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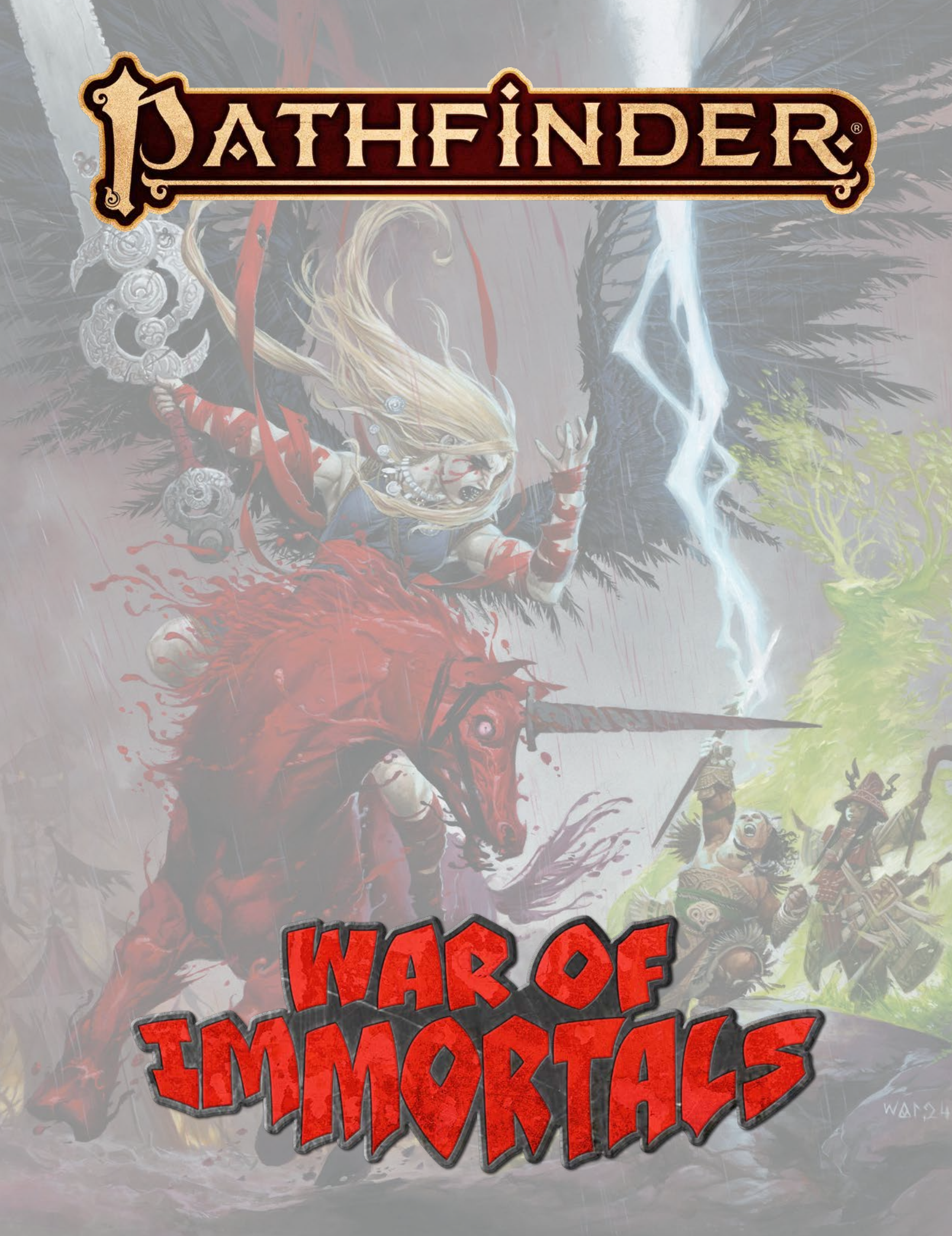


WAR OF IMMORTALS

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PATHFINDER®

WAR OF IMMORTALS



W&P4

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WAR OF IMMORTALS

Welcome to the War of Immortals! As the war god Gorum meets his glorious end in battle against the assassin god Achaekek, his body is ripped in twain. From within the depths of Gorum's armor, the corruption known as the Devourer springs forth, escaping into the distant stars while scattering Gorum's essence behind it. Gorum's divine power spills from his body in silver droplets, intermixed with red droplets of his war-infused blood and shards of his broken armor that fall like meteors across Golarion.

Where the silver droplets fall, divine power is diffused. Sometimes this is claimed by mortal inheritors who become exemplars, demigods, or mythic beings. Other times holy sites are created, or mindless beasts are elevated with godly power and wisdom.

The shards of Gorum's armor become divine relics sought after by many, to be forged into mighty artifacts or used as fuel for mythic spells. More often than not, these relics become focal points in new conflicts, empowering the oppressed or destabilizing otherwise competent rule.

This event comes to be known as the Godsrain, and it is witnessed by mortal creatures across the length and breadth of the entire world. Where the red droplets of war fall, havoc and conflict arise. Berserkers and monsters are driven into rage-filled frenzies, and even calm diplomats begin to turn their thoughts toward war. The Godsrain, in turn, leads to an era on Golarion known as the War of Immortals. During this time of strife and uncertainty, gods maneuver for power or even face each other in combat to the death.

Whether a coincidence of timing or a divine convergence, the orc pantheon is shaken by upheaval as multiple orc heroes and villains overthrow ancient orc deities and claim their seats among the orc gods. While an exceptional orc hero overthrowing one of their gods and taking their place is not unheard of, and is in fact a goal some orcs strive toward from their very first battle, never in recorded history have so many gods been supplanted in such a short amount of time.

By his death, Gorum has brought more war to Golarion than he ever could when his power was contained within his armor, and Golarion now faces a time of heroes and monsters unlike any it has ever seen before.

Exciting and unusual times demand exciting and unusual heroes, and you can find the tools to build and challenge such characters within this book.

UNIQUE ELEMENTS OF THIS BOOK

The War of Immortals is an event whose impact is felt all across Golarion, and as with any story this epic, we

wanted to make sure you could see the action up close! Each chapter of this book begins with a story chronicling the adventures of two heroes: **Samo** (wise female human nephilim animist) and **Nahoa** (brave male human nephilim exemplar). Together, these two heroes travel from the coastline of the Lands of the Linnorm Kings, following a Calling that pulls them ever further south. If you enjoy this story by Liane Merciel, be sure to check out the tie-in novel *Pathfinder Godsrain* to see what some of Pathfinder's other iconic characters are doing during this event!

Associated Adventures

To see more of the events surrounding the Godsrain and the War of Immortals through the eyes of Golarion's inhabitants, be sure to check out these adventures available at paizo.com and wherever the best fantasy adventure gaming products are sold.

- Beginning with *Pathfinder Adventure Path #204: Stage Fright*, the Curtain Call Adventure Path follows a group of high-level adventurers producing an opera based on their own exploits! The final volume of this Adventure Path occurs during the same time frame as the Godsrain, and it's not just the opera that players will have a front row seat for!
- In *Pathfinder Adventure: Prey for Death*, the players take on the roles of a group of powerful Red Mantis assassins given a contract to make even the most hardened killer question their capabilities. But if these ruthless cutthroats can survive a gauntlet of grueling challenges, they might discover that completing their contract has world-shattering consequences.
- *Pathfinder Society Scenario #6-02: Rain Falls on the Mountain of Sea and Sky* marks the beginning of the Godsrain in our Pathfinder Society Organized Play campaign. Look for other scenarios with the Godsrain tag on paizo.com as this story continues to unfold!

Other Tie-Ins

With gods dying and being replaced, you might be wondering how you can keep track of Golarion's rapidly evolving pantheon. Be sure to check out *Pathfinder Lost Omens Divine Mysteries*, a comprehensive encyclopedia of Pathfinder's many deities. *Divine Mysteries* includes information on all of Golarion's gods and details on a variety of religions and spiritual practices. *Divine Mysteries* also contains the secret rituals by which orcs challenge their deities for a chance

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Versatile Heritage	Classes	
NEPHILIM 	ANIMIST 	EXEMPLAR 
<p>Nephilim are mortal scions of extraplanar entities imbued with the power of the Outer Planes.</p>	<p>Animists gain magical spells from spirits called apparitions that they attune to, choosing new apparitions as the circumstances demand.</p>	<p>Exemplars channel a spark of divine power through sacred relics called ikons and draw power from the epithets they build for themselves.</p>
Rarity	Key Attribute Modifier	
Uncommon	Wisdom	Strength or Dexterity
Recommended Attributes	Secondary Attributes	
Any	Strength or Dexterity, Constitution	Constitution

to supplant them, a variety of fascinating archetypes, and other information pertinent to virtually every faith and religion in Golarion.

Mythic Rules

Beginning on page 68, you'll find a new subsystem of mythic rules. This optional subsystem, inspired by folk tales and ancient myths from around the globe, gives players a new way to experience Pathfinder Second Edition.

Once players gain their mythic Calling, they'll find that they are exceptionally hard to kill. They'll also gain access to Mythic Points, a special resource that allows them use the unrivaled mythic proficiency to drastically increase their chances of success when performing a variety of deeds. As they grow in power and unlock their mythic destinies, characters will find that they have an ever-greater ability to directly affect the narrative of the game world and influence the story as collaborative storytellers alongside the GM.

Of course, what are mythic characters without mythic challenges to test their might against? The rules for building mythic monsters begin on page 168, along with a sampling of powerful mythic monsters unique to the world of Golarion. Each mythic monster comes with a list of mythic deeds, as well as special rules for challenging mythic characters and allowing them to unlock their mythic power. This section also details

how to deploy the monsters in your games across all levels of play.

A Living World

Golarion has always been a living world whose events are shaped by our adventures, both those found in our Pathfinder Adventure Path volumes and the monthly digital adventures produced for the Pathfinder Society Organized Play campaign. Whether players realized it at the time or not, many of the events that contributed to the collective storyline of *War of Immortals* were influenced by the adventures they played and the stories they shared with us.

If this is your first time purchasing a Pathfinder book or playing a Pathfinder game, welcome! We look forward to having your story become a part of ours and vice versa. If you're a long-time fan who's been with us for awhile, thank you for your patronage and we're happy to have you here for this next big adventure.

*When stars rain down and the war god dies,
 The Keeper of Secrets becomes God of Lies.
 As spirits move freely and grim battle rages,
 The audience turns the storyteller's pages.
 As demons devour and devils plot schemes,
 Heroes are called to safeguard our dreams.
 Step now oh reader, through paper portals,
 And take up arms in the War of Immortals!*



LEGENDARY HEROES

The sound was like thunder when the war god was rent in twain. As Achaekek's claws shattered godly steel, the whole world learned what the Yarki have always known: war is not a god, but a failing suffered by mortal and immortal alike since the beginning of all things.

From within the shell that was Gorum, three things spilled forth.

The first was divinity in its purest form, droplets of molten silver that carried within them the seeds of godhood and immortality.

The second was the essence of war, red and undiluted, falling like blood across all worlds where He-Who-Was-War had ever been worshipped.

The third was something terrible, darker than the emptiness between the stars, born of Rovagug's essence trapped within the war god's armor, but no longer of Rovagug, a perversion unto itself. As it fled our world, desperate to be free, the spirits wailed its name to me with a terror I had never heard before: Devourer.

Woe to those whose homes lie in the Devourer's path. Even now does the dismay of distant stars and planets echo across existence.

For those of us who remain in this world from which that darksome thing escaped, there are other things to fear. We are called to be the bulwarks against the war that has been unleashed. Our hands must be the hands that heal, our blades wielded with careful precision to excise a spreading rot which has lain quietly, awaiting a moment such as this. Arise, oh heroes! A war has come to shake the foundations of existence.

-spoken by Samo of Seer's Home, that all might remember.

Gorum's death has sparked a time of turmoil and uncertainty in the world of Golarion. As the gods battle and scheme against each other, ancient spirits long fallen dormant begin to awaken and resume duties long left unattended. Dwarves and orcs find that the spirits of their ancestors no longer rest easy, and elves who guard ancient evils find themselves beset by those evils with a renewed and frightful fervor. Old faiths begin to return to positions of prominence as clerics struggle to minister to flocks whose faiths have been shaken, and the fallout of dying and injured deities leaves behind shards of divine essence.

Wherever these shards fall, great change occurs; sometimes an entire area changes, becoming magical and strange, granting wishes or birthing horrible monsters. Sometimes the shards are forged into weapons or armor that become beacons of hope or despair. And sometimes, not often, the tiniest essence of godhood is claimed by a mortal host who becomes more than mortal.

This chapter presents two new classes particularly suited to adventuring during the era the people of Golarion have dubbed the "War of Immortals."

The **animist** class is a versatile divine spellcaster who bonds with apparitions called spirits, gaining access to magic and adjusting their capabilities based on the type of apparitions they choose to attune to. Since animists gain their magic from their bond with apparitions, they are not beholden to any deity. Indeed, many animists find their duties as an interlocutor between the mortal

CHAPTER MAP

The following new options appear in this chapter.

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and spiritual realms to be a trust that demands they remain neutral and beholden to no god, especially when the gods seem more concerned with looking after their own interests than attending to the needs of the worlds under their care.

The **exemplar** is a rare class of mighty warriors possessing a spark of divinity that they channel through sacred items and weapons, called ikons, to create powerful supernatural effects. Exemplars build epithets as they grow in power, claiming titles and deeds that embody aspects of their power and accomplishments. Though exemplars may gain their power under circumstances similar to mythic characters (see Chapter 3: Myths and Legends, beginning on page 68), their power is more diluted and often gained through accidental exposure to the essence of dead gods or ancient artifacts. In order to achieve divinity, an exemplar must hone their ikons, build their epithets, and nurture their power.

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PART 1: THE JOURNEY BEGINS

In the year 4724, Achaek the Red Mantis slew Gorum, God of War.

Gods do not die easily, nor do they perish cleanly. The death of a deity shakes the firmaments of existence, and all the worlds of spirits and mortals tremble in the wake of such catastrophic events.

Yet even by this measure, the violence of Achaek's work was extraordinary. Blood fountained from Gorum's body, spurting to the heavens and beyond, as the stricken god spasmed in his last moments. When that blood fell back down to the realms of the living, its crimson depths were shot through with silver, transformed by the God of War's death: it carried with it the spark of divinity and a fragment of Gorum's immeasurable might.

Fate did not cast those shards across Golarion blindly. Where the red droplets of war fell, berserkers and monsters were driven to rage-filled frenzies. Where the silver droplets fell, divine power fell with it. Power calls to power, and the drops of Gorum's soul-blood gravitated toward people and places of extraordinary import. Often, those blessed with the dead god's power had already achieved renown. Sometimes it was instead the potential for world-changing deeds that called the soul-blood from the sky.

But whether it was past or future that claimed the god's essence, all knew that one who had received it was destined for great deeds, and great challenges.

Greatness enough to create or challenge immortals. Greatness enough to change the world forever.

"We should go south," Nahoa rumbled.

Samo didn't answer right away. She sat back on her heels and lifted her gaze to the horizon, letting her hands rest on the young warrior's chest. They were soaked in blood. She might have been wearing crimson gloves, so thoroughly were they stained from wrist to fingertip with the blood of this strange man whose life she had just saved.

Beneath her hands, Nahoa's tattooed bronze skin had healed with a prominent scar, though one that belied the severity of the wounds that had splintered his ribs and exposed the throbbing muscle of his heart only moments earlier. Even the woven leaves he wore as armor had clicked their fragments back together, though Samo's magic was only meant to heal living flesh and bone.

If that *was* her magic. The casting had felt strange, not the usual union of her own spirit and those of the apparitions who lent her their power. It might have been Nahoa's god-spark that drew his armor back together; that strange essence had imbued the young man when he was struck by Gorum's raining blood while fighting

a demon owl in the sky. It was hard to say what power was theirs anymore, and what had been bestowed upon them by the war god's death and the rain of divine blood and godly essence that followed. It could still be seen stretching across all horizons, blown by invisible winds. Samo, at least, could barely comprehend the power currently flowing through her or tease it apart from the magic that she was accustomed to wielding, and so she thought it was for this brash young warrior from the snowless seas already clambering to his feet before her.

She barely knew him. He had crashed from the burning night sky only moments before, entangled in a fatal embrace with an owl demon. The fiend had died on impact. Nahoa survived, but it had been a close thing. Samo had rescued the mortally wounded youth just as he'd begun to slip away into death's dark sea, calling upon the spiritual magic she had been born with and weaving it together with magic borrowed from spirits with whom she had long since established unbreakable bonds. Upon regaining consciousness, the young man had given her his name, no more.

His name, and now this demand.

"We should go south," Nahoa said again. He sat up slightly, reed armor clacking, and gripped her wrist in his urgency. His hand was warm, almost hot, as though a fire burned in him that couldn't be dimmed by Icemark's bitterly cold twilight. Samo could not say for certain what the source of that heat was; it could not be a fever, for her magic should have cleansed such from his body, and it was not supernaturally hot as one might expect from a curse or spell. Nonetheless, the heat matched the intensity in the young man's eyes.

Samo exhaled, still silent. She looked past him to the grove of saplings and fruit vines that bloomed around them on this rocky spit of land. Though it was yet early spring in the far north, and the soil was naught but salt and sand, the greenery flourished. Rich blossoms and ripe fruit weighed down the stems, for the spell Samo had used to heal Nahoa had overflowed with life, and it had called this wild garden into being.

Beneath the trees and cloudberry bushes lay the broken bones of the owl demon who had fought Nahoa in the sky, and who had carried the young warrior from his own home to this land. Nothing could be seen of the fiend's remains, but Samo knew they were there. She was the one who had buried them in green.

Power calls to power. A holy crusader had told her that once, years ago before the Worldwound was sealed, trying to explain why so many outlanders came to fight in that war. The challenge of a worthy enemy brought heroes of equal might to test themselves against it.

There was no peace for those who held such power, nor for anyone near them.

She pulled her hands back and stood, slowly, feeling the years creak in her knees. Her hair was still mostly black, and her face was only lightly lined, but Samo wasn't young anymore. Not like this sunland warrior, still undented and undaunted, still invincible with youth's vigor.

"Tell me how you came into your god-spark," she said, because she wanted to see whether this Nahoa had any wisdom in him at all. If he lied, or boasted in telling the tale.

But Nahoa's expression was grave as he pushed himself up to sit. He moved a little way to the side, just so he wasn't sitting in the gelid puddle of his own blood, and dragged over a barnacle-crusting boulder to use as a chair. Samo doubted that three strong men could have moved that stone between them, but Nahoa lifted it with one hand.

"You saw the demon that carried me here?" he asked, brushing away barnacles to clear the stone. The hard shells splintered beneath his hand, as easily if he were flicking away dandelion puffs.

"I did," Samo said.

Nahoa sat on the stone, nodding. "That creature was a plague on my people for as long as our stories have been told. Every generation, it came and demanded a young person as a tithe. But the legends said a strong warrior could drive it away, so I decided to challenge it. I filled the cooking pit so my sisters would have a meal, sharpened my digging stick into a spear, and went out to fight it. I didn't expect to survive. I just thought, 'the worst that can happen is that it'll take me instead of someone else.' That seemed good enough to be worth the gamble.

"It seized me from my boat and took me into the sky. I thought I would surely die. Then the sky burst around us, as if the heavens had shattered into a thousand bleeding stars." Nahoa fell silent, his broad face filled with remembered wonder. After a long moment he roused himself from it, and gave Samo a helpless shrug. "I don't know how to explain it. I took one of the stars. The fiend wanted it, but I took it first. Or maybe the star took me.

"Either way, in that moment, I claimed the... what you call the god-spark, and instantly I knew all sorts of things. The knowledge wasn't mine. Isn't mine. But I have it, all the same. I need to go south. I can see it, so vividly, like a map in the stars over the sea. They aren't stars that I know, but I can feel, in my bones, where they lead. I can hear their call in my soul.

"That Calling tells me to go south." Nahoa's broad shoulders rose and fell as he took a deep breath. The teeth he wore around his neck glinted pale in the falling darkness. Unfamiliar shapes, from unfamiliar beasts. "And it tells me that you need to come with me. I don't know why. I don't know who you are, or what we'll find there. I only know it's important. To my nation, to yours, and to everyone in all the lands between."

That's almost all of Golarion, Samo thought. The Varki lived in the northern reaches of Icemark, just below the ever-frozen Crown of the World. Nahoa hailed from somewhere in the golden seas far to the west, between the ruins of long-fallen Azlant and the eastern lands that sold chrysanthemums and silk. She didn't know his people, but she could tell by looking at his bare chest and woven skirt that it was a summer realm, where the people had scant need for clothes and had likely never seen snow.

Anything that could affect all the realms between her people and his. Samo shook her head, unable to grasp the immensity of such an idea. What could it be? She could imagine no such thing, dangerous or otherwise. But the youth had told his tale without bragging, and his words rang of truth.

"I must speak to the spirits," she said.

She left him there, in the icy night, with the fiendish owl's corpse and the boulder he'd heaved from the brine. Nahoa sang a song into the darkness, and though Samo didn't recognize the words or the melody, she knew the rhythm of a rowers' song when she heard one. *He sings to his homeland, or of it.*

Samo could understand that. She had a feeling that if she agreed to accompany Nahoa on his journey, she would not soon see Icemark again. If ever.

Once she was alone in the night, near the eaves of the pines and larches that marked the southern edge of the territory granted to the elders and seers who called the Varki village of Seer's Home their own, Samo closed her eyes and raised her hands to the stars. "Grandmother, guide me. Do I go with this stranger? Does that serve the tribe?"

White mist rolled in from the woodland around her, descending like a gentle cloud from the sky. The fog coalesced into the shape of a sleek elk written in gentle green light, its fur appearing thick and soft as snow. The animal's eyes were liquid night, filled with a wisdom beyond any mortal's. The creature was a match for the carved wooden pendant that hung from a red leather cord around Samo's neck, the same pendant her grandmother had worn in life.

"Emmi," Samo whispered. She buried her face in the elk's shoulder fur, as she always did, a physical contact only she was capable of achieving with this ethereal being. The spirit creature had no body heat or substance of its own; it could only reflect the warmth and substance Samo gave it. It had none of the wild animal scent of a real elk's fur, and smelled only of cold wind and clean snow.

But within it lingered whatever remained of her grandmother, close enough to the love she remembered.

"Emmi," she murmured. "Do I go south?"

Yes, child. Yes. Go with Nahoa, and guard him. His Call speaks to you, too.

This is your destiny.

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ANIMIST

You are the interlocutor between the seen and unseen, the voice that connects the mortal and the spiritual. You bond with spirits, manifesting their distinct magic and allowing their knowledge to flow through you. You may favor apparitions that grant you healing magic, others that grant you spells of destructive power, or pick and choose between different apparitions as your environment and circumstances demand. You may consider your powers part of a sacred trust or see your unique abilities as a sign that you've been chosen as a champion of two worlds. Whether you advocate for mortals in the planes beyond or whether you represent the spirits' interests, you provide the bridge between realms.

KEY ATTRIBUTE

Wisdom

At 1st level, your class gives you an attribute boost to Wisdom.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You channel the power of spiritual entities called apparitions to cast potent spells and manipulate the battlefield to your advantage. You mix divine magic and the spells granted to you by your attuned apparitions to cast down your enemies or sustain your allies.

During social encounters...

You watch and listen, letting the whispers of spirits and otherworldly beings guide you toward sound judgment.

While exploring...

You use your patient attention to detail, alongside clues and special senses gifted to you by your spiritual allies, to detect threats before they can ambush your companions or to notice hidden treasures that others might pass by.

In downtime...

You seek out areas close to otherworldly entities who bring you strength or comfort. You might tend to grave sites, tread primeval wildernesses, or ride the rivers and seas. Animists attuned to apparitions of wisdom and knowledge may spend their quiet hours in libraries or temples.

You might...

- Talk to spiritual entities only you can perceive.
- Prefer to speak in stories and descriptive anecdotes.
- Look at the world from a broader or more metaphorical perspective than most mortal creatures.

Others probably...

- Find you detached or absent-minded due to your focus on things beyond their awareness.
- Value your wisdom as someone with access to vast troves of experience beyond what a single person could normally accumulate.
- Mistake you for being cruel or lacking empathy because you give equal weight to the material and immaterial.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Religion and either Nature or Occultism

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

SPELLS

Trained in spell attack modifier

Trained in spell DC

CLASS DC

Trained in animist class DC

ANIMIST ADVANCEMENT

Your Level Class Features

1	Ancestry and background, attribute boosts, initial proficiencies, apparition attunement, animist & apparition spellcasting, animistic practice
2	Animist feat, skill feat
3	2nd-rank spells, fortitude expertise, general feat, skill increase
4	Animist feat, skill feat
5	3rd-rank spells, attribute boosts, ancestry feat, skill increase
6	Animist feat, skill feat
7	4th-rank spells, expert spellcaster, general feat, skill increase, third apparition
8	Animist feat, skill feat
9	5th-rank spells, ancestry feat, perception expertise, skill increase
10	Attribute boosts, animist feat, skill feat
11	6th-rank spells, expert protections, general feat, simple weapon expertise, skill increase
12	Animist feat, skill feat
13	7th-rank spells, ancestry feat, master of mind and spirit, skill increase, weapon specialization
14	Animist feat, skill feat
15	8th-rank spells, attribute boosts, fourth apparition, general feat, master spellcaster, skill increase
16	Animist feat, skill feat
17	9th-rank spells, ancestry feat, skill increase
18	Animist feat, skill feat
19	General feat, legendary spellcaster, skill increase, supreme incarnation
20	Attribute boosts, animist feat, skill feat

CLASS FEATURES

You gain these abilities as an animist. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that

represent your basic training. These proficiencies are noted at the start of this class.

Apparition Attunement

Animists have a gift for divine magic that allows them to serve as conduits or bridges for otherworldly spiritual entities known collectively as apparitions; through them, these entities can commune and interact with the physical world in a process called attunement. Apparitions are myriad and diverse: they may be human spirits lingering on the border between becoming phantoms or ghosts, animal spirits with particularly strong connections to the physical world but lacking the malice that would spur a transition into true undeath, manifestations of natural locations that have grown thought and purpose over time, or they may be a different variation altogether. Some animists attune to one or more specific apparitions that accompany them in their travels, forming deep partnerships over time, while others adapt to their surroundings by befriendng the local apparitions who dwell wherever the animist's journey takes them.

Each day during your daily preparations, choose two apparitions from the list on page 17 to attune to. Of these, choose one to be your primary apparition. Your attuned apparitions each grant you knowledge in the form of Lore skills and a repertoire of additional spells you can cast using apparition spellcasting (see below), and your primary apparition grants you even further power in the form a unique vessel focus spell and, when you are higher level, a unique *avatar* form.

When you Refocus (*Player Core* 298), you can change which of your currently attuned apparitions is your primary apparition, selecting from any of the apparitions you attuned to during your daily preparations. All your apparitions typically remain attuned to you until your next daily preparations, but some animist abilities can temporarily disperse them, usually in exchange for a powerful boon. If an apparition is dispersed, you lose access to its gifts—you forget its apparition skills, its spells are removed from your apparition spell repertoire, and you can't use its vessel spell or *avatar* form—until you attune to it again. When you disperse your primary apparition, one of your remaining apparitions becomes your primary apparition, chosen by you at the time of dispersal.

See Animist Apparitions on page 17 for more information.

Animist & Apparition Spellcasting

Your role as a spiritual medium connecting the mortal Universe to the realms beyond lets you cast your magic in two distinct ways: you both learn and prepare spells from the divine tradition yourself, and you also channel the knowledge and power of your attuned apparitions, gaining spell slots and a repertoire of spells from them that you can cast spontaneously.

ANIMIST SPELLS PER DAY

Your Level	Spell Rank											
	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
1	2+2	1+1	—	—	—	—	—	—	—	—	—	—
2	2+2	2+1	—	—	—	—	—	—	—	—	—	—
3	2+2	2+1	1+1	—	—	—	—	—	—	—	—	—
4	2+2	2+1	2+1	—	—	—	—	—	—	—	—	—
5	2+2	2+1	2+1	1+1	—	—	—	—	—	—	—	—
6	2+2	2+1	2+1	2+1	—	—	—	—	—	—	—	—
7	2+3	2+1	2+1	2+1	1+1	—	—	—	—	—	—	—
8	2+3	2+1	2+1	2+1	2+1	—	—	—	—	—	—	—
9	2+3	2+1	2+1	2+1	2+1	1+1	—	—	—	—	—	—
10	2+3	2+2	2+2	2+2	2+1	2+1	—	—	—	—	—	—
11	2+3	2+2	2+2	2+2	2+2	2+1	1+1	—	—	—	—	—
12	2+3	2+2	2+2	2+2	2+2	2+1	2+1	—	—	—	—	—
13	2+3	2+2	2+2	2+2	2+2	2+2	2+1	1+1	—	—	—	—
14	2+3	2+2	2+2	2+2	2+2	2+2	2+1	2+1	—	—	—	—
15	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	—	—	—
16	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	—	—	—
17	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	—	—
18	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	—	—
19	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	0+1*	—
20	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	0+1*	—

The number before a plus sign indicates your spell slots via animist spellcasting, and the number after it indicates your spell slots from apparition spellcasting. For instance, a 2nd-level animist has “2+1” 1st-rank spell slots, meaning they can prepare two 1st-rank spells via animist spellcasting, and they also have one spell slot to spontaneously cast an apparition spell.

*The supreme apparition class feature gives you a 10th-rank apparition slot that works a bit differently from other spells.

Regardless of which source you’re drawing on, you are a spellcaster and can cast spells of the divine tradition using the Cast a Spell activity. As an animist, your incantations might take the form of reciting relevant snippets of legends—stories passed down orally—or they might see you calling nearby spirits to honor ancient vows. Your gestures could be elegant dances or full-body convulsions as generations of memories and otherworldly energies inherited from your spiritual allies surge through you.

Some of your spells require you to attempt a spell attack to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key attribute is Wisdom, your spell attack modifiers and spell DC use your Wisdom modifier.

The clearly delineated partnership between an animist and their apparitions means you can’t cast your animist spells using your apparition spell slots or vice versa—your magics remain complementary and harmonious, yet as distinct as the two worlds from which they come.

Animist Spellcasting

As a keeper of knowledge, you are constantly learning new techniques and spells. Each day, you can prepare one 1st-rank spell and 2 cantrips from among the common spells on the divine spell list or from other divine spells you’ve gained access to and learned via Learn a Spell.

Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as an animist, the number of spells you can prepare each day increases, as does the highest rank of spell you can cast, as shown in Animist Spells per Day.

You are a prepared spellcaster for the purposes of determining how you interact with staves and other items or effects that differentiate between prepared and spontaneous spellcasters.

Apparition Spellcasting

You can draw upon your attuned apparitions as a second source of magical knowledge and power. You gain additional spontaneous spell slots and a spell repertoire from your attuned apparitions. At first level, you can cast two apparition cantrips and one 1st-rank apparition spell per day. You must have the spell in your apparition spell repertoire to cast it; this is a collection of spells granted to you by all your attuned apparitions. You can cast any spell in your apparition spell repertoire by using an apparition spell slot of an appropriate spell rank. Any of these spells that aren’t normally on the divine list are still divine spells if you cast them this way. As you increase in level, you gain further apparition spell slots, and your apparitions grant you higher-rank apparition spells, as detailed in each apparition entry.

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Heightening Spells

When you gain spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks.

All your apparition spells are signature spells. That means that you can heighten any apparition spell freely by casting it from a higher-rank apparition spell slot, up to the maximum rank of apparition spell you can cast.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest rank of animist spell slot you have. For example, as a 1st-level animist, your cantrips are 1st-rank spells, and as a 5th-level animist, your cantrips are 3rd-rank spells.

Vessel Spells

Your primary attuned apparition can use your body as a conduit, allowing you to cast a unique vessel spell. Vessel spells are a type of focus spell. Because vessel spells are a manifestation of a specific apparition, an animist can't cast or Sustain a specific vessel spell in the same round they have already cast or Sustained it (for example, an animist who has cast *earth's bile* during their turn can't then cast or Sustain another instance of *earth's bile* during that same turn).

It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to treat with nearby spirits, meditate on resolving an issue pertaining to the balance of spirits and mortals, or tell a story.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, though certain feats or abilities adjust this number, but it can never be more than 3 points.

Animistic Practice

At 1st level, you choose an animistic practice that influences the way your power grows and develops, and you gain its first invocation. At 9th level, you gain its second invocation, and at 17th, you gain its third.

Liturgist

You draw forth your apparitions through the power of song and dance, connecting the spiritual to the physical. These performances can be of your own creation or follow the specific rites of your religion.

Song of Invocation (1st): You can sing out to the spirits to have them spin and twirl around you. You gain the Circle of Spirits feat.

Dancing Invocation (9th): The movement of your body grants power to your magic. When you Leap, Step, or Tumble Through, you also Sustain an apparition spell or vessel spell.

Invocation of Praise (17th): Your liturgies call to the spirits even in the heat of battle. When you roll initiative, you can use Circle of Spirits as a free action. If your



first action on your first turn is to cast an apparition cantrip granted by your primary apparition, you reduce the number of actions it takes to cast it by 1 (minimum 1 action).

Medium

You are particularly good at acting as a conduit for spiritual energy and tend to associate more freely with a wide array of apparitions, though you tend not to form the deep bond with a single apparition that other animists often develop.

Invocation of Unity (1st): The lines between your body and your apparition are blurry. You gain the Relinquish Control feat.

Dual Invocation (9th): You can build powerful bonds with multiple apparitions. You can select two of your attuned apparitions to be your primary apparitions. If you have the supreme incarnation class feature (page 17), you choose which apparition's avatar form you manifest each time you cast the *avatar* spell. The number of Focus Points in your focus pool is equal to the number of focus spells you have or the number of primary apparitions you are attuned to, whichever is higher (maximum 3).

Invocation of Synchronization (17th): The line between your intentions and those of the apparition possessing you blurs, leaving you better able to support each other in the throes of combat. While you have Relinquished Control to an apparition, you gain the following additional benefits:

- Once per round, you can attempt a Recall Knowledge check as a free action.
- All Strikes you make with a weapon or unarmed attack deal an additional 2 points of spirit damage.
- You gain resistance equal to half your level against all physical damage, but have weakness equal to your level to spirit damage.

Seer

You are particularly sensitive to the presence and influence of spirits and undead. You can detect lingering spirits, offering you some defense against them.

Invocation of Sight (1st): You shift your eyes easily to the spirit world, intuiting the needs of apparitions and other spiritual entities based on how they appear to you. You gain the Apparition Sense feat. You also gain a +1 status bonus to saving throws and AC against the effects of haunts and the abilities of spirits and incorporeal undead.

Invocation of Protection (9th): Your status as an intermediary across planar boundaries grants you further defenses against spiritual ailments. You gain spirit resistance and void resistance equal to half your level, and your status bonus to saving throws and AC against the effects of haunts and the abilities of spirits and incorporeal undead increases to +2.

KEY TERMS

You'll see the following new key terms in many animist class features.

Apparition: Apparitions are spiritual entities who generally lack the power, cohesiveness, or attachments to enter or affect the physical world. Unlike a ghost or phantom, an apparition does not need to have ever been a living creature and could be the spiritual memory of a particularly meaningful location or event. Apparitions are reliant on animists to interact with other people and with things; they generally can't be targeted or affected by spells and abilities other than those of the animist they are attuned to. Animist feats and abilities that affect spirits affect apparitions only if they specifically say so.

Animist abilities with the apparition trait involve one or more of your apparitions acting alongside you. You must be attuned to at least one apparition to use an apparition ability, and some abilities might state in their Requirements more specifically which apparition you must be attuned to. Typically, you're assumed to always attune to your apparitions during your daily preparations, but in some rare circumstances or as a result of certain animist abilities, your apparitions might be dispersed or separated from you for a time. You aren't attuned to dispersed apparitions.

Wandering: Wandering is a new trait that identifies animist feats attuned to particular types of apparitions. These feats may require you to be attuned to an apparition who matches their requirements when you select them and represent knowledge and ability pulled from that specific bond. When you make your daily preparations, you can retrain any wandering feat you know for any other wandering feat available at the level you took the exchanged feat (including lower-level wandering feats, as usual). You must meet all the new feat's other prerequisites.

In addition, the animist makes use of the stance trait, reprinted below for convenience:

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you use a stance action again, whichever comes first. After you take an action with the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode. You can Dismiss a stance.

Invocation of Resilience (17th): You are a bulwark against the terrible spirits that lurk in the dark. Your apparition sight becomes a precise sense and your status bonus to saving throws and AC against the effects of haunts and the abilities of spirits and incorporeal undead increases to +3.

Shaman

You form close bonds with your apparitions that allow you to invest them with the rare ability to take on a material form and directly affect the physical world.

Invocation of Embodiment (1st): You allow your apparition to inhabit a physical form. You gain the Spirit Familiar feat. At 2nd level, you gain the Enhanced Familiar feat.

Invocation of Growth (9th): Your bond with the physical form of your chosen apparition grows stronger. You gain the Incredible Familiar feat.

Invocation of Otherworldliness (17th): Your apparition familiar becomes ever more powerful, straddling the line between physical and spiritual. Your spirit familiar can take a single action that has the concentrate trait to become incorporeal for 1 minute. It gains the incorporeal trait, meaning it can move through physical creatures and such creatures can move through it. It can't attempt Strength-based checks (such as Grapple) against corporeal creatures, and corporeal creatures can't attempt such checks against it. It gains immunity to precision damage and resistance to physical damage (except damage from Strikes with the *ghost touch* property rune) equal to half your level (double against non-magical damage) but weakness to force damage equal to half your level. However, when incorporeal, your spirit familiar can travel no more than 60 feet from you and must maintain line of effect to you; this typically prevents it from moving through walls. Your spirit familiar can Dismiss this effect.

Animist Feats 2nd

At 2nd level and every even-numbered level, you gain an animist class feat.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

Fortitude Expertise 3rd

Spiritual energy reinforces your body, making you more resilient. Your proficiency rank for Fortitude saves increases to expert.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Skill Increases 3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Expert Spellcaster 7th

The magic of the spirits flows freely through you. Your proficiency ranks for spell attack modifier and spell DC increase to expert.

Third Apparition 7th

You've learned to shelter more spirits, gaining access to more magic. When you attune to apparitions during your daily preparations, you choose three apparitions to attune to, with one of them being your primary apparition. The number of Focus Points in your focus pool increases by 1 (maximum 3).

Perception Expertise 9th

Your apparitions call attention to minute details you might otherwise overlook. Your proficiency rank for Perception increases to expert.

Expert Protections 11th

The spiritual entities that protect you warn you of harm before it would occur, giving you more time to react, and help bear the burden of your armor when it is necessary. Your proficiency rank for light armor, medium armor, unarmored defense, and Reflex saves increases to expert.

Simple Weapon Expertise 11th

Training and magical assistance from your spiritual companions have improved your weapon technique. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

Master of Mind and Spirit 13th

Your apparitions gird your mind against hostile intrusion and shield you from the effects of entities seeking to control your mind. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Weapon Specialization 13th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.



Fourth Apparition 15th

You're truly loved by the spirits, with apparitions flocking to you from far and wide. When you attune to apparitions during your daily preparations, you choose four apparitions to attune to, with one of them being your primary apparition. The number of Focus Points in your focus pool increases by 1 (maximum 3).

Master Spellcaster 15th

Your affinity with the apparitions you bond to has further enhanced the potency of your magic. Your proficiency ranks for spell attack modifier and spell DC increase to master.

Legendary Spellcaster 19th

You are a near-perfect channel for the magical energies of the realms beyond. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

Supreme Incarnation 19th

You become a nexus between the mortal and spiritual realms through which your apparition can embody its full might. You gain a 10th-rank apparition spell slot. In addition to heightened versions of your apparition spells, you can use this slot to cast *avatar*. When you cast *avatar* in this way, you do not become an avatar of a deity; rather, your primary attuned apparition incarnates itself using your body, transforming you into the avatar described in your primary attuned apparition's entry.

ANIMIST APPARITIONS

Choose your apparitions—spiritual beings you entreat with and attune to, sharing in their knowledge and power.

Reading an Apparition Entry

An apparition entry contains the following information.

Apparition Skills Each apparition has amassed knowledge on a particular set of Lore skills that cover their areas of interest and expertise. When you are attuned to an apparition, you are trained in these Lore skills, channeling the apparition into your body to share its knowledge on the subject. At 8th level and beyond, you can draw upon even more of the apparition's knowledge, gaining expert proficiency in their apparition skills; at 16th level and beyond, your harmony of mind and spirit grants you master proficiency in their apparition skills.

Apparition Spell Repertoire Your attuned apparitions each contribute a number of spells to your apparition spell repertoire. You add the spells of all your attuned apparitions together to create a spell repertoire, which you cast with your apparition spellcasting.

Vessel Spell Your primary apparition grants you the listed vessel spell at 1st level.

Avatar When you cast *avatar* using the apparition slot granted by the supreme incarnation class feature, you temporarily

fuse with one of your primary attuned apparitions into a powerful battle form of near-deific power, using the limited stats here instead of a deity's.

Crafter in the Vault

Crafters in the vault are found in dungeons, forges, or other places where creation and injury occur concurrently. They enjoy partnering with animists who compliment them on their creations, but often become jealous when anyone else intrudes on their expertise, including casting any of the spells that appear on their apparition list.

Apparition Skills Architecture Lore, Engineering Lore
Apparition Spells *Cantrip* sigil; **1st** mending; **2nd** knock; **3rd** ghostly weapon; **4th** creation; **5th** impaling spike; **6th** wall of metal^{RoE}; **7th** beheading buzzsaw^{RoE}; **8th** ferrous form^{RoE}; **9th** resplendent mansion^{PC2}

Vessel Spell *traveling workshop*

Avatar *Incarnate Dungeon* Speed 50 feet, either burrow Speed 50 feet or fly Speed 50 feet; **Melee** ➤ dungeon trap (reach 10 feet, versatile B or P), **Damage** 6d6+6 slashing plus Grab; **Ranged** ➤ deadly darts (range 120 feet, versatile poison), **Damage** 6d6+6 piercing

Apparition Vessel Spell

TRAVELING WORKSHOP ➤

FOCUS 1

UNCOMMON ANIMIST FOCUS MANIPULATE

Duration sustained up to 1 minute, or 8 hours (see text)

Your apparition guides you through complex procedures while using your magic to provide you with whatever tools you need. For the duration of this spell, you are trained in Crafting and Thievery. When you Cast the Spell and as long as you Sustain it, your apparition provides you with an array of simple tools, granting you use of an alchemist's toolkit, a repair kit, and a thieves' toolkit; these tools are made of ephemeral magic and disappear if they leave your possession.

You can cast this spell as an exploration or downtime activity with a casting time of 10 minutes; when you do, its duration increases to 8 hours (enough to complete 1 day of work), and you also gain an alchemist's lab and functioning forge. You are always treated as having spent a day of work setting up when using this spell to help you Craft an item and have whatever materials you need to Repair an item in your possession. You can't use a *traveling workshop* to Earn Income and any item you Craft using it disappears moments after it leaves your possession, making it unwise to Craft anything other than consumable items you intend to use yourself. A crafter in the vault is extremely proud of work you do together when using the spell in this way and demands to see the results of your work together. When you cast *traveling workshop* as an exploration or downtime activity, you must continue to choose crafter in the vault as one of your attuned apparitions during your next daily preparations until such time as you've used any Crafted items in combat.

Heightened (3rd) Your proficiency in Crafting and Thievery is expert.

Heightened (5th) Your proficiency in Crafting and Thievery is master.

Heightened (9th) Your proficiency in Crafting and Thievery is legendary.

Custodian of Groves and Gardens

Custodians of groves and gardens frequent tended greenery and farmlands cared for by loving stewards, and other places of reflection and restoration where green things grow. Some of these apparitions linger in the mortal realms not because they have lost their way, but because they believe they have already found Elysium. Others are the cultivated spiritual essence of the location itself. Custodians of groves and gardens are peaceful, quiet, and averse to conflict.

Apparition Skills Farming Lore, Herbalism Lore

Apparition Spells Cantrip *tangle vine*; **1st** *protector tree*^{PC2}; **2nd** *gentle breeze*^{ROE}; **3rd** *safe passage*; **4th** *peaceful bubble*; **5th** *truespeech*; **6th** *field of life*; **7th** *lifewood cage*^{PC2}; **8th** *moment of renewal*; **9th** *nature's enmity*^{PC2}

Vessel Spell *garden of healing*

Avatar *Peaceful Reaches* Speed 60 feet, ignore difficult terrain and greater difficult terrain; **Melee** \blacklozenge garden's cradle (agile, nonlethal, reach 10 feet, trip), **Damage** 6d6+6 bludgeoning plus Grab; **Ranged** \blacklozenge impose peace (nonlethal, range 120 feet), **Damage** 6d6+6 mental

Apparition Vessel Spell

GARDEN OF HEALING \blacklozenge

FOCUS 1

UNCOMMON ANIMIST AURA EMOTION FOCUS HEALING MENTAL

Area 10-foot emanation

Duration sustained up to 1 minute

Spirits of comfort and respite swirl around you, trailing visions of growing grass and blooming blossoms. When you cast this spell and the first time you Sustain it on each subsequent round, you generate a pulse of renewing energy that heals each creature within the emanation for 1d4 Hit Points. The calm of this effect lingers; once this spell ends, any creature that has been affected by its healing gains a +1 circumstance bonus to saves against emotion effects for 10 minutes but does not receive any healing from additional castings of the spell while the bonus persists.

Heightened (+1) The healing granted by the spell's pulse increases by 1d4 Hit Points.

Echo of Lost Moments

Echoes of lost moments are apparitions born from memories that everyone has forgotten, often arising from fragmented pieces of magic and memory left behind by time-altering magic. They may even occur in response to significant temporal tampering, cleaning up fragments of time damaged by irresponsible magic. These apparitions are drawn to animists who are orderly and responsible, and they can give such hosts access to spells that alter a target's timeline or removes them from the current

timeline, reveal visions of past or future events, or even accelerate magical effects to a point in time where they have already ended.

Apparition Skills Fortune-Telling Lore, Genealogy Lore

Apparition Spells Cantrip *figment*; **1st** *déjà vu*^{PC2}; **2nd** *dispel magic*; **3rd** *curse of lost time*^{PC2}; **4th** *vision of death*; **5th** *illusory scene*; **6th** *phantasmal calamity*; **7th** *retroognition*; **8th** *quandary*; **9th** *foresight*

Vessel Spell *store time*

Avatar *Devourer of Lost Time* Speed 30 feet, fly Speed 50 feet; **Melee** \blacklozenge devour potential (reach 15 feet, void), **Damage** 6d10+6 void; **Ranged** \blacklozenge scream of loss (range 120 feet, void), **Damage** 6d6+6 void

Apparition Vessel Spell

STORE TIME \blacklozenge

FOCUS 1

UNCOMMON ANIMIST FOCUS

Duration sustained up to 1 minute

You store time for later use. When you Cast this Spell and the first time you Sustain it each round, you gain a bonus reaction that you can use for any animist or apparition reaction you have. As normal, this reaction is lost if you do not use it before you regain your actions at the start of your next turn.

Impostor in Hidden Places

Impostors in hidden places whisper in quiet corners where mortal voices rarely resound, hoarding secrets and pondering unknowable truths. They often bring misfortune to those who disturb them, though an animist who earns their trust will find that they make effective allies.

Apparition Skills Fortune-Telling Lore, Underworld Lore

Apparition Spells Cantrip *telekinetic hand*; **1st** *ill omen*; **2nd** *invisibility*; **3rd** *veil of privacy*; **4th** *liminal doorway*; **5th** *strange geometry*^{PC2}; **6th** *mislead*; **7th** *planar palace*; **8th** *disappearance*; **9th** *phantasmagoria*

Vessel Spell *discomfiting whispers*

Avatar *Whisper Hiding in Shadows* Speed 50 feet, fly Speed 50 feet; **Melee** \blacklozenge shadowed touch (reach 15 feet, versatile cold), **Damage** 6d10+6 void; **Ranged** \blacklozenge whisper of despair (range 120 feet), **Damage** 6d6+6 void

Apparition Vessel Spell

DISCOMFITING WHISPERS \blacklozenge

FOCUS 1

UNCOMMON ANIMIST AURA FOCUS MISFORTUNE VOID

Area 5-foot emanation

Defense Will; **Duration** sustained up to 1 minute

You are surrounded by an aura of spiteful murmurings that incite bad luck and punish failure. Each creature that starts their turn within the area of this spell must succeed at a Will save or roll twice on their first attack roll that round and take the lower result. If an attack roll modified in this way results in a failure, the creature that rolled the failed attack takes 1d6 void damage.

Heightened (+2) The void damage dealt on a failure increases by 1d6.

Lurker in Devouring Dark

Lurkers in devouring dark are most often near old shipwrecks, deadly icebergs, and other places where ice and deep water are most prevalent. In places where the Dark Tapestry intrudes upon the world, there can be found variant lurkers in devouring dark who offer Dark Tapestry Lore in place of Sailing Lore and whose spells of water and ice instead deal void damage.

Apparition Skills Ocean Lore, Sailing Lore

Apparition Spells Cantrip *caustic blast*; **1st** *grim tendrils*; **2nd** *acid grip*; **3rd** *aqueous orb*; **4th** *grasp of the deep*^{RoE}; **5th** *wall of ice*; **6th** *frost pillar*^{RoE}; **7th** *hungry depths*^{RoE}; **8th** *arctic rift*; **9th** *implosion*

Vessel Spell *devouring dark form*

Avatar *Tentacles from the Dark* Speed 70 feet, swim Speed 70 feet; **Melee** \blacklozenge grasping tentacles (reach 30 feet), **Damage** 6d10+6 bludgeoning plus Grab

Apparition Vessel Spell

DEVOURING DARK FORM \blacklozenge

FOCUS 1

UNCOMMON ANIMIST FOCUS MORPH

Duration sustained up to 1 minute

Your apparition's dark power blends with your physical body, allowing you to take on terrifying characteristics of creatures that lurk in dark places. Your arms and legs transform into twisting tentacles. You gain a tentacle unarmed attack with 10-foot reach that deals 1d8 bludgeoning damage and has the grapple trait. The first time you Sustain this spell each round, you can attempt a single Grapple check with your tentacle against a creature within its reach.

Heightened (2nd) You can choose to take on the shark battle form from *animal form* instead of gaining a tentacle unarmed attack, heightened to the same level as this vessel spell. When you do, this spell loses the morph trait and gains the polymorph trait. You can attempt a jaws unarmed Strike against a creature within your reach each time you Sustain this spell.

Heightened (5th) You can choose to take on the water elemental battle form from *elemental form* instead of gaining a tentacle unarmed attack, heightened to the same level as this vessel spell. When you do, this spell loses the morph trait and gains the polymorph trait. You can attempt an unarmed attack Strike against a creature within your reach each time you Sustain this spell.

Monarch of the Fey Courts

Monarchs of the fey courts make their homes near places with strong ties to the First World, or in places where nymphs once held sway. They are drawn to animists who blend an appreciation for art and nature's beauty with a ruler's ambition. Monarchs of fey courts are vain, capricious, and do not easily forgive slights or poor manners.

Apparition Skills Art Lore, Fey Lore

Apparition Spells Cantrip *tangle vine*; **1st** *charm*; **2nd** *create food*; **3rd** *enthrall*; **4th** *suggestion*; **5th** *hallucination*; **6th** *dominate*; **7th** *mask of terror*; **8th** *uncontrollable dance*; **9th** *unfathomable song*

Vessel Spell *nymph's grace*

Avatar *Queen of the Winter Court* Speed 50 feet, fly Speed 50 feet, swim Speed 50 feet; **Melee** \blacklozenge queen's caress (reach 15 feet, agile), **Damage** 6d10+6 mental; **Ranged** \blacklozenge monarch's spite (mental, range 120 feet, versatile cold), **Damage** 6d6+6 mental

Apparition Vessel Spell

NYMPH'S GRACE \blacklozenge

FOCUS 1

UNCOMMON ANIMIST AURA EMOTION FOCUS INCAPACITATION MENTAL VISUAL

Area 10-foot emanation

Defense Will; **Duration** sustained up to 1 minute

Your apparition manifests as a mask of unearthly beauty that bewilders your enemies. The first time an enemy enters the aura each round, or if they start their turn within the aura, they must succeed at a Will saving throw or become confused for 1 round. While confused by this effect, the creature's confused actions never include harming you.

