999>

9 781640 785052

Printed in China.