Reveler in Lost Glee

Revelers in lost glee are twisted apparitions that arise in desolate and abandoned places where people once found great joy. They take immense mirth in causing harm or discomfort to others and do not enjoy being attuned to animists who fail to laugh at their antics.

Apparition Skills Circus Lore, Fortune-Telling Lore

Apparition Spells Cantrip *prestidigitation*; **1st** *dizzying colors*; **2nd** *laughing fit*; **3rd** *hypnotize*; **4th** *confusion*; **5th** *illusory scene*; **6th** *vibrant pattern*; **7th** *warp mind*; **8th** *quandary*; **9th** *wails of the damned*

Vessel Spell *trickster's mirrors*

Avatar *Ringmaster of the Dark Celebration* Speed 50 feet, ignore difficult terrain and greater difficult terrain; **Melee** \blacklozenge ringmaster's whip (reach 15 feet, trip), **Damage** 6d10+6 slashing; **Ranged** \blacklozenge feast of the lost (acid, range 120 feet, versatile void), **Damage** 6d6+6 acid

Apparition Vessel Spell

TRICKSTER'S MIRRORS \blacklozenge

FOCUS 1

UNCOMMON ANIMIST FOCUS ILLUSION MENTAL VISUAL

Defense basic Will; **Duration** sustained up to 1 minute

You are surrounded by up to 3 mirrors that reflect twisted and distorted images of you, making it hard to tell where you actually are within your space and potentially causing those who attack you to hit one of the mirrors instead. You start with 1 mirror and gain an additional mirror each time you Sustain this spell, up to a maximum of 3 mirrors. Any attack that would hit you has a random chance of hitting one of your mirrors instead of you. With one mirror, the chances are

Sample Animist

SEER

After meeting your apparition in a dark place, you can more easily see the things that lurk beyond the sight of others.

Attributes

Prioritize Wisdom for your spellcasting and Dexterity to improve your defenses and skills.

Skills

Occultism, Religion, Stealth, Thievery

Preferred Primary Apparition

Impostor in Hidden Places

Animist Practice

Seer

Feats

Conceal Spell (2nd), Medium's Awareness (6th), Spirit Walk (8th), Shadows Within Shadows (12th), Spirit's Sacrifice (18th)



1 in 2 (1-3 on 1d6). With two mirrors, there is a 1 in 3 chance of hitting you (1-2 on 1d6). With three mirrors, there is a 1 in 4 chance of hitting you (1 on 1d4).

Once an image is hit, it is destroyed. If an attack roll fails to hit your AC but doesn't critically fail, it destroys a mirror. If the attacker was within 5 feet, they must succeed at a basic Will save or take 1d4 mental damage as they believe themselves cut by a shower of glass shards from the breaking mirror. A damaging effect that affects all targets within your space (such as *caustic blast*) destroys all of the mirrors.

Heightened (+1) The mental damage dealt by a broken mirror increases by 1d4.

Stalker in Darkened Boughs

Stalkers in darkened boughs make their homes in ancient forests and jungles unfriendly to humanoids and others who would exert control or influence over nature's designs. These apparitions are drawn to animists who harbor violent thoughts or impulses but are more likely to linger with animists who can quell their hatred. Stalkers in darkened boughs are moody, impulsive, and prone to seeing things from the least charitable perspective.

Apparition Skills Forest Lore, Hunting Lore

Apparition Spells **Cantrip** *gouging claw*; **1st** *runic body*; **2nd** *vomit swarm*^{PC2}; **3rd** *wall of thorns*; **4th** *bestial curse*^{PC2}; **5th** *moon frenzy*; **6th** *tangling creepers*; **7th** *unfettered pack*; **8th** *monstrosity form*; **9th** *wrathful storm*

Vessel Spell *darkened forest form*

Avatar *Beast of the Boughs* Speed 70 feet, fly Speed 70 feet;

Melee **◆** *devouring jaws* (deadly 3d10, reach 15 feet),

Damage 6d10+6 piercing

Apparition Vessel Spell

DARKENED FOREST FORM **◆**

FOCUS 1

UNCOMMON ANIMIST FOCUS POLYMORPH

Duration sustained up to 1 minute

Your apparition casts a feral shadow over your form. You can polymorph into any form listed in *pest form*. When you transform into a form granted by a spell, you gain all the effects of the form you chose from a version of the spell heightened to *darkened forest form's* rank. Each time you Sustain this Spell, you can choose to change to a different shape from those available via any of the associated spells.

Heightened (2nd) You can also transform into the forms listed in *animal form*.

Heightened (5th) You can also transform into the forms listed in *elemental form*.

Steward of Stone and Fire

Stewards of stone and fire linger near volcanoes and deep places near the heart of the earth, hot springs where the water is too scorchingly hot to allow casual enjoyment, and other places where the barrier

between fire and earth is thin or nonexistent, though particularly old rock formations, canyons, and other natural features of earth may also spawn or attract them. Stewards of stone and fire are quick to anger and slow to forget.

Apparition Skills Mountain Lore, Volcano Lore

Apparition Spells Cantrip *ignition*; **1st** *interposing earth*^{RoE}; **2nd** *exploding earth*^{RoE}; **3rd** *fireball*; **4th** *wall of fire*; **5th** *wall of stone*; **6th** *petrify*; **7th** *volcanic eruption*; **8th** *earthquake*; **9th** *falling stars*

Vessel Spell *earth's bile*

Avatar *Blood of Planets* Speed 50 feet, burrow Speed 50 feet, ignore difficult terrain and greater difficult terrain; **Melee** \blacklozenge *avalanche of molten stone* (reach 15 feet, versatile B), **Damage** 6d10+6 fire; **Ranged** \blacklozenge *cleansing eruption* (fire, range 120 feet), **Damage** 6d6+6 fire

Apparition Vessel Spell

EARTH'S BILE \blacklozenge

FOCUS 1

UNCOMMON ANIMIST EARTH FIRE FOCUS

Range 30 feet; **Area** 10-foot burst

Defense basic Reflex; **Duration** sustained up to 1 minute

Your apparition is the will of lava and magma made manifest, the earth's molten blood unleashing devastating bursts of liquid stone and unquenchable fire at your command. When you Cast this Spell and the first time you Sustain it each round thereafter, choose an area within range. Each creature in the area takes 1d4 fire damage, 1d4 bludgeoning damage, and 1 persistent fire damage (the persistent fire damage is negated on a successful save).

Heightened (+2) The fire and bludgeoning damage each increase by 1d4, and the persistent fire damage increases by 1.

Vanguard of Roaring Waters

Vanguards of roaring waters are found where rivers carve their way through mountains, creating fearsome rapids. They can also be found near bays where rivers meet the sea and create turbulent breakers and unpredictable undertows, coastal reefs that tear the bottoms from unwary ships and isolate islands, or anywhere else where water becomes violent and difficult to navigate safely. Vanguards of roaring waters encourage chaos and are easily bored.

Apparition Skill Mountain Lore, River Lore

Apparition Spells Cantrip *rousing splash*^{RoE}; **1st** *hydraulic push*; **2nd** *mist*; **3rd** *crashing wave*; **4th** *hydraulic torrent*; **5th** *control water*; **6th** *personal ocean*^{RoE}; **7th** *dancing fountain*^{RoE}; **8th** *whirlpool*^{RoE}; **9th** *wrathful storm*

Vessel Spell *river carving mountains*

Avatar *River that Splits the World* Speed 50 feet, swim Speed 70 feet; **Melee** \blacklozenge *parting mountains* (reach 15 feet, versatile S, water), **Damage** 6d10+6 bludgeoning **Ranged** \blacklozenge *crash into the sea* (range 120 feet, versatile P, water), **Damage** 6d6+6 bludgeoning

Apparition Vessel Spell

RIVER CARVING MOUNTAINS \blacklozenge

FOCUS 1

UNCOMMON ANIMIST FOCUS WATER

Duration sustained up to 1 minute

Your apparition solidifies around you into roaring water and spraying mist. For the duration of this spell, you have lesser cover against ranged attacks and gain a +10-foot status bonus to each Speed you have. When you first cast this spell and each time you Sustain it, you can Stride up to your speed while your apparition fills each square you pass through with the lingering energy of a coursing river. These squares become difficult terrain until the start of your next turn. You can use *river carving mountains* while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Witness to Ancient Battles

Witnesses to ancient battles may be the lingering remnants of soldiers who never returned from their last deployment or the restless souls of warriors whose final contest left them unfulfilled. Or the apparitions may be valkyries and other beings from beyond, naturally drawn to sites of death and battle, or even the unquiet entity formed from a battlefield that saw so much death and blood it gained a spiritual essence of its own. Witnesses to ancient battles are often somber and grim.

Apparition Skill Battlegrounds Lore, Heraldry Lore

Apparition Spells Cantrip *shield*; **1st** *sure strike*; **2nd** *enlarge*; **3rd** *ghostly weapon*; **4th** *weapon storm*; **5th** *invoke spirits*; **6th** *phantasmal calamity*; **7th** *true target*; **8th** *canticle of everlasting grief*; **9th** *weapon of judgement*^{Pc2}

Vessel Spell *embodiment of battle*

Avatar *General of Endless Battle* Speed 70 feet, immune to immobilized; **Melee** \blacklozenge *final strike* (agile, fatal d12, reach 15 feet), **Damage** 6d8+6 slashing

Apparition Vessel Spell

EMBODIMENT OF BATTLE \blacklozenge

FOCUS 1

UNCOMMON ANIMIST FOCUS

Duration sustained up to 1 minute

Your apparition guides your attacks and imparts its skill to your movements. For the duration, your proficiency with martial weapons is equal to your proficiency with simple weapons, you gain a +1 status bonus to attack and damage rolls made with weapons or unarmed attacks, and you gain the Reactive Strike reaction (page 37); this reaction gains the apparition trait. The instincts of an apparition of battle run contrary to the use of magic; for the duration of this spell, you take a -2 status penalty to your spell attack modifiers and your spell DCs.

Heightened (4th) The status bonus to attack and damage rolls granted by this spell is increased to +2.

Heightened (7th) The status bonus to attack and damage rolls granted by this spell is increased to +3.

ANIMIST FEATS BY NAME

Feat	Level
Apparition Cloud	12
Apparition Sense	1
Apparition Stabilization	6
Apparition's Enhancement	4
Apparition's Quickening	10
Apparition's Reflection	8
Banish Falsehoods of Flesh	14
Blazing Spirit	6
Cardinal Guardians	14
Channeled Protection	4
Channeler's Stance	1
Circle of Spirits	1
Conceal Spell	2
Cycle of Souls	18
Echoing Channel	18
Embodiment of the Balance	2
Enhanced Familiar	2
Eternal Guide	20
Fly on Shadowed Wings	10

Forest's Heart	16
Grasping Spirits Spell	2
Grudge Strike	6
Incredible Familiar	10
Instinctive Maneuvers	8
Jester's Gambol	16
Medium's Awareness	6
Monstrous Inclinations	16
Relinquish Control	1
Roaring Heart	6
Shadows within Shadows	12
Spirit Familiar	1
Spiritual Expansion Spell	2
Spiritual Spellshape Stance	16
Spirit Walk	8
Spirit's Sacrifice	18
True Channel Spell	20
Walk the Wilds	4
Whispers of Warning	12
Wind Seeker	8

ANIMIST FEATS

At every level that you gain an animist feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

APPARITION SENSE

FEAT 1

ANIMIST DIVINE

You can see and interact with things others can't. You have apparition sight, an imprecise sense that allows you to detect the presence of invisible or hidden spirits, haunts, and undead within 30 feet of you.

You can allow a spirit or undead otherwise incapable of speech to speak through you as long as you are in direct contact with it. As an activity that takes 10 minutes, you can act as a link between disembodied souls and their mortal bodies. As long as you are in contact with both a spirit and a living body that belonged to it in life during that entire time, the spirit can use you to return to that body; this does not allow you to bring the dead back to life, but can assist in restoring a disembodied soul to a still-living body. If the body is occupied by another spirit or soul, that entity must succeed at a Will save against your spell DC or be cast from the body when its original owner is returned.

CHANNELER'S STANCE

FEAT 1

ANIMIST STANCE

You enter a stance that allows power to flow through you. While in this stance, whenever you cast or Sustain an apparition spell or vessel spell that deals energy damage, you gain a status bonus to the spell's damage equal to the spell's rank.

Each time you Cast a Spell that has the vitality or void traits and that restores Hit Points while in this stance, the spells' targets

gain a status bonus to the initial amount of healing received equal to the spell's rank. This bonus healing does not apply to healing over time effects (such as fast healing or regeneration).

CIRCLE OF SPIRITS

FEAT 1

ANIMIST APPARITION CONCENTRATE

Frequency once per round

With a thought, word, or gesture, you reach your mind out to another spirit. Choose another apparition from among those you've attuned to; it becomes your primary apparition, replacing your current one.

Special The number of Focus Points in your focus pool is equal to the number of focus spells you have or the number of apparitions you are attuned to, whichever is higher (maximum 3).

RELINQUISH CONTROL

FEAT 1

ANIMIST APPARITION

Trigger Your turn begins.

Your apparition takes over and shields you from outside influence. Until the start of your next turn, you gain a +4 status bonus on saves against spells and effects that give you the controlled condition or attempt to influence your actions (such as *charm*, *command*, or a nosoi's haunting melody). However, the only actions you can take are to Recall Knowledge, Step, Strike, Cast an apparition Spell, Cast a vessel Spell, Sustain a vessel spell, or use an action that has the apparition trait. You gain a +2 circumstance bonus on all Recall Knowledge checks made using Lore skills granted by your attuned apparitions.

Special This feat requires a particularly strong bond with a specific apparition to learn. Choose one apparition you have access to; once you learn this feat, you must always choose that apparition as one of the apparitions you attune to each day.



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SPIRIT FAMILIAR

FEAT 1

ANIMIST

When you attune to your apparitions during your daily preparations, you can choose to dedicate a small amount of your life force to allow one of them to physically manifest as a familiar (*Player Core* 212), which gains the spirit trait. If your familiar is slain or destroyed, you lose all other benefits from the apparition until you remanifest the familiar during your next daily preparations. If you disperse the apparition you have manifested as a familiar, the familiar is destroyed.

2ND LEVEL

CONCEAL SPELL

FEAT 2

ANIMIST CONCENTRATE SPELLSHAPE

You speak with the unheard voice of the spirits. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

EMBODIMENT OF THE BALANCE

FEAT 2

ANIMIST

Your place in the balance between the forces of life and entropy

expands the spells you can pull from the spirit realms. You add *heal* and *harm* to your apparition spell repertoire, allowing you to cast them with your apparition spellcasting.

ENHANCED FAMILIAR

FEAT 2

ANIMIST

Prerequisites You have a familiar.

You are able to materialize more of your attuned apparition's essence, creating a more powerful vessel for it to inhabit and aid you with. You can select four familiar or master abilities, instead of two.

GRASPING SPIRITS SPELL

FEAT 2

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Frequency once per 10 minutes

Gaining substance from your magic, your apparitions increase the range of your spells, which then pull your enemy closer. If the next action you use is to Cast a Spell that has a range and targets one creature, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet. In addition to the normal effects of the spell, your apparitions briefly take on semi-physical forms and attempt to drag the target toward you. The target must attempt a Fortitude saving throw against your spell DC; on a failure, it is pulled up to 30 feet directly toward you.

Sample Animist

MEDIUM

You share your body with an apparition of unyielding stone and burning flame, letting that strength and fervor flow through you.

Attributes

Focus on Wisdom to boost your magic, followed by Strength and Constitution for skills and survivability.

Skills

Athletics, Nature, Religion, Survival

Preferred Primary Apparition

Steward of Stone and Fire

Animist Practice

Medium

Feats

Spiritual Expansion Spell (2nd), Apparition's Enhancement (4th), Blazing Spirit (6th), Instinctive Maneuvers (8th), Apparition's Quickening (10th)



SPIRITUAL EXPANSION SPELL

FEAT 2

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Your apparitions manifest to scatter the energy of your spell. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

You can also use this feat to increase the radius of an emanation spell with a duration by 5 feet by dedicating your primary apparition to maintaining the spellshape; dedicating the apparition to the spell prevents you from using the apparition's vessel spell, apparition skills, or *avatar* form for the duration of the modified spell.

4TH LEVEL

APPARITION'S ENHANCEMENT

FEAT 4

ANIMIST APPARITION DIVINE SPIRIT

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

Spiritual power encases your weapon or unarmed attack. Until the end of your turn, one wielded weapon or unarmed attack you have deals an extra 1d6 spirit damage and gains the divine trait, if it didn't have it already.

CHANNELED PROTECTION

FEAT 4

ANIMIST APPARITION AURA

Prerequisites Channeler's Stance

Requirements You are in Channeler's Stance and your last action was to Cast a Spell from your spell slots.

Your apparition uses excess energy to protect you. You and all adjacent allies gain a +1 status bonus to your AC and to your Reflex saving throws until the start of your next turn. If the spell was at least 7th rank, the status bonus increase to +2.

WALK THE WILDS

FEAT 4

ANIMIST

You know the ways of birds and beasts and have gained the right to wear their forms. You add *animal form* to your apparition spell repertoire, allowing you to cast it with your apparition spellcasting.

Special If you cast the *darkened forest form* focus spell (page 20) to turn into a form granted by *animal form*, you can Sustain it up to 5 minutes instead of its normal duration.

6TH LEVEL

APPARITION STABILIZATION

FEAT 6

ANIMIST APPARITION WANDERING

Your attuned apparition ensures that even if you would be distracted or disrupted, your magic does not go to waste. If a reaction would disrupt your spellcasting action, attempt a DC

15 flat check. If you succeed, your action isn't disrupted. When you gain the third apparition class feature, this DC is reduced to 13, and when you gain the fourth apparition class feature, this DC is reduced to 10.

BLAZING SPIRIT  **FEAT 6**

ANIMIST APPARITION DIVINE FIRE WANDERING

Frequency once per 10 minutes

Trigger A creature damages you with a melee attack.

Requirements Your attuned apparition grants Battlegrounds Lore or Volcano Lore as an apparition skill.

Your apparition grants fiery defenses. You gain resistance equal to your level against the triggering damage, and the triggering creature takes 1d6 fire damage and 1 persistent fire damage. This damage increases to 2d6 fire damage and 2 persistent fire damage at 12th level, and 3d6 fire damage and 3 persistent fire damage at 18th level.

GRUDGE STRIKE  **FEAT 6**

ANIMIST APPARITION DIVINE WANDERING

Requirements Your attuned apparition grants Heraldry Lore or Underworld Lore as an apparition skill.

You channel the spiritual power of spiteful grudges. Make a melee Strike against a creature within your reach. You gain a +2 circumstance bonus to your attack roll and deal an additional 2d6 void damage to the target; if the target is undead or otherwise has void healing, this Strike instead deals an additional 2d6 vitality damage. This ability gains the vitality trait if it deals vitality damage, or the void trait if it deals void damage.

MEDIUM'S AWARENESS **FEAT 6**

ANIMIST APPARITION DIVINE WANDERING

Your apparitions watch over you. You gain a +2 status bonus to Perception checks made to Seek and when using Perception for your initiative roll. At 12th level, this status bonus increases to +3, and at 20th level, to +4.

ROARING HEART  **FEAT 6**

ANIMIST APPARITION DIVINE WANDERING

Requirements Your attuned apparition grants Mountain Lore as an apparition skill.

You surge forward inexorably. You Stride twice. At any point during this movement, you can Shove up to two creatures you pass adjacent to. When you end the movement, the turbulent spirits you're attuned to reward you for acting in an appropriately fierce manner: you and each ally in a 30-foot emanation gain temporary Hit Points equal to half your level if you successfully Shoved at least one enemy, or equal to your level if you succeeded at Shoving both. These temporary Hit Points last until the beginning of your next turn.

8TH LEVEL

APPARITION'S REFLECTION  **TO**  **FEAT 8**

ANIMIST APPARITION SPELLSHAPE

Frequency once per hour

Your apparition infuses your body with additional power. You regain one expended apparition spell slot that is at least 2 ranks lower than your highest-rank spell slot and takes 1, 2, or 3 actions to Cast. You then immediately cast an apparition spell that can be cast using that slot. The number of actions required for Echo of Spirits is equal to the action cost of the spell cast. Maintaining control after such a surge is difficult, however; after casting the spell, you're confused until the end of your next turn.

INSTINCTIVE MANEUVERS **FEAT 8**

ANIMIST APPARITION

Prerequisites Relinquish Control

When you allow an apparition control over your body, it might vent its fury against your foes. When you Relinquish Control, you add Grapple, Reposition, Shove, and Trip to the list of actions you can take. You gain a +2 status bonus to the Athletics check to attempt these actions.

SPIRIT WALK **FEAT 8**

ANIMIST APPARITION AURA EXPLORATION

Prerequisites Apparition Sense

Your allied apparitions ward you against the predations of their restless peers. You and allies in a 30-foot emanation gain a +2 status bonus to Recall Knowledge checks about spirits, haunts, and undead. While you're Searching or Detecting Magic in exploration mode, this bonus also applies to AC and saves against reactions any of you trigger from haunts and spirits. During your first turn in an encounter, you and allies in the aura have resistance equal to half your level against damage dealt by haunts or spirits.

WIND SEEKER **FEAT 8**

ANIMIST

Prerequisites Walk the Wilds

Wings free you from the shackles of the ground below. You add *aerial form* to your apparition spell repertoire, allowing you to cast it with your apparition spellcasting. Whenever you use *aerial form* to gain a form that grants you a specific Acrobatics modifier, you gain a +1 status bonus to Acrobatics checks.

Special If you are attuned to an apparition of darkened boughs (page 20), add the bat and bird forms in *aerial form* to your *darkened forest form* lists.

10TH LEVEL

APPARITION'S QUICKENING  **FEAT 10**

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Frequency once per round

Requirements You are attuned to at least 2 apparitions.

If your next action is to cast a cantrip or a spell that is at least 2 ranks lower than the highest-rank spell slot you have, you can draw power from one of your attuned apparitions to reduce the number of actions to cast it by 1 (minimum 1 action). The chosen apparition is dispersed until you can re-attune to it at your next daily preparations, but you can't disperse an

apparition in this way if you would no longer be attuned to any apparitions afterward.

Special This can only be used on a cantrip or spell from the class matching the one you gained this feat from.

FLY ON SHADOWED WINGS FEAT 10

ANIMIST APPARITION

Frequency once per hour

Your apparition embraces you, feeding on your magic to become a pair of protective wings. Choose one of your attuned apparitions; for 10 minutes, you gain a fly Speed equal to your land Speed and resistance to precision damage equal to your level, but your chosen apparition is dispersed for the duration, automatically re-attuning to you after 10 minutes.

INCREDIBLE FAMILIAR FEAT 10

ANIMIST

Prerequisites Enhanced Familiar.

Your connection to your apparition and your mastery of spiritual magic reach a new threshold that allows you to channel even more power into the physical form you allow it to take on as your familiar. You can select a base of six familiar or master abilities each day, instead of four.

12TH LEVEL

APPARITION CLOUD FEAT 12

ANIMIST MISFORTUNE WANDERING

Prerequisites Spirit Familiar

Trigger You are targeted by an attack.

Requirements Your familiar is adjacent to you or in your space.

With a mere thought, you disincorporate your familiar into a thousand shards of spiritual magic, protecting both it and yourself from physical harm while making it difficult for enemies to move near you. You are concealed from the triggering attack. Until the start of your next turn, your familiar can't be targeted and your enemies treat all spaces adjacent to you as difficult terrain.

SHADOWS WITHIN SHADOWS FEAT 12

ANIMIST APPARITION DIVINE MISFORTUNE WANDERING

Trigger You would be detected by an enemy Seeking you, or an enemy would succeed at a counteract check against a spell making you hidden, concealed, or undetected.

Requirements Your attuned apparition grants Hunting Lore or Underworld Lore as one of its apparition skills.

Your apparition possesses a furtive and elusive nature that can influence and blend with your spiritual energy to form a protective and nearly impenetrable shroud of nondetection around you. The enemy must reroll the triggering check and take the lower result.

WHISPERS OF WARNING FEAT 12

ANIMIST APPARITION DIVINE MISFORTUNE WANDERING

Frequency once per 10 minutes

Trigger You would be hit, but not critically hit, by an attack.

Your protective apparitions alert you to an incoming attack. The attacker must roll its attack roll a second time and take the lower result.

14TH LEVEL

BANISH FALSEHOODS OF FLESH FEAT 14

ANIMIST CONCENTRATE DIVINE

Your ability to manipulate supernatural energy allows you to deploy divine magic directly against a disguised enemy to reveal them as they truly are, or to cleanse an ally from an unwilling transformation. Attempt a Religion check to counteract a polymorph effect currently affecting a creature within 30 feet of you that you are aware of. The target is then temporarily immune to Banish Falsehoods of Flesh for 1 day.

CARDINAL GUARDIANS FEAT 14

ANIMIST

You focus your divine magic to allow your apparitions to work in concert using the magic from one to weaken an enemy against the power of the next. Whenever you succeed at a spell attack with an apparition spell or vessel spell, or when a creature fails its save against such a spell, you gain a +2 status bonus to your spell attack modifier against that creature with spells granted by any of your other apparitions, and it takes a -2 status penalty to its saves against such spells. These benefits last until the end of your next turn.

16TH LEVEL

FOREST'S HEART FEAT 16

ANIMIST APPARITION DIVINE STANCE WANDERING

Requirements Your attuned apparition grants Forest Lore or Herbalism Lore as one of its apparition skills.

You adopt a stance that allows your apparitions to channel spiritual energy down through you to inhabit roots, control vines, and command plant-life from the ground you stand on to fight on your behalf. You call forth roots, vines, or other plant growth native to the region and can use them to make unarmed attacks. These deal 4d8 bludgeoning damage, are in the brawling group, and have the finesse, grapple, and reach 30 feet traits. Attacks made with these unarmed attacks don't gain additional damage from *striking* runes, but can benefit from the item bonus to attack rolls and property runes of *handwraps of mighty blows* you wear.

JESTER'S GAMBOL FEAT 16

ANIMIST APPARITION DIVINE STANCE WANDERING

Requirements You are attuned to an apparition that grants Circus Lore or Fey Lore as one of its apparition skills.

You adopt a stance that makes your movements carefree and sublimely unpredictable, allowing you to move past impediments with ease and resist the attacks and importunateness of natural threats. You ignore difficult terrain, and you gain resistance equal to half your level against damage dealt to you by animals, beasts, fey, fungi, and plants.

MONSTROUS INCLINATIONS

FEAT 16

ANIMIST APPARITION WANDERING

Requirements Your attuned apparition grants Forest Lore or Ocean Lore as one of its apparition skills.

Your apparitions share with you the monstrous nature of those creatures who dwell in deep seas or ancient woods. You add *monstrosity form* to your apparition spell repertoire, allowing you to cast it with your apparition spellcasting.

Special If you are attuned to a stalker in darkened boughs (page 20), add the phoenix form from *monstrosity form* to your available *darkened forest form* options when you cast the spell heightened to 8th rank.

If you are attuned to a lurker in devouring dark (page 19), add the cave worm and sea serpent forms to your *devouring dark form* options as a polymorph effect when you cast the spell heightened to 8th rank.

SPIRITUAL SPELLSHAPE STANCE

FEAT 16

ANIMIST APPARITION DIVINE STANCE WANDERING

You feed excess magical power into your apparition, allowing it to grow ethereal limbs it can use to help shape and focus your spells. Once per turn while in this stance, you can use a spellshape feat that normally requires one action as a free action instead, but only to affect spells that deal spirit, vitality, or void damage. This doesn't allow you to avoid or bypass any other restrictions or limitations normally associated with the spellshape feat.

18TH LEVEL

CYCLE OF SOULS

FEAT 18

ANIMIST APPARITION

Prerequisites liturgist practice, at least one animist stance

Trigger Your turn starts.

Your spiritual allies guide your movements, allowing you to prepare for the trials before you at a speed faster than thought. You Step, then enter an animist stance you know.

ECHOING CHANNEL

FEAT 18

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Prerequisites Embodiment of the Balance

When you channel the powers of life and death, your apparition absorbs and enhances the spiritual energy, carrying it to a nearby ally. If the next action you use is to cast a 2-action *harm* or *heal* to heal or damage a single creature, choose yourself or one other additional creature adjacent to either you or the target. Target that creature with a 1-action version of the same spell, even if they would otherwise be out the spell's range. This spell is the same rank as the 2-action *harm* or *heal* you cast and doesn't cost another spell slot.

SPIRIT'S SACRIFICE

FEAT 18

ANIMIST APPARITION

Trigger You would die.

Your attuned apparition gathers all of the energy it can through your shared bond and uses that power to disperse itself while

channeling the energy back into you, saving your life. You can use Spirit's Sacrifice even while unconscious or otherwise unable to act. Choose one apparition you have attuned; you do not die, your wounded condition is reduced to 1 if it would be higher, and you regain a number of Hit Points equal to twice your level. The chosen apparition is dispersed until you can re-attune to it at your next daily preparations.

20TH LEVEL

ETERNAL GUIDE

FEAT 20

ANIMIST APPARITION

Frequency once per week

Your attuned apparitions recognize that you still have essential work to do and refuse to allow you to pass on, gathering up your essence to carry your soul back to the community you call home. Choose a single settlement with a population of at least 100 people. Whenever you die and are not returned to life within 24 hours by other means, as long as the settlement still exists and there are no other claims on your soul (such as a contract with a devil) and nothing trapping your soul (such as being slain by a critical hit from a vilderavn), your attuned apparition magically transports your soul, remains, and all of the items you had worn or carried at the time of your death (so long as they have not been otherwise recovered) back to the chosen settlement, where you are reborn. The nature of this rebirth varies between animists; some magically reconstitute and reinvigorate their physical forms to return to life in their original bodies, while others pass their knowledge and power on to a new inheritor who effectively takes their place in the grand story of existence. When returned to your original physical form in this manner, you are brought back in your physical prime, restored to youthful health and vigor. This effectively makes you immune to dying of old age so long as you are not killed by violence less than a week before you would have died of old age.

Regardless of the exact nature of your rebirth, you or your inheritor are fully restored with your level, experience, and equipment intact one week after your death. If you choose an inheritor and their ancestry is different than yours, your attribute scores do not change but you can freely retrain your ancestry feats and any other feats that relied on them as prerequisites as part of your rebirth.

There is no limit to the number of times you can be reborn, but if you die before a week has passed since your last rebirth, neither you nor your attuned apparitions have recovered enough energy to complete the process again, and your soul passes to whatever final reward it has earned.

TRUE CHANNEL SPELL

FEAT 20

ANIMIST

You are a true conduit for spiritual power, able to unleash the greatest spells. You gain a single 10th-rank spell slot and can prepare a spell in that slot using animist spellcasting. You can't use 10th-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots.



EXEMPLAR



As the war god died, his power rained through the many planes of creation, sparking conflict and instilling divine energy in those previously without it. Whether you were directly touched by this power, claimed it from an ancient being or artifact, or whether it awoke something long dormant in your lineage, a spark of the divine now blazes within your soul, granting you abilities, sacred weapons, and divine signifiers that reach into the realm previously reserved for gods and legends. How you wield these tools and grow your power is for you to decide—you may become a hero or you may turn to selfish ends, but one thing is certain: you intend to carve your epithet in history, immortalized in the memory of gods and mortals alike.

KEY ATTRIBUTE

Strength or Dexterity

At 1st level, your class gives you an attribute boost to your choice of Strength or Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You fight on the vanguard, scattering lesser foes to the winds. You concentrate your divine energy into the right weapon or tool for the moment. When an arrow strikes your skin, it stings no more than a flea; when your spear strikes forward, it can pierce gods.

During Social Encounters...

You naturally cut a larger-than-life figure. You may use your personal magnetism to inspire others, or you might be a lone and brooding figure who seldom speaks. Either way, your actions and words hang in the air with weight.

While Exploring...

You feel for the flow of fate, knowing that your path will bring you to your next quest. You may take special interest in certain aspects of nature, society, or the cosmos as your divine spark begins to find itself drawn to certain powers.

In Downtime...

Inactivity rarely suits an exemplar, so you seek out additional deeds or quests to spread your name. You might search for creatures to slay, compete in athletic contests, or quest for lost artifacts.

You Might...

- Chase glory across the land, beyond the sea, and over the horizon.
- Take other heroes under your wing, that your legend may live on through them.
- Feel the weight of immense expectations and obligation.

Others Probably...

- Look to you in times of crisis, thinking you can handle any challenge.
- Think of you as larger than life, more of the figure of a story than a living adventurer.
- Mistake your heroism and capability for pride and aloofness.

RARITY

Rare

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Religion
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in exemplar class DC

EXEMPLAR ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, divine spark and ikons, exemplar feat, humble strikes, Shield Block
2	Exemplar feat, skill feat
3	General feat, root epithet, skill increase
4	Exemplar feat, skill feat
5	Attribute boosts, ancestry feat, skill increase, weapon expertise
6	Exemplar feat, skill feat
7	Dominion epithet, general feat, skill increase, spirit striking, unassailable soul
8	Exemplar feat, skill feat
9	Ancestry feat, divine premonition, godly expertise, perception expertise, skill increase
10	Attribute boosts, exemplar feat, skill feat
11	General feat, skill increase
12	Exemplar feat, skill feat
13	Ancestry feat, burnished armor expertise, divine weapon mastery, greater unassailable soul, skill increase
14	Exemplar feat, skill feat
15	Attribute boosts, general feat, greater spirit striking, mortality reformed, sovereignty epithet, skill increase
16	Exemplar feat, skill feat
17	Ancestry feat, deific mastery, perception mastery, skill increase
18	Exemplar feat, skill feat
19	Burnished armor mastery, general feat, skill increase
20	Attribute boosts, exemplar feat, skill feat

CLASS FEATURES

You gain these abilities as an exemplar. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Divine Spark and Ikons

Within your soul is a tiny spark of divine power that belongs not to a deity, but is something you've claimed all your own. You can focus this divine power through special items known as ikons. Ikons are items or bodily features intrinsically linked to you—sacred vessels forged from your divinity that are capable of conducting its power. Select three ikons from the list on pages 43–47.

By placing your divine spark into one of your ikons, you empower that ikon to accomplish deeds beyond what it could in mortal hands. Each ikon has both a passive immanence effect and an active transcendence effect. Both of these effects require your divine spark to be in the item. You can place your spark into an ikon by using the Shift Immanence action.

SHIFT IMMANENCE

DIVINE **EXEMPLAR**

Frequency once per round

You shift your power, filling one of your ikons with your divine spark. That ikon softly glows with radiant light, emits subtle chimes as it moves, or is otherwise obviously empowered in a way that matches your growing divinity, granting the ikon the divine trait and granting you that ikon's immanence effects for as long as your divine spark is empowering it. Your spark is indivisible, so it can empower only one ikon at a time. You can also Shift Immanence to return your spark to the depths of your soul, leaving none of your ikons empowered.

Special In addition to the above usage, you can also Shift Immanence as a free action triggered when you roll initiative.

Spark Transcendence

While your spark dwells within an ikon, you get that ikon's immanence effect continually. However, you can also Spark Transcendence in a mighty deed, channeling your divinity through the ikon—though when you Spark Transcendence, the force of the act temporarily casts your divine spark out of the ikon. Each ikon's transcendence action appears in its stat block, and the transcendence trait is described in the Key Terms sidebar.

Expanding Immanence and Transcendence

Each ikon has one immanence and one transcendence ability when acquired, but you can imbue your ikons with additional abilities through higher-level exemplar class features and feats. These abilities have the ikon trait.

Exemplar Feats

At 1st level and every even-numbered level thereafter, you gain an exemplar class feat. Exemplar class feats are listed beginning on page 35.

Humble Strikes

Even the most unassuming weapons can accomplish great deeds. When you are wielding a simple weapon, increase the damage die size of that weapon by one step.

Shield Block

You gain the Shield Block general feat (*Player Core 262*), a reaction that lets you reduce damage with your shield.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Root Epithet

3rd

As your story unfolds, your personality and deeds begin to shape the potential of your divine spark. You come to bear an epithet—a word or phrase that seems to always stick in the mind of those describing you. (You can find examples of acquiring epithets in the Earning your Name sidebar on page 35.) Your epithets grant you additional abilities, especially when your divine spark is brought to the surface.

You first gain a root epithet to describe an aspect of your personality. This grants you a skill, as well as a special effect that occurs when you Spark Transcendence. If you are already trained in the granted skill, you become trained in a different skill of your choice, as normal. An effect that occurs after you Spark Transcendence happens immediately after your transcendence action is completely resolved. Choose one epithet from the list below.

The Brave

Your deeds show fearlessness: when a beast surfaces, you're there to fight it; when someone's lost in the dark, you're first to the rescue. You're trained in Athletics. After you Spark Transcendence, your body carries you forward, allowing you to Stride up to half your Speed in a straight line toward one enemy of your choice as a free action. Once you have used this ability on a given enemy, you can't use it against that enemy again for 10 minutes.

The Cunning

Why race a hare across a meadow, or a salmon up a waterfall? Why face a titan in a test of strength? Wouldn't it be better to best your foes with a bit of creativity? After all, the stories that echo throughout history are always those where wits and trickery, rather than raw talent or power, win the day. You are trained in Deception. After you Spark Transcendence, you can Create a Diversion or Feint as a free action.

The Deft

Speed, subtlety, and precision. Your feet rush as fast as a gale, but your fingers touch as lightly as a breeze. You are trained in Thievery. After you Spark Transcendence,

KEY TERMS

The following new key terms appear in many exemplar class features and feats.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

Ikon: An item with the ikon trait is a special item provided or created by your divinity that is so tied to you it can serve as a sacred vessel for your exemplar might. You gain three ikons at 1st level from the list on page 43. Each ikon has a passive immanence ability and an activated transcendence ability. A feat with the ikon trait imbues one of your ikons with further capabilities. Whenever you gain a feat with the ikon trait, choose which of your ikons gains that ability; if you have multiple ikons that meet the feat's usage requirements, you can take the feat multiple times to apply its effects to another one of your ikons. These feats list what ikon they can be imbued into, and any number of them can be imbued into a single ikon.

Immanence: At any given time, your divine spark can rest within one of your ikons, empowering it with beyond-mortal abilities. As long as your divine spark is empowering one of your ikons, that ikon gains the divine trait and grants you the benefits described in its immanence entry (which is also a divine effect). If your ikon has multiple immanence abilities, you gain all of them whenever the ikon is empowered. If an immanence ability occurs on a critical Strike with a weapon, it replaces any critical specialization effect that weapon might otherwise have.

Transcendence: Transcendence channels the might of your divine spark through one of your ikons to surpass the mortal and enact a miraculous deed. Each ikon has an action with the transcendence trait, and using it is called Sparking Transcendence. To use the action, your divine spark must be empowering that ikon and you must have the ikon ready to use (typically holding a weapon ikon or wearing a worn ikon). Immediately after you Spark Transcendence, your divine spark is forcefully ejected from that ikon, coming to rest in another ikon of your choice. You can Spark Transcendence only once each round. As it comes from your divine spark, a transcendence action has the divine trait.

you can attempt to Steal or Palm an Object. When you Spark Transcendence, you can Interact as a free action to reload or draw a weapon ikon, either directly before or directly after your transcendence action. The weapon ikon must be a ranged weapon with the reload trait or a one-handed melee weapon with the thrown trait.

The Proud

Whether out of overconfidence, a desire to protect your comrades, or the unslakable thirst for glory, you invite challengers to strike you down. You are trained in Intimidation. After you Spark Transcendence, you can boast to one enemy within 30 feet to draw its attention; this effect has the auditory, emotion, mental, and linguistic traits. Until the start of your next turn, the target takes a -1 status penalty to attack rolls, damage rolls, and skill checks against creatures other than you, and it gains a +1 status bonus to these rolls when targeting you.

The Mournful

To be a hero is to endure countless hardships and stand where others have fallen, shouldering dreams and destinies in their stead. Though this weight may reach

your eyes, you bear this burden so that those under you can live smiling. You are trained in Diplomacy. After you Spark Transcendence, your act resonates with bittersweet poignancy, making one enemy of your choice within 30 feet who witnessed the act dazzled as tears or memories dance in their eyes. This is an emotion and mental effect. The enemy remains dazzled until the start of your next turn, and then they are temporarily immune for 10 minutes.

The Radiant

Leaders must live bigger lives than any other, shining so brightly that they attract followers, inspire troops, and change the course of kingdoms. You are trained in Diplomacy. After you Spark Transcendence, you inspire an ally within 30 feet to push on, restoring Hit Points equal to 2 + double your level; this is a mental and emotion effect. The ally is then temporarily immune for 10 minutes.

Skill Increases

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Ancestry Feats

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Weapon Expertise

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to expert.

Dominion Epithet

Your divinity has grown in power along with your deeds, allowing you to begin claiming dominion over aspects of creation. Choose one of the following epithets. Each one grants a critical specialization ability you can use instead of any others you might have access to, and an ability you can use when you Spark Transcendence. You can benefit from no more than one epithet ability each time you Spark Transcendence. Some epithets grant additional benefits, such as feats.



Born of the Bones of the Earth

Your dominion is over stone and soil, the pillars holding up the stage of history's great legends. You gain the Energized Spark feat (page 35) for your choice of earth or fire. When you critically succeed on a Strike and the target of the critical hit is standing on a surface of earth or stone, the target is driven down and mired in the ground. The target is immobilized and must succeed at an Escape attempt against your class DC to end the immobilization. The creature doesn't become stuck if it is incorporeal, is liquid (like a water elemental or some oozes), has a burrow speed, or could otherwise escape without effort.

When you Spark Transcendence while standing on a surface of earth or stone, you can choose to shatter the surface in a 10-foot emanation, making it difficult terrain. You are not affected by this difficult terrain.

Dancer in the Seasons

You flourish in spring and idle in summer, give in fall and take in winter. You gain the Energized Spark feat for your choice of cold, fire, void, or wood. When you critically succeed on a Strike, you can Step as a free action in a whirl of leaves, snow, blossoms, or shimmering heat. The season changes, rotating each time you use this ability.

When you Spark Transcendence, you gain temporary Hit Points equal to half your level as you are reinvigorated by the changing of the seasons; these temporary Hit Points last until the start of your next turn.

Of Verse Unbroken

Though you are a warrior, you respect the power of song, oratory, and other arts, knowing it is these forces that make fights worth fighting. You gain the Energized Spark feat for your choice of sonic or vitality. When you critically succeed on a Strike, haunting melodies play around the target, making them stupefied 1 unless they succeed on a Will save against your class DC.

When you Spark Transcendence, your divine spark releases a sublime song that harmonizes with your allies. Until the start of your next turn, any of your allies that starts their turn within 30 feet of you can hum to Sustain one of their effects that can be sustained. This is a free action triggered by the ally's turn beginning. Your song then ends, and that ally can't benefit from this ability again for 10 minutes. This is an auditory and mental effect.

Peerless under Heaven

For as long as there have been gods, they have made war, and you aim to stand atop the pile when the fighting's over. When you critically succeed on a Strike, divine skill at arms guides your weapon, granting you the critical specialization effect for the weapon group. If you already had access to the critical specialization effect for this weapon, your weapon gains the additional critical specialization effect of the *grievous* rune.

After you Spark Transcendence, your impeccable battle form strikes fear. An enemy of your choice within 30 feet must succeed at a Will save against your class DC or be frightened 1. That creature is then temporarily immune to this effect for 10 minutes. This is an emotion, fear, mental, and visual effect.

Restless as the Tide

Your dominion is over the ocean, the great source and ultimate taker of lives. You gain the Energized Spark feat for your choice of water or cold. When you critically succeed on a Strike, water blasts the target and those nearby. This deals bludgeoning splash damage equal to the number of weapon damage dice to the target and all creatures within 10 feet of it. This effect has the water trait.

When you Spark Transcendence, you can Step, your body carried along by a surging tide. If your transcendence affected an enemy, you can instead move that enemy 5 feet in a direction of your choice unless it succeeds at a Fortitude save against your class DC. If you move an enemy who started out adjacent to you, you can Step into the space it vacated.

Whose Cry is Thunder

The sky overhead is yours to command as lightning strikes your soul. You gain the Energized Spark feat for your choice of electricity or sonic. When you critically succeed on a Strike, a thunderclap booms! The target must make a Fortitude saving throw against your class DC. On a failure, they are knocked prone and deafened for 1 minute. This is a sonic effect.

When you Spark Transcendence, you can choose to become electrically charged until the start of your next turn. Any creature that touches you or damages you with an unarmed attack or non-reach melee weapon while you're charged takes 1d6 electricity damage as lightning courses back to them.

Spirit Striking

7th

Your divine power can't be contained, escaping in flits and embers as you wreak violence. You deal 2 additional spirit damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Unassailable Soul

7th

A firm knowledge of (or foolish pride in) yourself and your ability girds your mind against doubt and intrusion. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Divine Premonition

9th

A sense of the flow of fate allows you to respond to danger with uncanny alacrity. Your proficiency rank for Reflex saves increases to expert.

Godly Expertise

Your divine power increases in might. Your proficiency rank for your exemplar class DC increases to expert.

Perception Expertise

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Divine Weapon Mastery

Your skill with weapons is divinely inspired. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Greater Unassailable Soul

A wall of confidence blunts every arrow seeking to pierce your mind. Your proficiency rank for Will saves increases to legendary. When you roll a success at a Will save, you get a critical success. When you roll a critical failure at a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

Burnished Armor Expertise

Exposure to your divine spark has reinforced your armor. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

Greater Spirit Striking

Your additional damage from spirit striking increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Mortality Reforged

Inner fire has burned away the frailty of a mortal body. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Sovereignty Epithet

The litany of heroic deeds left in your wake has caused your divine spark to blaze bright enough that it now illuminates your legacy. Choose one of the following epithets, which grants you an ability you can use when you Spark Transcendence. You can benefit from no more than one epithet ability each time you Spark Transcendence.

Healer of the World

Your legacy is written in the lives you save. In your presence, coughs cease and aches abate, as a soft glow fills any living being in your presence. Magic flowing from one hand stitches wounds, and vigor ebbs from the other. After you Spark Transcendence, choose any number of willing or unconscious creatures in a 30-foot emanation. Each of these creatures that's dying loses the dying condition and remains unconscious at 0 Hit Points, and each one that isn't dying gains 10 temporary Hit Points that last until the start of your next turn. This is a healing vitality effect.

9th

9th

13th

13th

13th

15th

15th

15th

Teacher of Heroes

Those who make great names for themselves as heroes are called upon to train those who follow them, and such is your destiny—to be remembered not through your own deeds but through the progeny who you hope will one day surpass you. After you Spark Transcendence, you can attempt to Recall Knowledge about one enemy you can see as a free action and instantly transmit any knowledge you gain as a result to every ally within 60 feet. The first piece of knowledge you gain when Recalling Knowledge in this way is always the enemy's immunities. If the enemy has no immunities, you learn its greatest resistance; if it also possesses no resistances, you learn its greatest weakness; if it possesses none of the above, you learn its lowest saving throw.

The Last Ruler

Whether your destiny is monarch or god, the spirit of all rulers past and future grants you an unrivaled commanding presence. After you Spark Transcendence, you can exude an air of authority until the start of your next turn. If any enemy fails at an attack roll against you during this time, you can attempt an Intimidation check to Demoralize that enemy as a free action as you rebuke it for its foolish attempt to stand against your authority.

Thief of Moonlight

Though your tales are not sung out loud, they still live on as cautionary tales, whispers, tall tales, and half-believed rumors. You walk hidden behind stars, capable of taking anything; the lights of the heavens are not safe from your avarice. After you Spark Transcendence, as a free action you can attempt a check to Palm an Object or to Steal an item from an enemy within 30 feet. The relocated objects simply disappear and reappear in your hand.

Deific Mastery

You have achieved full mastery over your divine spark as its power flows through your body and ikons. Your proficiency rank for your exemplar class DC increases to master.

Perception Mastery

Through your adventures, you've developed keen awareness and attention to detail, the better to watch over your wards and keep an eye out for monsters and other threats. Your proficiency rank for Perception increases to master.

Burnished Armor Mastery

Your armor shines with divine light, flawless and unyielding. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master.

17th

17th

19th

EXEMPLAR FEATS

At every level that you gain an exemplar feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ENERGIZED SPARK

FEAT 1

EXEMPLAR

The energy of your spirit manifests as crackling lightning, the chill of winter, or the power of an element. Choose one of the following traits: air (slashing), cold, earth (bludgeoning), electricity, fire, metal (slashing), poison, sonic, vitality, void, water (bludgeoning), or wood (piercing). You can choose for any spirit damage dealt by your exemplar abilities to instead gain the trait and deal the corresponding damage type.

Special You can select this feat multiple times, choosing a different damage type each time.

SANCTIFIED SOUL

FEAT 1

EXEMPLAR

You've drawn a line in the sand in the cosmic struggle between good and evil and chosen a side. You gain either the holy trait or the unholy trait. All your exemplar abilities that deal spirit damage gain the sanctified trait, allowing you to apply your holy or unholy trait to them to better affect your chosen enemies.

TWIN STARS

FEAT 1

EXEMPLAR IKON

Usage imbued into a one-handed weapon ikon

Your divine spark embodies a primordial duality, and your ikon splits itself accordingly into two corresponding halves. You can use an Interact action to split the imbued ikon into two copies of itself, which both gain the twin trait; these copies are identical except for one mirrored feature, such as a sun motif on one and a moon motif on another. You can use this ability again to fuse the two halves back into their original form. As these are both manifestations of the same object, your divine spark empowers the two halves as if they were a single ikon.

VOW OF MORTAL DEFIANCE

FEAT 1

AUDITORY CONCENTRATE EXEMPLAR LINGUISTIC MENTAL

Prerequisites You are not sanctified with the holy or unholy trait.

Having seen the wreckage left by the gods and their servitors as they play in their great war of good and evil, you've come to the only reasonable conclusion: they all must be cut from their silken thrones. You swear a vow to defeat one creature within 60 feet that has the holy or unholy trait. The first time each round that you deal damage to that creature, you deal an additional 1d6 spirit damage. You can't use Vow of Mortal Defiance again until you or the target is defeated, flees, or the encounter ends.

Special If you take this feat, you can't become sanctified with the holy or unholy trait. Retraining out of this feat typically requires a major change of philosophy.

EARNING YOUR NAME

As you complete deeds and grow in power, so too will your epithets. "Nahoa the Brave" might become "Nahoa the Brave, Whose Cry Is Thunder," before completing his destiny as "Nahoa the Brave, Whose Cry Is Thunder, Teacher of Heroes." If you are a GM and one of your PCs is playing an exemplar, consider speaking with them to see if there are later epithets they are interested in taking. If so, you might even place a challenge or encounter in their way so they can "earn" their epithet in-story—for example, Nahoa might find himself in an encounter where he has to leap his way between flying enemies, defeat a powerful storm creature like an elemental hurricane, or guide his comrades through a treacherous pass during a tempest. This deed could set the stage for him to later take "Whose Cry Is Thunder" when he reaches the appropriate level!

2ND LEVEL

HURL AT THE HORIZON

FEAT 2

EXEMPLAR IKON

Usage imbued into a thrown or melee weapon ikon

Your weapon flies from your hand as if propelled under its own power. The imbued ikon gains the following ability.

Immanence Your weapon gains the thrown 15 feet trait, or increases its thrown distance by 10 feet if it already has the thrown trait.

LEAP THE FALLS

FEAT 2

EXEMPLAR IKON

Usage imbued into a body ikon

Reinforcing your legs with divine energy, you can leap the battlefield as powerfully as a salmon clearing a waterfall. The imbued ikon gains the following ability.

Immanence You gain the Powerful Leap and Quick Jump skill feats, allowing you to jump further and faster, even if you do not meet the prerequisites for them.

LIGHTNING SWAP

FEAT 2

EXEMPLAR FLOURISH

You have practiced quickly switching between combat styles and the equipment needed for them, especially if you wield more than one weapon ikon. You Interact to stow any number of items from your hands, then draw up to two weapons or a shield and a weapon.

RED-GOLD MORTALITY

FEAT 2

EXEMPLAR IKON VOID

Usage imbued into a weapon ikon

By channeling your divinity into a creature along with a strike, you can disrupt their ability to recover. The imbued ikon gains the following ability.

EXEMPLAR FEATS BY NAME

Feat	Level
Additional Ikon	8
Battle Hymn to the Lost	8
Binding Serpents Celestial Arrow	6
Branched Tree of Pain	18
Breath of Vital Ash	10
Complete the Hero's Journey	14
Compliant Gold	12
Crown of Rule	16
Cutting without Blade	20
Destined Victory	14
Energized Spark	1
Eternity-Incinerating Blaze	18
Extract Vow of Nonviolence	12
Exult in Violence	10
Fish from the Falls' Edge	10
Flow of War	6
Gift of the Immortal Herb	16
Hurl at the Horizon	2
Infinite Blades Celestial Arrow	14
Journey of the Sky Chariot	10
Leap the Falls	2

Lightning Swap	2
Mark of the Sage	16
Mated Birds in Paired Flight	10
Motionless Cutter	6
Only the Worthy	4
Raise Island	8
Rapid Spark	12
Reactive Strike	6
Reach for Immortality	20
Red-Gold Mortality	2
Rejoice in Solstice Storm	8
Remake the World	20
Sanctified Soul	1
Seven-Colored Cosmic Bridge	18
Shroud of Ghosts	16
Steel on Steel	4
Strike Rivers, Seize Winds	16
Sunwrecker	18
Through the Needle's Eye	4
Twin Stars	1
Vow of Mortal Defiance	1
Warped by Rage	12

Immanence When you successfully damage an enemy with the ikon, a marking appears around the wound, painted in the red of mortal blood and the gold of divine ichor. When the target would regain Hit Points, such as from a healing effect or an ability like fast healing or regeneration, it must attempt a Will save against your class DC to determine the effects, and then the marking fades. The marking otherwise fades after 1 minute.

Success The creature regains the full number of Hit Points that would be healed.

Failure The creature regains only half the number of Hit Points as the contradictory energies swirl within it.

Critical Failure The creature doesn't regain any Hit Points.

4TH LEVEL

ONLY THE WORTHY

FEAT 4

EXEMPLAR IKON

You can designate your ikons as movable by only your own hand, leaving them fixed in place as surely as if they were lodged in stone. Whenever you Release an ikon, you can spend an action to command it to remain motionless. While motionless, the ikon can be moved only if 8,000 pounds of pressure are applied to it or if a creature uses Athletics to Force Open the ikon with a DC equal to your class DC. You can Release your ikon over an adjacent prone enemy to hold them down with the ikon's motionlessness—while so Released, you can't use the ikon, but the enemy must succeed at the Athletics check to Stand or to move. The ikon automatically flies back to your hand when the effect is broken or if you spend an Interact action to hold out a hand and draw it back.

STEEL ON STEEL

FEAT 4

EXEMPLAR IKON

Usage imbued into a melee weapon ikon or worn ikon made of metal, stone, or a similarly hard material

The ring of divinely empowered steel assails your enemies.

Transcendence—Ringing Challenge **◆◆** (sonic, spirit, transcendence) You clang your ikon against a weapon, shield, or the ground, emitting a shock wave that deals 1d4 spirit damage and 1d4 sonic damage to all creatures in a 30-foot cone or 15-foot emanation (basic Fortitude save). A creature that critically fails its saving throw is deafened for 1 minute.

At 6th level and every 2 levels thereafter, the damage increases by 1d4 spirit damage and 1d4 sonic damage.

THROUGH THE NEEDLE'S EYE

FEAT 4

EXEMPLAR IKON

Usage imbued into a weapon ikon

Your weapon strikes with the perfection your will demands.

Transcendence—Blinding of the Needle **◆◆** (transcendence) You aim your weapon in a superficial cut above your opponent's eye. Make a Strike with the imbued ikon. If that Strike is successful, the target must succeed at a Fortitude save against your class DC or become blinded for 1 round or until it uses an Interact action to clear the blood from its vision.

6TH LEVEL

BINDING SERPENTS CELESTIAL ARROW

FEAT 6

EXEMPLAR IKON

Usage imbued into a ranged weapon ikon, or a melee weapon ikon with the thrown trait

As you prepare to shoot your weapon, you invoke divine serpents that bind your enemies. The imbued ikon gains the following ability.

Transcendence—Coiling Serpents ◆◆ (transcendence) Make a ranged Strike with your ikon. If the Strike hits, the target must succeed at a Reflex save against your class DC or the arrow transforms into a multitude of ethereal snakes that coil around the target, immobilizing it until it succeeds at an Escape attempt against your class DC.

FLOW OF WAR ◆ **FEAT 6**

EXEMPLAR

Frequency once per hour

Trigger Your turn begins.

Divine battle instincts take over your body, letting you move and lash out with instinctive speed. You become quickened until the end of your turn and can use the extra action only to Strike or Stride.

MOTIONLESS CUTTER **FEAT 6**

EXEMPLAR IKON

Usage imbued into a melee weapon ikon that deals slashing damage

Your weapon is so sharp even an insect alighting upon its still blade would be severed. Your weapon ikon gains the following ability.

Transcendence—Sever Four Dragonfly Wings ◆◆◆ (transcendence) Make a Strike that deals slashing damage with your weapon ikon. If that Strike is successful, you can immediately make an additional Strike against a different target within your reach. You can continue making Strikes in this manner, each against a different target, until you have made a total of four Strikes or you miss with a Strike, whichever comes first. Each attack counts toward your multiple attack penalty, but you do not increase your penalty until you have made all your attacks.

REACTIVE STRIKE ◀ **FEAT 6**

EXEMPLAR

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

8TH LEVEL

ADDITIONAL IKON **FEAT 8**

EXEMPLAR

Your story has grown rich enough that three ikons can't contain its full complexity. You gain a fourth ikon, which can be of any type.

BATTLE HYMN TO THE LOST ◆◆ **FEAT 8**

CONCENTRATE DIVINE EXEMPLAR

Prerequisites of verse unbroken or peerless under heaven

Frequency once per hour

Your movements in combat are an artistic dirge to those spirits who could not fight to see another day. You make a Strike. Regardless of whether the Strike succeeds, spirits of warriors who died gloriously in battle surge out to attack with you. They appear in a 30-foot cone if you make a melee Strike or in a 10-foot emanation around your target if you made a ranged Strike. Each enemy in the area takes 2d10 damage with a basic Reflex save against your class DC; you choose whether the damage is bludgeoning, piercing, or slashing. At 12th level and every 4 levels thereafter, the damage increases by 1d10.

As they join the battle, the spirits call your fallen allies back to the fight. Any of your allies in the area who are dying regain Hit Points equal to the damage you rolled. This is a divine, healing, vitality effect.

RAISE ISLAND ◆◆◆ **FEAT 8**

CONCENTRATE DIVINE EXEMPLAR

Prerequisites born of the bones of the earth or restless as the tide

Frequency once per hour

You churn the sea and fish up stone so your enemies together can receive their punishment. Each enemy in a 30-foot emanation must succeed at a Fortitude save against your class DC or be swept up to 15 feet to another location of your choice within the affected area and become off-guard until the start of your next turn. Then, if you're on a surface, a pillar of earth rises underneath you and lasts for 1 minute. The pillar is 10 feet tall, and its surface includes your space and a 5-foot emanation around you. After the pillar rises, you can attempt a melee Strike against one enemy in reach.

REJOICE IN SOLSTICE STORM ◆◆ **FEAT 8**

CONCENTRATE DIVINE EXEMPLAR MANIPULATE

Prerequisites whose cry is thunder or dancer in the seasons

Frequency once per hour

You hold your arms out, and the fury of the seasons comes to your jubilant embrace. A storm spirals out from you, dealing 5d8 damage (see below) to each creature in a 30-foot emanation, with a basic Reflex save against your class DC. At 10th level and every 2 levels thereafter, the damage increases by 1d8.

The emanation is quartered into four non-overlapping cones, each of a different season, which must be arranged clockwise from spring, to summer, to fall, to winter. Each cone has different traits, damage type, and a different effect to a creature that critically fails its saving throw; a creature large enough to be in multiple seasons can choose which it is affected by.

- **Spring** (electricity) Spring lightning deals electricity damage. Creatures who critically fail are left numb, becoming clumsy 2 until the end of their next turn.
- **Summer** (water) A summer monsoon deals bludgeoning damage. Creatures who critically fail are knocked prone by hurricane winds.

Sample Exemplar

SKY KING ETERNAL

You brave the cold for your charges, believing it's your obligation to shelter them from the dangers of the Outer Planes.

Attributes

Prioritize Strength for your melee attacks. A touch of Charisma will help you navigate your courtly social responsibilities outside combat.

Skills

Athletics, Diplomacy, Religion, Society

Epithets

The Mournful, Peerless Under Heaven, The Last Ruler

Ikons and Feats

Ancient Reaper: Motionless Cutter (6th)

Barrow's Edge

Victor's Wreath

Other Feats

Energized Spark (cold; 1st), Lightning Swap (2nd), Only the Worthy (4th), Battle Hymn to the Lost (8th), Fish from the Falls' Edge (10th)



- **Fall** (emotion, mental, wood) Falling leaves deal slashing damage. Creatures who critically fail are gripped by melancholy, becoming off-guard until the end of their next turn.
- **Winter** (cold) A blizzard deals cold damage. Creatures who critically fail are stupefied 2 until the end of their next turn as the cold numbs their senses.

10TH LEVEL

BREATH OF VITAL ASH

FEAT 10

EXEMPLAR IKON

Usage imbued into a body ikon

Reddish ash stains your ikon, impossible to clean off. Every time you exhale, a tinge of red and a scent of spiced smoke float upon your breath. The imbued ikon gains the following ability.

Transcendence—Mark the Center ✦ (transcendence) You hold a hand to your lips and exhale, releasing enchanted red ash in a 15-foot cone. The ash clings to the vital areas of each enemy in the area for 1 minute. When a creature marked by the ash is hit and dealt damage by a Strike, it takes an additional 4d6 precision or vitality damage, then its mark ends. The damage type is whichever is worse for the creature, as determined by the GM. At 13th level and every 3 levels thereafter, the damage increases by 1d6.

EXULT IN VIOLENCE ✦

FEAT 10

CONCENTRATE DIVINE EXEMPLAR LIGHT SPIRIT

Requirements You critically hit an enemy this turn.

You let out a war cry as your blow lands true, and judgment descends on an enemy. A pillar of light deals 4d6 spirit damage with a basic Reflex save against your class DC to a different enemy selected at random within 30 feet of the target struck. This damage increases to 7d6 if you are 12th level and 10d6 if you are 17th level.

FISH FROM THE FALLS' EDGE ↻

FEAT 10

DIVINE EXEMPLAR HEALING VITALITY

Frequency once per day

Trigger A living creature within 30 feet would die.

Requirements Your divine spark is empowering one of your ikons.

Seeing your ally fall, you let out a cry, sending your divine spark to them temporarily to keep them from tumbling down the River of Souls. You prevent the triggering creature from dying and restore 5d8 Hit Points to them. The ally is invigorated by the touch of your divine power, gaining a +1 status bonus to their saving throws and AC for 1 round. Your divine spark remains with your ally, preventing you from gaining any of your ikons' immanence effects until the start of your next turn, when it returns to an ikon of your choice.

JOURNEY OF THE SKY CHARIOT

FEAT 10

EXEMPLAR IKON

Usage imbued into a body ikon or worn ikon

Small wings, flaming wheels, or another signifier of flight sprout from your ikon as it gains the power to lift you from the ground. Your ikon gains the following effects.

Immanence Your ikon keeps you hovering even without conscious effort. You can remain in the air at the end of this turn, even if you didn't use a Fly action.

Transcendence—Race the Skies ◆ (concentrate, transcendence) You take your place among the heavens. For 1 minute, you gain a fly Speed equal to your Speed or 20 feet, whichever is greater.

MATED BIRDS IN PAIRED FLIGHT FEAT 10

EXEMPLAR IKON

Usage imbued in one or two weapon ikons that both have the thrown trait (see text)

Your ikons bond like a pair of one-winged birds. This feat can be imbued in either a single ikon with multiple copies, such as one produced by the *shadow sheath* or with the Twin Stars feat, or two separate ikons (bypassing the normal limit per ikon feat).

Immanence As long as you hold one ikon, the other will return to find its partner. Both ikons gain the *returning* rune.

Transcendence—Rejoin in Flight ◆◆ (transcendence) You throw your weapon ikons to either side of a creature, and they seek each other out, converging on the target. Make two thrown Strikes against a target within the first range increment of both your weapon ikons. This counts as two attacks toward your multiple attack penalty, but the penalty doesn't increase until after you've made both attacks. The target is flanked for both attacks (typically making it off-guard against both attacks). If both Strikes hit, the target also takes an additional die of weapon damage. The weapons then return to your hand.

12TH LEVEL

COMPLIANT GOLD FEAT 12

EXEMPLAR IKON

Usage imbued into a melee weapon ikon

You can command your weapon to shrink or grow, for convenience or power. Even when your ikon is not empowered, you can shrink it to a miniature size (with negligible Bulk) and keep it tucked behind an ear, in your hair, or in a similar discreet location. You can shrink your weapon or regrow it to its normal size as part of drawing it, putting it away, swapping it, or picking it up.

Immanence Your ikon gains the reach trait. If it already had the reach trait, it instead increases your reach by an additional 10 feet, instead of the usual additional 5 feet.

Transcendence—Topple the Pillar of Heaven ◆◆ (transcendence) Your ikon extends to an impossible length, striking all in its way. You deal 6d8 damage to all creatures in a 60-foot line, with a basic Reflex save against your class DC. The damage type matches that of your weapon. At 14th level and every two levels thereafter, the damage increases by 1d8.

EXTRACT VOW OF NONVIOLENCE ◆◆ FEAT 12

AUDITORY CONCENTRATE EXEMPLAR

You entice or threaten a weapon, making it swear not to harm you. Attempt a Diplomacy check to Request or an Intimidation check to Demoralize against one weapon within 60 feet—even though most weapons are inanimate and mindless, your words somehow still can affect it as if it were living and you shared a language. The DC for this check is the Will DC of the creature wielding the weapon or a moderate DC for the weapon's level if it's unattended. If the weapon is an intelligent item, use its Will DC. Regardless of the result of the save, the weapon is then temporarily immune to Extract Vow of Nonviolence for 1 day.

Critical Success The object swears not to hurt you. You gain resistance to all damage dealt by that specific weapon as the weapon attempts to mitigate harm to you. The resistance is equal to half your level and lasts for 10 minutes.

Success As critical success, but the remaining duration decreases by 1 minute each time the weapon hits you (even if it deals no damage).

Special When you gain this feat, choose cold iron, duskwood, dawnsilver, or silver. For some reason—perhaps because you underestimate this material, or because you think it a friend—you are forever unable to use Extract Vow of Nonviolence on objects composed of the chosen material.

RAPID SPARK ◆ FEAT 12

EXEMPLAR

Trigger Your turn begins.

Frequency once per day

Your spark shifts to where it needs to be. You Shift Immanence.

WARPED BY RAGE FEAT 12

EXEMPLAR IKON MORPH

Usage imbued into a body or worn ikon

Rage courses through your body, transforming you into a beast of battle. The imbued ikon gains the following abilities.

Immanence You're affected by a 4th-rank *enlarge* spell. You can choose to forgo this effect when your body ikon becomes empowered.

Transcendence—Spasm of the Berserker ◆ (transcendence) Your body warps beyond recognition into a powerful, one-eyed form. You're affected by a 4th-rank *enlarge* spell and a 6th-rank *moon frenzy* spell, which both last until the end of your next turn. You can't attempt to end the *moon frenzy* early.

If this ikon becomes empowered again, you can extend Spasm of the Berserker's duration until the end of your next turn. While you're already affected by Spasm of the Berserker, the transcend action becomes a free action to extend its duration until the end of your next turn.

14TH LEVEL

COMPLETE THE HERO'S JOURNEY ◆ FEAT 14

EXEMPLAR HEALING TRANSCENDENCE

Frequency once per 10 minutes

Sample Exemplar

CELESTIAL ARCHER

You're a hero of the people, your singular focus on the bow inspiring songs and legends.

Attributes

A high Dexterity will help you make the most of your ranged attacks.

Skills

Acrobatics, Diplomacy, Performance, Religion

Epithets

The Radiant, Of Verse Unbroken, Thief of Moonlight

Ikons

Eye-Catching Spot

Gaze Sharp as Steel

Unfailing Bow: Red-Gold Mortality (2nd), Through the Needle's Eye (4th), Binding Serpents Celestial Arrow (6th)

Thousand-League Sandals

Other Feats

Sanctified Soul (holy; 1st), Additional Ikon (8th), Journey of the Sky Chariot (10th)



Requirements You have Sparked Transcendence of at least two different ikons in the last 10 minutes, and your divine spark currently dwells in a third ikon.

As your divine spark travels through each of your ikons in turn, it gains power, culminating its journey when it enters your third ikon. You Spark Transcendence of your final ikon, but instead of its normal effect, the item casts the 3-action version of *harm* or *heal* heightened to half your level rounded up.

DESTINED VICTORY

FEAT 14

EXEMPLAR IKON

Usage imbued into a worn ikon

You demand a battle against your chosen enemy. The imbued ikon gains the following abilities.

Immanence Whenever an enemy successfully Strikes you with a melee weapon, you gain a +2 status bonus to your AC against the next attack from that enemy before the start of your next turn.

Transcendence—Only You and I ◆ (concentrate, transcendence)

You draw your foe into a fated conflict—one you know you'll win. Choose an enemy within your reach. Until the end of your next turn, that enemy gains a +2 circumstance bonus to attack rolls it makes against you, but it must attempt a Will save against your class DC whenever it tries to move away from you, Strike a target other than you, or Cast a Spell that doesn't include you as a target. On a failure, the action or actions related to the failed attempt is disrupted. Whenever the enemy misses you with a Strike while this effect is active, you heal 1d8+5 Hit Points.

INFINITE BLADES CELESTIAL ARROW

FEAT 14

EXEMPLAR IKON

Usage imbued into a ranged weapon ikon

Each shot you launch multiplies itself with spiritual blades, rings, and other missiles that shower upon your foes. Your weapon ikon gains the following abilities.

Immanence Whenever you successfully Strike an enemy with your weapon ikon, up to two enemies adjacent to the target take spirit damage equal to your weapon ikon's damage dice as they are struck by duplicated missiles.

Transcendence—Heaven Rains an Ending ◆◆◆ (transcendence)

You shoot an arrow that multiplies into a dense cloud of weapons. Make one ranged Strike with a -2 penalty against each enemy you are aware of within a cone as long as your weapon's first range increment. Roll the damage only once for all targets, and all the Strike's damage is spirit damage instead of its normal type. Each attack counts toward your multiple attack penalty, the penalty doesn't increase until you have made all your attacks.

16TH LEVEL

CROWN OF RULE

FEAT 16

EXEMPLAR IKON

Usage imbued into a worn ikon or a body ikon

This badge of office proclaims your sovereignty. The imbued ikon gains the following ability.

Transcendence—Heavy is the Crown ◆◆ (concentrate, mental, spirit, transcendence) The weight of authority falls heavily upon you, as well as nearby creatures. All enemies in a 15-foot burst within 60 feet take spirit damage equal to your level with a basic Will save against your class DC. Any enemy that fails its save must immediately kneel, dropping prone as a free action.

GIFT OF THE IMMORTAL HERB FEAT 16

EXEMPLAR HEALING IKON LIGHT VITALITY

Usage imbued into a body ikon

Your blood turns a divine gold, shining in moments its spilled and begetting new life. The imbued ikon gains the following effects.

Immanence If your divine spark remains in your body ikon for 10 continuous minutes, you regrow one damaged or ruined limb or organ.

Transcendence—Shed the Mortal Skin ◆ (healing, light, transcendence, vitality) Like the serpent, that most ancient of immortals, you shed your skin, revealing a glowing divine form. If you are currently taking persistent fire or acid damage, you immediately end the effect. Until the beginning of your next turn, you shed bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. The next time you are dealt damage by an enemy before the beginning of your next turn, you shed glowing ichor in a square adjacent to you, and where it hits the earth, a glowing, thorned herb grows. A creature other than you can pluck and consume the herb with an Interact action to regain a number of Hit Points equal to half of the damage you were dealt by the attack that sprouted the herb.

MARK OF THE SAGE FEAT 16

EXEMPLAR IKON

Usage imbued into a worn ikon

Your ikon gains a pin, stripe, or similar marking showing you as a master of your craft. The imbued ikon gains the following ability.

Transcendence—A Challenge for Heroes ◆◆ (concentrate, mental, spirit, transcendence) You declare an enemy within 60 feet to be a heroic test. For 1 minute, that enemy deals an additional 10 spirit damage to you with each successful Strike or spell it targets you with. Whenever that enemy deals spirit damage to you, each ally who has the enemy in melee reach can attempt a Reactive Strike against it (*Player Core* 138), even if the ally doesn't normally have that reaction. If an ally successfully slays the enemy with a Reactive Strike due to this effect, that ally immediately gains temporary Hit Points equal to your level, which persist for 1 minute.

SHROUD OF GHOSTS FEAT 16

EXEMPLAR IKON

Usage imbued into a worn ikon

Your ikon is connected to the world of the spirits, allowing you to partially fade into their realm. The imbued ikon gains the following ability.

Transcendence—Skirt the Underworld ◆◆ (concentrate, illusion, incapacitation, transcendence) You skirt into the world of the dead, becoming invisible for 1 round, then Fly up to your Speed. Each enemy adjacent to you at any point during this movement must succeed at a Fortitude save against your class DC or become blinded for 1 minute (or permanently on a critical failure). For each creature blinded by this effect, the duration of the granted invisibility extends by 1 round. Undead and other creatures with strong ties to the world of the dead, such as psychopomps, are immune to this effect.

STRIKE RIVERS, SEIZE WINDS FEAT 16

EXEMPLAR

Frequency once per hour; see text

Through sheer physical force, you can wrestle a river, lasso the winds, punch a hole to the molten center of the planet, or create other environmental disturbances via nothing but your own strength. You can create each of the following spell effects at the listed rank, but you can't create effects more than once per hour and you can't perform a given effect more than once per day: **4th hydraulic torrent**, **5th control water**, **6th howling blizzard**, **7th volcanic eruption**, **8th punishing winds**.

Creating the effects requires the same type and number of actions as Casting the Spell, and they use the higher of your class DC or spell DC when appropriate. Because you are creating these effects with your godly might rather than Casting a Spell, they can't be dispelled or counteracted.

18TH LEVEL

BRANCHED TREE OF PAIN FEAT 18

EXEMPLAR IKON

Usage imbued into a weapon ikon that deals piercing or slashing damage

The blade of your ikon takes one or more notches, capable of dealing mortal pain to your foes.

Immanence When you Strike with the ikon, you critically succeed if you roll a 19 on the die as long as that result would be a success. This has no effect on a 19 if the result would be a failure.

Transcendence—Plant Thirty Barbs ◆ (death, transcendence) You snap off a fragment of your ikon within your opponent's body, which threatens to burst into numerous barbs. Make a Strike with your ikon. If successful, barbs fill the target, dealing two die of weapon damage the first time the creature uses a move action on each of its turns; the barbs are made out of the same material as your weapon ikon and bypass resistances and such accordingly (for instance, a cold iron spear would create cold iron barbs). The barbs last for 1d4 rounds. If the target dies while the barbs are still in their body, the barbs burst forth in a forest of thorns covering the creature's space, which are greater difficult terrain and deal piercing damage equal to half your level for each square that is moved into.

Sample Exemplar

CREATION'S BEAST

You are a beast unleashed onto the mortal Universe to exact vengeance and defeat those the gods have placed in your way.

Attributes

Prioritize Strength and Constitution to let you dish out damage and disregard the blows of your enemies.

Skills

Athletics, Intimidation, Religion

Epithets

The Proudful, Born of the Bones of the Earth, Teacher of Heroes

Ikons

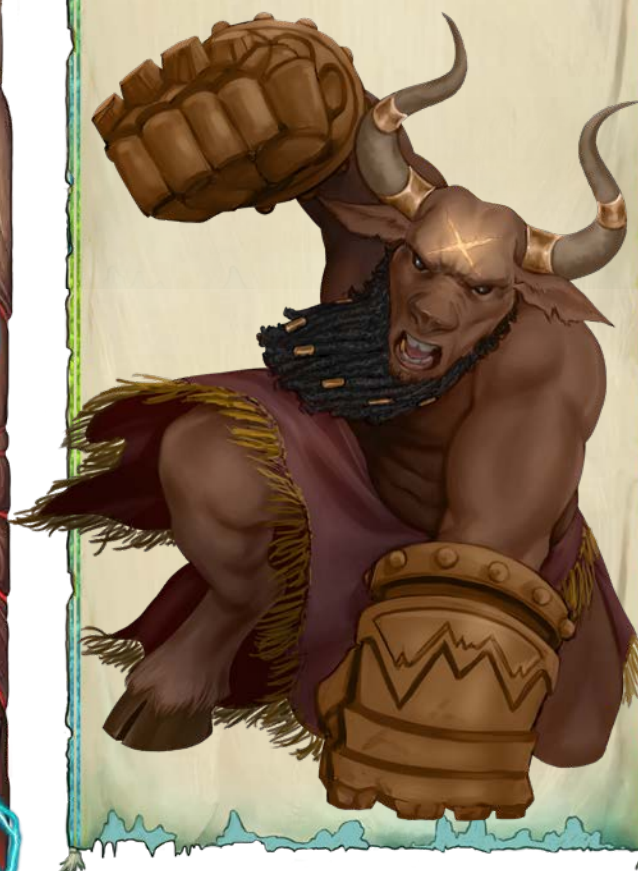
Hands of the Wildling

Scar of the Survivor: Leap the Falls (2nd), Breath of Vital Ash (10th)

Bands of Imprisonment: Steel on Steel (4th)

Other Feats

Vow of Mortal Defiance (1st), Reactive Strike (6th), Raise Island (8th)



ETERNITY-INCINERATING BLAZE

FEAT 18

EXEMPLAR IKON VOID

Usage imbued into a weapon ikon

The blaze of your divine spark is hot enough that it burns in not just the present, but the past and future as well. Whenever you score a critical hit with the imbued ikon, the target becomes doomed 1 or increases its doomed condition by 1. If the target's maximum dying value is reduced to 0 by this ability, it immediately dies in a flash of spiritual fire that reduces its body to ash. This effect applies even when the ikon is not empowered. The ikon also gains the following transcendence ability.

Transcendence—Burn out of Time ◆◆ (spirit, transcendence, void) An impossible amount of energy blazes in a sphere above you before compressing itself into your weapon. Strike one creature. The Strike deals an additional 3d8 spirit damage and 3d8 void damage. If the creature is reduced to 0 Hit Points, it's immediately killed and reduced to ash, not in the present, but in the recent past, erasing the consequences of their recent actions. If a creature died within the last round as a result of the incinerated target's actions, that creature is returned to life with 5d8 Hit Points at the location that it died as its death is retroactively undone.

SEVEN-COLORED COSMIC BRIDGE

FEAT 18

EXEMPLAR IKON

Usage imbued into a melee weapon ikon

Your divine spark shines in a riot of shimmering colors, capable of carrying you through the world as fast as light itself. The imbued ikon gains the following abilities.

Immanence (light, teleportation) Your weapon scatters rainbow-colored light across nearby surroundings, each a possible destination. When you successfully Strike an enemy, you can choose to teleport to an unoccupied location within 10 feet as a free action.

Transcendence—Fleeting Arc through Heaven and Earth (light, spirit, teleportation, transcendence) ◆◆◆ You swing your weapon in a wide arc, releasing a blazing rainbow that deals 9d6 spirit damage and 9d6 damage of the same type as your weapon to all enemies in a 60-foot cone, with a basic Fortitude save against your class DC. As the rainbow ripples out, you use it as a bridge to teleport to any location within the effect's area.

SUNWRECKER

FEAT 18

EXEMPLAR IKON

Usage imbued into any weapon ikon

Your weapon has the might of legends, capable of shooting or striking any light out of the sky. The imbued ikon gains the following abilities.

Immanence (darkness) On a successful critical hit with the weapon, the weapon casts 2nd-rank *darkness* centered on the target of the attack.

Transcendence—Break the Sun's Legs (cold, concentrate, darkness, transcendence) ◆◆ You make a slashing motion

over the brightest source of light, whether it's a torch or the sun in the sky. A gash appears over the light source, visible to all, and devours the light. The entire area within a 120-foot burst around you is affected by a 9th-rank *darkness* spell for 1 minute. The stolen light is channeled to your eyes, granting you greater darkvision for the duration of the effect.

20TH LEVEL

CUTTING WITHOUT BLADE

FEAT 20

EXEMPLAR

While tales of your divine ikons have spread far and wide, you've realized that, as they are all manifestations of your soul, the object itself is unnecessary. Your ikons disintegrate into golden light. Any ikon feats you've taken now apply to any applicable ikon you have, not just one, and you can immediately retrain any ikon feats you selected more than once.

Each day during your daily preparations, you can select one ikon feat of 16th level or lower and gain it temporarily for that day. You can place your divine spark into any object in your possession, even a nonthreatening object like a single strand of grass, to transform it into a fully functional copy of your ikon made out of pure divine radiance. You can do this as a free action immediately before or after Striking with or otherwise using the ikon.

REACH FOR IMMORTALITY

FEAT 20

EXEMPLAR

Frequency once per day

Your divine spark is now a bonfire in your soul, bringing you to the very cusp of undying immortality. You cease aging. When you would die for any reason, you can Spark Transcendence as a free action that can be taken at any time, regardless of your current condition. You reach for your divine spark and seize it in your hand to survive at 0 Hit Points, purging yourself of any negative conditions. Invigorated by this return to life, you then heal yourself for half of your total Hit Points, Stand, instantly summon any held ikons to your hand, and Shift your Immanence to any of your ikons.

REMAKE THE WORLD

FEAT 20

DIVINE EXEMPLAR

Prerequisites Seize Winds, Strike Rivers

For the briefest of moments, you can reach into the realm of true gods, gaining the power to shape reality to your will. Once per day, you can create the effects of a divine spell of 8th level or lower. The spell must be common or one to which you otherwise have access, and it costs as many actions as it would typically take to cast. Use your class DC in place of any necessary spell DC and your class DC - 10 in place of any necessary counteract modifier or spell attack modifier.

Because you are creating these effects with your godly might rather than Casting a Spell, they can't be dispelled or counteracted, like Strike Rivers, Seize Winds.

IKONS

As an exemplar, you select three ikons at first level. Typically, you will want to ensure at least one of your ikons is a weapon. Body ikons accentuate a physical trait of your body and so can't be stolen, disarmed, dispelled, or otherwise taken away. Weapon and worn ikons are tied to items of power. When you select one, you gain a non-magical, level-0 item of your choice that matches its usage entry. Providence ensures you come across these items; you might be traveling along a path to find a spear in a tree that only you can dislodge, or you might awaken holding a gleaming sash you saw in your dreams.

Your ikons can be etched with runes, upgraded, or otherwise modified as normal for items of their type. A body or worn ikon can have runes etched on it to apply to your unarmed attacks as though it were *handwraps of mighty blows*, though only one of your ikons can have these runes and no ikon can have both these and armor or weapon runes.

If you acquire a new item the ikon's usage could apply to, you can switch your ikon to the new item by spending 1 day of downtime with the new ikon as you saturate the object with your divine energy. You can use this process to make an existing magic item, like a *cloak of illusions* or a *searing blade*, into your ikon. If the item wasn't already a divine item, it becomes one for as long as it is your ikon, removing the arcane, occult, primal, or magical trait from the item and adding the divine trait. Artifacts, intelligent items, and other similarly powerful objects might resist your attempts to exert your divinity over them, with unpredictable results determined by the GM.

BANDS OF IMPRISONMENT

WORN IKON

IKON

Usage worn anklets, bracers, or circlet (often a headband)

These weighted bands don't enhance your power—rather, they keep your strength in check, honing your discipline.

Immanence The *bands of imprisonment* tighten, keeping your mind sharp. You gain a +1 status bonus to Will saving throws and resistance to mental damage equal to half your level.

Transcendence—Break Free **◆◆** (transcendence) You can attempt to Escape with a +2 status bonus on your check, then Stride up to twice your Speed in a straight line, and finally make a melee Strike. If you don't need to Escape or you can't move or choose not to, you still take the other actions listed.

BARROW'S EDGE

WEAPON IKON

IKON

Usage melee weapon that deals slashing or piercing damage

This blade subtly rattles in its scabbard, as if it wants to be unsheathed so it can consume violence.

Immanence The *barrow's edge* deals 1 additional spirit damage per weapon damage die to a creature it Strikes. If the creature is below half its maximum Hit Points, the weapon deals 3 additional spirit damage per weapon damage dice instead. *Barrow's edge* rattles more strongly when an enemy below

half its maximum Hit Points is within the weapon's reach to let you know a foe is verging closer to death.

Transcendence—Drink of my Foes ◆ (healing, transcendence, vitality) **Requirements** Your last action was a successful Strike with the *barrow's edge*; **Effect** Your blade glows as it absorbs your foe's vitality. You regain Hit Points equal to half the damage dealt.

FETCHING BANGLES

IKON

Usage worn bracers

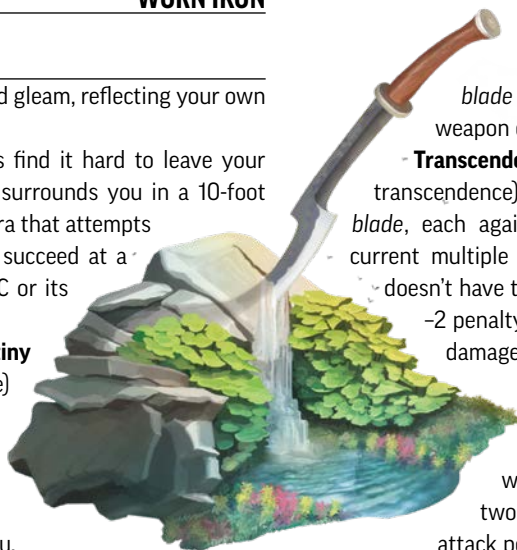
These lovely armbands sparkle and gleam, reflecting your own incredible magnetism.

Immanence (aura, mental) Others find it hard to leave your captivating presence. An aura surrounds you in a 10-foot emanation. An enemy in the aura that attempts to move away from you must succeed at a Will save against your class DC or its move action is disrupted.

Transcendence—Embrace of Destiny

◆ (mental, spirit, transcendence) Choose an enemy within 20 feet of you. It must succeed at a Will save against your class DC or be pulled directly toward you into a square adjacent to you.

WORN IKON



EYE-CATCHING SPOT

EMOTION IKON

Usage imbued on the face

A fetching beauty spot under an eye or a smile as warm as the sun distracts foes and captures hearts alike.

Immanence (mental, visual) Your beauty becomes supernaturally enhanced, distracting foes and imposing a -1 circumstance penalty to melee attack rolls against you.

Transcendence—Captivating Charm ◆◆ (concentrate, emotion, mental, transcendence, visual) You focus your attention on a creature within 30 feet, overwhelming its senses. The creature must succeed at a Will save against your class DC or be fascinated by you until the start of your next turn. The condition ends if you use a hostile action against the target, but not if you use a hostile action against its allies.

BODY IKON

GAZE SHARP AS STEEL

IKON

Usage imbued in the eyes

Your eyes glint with an almost-tangible sharpness, letting you spot the tiniest swallow on the horizon or the swiftest arrow in flight.

Immanence Your vision sharpens and allows you to sense an enemy's attack almost as soon as it begins, granting you a +1 status bonus to Perception checks and a +2 status bonus to your AC against ranged attacks.

Transcendence—A Moment Unending ◆ (concentrate, prediction, transcendence) You take in every movement around you, affording you unparalleled accuracy. Your next

successful Strike against an enemy before the end of your next turn deals an additional 1d6 precision damage. This damage increases to 2d6 at 10th level and 3d6 at 18th level.

GLEAMING BLADE

WEAPON IKON

IKON

Usage a weapon in the sword or knife group, or a melee unarmed attack that deals slashing damage

This blade glitters with such sharpness it seems to cut the very air in front of it.

Immanence Strikes with the *gleaming blade* deal 2 additional spirit damage per weapon damage die.

Transcendence—Flowing Spirit Strike ◆◆ (spirit, transcendence) Make two Strikes with the *gleaming blade*, each against the same target and using your current multiple attack penalty. If the *gleaming blade* doesn't have the agile trait, the second Strike takes a -2 penalty. If both attacks hit, you combine their damage, which is all dealt as spirit damage. You add any precision damage only once. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

HANDS OF THE WILDLING

IKON

Usage a melee free-hand weapon or a melee unarmed Strike

Tattooed fists, savage claws, or even powerful gauntlets—your swing each with the fury of an animal from the woods.

Immanence Strikes with your *hands of the wildling* deal an additional 1 spirit splash damage per weapon damage die. You are immune to this splash damage.

Transcendence—Feral Swing ◆◆ (spirit, transcendence)

Effect You lash out with both arms, rending all before you. Each creature in a 15-foot cone must succeed at a basic Reflex save against your class DC or take spirit damage equal to your normal Strike damage with your *hands of the wildling*. You can choose to swing with abandon, which imposes a -2 circumstance bonus to enemies' saving throws, but causes you to become off-guard until the start of your next turn.

HORN OF PLENTY

WORN IKON

EXTRADIMENSIONAL IKON

Usage a wallet, bag, or similar container of 1 Bulk you can wear on your body

Whether a bag, gourd, wallet, cornucopia, or similar food receptacle, this ikon recalls the harvest and hearth. The receptacle can store up to 1 Bulk of potions and elixirs, but no other items. The receptacle can't be opened except by the ikon's immanence and transcendence abilities.

Each day during your daily preparations, the ikon produces one temporary elixir of life. You can choose to have it make a

different elixir or potion you know the formula for. The level of any elixir or potion created by the horn must be your level or lower. The number of elixirs the horn creates increases to two at 8th level and three at 16th level, and you can choose each item individually. These temporary items vanish the next time you make your daily preparations, and any remaining effects of the temporary items end. A temporary elixir or potion has no value.

Immanence The *horn of plenty* shimmers, allowing access to the stored consumables inside. You can Interact to draw a consumable and drink it in a single action while your divine spark rests within the horn. Other creatures can't access the contents unless you allow them to.

Transcendence—Feed the Masses ◆ (transcendence) The *horn of plenty* allows you to transfer the effects of potions and elixirs to your allies. You Interact to draw a consumable from the horn and then Interact to drink it. Rather than nourishing yourself, the item's effects are transferred to a willing ally within 60 feet, as if they had consumed it themselves. If the consumable restores Hit Points, you can choose to divide the amount it restores between you and the ally freely (after rolling dice to determine the amount).

MIRRORED AEGIS

WORN IKON

IKON

Usage any shield

This shield is polished so brightly it can reflect even spiritual and ethereal attacks.

Immanence (aura) The *mirrored aegis* emits an aura in a 15-foot emanation that protects you and all allies in the aura from harm, granting a +1 status bonus to AC. If the *mirrored aegis* houses your divine spark for 10 uninterrupted minutes, it is restored to full Hit Points.

Transcendence—Raise the Walls ◆ (force, transcendence) You Raise the *mirrored aegis*, which summons ethereal shields that surround you and one ally of your choice within 15 feet in a tortoise shield formation. You and the ally gain a +1 status bonus to AC, Reflex saves, and any save against a force, spirit, vitality, or void effect for 1 minute.

MORTAL HARVEST

WEAPON IKON

IKON

Usage a sickle or any weapon from the axe, flail, or polearm group

This weapon, once used for felling trees or crops, now harvests lives instead.

Immanence The *mortal harvest* deals 1 persistent spirit damage per weapon damage die to creatures it Strikes.

Transcendence—Reap the Field ◆ (transcendence); **Requirements** Your previous action was a successful Strike with the *mortal harvest*; **Effect** Time seems to lag as you blur across the battlefield, deciding the fate of many in a moment. Stride up to half your Speed and make another melee Strike with the *mortal harvest* against a different creature. This Strike uses the same multiple attack penalty as your previous Strike, but counts toward your multiple attack penalty as normal.

NOBLE BRANCH

WEAPON IKON

IKON

Usage a staff, bo staff, fighting stick (*Pathfinder Lost Omens The Mwangi Expanse* 86), khakkara, or any weapon in the spear or polearm weapon group

This humble stick-like weapon has an elegant simplicity to it, affording you reliable strikes over flashy maneuvers.

Immanence The *noble branch* deals 2 additional spirit damage per weapon damage die to creatures it Strikes.

Transcendence—Strike, Breathe, Rend ◆ (spirit, transcendence) **Requirements** Your last action this turn was a successful Strike with the *noble branch*; **Effect** You channel a rending pulse of energy down your weapon in the moment of contact. The target of the Strike takes spirit damage equal to the *noble branch's* weapon damage dice. This includes any extra dice from *striking* runes, but not from special abilities, property runes, or the like.

PELT OF THE BEAST

WORN IKON

IKON

Usage worn cloak or belt

This animal hide, whether worn about the shoulders or waist, is all you need to survive even the harshest elements. When you make your daily preparations, choose cold, electricity, fire, poison, or sonic damage. The pelt attunes to that damage type.

Immanence You gain resistance equal to half your level to the damage type the pelt is attuned to. You also treat environmental cold and heat effects as one step less severe.

Transcendence—Survive the Wilds ◆ (aura, manipulate, transcendence) You wrap the pelt around yourself. You can choose to change the damage type the pelt is attuned to. The pelt shines gold, drawing the offending energies into itself. Until the start of your next turn, this shine creates an aura in a 15-foot emanation. You and all allies in the emanation gain a +2 circumstance bonus to AC and saving throws against effects with that trait.

SCAR OF THE SURVIVOR

BODY IKON

IKON

Usage imbued in the skin

A scar on your body commemorates a time someone tried to end your story and failed—a testament to your resilience and fortitude.

Immanence Divine energy spreads outward from your scar, reinforcing your flesh. You gain the benefits of the Diehard feat and a +1 status bonus to Fortitude saving throws.

Transcendence—No Scar but This ◆ (concentrate, healing, transcendence, vitality) Your wounds knit shut with hardly a scratch. You regain 1d8 Hit Points. At 3rd level and every 2 levels thereafter, the healing increases by 1d8.

SHADOW SHEATH

WEAPON IKON

EXTRADIMENSIONAL IKON

Usage a holster or sheath shaped for a one-handed thrown weapon of light Bulk or less

With an infinite array of darts, throwing knives, or similar weapons, you never need worry about being unarmed. You can spend 1 minute to load a weapon meeting the *shadow sheath's* usage requirements into the sheath, which is hidden somewhere on your person. As long as the *shadow sheath* is on your person, you can interact to draw an exact copy of the weapon from thin air. These copies retain the runes and abilities of the hidden weapon, though if you use any limited-use abilities (such as talismans or Activations with a frequency limit), they count against the weapon's normal usages. A copy disappears shortly after leaving your hand (or being used for a thrown Strike).

Immanence You can Interact to draw a weapon from the *shadow sheath* as a free action. Your Strikes with a weapon produced from the *shadow sheath* deal 2 additional spirit damage per weapon damage die, which increases to 3 per die if the target is off-guard.

Transcendence—Liar's Hidden Blade ◆ (spirit, transcendence) **Requirements**

Your previous action was an unsuccessful Strike with the weapon from the *shadow sheath*; **Effect** The shadow weapon you threw fades, the distraction covering your true intention all along—a second strike in hidden in the blind spot of the first! Interact to draw another weapon from the *shadow sheath*, then Strike with it at the same multiple attack penalty as the unsuccessful attack. The opponent is off-guard to this attack. This Strike counts toward your multiple attack penalty as normal. After the Strike resolves, you can Interact to draw another weapon from the *shadow sheath*.



SKYBEARER'S BELT

WORN IKON

IKON

Usage worn belt

This girdle wraps around your waist, magnifying your strength to the point you feel you could carry the sky itself.

Immanence Strength flows forth. You can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you, and you gain a +1 circumstance bonus to checks for these actions and to your saving throws to resist these actions.

Transcendence—Bear Allies' Burdens ◆◆ (transcendence) You move with a speed belying your strength, carrying your allies as easily as straw dolls. You Stride. At any point you are adjacent to a willing ally during the Stride, you can pick that ally up, and you can deposit them into a space adjacent to you at any other point during your movement. You ignore the ally's Bulk while carrying them during your Stride. You can Climb, Fly, or Swim instead of Striding if you have the corresponding movement type.

STARSHOT

WEAPON IKON

IKON

Usage a ranged weapon

You might be the only one capable of stringing this bow or pulling this trigger; either way, the ikon's shots are packed with explosive power, striking like falling stars.

Immanence Strikes with the *starshot* deal an additional 1 spirit splash damage per weapon damage die.

Transcendence—Giant-Felling Comet ◆◆ (spirit, transcendence) You shoot the *starshot*, causing a detonation in a 5-foot burst within 60 feet. Each creature in the area must succeed at a basic Reflex save against your class DC or take spirit damage equal to your normal Strike damage with the *starshot*. Creatures larger than you take a -2 circumstance penalty to their saving throws. This shot requires any ammunition that would normally be required for the weapon.

SKIN HARD AS HORN

BODY IKON

IKON

Usage imbued in the skin

Tempered in your spirit, your very skin is as a suit of armor, though a single location on your body remains unprotected, a curse and a challenge within your legend. During your daily preparations, you can strike your skin lightly with an object that deals bludgeoning, slashing or piecing damage to habituate your skin against this type of injury, attuning the ikon to that damage type.

Immanence When your skin houses your divine spark, you gain resistance to the attuned damage type equal to half your level. This resistance doesn't apply against critical hits, which successfully find your unprotected spot.

Transcendence—Crash against Me ◆ (transcendence) Your skin becomes virtually unbreakable. Until the start of your next turn, you have resistance equal to your level to the chosen damage type. During this time, if a creature attacking you using a weapon dealing the same damage type as your resistance misses you or hits you but deals no damage due to your resistance, the weapon clangs wildly off your skin. This painful reverberation makes the attacking enemy off-guard and gives it a -2 circumstance penalty to attacks with that weapon until the start of the enemy's next turn.

THOUSAND-LEAGUE SANDALS

WORN IKON

IKON

Usage worn shoes

Threadbare but trustworthy, your sandals have carried you this far, and they'll carry you much further still.

Immanence Your sandals ease your travels on the path ahead, granting you a +10-foot status bonus to your Speed.

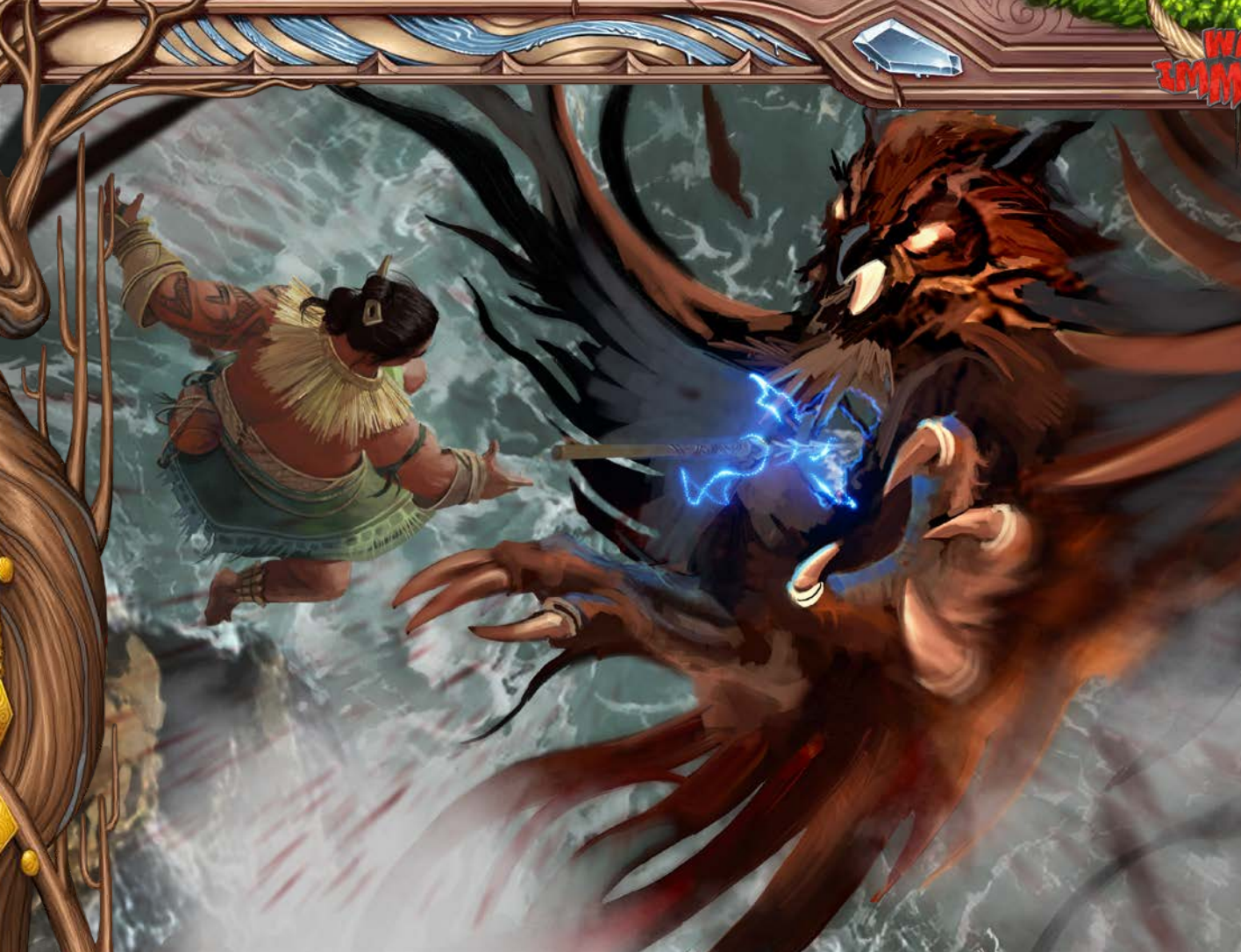
Transcendence—Marathon Dash ◆ (transcendence) Your feet carry you so quickly they leave a slipstream that speeds your allies on. You Stride. Each ally within 10 feet of you at the start of your movement can Stride as a reaction.

TITAN'S BREAKER

WEAPON IKON

IKON

Usage any melee weapon in the club, hammer, or axe group, or any your melee unarmed Strikes that deals bludgeoning damage



You wield a weapon whose blows shatter mountains with ease. **Immanence** The *titan's breaker* deals 2 additional spirit damage per weapon damage die to creatures it Strikes. Constructs and objects are not immune to this spirit damage, and this spirit damage automatically bypasses an amount of their Hardness equal to your level.

Transcendence—Fracture Mountains **◆◆** (spirit, transcendence) Your spirit is so dense it takes on tangible force. Make a melee Strike with the *titan's breaker*. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, your additional spirit damage from the ikon's immanence increases to 4 plus an extra die of weapon damage. If you're at least 10th level, it's increased to 6 spirit damage and two extra dice, and if you're at least 18th level, it's increased to 8 spirit damage and three extra dice.

UNFAILING BOW

WEAPON IKON

IKON

Usage a ranged weapon

The shots fired by this weapon seem guided by divine accuracy, finding the swiftest targets.

Immanence The *unfailing bow* deals 1 additional spirit damage per weapon damage die to creatures it Strikes, or 1d4 additional spirit damage per weapon die on a critical hit.

Transcendence—Arrow Splits Arrow **◆** (transcendence)

Requirements Your previous action was to Strike with the *unfailing bow*; **Effect** You repeat your motions exactly, your attack landing in the same location as your previous shot. You make a Strike against the same target. The result of your d20 roll is the same as the result of the required shot, though any penalties (such as your multiple attack penalty) apply normally to this shot and you don't automatically adjust the degree of success if the initial roll was a natural 1 or 20.

VICTOR'S WREATH

WORN IKON

IKON

Usage worn headwear or belt (typically a sash)

This symbol of victory—whether a laurel worn around the head or a medal that hangs from your neck—reminds you and your allies that victory is the only acceptable outcome.

Immanence (aura, emotion, mental) You inspire your allies to greater glory. You and all your allies in a 15-foot emanation gain a +1 status bonus to attack rolls.

Transcendence—One Moment till Glory **◆** (concentrate, emotion, mental, transcendence) You rally your allies, carrying them from the brink of disaster to the verge of victory. Each ally in your aura can immediately attempt a new saving throw with a +2 status bonus against one ongoing negative effect or condition currently affecting them, even if that effect would not normally allow a new saving throw.



SERVANTS OF POWER

With Gorum's death, many gods already prone to violence either saw great opportunity or were driven to exercise their more violent impulses. The empyreal lord Smiad, The Pitiless Dragonslayer, sought out the soul of Gorum's fallen servant Saint Fang, The Armored Dragon. Driven to desperation by the loss of his master and his own transition through death and resurrection, Saint Fang eagerly joined Smiad's campaign against evil dragons and, over the course of only a few days the two slew dozens of evil dragons across the globe.

Saint Fang became the first, and sadly last, avenger in the church of Smiad, as god and dragon waged a two-being war on evil dragonkind. Perhaps the world would be a very different place if the two had not pressed their war so hard and quickly, safer and more secure from draconic predation. Such was not to be, however.

Smiad and Saint Fang's campaign was answered by Dahak, The Great Darkness, originator of evil dragons. It seems unlikely that Dahak was drawn out of any concern for the slain evil dragons; perhaps instead it was wounded pride at the idea that Smiad and Saint Fang might exceed Dahak's own status as the preeminent slayer of dragons. Regardless of Dahak's motivations, his intervention was swift and lethal.

Smiad was the first to fall, his blade shattering against Dahak's scales and his godly arm torn from his body in the same instant. Saint Fang's death, the second in a painfully short time-frame, was slower and more terrible. The great dragon was toyed with by the greater god and eaten bite by bite over the course of several weeks in a fight that was no fight at all, but rather an undignified slaughter.

-an accounting of the War of Immortals as recorded in the annals of the Pathfinder Society

This chapter presents a variety of foundational options for playing the kinds of characters who might find themselves involved, willingly or unwillingly, in the dealings and battles of immortal beings, or the fallout thereof.

Included here are additional options for the nephilim versatile heritage, first introduced in *Pathfinder Player Core*. Nephilim are mortals who inherit the supernatural essence of another plane, which manifests through their distinctive physical features and otherworldly powers. As gods have died and battled one another, their extraplanar servants have become increasingly active across Golarion, leading to an increased number of interactions with mortal beings. Whether through love or battle, the power of these beings has transferred to a new generation of nephilim ready to claim their own places in the world.

You can also find the multiclass archetypes for the animist and exemplar classes here, along with new class archetypes for characters appropriate for a time when even gods and immortals are called to war. You gain an archetype by selecting archetype feats instead of your normal feats. You choose a class archetype at level 1 and must choose its dedication feat as your 2nd level class feat. You can never have more than one class archetype.

The **avenger** class archetype transforms rogues into deadly slayers dedicated to a deity's cause.

The **bloodrager** class archetype allows barbarians to claim the power of extraplanar fiends and magical beasts by devouring their blood.

CHAPTER MAP

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The **seneschal witch** class archetype for the witch sets witches whose patrons are slain or otherwise incapacitated on a path to becoming a powerful patron in their own right with the ability to empower witches of their own.

The **vindicator** class archetype for the ranger class transforms the ranger into a skilled divine infiltrator who specializes in hunting monsters and revealing enemies of the faithful.

The **warrior of legend** class archetype represents a type of fighter who bears both legendary potential and a deadly curse.

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PART 2: THE SPLINTERED FAITH

Their passage through the Grungir Forest was a miserable ordeal of sunless days and sleepless nights. The far north was a dark land in the early days of spring, when the sun peeked over the horizon for only a few precious hours at noon, and the dense conifers blocked what little light there was. Samo was accustomed to it, but Nahoa clearly wasn't. The young warrior scowled at the trees and bristled at the fragrant pine needles that poked at his bare feet.

Samo would have laughed at him—did the boy not know how much harder it would have been to walk on bare rock and ice?—but there was, after the first day, not much room for merriment. Undead lurked in the Grungir Forest, for those who perished beneath its eaves often did so violently, and seldom were their bones laid to rest with proper burials. Samo knew this, but she'd never seen any before. Other things, yes: strange animals and fey whisperings. But not undead, not until she ventured into the wood at Nahoa's side.

Then she saw all too many.

After the first one, they had no peaceful nights. Specters assailed them in the long darkness, and skeletons clad in rattling scraps of rust marched into their camps. None posed a serious threat, but they gave Samo and Nahoa no chance to rest. After a week of roughly broken sleep, both of them were on the verge of cracking.

When Samo smelled spiced, roasted meat wafting through the trees, she thought it was a figment of her exhausted imagination. But Nahoa perked up too, lifting his head and sniffing the wind eagerly. "There are people out there. People with food."

"They might not be friendly," Samo warned, but Nahoa wasn't listening. He was already bulling forward, trampling young trees in his way.

"Hail, travelers!" he called.

After a guarded pause, someone called back: "Be welcome to our fire, visitors."

Old Ones, Samo thought, recognizing their sibilant accents at once. The Old Ones were travelers out of time, natives of ancient Thassilon who had been brought to this world by a powerful magic that few understood. They were a strange people with strange ways, and though it wasn't their fault that they'd been stranded on the shores of the Linnorm Kings' land, Samo and her own people had always regarded them with a certain wariness. Many of the Old Ones had proved to be cruel and capricious, confirming that the Varki were not unwarranted in their suspicions.

Nahoa didn't know that, though, and had accepted their welcome gladly. He was already sitting by their fire, tearing apart one of the small game fowl they'd roasted on spits, when Samo emerged from the woods.

"Delicious," he pronounced, when he paused to take a breath. His companions seemed both amused and slightly awed by the amount of food their surprise guest was eating.

"We're grateful for your hospitality," Samo said. She didn't sit by the fire immediately, wanting to take the measure of their hosts first.

There were thirteen in all, dressed for traveling and lightly armed. They looked human, mostly, although she wasn't sure about two of them. Shaggy black mules carried their baggage. Each of the travelers wore a golden medallion showing a seven-pointed star with hooks in each of its bladed points, and the same emblem was stamped on much of their luggage.

Seeing that sign, Samo tensed. The apparent leader of the group, an older woman with a wrinkled face framed by two long white braids, raised a wizened hand to placate her. "We are Lissalans, yes, but not in the way that you think. We do not follow the way of the whip. We are peaceful pilgrims, seekers of the seven virtues, who wish only to restore our goddess to the path she once walked, and which we still believe to be the true one."

"What?" Nahoa said blankly, his mouth full of roast fowl. He looked from the white-haired woman to Samo, finally registering the latter's tension. Wiping his mouth, he started to stand. "Is this a trap?"

"No," the white-haired woman said. "Please. We mean our welcome, and are glad to have you by our fire. Please, it's... it's dangerous out here, and we've walked a difficult road."

"What road?" Nahoa snorted, relaxing as he saw that Samo seemed to accept this explanation. "It would've been a lot easier getting through that forest if there had been one."

The woman smiled. "Indeed. It has been dangerous for us as well. I think it would be safer if we traveled together. My name is Ezalin. My fellows are pilgrims in Lissala's honor. We travel to the Temple of the Seven Wings. Would you be willing to go with us, for a ways? We would be grateful for the protection."

Nahoa looked to Samo, shrugging hesitantly.

"We could sleep better with more eyes to take a turn at watch," he spoke up, a moment before Samo decided he was leaving the decision entirely to her. "Holy people might have a way to hold off the undead, too."

Samo hesitated, not entirely convinced. She doubted the travelers would be able to keep the Grungir's menaces at bay. But Nahoa was right about splitting the watches, and she was tired enough that traveling with these pilgrims seemed a reasonable risk. *If they kill me in my sleep, at least it means I was sleeping.*

She took a seat by the fire. "I'd be honored to travel with you."

A few days later, they emerged from the Grungir Forest into the thinly populated hinterlands of New Thassilon. Samo relaxed, believing the undead behind them, but the pilgrims seemed more tense as they moved out to the windy hills.

“We are not the only servants of the Order of Virtue,” Ezalin explained, seeing Samo’s questioning look. “There are others who call her the Sihedron Scion, and think that the faceless cruelty they venerate is the goddess’s true form. They are mistaken, but they hold sway in the faith at the moment, and they have little love for us.”

“They’ll attack if they see us?” Nahoa asked.

“They’ll try to purge us from the face of the world,” Ezalin said. The white-haired woman said it simply, as a fact that carried no particular emotional weight. “They hold us to be heretics, and they view our destruction as a holy duty.”

“But you’re determined to reach this Temple of the Seven Wings?” Samo said, puzzled. She didn’t understand why the pilgrims would venture into a stronghold of their enemies to pray at the altar of a goddess who seemed to view them as foes.

“We must,” Ezalin said, and her companions nodded in agreement. “We must turn Lissala from the corrupted path that her false worshipers have chosen. We were brought to this world so that we might restore her to the wisdom and virtue of the old ways, which she has been made, tragically, to forget. This is our sacred duty. What are our lives worth against such a charge?”

“They’re your lives. But if that’s what you want to do with them, I’ve no right to stop you.” With a glance and a shrug at Samo, Nahoa tied back the unruly waves of his long black hair, then bound the tail into a neat knot at the top of his head. It was a warrior’s knot, unpretentious and practical.

“Gods can change, young one,” Ezalin said softly, leading them down the grassy hills. She and the other pilgrims had changed into green-trimmed golden cloaks, each one fastened at the throat with a rune-inscribed sihedron. They were making themselves a walking provocation, Samo thought. A challenge to their rivals. They wanted this fight.

“People don’t change,” Nahoa snorted, “and some of them even want to. Trying to change a god? Well... as I said, your choice.”

“We will accompany you as far as Lake Stormunder,” Samo said. She didn’t want to get involved in the Lissalans’ religious dispute, but she’d developed a certain respect for Ezalin during their travels through the forest, and she appreciated the pilgrims’ willingness to keep Nahoa well fed. Besides, she thought the countryside was wild enough that the risk of encountering religious partisans was low.

She was, it turned out, almost right.

For a few days before they reached Lake Stormunder, Samo had the sense that they were being followed. She saw no one, and when she whispered to the spirits of wind and water for aid, she heard nothing but foggy murmurings in return. From this, she knew that whoever followed them had considerable skill in the wilds. No ordinary pursuer would have been able to evade her.

“We’re being hunted,” Samo told Ezalin.

The older woman nodded. Before she could answer,

an arrow sprouted from her throat. She fell to her knees, clutching at the shaft, with a horrible, reedy gurgle bubbling from her lips.

More arrows whistled into the pilgrims’ midst. One of the mules, struck in the shoulder, screamed and bolted. Samo couldn’t see who was attacking, and the pilgrims swiftly collapsed into disarray. Amid the chaos, Nahoa stood unmoved. He drew his spear deliberately from the harness across his back, listened intently to the arrows’ hiss, and then hurled it into a bank of mist that had gathered between the dawn-lit hills.

Something shrieked. A second later, a thin figure armored in green-and-gold scales came stumbling out of the mist, trying to pull Nahoa’s spear from its chest. Its face was covered by a gilded sihedron mask with bloody snakes’ tongues threaded over each of its seven barbs, and its voice was high and inhuman.

Two more snake-armored figures emerged from the fog, similarly masked. They loosed arrows in an unending stream as they came forward, and poison glistened on their weapons’ barbed tips.

“Vindicators!” one of the pilgrims cried in terror.

“Can you hold them back?” Samo asked Nahoa. Her fingers were already dancing as she spoke, and the wooden medallion about her throat glowed with gathering power. Spirits, protect these people. Bind their wounds, and shield them from those who would do them harm.

“I can do better than that,” Nahoa grunted. He lifted his empty hand to the sky. The spear vanished from its victim, rematerializing in his hand in a flash of lightning. Incandescent energy crackled along its length. “I can kill them.”

He spun the spear in a whirling blur, blocking the vindicators’ arrows. Shards of smashed wood and metal flew in a halo around him as the light on Nahoa’s spear built and built. Then, the warrior brought the weapon to a sudden halt, slamming the spear’s haft into the ground.

A boom rang out, thick enough Samo could see the fog ripple with its passing. The glow leapt from Nahoa’s spear, branching and turning to a pale blue lightning that struck the vindicators, tossing them back into the fog. Nahoa chased after them, spear blazing.

Samo turned back to the pilgrims. Ezalin was still on her knees, rubbing her healed throat with confused awe. The ends of her white braids dripped red, but that was old blood; no more spilled from her neck. Her companions, too, were pulling themselves to their feet and marveling at the rapid fade of their wounds.

Standing shakily, Ezalin looked to the fog, where flashes of light and the sound of thunder punctuated the shrill screams and armor-punching thrusts that spilled from the dense gray mist. “You’ve saved us.”

“This is just one fight,” Samo said, perplexed. “You haven’t won.”

“Not yet,” Ezalin replied, “but now we’ll be alive for the next. And that is all we need.”

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NEPHILIM

Nephilim, otherwise known as planar scions, are those mortals who have been affected by the supernatural essence of the Outer Planes. Usually, this occurs after the individual's ancestors had intimate dealings with immortal beings in the past, and they are often born with obvious physical signs of their heritage: skin of an unusual color for their mortal ancestry, striking eyes of glowing gold or burning fire, atypical animalistic features (such as a tail or hooves), and so on. However, this isn't the only way someone might become infused with the energy of another plane.

An individual who is, in every respect, a standard example of their ancestry and whose forebears had no dealings with angels, devils, or other extraplanar entities might become a nephilim after encountering an unstable piece of planar debris, powerful planar magic, or a creature from the Outer Planes traveling through the Universe. Such a person comes away from that incident forever changed. They might be changed physically, perhaps growing horns or patches of fur, or they might manifest subtle magical abilities. In either

case, these individuals often take up a life of adventure to test out their new powers or to seek answers as to why they were chosen to receive what they believe is a gift or a curse.

In addition to the angelic and devilish lineages presented in *Player Core*, the nephilim versatile heritage can represent influences from other planes. Aphorites are related to the order-loving beings of Axis; they often have metallic complexions or skin infused with shimmering crystalline motes. Kjosas have been affected by the mythical valkyries and the einherjar spirits raised by the so-called angels of battle; such nephilim tend to have commanding voices or crackle with visible electricity. Those whose bloodline has been touched by asuras, fiends who are physical manifestations of divine accidents, are cambions sometimes referred to as faultspawn; they possess vestigial signs of another body, such as a second set of shoulder blades without usable arms, a set of mostly closed eyes where no eyes belong, or strange scarring reminiscent of a mouth. Ganzis, considered the children of chaos, are filled with the raw potential of the Maelstrom; this rarely manifests with any subtlety, as many ganzis possess serpentine tails with colorful scales, bright plumes of feathers, or swirling patches of multicolored skin.

Nephilim (Uncommon Heritage)

Your nature is influenced by celestials, fiends, monitors, or other extraplanar beings. This manifests as a combination of features that belie your heritage, such as golden eyes, a halo, horns, or a tail. You gain the nephilim trait, in addition to the traits from your ancestry. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from nephilim feats and feats from your ancestry whenever you gain an ancestry feat.

Nephilim Feats

The following feats are available to nephilim characters.

Lineages

Nephilim can select any of the following lineages.

AEONBOUND

FEAT 1

LINEAGE NEPHILIM

Your lineage is influenced or directly tied to the supernatural inhabitants of the Perfect City of Axis, a realm of pure and absolute order. This energy suffuses your body and helps it maintain coherency, resisting effects that would undermine your function or mar your otherwise orderly form. You and your allies can Treat your Wounds without a healer's toolkit. Once per day, when someone rolls a failure or a critical failure on a check to Treat your Wounds, you can focus on your internal cohesion to increase the degree of success by one step.



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BATTLEBLOODED

FEAT 1

LINEAGE NEPHILIM

You descend from those whose lives were touched by legendary einherjars, who were crafted from the souls of mighty warriors slain in battle and chosen by valkyries to serve as foot soldiers to many gods. You may even be the distant mortal descendant of an actual valkyrie.


You are trained in Intimidation. If you were already trained in Intimidation (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Intimidating Glare skill feat.

FAULTSPAWN

FEAT 1

LINEAGE NEPHILIM

You bear a grudge, inherited from a blasphemous asura forebear in your bloodline, against a particular deity and their works. You gain the Find Fault reaction.

Find Fault  (concentrate) **Trigger** You attempt a saving throw against a spell or magic effect but haven't rolled yet; **Effect** You find some kind of fault with the magic, using that flaw to protect yourself from the effect. You gain a +1 circumstance bonus to your saving throw against the triggering effect, which increases to a +2 circumstance bonus if the effect is divine and originates from a worshipper of the deity you chose for your grudge.

PROTEANKIN

FEAT 1

LINEAGE NEPHILIM

Your blood bubbles with the roiling quintessence of the Maelstrom, the infinite sea of primal chaos that long ago spawned the other Outer Planes. You gain resistance to a single damage type equal to half your level; at the beginning of each day, determine randomly whether this resistance applies to acid, electricity, or sonic damage. You also gain a +1 circumstance bonus to saving throws against effects that would cause you to gain the controlled condition.



INTUITIVE CRAFTING

FEAT 1

NEPHILIM

Prerequisites Aeonbound

Your affinity with process and order makes you a natural artisan. You are trained in Crafting. If you were already trained in Crafting, you instead gain the Specialty Crafting skill feat in a specialty of your choice; if you have both, you instead become trained in a skill of your choice. In addition, when you critically fail to Repair an item, you get a failure instead.

IRREPRESSIBLE

FEAT 1

NEPHILIM

Your slight otherworldly nature allows you to easily brush off emotional manipulation. When you roll a success on a save against an emotion effect, you get a critical success instead.

SUBLIME MOBILITY

FEAT 1

NEPHILIM

Your heritage has granted you either impressive athletic skill or a physical feature that aids in traversal. You gain either a climb Speed or a swim Speed of 10 feet.

5TH LEVEL

AMORPHOUS ASPECT

FEAT 5

NEPHILIM

Prerequisites Proteankin

Your body is supremely flexible. You gain a +1 circumstance bonus on checks to Escape or Squeeze, and when you critically fail while Squeezing, you get a failure instead.

BESTIAL BRUTALITY

FEAT 5

NEPHILIM

Prerequisites Bestial Manifestation (*Player Core* 80)

Your animalistic unarmed attack grows more dangerous. The unarmed attack you chose for Bestial Manifestation gains the deadly d6 trait. Whenever you score a critical hit with this unarmed attack, you get the brawling critical specialization effect.

CALL TO BATTLE 

FEAT 5

NEPHILIM

Prerequisites Battleblooded

Trigger You lose the unconscious condition.

You channel the undying spirit of the einherjar to join to fight. You Stand. This movement doesn't trigger reactions.

EXTRAPLANAR HAZE 

FEAT 5

NEPHILIM

Frequency once per day

Your body emits tiny particles of extraplanar matter, such as crystalline

1ST LEVEL

CREATIVE PRODIGY

FEAT 1

NEPHILIM

Prerequisites Proteankin

You have a powerful creative drive that is clear to any who interact with you. You are trained in Performance. If you were already trained in Performance (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Impressive Performance skill feat, and when you use Performance to Make an Impression, you gain a +1 circumstance bonus to the check.

motes or smoky vapor, that surround you in a haze. You become concealed, though you can't use this concealment to Hide or Sneak, as normal for concealment where your position is still obvious. These particles stay within an inch of your skin, move with you, and last for a number of rounds equal to half your level.

RESILIENT PHYSIOLOGY

FEAT 5

NEPHILIM

Prerequisites Aeonbound

Frequency once per day

Requirements You're afflicted by a disease or poison, or are taking persistent damage.

Your ordered physiology rejects unwelcome elements, allowing you to reject the negative effects of poisons and diseases or shrug off other lasting negative effects. Choose one.

Disease or Poison Attempt a saving throw against the affliction. On a failure or critical failure, the affliction's stage doesn't increase.

Persistent Damage Attempt a DC 10 flat check to recover from the persistent damage.

TOWERING PRESENCE

FEAT 5

CONCENTRATE NEPHILIM POLYMORPH

Prerequisites Faultspawn

Frequency once per hour

You tap into your planar heritage and momentarily grow larger through force of will. Increase your size to Large until the beginning of your next turn. Your equipment grows with you but returns to its original size if removed. You become clumsy 1. Your reach increases by 5 feet (or by 10 feet if you started out Tiny), and you gain a +2 status bonus to melee damage. Towering Presence has no effect if you were already Large or larger.

9TH LEVEL

ANARCHIC ARCANA

FEAT 9

NEPHILIM

Prerequisites Proteankin

The magic in your blood is unpredictable. When you make your daily preparations, roll 1d12 twice and consult the following list. 1: *acid grip*; 2: *blur*; 3: *gecko grip*; 4: *humanoid form*; 5: *illusory object*; 6: *laughing fit*; 7: *noise blast*; 8: *resist energy*; 9: *see the unseen*; 10: *shatter*; 11: *shrink*; 12: *telekinetic maneuver*. You can cast each of those two spells once during the following day (or one spell twice if you rolled the same number) as 2nd-rank divine innate spells.

EXTRAPLANAR CLOUD

FEAT 9

NEPHILIM

Prerequisites Extraplanar Haze

When you use Extraplanar Haze, you can spend 1 additional action to disperse the particles as a 10-foot-radius cloud centered on you instead of as a haze; the activity gains the concentrate trait. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it.

GLORY AND VALOR!

FEAT 9

AUDITORY DIVINE HEALING NEPHILIM

Prerequisites Battleblooded

Frequency once per day

You call upon your ascendant blood with a mighty cry that fills you with a revitalizing energy for 1 minute or until you critically fail a Strike, whichever comes first. For the duration, the first time each round you successfully Strike a creature of your level or higher, you regain Hit Points equal to half your level.

LARCENOUS TAIL

FEAT 9

NEPHILIM

Prerequisites Skillful Tail (*Player Core* 80)

You can perform minor mischief with your tail.

You can use your tail to Steal an object, though your tail still can't hold onto it at the end of your action. If you have a hand free, you can transfer the stolen object to your hand. Otherwise, your tail surreptitiously drops it on the



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ground in your space, where you can grab it later. Observers other than your target who haven't witnessed you stealing something with your tail are usually distracted, meaning the GM will usually decrease their Perception DCs, as normal for Stealing something.

METHODICAL MAGIC **FEAT 9**

NEPHILIM

Prerequisites Aeonbound

You can reorder the world with your magic. Choose two of the following spells: *calm*, *dispel magic*, *lock*, *mending*, *shape wood*, or *translate*. You can use each of the chosen spells once per day as 2nd-rank divine innate spells.

13TH LEVEL

ALTER RESISTANCE **FEAT 13**

NEPHILIM

Prerequisites Proteankin

Frequency once per hour

Trigger You take acid, electricity, or sonic damage.

You focus on your protean forebears to change your energy resistance. The energy resistance you gain from your Proteankin lineage changes to match the triggering damage. This change occurs after the damage is dealt and lasts until the next day, or the next time you use this ability.

ARISE, YE WORTHY! **FEAT 13**

NEPHILIM

Prerequisites Battleblooded

A touch of valkyrie magic in your blood lets you hold back death's grasp. You can cast *breath of life* as a divine innate spell once per day.

IMPOSE ORDER **FEAT 13**

FORTUNE **NEPHILIM**

Prerequisites Aeonbound

Frequency once per day

Trigger You would critically fail a skill check or suffer an effect with the misfortune trait.

You shift the underlying fabric of reality to impose a baseline of order. If the trigger was a skill check, you instead receive a result of 10 + your proficiency bonus (don't apply any other bonuses, penalties, or modifiers). If the trigger was an effect with the misfortune trait, the misfortune and fortune effects cancel each other out as normal, negating the triggering misfortune effect.

17TH LEVEL

CHANNEL THE GODMIND **FEAT 17**

NEPHILIM

Prerequisites Aeonbound

Frequency once per day

You tap into the collective consciousness of the Godmind, the governing entity of axiomite society, to rapidly parse near-

infinite variables to read your surroundings. For 1 minute, you gain precise motion sense out to 60 feet, you can see invisible creatures and objects, and you gain the benefits of *truesight* (with a counteract check modifier equal to your Perception modifier).

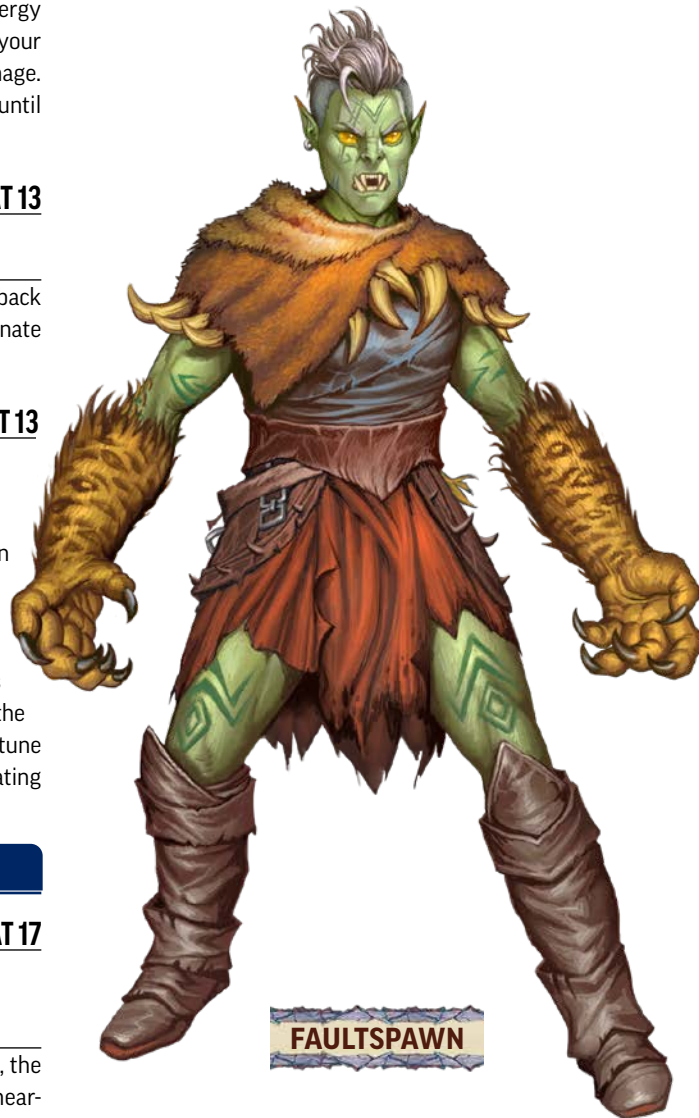
PANDEMONIUM ERUPTION **FEAT 17**

NEPHILIM

Prerequisites Proteankin

Frequency once per day

You unleash the pent-up chaos within you, becoming a nexus of unbridled destruction that wreaks unfettered havoc on everyone in your vicinity. Each creature within 15 feet of you takes 14d6 acid, electricity, or sonic damage, chosen randomly for each target. Each target receives a basic Reflex save against the higher of your class DC or spell DC, but any creature that is subjected to the type of damage for which you currently have resistance through your Proteankin lineage takes a -2 penalty to the save. Any target that critically fails the save is also confused until the end of their next turn.



FAULTSPAWN

ANIMIST

You have established a relationship with a spiritual entity known as an apparition, unlocking the ability to use animistic magic.

Multiclass Animist Characters

The animist archetype is a great way to create a character of another class who has a bond to a spiritual entity that they can draw powers from. The apparitions available to animists can open up opportunities to gain a variety of Lore skills and unique divine spells.

ANIMIST DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Wisdom +2

You have formed a bond with an apparition and can cast divine spells. Choose a single apparition from those available to the animist (page 17). You become bound to that apparition and can attune to it each day during your daily preparations to become trained in its apparition skills. If you are 8th level, you



FIGHTER ANIMIST

are expert in its apparition skills while attuned to it, and if you are 16th level, you are a master in its apparition skills while attuned to it. You can spend 1 day of downtime ending your relationship with this apparition and bonding to a new one.

You gain the Cast a Spell activity. You can prepare two common cantrips each day from the divine spell list or any other divine cantrips you have access to, including the cantrip listed in your apparition's apparition spells. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for animist archetype spells is Wisdom, and they are divine animist spells.

BASIC ANIMIST SPELLCASTING

FEAT 4

ARCHETYPE

Prerequisites Cleric Dedication

You gain the basic spellcasting benefits (*Player Core* 215) as a prepared divine caster. In addition to standard divine tradition spells, you can prepare your bonded apparition's apparition spells in your spell slots of the appropriate level from the animist archetype.

SPIRITUAL AWAKENING

FEAT 4

ARCHETYPE

Prerequisites Animist Dedication

You gain a 1st- or 2nd-level animist feat.

ANIMIST'S POWER

FEAT 6

ARCHETYPE

Prerequisites Spiritual Awakening

You gain one animist feat. For the purpose of meeting its prerequisites, your animist level is equal to half your character level. You can't use this feat to gain animist feats with the wandering trait.

Special You can select this feat more than once. Each time you select it, you gain another animist feat.

APPARITION MAGIC

FEAT 8

ARCHETYPE

Prerequisites Basic Animist Spellcasting

You can cast more divine spells each day. You gain 1 additional spell slot from animist archetype feats for each spell rank other than your two highest animist spell slots. These additional slots can only be used to prepare spells from your apparition's apparition spells.

EXPERT ANIMIST SPELLCASTING

FEAT 12

ARCHETYPE

Prerequisites Basic Animist Spellcasting, master in Religion

You gain the expert spellcasting benefits (*Player Core* page 215) as a prepared divine caster.

MASTER ANIMIST SPELLCASTING

FEAT 18

ARCHETYPE

Prerequisites Expert Animist Spellcasting, legendary in Religion

You gain the master spellcasting benefits (*Player Core* page 215) as a prepared divine caster.

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EXEMPLAR

You have awakened a tiny spark of divinity within yourself, either through your deeds or through exposure to a source of divine power. As you nurture this spark, you can become a potent divine combatant.

Multiclass Exemplar Characters

The exemplar archetype grants access to great feats for characters who seek to gain a divine ikon and unlock a source of divine power that is not reliant on worship or spellcasting. It's particularly helpful for characters looking to add a potent weapon or item to their arsenal and enhance their combat capabilities.

- Bard exemplars combine the bombastic and flashy combat options of the exemplar with self-aggrandizing performances.
- Champion exemplars double down on divine might, often preferring to pick up a weapon ikon to compliment the defensive capabilities of the champion chassis.
- Rogue exemplars are often deadly tricksters, combining divine combat techniques with cleverly deployed skills.
- Spellcaster exemplars often use magical spells to enhance their accuracy, maximizing the ability to deploy a single attack with a powerful ikon.

EXEMPLAR DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Strength +2 or Dexterity +2

A spark of inherent divine power has lit itself within you. You become trained in martial weapons. You gain one ikon from those listed on page 43, the ability to use the ikon's immanence and transcendence actions and effects, and the Shift Immanence action (page 30). Because you have only a single ikon, when you Spark Transcendence, your divine spark recedes back to the depths of your soul and must be recalled with Shift Immanence to re-empower your ikon. You become trained in exemplar class DC.

BASIC GLORY FEAT 4

ARCHETYPE

Prerequisites Exemplar Dedication

You gain a 1st- or 2nd-level exemplar feat.

EXEMPLAR RESILIENCY FEAT 4

ARCHETYPE

Prerequisites Exemplar Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each exemplar archetype class feat you have. As you continue selecting exemplar archetype class feats, you continue to gain additional Hit Points in this way.

ADVANCED GLORY FEAT 6

ARCHETYPE

Prerequisites Basic Glory

You gain an exemplar feat. For the purpose of meeting its prerequisites, your exemplar level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another exemplar feat.

EXEMPLAR EXPERTISE FEAT 10

ARCHETYPE

Prerequisites Exemplar Dedication

Your soul has been further tempered in divine power. Your proficiency in exemplar class DC increases to expert.

SECOND IKON FEAT 12

ARCHETYPE

Prerequisites Exemplar Dedication

You gain an additional ikon, selected from those listed on page 43. When you Spark Transcendence, your spark moves automatically from the ikon you just used to the other ikon.



BARD EXEMPLAR

AVENGER (CLASS ARCHETYPE)

Most people are aware of champions and clerics as the most obvious of a deity's divinely empowered servants, and those familiar with vindicators (see page 64) as the more subtle arm of the church's might have generally grown to accept their necessity. There exists, however, other corners of religious power that churches may be less open about with their lay worshippers. Avengers are one such example.

Sometimes known as slayers among more brutal doctrines, avengers are trained in remote monasteries or secret cloisters hidden from the eyes of casual passersby. They are indoctrinated in their church's teachings while being taught a variety of martial skills, many focused around mastery of their deity's favored weapon. These training environments often also enforce vows of silence, vows of celibacy, or other practices intended to keep the avengers-in-training from forming strong personal attachments.



ZADIM, AVENGER

Additional Feats: 4th Twin Takedown (*Player Core* 157); 6th Twin Parry (*Player Core* 144); 12th Twin Riposte (*Player Core* 148); 14th Second Sting (*Player Core* 162); 16th Improved Twin Riposte (*Player Core* 150)

Avenger

Trained far from watching eyes, you use stealth, intimidation, and deadly bladework to root out threats to your church. You must select Avenger Dedication as your 2nd-level class feat.

Prerequisites: You must be a rogue.

Avenger Adjustments: You must choose a deity to be a follower of.

You are trained in Intimidation, Religion, Stealth, the divine skill granted by your racket, and a number of additional skills equal to 3 plus your Intelligence modifier, instead of your normal starting skill proficiencies.

You must choose the avenger racket (below) for your rogue's racket.

You do not gain the surprise attack class feature.

You gain the Hunt Prey action (*Player Core* 154).

Avenger Racket

Trained to be a precise but brutal weapon by the priests of your faith, you eschew complex trickery for swift and deadly efficiency. Subtlety and deception have their uses, but when a false smile fails, your blades have their own way of finding the truth.

You are trained in your deity's favored weapon. Whenever you gain a class feature that grants you expert or greater proficiency with simple or martial weapons, you also gain that proficiency rank with your deity's favored weapon.

You can deal sneak attack damage with your deity's favored weapon, in addition to the weapons listed in the sneak attack class feature. When you critically succeed at an attack roll using your deity's favored weapon and the target has the off-guard condition, you also apply the weapon's critical specialization effect.

You're trained in your deity's divine skill and medium armor; if you're already trained in your deity's divine skill, you are instead trained in another skill of your choice. You can choose Strength as your key attribute modifier. When you gain light armor expertise, you also gain expert proficiency in medium armor, and when you gain light armor mastery, you also gain master proficiency in medium armor.

Avenger Feats

AVENGER DEDICATION

FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites Avenger

Your training regimen has given you particular advantages when it comes to enforcing the interests of your faith. You gain a +1 status bonus to saving throws against divine spells

and effects that deal spirit damage. You can use Religion to Coerce, Gather Information, or Track as long as you are in a town or city with a church dedicated to your deity, extracting clues from the faithful with displays of your piety.

ZEALOUS INEVITABILITY FEAT 6

ARCHETYPE FLOURISH

Prerequisites Avenger Dedication

Requirements You are wielding your deity's favored weapon. You channel your zeal through a sacred weapon, bringing a foe closer to their demise. Strike a target with the required weapon. On a success, the target becomes doomed 1 or increases the value of their doomed condition by 1 (most living creatures die when they've reached doomed 4). Creatures doomed in this way take a status penalty to their saving throws against divine spells equal to their doomed value.

A creature that would become doomed 4 by this Strike can attempt a Will saving throw against your class DC to avoid increasing the value of their doomed condition. When this occurs, this ability gains the incapacitation trait.

SILENCE THE PROFANE FEAT 8

ARCHETYPE

Prerequisites Avenger Dedication

Trigger A creature you can observe within your reach, or within your weapon's first range increment if you are wielding a ranged weapon, casts a divine spell.

Requirements You are wielding your deity's favored weapon. Your training included instruction on how to prevent enemy priests from using their magic against you, a technique you have now mastered. Make a Strike with the required weapon against the opponent; if the Strike is successful, the triggering spell is disrupted and the target is flat-footed for 1 round.

SHADOW OF DEATH FEAT 10

ARCHETYPE

Prerequisites Avenger Dedication

Strikes you make with your deity's favored weapon against a creature with the doomed condition have the death trait, causing the target to be instantly killed when reduced to 0 Hit Points. When killed in this way, attempts to communicate with it, return it to life, turn it into an undead, or otherwise disturb its afterlife fail unless the effect's counteract rank is higher than half your level when you killed the creature (rounded up), or originates from an artifact or a deity.

SLAY FEAT 12

ARCHETYPE

Prerequisites Avenger Dedication

Requirements Your target is doomed 2 or greater. You finish your target with a vicious attack. Make a Strike against the target. If you hit, the target takes 4d6 extra precision damage with a basic Fortitude save against your class DC. If the target critically fails, they die. This is an incapacitation effect. The creature then becomes temporarily immune to your Slay for 1 day.

THE SHADOW OF SARENRAE

For many years, I killed without hesitation at the behest of a cult who claimed to serve the Dawnflower. My people are good. My goddess is good. Surely any actions I take on their behalf, no matter how grim, must also be good, no? Such was my thinking until I met Kyra, and she revealed the hypocrisy in my thoughts, and in the actions of those who trained me and pointed me at my targets.

I see now that the shadow I walked in was not cast by my goddess, but by her flawed mortal servants. I will be a blade for a goddess, but I will not kill for the whims of men. What then, am I to do? What life is there for a man trained since birth to bring death, whose heart belongs to a goddess who demands that we offer redemption?

—Zadim

Additional Feats

These feats are primarily intended for avengers but are also available to other rogues and members of certain other classes where appropriate. Once you select one of these feats, it loses the traits from the other classes.

HAFT STRIKER STANCE FEAT 4

FIGHTER RANGER ROGUE STANCE

Requirements You are wielding a two-handed hammer, spear, or polearm.

You enter a stance that allows you to leverage the haft of your weapon to brutal effect as an effective and frighteningly efficient weapon in its own right. You treat the haft of your wielded weapon as a simple weapon dealing 1d4 bludgeoning damage. The haft is in the club group and has the agile and finesse traits. The haft shares any fundamental runes attached to the main weapon, so long as it would normally qualify for them.

While in Haft Striker Stance, you can use feats and abilities that normally require you to be wielding two melee weapons each in a different hand, treating the haft as the second weapon, but you can't use abilities that require you to be wielding a two-handed weapon.

HAFT BEATDOWN FEAT 10

FIGHTER RANGER ROGUE

Prerequisites Haft Striker Stance

Frequency once per minute

Requirements You are in Haft Striker Stance.

The momentum of each of your attacks feeds into the next blow in the routine, creating a brutal rhythm that enables you to give your target one continuous beatdown. Strike twice, once with your weapon and once with its haft. Each attack counts towards your multiple attack penalty, but do not increase your penalty until you have made both attacks. Then Strike twice again, once with your weapon and once with its haft.

BLOODRAGER (CLASS ARCHETYPE)

There is a visceral power in blood. It sustains life through its flow. Bloodragers exist throughout societies in different forms. Matanji orcs are demon hunters that turn the power of fiendish blood against its vessels. The Skoan-Quah protect the tombs of their dead, preserved with containers of their fallen companions' blood. This blood is used by their closest living comrades in combat to utilize lost power and knowledge or drank during festivities to celebrate once more with their companions in battle. In Ustalav, cloaked ministers perform rituals with the blood of extraplanar entities to feed and strengthen their congregation against all manner of maladies and horrors. In Casmaron, divine entities coordinate with mortals to provide their blood as catalysts in wars against hidden threats.

Whatever the path, bloodragers have awakened magical powers to become dangerous forces of physical and magical might wherever there is blood to be found.

Additional Feats: 4th Split Shot (*Player Core 2 154*); 8th Bespell Strikes (*Player Core 202*); 12th Energy Ward (*Player Core 2 154*).

Bloodrager 1st

You use the power of ingested blood to generate magical power and fuel you in combat, transforming you into a horrifyingly fearsome opponent. You must select Bloodrager Dedication as your 2nd-level class feat.

Prerequisites: You must be a barbarian.

Bloodrager Adjustments: You are trained in Athletics, Medicine, and a number of additional skills equal to 2 plus your Intelligence modifier, instead of your normal starting skill proficiencies.

You must choose the bloodrager instinct (presented below) for your barbarian instinct.

Bloodrager Instinct

Drinking the potent magical blood of supernatural creatures has changed you and awakened magical power within you, along with a grim thirst.

Blood Rage (Instinct Ability): When raging, your physical attacks deal extra persistent bleed damage equal to half your additional damage from Rage. When you Cast a Spell that requires a spell attack roll while raging, apply the additional damage from Rage to that spell, even on a failure.

Specialization Ability: When using blood rage, increase the additional damage from Rage from 2 to 4. If you have greater weapon specialization, instead increase the damage from 4 to 8.

Raging Resistance: You resist slashing damage and persistent bleed damage, as well as damage dealt by the creature whose blood you last drank using Harvest Blood (see below), regardless of the damage type.

Bloodrager Feats

BLOODRAGER DEDICATION

FEAT 2


ARCHETYPE CLASS DEDICATION

Prerequisites Bloodrager

Drinking powerful blood has awakened magical potential within you. You gain a spell repertoire with two cantrips of your choice, from either the arcane or divine spell list. You choose these cantrips from the common spells for your tradition or from other spells you have access to on that tradition's spell list. At least one cantrip must require a spell attack roll. You're trained in spell attack modifier and spell DC. Your key spellcasting attribute for these spells is Charisma. Spells in your repertoire gain the rage trait while you are raging, and when you Cast a Spell from your repertoire, you become drained 1

(or increase the value of your drained condition by 1); you can reduce the value of this condition only by Harvesting Blood (see below).

You become trained in Arcana if you chose arcane cantrips or Religion if you chose divine cantrips. If you were already trained in this skill, you become trained in a skill of your choice. You also gain the Harvest Blood action.

Harvest Blood  **Requirements** Your last action was a successful piercing or slashing melee Strike against a creature that is not immune to bleed; **Effect** You consume the blood lingering upon your weapon. You reduce the value of your drained condition by 1, gain temporary Hit Points equal to your Constitution modifier, and gain a +1 circumstance bonus to saving throws against that creature's spells for 1 minute, or until you Harvest Blood from another creature.

BLOOD CALLS BLOOD FEAT 4

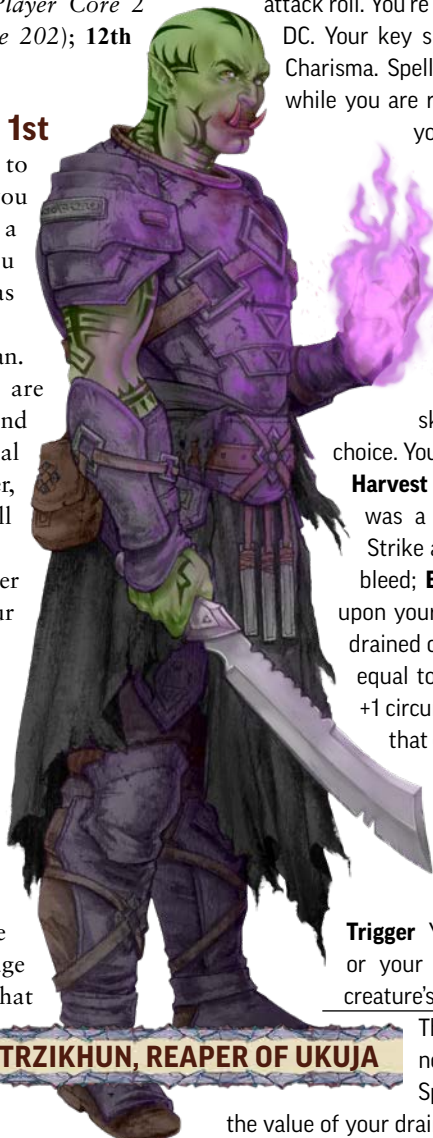
ARCHETYPE FORTUNE

Prerequisites Bloodrager Dedication

Trigger You fail a flat check to Cast a Spell or your spell would be disrupted by another creature's reaction.

The magical potency of your blood will not be denied. You finish Casting the Spell, then become drained 1 or increase the value of your drained condition by 1.

TRZIKHUN, REAPER OF UKUJA



RISING BLOOD MAGIC

FEAT 4

ARCHETYPE

Prerequisites Bloodrager Dedication

The power within your blood grows. You gain the basic spellcasting benefits (*Player Core* 215). Each time you gain a spell slot of a new rank from the bloodrager archetype, add a common spell of the appropriate tradition and rank to your repertoire. In addition, when you Cast a Spell from your repertoire and you are at least drained 1, increase the extra damage dealt by that spell from Rage by 1.

SIPHON MAGIC

FEAT 6

ARCHETYPE RAGE

Prerequisites Bloodrager Dedication

Requirements Your last action was to Harvest the Blood of a creature that can cast spells

You gorge upon the magical energies of your foe's blood. You regain one expended spell slot that must be of a lower rank than the highest rank spell you can cast. You become drained 1 or increase the value of your drained condition by 1.

SPELLDRINKER

FEAT 8

ARCHETYPE

Prerequisites Rising Blood Magic

Requirements Your last action was to Harvest Blood.

Frequency once per hour

You temporarily add a 3rd-rank spell to your spell repertoire, as determined by the type of creature whose blood you just drank (see table below). If the creature has more than one of the listed traits, choose one and gain the appropriate spell. If the granted spell is not on your chosen tradition's list, you cast the spell as though it was from your chosen tradition. The spell is removed from your spell repertoire after 24 hours, the next time you use Spelldrinker, or when you next make your daily preparations, whichever comes first.

Trait	Spell	Notes
Aberration	<i>vampiric feast</i>	
Animal, beast	<i>summon animal</i>	Summoned creatures appear as otherworldly versions of the creature whose blood you drank.
Celestial	<i>holy light</i>	
Dragon	<i>blazing bolt</i>	Instead of fire damage, this spell deals the same damage as the dragon breath of the dragon whose blood you drank (if applicable).
Fey	<i>wall of thorns</i>	
Fiend	<i>chilling darkness</i>	
Giant	<i>pummeling rubble</i>	
Humanoid	<i>crisis of faith</i>	
Monitor	<i>impending doom</i>	

Special If you have Surging Blood Magic, you can add the spell at 6th rank. If you have Exultant Blood Magic, you can add the spell at 8th rank.

THE WILL TO FIGHT

I know my purpose.

It is to protect.

To protect my family, my home, my people, and my land from demonic hordes bent on our destruction.

To protect a vow made over the remains of my father, the fiercest warrior I have ever known.

A scream pierces the silent night. A shrill whistle responds in kind.

I close my eyes and breathe deeply. The distant scent of hot sulfur pervades my body down to the smallest pore. My heartbeat quickens and the taste of copper rests upon my tongue. I feel the long, red scar on my sword arm tremble, eager for what it knows is to come.

I know my purpose.

It is to kill.

—Trzikhun, Reaper of Ukuja

HEMATOCRITICAL

FEAT 10

ARCHETYPE FORTUNE RAGE

Prerequisites Bloodrager Dedication

Requirements Your last action was a Strike that critically hit a creature that isn't immune to bleed damage.

You bathe in the arterial fluids of your enemy, drinking deep of their freed essence to empower your magic and increase your spellcasting efficacy. If your next action is to Cast a Spell that requires a spell attack roll, you roll the spell attack roll twice and use the better result; this is a fortune effect. Alternatively, if your next action is to cast a spell that requires the creature damaged by the triggering strike to attempt a save, they roll twice and take the lower result; this is a misfortune effect.

SURGING BLOOD MAGIC

FEAT 12

ARCHETYPE

Prerequisites Rising Blood Magic; master in Religion or Occultism, depending on your chosen tradition

Your blood courses with magic. You gain the expert spellcasting benefits (*Player Core* 215). In addition, when you Cast a Spell from your repertoire and you are at least drained 2, increase the extra damage dealt by that spell from Rage by an additional 2 (for a total of 3).

EXULTANT BLOOD MAGIC

FEAT 18

ARCHETYPE

Prerequisites Surging Blood Magic; legendary in Religion or Occultism, depending on your chosen tradition

The magic in your blood sings an exultant song of battle. You become a master in spell attack rolls and DC. Increase the spell slots you gain from the bloodrager archetype feats by 1 for each spell rank. In addition, when you Cast a Spell from your repertoire and you are at least drained 2, double the extra damage dealt by that spell from Rage instead.

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SENESCHAL (CLASS ARCHETYPE)

Whether dead or simply missing, your patron has gone silent, and you can no longer hear its whisper. While other witches might find this silence disquieting and lose hope without direction, you embrace this new challenge. Without a governor, you can now realize the true potential of your magic by tapping into the connection you once shared with your absent patron. You are no longer bound by the your patron's desires; you are free to forge your own path.

Additional Feats: 10th Martyr; 16th Premonition of Clarity; 18th Inviolable

Seneschal

1st

Your witch patron has gone mysteriously silent. You still have access to your abilities, and your familiar is still funneling your patron's power to you. As you learn how to tap into that power, you influence your familiar to mold the power by itself, continuing to learn new spells and provide you with other witch class features.

Without your patron watching over your power, you gain more control but also miss important lessons. You must select Seneschal Witch Dedication as your 2nd-level class feat.



NEJMIE THE THREADSPINNER

Prerequisites: You must be a witch who has lost contact with your patron.

Adjustments: Instead of your patron's lesson, you gain the *manifest will* hex cantrip and your familiar learns one common 1st-rank spell of your choice from your spell list.

SENESCHAL WITCH DEDICATION

FEAT 2

RARE ARCHETYPE CLASS DEDICATION

Prerequisites seneschal witch

As you work to understand the connection with your missing patron, it's increasingly easy to form bonds with those around you. Raw magical energy spills easily through the connection but, without a patron's control, it sometimes resists your demands for it to form proper spells.

You gain the Witch's Charge feat (*Player Core* 188), but can't choose your familiar or another creature with the minion trait as a charge. When you cast or Sustain *manifest will*, as long as your charge is within 30 feet, you can choose to center the spell's emanation on your charge instead of yourself.

Seneschal Witch Feats

PATRON'S GLAMOUR

FEAT 4

ARCHETYPE AUDITORY ILLUSION

Prerequisites Seneschal Witch Dedication

Gathering up threads of your old connection, you can temporarily disguise yourself as your missing patron. You gain *illusory disguise* as an innate spell of your patron's tradition, automatically heightened to the rank of your witch cantrips, but you can use it only to disguise yourself as the humanoid representation of your patron. Detection spells of lower rank than this *illusory disguise* give your patron's information rather than your own.

SENESCHAL SPELL

FEAT 4

ARCHETYPE SPELLSHAPE

Prerequisites Seneschal Witch Dedication

Frequency once per hour

You can channel even complex spells through your connection to your charge. If your next action is to Cast a Spell and your charge is within 30 feet, you can have the spell originate from your charge instead. That creature can use their reaction to roughly complete the spell's incantation, which gives the spell the subtle trait for you (but not for them) as the manifestation appears solely around your charge.

MULTIFACETED WILL

FEAT 6

ARCHETYPE

Prerequisites Seneschal Witch Dedication

Without the firm hand of a patron, your power begins to reflect deeper complexities, sometimes latching onto entirely unexpected sources of magical potency. When you cast or Sustain *manifest will*, you can choose any tradition's manifestation. While the spell is active, you and allies in its area gain a +1 status bonus to saves against spells with that tradition trait.

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SPIRITUAL SECRET ◆

FEAT 6

ARCHETYPE SPELLSHAPE

Prerequisites Seneschal Witch Dedication
Frequency once per hour

You gain deeper insights into your patron's abandoned power, allowing you to draw on that power more directly. If your next action is to cast a witch cantrip or witch spell that deals damage, it deals spirit damage instead of its normal type. It also loses any traits related to its damage, such as the fire or mental trait, and gains the sanctified and spirit traits instead.

WATCHER ON THE WALL ◆◆

FEAT 8

ARCHETYPE

Prerequisites Seneschal Witch Dedication

You claim a patron's symbol that you can etch onto any surface. Etch a symbol onto an adjacent surface; you can see and hear what you could from the symbol's location as long as you are on the same plane. This effect lasts until you place another symbol or the surface is destroyed.

PATRON'S WHISPER

FEAT 10

ARCHETYPE AUDITORY

Prerequisites Seneschal Witch Dedication

You gain the ability to speak to your charge over great distances. You gain *message* as an innate cantrip of your former patron's tradition. You can send a *message* to a creature regardless of range if they have ever been your charge. If you Lie as part of the *message*, the target receives a -2 circumstance penalty to their Perception DC and to Sense Motive checks to reveal the lie.

UNSTABLE PATRONAGE

FEAT 14

ARCHETYPE SPELLSHAPE

Prerequisites Seneschal Witch Dedication

You can act as a magical patron for your charges. When you finish your daily preparations, choose a spell your familiar knows and one of your charges. Once before your next daily preparations, that creature can Cast the Spell as an innate spell; this spell can be of no higher a rank than the highest rank of spells you can cast -2.

PATRON REBORN

FEAT 20

ARCHETYPE

Prerequisites Seneschal Witch Dedication

You have fully realized the ability to serve as a patron.

Your newfound abilities enhance your senses, rolling back the veil of a realm hidden to most mortals where great beings vie for unimaginable influence over vast worlds. You gain darkvision, constant *truesight*, and the ability to see into all other transitive planes that overlap the one you are in.

You can be a patron for other witches. Choose a single type of patron you represent, such as The Resentment or Starless Shadow. An allied witch you can observe who has that patron counts as and gains the benefits of your Witch's Charge feat, even if you did not select them as your charge during your daily preparations.

A CASTLE WITHOUT A KING

During this chaotic time of the Godsrain, reasons abound for why true powers of the universe disappear. They could be hiding, snuffed out, or even just taking this opportunity to test the loyalty of their underlings. These vacancies create unimaginable opportunities. Even grasping such power temporarily can dramatically change the fortune of those with the strength and will to make it their own.

With your patron missing, just such an opportunity lies before you. A cunning witch learns to navigate the process of mastering this power with great discretion. You have no sign as to whether your patron is truly gone or merely testing your loyalty. Yet successfully surviving this process may allow you to ascend to heights of power that few witches attain!

You learn the *wish* ritual (*Player Core* 395) and can impart that knowledge to your charges. Once per month, when one of your charges performs the *wish* ritual, you can roll the skill check in their place.

Seneschal Witch Focus Spells

MANIFEST WILL ◆

CANTRIP 1

RARE AURA CONCENTRATE HEX WITCH

Area 10-foot emanation

Saving Throw basic Reflex; **Duration** sustained up to 1 minute

You unleash energy from the broken connection to your patron. You are concealed from creatures beyond the edge of the emanation but can't use that concealment to Hide. Any creature that begins its turn in the emanation is affected based on your patron's tradition.

- **Arcane** Raw energy and magical formulae circulate around you. A creature that begins its turn in the emanation gains weakness 1 to spell damage for 1 round.
- **Divine** Divine power crashes in a cycle of life and death. A living or undead creature that begins its turn in the emanation gains 2 temporary Hit Points for 1 round. This effect has the spirit trait.
- **Occult** Esoteric symbology etches the air. An allied creature that begins its turn in the emanation has lesser cover (*Player Core* 424) while inside the emanation, and for 1 round after it leaves.
- **Primal** Plants and fungus symbolic of your patron constantly grow and wither in the emanation. A creature that begins its turn in the emanation has a -10-foot status penalty to all its Speeds for 1 round or until it Escapes. This effect has the fungus, plant, and wood traits.

Heightened (+1) An arcane manifestation increases its weakness by 1 and a divine manifestation increases its temporary Hit Points by 2.

VINDICATOR (CLASS ARCHETYPE)

Many undead and supernatural predators have the ability to blend unseen among the general population, preying on mortals completely unaware of their presence. Vindicators are skilled warriors who use their analytical talents and a smattering of divine magic to seek out such monstrous prey and pronounce judgment upon them. Evil religions, whose vindicators are more likely to be referred to as “inquisitors,” occasionally train their agents to seek out heretics within their own ranks, a fact that contributes heavily to the attitudes of fear and mistrust many vindicators find themselves faced with in the course of their duties.

Additional Feats: 1st Domain Initiate; 4th Instructive Strike (*Dark Archive* 44), Ongoing Investigation (*Player Core* 2 108); 6th Thorough Research (*Player Core* 2 109); 8th Advanced Domain

Vindicator

You have been specially trained to use guile and magic to reveal hidden threats. You must select Vindicator Dedication as your 2nd-level class feat.



IMRIJKA, VINDICATOR OF PHARASMA

1st

Prerequisites: You must be a ranger.

Vindicator Adjustments: You must choose a deity to be a follower of, and you gain your deity's sanctification. You are trained in Religion instead of Nature.

You are trained in your deity's favored weapon. If your deity's favored weapon is a simple weapon or unarmed attack with a damage die smaller than d6, you gain the Deadly Simplicity feat (*Player Core* 113). If your deity's favored weapon is an advanced weapon, your proficiency with it is equal to your proficiency with martial weapons.

You must choose the vindication edge (see below) for your hunter's edge.

You learn warden spells (*Player Core* 155) as divine spells instead of primal spells, and your spellcasting attribute is Wisdom. When you gain domain spells via the Domain Initiate or Advanced Domain feats, they are warden spells for the purposes of all your vindicator feats and abilities.

Vindication Edge

Your specialized training gives you a unique edge that allows you to more effectively bring the tools of your faith to bear against the monsters that lurk in the night or hide among the faithful.

You gain a +1 status bonus to your spell attack rolls against your hunted prey, and they take a -1 status penalty to their saving throws against divine spells you cast. You gain the *vindicator's mark* warden spell.

Trackless Journey

Vindicators can choose to gain the benefits of this class feature in either urban or natural terrain, chosen at the time the class feature is gained.

Masterful Hunter

The masterful hunter class feature gives an additional benefit based on your hunter's edge. Included here is the additional benefit for the vindication edge.

Vindication: You combine skill and magic to swiftly defeat your prey. The status bonus to divine spell attack rolls against your hunted prey increases to +2, and the status penalty to their saving throws against divine spells you cast is -2.

Vindicator Feats

VINDICATOR DEDICATION

FEAT 2

ARCHETYPE CLASS DEDICATION

Prerequisites Vindicator

Your church ensures that you are cared for. You can use Religion to Coerce, Gather Information, Make an Impression, or make a Request as long as you are in a town or city with a church dedicated to your deity. If the target of the check is also a worshipper of your deity or is your hunted prey, you gain a +2 circumstance bonus to the check.

INTERROGATE ⚡

FEAT 6

ARCHETYPE AUDITORY CONCENTRATE LINGUISTIC MENTAL

Prerequisites Vindicator Dedication

You ask questions you know will be answered. Ask a question of a non-allied creature that you can see and have been conversing with. Attempt an Intimidation check against the creature's Will DC; if the creature is a member of the same religion as you, or is an undead or werecreature pretending to be a member of your faith, you get a +2 circumstance bonus on this check. The creature is then temporarily immune for 1 hour.

Critical Success The target must directly answer your question.

It doesn't have to answer truthfully, but you gain a +4 circumstance bonus to your Perception DC if the creature attempts to Lie to you.

Success As critical success, but the circumstance bonus is +2.

Failure The target can refuse to answer you and becomes unfriendly if they weren't already unfriendly or hostile.

Critical Failure The target refuses to answer you and becomes hostile if they weren't already. You can't use Interrogate on the target again for 24 hours.

DISRUPT OPPOSED MAGIC ⚡

FEAT 8

ARCHETYPE

Prerequisites Vindicator Dedication

Trigger A creature you can observe within your reach, or within your weapon's first range increment if you are wielding a ranged weapon, Casts a Spell.

Requirements You are wielding your deity's favored weapon.

Your training included instruction on how to prevent enemy spellcasters from using their prayers against you. Make a Strike with the required weapon against the opponent; if the Strike is successful, the triggering spell is disrupted.

VINDICATOR'S JUDGMENT

FEAT 10

ARCHETYPE

Prerequisites Vindicator Dedication, warden spells

You can pronounce judgment on your foes, making them magically susceptible to your attacks. You gain the *vindicator's judgment* focus spell.

CALL THE HUNT ⚡

FEAT 12

ARCHETYPE

Prerequisites Vindicator Dedication

Requirements You are observing your hunted prey.

You instruct your allies on how best to defeat your prey. Until the start of your next turn, whenever your hunted prey is within reach of you and at least one of your allies, it is off-guard to all melee attacks. If you are sanctified, the unarmed attacks and weapon Strikes of you and all your allies gain the benefits of your sanctification against your hunted prey.

Ranger Focus Spells

VINDICATOR'S MARK ⚡⚡

FOCUS 1

UNCOMMON MANIPULATE SANCTIFIED

Range 60 feet; **Target** your hunted prey

BETTER OFF DEAD

Pharasmin priests understand that their goddess considers undead abominations. But most only read or hear stories of them; not many experience the foul stench of a rotting zombie or sharp claw of a ghoul firsthand. That's fine. That's what I'm here for. I hunt and slay the monsters who violate the laws of life and death, so that others who follow the Lady can sleep soundly in their beds without worrying about what lurks in the dark.

For as long as restless spirits get trapped between this world and the next and selfish wizards try to unnaturally extend the measure of their lives, there will always be a need for people like me.

—Imrijka

Defense AC; Duration 1 minute

You launch a magical dart at your hunted prey, which marks them with a nimbus only you can detect. Make a spell attack against the target. On a hit, you deal 2d4 spirit damage and the target is marked by a glowing nimbus of energy that only you can see. For the duration of your spell, the marked target takes an additional +2 damage from all your weapon or unarmed attacks. Invisible targets marked by your *vindicator's mark* are concealed to you, rather than undetected.

You can Dismiss the spell on your turn if your last action dealt damage to the target with a weapon or unarmed attack, instantly dealing an additional 2d6 spirit damage to it.

Heightened (+2) The initial damage increases by 2d4, the additional damage you deal increases by 1, and the damage dealt when the spell is Dismissed increases by 1d6.

VINDICATOR'S JUDGMENT ⚡

FOCUS 5

UNCOMMON MANIPULATE

Range 60 feet; **Target** your hunted prey

Defense Fortitude; **Duration** 1 minute

You pronounce a terrible judgment upon your quarry that causes all of your attacks and divine spells to strike with deadly efficacy. The target takes extra damage from your attacks, depending on the result of its Fortitude save. The spell ends immediately if the target is no longer your hunted prey.

Critical Success The target is unaffected.

Success The target has weakness 5 to the next Strike you make against it or damaging divine spell you cast that includes it as a target before the end of your next turn.

Failure The target has weakness 5 to all Strikes you make against it or damaging divine spells you cast that includes it as a target for the duration of the spell.

Critical Failure As failure, but the target is off-guard against the first Strike or divine spell attack you make against it each round for the duration of the spell.

Heightened (7th) The weakness is 10.

Heightened (9th) The weakness is 15.

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WARRIOR OF LEGEND (CLASS ARCHETYPE)

It is said that the greatest heroes are often stalked by an implacable doom, the shadow cast by the light of their deeds. Such warriors of legend often garner great reputations for their prowess and ferocity in battle, spawning legends of their invincibility. These stories almost always end in tragedy, however, for the blessings that carry the warriors to victory are always accompanied by a terrible curse that all but ensures their heroic tales have grim endings.

Since the Godsrain scattered divine power across Golarion, more and more tales of such legendary warriors have sprung up all over the world, from Garund to Tian Xia, Casmaron to Arcadia, and across Avistan all the way



to the Crown of the World. Hallmarks of these stories include heroes and villains who prefer lighter armor, hafted weapons, and who all seem to have an aversion or vulnerability to certain types of opponents.

The would-be ruler Gulrik the Fierce slew a linnorm in the depths of the Grungir Forest but was slain by the arrows of lowly bandits before he could claim a kingdom for himself. The warrior Mohaadji had just begun to forge a legend by driving pillagers from Bloodcove out of the Kaava Lands, when a slingstone from a halfling raider struck her dead before she even realized she was under attack.

This cursed weakness perhaps goes a long way to explaining why certain pieces of gear are so common to the figures at the center of these stories. With each warrior of legend living under the shadow of finding their doom at the hands of a particular threat, even such staunch stalwarts might prefer a weapon that gives them enough reach to assess their opponent before closing in for the kill, and armor light enough that it won't become a burden if flight becomes the better part of valor.

Additional Feats: **6th** Clear the Way (*Player Core 2* 207); **14th** Unbalancing Sweep (*Player Core 2* 83)

Warrior of Legend

1st

You have received a blessing that will ensure your ascension to legend, and a curse that foretells your inevitable fall. You must select Warrior of Legend Dedication as your 2nd-level class feat.

Prerequisites: You must be a fighter.

Warrior of Legend Adjustments: You aren't trained in heavy armor. The armor expertise and armor mastery class features only improve your proficiency rank for light armor, medium armor, and unarmored defense.

You don't gain Shield Block as a class feature.

You are trained in both Acrobatics and Athletics, rather than one or the other.

Choose one physical damage type, which becomes your cursed weakness: bludgeoning, piercing, or slashing. You gain weakness to this damage type equal to half your level (minimum 1).

You gain Diehard (*Player Core 254*) as a bonus feat, but you become doomed 2 whenever you take damage from your cursed weakness (unless your doomed value is already higher).

Your fighter weapon mastery and weapon legend class features grant you increased proficiency in both spears and polearms, but you can't choose any other weapon group with these class features.

Warrior of Legend Feats

WARRIOR OF LEGEND DEDICATION

FEAT 2

UNCOMMON ARCHETYPE CLASS DEDICATION

Prerequisites warrior of legend

You have been given a powerful blessing of battle that is also your cursed doom. As long as you aren't wearing heavy

armor or wielding a shield, spears and polearms you wield gain the parry trait. If the weapon already has the parry trait, increase the bonus when parrying to +2. In addition, you deal an additional amount of damage equal to your doomed value with weapons in the spear and polearm groups. This damage is the same type as the required weapon.

HEROIC DEFIANCE  **FEAT 4**

ARCHETYPE

Prerequisites Warrior of Legend Dedication

Frequency once per 10 minutes

Trigger You gain the doomed condition.

Even as shadows of your doom haunt the corners of your vision, your implacable spirit surges and cries out that your time has not yet come. You gain temporary Hit Points equal to your level and a +1 status bonus to all saving throws, both of which last for 1 minute.

PIERCING DOOM  **FEAT 8**

ARCHETYPE

Prerequisites Warrior of Legend Dedication

Requirements You are doomed 2 or greater.

You have grown accustomed to the curse that comes with your blessing, able to channel its effects through your attacks and forestall your own demise. Make a melee Strike; on a success, the target takes an additional 1d10 void damage and your doomed value is reduced by 1.

SPEAR OF DOOM  **FEAT 10**

ARCHETYPE **STANCE**

Prerequisites Warrior of Legend Dedication

Requirements An enemy hit you with an attack dealing the same damage type as your cursed weakness within the last round, and you are doomed 1 or greater.

The conditions for your doom have been met, and you brace yourself for a battle that will see you either live to fight another day or die a legend. You enter the spear of doom stance. While in this stance, as long as the enemy who triggered your cursed weakness is within your reach, you can Strike them as a reaction whenever they succeed or critically succeed at an attack against you. You gain an additional reaction immediately and at the start of each of your subsequent turns that can only be used to make Reactive Strikes against that opponent, or to make the Strike granted by this stance.

While in spear of doom stance, your cursed weakness is equal to your level instead of half your level.

KNOW THY DOOM  **FEAT 12**

ARCHETYPE **FORTUNE**

Prerequisites Warrior of Legend Dedication

Frequency once per day

Trigger You are doomed 1 or greater and your dying value would increase.

As your legend grows, details of your demise become clearer. And you know that it is not yet your time. You can attempt

THE WOULD-BE KING

And lo did Gulrik stalk the woods,
Ne'er claw nor fang he feared.
When linnorm rose from 'neath the snow,
Clean through its throat he speared.
Alas poor Gulrik, doomed was he,
No throne was he to claim.
'Fore e'er he brought the beast's head home,
An arrow was his bane.

a recovery check using your dying value before it increases, rolling twice and taking the better result. Regardless of the outcome, reduce your doomed value by 1.

ONLY MY DOOM MAY CLAIM ME **FEAT 14**

ARCHETYPE

Prerequisites Warrior of Legend Dedication

The power of your legend, fueled by your legendary deeds, resists any weapon that is not tied to your curse. You gain resistance equal to half your level against weapon and unarmed attacks that deal a damage type other than the type chosen for your cursed weakness.

RAZOR'S EDGE **FEAT 18**


ARCHETYPE

Prerequisites Spear of Doom

Your curse and your power are one and the same, and you accept both equally. You can enter spear of doom stance as a free action.

Additional Fighter Feats

These feats are primarily intended for warriors of legend, but are also appropriate for other fighters.

SPEAR DANCER  **FEAT 6**

FIGHTER

Requirements You are wielding a weapon from the spear or polearm group

You favor weapons that allow you to lash out viciously while keeping enemies at bay, giving you an opportunity to strike without fear of reprisal. You Step and then Strike with a spear or polearm you are wielding, or Strike with the spear or polearm and then Step.

NEEDLE IN THE GODS' EYES  **FEAT 16**

FIGHTER

With sinews of bronze and thews of iron, you leap to the heavens, piercing the arrogant eyes of the gods. Leap up to your total Speed, either horizontally or vertically, and Strike twice at any point or points during the Leap. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made both attacks.



MYTHS AND LEGENDS

We knew that the Godsrain bode ill, even without the specter of Gorum's rent armor. As the rains fell, the demons stirred and gathered in the heart of the wastes, where the Lost Heroes drove back the forces of Deskari and sealed the Wound behind them.

Alas, Sturovenen! Mighty Dragoneagle, son of the first and greatest lost gods of Old Sarkoris. How brightly shone your gleaming feathers, how swiftly struck your talons. Never did you waver, never did your battle to protect our people cease.

When the warshard fell upon the Wound and the demons began their dance, we knew fear. Let not the Wound reopen, let us not return to those days of darkness! Sturovenen flew swift and true, while my apprentices and I rode with him and his dawn-feathered children unto the breach.

The rainbow wings shown bright as demons boiled away like smoke, but still they crawled from every crevice, as though they knew that this was their final chance to tear our world open anew.

Our mighty god knew what must be done. He set me down upon the ground and bade me guide the children well. Then flew Sturovenen through blistering hordes and took him up the warshard, raising it high above the ground with wings outstretched. As warshard and god exploded in a thousand gleaming rainbows, my soul screamed a cry of loss that echoes still within me, and shall forevermore.

Bless you Sturovenen, kindest of gods and leader to the end. Bless your dawn-feathered children who guard us still. When my days are done I shall seek you in the River of Souls. I dread eternity without the shelter of your wings.

-as told by Urlan of Neverhome, last godcaller of Sturovenen

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This chapter presents the rules for running mythic campaigns and creating mythic characters.

In **What is Mythic?** we give an overview of the purpose and inspirations for the mythic subsystem.

In **Telling a Mythic Story** we discuss best practices for structuring a mythic campaign.

In **Mythic Rules** we present the rules for creating mythic characters and using them in your game, including variant rules for introducing the mythic subsystem to a campaign that's already in progress and for running games where characters' mythic power scales faster than their character level.

In **Mythic Gazetteer** we present a variety of mythic locations and stories from across the Inner Sea and the entire world of Golarion.

CHAPTER MAP

The following new options appear in this chapter.

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KEY TERMS

You'll see the following key terms in many mythic abilities.

Calling: All mythic characters gain a Calling when they first gain mythic power, usually at either 1st or 2nd level. Callings define the purpose of a character's mythic power and grant a unique way to regain Mythic Points.

Mythic: Options with this trait grant or utilize mythic power. Feats with the mythic trait can only be taken by mythic characters, who are typically characters with a mythic Calling.

Monsters with the mythic trait have access to a pool of Mythic Points and are particularly strong for creatures of their level. Many mythic monsters are either resistant

or entirely immune to attacks from non-mythic creatures and weapons.

Spells with the mythic trait require the expenditure of a Mythic Point in order to be cast, and items with the mythic trait require the expenditure of a Mythic Point in order to use their activated abilities.

Weapons with the mythic trait overcome the resistances and immunities of mythic monsters.

- **Mythic Point:** Mythic Points are required to cast mythic spells, use some mythic feats, activate mythic items, and can be required to attempt some mythic deeds. Each mythic character starts the session with 3 Mythic Points and can have a maximum of 3 Mythic Points at any time. If you have Mythic Points, you do not gain Hero Points.

PART 3: GODS OF BELKZEN

"Orcs," Samo murmured, as the winds died down around her and the ghostly blue glow of the spirit aura faded from her eyes.

Nahoa frowned. He gripped his spear as he stared at the campfires in the distance, rubbing his thumb over the black-stained engravings that adorned the shaft. The wind carried a faint beat of drums, but Samo couldn't tell whether they were war drums or ordinary orc music. "Do we need to fight them?"

"I cannot say. Perhaps, if we approach respectfully..."

Nahoa reared back, affronted. "I'm always respectful."

"Good." Samo let her skepticism creep into her voice; it would serve the young warrior well if he wanted to prove her wrong. "If your Call is still summoning you south, then we will have to pass through Belkzen. I don't believe it would be wise to do so as trespassers."

"What if they don't want to let us pass?"

Samo shrugged and hoisted herself up with her walking stick. It had been a long day's walk over rough terrain, and her back ached. "Then we fight."

Inwardly, she hoped it wouldn't come to that. There was little to be gained by attacking two travelers who had neither money nor names worth claiming, especially if they didn't look like easy prey. But she couldn't be sure, and as they neared the orc camp, Samo felt a tingle of apprehension run down her spine.

The orcs gathered around the campfires on the hills ahead certainly looked fierce. They were broad-shouldered and huge in frame, even compared to Nahoa. They wore rough-hewn and angular armor, and every inch of their skin that wasn't covered with fur or metal seemed to be scarred, tattooed, or both. Yellow tusks poked up from their heavy jaws, and their red eyes glowed bright, like a wild beast staring in the night.

"Are you sure we should talk to them?" Nahoa whispered doubtfully, but before Samo could answer, an alarm horn sounded from the crest of the nearest hill.

"No choice now," Samo murmured in reply, even as a dozen warriors surrounded them with fire-hardened spears. She raised her empty hands to show her peaceful intentions, but Nahoa wasn't quite as quick to comply. He hesitated just for a second, and one of the orcs jabbed his spear threateningly.

Samo swallowed a sigh. The spear hadn't made contact, but she could see Nahoa's jaw tighten. Before the young warrior could do anything foolish, Samo made a small gesture of one hand. The stone and iron spearheads encircling them dissolved into sand and rust.

Most of the orcs dropped their weapons in astonishment and snarled at Samo.

She flashed her empty hands at them again, placatingly. "We have no quarrel with you. We want only to travel in peace."

"Samo," Nahoa whispered. "They have a god-spark."

Could it be? Samo nodded to signal she'd heard him and whispered another soft incantation. Spectral winds rose around her, then billowed outward in a halo of white mist.

"What magic are you weaving?" one orc demanded, drawing a wickedly hooked knife.

They do have a god-spark. Samo felt its magic pulse in answer to her spell. It was... contained, somehow, in a tent adorned with fearsome painted badges and trophy skulls on spikes. She didn't think it was in anyone, not as Nahoa's and her own were. This one seemed... less distinct, less definite, as though it were still waiting to take its final shape.

"What do you have in that tent?" she asked, letting her spell fade.

The orcs exchanged a look. The biggest of them, a one-eyed giant with forearms thicker than Samo's thighs, gave her a tusked scowl. "Come with us."

It was plain that there would be no refusing that invitation without bloodshed, so Samo and Nahoa let the orcs lead them to the tent.

The skulls of humans and monsters stared down at them with grisly smiles and maggot-filled sockets as they neared. A stench of soldier's bedding filled the air, along with thick smoke from burning green wood. The orcs outside the tents watched intently as they passed, but the atmosphere in the camp wasn't one of anger. It was fear that Samo felt from the orcs. Apprehension suffused the camp like a poisonous fog. She didn't think it was directed at Nahoa or her, but their presence seemed to make it worse. With the smallest spark, it would explode.

"Warleader Takhra," the one-eyed orc said as he prodded Samo and Nahoa into the tent, ducking his head to follow. "We caught these two intruders outside our camp. They knew of Gorum's bloodgild, so we brought them here."

"You did well, Hadruk." A seven-foot-tall female orc—Warleader Takhra, presumably—emerged from the tent's shadowed depths. She wore an open-faced steel helm fringed with dagger-like teeth, a gilt breastplate, and the metallic pelt of a six-eyed lion pinned over one muscled shoulder. Behind her were two male orcs, one in gouged black armor and the other in fraying, bloodstained robes. Their faces were masks of hostility, but Samo couldn't tell at whom it was directed.

Warleader Takhra didn't seem concerned, either by her underlings' scowls or by the fact that no one had tried to disarm Samo and Nahoa. She sat on the arm of a pelt-draped throne, plucked a rib from a small, roasted carcass on a platter nearby, and picked her teeth with the bone. "You're interested in Gorum's bloodgild?"

"If that's what you call it," Nahoa said guilelessly. He pushed his loose black hair back, flexing as he did so.

"The god-spark. We sensed it from afar. We have them too, you see."

The warleader smiled, showing a mouth full of sharp yellow teeth. Samo couldn't tell whether she was amused by the young warrior's transparent efforts or not. "Is that so? That's fortuitous. I've been trying to decide what to do with mine. Perhaps you can help advise me, since my own advisors can't seem to agree."

"What's the problem?" Nahoa asked, leaning on his spear with the same seeming artlessness.

"You've heard of the Whispering Tyrant," Warleader Takhra began, then paused in mild consternation as she registered Nahoa's blank look.

"Of course," Samo assured her, giving Nahoa's ankle a quick kick. She didn't need him revealing his ignorance just now. "Tales of his terrible rise, and of brave Lastwall's destruction, have reached to the far corners of the world. Even we, the Varki, know of Belkzen's courage in standing against the army that cannot be slain, and the ghastly spirit who commands them."

"Then you understand our problem. The living can't fight the dead forever. Sooner or later, we fall, and then we join them." The warleader's smile curdled into a grimace, and she glanced away momentarily, as if there were something in her memories she did not wish to see. "But a god's power... that could turn the tide of this war. The question is, to which god do we give the power?"

"I don't understand," Nahoa confessed.

Samo didn't either, so she didn't try to hush him. "You want to give the god-spark away?"

"I haven't decided," Warleader Takhra said. Her smile returned, grimmer than before. "Councilor Raduruk would have me hew to the old ways, and honor the gods who have guided our holds for many generations."

"Their wisdom has stood the test of centuries," the robed orc said, inclining his stubbled gray head. "Longer than any of us has lived."

"And Axemaster Skagrath thinks we should cast our lot with the new gods who have arisen in the halls of the divine, casting down some of those who came before."

"So it is, and has always been," the orc in black mail grunted. "The old become weak and are slain by those younger and stronger."

"Yes." The warleader's eyes were calm and hard as she looked to Samo and Nahoa. "So that's the question. Tradition, or new ideas? Wisdom, or vigor?"

"Let me show you something." Nahoa set his spear aside and scraped a handful of damp ashes from a dead brazier in the tent. He patted them together, like a child making a snowball, and then spread his hands apart. Touched by the god-spark, the ashes had changed into a thick black stone.

"What do you make of it?" Nahoa asked the orcs, presenting the rock.

"Nothing," Councilor Raduruk snorted. "I doubt it's even real. Some sneaky human trick, no doubt."

"It doesn't appear valuable." Axemaster Skagrath took the black rock from Nahoa and turned it over dubiously. He sniffed it, shook it, and scraped at its coarse surface with a clawed fingertip, leaving a light mar on the bumpy stone beneath. "It seems to just be basalt." He glanced up shrewdly. "But it must be more than that, eh? Otherwise what's your point?"

Nahoa shrugged innocently, but the twinkle in his eye gave it away. "Maybe."

"Warleader? If there's any hidden advantage here, you'll find it." The axemaster tossed the stone to Warleader Takhra, who caught it and pricked a pointed ear at the rattling sound it made as hit her palm.

"It's hollow. Something's inside of it. Easy to miss unless you know what you're looking for." She knocked the stone against her breastplate then turned the round shape over in her hands. "I've heard of these. There are gems hidden inside, aren't there? Not easy to make into anything, but tradable for weapons or good coin."

Nahoa nodded happily. "It's a geode. In the Okaiyo Islands, we commonly find them around volcanoes."

"Then I suppose you've made your point. Keeping an open mind is the truest wisdom. What matters isn't tradition or novelty, but whether one can see an opportunity in disguise." The warleader hefted the stone in one hand, considering it. "An interesting gift, human. Most wouldn't risk our ire by offering us something so hidden. But orcs will need to be resourceful in the coming days. Give us a new tool, and we'll find every use there can be for it. To the wise—"

Smoothly, without so much as a flicker in her tone or expression to signal what was coming, Warleader Takhra pivoted and hurled the stone into Raduruk's face with all her strength.

The councilor dropped instantly, his nose crushed into his skull. His entire face had been reduced to pulp.

"—every tool can be a weapon."

The geode had cracked on impact with Raduruk's skull. Warleader Takhra picked it up, broke it open along the seam, and experimentally turned the hollow halves in the campfire light, delighting in the green gems that matched the color of her flesh.

"Gorgeous as victory," the warleader proclaimed. She lifted a geode half to Raduruk's bloody-faced corpse in a mocking toast. Samo managed to keep her expression calm, in opposition to Nahoa's obvious shock, and put a hand on his arm to keep him from acting. There were obvious politics at play here, and if this was orc politics, it was best to be free of them as quickly as possible.

After stashing the geode halves, Warleader Takhra glanced at Samo and Nahoa. "You're free to go. Don't expect a protective escort, though. Safe passage through Belkzen only means from us."

"We'll take it," Nahoa said, eying the corpse. "Gratefully."

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WHAT IS MYTHIC?

In Pathfinder, all PCs are figures of heroic stature, able to fight monsters and face down dangers that would overwhelm an average person. You could be a human farmer who takes up the sword to fend off marauding xulgaths as you begin your journey towards becoming a legendary warrior. You could be a newly-accepted acolyte of Nethys who repels bandits with your first casting of *force barrage* before starting your path towards becoming a powerful and renowned wizard. While such stories are far from mundane and may encapsulate high fantasy themes, they still fall short of being truly mythic.

Mythic adventures take their inspiration from stories and legends that are drawn from folktales and storytelling traditions around the world. These tales use wordplay and rarefied prose to convey moral lessons and tell stories that often defy logic. Mythic heroes and villains, even at lower levels of play, possess fantastical powers that are unbound by physics, and their ability to impact the narrative of the game world is often much more profound than is typical for a PC or NPC.

Mythic adventures use a combination of mechanics, tone, and changes to the narrative expectations of the game to create a truly spectacular experience.

Narrative

The ability to directly affect, and in some instances even control, the narrative of the game world is one of the key signifiers of a mythic character. Many mythic abilities speak to this, such as the decree feats of the prophesied monarch mythic destiny (page 135), which have both an immediate mechanical effect and long-term effect that dictates changes within the environment of the game world, affecting the moods, prosperity, and outlooks of NPCs over a wide area.

A mythic campaign is one in which the players and GM work together much more closely to shape their shared story than might otherwise be the case. The players have an increased responsibility to work with the GM and each other to make sure the shared stories of their characters combine into a cohesive whole, while the GM must release some of their control over the game world to the players and their PCs, as the very nature of the world is shaped and changed by the players' actions.

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Mythic Destinies

Mythic characters are assumed to have great tasks and challenges they will inevitably face, culminating in their mythic destiny (Chapter 4 Paths to Immortality, page 102). While characters won't gain a mythic destiny until they choose a destiny feat at 12th level, it can be helpful for both the players and GM to start considering what the characters' destinies might be earlier in the campaign.

Some campaigns might be best served by the PCs all having the same mythic destiny; if the story is about the PCs defeating and then becoming the new Apocalypse Riders by challenging the existing Riders of death, famine, pestilence, and war, then it likely makes sense for all the players to have the apocalypse rider mythic destiny (page 106). Similarly, if the core theme of the adventure is that the PCs are all going to ascend to godhood via their adventures, the most cohesive choice for the campaign could be for all of the players to have the godling mythic destiny.

You can also use mythic destinies as high-level archetypes in nonmythic campaigns; when doing so, the 12th-level feat should gain the dedication trait and subsequent feats gain the archetype trait. You should remove or ignore abilities that require Mythic Points when using mythic destinies in this manner.

Tone

Mythic stories combine exceptionally high fantasy concepts with a weight of destiny or inevitability. A mythic hero has the power to change the course of events at a scale much greater than the average character, but this often comes with greater challenges and responsibilities.

Folk Tales and Highest Fantasy

In many folktales, there is a logic to words that works on a literary level, even if it doesn't necessarily make sense on a literal level. The use of metaphor, simile, and exaggeration, all treated as fact, create a world where even the most mundane concepts might be world-changing events. For example, if someone said "his words cut like a knife," we would generally know that the words spoken don't literally draw blood, but were rather emotionally hurtful. In the forms of story that the mythic rules support, however, a mythic character's harsh words might literally break an opponent's skin and cause their blood to spill.

In the Russian folktale "The Soldier and Death," the soldier gifts his last biscuit to a hungry beggar and is rewarded with a magic sack that contains any creature commanded to jump in it—a command they must comply with. This kind of "ambient magic" tied to the heroes' smallest and most noble deeds is also an element that informs mythic rules; unbeknownst to the soldier, giving his last biscuit to the beggar may have been a mythic deed (perhaps the beggar was more than

INSPIRATIONAL READING

In answering the question of what "mythic" is, it helps to be familiar with the source materials that informed the system's creation and development. The following stories provided some of the inspiration for the mythic rules presented in this book.

- *A Story as Sharp as a Knife: The Classical Haida Mythtellers and Their World* by Robert Bringhurst
- *Heroes & Heroines In Tlingit-Haida Legend* by Mary Giradou Beck
- *The Mahabharata* by Vyasa
- *The Odyssey* by Homer
- *The Ramayana* by Valmiki
- *The Soldier and Death* translated by Arthur Ransome

he seemed), while the sack itself was a mythic item or feat granted to the soldier.

Mechanics

The mythic rules, characters, and stories presented in this section pivot around three major tools: Mythic Points, mythic proficiency, and the free archetype system. Detailed information on these mechanics and how to build a character with them starts on page 76, though we've included brief summaries of each here as an introduction.

Mythic Points

Mythic Points take the place of Hero Points for mythic characters, allowing mythic characters to perform fantastic deeds that exceed normal limits. Where the primary purposes of Hero Points are to protect the characters from failure and death, Mythic Points significantly increase the characters' chances of succeeding with whatever check they use them on.

Mythic Proficiency

Mythic proficiency is a proficiency level above legendary proficiency that's only accessible to certain monsters and characters who expend Mythic Points to use it. A character attempting a check with mythic proficiency can attempt the check even if it normally requires a specific proficiency level (such as traps that require expert or greater proficiency to deactivate).

Mythic Callings and Feats

Mythic progression gives a Calling to each character at 1st level (or whenever the characters gain their mythic power), and an extra feat at every even level. The feats gained for levels 2 through 10 come from the selection of mythic feats (page 81). For levels 12-20, characters gain a mythic destiny and feats related to that destiny.

TELLING A MYTHIC STORY

Adventures and campaigns can be presented and experienced in a variety of ways, from published Adventure Paths that tend to be highly structured, to homebrew campaigns where the players and GM shape and grow the story almost entirely organically. Mythic stories are ones where the players have a somewhat larger amount of agency over the narrative of the game; they're both the central figures of the campaign in a way that might be even more true than in a standard game, and they also have the ability to overcome obstacles that standard characters might not be able to overcome. For most mythic campaigns, the PCs will only experience the Calling and Immortality once, but they might face several series of Trials, Approaches, and Ordeals in escalating waves of difficulty.

The Calling

Characters transition from "standard" adventurers to mythic characters when they experience their Calling. A broad array of Callings are presented on pages 78-80.

A character typically experiences their Calling during a pivotal moment in an encounter with a force that serves to unlock a nascent potential or instill a new power into them. In the Wrath of the Righteous Adventure Path, this pivotal moment occurs when the goddess Iomedae directly infuses the PCs with mythic power and sets them on the path to closing the Worldwound. In the story of Nahoa and Samo (beginning on page 8), Nahoa is instilled with power when he's struck by the Godsrain, and then experiences his Calling shortly after awakening following his transformation. It's possible that a character could be born with mythic power, perhaps due to being the mortal descendant of a deity or because they were born in or near a site that was infused with mythic power (see the Mythic Gazetteer starting on page 86 for additional information on such sites). A character born with mythic power might have a perfectly normal background and childhood, with their power only revealing itself in response to a traumatic event like an attack by a mythic monster or in response to coming into contact with a mythic being.

Trials

Much like in a standard adventure, mythic characters are expected to face a variety of trials and tribulations that help them understand their purpose and unleash their power. This book introduces the concept of mythic deeds (see page 76) to help embody these trials in a

variety of ways. Each of the mythic monsters presented in Chapter 6 of this book (beginning on page 170) also comes with a variety of mythic deeds appropriate to a story wherein the monster might serve as a major plot point or even the final ordeal of the campaign (see The Ordeal on the following page).

Not all trials need to be a mythic deed, or even a fight against a mythic monster. It's important to intersperse a variety of encounter and enemy types in a mythic adventure, with a goal of challenging the PCs regularly while still allowing them moments to shine. While not all trials need to be mythic encounters, it's important to remember that when structuring a mythic adventure or campaign, PCs typically only recover Mythic Points under three circumstances: starting a session, completing a mythic deed, or defeating a mythic opponent. That means if you, as the GM, throw moderate to severe non-mythic encounters against the PCs back-to-back repeatedly, they'll quickly run out of mythic resources and won't have the opportunity to enjoy the feeling of power and narrative influence that a mythic campaign is supposed to provide.

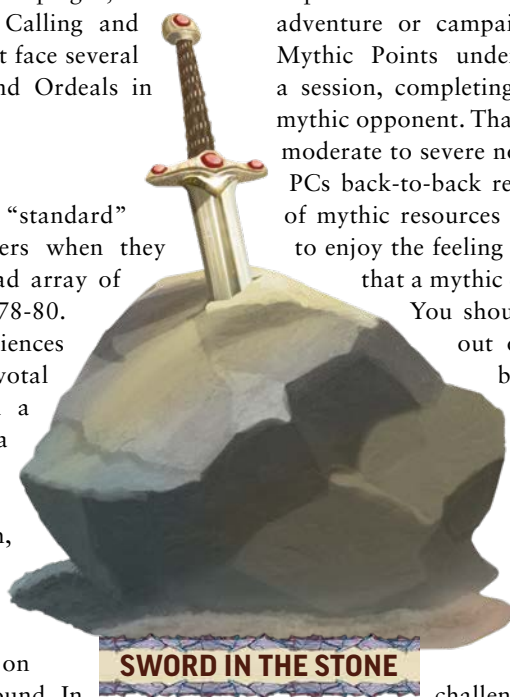
You should try to ensure that about one out of every three encounters faced by a group of mythic PCs is either a fight against mythic foes or a mythic deed, so that the PCs can replenish their Mythic Points.

The Final Approach

After overcoming their trials, the PCs engage in the final approach to their ultimate challenge. This is generally a time when the characters are in the fullness of their power and should experience a period of ascendance. They might have an opportunity to face a lieutenant who is the penultimate villain their adventures have been leading them toward, a once-overwhelming enemy who they can finally fight on equal footing.

Whether a gauntlet of monsters and hazards spread out over the course of multiple sessions or a single session as the PCs climb a tower toward their final goal, this portion of the adventure should represent the PCs' greatest challenge yet. Building tension here means that an appropriate series of encounters might start with a moderate encounter using a wave of weaker opponents, followed by a mythic deed designed to test the party's cleverness and ability to utilize their skills and resources. Finally, the party might face a moderate or severe encounter where they confront a lieutenant or servitor monster in thrall to their ultimate nemesis (see The Ordeal on the following page).

Here's an example of the final approach: After a long and harrowing journey from the Lands of the Linnorm



Kings to the Gravelands, the party finally approaches the keep of Naveccaj, a mythic lich they are called to defeat. Before the PCs can reach the tower, they must first fight their way through Naveccaj's undead hordes, which the GM presents as a moderate encounter against several troops of zombies and skeletons. After defeating the undead hordes, the PCs must find their way across the tower's magical moat and through its mystically barred gateway, a mythic deed presented as a skill challenge or collection of hazards requiring the party to use some combination of Arcana, Athletics, Thievery, or other pertinent skills to avoid the dangers of these mythic defenses. Having completed the mythic deed, their Mythic Points recharge and make their way to the tower courtyard. Within the courtyard, they face a severe encounter in the form of the lich's lieutenant, a powerful vampire instilled with a fraction of her master's mythic might and protected by a series of magical orb hazards that unleash bursts of void energy that heal the vampire and damage the PCs.

The above example assumes that the final approach is completed in a single evening's session, but it's also possible that the final approach could involve a longer series of extended encounters played out over the course of several weeks or even months. The important thing is that each encounter should have a specific purpose and meaning for the party, and the final approach should present an ebb and flow where the PCs overcome lesser threats that would have challenged them earlier in their careers, with opportunities to recharge their mythic power before facing more powerful foes.

The Ordeal

Eventually, the PCs must face a truly challenging enemy, preferably one whose plans have been foreshadowed and whose plots have stymied and challenged the PCs previously. This ultimate encounter will be their greatest challenge, where they find themselves confronting an opponent whose overwhelming might has the potential to humble even a group of mythically empowered adventurers. This challenge often requires a sacrifice from the PCs, as appropriate to the story thus far.

Some ordeals might require the PCs to sacrifice their mythic power in order to seal away an ultimate evil forever; this is an especially common occurrence in the kinds of stories where the PCs' Calling and mythic status come from a sapient entity entrusting this power to them for a specific purpose. Gifts from gods and extraplanar entities often come with a price or an expiration date, and sometimes the cost is the power itself or the life of the hero.

Other times, the sacrifice might be the characters' connections to their old lives. In an adventure where the PCs achieve mythic destinies like godling (page 130) or apocalypse rider (page 106), returning to their old lives might simply not be an option anymore. Their

connections to their old lives could be lost in the process of gaining their power, and beings of such power will inevitably attract would-be challengers or even the attention of disgruntled, more powerful deities.

This final encounter should typically be of severe difficulty, and in instances where the PCs have powerful artifacts and mythic equipment at their disposal, it might even be one of the rare instances where an extreme encounter is warranted. This should be the most difficult challenge the PCs have ever experienced, testing the absolute limits of their strength and exhausting the limits of their resources.

Immortality

Upon completion of their final ordeal (which typically occurs at 20th level), the PCs have claimed a new spot for themselves in the firmament of the game world. Their actions and choices should have left a permanent impact and brought about a significant change to your setting. For example, the mythic heroes of Wrath of the Righteous closed the Worldwound, an event which changed the entire region of that setting and opened up new stories of reclamation and resettlement in the land now known as the Sarkoris Scar. With the Worldwound closed, those characters left Golarion behind them, perhaps fighting wars far beyond the edges of the Universe or retiring in a distant plane where the power accrued during their adventures cannot become a lure for deadly rivals.

Some PCs might choose to spend their immortality as guardians of the same home regions they set out on their journey to protect; the prophesied monarch and eternal legend mythic destinies are particularly appropriate for mythic heroes whose journey ends where it began. Some might find that their mythic destiny describes the goal and nature of their immortality in a fairly obvious way; ascended celestials (page 114) are likely to join one of the heavenly hosts to protect the souls of the kind and just for all eternity, archfiends (page 110) might descend ever deeper into the Outer Rifts or carve a kingdom of blood and fire for themselves, and apocalypse riders will seek to claim their place as one of the most feared rulers of Abaddon.

While the GM and player do not need to define the character's destiny right away, they should work together to plan a satisfying conclusion to the PCs' story. This communication is particularly important when the players choose their characters' mythic destinies, as the path to these mythic destinies should play into the PCs' trials and particularly their final approach and ultimate ordeal. Some mythic destinies may not be appropriate to certain stories, and it's important to communicate this information to the players early enough that they can make satisfying decisions about their character. This conversation should precede the PCs gaining their mythic destinies.

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MYTHIC RULES

This section presents the rules for creating mythic characters to play in mythic campaigns. Game Masters looking to create mythic NPCs and monsters to challenge such characters should see the Mythic Monster Templates on page 168.

MYTHIC CHARACTERS

Mythic characters can gain their mythic power through a variety of means: it can be granted by a deity, gained by slaying a mythic monster or completing a mythic deed, acquired through exposure to a powerful artifact, obtained during an event when mythic power is unleashed over a large area (like the Godsrain), or via other means as determined by the GM and the story being told. Every character gains a mythic Calling (page 78) when they first gain mythic power, which influences some of the fundamental nature of their power. They also gain mythic feats and, ultimately, a mythic destiny. For more information on mythic Callings and progressing as a mythic character, see Mythic Progression (page 77).

The following sections explain how becoming mythic affects a PC.

Mythic Proficiency

Mythic characters have access to abilities that allow them to roll various checks using mythic proficiency instead of their normal proficiency. These abilities typically involve drawing on your reserves of mythic power to perform superhuman exploits that would be beyond normal mortal capabilities. Your proficiency bonus when using mythic proficiency is 10 plus your level. Mythic proficiency is the step above legendary proficiency, so a character attempting a check at mythic proficiency can complete any task that normally requires a specific proficiency, even if they wouldn't normally meet that requirement (such as disabling a hazard that normally requires expert or greater proficiency.)

Unlike trained, expert, master, and legendary proficiency, you use mythic proficiency only when an ability tells you to, and these abilities typically require you to expend a Mythic Point to gain their benefits.

Mythic Points

The mythic power instilled in you gives you a pool of Mythic Points. Unlike most aspects of your character,

which persist over the long term, Mythic Points last for only a single session.

Mythic Points are required to cast mythic spells, use some mythic feats, activate mythic items, and can be required to attempt some mythic deeds (see below). Each mythic character starts the session with 3 Mythic Points and can have a maximum of 3 Mythic Points at any time. If you have Mythic Points, you do *not* gain Hero Points.

Mythic Deeds

A mythic deed is a task, often in the form of a hazard or noncombat challenge, that restores an adventuring party's Mythic Points once successfully navigated. It's even possible that a party might uncover their Callings after completing their first mythic deed as non-mythic characters. A mythic deed should generally be at least a moderate challenge for a party of the characters' level or involve a combination of hard and very hard skill checks for the PCs' level (see pages 52–53 of *Pathfinder GM Core* for more information on Level-Based DCs and Adjusting Difficulty); if the deed is easily accomplished without using mythic resources, it isn't a mythic deed.

Many mythic monsters have mythic deeds associated with them. These can serve as examples for creating your own mythic deeds as a GM and are often intended to allow players to interact with the monster at a level where fighting the creature would be unwise or unrewarding. The creatures presented in Chapter 6: Mythic Monsters (beginning on page 164) all include an array of mythic deeds to use in stories where those monsters play a prominent role.

A mythic deed tied to a monster doesn't necessarily need to be presented at a different level than the monster it's associated with. For mythic monsters whose presence in a campaign is only intended to last a single session, it's likely that any associated mythic deeds will be no more than 2 levels higher than the monster and no more than 2 levels lower.

Recovering Mythic Points

Mythic power is a rare and precious resource. While it accrues and recovers naturally within mythic characters over time, it can be difficult to accrue during the heat of combat. The following are ways a character might regain Mythic Points during a session.

- **Slaying a mythic opponent** in combat restores 2 Mythic Points to the character whose attack, spell, or effect defeated the opponent, and 1 Mythic Point to all other mythic characters in the party.
- **Completing a mythic deed** restores 3 Mythic Points to each mythic character in the party.
- **Following their Calling** by taking actions particularly in line with the edicts (as determined by the GM) restores 1 Mythic Point to that character's mythic pool.
- A **legendary accomplishment** or epic sacrifice can

MYTHIC RULES SUMMARY

This quick reference summarizes the full rules.

Mythic Proficiency Bonus: A proficiency bonus equal to 10 + your level, accessed with certain mythic feats (page 76).

Mythic Points: Gain 3 at the start of a session, and can have 3 maximum at any time (page 76).

Restoring Points: You can regain Mythic Points by slaying a mythic opponent, completing a mythic deed, or following your Calling.

Mythic Calling: The initial ability that lets you access mythic power (page 78).

Mythic Feats: You gain additional mythic feats at 2nd, 4th, 6th, 8th, and 10th level (page 81).

Mythic Destines: At 12th level, you enter your mythic destiny, which you have for the rest of your story as an adventurer and on into immortality. You gain its mythic feats at 12th, 14th, 16th, 18th, and 20th levels.

restore 1 or more Mythic Points for a character, even if it's not one of the more defined ways to recover Mythic Points. The GM gauges when this should occur. Mythic characters have more power over their own story than most and should be rewarded when the story is particularly compelling!

Death and Dying as a Mythic Character

Mythic characters are much harder to kill than normal heroes. When a mythic character's dying value would reach an amount sufficient to kill them (usually 4), they instead increase their doomed value by 1 and stabilize at 0 Hit Points. A mythic character doesn't permanently die until their doomed value reaches 4. As normal, a mythic character's doomed value decreases by 1 each time they get a full night's rest.

MYTHIC PROGRESSION

At 1st level, or whenever they receive their mythic power, a mythic character gains a mythic Calling and the Rewrite Fate ability (see page 78). This Calling gives them a way to spend and regain Mythic Points and presents them with a set of edicts and anathema related to the purpose of this power, whether that purpose is determined by the character's own nature or the original source from which they gained the power.

Once they've received their Calling, the mythic character receives an extra mythic feat at 2nd level and every even level thereafter, which they can use only for mythic feats. At 12th level, they must use their extra feat to take the 12th-level destiny feat for a mythic destiny (page 102), and from 14th level on, they can take feats from that mythic destiny or take lower-level mythic feats

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RETRAINING CALLINGS

In the right circumstances, you can retrain your Calling to a different one. Retraining a Calling should be coordinated with your GM; typically, a change in a character's Calling results from a major pivotal event, such as completing the objective of their first Calling or undergoing an immense challenge that fundamentally changes their outlook on life. For example, a character might start with the Hunter's Calling when their village is ravaged by a mythic monster, and then defeat that monster around the time they reach 10th level. After this pivotal event, the GM might allow them to change their Calling to the Guardian's Calling, as the new purpose of their mythic power is to protect other villages from the kind of disaster that originally befell their home. A character should have the opportunity to retrain their Calling following such an event without significant time having passed in the world of the game.



MYTHIC SAMO

they haven't already taken. Characters can have only one mythic destiny. If a character receives their Calling at a level after 1st, they typically gain all the mythic feats for lower levels, though they might gain them at a slower pace rather than all at once if that will work better in the game's story.

Depending on the needs of the group and the theme of the game, you might restrict which mythic destinies are available to the players, require each player to choose a different mythic destiny, or require all players to choose the same mythic destiny. For example, in a campaign where the players are destined to overthrow the Apocalypse Riders and become the new embodiments of War, Famine, Pestilence, and Death, you might require all the players to choose the apocalypse rider mythic destiny. In a campaign where the heroes are fighting a powerful threat from beyond the mortal plane, it will likely make more sense for each player to have a different mythic destiny that speaks to a possible role they'll play in that final battle or the events leading up to it.

As the GM of a mythic campaign, you should talk to your players about what mythic Callings and mythic destinies are appropriate for the story you intend to tell with them.

REWRITE FATE

UNCOMMON FORTUNE MYTHIC

Trigger You roll a skill check or saving throw and don't like the result.

Destiny, fate, or some other force bends around you as your mythic power swells, manifesting in a flash of light or visible surge of energy emanating from your body as you cast aside the chains of fate. You expend a Mythic Point and reroll the check or save with mythic proficiency, taking the new result.

Mythic Callings

Mythic power rarely takes root in a being without being accompanied by a specific purpose. This purpose may be bestowed by a god or goddess, as it was when the goddess Iomedae charged a group of heroes with closing the Worldwound, or it may be derived from some other internal or external impetus determined via the method by which you gained mythic power, such as when Nahoia experienced his Calling immediately after the Godrain.

You work with your GM to determine which Calling matches your character based on the circumstances by which you attained it, your character's nature, and the destiny they're meant for. You can have only one mythic Calling.

Just because a group of characters all received their Calling from the same source, doesn't mean that they'll all have the same Calling. The heroes chosen to close the Worldwound likely all had the same ultimate goal,

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but they would've found that it manifested in particular ways: a cleric Called to help seal the Worldwound might have felt the caretaker's Calling, a drive to heal injuries so powerful that their ultimate destiny was to heal Golarion itself. A noble paladin crusader, however, might have answered the guardian's Calling, protecting his allies as they fought their way into the heart of the Outer Rifts and ultimately becoming one of the Universe's greatest protectors.

Edicts and Anathema

Mythic Callings each include edicts and anathema. Taking actions particularly in line with your edicts, as determined by your GM, restores a Mythic Point to your mythic pool. Violating your anathema causes you to immediately lose all the Mythic Points you currently have, though this loss isn't permanent—it's a setback within your story. Some edicts and anathema might encourage characters to do things that could create problems for them, either now or in the future. This is to be expected. Just like the heroes of the stories mythic rules help emulate, mythic characters might be flawed or find that the purpose of their mythic power is amoral, forcing them to choose between the temporary rewards of power and the long-term good of themselves or their world.

ACROBAT'S CALLING

UNCOMMON CALLING MYTHIC

You feel a need to dance amid dangerous heights and soar across empty divides with nothing but your skill and reflexes to protect you. When you Balance, Maneuver in Flight, Tumble Through, or attempt a Long Jump, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on an Acrobatics check while Balancing, Maneuvering in Flight, or Tumbling Through during combat, you regain a Mythic Point.

Edicts leap without being sure you'll land unharmed, test your reflexes by maneuvering through the spaces of significantly more powerful enemies

Anathema maneuver around an enemy when tumbling through their space is a viable option, use safety measures to attempt acrobatic stunts

ARTISAN'S CALLING

UNCOMMON CALLING MYTHIC

You feel an urge that echoes throughout your being to create, and one day you know you shall craft an achievement surpassing anything the world has ever seen. When you Craft or Repair an object (including vehicles and structures), you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Repair an object, you regain a Mythic Point.

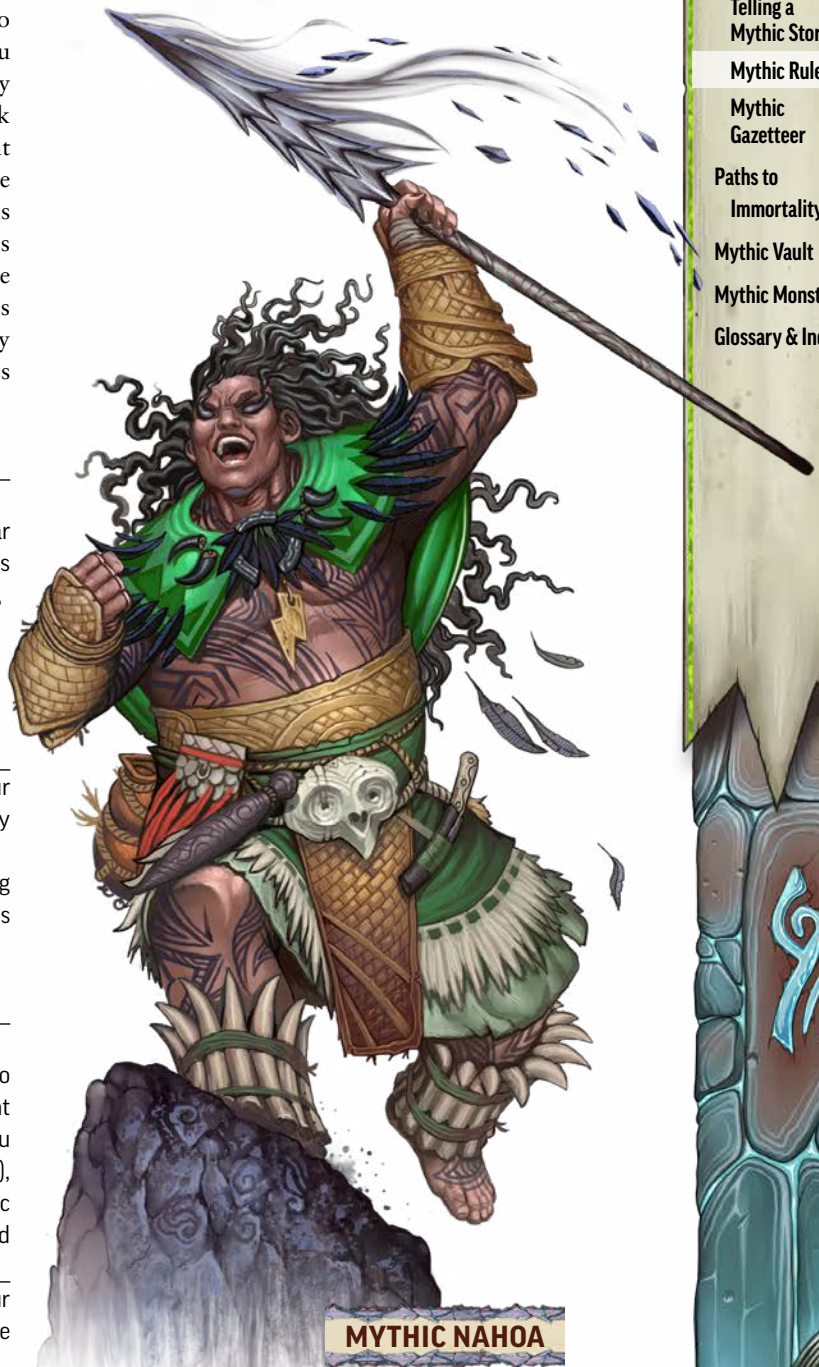
Edicts be the first to test an item or weapon crafted with your own hands, seek out or innovate formulas for evermore complex creations

Anathema destroy the creations of other artisans, refuse an earnest request to repair something that has been broken, use a weapon or item crafted by someone else, except for the purpose of learning its function so you can understand how to create it yourself

BOOKKEEPER'S CALLING

UNCOMMON CALLING MYTHIC

Your passion and destiny are both tied to the preservation of knowledge and a deep-seated love of instruments designed to preserve and propagate knowledge, such as books and scrolls. When you attempt a check to Recall Knowledge or



MYTHIC NAHOA

Earn Income using a Lore skill you're trained in, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Recall Knowledge while researching in a library or similar facility, you regain a Mythic Point.

Edicts educate others, record new knowledge so that others can share in your discoveries

Anathema destroy books, scrolls, or other instruments used to record information; refuse an opportunity to share your knowledge with an earnest knowledge-seeker

CARETAKER'S CALLING

UNCOMMON CALLING MYTHIC

You have a deep-seated drive or divine directive to care for others, and your power might one day grow to allow you to heal an unimaginable wound. When you Treat Disease, Treat Poison, Treat Wounds, or use Battle Medicine, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Treat Wounds, you regain a Mythic Point.

Edicts give aid to others, heal those who are wounded regardless of where they come from

Anathema deny care to the disadvantaged, refuse to heal the wounds of an enemy who has surrendered

DEMAGOGUE'S CALLING

UNCOMMON CALLING MYTHIC

Words flow freely from a font within your soul. When you attempt a check to Coerce or Make an Impression, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Coerce a creature who isn't your ally, Create a Diversion using your words, or Make an Impression on an indifferent or unfriendly audience, you regain a Mythic Point.

Edicts tell stories to audiences who have never heard them before, use words rather than weapons to resolve conflicts

Anathema interrupt someone telling a story, resort to violent action without trying to defuse the situation with your words

GUARDIAN'S CALLING

UNCOMMON CALLING MYTHIC

Your instinctive urge is always to protect others, pushing back aggressors and doing everything in your power to prevent them from harming your allies and charges. When you attempt to Disarm, Reposition, or Shove an opponent, you can spend a Mythic Point to make the check at mythic proficiency. You can attempt these maneuvers against a creature of any size when performing them at mythic proficiency. The first time each day that you critically succeed on a check to Disarm, Reposition, or Shove an opponent, you regain a Mythic Point.

Edicts place yourself in harm's way to protect your allies or innocent creatures under threat

Anathema retreat from a battle while your allies or innocent bystanders are in danger without taking every reasonable effort to rescue them first

HANDLER'S CALLING

UNCOMMON CALLING MYTHIC

You have an instinctive urge to care for wild creatures. When you attempt a check to Command an Animal, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Make an Impression on a wild animal or Command an Animal who isn't your pet or companion, you regain a Mythic Point.

Edicts care for dangerous animals or beasts in need, respect the habitats of wild creatures

Anathema initiate combat against an animal or beast encountered in its natural environment, kill an animal or beast when sparing it is a viable option

HUNTER'S CALLING

UNCOMMON CALLING MYTHIC

You're the hunter, and somewhere, a legendary predator awaits as your ultimate challenge. When you attempt a check to Seek or Track, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Seek or Track a hostile or unfriendly creature, you regain a Mythic Point.

Edicts be first in a group to scout an unknown and potentially dangerous area, seek out creatures that are causing imbalances in the natural world and correct the imbalance

Anathema leave an animal or beast you've wounded free to cause future harm, refuse a request to hunt a dangerous animal or beast

SAGE'S CALLING

UNCOMMON CALLING MYTHIC

You're already an archive of knowledge, but you're driven to learn more with an unquenchable passion that might never be sated. When you attempt to Recall Knowledge, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a Recall Knowledge check against an enemy creature, you regain a Mythic Point.

Edicts preserve your knowledge for future generations, seek out lost knowledge in dangerous or forgotten places

Anathema destroy books or other repositories of knowledge, lie to hide knowledge from the world

THESPIAN'S CALLING

UNCOMMON CALLING MYTHIC

All the world is a stage, and you're no mere player, but a playwright whose story may change the course of history. When you use Performance to Perform or Earn Income, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Perform, you regain a Mythic Point.

Edicts master new performances, seek opportunities to perform in front of new audiences, support other performers

Anathema deny a call for an encore performance, refuse a request to perform in front of an audience, sabotage another performer

THIEF'S CALLING

UNCOMMON CALLING MYTHIC

Whether guildmaster or cutpurse, you covet something, or many things, that don't belong to you, and you're driven to ever greater heights of larceny. When you attempt to Pick a Lock or Steal an item, you can spend a Mythic Point to attempt the check at mythic proficiency. The first time each day that you critically succeed on a check to Pick a Lock or Steal from a hostile creature, you regain a Mythic Point.

Edicts seek opportunities to overcome evermore dangerous and complex locks and mechanical defenses, steal things from dangerous creatures or places

Anathema leave unattended treasure where you found it, pass up opportunities for profit that challenge your skills

MYTHIC FEATS

You can select these feats using the additional mythic feats you gain for being a mythic character. This lasts until 12th level, when you must choose a feat for your mythic destiny (page 102). Characters who don't have a mythic Calling can't select mythic feats.

2ND LEVEL

ARMS THAT CUT THE WAVES

FEAT 2

UNCOMMON MYTHIC

River, lake, sea, or ocean, the water calls to you, and you don't fear its depths. When you attempt an Athletics check to Swim, you can spend a Mythic Point to attempt the check at mythic proficiency. When you would run out of air and begin suffocating, you can instead spend a Mythic Point to hold your breath for 10 more rounds.

BINDS THAT TIE

FEAT 2

UNCOMMON MYTHIC

You excel at assisting in capturing your foes. When you attempt a check to Grapple an opponent who's already grabbed by an ally, you can spend a Mythic Point to attempt the check at mythic proficiency. On a success, you deal additional bludgeoning damage to the target equal to twice your Strength modifier.

EARS THAT HEAR THE TRUTH

FEAT 2

UNCOMMON MYTHIC

You have an acute understanding of the rhythms of living things, and you never miss the quaver that betrays a spoken lie. When you attempt to Sense Motive, or when you roll Perception for initiative, you can spend a Mythic Point to attempt the check or roll at mythic proficiency.

FEET THAT STRIDE THE SKY

FEAT 2

UNCOMMON MYTHIC

Prerequisites acrobat's Calling
 You feel the call of the sky, or perhaps a desperate urge to test

the limits of the earth's hold on you. When you or a creature you're mounted on attempts a High Jump or Long Jump, you can spend a Mythic Point to allow you or the mount to attempt the check at mythic proficiency; determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

HANDS THAT UNWEAVE DISASTER

FEAT 2

UNCOMMON MYTHIC

Prerequisites thief's Calling

Your hands move with uncanny sureness, dismantling danger. When you attempt an Acrobatics check to Grab an Edge, you can spend a Mythic Point to attempt the check at mythic proficiency. You can expend a Mythic Point when attempting to Disable a Device to attempt the check at mythic proficiency. As normal when attempting a check with mythic proficiency, this allows you to attempt to Disable a Device even if the check normally requires expert or greater proficiency.

STORIED COMPANION

FEAT 2

UNCOMMON FORTUNE MYTHIC

Prerequisites handler's Calling, you have an animal companion or pet

Trigger Your animal companion or pet would fail a saving throw.

Your companion is an

integral part of your story, and you can expend your mythic power to protect it, defying events that would prevent it from being so. Spend a Mythic Point; your companion rerolls the triggering save at mythic proficiency and gains temporary Hit Points equal to twice your level that last for 1 minute.

WE'VE MET BEFORE

FEAT 2

UNCOMMON MYTHIC

Requirements You've spent at least 1 minute in mutual conversation with a creature.

Your ability to discern information about those you interact with is without peer. Spend a Mythic Point to gain a Lore skill specific to the required creature for the next 24 hours; you have mythic proficiency with that skill and can use it to Recall Knowledge about the creature, Decipher Writings created by the creature, Earn Income or Subsist in areas ruled by the creature, or perform other appropriate tasks as determined by the GM.

4TH LEVEL

BECOME SHADOW

FEAT 4

UNCOMMON MYTHIC

You unleash your mythic power to shroud yourself in darkness and silence to stalk your prey. When you attempt a check to Hide or Sneak, or when you roll Stealth for initiative, you can spend a Mythic Point to become concealed and to attempt the check or roll using mythic proficiency.



CUTTING REBUKE

FEAT 4

UNCOMMON MYTHIC

Prerequisites demagogue's Calling or thespian's Calling

If words could kill, the poet might rule the world. Your words can. You gain the Bon Mot skill feat (*Player Core* 2 228). You can spend a Mythic Point when rolling the Diplomacy check for Bon Mot to attempt the check at mythic proficiency. If the check succeeds, you can also deal mental damage equal to your level to the target (double on a critical success).

GODSPEED

FEAT 4

UNCOMMON MYTHIC

Mythic power grants you speed to rival beasts and demigods. Spend a Mythic Point; for the next minute, you gain a +10-foot status bonus to all your Speeds and are quickened. You can use the extra action each round to Stride, Step, or Leap.

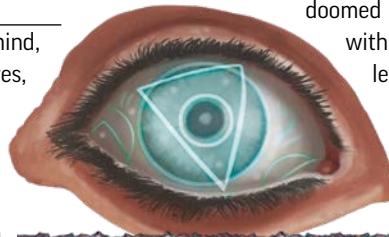
PRESCIENCE

FEAT 4

UNCOMMON MYTHIC PREDICTION

Trigger You're about to roll initiative.

Mythic power floods through your mind, filling you with visions of possible futures, events that might or might not happen, and warnings of things that might be. Spend a Mythic Point and roll your initiative check using mythic proficiency. Until the end of your first turn, you have a +1 status bonus to AC and all saves.



EYES THAT SEE ETERNITY

READ THE WIND

FEAT 4

UNCOMMON MYTHIC

Prerequisites Hunter's Calling

You can derive meaning from the tiniest details when tracking an enemy. Whenever you succeed at a check to Track at mythic proficiency, you can immediately attempt a check to Recall Knowledge about the creature you're tracking, also at mythic proficiency and with a suitable skill determined by the GM.

UNBELIEVABLY BELIEVABLE

FEAT 4

UNCOMMON MYTHIC

Your words echo with soothing and convincing power. When you attempt a check to Gather Information, Make an Impression, make a Request, or Lie, you can spend a Mythic Point to attempt the check at mythic proficiency.

UNENDING SUBSISTENCE

FEAT 4

UNCOMMON MYTHIC

Your mythic power allows you to take a small amount of food and replicate it near endlessly. When you attempt a Society or Survival check to Subsist, you can spend a Mythic Point to attempt the check at mythic proficiency. Succeeding at the check always provides enough food and shelter for you and up to a dozen other creatures. On a critical success, all creatures you obtain food and shelter for gain a +2 circumstance bonus to Fortitude saving throws for the next 24 hours.

6TH LEVEL

CORRECT THE STORY

FEAT 6

UNCOMMON MISFORTUNE MYTHIC

Trigger An enemy critically succeeds at an attack roll or saving throw.

You know the story of your journey well and can correct it when your enemy tells it incorrectly. Spend a Mythic Point. The enemy must reroll the triggering attack roll or save and take the new result.

DIVERT DESTINY

FEAT 6

UNCOMMON MYTHIC

Trigger An attack or effect would reduce you to 0 Hit Points or kill you outright.

You defy the fate before you, calling on wells of mythic vitality to sustain your life and allow you to persevere. You expend 1 Mythic Point and survive the triggering attack or effect, lose the wounded or dying conditions entirely, don't increase your doomed condition, and are conscious and standing with a number of Hit Points equal to 10 + your level, regardless of how many Hit Points you had before.

FLING INTO ACTION

FEAT 6

UNCOMMON MYTHIC

You release mythic power to turn disaster into opportunity and hurl yourself into an advantageous position. When you attempt a Reflex save, you can spend a Mythic Point to attempt the save at mythic proficiency. If the check is successful, you immediately fling yourself up to 30 feet in a direction of your choice, or up to 60 feet on a critical success. When flinging yourself in this manner, you can move the entire distance in a straight horizontal or vertical line, or you can move 5 feet horizontally for every 10 feet you move vertically. For example, if you got a critical success using Fling Into Action while Grabbing an Edge as you fall from the middle of a cliff, you could hurl yourself 40 feet up the cliffside and 20 feet forward onto a plateau at the top of the cliff.

MYTHIC COUNTERSPELL

FEAT 6

UNCOMMON MYTHIC

Prerequisites Quick Recognition, ability to cast spells from spell slots, sage's Calling

Trigger A creature Casts a Spell, you've successfully Recognized the Spell, and you have either a prepared spell or an unexpended spell slot of equal or greater rank.

You quench and counter your enemy's magic with potent spellcraft amplified and enhanced by carefully deployed mythic power. Spend a Mythic Point, and expend a prepared spell or unexpended spell slot of the same rank as the triggering spell or higher. You lose your spell slot as if you'd cast the triggering spell. You then attempt to counteract the triggering spell using mythic proficiency to determine your spellcasting proficiency bonus for the counteract check.

REPEL ASSAULT ↻

FEAT 6

UNCOMMON MYTHIC

Prerequisites Guardian's Calling

Trigger An enemy's attack would deal damage equal to or greater than your level to you or an adjacent ally.

Your Calling demands that you defy danger and injury to yourself or those who rely on you while allowing you to respond to the originators of such aggression with ferocious and unrivaled fury. Spend a Mythic Point; you gain resistance to the triggering attack equal to your level. If you Strike the enemy that made the attack before the end of your next turn, you can make that Strike at mythic proficiency. This benefit applies only to the first Strike you make against that enemy.

UNRIVALED RETORT ↻

FEAT 6

UNCOMMON MYTHIC

Trigger You are about to attempt a Fortitude or Reflex save against an area effect and are wielding a ranged weapon.

You defy the death and destruction around you while using it to fuel your mythic power, spurring you on to acts of incredible speed and empowering a mighty ranged counterattack. Spend a Mythic Point and attempt the triggering save at mythic proficiency. If the save is successful, you can immediately reload and make a ranged Strike targeting the originator of the triggering effect.



CORRECT THE STORY

8TH LEVEL

ARC OF DESTRUCTION ↻

FEAT 8

UNCOMMON MYTHIC

Trigger An enemy you're observing targets you with a ranged weapon Strike.

You redirect an incoming weapon or projectile and send your enemy's own attack roaring back at them, increasing its accuracy with a surge of mythic power. Spend a Mythic Point; you gain a +4 status bonus to AC against the triggering Strike. If the Strike fails, you immediately snatch the weapon or ammunition used for the attack out of the air and launch it back at the enemy, using mythic proficiency for your Strike. If the attack was made with a thrown weapon, add the weapon's runes and other effects to the attack as normal. If the triggering attack was made with a piece of ammunition that you're wielding an appropriate weapon for, you can apply your weapon's runes and other effects to the attack.

MYTHIC ALLIES ↻

FEAT 8

UNCOMMON MYTHIC

Prerequisites ability to cast spells from slots, at least one summon spell in your spellbook or repertoire

You channel mythic power through your body and into a summoned ally, temporarily reinforcing them with a shared fraction of your mythic potential. Spend a Mythic Point; the summoned creature gains a +2 status bonus to its attack rolls, a +2 status bonus to all of its defenses, and a number

of additional Hit Points equal to your level that last for the duration of its summoning. The next Strike made by the summoned creature after you use this ability gains a +4 circumstance bonus to the attack roll.

MYTHIC MAGIC

FEAT 8

UNCOMMON MYTHIC

You convert your mythic power into a magical effect. When you gain this feat, choose up to three spells of 1st or 2nd rank that take no more than 3 actions to cast and that are either instantaneous or have a duration of 10 minutes or less. You can spend a Mythic Point to cast any of those spells for their normal action cost and use mythic proficiency to determine your spell attack rolls and spell DCs, and the spells are automatically heightened to a rank equal to half your level (rounded up).

If you don't normally have the ability to cast spells, you use Charisma as your spellcasting attribute modifier; otherwise, you use the spellcasting ability associated with your spellcasting class. You gain the Cast a Spell activity only for spells cast with this feat; you don't otherwise gain the typical benefits of being a spellcaster.

Special At 14th level, add one spell of 3rd rank for you to cast using this ability. At 20th level, add one 4th-rank spell.

MYTHIC REFOCUS ↻

FEAT 8

UNCOMMON MYTHIC

Prerequisites You have a focus pool.

As your ability to control your mythic power grows, you learn to channel it to restore and reinforce other forms of power at your command. Spend a Mythic Point; you immediately recover all your Focus Points, filling your focus pool to its current maximum.

STEAL MAGIC

FEAT 8

UNCOMMON MYTHIC

Prerequisites Mythic Counterspell

You don't just counter your enemy's magic, you instantly master it and make it your own. When you successfully counterspell an enemy's spell using Mythic Counterspell, you can learn that spell as long as it's on the spell list for your tradition. If you have a spellbook, the spell is instantly scribed into the book, creating new blank pages if needed. If you have a spell repertoire, you can instantly retrain any spell currently in your repertoire to the countered spell, though if the spell you replace is one granted to you by a class feature (such as an animist's apparition spells or a sorcerer's bloodline spells), the spell reverts to the one normally granted by that class feature during your next daily preparations.

SUMMON MYTHIC POWER ↻

FEAT 8

UNCOMMON MYTHIC

Frequency once per day

You call upon fate, divinity, or whatever other power has carried you this far, demanding that it carry you just a little bit farther. You regain 1 Mythic Point.

UNBELIEVABLE INTERCEPTION ↻

FEAT 8

UNCOMMON MYTHIC

Trigger An enemy you're observing attempts to Strike an ally you can also observe.

You move with unbelievable alacrity to intercept an enemy's attack. Spend a Mythic Point; stride twice directly toward the triggering enemy. If you end within the attack's range or reach, you become the target of the triggering Strike, using the original attack roll and comparing the result to your AC. If the enemy's attack fails and the enemy is within your reach, you can immediately attempt a melee Strike against the enemy at mythic proficiency.

10TH LEVEL

BECOME DESTINY ✦

FEAT 10

UNCOMMON CONCENTRATE MYTHIC

You defy any external force blocking your mythic purpose. Spend a Mythic Point, and remove any one condition you're afflicted with, end the ongoing effects of any one spell you're currently affected by, or free yourself from the effects of any one trap or hazard (such as a snare or bottomless pit). When freeing yourself from a hazard in this way, you immediately move to the nearest safe location adjacent to the hazard.

CALL FROM DEATH'S DOOR ↻

FEAT 10

UNCOMMON MYTHIC

Prerequisites Caretaker's Calling

Trigger The dying condition of an ally you're observing would increase.

Even death halts in the face of your power. Spend a Mythic Point; the triggering ally loses the dying condition, their wounded condition doesn't increase, and they heal a number of Hit Points equal to twice your level.

EYES THAT SEE ETERNITY ✦

FEAT 10

UNCOMMON CONCENTRATE MYTHIC

Mythic power opens your eyes to the secrets of reality and eternity. Spend a Mythic Point; for the next minute, you gain the effects of *truesight* and roll all Perception checks with mythic proficiency.

MYTHIC CASTING ✦

FEAT 10

UNCOMMON MYTHIC SPELLSHAPE

You can infuse mythic power directly into your spells to make them exceptionally potent. Spend a Mythic Point; if the next action you use is to Cast a Spell, use mythic proficiency to determine your spell attack rolls and save DC for that spell.

MYTHIC CONTAINMENT ✦

FEAT 10

UNCOMMON MYTHIC

Prerequisites Artisan's Calling

You infuse a receptacle, such as a normal bag, sack, or box, with mythic power, transforming it into a prison into which you can command a creature. Spend a Mythic Point, and attempt a Deception, Diplomacy, or Intimidation check at mythic proficiency

against the Will DC of a creature within 30 feet to trick, convince, or command it into entering the receptacle. The receptacle can hold a creature of any size, and the creature enters the receptacle if your check is successful. The creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. A creature trapped in the receptacle can attempt to Escape; use the skill you used to lure the creature into the bag for the DC, and calculate the DC using mythic proficiency. The trapped creature is automatically freed after 1 minute, but you can spend an additional Mythic Point as a free action to prolong the duration of the containment for an additional minute when it would expire.

MYTHIC STRIKE ✦

FEAT 10

UNCOMMON MYTHIC

You infuse your weapon or unarmed attack with mythic power before lashing out at an enemy with devastating force. Spend a Mythic Point and then Strike a creature with a weapon you're wielding or an unarmed attack you have available. This Strike is made at mythic proficiency, and the weapon or unarmed attack counts as a mythic weapon for the purposes of overcoming mythic resistance or mythic immunity.

UNBREAKING CASTLE ✦

FEAT 10

UNCOMMON MYTHIC

Requirements You're wielding a shield or a weapon with the parry trait.

You're the bulwark that doesn't break. Spend a Mythic Point, and Raise a Shield or position the required weapon to parry; for the next minute, whenever you Raise a Shield or position a weapon to parry (including when you first use this ability), all allies you can see gain the shield or weapon's circumstance bonus to AC. When your shield is raised or your weapon is positioned to parry while this effect is active, enemies treat all squares within your reach as difficult terrain. When using the Shield Block reaction, after the block is complete, you can attempt a Strike with a shield bash or an attached weapon on the required shield (such as a shield boss or shield spikes) against an adjacent enemy at mythic proficiency.

The first time each round an enemy misses you with a melee Strike while your weapon is positioned to parry, you can Strike them with that weapon at mythic proficiency as a reaction.

DESIGNING MYTHIC ENCOUNTERS

A character's level indicates their general power in relation to all other beings and challenges present in the game. A level 20 monster is so much more powerful than a group of level 16 characters that they'll need extreme luck and excellent tactics to have any hope of defeating it, and lower-level characters stand no practical chance of facing such a threat.

Mythic power doesn't change a creature or character's effective level, but it does make them more powerful than a creature of the same level. A mythic monster can generally be expected to defeat a non-mythic monster of the same level in an otherwise fair fight, and a mythic

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character will be able to overcome difficult challenges more reliably than a non-mythic character who's otherwise similar in level and capabilities.

1st–5th Level

The abilities mythic characters gain at early levels let them apply mythic proficiency only to skill and Perception checks. Though some of these abilities have combat purposes (such as the guardian's Calling's ability to attempt Disarm, Reposition, and Shove checks at mythic proficiency), the characters' mythic abilities generally won't be adding significant amounts of extra damage to the PCs' attacks. The major ways that mythic play differs from standard play at this level are in the PCs' general survivability and their ability to excel at certain types of tasks during exploration and downtime mode.

As a GM running a mythic game, you might present your party with more hard or very hard skill checks during exploration mode, especially when those checks directly relate to a party member's Calling.

Encounters: You should build and run combat encounters normally, as described in *GM Core*. If the players are finding combat to be too easy and nonthreatening, stop using trivial-threat encounters, and use fewer low-threat encounters; however, avoid using extreme-threat encounters or more than one severe encounter per day in game since these encounters are still weighted against the party, and the PCs have minimal resources to increase their advantage against such powerful and overwhelming threats.

As normal for this level range, remember that severe-threat encounters are better deployed as a boss enemy whose level is no more than the PCs' level plus 2, with supporting lower-level monsters. If the story of the encounter strongly indicates that the boss should be a solo threat, don't increase its level, but replace the lower-level monsters with similarly leveled complex hazards or a larger number of simple hazards. These hazards can help make the fight interesting and unique without making the game too lethal to be enjoyable.

6th–10th Level

At 6th level, mythic PCs begin to gain access to mythic feats that can allow them to make attacks at mythic proficiency. Such feats are still fairly situational and typically require specific circumstances before they can be used, but this represents a significant spike in the PCs' combat capabilities.

Encounters: At this level, avoid trivial-threat encounters entirely, and use low-threat encounters only in situations where you want the PCs to experience an easy triumph. You should still avoid running multiple severe-threat encounters without giving the PCs an opportunity to rest first, and severe-threat encounters against mythic opponents should be preceded by mythic deeds or a moderate combat encounter against multiple

UNLOCKING NEW PATHS FORWARD

Mythic powers, especially at low levels, can be thought of as skeleton keys that mythic PCs can use to access parts of the world that might normally be inaccessible to them. If the PCs are adventuring in a dungeon, this could be reflected through locked doors, hazards, and other obstacles that normally require a minimum proficiency level of expert or higher to bypass; since mythic proficiency is the highest proficiency level available, mythic characters with the correct Callings or feats can attempt these checks regardless of their level and normal proficiency by spending a Mythic Point.

When adventuring in the wilds, these same principles apply, but the obstacles might be mighty rivers, sheer and otherwise unscalable cliffs, or other types of natural boundaries that divide the world and prevent lesser mortals from proceeding.

As the GM of a mythic campaign, it's important for you to know what Callings and feats your characters have available and that you're prepared when the players use these resources to take the story in a different direction.

The essence of mythic adventure is that the players are able to interact with the story and influence the narrative beyond what a normal character can do, and it's important that they be presented opportunities to do so!

lower-level mythic opponents to allow the PCs the opportunity to recharge their Mythic Points.

12th–20th Level

Once a group of mythic characters have received the 12th-level feat for their mythic destiny, they'll have a significant amount of power both to defeat opponents in combat and to directly impact the narrative of the game world in ways big and small.

Encounters: You should avoid low- and trivial-threat encounters entirely. If the PCs would come into contact with adversaries who represent such an encounter, it's better to handle the situation via roleplay rather than playing through a fight with a predictable conclusion.

For a significant boss fight that serves as the culmination of an ongoing plotline, it can be appropriate in this level range to present the PCs with back-to-back severe-threat encounters, such as against a powerful lieutenant backed by a larger number of weaker monsters and then the "final boss" with a pair of more powerful bodyguards. Only at the highest level of play—when the players are fully experienced with their characters, and the party is rested, fully charged with Mythic Points, and wielding mythic weapons (page 148)—should you consider pitting them against a single opponent that constitutes a severe- or extreme-threat encounter alone.

MYTHIC GAZETTEER

The Godsrain, as it's come to be known across Golarion, has wrought many changes in the world. Notable among these is a rise in international tension, engendering conflict between enemies, neighbors, and friends alike. Almost as if it were his dying wish, Gorum's death spread the desire for war across the multiverse. Magic has also been disrupted. In some places, lost magic has been reawakened. In others, ambient magic has grown more powerful. Conversely, there are some regions where magic has become unreliable or outright unusable.

Among the biggest changes brought about by the Godsrain are those experienced by individual mortals. Many have undergone transformations, physical and even more radical. A few mortals have become nephilim, their bodies transformed by planar energies. Others have unlocked latent abilities like sorcerous bloodlines or the might of an exemplar. Some have even received direct power from gods, becoming clerics, champions, and oracles.

Most notable of the Godsrain's effects are its seeding of mythic power throughout the world. As Gorum was torn asunder, blood and metal burst from his body. Massive droplets of crimson and silver began to fall from the sky, each filled with Gorum's passion for conflict. Wherever the red drops rained down upon worlds, the air filled with a desire for war. The silver drops were filled with Gorum's divine potential. When they landed, they infused the environment and the people nearby with mythic power. In some cases, both kinds of rain pooled, creating loci of conflict and power. Most who witnessed the Godsrain realized it had strange effects, but rare are those who truly understand the exact nature of the red and silver downpours. To most, they're one and the same, and many who've successfully found pools of Godsrain are often surprised by its effects.

Finally, the living armor that was Gorum shattered into innumerable fragments. While most of these pieces were so tiny they were simply swept away into cracks in the multiverse, larger pieces of his body remained intact. These fell upon worlds much like the red and silver drops of the Godsrain. The metal shards varied in power. Many were filled with a potential for war, like the blood-red droplets. Others possessed mythic power, like the silver droplets. And still others were simply inert ore, but unlike any metal encountered before. Dubbed warshards, these strange collections of ore possess unusual properties, many of which remain unclear or even seem to change depending on any number of variables.

THE INNER SEA

When the Godsrain fell, it brought awe and fear to the people of the Inner Sea. While the individual effects were countless, major political shifts have also occurred in the region.

Absalom and Starstone Isle

The *Starstone* stirs. It's unclear whether the Godsrain fell upon the Starstone Cathedral and caused a disturbance or if the event was simply a catalyst for changes within the enigmatic halls of the *Starstone's* home. Regardless, it's clear that something is causing the *Starstone* to react, almost as if in pain. Accounts of tormented screams echoing out from the cathedral have grown more frequent. Citizens of the Ascendant Court District of Absalom insist that the cathedral itself is changing. They report that the alterations are minor, ranging from new columns and rooms to indecipherable writing along the cathedral walls. All attempts to log these transformations have thus far been futile, as the cathedral reverts to its original state by the time archivists and chroniclers arrive to record the changes.

Worst are the strange monsters that have begun to periodically emerge from the cathedral. Locals initially dismissed the sightings as anomalies, perhaps creatures that managed to slip past the Graycloaks and other city guards. The sightings increased in frequency, however, and it's now clear that strange horrors are venturing from the cathedral at a regular rate. Starwatch—the allotment of city watch dedicated to the entirety of Absalom proper rather than a single district—has declared the area surrounding the Starstone Cathedral a site of emergency. Even with emergency resources afforded to them, the agents of Starwatch have found themselves stretched thin, and so reached out to a local chapter of the Knights of Lastwall for aid in containing the cathedral's monstrosities. Dubbed the Knights of Starwatch, these warriors use their extensive training to contain the so-called *Starstone* anomalies and work toward putting an end to these creatures once and for all.

While there's been little progress toward stemming the monstrous tide, Starwatch has noted a pattern to their intrusions. The few monsters that have slipped past them have moved intentionally, navigating the streets of Absalom with purpose. Each creature has traveled in a different direction, eventually finding an Absalom citizen. Rather than attacking or devouring the person, however, the monster carry them off, heading back toward the cathedral. While each citizen has been rescued before reaching the *Starstone's* home, the fact that these monsters have sought out specific people rather than grabbing bystanders at random is both intriguing and concerning.

Beyond the walls of Absalom, conflict is brewing among the minotaur clans on the Isle of Kortos. As if by intention, a single warrior from each clan was hit by a shower of Godsrain, transforming them into enormous, bestial monstrosities the clans are calling "warspawn." The mere presence of these warspawn minotaurs has

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stirred up territorial sentiments among the clans, and many are preparing to claim the region for themselves, with their warspawn leading the charge.

Outside the clans, another warspawn was born from the Godsrain. This towering minotaur claims to be the reincarnation of **Voradni Voon** (calculating male minotaur commander), the warlord who lay siege to Absalom shortly after the city's founding. This new Voon was quick to create an army, and many centaurs and harpies in the region immediately flocked to him, as if by some instinctual compulsion. Voon's new army seeks to unite the warring minotaur clans under his banner by whatever means necessary. After that, Voon's sights are set on Absalom to finish his failed siege from millennia past.

Broken Lands


Great powers are rising to prominence among the wastes of the Sarkoris Scar. Though local forces have worked for years to destroy the demons left behind in the wake of the Worldwound, a few managed to elude destruction, biding their time. Unfortunately, the Godsrain has empowered many of these demons, elevating their strength to that of nascent demon lords. The newly-empowered fiends now seek to reopen the Worldwound, so they can return to the Outer Rifts and

become true demon lords in the process. The god callers of the region have begun to fight back against the newly empowered fiends, and the Godsrain has aided their side of the conflict as well. Several long-forgotten gods have returned in the wake of the Godsrain and now fight alongside the clans.

In Mendev, the Godsrain caused nine massive spires to erupt from the ground throughout the land. These spires emanate planar energies, each seemingly connected to a different plane of the Outer Sphere. While nothing has come from these spires so far, the hollow gateways at the top of each have local researchers concerned about what might be lurking within.

To the south in Numeria, the "Second Rain of Stars" brought not technology, but energy from the skies. Dormant technology within the Silver Mount and throughout the region is once again active, causing countless robots to emerge from long-hidden resting places. These robots are eerily passive, marching in a set pattern throughout the land, stopping only to defend themselves when attacked. The city of Hajoth Hakados has found its resources stretched thin as newly awoken androids head toward the city looking for guidance and shelter. Beneath the city, ancient engines find new power and begin to churn once more.

Life in Brevoiy has grown more tense. A series of earthquakes and subsequent tsunamis in the Lake



of Mists and Veils has caused massive damage to the region. While recovery is underway, unexpected factions have used the disaster to make a play for power. One claims these natural disasters are heralding the return of Choral the Conqueror. This faction, calling themselves the Children of Choral, believes that Choral will return within four years (one for each earthquake that hit Brevoy) and reunite the region. Meanwhile, the Brevic Truthseekers claim that these omens are a sign from the gods that King-Regent Noleski Surtova is unfit to rule and are sowing discord throughout Brevoy. The two factions have already come to blows, and this hostility is fomenting conflict among Brevoy's already feuding houses. Amidst the growing unrest, the notorious thieves' guild known as the Black Tears has been quietly amassing power, but which of the two new factions they might ally with, or indeed their ultimate goals, remains unknown at this time.

The southern reaches of the Broken Lands are battlegrounds of rulership. In Razmiran, several priests of the church of Razmir have found themselves gifted with newfound magical abilities thanks to the Godsrain. These priests have already publicly proclaimed themselves to be demigods and are challenging Razmir for the divine right to rule the nation. Razmir's lack of a response to these challenges has left his citizens with two explanations: some believe Razmir doesn't see these "demigods" as a threat, while others question if Razmir is avoiding the conflict, knowing he can't actually win against these challengers. For now, the people of Razmiran wait for a response, but demigods aren't ones to sit idly by when they can claim more power for themselves.

Several Godsrain storms swept the lands of the River Kingdoms. From each storm came an explosive growth of an area of high-infinite resources. Fully grown trees, iron deposits, crops ready to harvest, and more would spontaneously appear at these afflicted sites. This caused several land rushes in what were once considered undesirable parts of the region. New kingdoms sprouted overnight, small encampments built around these new "wellsprings." Those who were quick or clever established defenses around the new resources, such as with the Iron Hold or the Kingdom of Forestvane. Others were not as fortunate and became overrun or annexed by the likes of Tymon, Liberthane, and others. Rather than shared prosperity, the continued generation of these resources has sown suspicion and mistrust throughout the kingdoms.

Eye of Dread

The lands of the Eye of Dread were already a hotbed of conflict, but after the Godsrain, violence exploded throughout in the region. Initially, the Knights of Lastwall made great strides to push back the undead continually flowing from the Gravelands and even managed to reclaim sizable portions of territory. Yet as the Godsrain poured down, thousands of their fallen knights rose

from the dead, ready to fight once more—this time not for their brethren, but among the ranks of Whispering Tyrant's armies. These Lost Knights have the means to command the Graveland's forces, and now the Knights of Lastwall face undead who know their every tactic. Whatever progress made in the Gravelands might soon be lost, and then the Lost Knights will march outward from the Gravelands into the rest of the region.

The conflict between Molthune and Nirmathas has reignited in earnest, led by jingoists hoping to regain their dignity after the Ironfang Invasion by crushing both Nirmathas and Oprak. Unbeknownst to most in Molthune, Szuriel, the fearsome Rider of War, has infiltrated the region to stoke the flames of conflict further. Her blessing has created several apocalypse riders who now lead the charge against Nirmathas. Their destructive ways have inspired many Molthuni citizens to take up arms, seeking to finish the fight once and for all. Pockets of citizens are alarmed by this development, as they watch friends and neighbors succumb to a bloodthirsty rage. Nirmathas, meanwhile, has the support of Courage Heart, herald of the god of hope and uprisings, Milani. With Courage Heart's leadership, Nirmathas has been able to keep the apocalypse riders at bay, but with undead encroaching from the north, the nation is starting to become stretched thin.

In Oprak, the Godsrain activated an unknown failsafe within the *Onyx Key*, the artifact that allowed the nation to travel through to the Plane of Earth to a special pocket known as the Onyx Vault. The dwarves of Kraggodan secretly implanted this failsafe in the artifact during negotiations at the end of the Ironfang Invasion. The idea was that the dwarves could activate the failsafe to implode the artifact and the entirety of Oprak should the promises of peace with their new hobgoblin neighbors be broken. After several years, the dwarves found no need to use the failsafe and covered up its creation. The Godsrain's power caused the failsafe to malfunction. Rather than cause Oprak to collapse and be pulled into the Plane of Earth, it disrupted the power of the *Onyx Key*, cutting off major portions of the Stone Road that the hobgoblins use to travel to the Onyx Vault. Now, Opraki citizens are cut off from the Stone Roads, trapped within the planar paths, or simply lost. While General Azaersi is doing her best to help her people recover from this tragedy and repair the *Onyx Key*, she's also found evidence of Kraggodan's tampering.

Belkzen is in a more hopeful place than other nations in the region. Two newly ascended orc deities, Mahja Firehair and Uirch, have taken the protection of Belkzen seriously. Many in Belkzen see the Godsrain as a sign that it's finally time to march against Tar-Baphon, and the ascendance of the two new gods seems to support this theory. The holds are looking to convince Ardax the White-Hair to muster Belkzen's forces and make the first strike against the Whispering Tyrant, rather than wait for his armies to invade Belkzen once more.

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Ustalav has been less fortunate. In addition to creating more undead, the Godsrain seems to have caused major changes among the populace. The Five Curses of Ustalav, as they've come to be known, initially caused a small portion of Ustalav's population to transform. An unfortunate citizen might be turned into a strange amphibious creature, a monster stitched from pieces of decaying flesh, a still-living spirit, a moroi or nosferatu vampire, or a werecreature. These citizens maintain their faculties but now face fear from the rest of the populace, and many of Ustalav's cursed have formed small pockets of cursed communities where they can live together in peace. Misunderstandings and tension have led to fighting between the cursed and uncursed populace, conflicts that continue to increase even as handfuls of additional citizens find themselves cursed every few weeks.

Golden Road

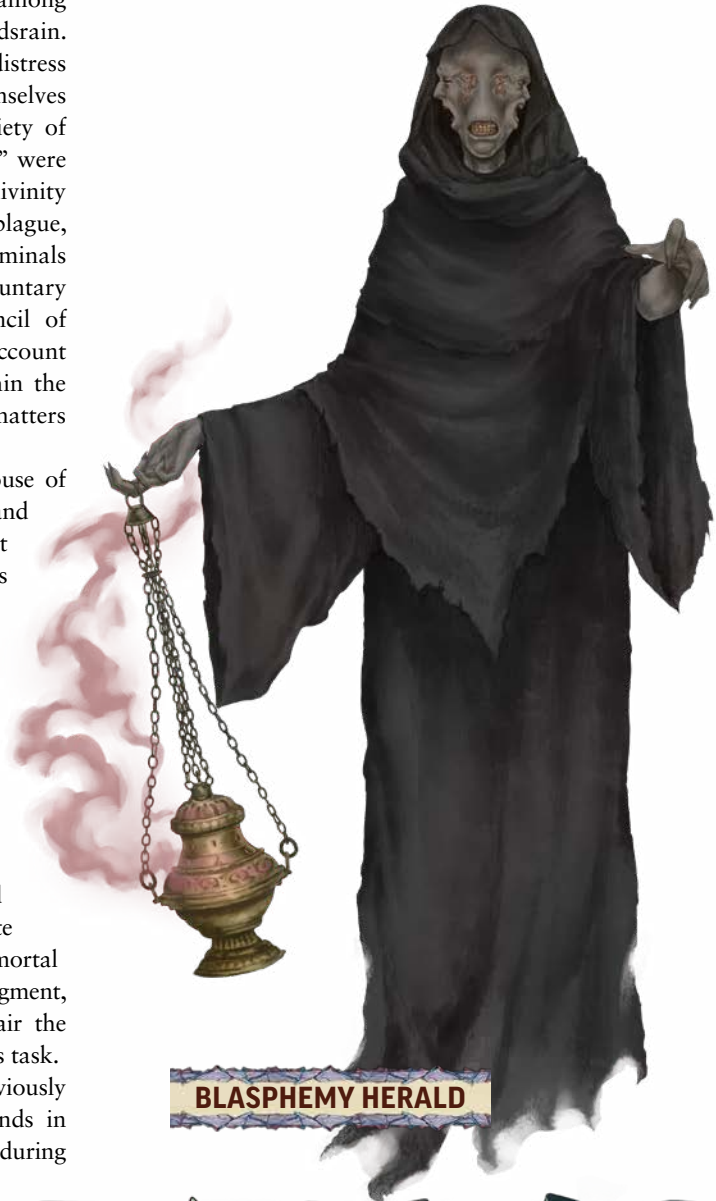
Crises of faith and other divine developments haunt the sands of the Golden Road. Most obvious among the troubles is Rahadoum's response to the Godsrain. The immediate fallout of the event caused great distress as hundreds of Rahadoumi people found themselves receiving divine power that manifested in a variety of ways. While some believed that the "rain-blessed" were not at fault, having been unwillingly exposed to divinity in a manner not unlike exposure to a virulent plague, the rest of Rahadoum believes these people are criminals akin to clerics of any faith, regardless of the involuntary nature of this divine power. Rahadoum's Council of Elders now seeks to reconsider the First Law to account for involuntary divine gifts, but a deadlock within the council has pushed many Rahadoumis to take matters into their own hands.

To the east, a massive warshard struck the House of Oblivion, destroying one of its massive towers and scattering thousands of stone fragments throughout Thuvia's sands. Each of these stone fragments seems to serve as a beacon for a creature that locals have dubbed the Blasphemy Herald. The herald is a terrifying humanoid creature with three faces: two anguished humanoid faces and a third completely monstrous face. When the Blasphemy Herald is seen, it takes a stone fragment and places it into its censer where the stone burns away. This causes several divs to appear and attack everyone nearby as the herald vanishes. Many believe that by destroying the so-called Oblivion Stones, the herald is slowly destroying the House of Oblivion to create a gateway for Ahriman, Lord of Divs, to reach the mortal Universe. Now, the race is on to gather each fragment, return them to the House of Oblivion, and repair the structure before the Blasphemy Herald completes its task.


The Godsrain also revealed a number of previously unknown ancient libraries beneath the desert sands in Osirion—each library an archive created by Nethys during

his time as a mortal. While explorers of these archives have brought back valuable knowledge in the form of scrolls, tomes, and other writings, they've also discovered mysterious vaults at the center of each structure. Each vault is marked with a glowing stone hand, dubbed the Hand of Nethys. All attempts to open these vaults have failed. Anyone who touches a Hand of Nethys is immediately annihilated, turned to dust and lost to the desert. The one exception was at an archive located where the Junira River spills into the Inner Sea. Here, the explorer who was annihilated reconstituted weeks later as a being made of black-and-white light. The being calls himself the Voice of Nethys and purports to know the means of accessing the vaults but is only willing to share this knowledge with those it deems worthy.

As warshards fell on Katapesh, a single piece was pulled into the open caldera of Pale Mountain. This shard caused the exposed remains of Xotani the Firebleeder to stir. While the Spawn of Rovagug remains dead, the fact that



BLASPHEMY HERALD



its bones quiver and have caused smaller Xotanispawn to emerge from the mountain is very alarming. A figure from Katapesh's past, the powerful jaathoom cleric of Gozreh), has taken it upon herself to investigate Xotani's state and gather a force to destroy the spawn's remains once and for all. While a few powerful individuals are already working alongside Nefeshti, she's hoping to add more to the ranks of her Templars of the Reborn Winds.

Across the Inner Sea in Qadira, the abolition of slavery in 4723 AR brought about great change as liberated people made attempts to return to society. A movement to end the binding of genies and elementals appeared to be the next step on the nation's path of liberation. The Godsrain has disrupted this, however. In addition to the chaos wrought by falling magical rain and warshards, a new, terrible beast has made itself known. This creature appears to be an amalgam of the six elements, drawn to the region due to its abundance of elemental-binding magic. Known simply as the Siege, the creature roams the Qadiran wilderness, stumbling about in what appears to be a state of distress.

High Seas

Countless storms rained upon the Fever and Steaming Seas in the wake of Gorum's death. While many of these storms subsided without consequence, a few had dire effects on the people and places of the High Seas. The most obvious of these is the Mordant Spire. In the aftermath of Earthfall, the spire grew from the remains of Acavna, an ancient lunar goddess who died trying to prevent the meteor from striking Golarion. For millennia, the strange tower has hummed with power and whispered in Acavna's voice to the elves who lived there. A warshard struck the spire during Godsrain, embedding itself in its base. Since then, the spire began to grow, twisting upward dozens of feet at a time. Smaller additional spires began to sprout alongside the main structure, bringing with them masses of land, islands raised into the sky. The elves of the Mordant Spire disagree on how to respond to these developments—the most in-tune with the tower's whispering seek to handle whatever is transpiring on their own, while others look to temporarily end their insular lifestyle and seek assistance from outsiders.

The island of Hermea found itself embroiled in strange, magical changes as well. The island's former leader, the powerful archdragon Mengkare, was taken away in early 4720 AR by a convocation of other dragons who arrived from beyond the Inner Sea. These dragons presented themselves as servants of Otilaz, draconic deity of death, judgment, and learning, and stole Mengkare away to be tried for unstated actions. This left the people of Promise, the island's only city, alone and without purpose. In the years since, these people have managed to thrive, learning how to reassess their lives and find new motivations and goals. Unbeknownst to the Hermeans, Mengkare left behind a number of magical relics and artifacts that reacted to the Godsrain, causing major

changes across the populace. Now hundreds of citizens have gained draconic features, with some merely growing wings or claws and others resembling proper dragons who walk upright. The citizenry is attempting to assess the changes and determine what steps to take next. Some are seeing this as an opportunity to mix their newfound god-gifted power with Promise's countless magical and technological innovations, believing that the purpose of Promise is to spread and grow beyond the island of Hermea.

In the Fever Sea, the Eye of Abendego grows more powerful. The dangerous storm seems to grow in intensity, threatening even greater damage to the region. On nearby Mediogalti Island, the leadership of the Red Mantis assassins is at odds. Achaek's involvement in the Godsrain has many Red Mantis questioning their allegiance to the guild. **Blood Mistress Jakalyn** (mysterious female human Red Mantis assassin; *Lost Omens Legends* 56), leader of the assassins, is strangely quiet about the event, while the Vernai assassins who serve her have been scrambling to rebuild trust after a traitor nearly succeeded in a coup against their mistress. Meanwhile, in the northern reaches of the sea, the alghollthus of the undersea city of Gholinom have found a power source in the warshards that fell to the ocean depths. With these shards, opening the Passage Outward—a magical gateway that connects to a realm known only as the Final Sea—becomes not a matter of if, but when.

Impossible Lands

The rules of magic have been constantly bent and twisted across the Impossible Lands. After the Godsrain, these rules have been outright broken. This is most obvious in Nex. Across the nation, magic is malfunctioning. Magical constructs collapse into inert materials or rampage through the streets. Fleshforgers produce never-before-seen creatures or feedback that transforms fleshforgers themselves into abominations. Pockets of chaos magic now dot the landscape, as if the anomalies of the Mana Waste were spreading like a disease. The Council of Three and Nine has attempted to recall all Nexian citizens from across the Inner Sea. Most notably among these are the Arclords of Nex stationed in various advisory roles throughout the region. The council's hope is that the additional magical knowledge these citizens bring back can help diminish or reverse the magic upheaval, but the loyalties of many of these Arclords have changed during their years away, and Nex's vulnerable state is now ripe for political change.

Much to his chagrin, the ghost king **Geb** (malevolent male human ghost necromancer; *Lost Omens Legends* 44) has been unable to capitalize on Nex's troubles, as the Godsrain caused a different kind of problem in his own nation. While the nation of Geb has suffered fewer magical anomalies than Nex, the Living Plague has become a disaster for the region's leadership. The power of the Godsrain disrupted the reanimating magic of hundreds of undead across Geb. Rather than simply destroy them, it reverted them back to a living state, returning the individual to the point just

prior to their expiration and subsequent undeath. While some reborn have subsequently died a natural death due to age or disease, most have survived and must contend with their reclaimed lives and the consequent dangers the living face in Geb. Many of the Quick, Geb's living citizens, have taken to housing the Reborn, with some even forming groups who hope to escape the nation or fight back against its undead leadership.

The Mana Wastes have always been a region where magic is unpredictable, and the Godsrain has made things even worse. Some areas of chaotic magic now produce even more calamitous effects, like opening massive portals to other planes or transforming large portions of the landscape into deadly terrain. Most notable among these effects are the Unmaking Steles, a trio of towering glowing crystals that manifested in the eastern reaches of the Mana Wastes in the wake of the Godsrain. Any magical items, regardless of their nature or origin, lose their power when brought into contact with the steles. The fact that the steles also obliterate the last holder of the item has caused locals to give the structures a wide berth.

In Jalmeray, the Godsrain brought with it the rise of the Sacred Teachers, eight faceless golden humanoids who claimed their teachings would allow students to attain great power, enlightenment, and more. The initial response from the Jalmeri populace was mild disinterest, but this changed as the teachers' first students soon transformed into powerful beings in their own right. Now, many Jalmeris are seeking tutelage from the Sacred Teachers. The teachers quickly grew selective, claiming that only 108 individuals would receive their instruction. Earning a place among these students is a difficult process, with some teachers requiring tribute and others accepting students seemingly at random.

Mwangi Expanse

The Mwangi Expanse was already dangerous due to its isolated city centers, and the Godsrain made the region all the more perilous. Many of the Expanse's animals have been changed by the Godsrain. Some of these have grown to enormous size, a delight to the followers of Balumbdar but a disaster to those who lose their houses or fields to the massive beasts. Other animals have gained supernatural abilities like elemental powers or spellcasting, and a few have even become more intelligent, hunting prey and travelers alike with deadly cunning.

The Sodden Lands are contending with the growing Eye of Abendego. More of the region is being lost to erosion, and fighting has begun to break out among the populace as people lose their homes to the encroaching weather. Displaced families seek shelter, but few are taking them in, as many are choosing to focus on their problems instead. Additionally, magically empowered rains now shower the region and cause massive plant growth in certain areas. While these plants help combat the erosion to a degree, others have begun to animate with a somewhat malicious

intent, attacking travelers or even intentionally moving toward settlements to ravage them.

In Usaro, the Godsrain filled the wizard **Shosenbe** (determined male human wizard; *Lost Omens The Mwangi Expanse* 271) with great power. Using his new abilities, Shosenbe was able to destroy the Altar of Angazhan and steal some of the demon lord's power for himself. Now calling himself Shosenbe the Demon Breaker, he rules over the majority of Usaro's populace. Charau-ka and human alike now bend the knee to Shosenbe. This development has angered Angazhan, and the demon lord is granting increased power to the few Usarans left who are willing to serve him.

Nantambu's reaction to the Godsrain has been mostly one of wonder and charity. Students from the Magaambya immediately set out after the Godsrain, some to help those affected directly by the event and others to study it. Although Gorum's faith was relatively rare in the Mwangi Expanse, the event still caused panic among many other faithful. The Magaambya's students set out to comfort those in need, help with a return to everyday life, teach those granted new abilities, and generally offer their services wherever possible. As the Magaambya was already studying new and even some previously lost magic, the Godsrain provided a fine opportunity for new magical discoveries. Acquiring samples from the Godsrain isn't a simple matter, however, and many students find that they have to contend with powerful monsters, supernatural environments, and other strange phenomena to even approach a Godsrain pool or warshard, let alone obtain a sample and return it to Nantambu for further study.

Vidrian is facing threats from two fronts, both emboldened by the Godsrain. To the east in Mzali, the child-god Walkena is using the new power he's received from the Godsrain to strengthen his army. Walkena's plan is to march on Vidrian and wipe out the "corruption of outsiders" that he believes lives in all Vidric hearts, and cleanse the Mwangi Expanse. Meanwhile, the waters to the west of Vidrian are dotted with Free Captain ships. Many Free Captains hold a grudge against Vidrian and its navy, as the nation's revolutionaries stole or destroyed a number of Free Captain ships during the Vidric Revolution. These captains see the Godsrain as an opportunity to swoop in and attack a foe who is on the back foot. The fact that some of the Free Captain ships have gained supernatural abilities from shards of Godsrain has only made the threat all the more credible. Internally, sudden disagreements on Vidrian's road to the future in the wake of the Godsrain have left the nation unable to quickly respond to the amassing threats.

Old Cheliox

As Gorum died in the skies above in Golarion and parts of his body began to rain down, **Queen Abrogail Thrune** (duplicious female human sorcerer; *Lost Omens Legends* 8) looked up with glee. Just as soon as warshards landed in Cheliox, official Thrune servants were arriving at the crash

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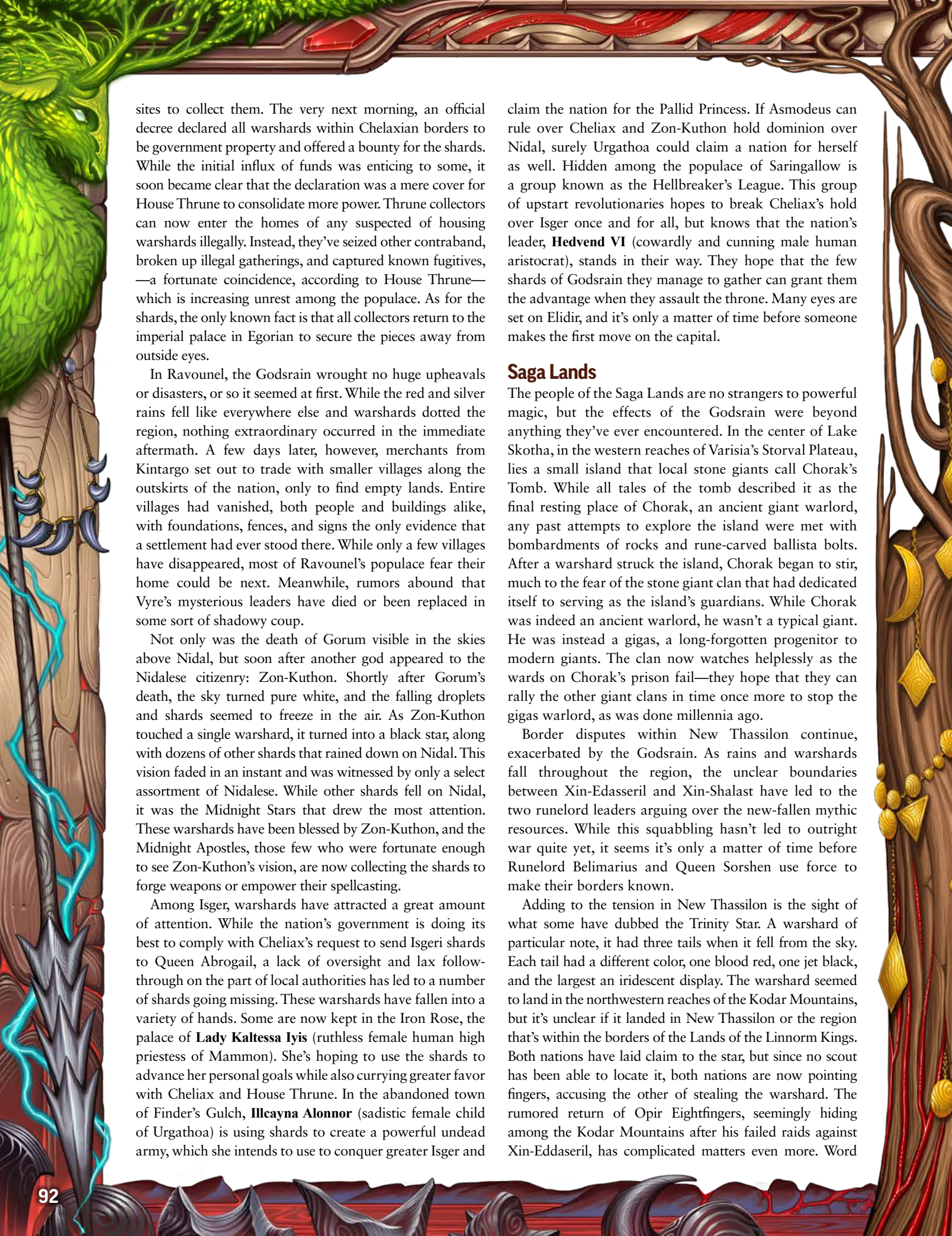
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sites to collect them. The very next morning, an official decree declared all warshards within Chelaxian borders to be government property and offered a bounty for the shards. While the initial influx of funds was enticing to some, it soon became clear that the declaration was a mere cover for House Thrune to consolidate more power. Thrune collectors can now enter the homes of any suspected of housing warshards illegally. Instead, they've seized other contraband, broken up illegal gatherings, and captured known fugitives,—a fortunate coincidence, according to House Thrune—which is increasing unrest among the populace. As for the shards, the only known fact is that all collectors return to the imperial palace in Egorian to secure the pieces away from outside eyes.

In Ravounel, the Godsrain wrought no huge upheavals or disasters, or so it seemed at first. While the red and silver rains fell like everywhere else and warshards dotted the region, nothing extraordinary occurred in the immediate aftermath. A few days later, however, merchants from Kintargo set out to trade with smaller villages along the outskirts of the nation, only to find empty lands. Entire villages had vanished, both people and buildings alike, with foundations, fences, and signs the only evidence that a settlement had ever stood there. While only a few villages have disappeared, most of Ravounel's populace fear their home could be next. Meanwhile, rumors abound that Vyre's mysterious leaders have died or been replaced in some sort of shadowy coup.

Not only was the death of Gorum visible in the skies above Nidal, but soon after another god appeared to the Nidalese citizenry: Zon-Kuthon. Shortly after Gorum's death, the sky turned pure white, and the falling droplets and shards seemed to freeze in the air. As Zon-Kuthon touched a single warshard, it turned into a black star, along with dozens of other shards that rained down on Nidal. This vision faded in an instant and was witnessed by only a select assortment of Nidalese. While other shards fell on Nidal, it was the Midnight Stars that drew the most attention. These warshards have been blessed by Zon-Kuthon, and the Midnight Apostles, those few who were fortunate enough to see Zon-Kuthon's vision, are now collecting the shards to forge weapons or empower their spellcasting.

Among Isger, warshards have attracted a great amount of attention. While the nation's government is doing its best to comply with Chelax's request to send Isgeri shards to Queen Abrogail, a lack of oversight and lax follow-through on the part of local authorities has led to a number of shards going missing. These warshards have fallen into a variety of hands. Some are now kept in the Iron Rose, the palace of **Lady Kaltessa Iyis** (ruthless female human high priestess of Mammon). She's hoping to use the shards to advance her personal goals while also currying greater favor with Chelax and House Thrune. In the abandoned town of Finder's Gulch, **Ilcayna Alonnor** (sadistic female child of Urgathoa) is using shards to create a powerful undead army, which she intends to use to conquer greater Isger and

claim the nation for the Pallid Princess. If Asmodeus can rule over Chelax and Zon-Kuthon hold dominion over Nidal, surely Urgathoa could claim a nation for herself as well. Hidden among the populace of Saringallow is a group known as the Hellbreaker's League. This group of upstart revolutionaries hopes to break Chelax's hold over Isger once and for all, but knows that the nation's leader, **Hedvend VI** (cowardly and cunning male human aristocrat), stands in their way. They hope that the few shards of Godsrain they manage to gather can grant them the advantage when they assault the throne. Many eyes are set on Elidir, and it's only a matter of time before someone makes the first move on the capital.

Saga Lands

The people of the Saga Lands are no strangers to powerful magic, but the effects of the Godsrain were beyond anything they've ever encountered. In the center of Lake Skotha, in the western reaches of Varisia's Storval Plateau, lies a small island that local stone giants call Chorak's Tomb. While all tales of the tomb described it as the final resting place of Chorak, an ancient giant warlord, any past attempts to explore the island were met with bombardments of rocks and rune-carved ballista bolts. After a warshard struck the island, Chorak began to stir, much to the fear of the stone giant clan that had dedicated itself to serving as the island's guardians. While Chorak was indeed an ancient warlord, he wasn't a typical giant. He was instead a gigas, a long-forgotten progenitor to modern giants. The clan now watches helplessly as the wards on Chorak's prison fail—they hope that they can rally the other giant clans in time once more to stop the gigas warlord, as was done millennia ago.

Border disputes within New Thassilon continue, exacerbated by the Godsrain. As rains and warshards fall throughout the region, the unclear boundaries between Xin-Edasseril and Xin-Shalast have led to the two runelord leaders arguing over the new-fallen mythic resources. While this squabbling hasn't led to outright war quite yet, it seems it's only a matter of time before Runelord Belimarius and Queen Sorshen use force to make their borders known.

Adding to the tension in New Thassilon is the sight of what some have dubbed the Trinity Star. A warshard of particular note, it had three tails when it fell from the sky. Each tail had a different color, one blood red, one jet black, and the largest an iridescent display. The warshard seemed to land in the northwestern reaches of the Kodar Mountains, but it's unclear if it landed in New Thassilon or the region that's within the borders of the Lands of the Linnorm Kings. Both nations have laid claim to the star, but since no scout has been able to locate it, both nations are now pointing fingers, accusing the other of stealing the warshard. The rumored return of Opir Eightfingers, seemingly hiding among the Kodar Mountains after his failed raids against Xin-Eddaseril, has complicated matters even more. Word

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is that the former Linnorm King now claims the Trinity Star and is attempting to assert that he has dominion over a portion of the mountain range, which will become the nation of New Opir.

In the province of Bleakmarch in northwestern Irrisen, the sudden appearance of an enormous tree has prompted awe and curiosity. This tree grows so tall it seems to reach beyond the mortal Universe into other planes. Around its base is a humble village, one where its locals have no memories of their past before the appearance of the tree. The village has a variety of people and fey living in harmony, inviting others to live beside the tree or even among the tree's branches. Queen Anastasia has sent an envoy to the tree and its village out of propriety, but currently seems more focused on a device said to be in development deep beneath her palace. While rumors about the device vary wildly, they all seem to agree that it uses Stasian technology.

The clans of the Realm of the Mammoth Lords have known conflict for a long time. Survival in the harsh environment is an everyday struggle. Disputes between clans are common, and there are even occasional battles against local giants. In the wake of the Godsrain, a new source of conflict has arisen—a warrior calling himself the Reclaimer. Commanding an army, not of warriors, but beasts, the Reclaimer has begun marching through the region, slaughtering anyone he encounters regardless of allegiance, ancestry, or following. Dozens of megafauna and countless animals march at his side, attacking anyone who isn't an animal. The Reclaimer demands that the lands return to nature and has taken it upon himself to clear the region of all people. The ever-growing threat of the Reclaimer has inspired some of the region's clans to ally with former enemies, including giants, to stop the army of beasts.

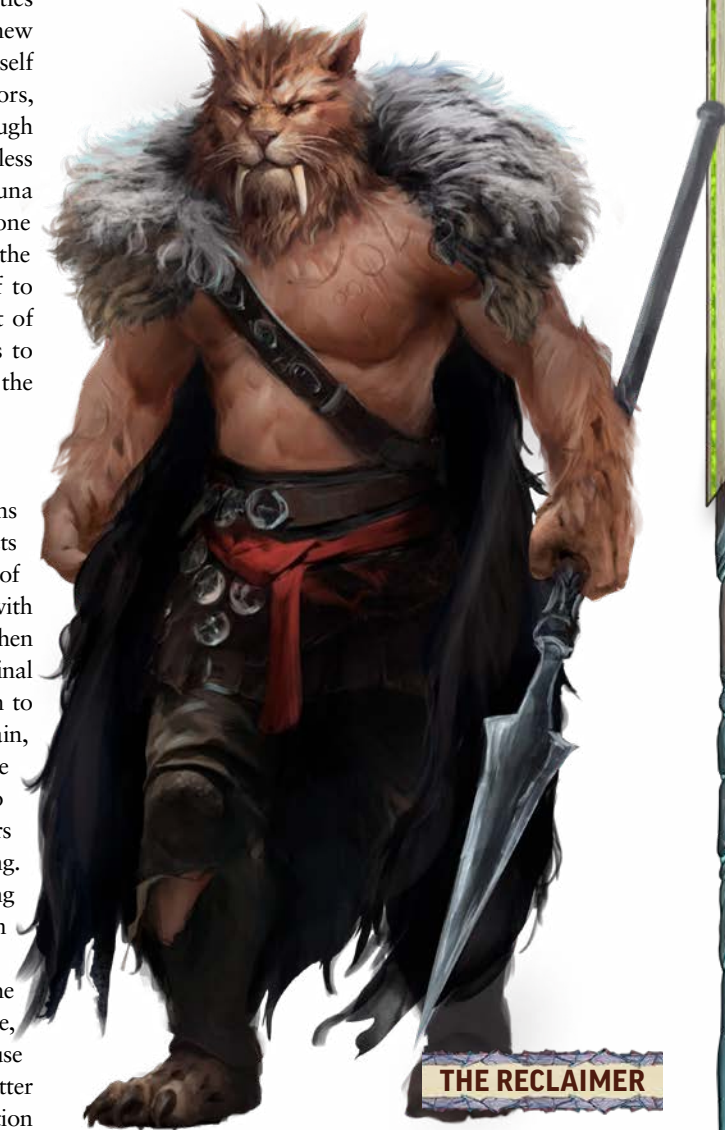
Shining Kingdoms

The Godsrain spells opportunity for many of the nations of the Shining Kingdoms. While initial reelection prospects seemed cool for Supreme Elect Andira Murasek of Andoran, the sight of Gorum's death filled the nation with fear. Murasek's leadership and compassion shined when compared to her opponents, earning her a third and final term. Andira's consuls have pushed hard for the nation to consolidate as much power as possible from the Godsrain, as the writing on the wall suggests Cheliox is doing the same for the purpose of war. Andira is now trying to find a balance between keeping abreast of her neighbors without having Andoran come across as warmongering. That many of her consuls seem intent on mobilizing forces—and are even skirting the powers of their position to do so—is making her task all the more difficult.

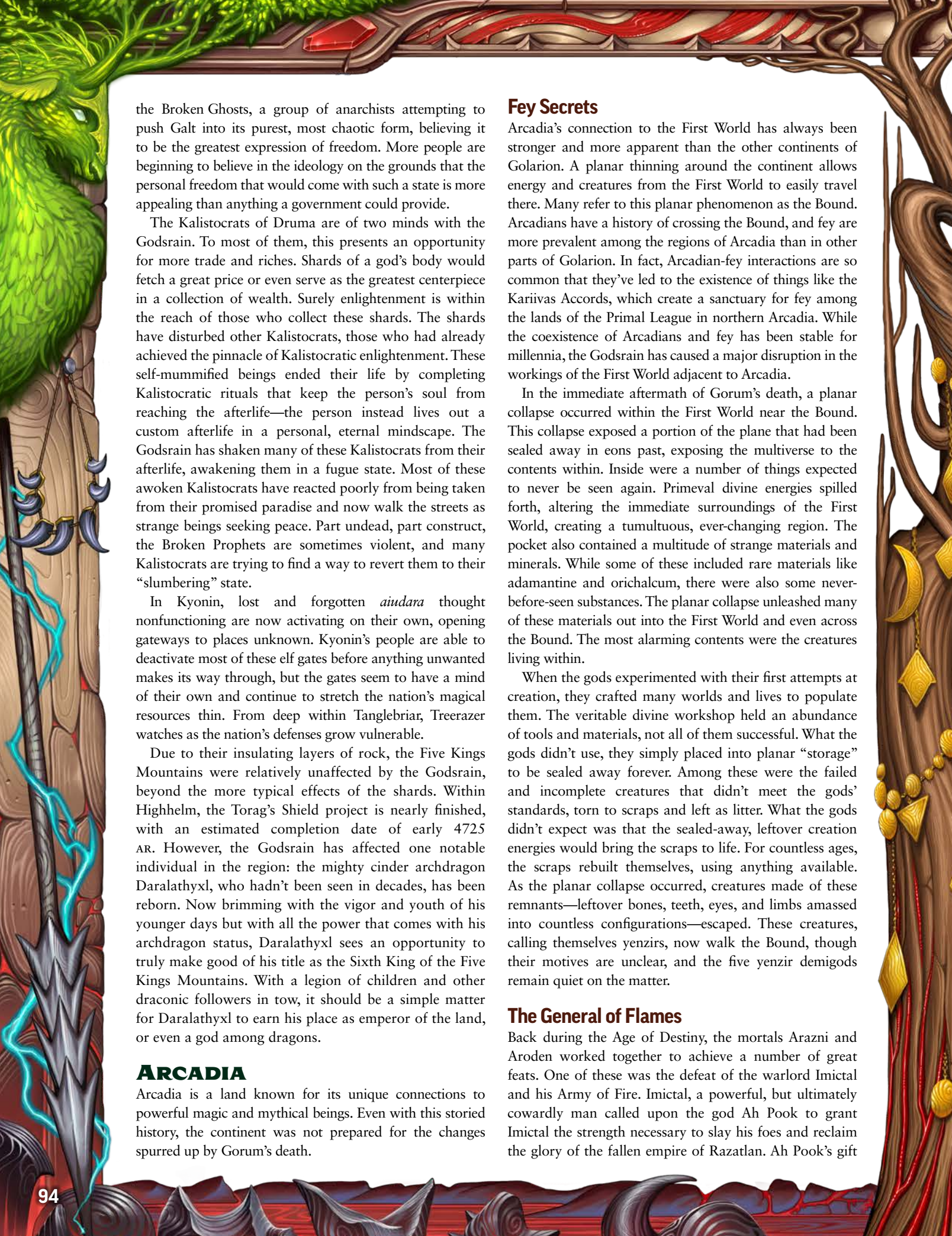
Taldor, on the other hand, is not afraid to make use of the Godsrain. Recognizing the potential of this new resource, Grand Princess Eutropia issued a bounty for the best use of Godsrain pools and warshards in ways that can “better the lives and legacies of the peoples of Taldor.” The nation

is even issuing grants to fund this research. Unfortunately, muddled bureaucracy has made accessing these grants and government-issued Godsrain samples easy, with little oversight. What was originally intended as a way to develop new socially minded technologies has been twisted by noble houses—and any of ruthless intent in Taldor—to obtain money and untapped power.

Galt's most recent upheaval brought about a somewhat tenuous stability. After the fall of the Gray Gardeners, the nation seemed on a new path during the years of rebuilding. The Godsrain might upend all that progress. As warshards and crimson rain fell onto the lands of Galt, they awoke the shattered pieces of *final blades* left in the nation. Animated as beings made of razor-sharp shards and held together by the remnants of the gray death formerly contained within, these so-called gray blades are intent on ending the lineage of anyone related to the causes of troubles past. These living blades seek out anyone, from direct spouse to distant cousin, of those who put a person to death using the given *final blade*. Complicating matters even more are



THE RECLAIMER



the Broken Ghosts, a group of anarchists attempting to push Galt into its purest, most chaotic form, believing it to be the greatest expression of freedom. More people are beginning to believe in the ideology on the grounds that the personal freedom that would come with such a state is more appealing than anything a government could provide.

The Kalistocrats of Druma are of two minds with the Godsrain. To most of them, this presents an opportunity for more trade and riches. Shards of a god's body would fetch a great price or even serve as the greatest centerpiece in a collection of wealth. Surely enlightenment is within the reach of those who collect these shards. The shards have disturbed other Kalistocrats, those who had already achieved the pinnacle of Kalistocratic enlightenment. These self-mummified beings ended their life by completing Kalistocratic rituals that keep the person's soul from reaching the afterlife—the person instead lives out a custom afterlife in a personal, eternal mindscape. The Godsrain has shaken many of these Kalistocrats from their afterlife, awakening them in a fugue state. Most of these awoken Kalistocrats have reacted poorly from being taken from their promised paradise and now walk the streets as strange beings seeking peace. Part undead, part construct, the Broken Prophets are sometimes violent, and many Kalistocrats are trying to find a way to revert them to their “slumbering” state.

In Kyonin, lost and forgotten *aiudara* thought nonfunctioning are now activating on their own, opening gateways to places unknown. Kyonin's people are able to deactivate most of these elf gates before anything unwanted makes its way through, but the gates seem to have a mind of their own and continue to stretch the nation's magical resources thin. From deep within Tanglebriar, Treerazer watches as the nation's defenses grow vulnerable.

Due to their insulating layers of rock, the Five Kings Mountains were relatively unaffected by the Godsrain, beyond the more typical effects of the shards. Within Highhelm, the Torag's Shield project is nearly finished, with an estimated completion date of early 4725 AR. However, the Godsrain has affected one notable individual in the region: the mighty cinder archdragon Daralathyx, who hadn't been seen in decades, has been reborn. Now brimming with the vigor and youth of his younger days but with all the power that comes with his archdragon status, Daralathyx sees an opportunity to truly make good of his title as the Sixth King of the Five Kings Mountains. With a legion of children and other draconic followers in tow, it should be a simple matter for Daralathyx to earn his place as emperor of the land, or even a god among dragons.

ARCADIA

Arcadia is a land known for its unique connections to powerful magic and mythical beings. Even with this storied history, the continent was not prepared for the changes spurred up by Gorum's death.

Fey Secrets

Arcadia's connection to the First World has always been stronger and more apparent than the other continents of Golarion. A planar thinning around the continent allows energy and creatures from the First World to easily travel there. Many refer to this planar phenomenon as the Bound. Arcadians have a history of crossing the Bound, and fey are more prevalent among the regions of Arcadia than in other parts of Golarion. In fact, Arcadian-fey interactions are so common that they've led to the existence of things like the Kariivas Accords, which create a sanctuary for fey among the lands of the Primal League in northern Arcadia. While the coexistence of Arcadians and fey has been stable for millennia, the Godsrain has caused a major disruption in the workings of the First World adjacent to Arcadia.

In the immediate aftermath of Gorum's death, a planar collapse occurred within the First World near the Bound. This collapse exposed a portion of the plane that had been sealed away in eons past, exposing the multiverse to the contents within. Inside were a number of things expected to never be seen again. Primeval divine energies spilled forth, altering the immediate surroundings of the First World, creating a tumultuous, ever-changing region. The pocket also contained a multitude of strange materials and minerals. While some of these included rare materials like adamantine and orichalcum, there were also some never-before-seen substances. The planar collapse unleashed many of these materials out into the First World and even across the Bound. The most alarming contents were the creatures living within.

When the gods experimented with their first attempts at creation, they crafted many worlds and lives to populate them. The veritable divine workshop held an abundance of tools and materials, not all of them successful. What the gods didn't use, they simply placed into planar “storage” to be sealed away forever. Among these were the failed and incomplete creatures that didn't meet the gods' standards, torn to scraps and left as litter. What the gods didn't expect was that the sealed-away, leftover creation energies would bring the scraps to life. For countless ages, the scraps rebuilt themselves, using anything available. As the planar collapse occurred, creatures made of these remnants—leftover bones, teeth, eyes, and limbs amassed into countless configurations—escaped. These creatures, calling themselves yenzirs, now walk the Bound, though their motives are unclear, and the five yenzir demigods remain quiet on the matter.

The General of Flames

Back during the Age of Destiny, the mortals Arazni and Aroden worked together to achieve a number of great feats. One of these was the defeat of the warlord Imictal and his Army of Fire. Imictal, a powerful, but ultimately cowardly man called upon the god Ah Pook to grant Imictal the strength necessary to slay his foes and reclaim the glory of the fallen empire of Razatlan. Ah Pook's gift

was the *Spear of the Destroyer's Flame*, a mighty weapon capable of calling forth the Army of Fire, a massive force composed of the souls condemned to Ah Pook's domain of Xibalba. Along with the army, Imictal could call upon the might of Cuetzmonquali (*Lost Omens Monsters of Myth* 12), a fearsome reptilian beast capable of slaughtering Imictal's foes. Even with all of Ah Pook's gifts, Imictal was unable to conquer Arcadia and rather than face the wrath of Arazni and Aroden, Imictal commanded Cuetzmonquali to consume him whole, spear and all.

While Arazni and Aroden proceeded to slay Cuetzmonquali, the beast would return again thousands of years later in 2495 AR. A new warrior, Taumáporo, slew the beast, claimed the spear within its belly, and called forth the Army of Fire again. The new General of Flames faced defeat just as his predecessor. Cuetzmonquali, however, would return again and again. Arcadia faced the threat of the Third Army of Flame in 4495 AR and the Fourth Army of Fire in 4695 AR. With the death of Gorum, reports of Cuetzmonquali have begun springing up throughout central Arcadia. If someone else were able to slay Cuetzmonquali and claim the *Spear of the Destroyer's Flame*, Arcadians would need to gather once more and face the Fifth Army of Flame. The fact that the army's appearances are becoming more frequent has caused growing alarm. With the threat of a fifth army's appearance, some Arcadians are hoping to find a way to put an end to spear, Cuetzmonquali, and the Army of Flame once and for all.

Metal Wars

Arcadians are no strangers to mysterious materials falling down from the skies. The most well-known of these are the skymetals that rained down on Arcadia during Earthfall, fragments of the enormous meteorite that contained the *Starstone* and crashed into the Inner Sea to the east. Many of these skymetals landed across the northern reaches of Arcadia, with a sizable concentration in the Three Craters region of the Deadshot Lands. For millennia, these metals led to developments in metallurgy and technology. When the Godsrain occurred, a significant portion of the region's skymetals seemed to react to the event, detonating in violent explosions throughout the region.

Large portions of the region's infrastructure collapsed. Entire districts of cities became smoldering ruins, and the local populace was at a loss for what steps to

take to begin recovery and rebuilding. Stores of skymetals and other precious materials were gone, either destroyed or scattered to the wilds. What ensued was a frenzied scramble to claim what skymetals remained.


Now the Smog Lords are at war, each vying to claim what skymetals remain in the region for themselves. Bands of collectors comb the region, gathering the precious scraps that remain but also fighting competing groups in an attempt to claim resources first. Blood has been spilled during these encounters, and settlements are building defenses to protect their few precious resources. Complicating matters even further is the Shattered Hand, a portion of Gorum's gauntlet that fell in the center of the region and is ripe for mining, a matter more easily said than done due to the outpouring of monsters from within the gauntlet.

Waking Giants

As Achaekkek ripped Gorum apart, an earthquake rocked the entirety of Arcadia. Though it was mild enough to not cause



IVA VAHNDYR



significant damage, it did herald a change for the continent. As the earthquake came to an end, several creatures emerged from beneath Arcadia's surface. Each is an enormous monstrosity rising to dizzying heights, either humanoid in appearance or resembling a great beast. Now dubbed iva vahndyrs, these creatures have begun to roam the lands of Arcadia, some seemingly without purpose and others with more destructive intent.

In total, there are eleven of these creatures, each coincidentally roaming a different region of Arcadia. In the Ilani Plains near Razatlan marches the Grandfather, a vaguely humanoid iva vahndyr that so far only marches in a constant pattern in the plains. Its tremendous footfalls are slowly pressing down parts of the plains, and surveys from scouts suggest Grandfather is intentionally creating a ritualistic shape for an unknown purpose. Perched in the mountains of the Arcane Empires in southwestern Arcadia is the Wyvern, an iva vahndyr vaguely draconic in appearance. While the Wyvern tends to remain still, it takes off if any other flying creature nears its perch, attacking offending fliers on sight. The Wyvern has no compunctions about attacking artificial fliers, and the wreckages of several magical airships serve as lessons learned for the nations of the region. While the people of Arcadia are still trying to understand the nature of iva vahndyrs, questions are starting to arise about the lack of an iva vahndyr in the Land of Second Souls.

While no Arcadian can explain these creatures, their origins, or their intent, a number of ancient Arcadian legends describe similar monsters. Descriptions vary among the stories and cultures of Arcadia, but the general legend of ancient giant beings seems to be buried deep in the bones of Arcadian folklore. Each culture has a tale about iva vahndyrs, with each story placing that culture as a pivotal force in dealing with iva vahndyrs in ancient times. In Razatlan, tales center the ancient Razatlani people and refer to iva vahndyrs as the "Forgotten Ones." Among the Mahwek people, the tales refer to the "First Giants," ancient beings from a "forgotten land" that arrived in Arcadia during times of great duress. The Mahwek tales note that it was the first Mahwek tribes who shared knowledge of the "storied wards" that helped secure the iva vahndyr resting sites. The other only constant among these tales is that they describe iva vahndyrs as the largest and most powerful of vahndyr kind. The stories suggest that other vahndyrs exist and that they have yet to wake.

CASMARON

The fallout of Gorum's death darkened Golarion's skies far beyond the Inner Sea, and perhaps nowhere was the resulting upheaval so great as in the ancient eastern lands of Casmaron, seat of millennia-spanning empires, hero-gods made flesh, and memories longer than recorded history. The mythic promise bequeathed by the Godsrain found ample reservoirs in Old Casmaron, with potentially cataclysmic

reverberations that have the potential to span the entire globe—and even beyond.

Chaos in Kelesh

From the perspective of the Imperial Court of Padishah Emperor Kalish XXII, the uncertainty created by the Godsrain could not have arrived at a less opportune moment. When ominous storm clouds first poured shining silver rain upon the empire on the eve of the aged emperor's centenary festivities, scions of the royal Parishat family and loyal servitors of the realm looked upon the phenomenon as a symbol of Sarenrae's favor upon the long-ruling monarch, even as infirmities over the last two decades pushed the regent further and further into the background of imperial politics and the public stage in favor of his little-liked and overwhelmed Qadira-born consort, **Queen Shubat** (disciplined female human aristocrat). Surely the blossoming of fantastical powers among many touched by the silver rain—the so-called "war-blessed"—was a sign of the Dawnflower's unyielding favor toward her most faithful mortal adherents. Surely the heavenly outpouring heralded a new era of glory for the ageless empire.

But not all the rain that fell on Kelesh was silver. And not all silver storms fell where Queen Shubat would have wished.

The Bride of Ydersius

The earliest signs of trouble came from the western province of Mishyria. From the earliest days after Gorum's death, Godsrain-laden storm clouds from all around the western arc of Kardaji Bay slowly converged upon the long-suffering loyal vassal state, gathering directly above the massive Daszj Damworks—considered among the finest architectural marvels of Kelesh's early centuries. Named for the early expansionist emperor who ordered it built, Daszj became a resounding symbol of the empire's might and innovation, serving as an imposing inspiration to its newly subjugated citizens. The dam rerouted the course of the once mighty Kezeret River, irrigating the Plain of Anvar so famous across the empire for its olive orchards and pomegranates. The dam endured 59 centuries, becoming one of the Empire's grandest symbols of permanence. It took only seven days of concentrated Godsrain storms to overflow the Daszj's reservoir, shatter the ancient stonework, and flood the nation's great plains, washing inhabitants, industries, and coastal settlements into the sea.

Tragedy begot discovery, however, when the drained reservoir north of the ruined dam revealed the ruins of a once-opulent temple city, a redolent, sodden relic of the pre-Earthfall Aishmayar civilization—the precursors of modern Ibydos who warred with old Ninshabur and controlled the southern coasts of Casmaron long before Kelesh, before even the ancient empires of Midea and Khattib that Kelesh replaced. Unthinkably ancient, unexpectedly sumptuous, and unsettlingly preserved, the sprawling central temple of the revealed city soon disgorged countless serpents, the harbingers of a resurrected Etaris, the so-called Bride of

Ydersius. The central religious figure of the Aishmayars, Etaris was an early human hero who braved the Underworld to trick the secrets of civilization from the patron god of the serpentfolk, using the gifts of magic and agriculture she took from her beguiled consort to guide her people toward advancements in their civilization.

Somehow, the waters of the Godsrain returned Etaris to life. Now, the reborn goddess gathers a huge following from the beleaguered peoples of Mishyria, who hearken to her tales of times long past, when they were not merely subjects of an uncaring empire but imperial masters themselves. Using strange salves and long-forgotten magic rituals brought forth from the Underworld by her most trusted serpentine servants, the adherents of Etaris administer to those displaced by the floods, stricken by conflict with the Beshzen folk to the north who worship the archdevil Moloch or who are otherwise in need of assistance. Surprisingly, the cult of the empyreal lord Falayna has made common cause with the reborn Etaris, with the Warrior's Ring herself bowing before the ancient goddess during a recent ceremony attended by thousands of fanatical adherents. Tensions with local temples of Sarenrae—who are starting to feel like outsiders in a realm they've ministered to for millennia—have nearly escalated into open conflict. The tumult threatens to cut off the Keleshite heartland from its most important western province, Qadira, with potentially disastrous political ramifications for the empire's ambitions in the Inner Sea region.

Thunder on the Plains

In the east, red storm clouds gathered over the Grass Sea, bathing the lands of the semi-nomadic people of Karazh in newfound conflict. Formerly peaceful tribes attacked one another, leaving several oasis settlements in flames and pushing hostile raiders and desperate refugees into border regions like Ayyarad, Kaskkari, and Zelshabbar. At the same time, the twisted hilt from Gorum's *Sundered Sword* tumbled from the heavens to fall before the mighty feet of the Conqueror's Stand, an immense crumbling statue of the ancient minotaur warlord Voradni Voon. Long a beacon to the descendants of the Grass Sea's antagonistic centaurs and minotaurs who swept across Casmaron in Voon's army and eventually died at his side on the distant Isle of Kortos nearly five thousand years ago, the statue now serves as the rallying point for a vast, inhuman horde seething with ancient grievances and hungry to renew forgotten glories. The *Sundered Sword*, infused with remnants of Gorum's power and lust for war, spurs the gathered army toward expansion, invasion, and death. Tens of thousands of additional kara nomads swell the muddy avenues of Ular Kel, capital of Karazh, seeking safe harbor from the chaos.

Hoping to quell the unrest that has nearly cut off trade to the distant eastern lands of Kaladay, Yalais, Galdeskar, and beyond, Queen Shubat dispatched her niece, the beloved noblewoman **Layilah al-Parishat** (amicable

female human priest of Sarenrae), at the vanguard of a brigade of Isfahi cavalry, supported by a thousand kara horse nomads, in an attempt to disperse the legions gathering at the Conqueror's Stand. Popular at court and among the people, Layilah is considered the strongest rival to Queen Shubat's indolent son Yaril succeeding the aging Emperor Kalish. Shubat—exasperated by Yaril's grasping nature and ready to disown him altogether—hoped that an easy victory over the nomadic rabble would give Layilah the political momentum necessary to propel her to the throne. But Shubat did not count on the inhuman army adding three enormous great cyclopes to their numbers. Layilah has not been seen since her disastrous charge, which saw the Isfahi Cavalry utterly destroyed and the allied horse tribes scattered in the direction of Ular Kel.

Echoes of the Ancient Past

The northern reaches of Kelesh's vast empire offer no relief from the uncertainty brought on by the Godsrain. Even before the War of Immortals, astrologers of the old Ninshaburian city of Na-Gursir warned of the unprecedented supernatural potency of this season's famed Lamentations, when thousands of wailing spirits manifest at sites of ancient import on the anniversaries of their destruction. So vast is Ninshabur's history and so numerous are its tragedies that the precise dates of these events have often been lost to time. The astrologers' ability to forecast these swells of supernatural activity is essential to survival on the Windswept Wastes, but the storm clouds of the Godsrain humbled the most brazen predictions of Na-Gursir's seers, and the region is more dangerous today than it has been in generations. The wisest astrologers see the present conditions as obvious signs that the Pit of Gormuz is ready to once again birth a monstrosity upon the people of Golarion.

In coastal Ezida, the Cult of Namzaruum continues to thrive as they await the arrival of a modern incarnation of their beloved champion, a questing hero and living godking of Ninshabur during the Age of Anguish. A score of Knights of the Aeon Star, armed with the greenglass swords of ancient Azlant, serve as the personal guard of the religion's caliph, the imperious Zecharius. The knights have made common cause with the fanatical patriarch, who recently declared that the reborn Namzaruum would come to Ezida bearing the *Azlanti Diamond*, the fabled gemstone blade wielded by Aroden in his mortal life. Now more than ever, the lines between Aroden and Namzaruum intertwine, with many in the cult believing fervently that Namzaruum was a reincarnation of the Last Azlanti, and that this powerful figure's latest incarnation already walks Golarion. So powerful has the cult become, that Namzaruumites represent the most capable fighting force in Ninshabur. Aligned with the armies of Kelesh, they might turn the tide back in favor of stability. But wily old Zecharius knows that agents of Kelesh have been slaying potential reincarnations of Namzaruum for generations, and while Ezida remains

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nominally a vassal of the empire, no succor for Kelesh will come from its direction.

Numbering the Anointed

Determined to draw some measure of victory from chaos, Queen Shubat used the emergence of hundreds and hundreds of new uniquely powerful individuals—Imperial citizens touched by the Godsrain known colloquially as war-blessed—to alter the already-in-progress Imperial Census to identify them and properly count their numbers. In all corners of every satrapy of Kelesh, dedicated agents of the government—the so-called Countless—seek to account for every living citizen of the Padishah Empire, paying especial attention to those who have manifested unusual powers as a result of the Godsrain (or otherwise—the Countless are not particularly picky when it comes to identifying their prodigies). Before the Godsrain, Queen Shubat entrusted administration of the census to her shameless son, Yaril, hoping to bore him out of interest in succeeding Emperor Kalish. Instead, Yaril has taken to the census with

enthusiasm, ordering his agents to remain vigilant for war-blessed, who are to be remitted for private evaluation and training in the bowels of his personal palace in the imperial capital city of Isfahel.

Yaril has openly coveted power virtually since birth. Weary of the intrusions of Yaril's Countless, the skeptical citizens of Kelesh fear that the cruel man is gathering an army of superhuman agents to further his political influence before making a play for the throne, probably by snuffing out what little life remains in his father before finally turning on his disapproving mother and assuring his ascension with a final act of familial treachery.

In this, as in so many other things, the wise citizens of Kelesh are exactly correct.

GARUND

A land with ancient secrets all of its own, Garund found itself witnessing the reemergence of power and mysteries once thought lost. The people of Garund are hardy and adaptive, however, and even something as world-shattering as the Godsrain isn't enough to completely shake the will of Garund's people. That said, Garund is still facing a number of challenges and surprises in the wake of the Godsrain.

Keepers of the Forgotten

Old-Mage Jatembe (insightful male human wizard; *Lost Omens Legends* 62) is the progenitor of modern magic in Garund, reviving the art of wizardry during the Age of Anguish. Long ago, he created a group called the Ten Magic Warriors, anonymous warriors and scholars identified by only their animal masks, to explore the ruins of their shattered world in the wake of Earthfall and reclaim lost knowledge, as well as battle against nefarious creatures that threatened their people.

Jatembe and the Ten Magic Warriors delved deep into the ruins of pre-Earthfall cities, discovering and collecting magic and technology. They recovered several spellbooks and artifacts, including the *Recollections of Brae*, a magical tome that recorded all the memories of a noble lineage destroyed in the catastrophe. The tome included instructions on how to find the **Empress of Stars** (vigilant female ghost sorcerer), an ancient spirit bound to protect the city of Kin from assault. Jatembe and the Ten Magic Warriors sought out the Empress of Stars, who challenged them to free her from her bindings to the mortal plane in exchange for knowledge.

The group sought a weapon to dispel the Empress's magical trappings but could not find one that had survived the city's destruction. Instead, they forged one; Jatembe and the Ten Magic Warriors collected the power of vicious monsters they defeated, folding their power into steel to create an item that could smash the magic keeping the Empress on Golarion. Together, they crafted a hammer called *Bindbane*, imbuing it with the power of their foes to dispel the Empress's magical bindings. The grateful Empress guided them through the ruins of Kho to reveal powerful artifacts and hidden secrets nearly lost to calamity. As she departed Golarion, she gave



her blessing to *Bindbane* so that any who wielded it would receive her guidance as they sought to undo the chains that bound unwilling creatures to others.

Of course, the stories don't say what happened to *Bindbane* after the Empress's departure. Many believed it to be just a tale, but after the Godsrain, a number of intelligent animals have appeared, each seemingly knowing a different portion of the legend of Jatembe's journey with the Magic Warriors. With enough work, a dedicated scholar could collect all the tales and locate *Bindbane's* current resting place.

The Memory Tides

On the shores of Dehrukani is a tidal pool that now gleams as if permanently imbued with sunlight. Those who bathe in its golden waters find themselves imbued with fragmented glimpses of a life beyond their own, tasting divine blood in their mouths as they witness harsh battles and the creation of worlds. The memories of Gorum have spilled into Golarion, collected by the lap of waves into one small pool, ebbing and flowing through each creature that touches its waters. The most peculiar aspect of the pools, however, is that rather than see the memories of Gorum during his impossibly extensive lifetime, someone who bathes in the pool instead sees the memories of one of the countless enemies Gorum slew on the battlefield.

The memory tides have attracted a diverse crowd of creatures eager to witness even a single moment of deific combat. The thrill of reliving one of Gorum's past battles, even if through the eyes of one of his opponents, is intoxicating. Many pilgrims seek to gain power and knowledge through these memories, hoping they can hold on to a fraction of the might of someone who would dare challenge a god. It's rare, if not impossible, to guide oneself to find specific information among the effectively infinite battles of Gorum, although there are some who boast of having done so. Many claim that the memories one receives are a divine guide to one's true destiny.

The most famous to emerge from the waters of the memory tides is **Naylor Gloom** (pugnacious male aiuvarin sorcerer corsair), a notorious pirate who boasted of learning the location of a great and powerful treasure left behind by a long-forgotten pirate demigod. Gloom has gathered ambitious adventurers from all across Golarion and embarked on a journey through multiple planes in his ship, *The Dread Gale*. Captain Gloom has returned twice since his visit to the Memory Tides, seeking new crew members each time, and many believe he'll return several more times in the coming years.

Lady Bone and Spirit

Rysa Drove (determined female human killer for hire) was an Eihlonan mercenary known for her brutality and devotion to the job. Her every breath was dedicated to the destruction of others, indiscriminately killing any who stood in her way. Her loyalty to a cause lasted as long as blood flowed from

her sword, moving from fight to fight to satiate her endless hunger for battle.

Drove's final battle as an ordinary mortal is said to have gone poorly, with her entire side slaughtered by powerful enemies, leaving Drove fighting tirelessly on her own. Blood, rain, and divine power poured into the desert sand. The Godsrain gave her strength in that final conflict, imparting Gorum's will to fight and the strength to stand when others would have fallen. The god of battle's divine blood mixed into Drove's, and when a blade cleaved her skull and she should have gasped her last, she instead became something more.

Drove's body and spirit were severed, and yet she did not die. Her body rose to continue the fight, rending her foes limb from limb even as her flesh was torn apart, healing from every blow faster than possible for a living being, except for that seemingly mortal wound that failed to end her life. The split between body and soul seems to have had little effect on either half's lust for violence, though witnesses say the body rarely speaks and appears to act more on instinct than thought.


Lady Bone, as her physical form is called, wanders the lands of Garund seeking conflict. Recognizable by the split in her face, revealing a large portion of her skull, she's often spotted stalking travelers in hopes of killing any brigands who target them (as the travelers themselves usually make for poor opponents). Lady Spirit's whereabouts are rarely known, but she has been recorded following spiritual experts seeking to confront haunts and malevolent ghosts, often interfering in exorcisms for the sake of fighting such spirits herself.

The two halves of Rysa Drove have never been seen together since their moment of divergence. Some believe it's only when the halves become whole that the warmonger can finally be killed, while others claim such a reunion will lead to Drove ascending to take her place as a new deity of bloodshed. Many have already begun their veneration of Lady Bone and Spirit, seeing her as the inheritor of Gorum's divine will and offering prayers to her as they stride into their own battles.

The Sun Oasis

After the Godsrain, magical storms formed around a small lagoon in eastern Holomog as if to hide what lies within. Many have attempted to brave the magical winds to uncover whatever truth may be hidden in the waters of the hidden spring. Those who enter the storms find themselves facing trials specifically designed to test their own weaknesses and strengths, pushing them to transcend their mortal boundaries.

Though a few souls have managed to endure the storms, the most famous is **Asim the Living Dawn** (valiant male human sorcerer), a thief from the province of Juttar and the only individual confirmed to have reached the lagoon within. Asim was hired by a noble in Nex to claim whatever treasure might lie within the oasis and bring it



back to their employer. He went through five storms; the first storm was a trial of the body, where he fought warriors made of sunlight and desert glass; the second, a trial of the mind where he made his way through an endless labyrinth. The third storm challenged him to face the regrets of his past, and the fourth pushed him to sacrifice a promised future. The fifth, no one knows, as the Living Dawn has never spoken of his final trial. All that is known is that he survived the storm and drank from the empowered lagoon, turning his hair, eyes, and blood pure gold and imbuing him with the power of the sun.

While Asim's story has inspired many to attempt the same, others believe his golden blood holds his divine power and seek to claim that power through his demise rather than endure the challenges themselves. Some groups have started to use the storms as a rite of passage to signify adulthood or leadership, marking the number of storms they've gone through as a symbol of strength and pride.

TIAN XIA

Although Gorum's worship was far less widespread among the lands of Tian Xia, the Godsrain was no less influential in the region. Just what form the continent will take in the wake of the Godsrain remains to be seen, but it's clear that Tian Xia is due for conflict and change like the rest of Golarion.

The Phoenix and the Lotus

Hao Jin (brilliant female human sorcerer; *Lost Omens Legends* 46), known as the Ruby Phoenix, was famous for her creation of the *Hao Jin Tapestry* where she stored several civilizations on the brink of destruction as well as dangerous or imperiled artifacts. Her return to Golarion after centuries away had been challenging due to several assassination attempts and the rise of enemies both old and new. Despite these trials, Hao Jin has flourished in the present and became even more famous and well-known throughout Tian Xia for her magical prowess.

With the advent of the Godsrain, much of Tian Xia's population turned to the Ruby Phoenix for an explanation or for help. While Hao Jin was as surprised by the events as everyone else, she was quick to set about helping protect the populace. In the immediate aftermath, Hao Jin was a hero. As the desire for conflict seeped into the hearts of the populace, however, this sentiment began to sour.

Hao Jin spent some time after the Godsrain collecting what warshards she could find and studying the effects of the pools that accumulated throughout the continent. As she traveled throughout Tian Xia, accusations that the Ruby Phoenix was simply gathering more power for her own selfish reasons began to surface. It wasn't long before Hao Jin arrived at a destination only to encounter local guards or the people of a village ready to turn her away. Rather than test the patience of the people, Hao Jin simply moved on, finding continued resistance along the way.

Most recently, accusations against Hao Jin have escalated to the point that a not-insignificant portion of people now

believe Hao Jin had some hand in killing Gorum and bringing about the Godsrain. They claim that only someone as powerful as Hao Jin would be capable of killing a god and cursing Tian Xia with the terrible calamities brought upon by the Godsrain. A movement to bring Hao Jin to justice has formed, led by a woman named **Mistress Peony** (cruel female human enchantress), and some of its members are even calling for the head of the Ruby Phoenix.

Mistress Peony was the ruler of Yeonji Island, an island off the eastern coast of Hwanggot built on a cluster of giant lotus flowers she created through magic. In centuries past, the envious Mistress Peony challenged Hao Jin to a test of magical skill that eventually resulted in Mistress Peony attempting to trap the Ruby Phoenix in a demiplane in a desperate attempt to win the challenge. Hao Jin was too clever to fall for this trap and turned the tables on Mistress Peony, trapping the enchantress and all of Yeonji Island within the *Hao Jin Tapestry*. The Godsrain had the unexpected effect of liberating Mistress Peony and her island, a consequence that wasn't immediately obvious to Hao Jin. The now-free Mistress Peony is hoping to garner enough followers to challenge the might of the Ruby Phoenix and exact her vengeance. Hao Jin has been unable to prioritize recapturing Mistress Peony due to her other responsibilities but is aware that their battle of wills must soon resume.

The Silent Woods

A cold, oppressive emptiness overwhelms a small forest on the border of Shenmen and Tianjing. Once home to a numerous animals, no birds sing and no insects buzz within the dense foliage, as every living creature inhabiting the woods fled in terror after the Godsrain and never returned. Even the sky above is perpetually vacant and cloudless, though the woods remain strangely verdant and fruitful.

It has become a rite of passage for youths to enter the Silent Woods to prove their mettle, bringing out a leaf from the silvery trees found deep within. Those who brave the woods return unable to speak, their memories of their experiences leaving as their voices return. Written records compiled by such adventurers confirm that one's voice is snuffed out the moment they enter the woods, as if the trees themselves demand silence.

The vegetation is reported to remain healthy despite the lack of wildlife and rain, though it remains unclear if anything new has grown since the woods were abandoned by its occupants. Inconsistent reports of monsters and shadows have been dismissed as the wild imagination of youth, though one girl's insistence on seeing a dryad caused a stir. The only thing prove about the woods is its unsettling silence and a lack of answers to the many questions regarding its current state.

The Dusk Gardens

This large expanse of wildflowers in the Hwanggot countryside was once a living rainbow spreading across the

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GODSRAIN OVER TIAN XIA

hills in cascades of brilliant and joyous flora, brightening the landscape with a wide variety of unique flowers. The fall of the Godsrain drastically changed the scenery, permanently dyeing the hills and their flora pitch black. Though the black flowers are nearly indistinguishable from each other during the day, the gardens fill with color once again at night as the flowers glow brilliantly at dusk in an array of light.

The flowers of the dusk gardens contain powerful magic, their unique properties are indicated by their nocturnal hues. Pink flowers are said to restore one's happiest memories, while blue ones bring the wind under one's command. However, the flowers wither within minutes of being plucked, rendering them nearly impossible to harvest. There have been incidents of people attempting to plant their own vegetation in the gardens, hoping to imbue them with magic, as well as mourners burying their dead in hopes of revival.

The latter practice has been forbidden, but such restrictions rarely hinder the bereft who've heard the tale of a righteous young man, slain on his wedding night by jealous rivals and buried in the dusk gardens by his grieving widow. A single white flower is said to have bloomed from his grave, which the widow turned into incense for her love's memorial rites. When she burned the incense in an offering to his spirit, the young man returned to life, and the two now live happy and fruitful lives.

Altan the Fleet

Altan the Fleet (determined male human horselord) is a warrior in Hongal known for his skill with the bow. Some claim he can shoot the eye out of a hawk in flight. While already an amazing archer, the Godsrain imbued him with grace and strength beyond any living mortal. Altan became capable of outrunning horses and seeing between individual drops of rain in storms, quickly becoming a powerful figure among his tribe.

When the land was hit by an unusual drought, Altan set out to protect his people's way of life. He traveled across the nation to seek the source of disaster and discovered a demonic slug draining the land of its water and nutrients. Altan battled the creature for five days and six nights, defeating it just before dawn. He carried its carcass to the top of a cliff overlooking the land and wrung rain out of it, leaving a withered husk. The husk was brought back to the oracles of his tribe, who distilled it into a potion that gave Altan its power.

Already stronger than most, the demonic slug's essence granted Altan power over the air and weather. However, it also cursed him with an endless thirst that has forced him to roam ahead of his tribe and summon constant storms to sate his desire, lest he become the very monster he defeated. Despite his curse, Altan is still regarded as a hero who can defend his people from any threat.



PATHS TO IMMORTALITY

The herald Courage Heart and the Apocalypse Rider Szuriel were far from the only divine beings to defy the dangers of eternal destruction and break the restrictions on combat between gods.

The dwarven god Grundinnar, son of Torag and deity of friendship and loyalty, vanished at the gates of Larrad. When the Godsrain fell, a warshard wreathed in drops of red and silver crashed near Larrad's gates, and the primordial being Otolmens foresaw that from this seed might grow a threat that could harm the very physics of reality. Otolmens believed the only way to end this threat was to wipe Larrad and all who might have been exposed to the warshard from existence, but Grundinnar would not let dwarven lives end for fear of what might be. As ancient primordial and dwarven god clashed, many a dwarven hero rushed to aid their deity, fell dead, and rose as ascended celestials to continue the battle. The conflict ended in a mighty flash and roar, and when it cleared, Grundinnar, Otolmens, and all but a handful of the dwarven heroes were gone, as though they had never been.

The Empyrean Lord Cernunnos, The Stag Lord, danced between the drops of the Godsrain with bow in hand. His prey was Garhaazh, the Primal King, brother of Dahak and the first primal dragon. Garhaazh and Cernunnos battled across Golarion, Akiton, and stars beyond, each seeking the other's death, each reveling in their battle for dominance. Garhaazh ultimately claimed victory in the conflict, laying traps woven of wild magic to confound and mislead Cernunnos. When the Stag Lord made his final attack, he found not Garhaazh, but a hole in the stars themselves into which he was drawn, cast far beyond the boundaries of the Dark Tapestry.

-excerpt from *When Gods Make War*, a Molthuni novel by an unattributed author

This chapter presents a variety of mythic destinies, special archetypes for mythic characters of 12th-level and higher. These archetypes all include 20th-level capstone feats that present various forms of immortality. Sometimes this immortality is quite literal, like when the godling mythic destiny allows a character to achieve apotheosis and become a deity. Other times, the immortality is a form of legacy, like the Legacy of Kings feat from the prophesied monarch mythic destiny that ensures that even if you pass away, one of your knights will carry on your legacy.

While mythic destinies are intended to be used specifically for mythic characters, it's possible to use them as stand-alone, high-level archetypes; when doing so, you should remove the mythic trait from the dedication and feats, along with any references to Mythic Points or mythic proficiency.

This chapter contains the following mythic destinies.

The **apocalypse rider**, for characters whose ultimate goal is to join the ranks of the riders of War, Death, Famine, and Pestilence, becoming the greatest of daemonkind.

The **archfiend**, for characters who know it's better to rule in Hell than serve in Heaven and want to become greater devils or demon lords.

The **ascended celestial**, for characters whose deeds earn them a place among the hosts of the Upper Planes.

The **beast lord**, for characters whose legend is closely tied to a powerful companion.

CHAPTER MAP

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The **broken chain**, for characters who hold the ideas of heroic defiance, overthrowing tyrants and promoting freedom above all else.

The **eternal legend**, for characters whose martial skills ensure that they can never truly die so long as their deeds are remembered.

The **godling**, for characters who are determined to claim a place among Golarion's deities.

The **prophesied monarch**, for characters who lead a band of stalwart allies to claim a kingdom for themselves.

The **wildspell**, for characters seeking to become one with magic itself.

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PART 4: THE NEW IMMORTALS

"Did we lose them?" Nahoia gasped, risking a quick glance back.

"We're never going to lose them in the Gravelands," Samo said. She didn't bother to look, her spells told her all she needed. Necromantic energy surged around them, drawn to the warmth and vitality of their living bodies, which stood out in this death-claimed land like burning beacons over the sea during a clear night. They could outrun or outfight these leeches, as they had a hundred times before, but there'd soon be more on their heels.

Samo had a bad feeling about this chase. Both she and Nahoia were exhausted, having been harried by lifeleechers and rot-winged skeletal bats even before they'd left Belkzen. They'd had no opportunity to rest, and every fight sapped their strength.

Worse, every new enemy was, clearly and utterly unmistakably, stronger than the last. It was as if all the Gravelands were controlled by a single malign intelligence, and the land itself understood when its agents hadn't the strength to bring down Nahoia and Samo. If shambling zombies couldn't kill them, there'd be a pack of ghouls next. When the ghouls failed, a storm of shadows. With each turn, the noose tightened, as Nahoia weakened and Samo tired.

Their only hope of escape was to reach Nirmathas before they were overcome. Life still held sway in the Fangwood, uncorrupted by Tar-Baphon and his unholy forces, and Samo thought they might find friends there. At the very least, her spells would be more effective once she could tap into the strength of the natural world. But whatever was behind them now was fast, fast enough that they were gaining ground even with Samo drawing upon her magic to smooth their passage and hinder their pursuers. It was powerful; she could sense the individual members of the pack as distinct shapes in her spirit-sight, which meant that each of them, alone, was significant enough to register as a soul to be feared.

They were almost to the forest.

"Just a little farther," she urged. The Fangwood rose less than a quarter-mile ahead, its rich green leaves a banner that promised safety. "We're almost there."

Nahoia didn't have the stamina to do more than grunt, but he did pick up the pace. Their pursuers, realizing that they were about to lose their quarry, did too.

Arrows hissed past Samo's head. One hit her antlered hat, piercing the brim mere inches from Samo's eyes. It was a needle of diseased bone, and black blood dripped from the rotten marrow exposed at its core. The stench of it was unbearable. The forest ahead blurred as Samo's eyes watered. She yanked off her hat, lowered her head, and ran as quickly as her legs would take her.

Another arrow hit her in the back. Pain flared from the wound, followed by a dizzy numbness. The cold

of the grave gripped her from within. Samo leaned forward, wrestling as much from her momentum as she could, but her legs went dead under her and she tumbled face-forward.

"Samo!" Nahoia cried. He drew his spear, turning to defend her.

No, you fool, Samo thought, keep running.

But did it really matter? Without her spells, the Fangwood offered Nahoia no sanctuary. He didn't have the power to make wood rise up in their defense. Only Samo had that, and it was all she could do to push herself up on an elbow enough to glimpse their killers.

She'd sensed eight of them with her spirit-sight, and eight there were: feral, white-faced creatures in armor worked to resemble layer upon overlapping layer of skeletal leaves. Their eyes burned bright over fang-filled smiles, and they drew swords that gleamed like dirty ice. Swarms of lesser undead followed at their heels, but Samo had eyes only for their masters. Vampires, and no ordinary vampires. The sun was weak in the sky, almost below the trees, but it was still up, and vampires should have quailed before it.

These didn't.

Nahoia stabbed at the first to come near him. His spear lit up with the magic of his god-spark, extending in an arc of white energy that blasted through the vampire's chest, throwing it backward into the darkening grass. The others surrounded him like hungry wolves on a wounded reindeer. Samo lost sight of the young warrior amid their blurring forms. Only his topknot bobbed above them, and the fierce, darting glow of his spear.

She reached desperately for a spell, for the strength of the forest so tantalizingly near, but it slipped through her numb grasp as the vampires' spiritual poison spread.

Despair seized her. Then, from the forest, hope broke through the edge of the treeline like sunlight dappling the ground through leaves.

An aiuvarin woman charged from the wood, accompanied by a motley host of shaggy-bearded men, wild-haired women, and animals of all description. The men and women wore rough-spun clothes and wielded hunting bows and farming implements, with only the occasional sword or spear representing actual weapons of war. The woman leading the charge wore a breastplate of wood fringed with living leaves. She wielded a morningstar in one hand, and held an unblemished rose in the other.

The poison had taken her senses, and Samo slipped into delirium. A fog had settled over her, despite their dire circumstances, and she could hold it off no longer. Darkness closed in, and her last hope of survival faded with the light.

She woke beside a campfire. The trees were unfamiliar, and the air had a richer, greener scent. They'd moved

deeper into the Fangwood since she'd fallen. Nahoa squatted beside her, obviously worried, but not too worried to eat the stew their benefactors had cooked.

"You're awake," he said, relieved. "Have some stew. It's good."

"Thank you."

Samo took a bowl and ate, groggily at first, then gratefully. "To whom do we owe our lives?"

An aiuvarin woman in wooden armor stepped into the firelight. She was the rescuer that Samo had seen charging from the Fangwood, and she was still holding a rose. Its thorns bit into her left hand, causing blood to trickle down her wrist in an intricate pattern that looked like the bindings of a ceremonial gauntlet. "I am Courage Heart, servant of the Everbloom."

"We're in your debt," Samo said.

"Milani claims no debts from those who fight to preserve hope in grim places," Courage Heart replied. "The world needs you."

"Here?" Samo asked doubtfully. Had they been saved only to join Courage Heart's fight against the undead of the Gravelands? She didn't relish having to explain Nahoa's call, if so. They couldn't stay here, yet it was only the man's insistence about this nebulous call, and the spirit-reindeer's urging, that summoned them south.

But Courage Heart was shaking her head. "We would be grateful for your aid, as we are hard-pressed on two sides—the Tyrant to the north, and Szuriel's machinations to the south—but, as dire as our need might be, this is not your war. You must go on your own course."

"Who's Szuriel?" Nahoa asked, scraping at the last of the stew in his bowl.

"A Rider of the Apocalypse. War is her purpose, the crueler and more needless the better. She seeks to fan the embers of conflict between Molthune and Nirmathas into new flame. If she succeeds, Nirmathas will surely be torn apart between its enemies. Then she will abandon Molthune, and it too will be destroyed by Tar-Baphon. I am here to stop that disaster... but it is, I am afraid, not easy, and the outcome is much in doubt."

"But you don't want us to stay and help?" Nahoa's brow furrowed in good-natured confusion. "It sounds like you need it."

"We do. But what you must do is more important." Courage Heart plucked a petal from her red rose and offered it to Samo. The petal was warm and pliable as living flesh, and the reassuring glow of shared, righteous conviction filled Samo's chest as she took it. "This is but one battle in the great war for Golarion. You have another. And you must go to it."

Samo bowed her head in acknowledgment and tucked the rose petal into the little leather drawstring pouch that she wore about her neck, beneath her jerkin, with her most sacred tokens. "We are honored—"

She never finished the sentence. The cry of a warning horn tore through the night. Courage Heart whirled

away from the fire, leaping into the cover of darkness. "To arms!" A dozen or more shapes scattered among the trees. Samo had scarcely glimpsed them amid the undergrowth before, and couldn't see them at all once they'd gone for cover.

A company of fierce riders on blood-red horses charged into the campsite, led by a warrior whose steel helm was worked into a maniacal, bloodspattered grin. Seeing no other targets about the fire, they sprang toward Samo and Nahoa. Brandishing his spear, Nahoa leaped up to meet them. He swept a horse's legs out from under it with a low swing of his spear, then pulled it back swiftly and speared the rider as she fell. Another came charging at him, but Nahoa was far quicker than he looked, and he stepped aside effortlessly as the rider's lance plunged through the air where he'd been. Without missing a beat, Nahoa leapt high, his godspark flaring through his legs, and came down with his elbow on the back of the rider's neck, snapping the man's spine with a resounding crack.

Samo drew upon the forest's strength to aid Nahoa, lending force to his blows and speed to his movements. She bolstered their unseen allies in the wood as well, trusting in her magic to find them even when she couldn't see where they were. Fierce as the riders were, Nahoa stabbed them down, one by one, aided by the arrows and slings of their friends in the forest. Courage Heart was nowhere to be seen, and Samo thought that strange, until the last of the red riders had fallen.

Then the aiuvarin woman reappeared, her face blanched but resolute. "She is here."

"I am here, and I am your end," said a terrible, sonorous voice, like war horn and dirge bell in one. It was the sound of a call to battle that could end only in ruin, and it was cheered by the voices of glory-blinded fools who could not see that they, too, would end as maggots' food. Szuriel came forward from the dark. She looked like a cursed angel, her skin pale as ivory and her wings blacker than oblivion. Blood ran from her eyes, and cruelty radiated from her in a palpable aura. She stood eight feet tall, yet Samo had a sudden conviction that this was only a fraction of the woman's true height.

Courage Heart had called her a Rider, but she came to them on foot. Perhaps she didn't need a horse to destroy them. The aiuvarin certainly seemed to think so, for she called to her unseen forces: "Fly! Flee! You cannot stand against her! Run, now!"

"I won't leave you to fight alone!" Nahoa said stubbornly.

"You will. You must. You have your own duty," Courage Heart said. She snapped her left hand at them, as though it held something more powerful than a mere rose. A flurry of scarlet petals flew from the flower, engulfing Samo and Nahoa in a whirlwind of magic.

It lifted them from their feet, blinded them in red veils, and spun both of them, helplessly, into an endless void.

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APOCALYPSE RIDER (UNCOMMON)

From the mightiest empire to the smallest star, everything dies. Lowly mortals, ageless angels, and primordial gods all face the same inescapable fate—to fade beyond memory and join the litany of the forgotten. The hastening of all life into this oblivion is the ultimate goal of the daemonic harbingers and their forces, including those mortals who exploit hate and hopelessness to bring calamity on the world. Chief among these demigods are the Riders of the Apocalypse, powerful fiends chosen to deliver death, famine, pestilence, and war.

While neither the Riders nor their devotees feel obligated to make or keep promises, some mortals pledge their efforts to gain personal power and further the cause of entropy. Those destined to wreak the most destruction upon the world are known as apocalypse riders. Taking on such a mantle requires the utmost commitment to death and ruin.

You are such an apocalypse rider, and you have a terrifying ally in this fight, whether sent by daemonic overlords or spontaneously formed by Abaddon itself. This creature is a beastly mount with a form that matches your personality and goals, though its loyalties lie with Abaddon first. It will serve you faithfully as long as you continue to cause significant losses of life and inflict mass destruction. However, this apocalypse mount

is more than just a way to monitor your obedience to the cause of misery. Your mount serves as a badge of office, signifying to daemons that you are effectively one of them.

From astride her ferocious riding drake, **Arba Dwindletree** (destructive female gnome druid) staves off her Bleaching by wreaking havoc on crops and pitting fledgling settlements in the River Kingdoms against one another. Her delight in this chaos is tempered only when meddlesome fey creatures try to join in on the “fun.”

Posing as an Order of the Nail Hellknight, **Owyn Darkoath** (manipulative male human warrior) pushes border tensions between Andoran and Cheliax, riding a pitch black destrier into battle. His goal is to force default on the Thrunes’ contract with Hell, bringing even greater war when Asmodeus’ forces come to collect what they’re owed.

Deng Fo-Murk (cruel male human necromancer) uses his alchemical skills to reanimate the corpses of nobles and diplomats to sew political conflict between Hwanggot and its neighbors. He is poised to light the fuse on a powder keg of bloody consequences, through which he will gallop through on his terror bird mount.

In Abaddon, daemonkind sometimes demonstrates an odd mix of cooperation and hostility toward one another. This remains true of their mortal champions in the Universe. War creates both famine and pestilence, drought creates war, and all worshippers of the end of all things engineer death in one form or another. An apocalypse rider may specialize in a particular rubric of death, but all daemonic servitors understand that the categories of the Four Riders frequently overlap one another. A group of riders might even cooperate to increase the scale of their deadly designs, but their apocalypse mounts carefully track who is delivering on their oath and who is not.

Apocalypse riders who fulfill the full scope of their commitment to the Riders often prove to be among the mightiest creatures on their world. Such servants of death are hardly sated once a project reaches its desired number of casualties. Successful riders often indulge in a new sort of killing or initiate a plan larger and more lethal in scope than their original commitments. A truly ambitious apocalypse rider will turn their baleful gaze to their own master, enforcing one of the few dogmas observed by daemonkind—all creatures must die, including those immortal demigods who remain unchallenged for too many centuries. Several times over the millennia, an apocalypse rider or exalted deacon has laid waste to a presiding Rider and claimed the daemon’s post. An individual who assumes the office of Rider immediately becomes a unique daemon and takes over the realm of the previous Rider on the plane of Abaddon.



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Apocalypse Rider Feats

APOCALYPSE RIDER DEDICATION

FEAT 12

UNCOMMON DESTINY MYTHIC

In the darkest hour of the night, a fearsome and terrible steed arrives as a gift from a powerful daemonic patron. You gain an apocalypse mount, which is loyal and follows your commands as long as you work to spread death and destruction. Your apocalypse mount can be any mature animal companion with the mount special ability, though it is obviously touched by daemonic forces. Choose whether your apocalypse mount is a nimble or savage animal companion. During an encounter, even if you don't use the Command an Animal action, your apocalypse mount can still use 1 action on your turn to Stride or Strike.

You also gain the anathema "You forswear any plans to cheat death or build something that will last beyond your own death." If you break this anathema, you lose access to abilities granted by this archetype until you atone or make amends.

Special If you already have an animal companion with the mount special ability, it becomes your apocalypse mount as daemonic energies infuse its form. In such a case, one of your companion's unarmed attacks increases one die size.

BEHOLD, A PALE HORSE

FEAT 14

MYTHIC

Prerequisites Apocalypse Rider Dedication

Your apocalypse mount becomes worthier of an eventual Rider of the Apocalypse. Your apocalypse mount gains one specialization of your choice.

Special You can select this feat up to three times. Each time, add a different specialization to your apocalypse mount. Your apocalypse mount can't have more than three specializations.

HISTORY OF VIOLENCE

FEAT 14

MYTHIC VOID

Prerequisites Apocalypse Rider Dedication

Frequency once per 10 minutes

Your attacks bring with them echoes of previous battles, calling the unquiet victims of your most brutal acts to savage your opponents. Make a Strike. If this Strike hits, you deal additional void damage equal to your key attribute modifier to the target and all enemies within 30 feet. If your attack is a critical hit, you deal twice as much damage instead, and the target of your Strike takes persistent void damage equal to your key attribute modifier as your fallen foes attempt to drag the target into oblivion with them. This Strike counts as two attacks for calculating your multiple attack penalty.

JOUSTING MOUNT

FEAT 14

MYTHIC

Prerequisites Apocalypse Rider Dedication

While riding your apocalypse mount, any two-handed weapon you wield gains the jousting trait with a die size equal to one die size lower than the weapon's normal damage die.

YOUR PERSONAL APOCALYPSE

Often your apocalypse mount brings with it a command to start a war or drive a nation to lasting hunger, but the Four Riders of the Apocalypse and their daemonic servants leave the nature of the calamity to you, their new champion. The daemons demand only that the resulting evil be historic in scope and unique in its nature. All mortals can start a war by virtue of hatred or greed; an apocalypse rider's war must offer something new. Apocalypse riders often demonstrate a significant degree of finesse as they engineer destruction. Servants of the Rider of Famine might employ magic to control the weather, breed a more voracious swarm of locusts, poison the soil or a city's water supply, or employ economics to hoard a food supply away from hungry mouths. Each Rider's promise offers multiple opportunities to bring calamity to bear, and every apocalypse rider has full authority to shape events for their desired effect.

ONE AMONG THE MASSES

FEAT 14

MYTHIC

Prerequisites Apocalypse Rider Dedication

It will take more than a gathered mass of foes to take you down. You gain resistance equal to your level to damage dealt by swarms, troops, and creatures who occupy the same space as you. In addition, you can briefly menace large groups of enemies to step aside. You gain the Overawe Crowd activity.

Overawe Crowd (concentrate) **Requirements** You are sharing the same space as a swarm or are adjacent to a troop; **Effect** Spend 1 Mythic Point and attempt an Intimidation check at mythic proficiency against the Will DC of the required swarm or troop. On a failure, the target Strides in a direction of your choosing and you move along with it. On a success, the target Strides twice in a direction of your choosing and you can decide whether or not to move along with it. No matter the result, the target is stunned 1 and temporarily immune to your Overawe Crowd for 24 hours.

PUTREFACTION

FEAT 14

CONCENTRATE MYTHIC

Prerequisites Apocalypse Rider Dedication

You spoil the food and water nearby, even within your foes' bodies. Spend a Mythic Point. Enemies within 60 feet of you must succeed at a Fortitude save against your class DC or spell DC (whichever is higher) or become sickened 1. You also cause edible food to rot and potable water to turn brackish within the area. Choose a number of potions or alchemical elixirs within the area equal to your key attribute modifier and attempt a counteract against each of them using Occultism or Religion at mythic proficiency. Your counteract rank is half your level. If you succeed, the elixir or potion spoils and becomes a mundane item.

NIGHT TERROR

FEAT 16

MYTHIC

Prerequisites Apocalypse Rider Dedication

Buoyed by your fearsome reputation, your steed can take flight. Your apocalypse mount gains a fly Speed equal to its land Speed. If it already has a fly speed, it gains a +2 circumstance bonus to Acrobatics checks to Maneuver in Flight. At night, or in any environment deprived of natural sunlight, your apocalypse mount gains a +10-foot circumstance bonus to its fly Speed, and critical failures on Acrobatics checks to Maneuver in Flight become failures instead.

STEAL DEATH

FEAT 16

DEATH MYTHIC

Prerequisites Apocalypse Rider Dedication

Trigger Another creature within 30 feet gains the doomed or dying condition or their doomed or dying condition increases.

As a harbinger of daemonkind, you gain authority to delay the death of others if it serves your purposes, and in doing so, you bolster the well-being of both you and your mount to allow you sow further havoc. The triggering creature reduces their doomed or dying condition by 1. For the next minute, you and your apocalypse mount gain fast healing 5 as long as you are within 10 feet of each other. If you use this reaction again within that minute, you and your mount's fast healing increases by 1, but the duration isn't increased.

TO WAR!

FEAT 16

MYTHIC

Prerequisites Apocalypse Rider Dedication

Frequency once per 10 minutes

Requirements You are riding your apocalypse mount.

You inspire your allies to greater battle prowess while trampling enemies in your way. You Command your apocalypse mount to Stride up to twice its Speed (or to Burrow, Climb, Fly, or Swim, if it has the corresponding movement type), moving through the space of any foes in your path up to one size smaller than your apocalypse mount. Your mount deals damage equal to one of its unarmed attack Strikes to each creature whose space you move through (basic Reflex save against your apocalypse mount's Athletics DC). On a critical failure, the creature also becomes off-guard until the end of your next turn. You can damage a given creature only once during this movement.

In addition, all allies who witnessed your charge gain a number of temporary Hit Points equal to your level and a +2 status bonus to damage against any foe damaged by your apocalypse mount this round. This has the visual trait. These benefits last until the end of your next turn.

VIRULENT STRIKE

FEAT 16

FLOURISH MYTHIC

Prerequisites Apocalypse Rider Dedication

Those afflicted by certain maladies are closer to death in your presence. Make a Strike against a creature. If your attack hits, the target must attempt a new saving throw against the highest-level disease or poison that is currently affecting it, possibly progressing it to a higher stage even if the affliction's interval hasn't passed. If the target successfully saves or critically saves against the affliction, the affliction's stage isn't reduced. If your attack was a critical hit, the target takes a -4 circumstance penalty to the save.

WITHER AWAY

FEAT 16

CONCENTRATE MANIPULATE MYTHIC VOID

Prerequisites Apocalypse Rider Dedication

Frequency once per 10 minutes

You hasten the passage of time for a living creature, prematurely aging them into decrepitude. A living creature within 60 feet takes 14d6 void damage and a part of its body you chose withers, taking the following penalties depending on the result of their a Fortitude saving throw against your class DC or spell DC, whichever is higher.

- **Arms** The target's arms grow weak. The target becomes enfeebled 1.
- **Head** The target has trouble thinking straight. The target becomes stupefied 1.
- **Legs** The target's legs buckle with every movement. The target takes a -10-foot status penalty to its Speeds.
- **Torso** The target's skin becomes thin and papery. The target gains weakness 10 to slashing damage.

Critical Success The target is unaffected.

Success The target takes half damage and the withering penalty lasts until the end of your next turn.

Failure The creature takes full damage and the withering penalty lasts for 1 minute.

Critical Failure The creature takes double damage, and you can choose a second part of the body to wither. Both penalties last for 1 minute.

CONTAGIOUS SPELL

FEAT 18

MYTHIC CONCENTRATE SPELLSHAPE

Prerequisites Apocalypse Rider Dedication

Your magic can bring devastation to more individuals. Spend a Mythic Point. If your next action is to Cast a Spell that inflicts damage or debilitating conditions and targets a specific number of creatures, you can target one additional creature.

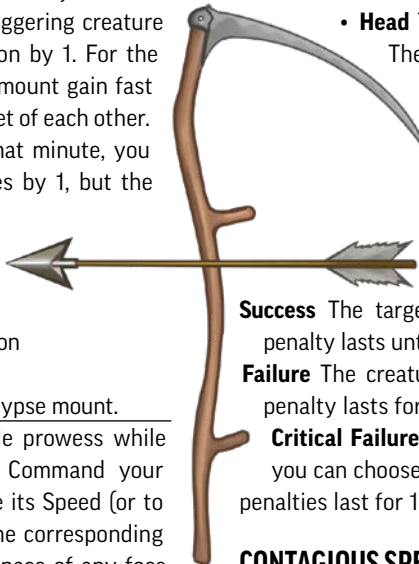
DEATHLESS SERVANT

FEAT 18

HEALING MYTHIC

Prerequisites Apocalypse Rider Dedication

The servants of apocalypse know that it is impossible to cheat death, but your will is sufficient to help you outlive even your strongest enemies. The first time each day you would be reduced to 0 Hit Points but not immediately killed, you avoid being knocked out and instead of taking the



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damage, you regain a number of Hit Points equal to twice your level. Your wounded condition increases by 1.

In addition, whenever you have the wounded condition, you gain a status bonus to your Armor Class equal to your wounded condition value and a status bonus to the damage of your Strikes equal to twice your wounded condition value.

MEMORY OF NOTHING ◆◆

FEAT 18

CONCENTRATE MANIPULATE MENTAL MYTHIC

Prerequisites Apocalypse Rider Dedication

With a look and a gesture, you turn a thinking creature's mind against itself, causing the creature to struggle to remember how to perform more complex actions. Choose a target within 30 feet and spend a Mythic Point. The target must attempt a Will save against your class DC or spell DC (whichever is higher) at mythic proficiency.

Critical Success The target is unaffected.

Success For the next 3 rounds, if the target performs an activity that requires three or more actions, they take 12d8 mental damage.

Failure For the next 3 rounds, if the target performs an activity that requires two or more actions, they take 12d8 mental damage.

Critical Failure As failure, but the target is also stunned 1 as its mind struggles to function.

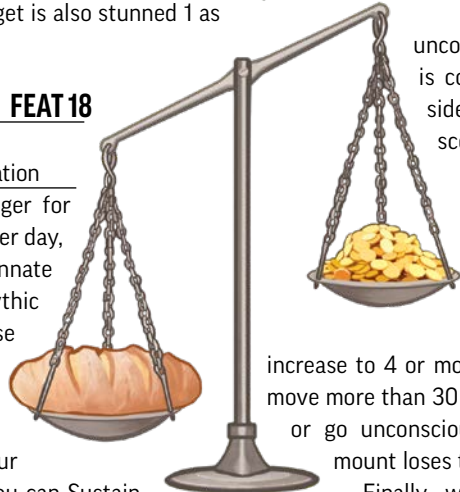
SOUL VESSEL MOUNT

FEAT 18

MYTHIC

Prerequisites Apocalypse Rider Dedication

Your mount has a supernatural hunger for mortal souls that you can feed. Once per day, you can cast *seize soul* as a divine innate spell. The spell gains a cost of 1 Mythic Point but you can use your apocalypse mount as the item in which you store the soul. Your apocalypse mount counts as an artifact for the purpose of the spell. At any point while your apocalypse mount contains a soul, you can Sustain the spell to allow your apocalypse mount to consume the soul. It regains a number of Hit Points equal to twice your level. For the next minute, it also gains a +20-foot status bonus to its Speed and its unarmed attack Strikes are made at mythic proficiency.



EXCERPT FROM THE ADUMBRATION SCROLLS

Lo, the sun did dim and the Riders were before us, their terrible steeds breathing poison and stamping the air with their ebon hooves.

The first was the wasting of the body, gaunt and starved. On his approach, the wheat did rot in the fields and the water turned foul in the streams.

The second was the coming of plague, scarred face crawling with locusts. With a look, boils did sprout and wounds did fester.

The third was the clashing of blades, eyes wet with blood. Showing her ragged teeth, neighbors beat neighbors, and families attacked families.

The fourth was the ending of life, most powerful and un denied. A wave of his staff, animals did pass away and warriors did perish.

All, from the mighty monarch to the lowly peasant, did tremble at their coming. The earth did tremble as well, for none can withstand the Riders' wrath.

unconscious, and if your apocalypse mount is conscious, it instantly teleports to your side, picks you up, and attempts to flee the scene of danger.

While you are conscious and within 30 feet of your apocalypse mount, it can't be killed. If your apocalypse mount is reduced to 0 Hit Points, it immediately stabilizes and its dying condition can't increase. If its doomed condition would increase to 4 or more, it doesn't increase. However, if you move more than 30 feet away from your apocalypse mount or go unconscious during this time, your apocalypse mount loses these benefits and might die.

Finally, when a living creature within 60 feet of you dies, it must attempt a Will saving throw against your class DC or spell DC, whichever is higher. This is an incapacitation effect. On a failure, that creature can't be brought back to life for 24 hours. On a critical failure, you can chose to have that creature's soul coalesce into a fist-sized soul gem (Hardness 2, HP 8) that appears in that creature's space. That creature's soul is trapped within the gem for 1 week, though you can make the gem permanent with a 10-minute ritual. Destroying the gem frees the soul within but doesn't return the deceased creature to life. If a caster attempts to return to life a creature whose soul is trapped within a soul gem, they fail unless they succeed at a Religion check against your class DC or spell DC, whichever is higher. A success causes the soul gem to shatter, allowing the creature to be returned to life as normal for the spell. Daemons and other fiends prize these soul gems, and they're generally worth an amount relative to the level of a gem's captive soul.

IMMORTAL RUIN

FEAT 20

MYTHIC

Your commitment to ending all life earns you a measure of immortality, setting the stage for you to become a true Rider of the Apocalypse, possibly supplanting one of the Four. You gain the daemon, fiend, and unholy traits, and so does your apocalypse mount, but your fates are ever more entwined. As long as your apocalypse mount lives, you don't age and whenever your doomed or dying condition would increase to 4 or more, it doesn't increase. If you would be killed in any other way, you are instead reduced to 0 Hit Points, become

ARCHFIEND (UNCOMMON)

Fiends are legion. From the scheming, tyrannical devils and the sinful, soul-coveting demons, to the terrifying sahkils and the unknowable qliphoth, they come in countless forms and are more numerous than the stars in the sky, the sands upon the beach, and the sins of morals. Beings of cruelty and malice, cunning and corruption, fiends revel in bloodshed, violence, and destruction. These are the forces you're destined to join and eventually rule over—the servants and soldiers who will protect your domain, carry out your orders, and destroy your enemies.

Through your Calling, you're destined to become an archfiend, a powerful leader, general, or tyrant who rules over your own extraplanar realm and amasses a following of fiends. A devious archdevil who rises through the ranks of Hell's hierarchy, a powerful demon lord who seizes their realm in the Outer Rifts by bloody

coup, a fearmongering sahkil tormentor who builds a palace of nightmares in their own personal demiplane, and a sadistic velstrac demagogue who cuts a swath of agony through the Netherworld—all are archfiends. And while their motives, methods, domains, and minions differ, the evil they cause and the power they wield are universal. Archfiends are fiends of legend, whose names live on forever, both among their own kind and the mortals who fear them. The most powerful of archfiends gain a horde of fiendish followers who help them bring evil to the mortal realms.

Moloch (tyrannical male devil general), General of Hell, rules Malebolge and directs Hell's armies from Melqart Keep at the heart of Citadel Ba'al. The Lord of the Sixth personifies wrathful destruction held in check by absolute discipline, and those who honor him often find their enemies crushed by the might of his armies.

Scheming in his twisted tree lair known as the Witchbole, the Lord of the Blasted Tarn, **Treerazer** (corrupting male demon deforester), seeks dominion over the Tanglebriar. Once a powerful aspiring demon lord, the fiend was banished to the Universe long ago and seeks revenge against the elven deities who imprisoned him within the surrounding forest and all they hold dear.

Searching for the perfect beings so she can end all others, **Raetorgash** (cruel female velstrac demagogue), the Skull-Hoarder, resides in a bone tower at the heart of the charnel house Targothieh with the Netherworld. She often judges potential subjects by the shape and composition of their skulls, usually by first having them removed from the containing skin and muscle.

You wish to number among these mythic beings. You have been gathering power, whether through the study of occult tomes, the accumulation of wealth, or the manipulation of heedless pawns in political spheres. You hold little regard for much of anything except your own goals, though you might briefly ally yourself with others for mutual protection or financial gain. However, should the need arise, you are prepared to abandon those ties without so much as a second thought. After all, you are destined to sit upon a throne that has room for only one—and that is you. The time has come for you to establish your realm, amass your fiendish hordes, and carve your own legend into the annals of history.

Archfiend Feats

ARCHFIEND DEDICATION

FEAT 12

UNCOMMON DESTINY MYTHIC

Driven by your Calling, you've begun to make plans for your own personal realm from whence you're

destined to rule over an army of fiends. Name your realm and describe its eventual appearance. Whether it contains raging hellfire, ponds of caustic acid, or banks of poisonous fog, your realm should be marked by distinctive terrain. Select one of the following damage types associated with your realm's environmental dangers: acid, cold, electricity, fire, or poison. This is your realm's damage type. You gain resistance to the selected damage type equal to half your level. If you already have resistance to this damage type, increase your resistance by 5.

The certainty of your will is such that you can temporarily bring forth a portion of your realm into this world. You gain the Manifest Realm ability. Other feats allow you to further manipulate your manifested realm.

Manifest Realm $\blacklozenge\blacklozenge$ (concentrate, divine, manipulate)

Frequency once per hour; **Effect** You corrupt the surrounding area into a manifestation of your realm in a 20-foot-radius burst centered on you. Your manifested realm counts as difficult terrain for your enemies, and your enemies take a -1 penalty to Fortitude saving throws while in your manifested realm. You can Sustain your manifested realm once per round on subsequent rounds, and if you do not, the radius of your manifested realm is reduced by 5 feet. Your realm remains manifested for a maximum of 1 minute, and you can Dismiss your manifested realm. If your manifested realm's radius is ever reduced to 0 feet or if you move beyond 100 feet from the borders of your manifested realm, your manifested realm is automatically Dismissed.

DON THY FERVOR \blacklozenge

FEAT 14

CONCENTRATE MYTHIC

Prerequisites Archfiend Dedication

With a thought, the passion of your fiendish desires becomes evident in your eyes and posture. For the next minute, you gain a +2 circumstance bonus to Deception, Diplomacy, and Intimidation skill checks. In addition, you gain a +2 circumstance bonus to counteract checks. At 18th level, these circumstance bonuses increase to +3.

LORD OF THE FIENDS $\blacklozenge\blacklozenge$

FEAT 14

MYTHIC

Prerequisites Archfiend Dedication

You consider every fiend a future subject and can assess them at a glance. Spend a Mythic Point. Attempt a check at mythic proficiency to Recall Knowledge about every fiend you can see. For the next hour, whenever you roll a success on a Deception, Diplomacy, or Intimidation check against a fiend, you get a critical success instead.

MANIPULATE REALM

FEAT 14

MYTHIC

Prerequisites Archfiend Dedication

Thanks to your continued belief in your ultimate transformation, you have learned greater control over your manifested realm. If you spend a Mythic Point when you

AN ARCHFIEND'S REALM

From the circles of Hell to the layers of the Outer Rifts, fiends are usually linked to their particular realm with an archfiend holding dominion over that area. To fulfill your destiny as a ruthless fiendish tyrant, you must know the lands you will eventually rule. You begin by manifesting the idea of your realm onto the real world, but you shouldn't need to worry about your realm's future planar location. After all, Hell isn't only filled with fire—there are areas of freezing cold and grasping shadow within its circles. Get creative with the description of your realm as it will be where you'll be spending eternity!

Manifest your Realm, you can use the Drain Realm, Spread Realm, and Unleash Realm free actions.

Drain Realm \blacklozenge (concentrate) **Trigger** Your previous action was to Sustain your manifested realm; **Requirements** Your manifested realm has a radius of at least 10 feet; **Effect** You siphon power from your manifested realm to bolster your physical form. Decrease your manifested realm's radius by 10 feet. You regain a number of Hit Points equal to your level and each of your Strikes made before the end of your turn deal an additional 1d8 damage of your realm's damage type.

Spread Realm \blacklozenge (concentrate) **Trigger** Your previous action was to Sustain your manifested realm; **Effect** Your manifested realm further corrupts more of your surroundings. Increase your manifested realm's radius by 10 feet.

Unleash Realm \blacklozenge (concentrate) **Trigger** Your previous action was to Sustain your manifested realm; **Effect** You punish those who transgress upon your realm. An enemy within your realm takes 4d8 damage of your realm's damage type with a basic Fortitude save against your class DC or spell DC, whichever is higher.

MARSHALL FIENDISH FORCES

FEAT 16

MYTHIC

Prerequisites Archfiend Dedication

You have been in contact with a retinue of fiends, brokering all manner of deals so that they may eventually serve you. When you Manifest your Realm, you can choose to have one such fiend come to your aid. This fiend is a common fiend of level 11 or lower, which you select when you take this feat. The fiend appears in a place of your choosing within your manifested realm and has the minion trait. They remain for as long as your realm is manifested, until they're reduced to 0 Hit Points, or until you command them to leave, at which point they immediately vanish and return to their place of origin.

At 20th level, you can choose a common fiend of level 15 or lower to appear instead when you Manifest your Realm.

WHAT IS A FIEND?

There are far more fiends in existence than mortal eyes have ever glimpsed, and an immortal could ever count. While cataloging them all is a hopeless endeavor, fiends are grouped into categories—types of fiends with a common goal, purpose, outlook, and origins. These fiends include demons, devils, qliploth, sahkils, and velstracs.

Demons reside in the Outer Rifts, revel in sin and spreading corruption, and are ruled by demon lords.

Devils reside in Hell, are manipulative tyrants, and are ruled by archdevils.

Qliploth reside in the Outer Rifts, despise demons and mortals alike, and are ruled by qliploth lords.

Sahkils reside in the Ethereal Plane, sow terror through nightmares, and are ruled by tormentors.

Velstracs reside in the Netherworld, delight in torture and spreading pain, and are ruled by demagogues.

REALM STRIDER

FEAT 16

MYTHIC

Prerequisites Archfiend Dedication

You can teleport across the battlefield, disappearing and appearing in a burst of hellfire and brimstone, a flash of lightning, a cloud of caustic gas, or other environmental hazard common within your planned realm. You can cast *translocate* as a 4th-rank divine innate spell at will. When you do, spaces adjacent to the one you leave from and the one you appear in are momentarily filled with a damaging energy common to your realm, dealing 4d6 damage of your realm's damage type to creatures in the affected spaces (basic Reflex save against your class DC or spell DC, whichever is higher).

SEAT OF POWER

FEAT 16

MYTHIC

Prerequisites Archfiend Dedication

Your sheer determination has created a demiplane that houses a grand residence which will serve as the heart of your planned realm. You determine the appearance of this seat of power, such as a duskwood longhouse, a crumbling stone castle, an ice tower, or a pagoda constructed from the solidified souls of the damned. You can enter your realm using the Enter Seat of Power activity (see below). You and any creatures you choose gain three times as many Hit Points when resting within your seat of power. Once per day while within your seat of power, you can cast *cleanse affliction* as a 4th-rank innate divine spell or *sound body* as a 4th-rank innate divine spell. You can target only yourself with these spells.

Enter Seat of Power (concentrate, exploration, mythic) **Effect**

You focus your mind on your seat of power, then tap into this connection to transport yourself to its demiplane. This process takes 10 minutes. You can bring up to 10

willing creatures with you when you Enter Seat of Power; these creatures must remain within 30 feet of you for the duration of the activity.

You can remain in your seat of power for as long as you desire. Any creature that you bring to your seat of power in this way (including you) can depart the demiplane as a three-action activity that has the concentrate trait. They return to the location they were in when they Entered your Seat of Power, or the nearest unoccupied space if that location is occupied.

BRANDISH AUTHORITY

FEAT 18

AUDITORY MYTHIC VISUAL

Prerequisites Archfiend Dedication

With a terrifying pronouncement, you manifest a visible sign of your authority and fiendish power, such as a crown of flame upon your brow, a scepter forged of solidified souls, or a throne comprised of a dozen dragon skulls. This object appears in your space or in your hand, as appropriate, and remains for 1 minute. When your sign of power appears, attempt an Intimidation check to Demoralize each enemy within 30 feet who can see or hear you. These Demoralize attempts don't take any penalty for not sharing a language. As long as your sign of power remains manifested, your enemies can't reduce the value of their frightened condition below 1.

You can spend 1 Mythic Point as part of performing this action; if you do, frightened creatures grovel before you, in awe of your terrible power. At the beginning of their turn, a creature that has the frightened condition from Brandish Authority must attempt a Will saving throw against your class DC or spell DC, whichever is higher. On failure, they must Drop Prone. On a critical failure, they must Drop Prone and can't Stand this turn.

IMPRISON FOE

FEAT 18

MYTHIC TELEPORTATION

Prerequisites Archfiend Dedication

Requirements Your last action dealt damage to a creature.

Rather than grant your foes the mercy of a swift death, you can consign them to suffer in an extradimensional prison with an appearance of your choosing. Spend 1 Mythic Point to force a creature that you dealt damage to with your last action to attempt a Will saving throw against your class DC or spell DC, whichever is higher. Regardless of the result, the target is temporarily immune to your Imprison Foe for 24 hours.

Critical Success The target is unaffected.

Success The target is stunned 2.

Failure The target is transported into a cell within your extradimensional dungeon for 1 minute. It is unable to leave or damage the cell in any way. Teleportation effects can't carry the target outside the cell unless they can also traverse the planes, such as *interplanar teleport*. At the end of each of its turns, it can attempt a new Will save to reduce the remaining duration it is imprisoned by 1 round

or end it entirely on a critical success. When the duration ends, the target returns to the space it occupied when it was imprisoned, or to the nearest space if the original is now filled.

Critical Failure As failure, but the target is stunned for the first round it is imprisoned.

PROFANE BARGAIN ◆◆◆

FEAT 18

RARE DIVINE MENTAL MYTHIC

Prerequisites Archfiend Dedication

You can strike a profane bargain with a willing, sapient creature. That creature promises to never take hostile actions against you, to never lie to you, to never speak of this bargain, and to either perform, or refrain from performing, one other specified task, such as paying you a specified sum every year, gifting you their first-born child, or never speaking.

If the target accepts, they verbally make a request. You can choose to twist their request by selecting specific details, as long as you still fulfill the requirements of their request. If the request could be granted by a *wish* ritual, you spend 1 Mythic Point and the request is magically granted.

As long as the bargain persists, you always know the target's location, can communicate telepathically with the target at any distance, and can see through the target's senses by taking a single action that has the concentrate trait. Once per day, you can take control of the target as an activity that takes three actions and has the concentrate trait. When you do, they become controlled by you for 10 minutes. They have no memory of their time spent under your control.

If the target ever breaks the terms of this bargain, you immediately select one of the following punishments: they die, they die and you possess their soul, they become permanently controlled by you, or they become imprisoned in a cell within your realm's dungeon (you must have the Imprison Foe feat to select this final option).

A target can only enter into a Profane Bargain with you once—not even the breaking of this bargain, death, a *wish* ritual, or divine intervention frees them of this limitation. You can't make a Profane Bargain with yourself.

FIEND ETERNAL

FEAT 20

MYTHIC

Prerequisites Archfiend Dedication

Through all your machinations and accumulation of power, you have completed your apotheosis and become a true archfiend. You gain the fiend and unholy traits and are immune to your realm's damage type. You don't age. Your planned realm becomes a complete reality, forming within a section of Hell, the Outer Rifts, the Netherworld, its own fiendish demiplane, or some other planar space of your choosing. If you have the Seat of Power feat, that seat of power is grafted onto your realm and the Enter Seat of Power activity transports you to any place

WHAT ABOUT DAEMONS?

Though the nihilistic daemons are fiends, they care little about realms of influence and seek to destroy everything. As such, those wishing to join the ranks of the most powerful daemons usually take up the mythic destiny of apocalypse rider (see page 106).

within your realm; otherwise, you can enter and exit your realm in a similar fashion with a brief ritual that takes 10 minutes (though you can't bring anyone with you).

Whenever you would die, you are instead reduced to 0 Hit Points, become unconscious, and are immediately transported to your seat of power within your realm. After 1 hour (or 1 round if you have the Seat of Power feat), you regain 5 Hit Points and reawaken. You can't leave your realm until you're fully healed or 1 week passes (whichever comes first).

In addition, you gain a small group of fiendish followers who reside in your realm. They never leave your realm (though one might occasionally come to your aid if you have the Marshal Fiendish Forces feat), but they constantly spy on the mortal world to keep you informed. You are telepathically linked to these followers and can choose to speak with the group, or a specific fiend, as a three-action activity that has the concentrate trait. In doing so, you can avail yourself of the fiends' surveillance to learn about the world or current events. You can either Recall Knowledge on any topic or Gather Information. If you critically fail to do either, you get a failure instead.



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ASCENDED CELESTIAL (UNCOMMON)

You have a noble and kind soul, as shown through your mortal deeds, and have thus earned the chance to join the ranks of celestial beings such as agathions, angels, archons, and azatas. By continuing to fight against the machinations of the wicked, you can eventually ascend to become a divine being in your own right. When you face seemingly insurmountable challenges to save lives and communities, combat evil, and slay dangerous monsters, you further prove your worthiness.

Ascended celestials commonly rise from obscurity during times of great upheaval or in regions in dire peril. During the Age of Lost Omens, ascended celestials are on the rise, as devastating disasters like the Eye of Abendego and the opening of the Worldwound spread chaos and destruction across Golarion. Other ascended celestials



face more political threats as the rule of tyrannical villains like the Black Triune, Geb, Queen Abrogail Thrune II, Walkena, and Tar-Baphon continue uncontested.

Yet for every great evil, a hero rises. In Ibyldos, many of the hero-gods, brave souls who strive to achieve their destinies, might be considered ascended celestials. In shadowy Nidal, a Desnan priestess secretly spreads hope and light and plots to break the rule of the Black Triune. In Ustalav, a brave scientist sneaks out at night, destroying undead predators with clever inventions and wisdom gained from folktales. In the shattered ruins of Azlant, an azarketi diver retrieves fragments of an ancient weapon to wield in their fight against the alghollthu veiled masters of the ocean depths.

As Deskari, demon lord of infestations and locusts, attempted to spread the Worldwound across the surface of Avistan, **Queen Galfrey** (heroic female human herald), ruler of Mendev, and her closest allies rose up to stop him, bringing an end to the Fifth Mendevian Crusade. Queen Galfrey became an ascended celestial upon the closure of the Worldwound, rising to the celestial ranks as Iomedae's herald.

The Tian Xia nation of Tianjing was once the site of a great war between qliphoths and celestials. Triumphant against the fiends, the heavenly host remained in the Universe to repair the landscape and protect it from further incursion. When mortals began to populate the area, the celestials entrusted them with guardianship, establishing magical seals that would keep the qliphoths at bay. Today, though, these seals are beginning to weaken, and a young acolyte named **Chogyel** (diligent nonbinary human nephilim priest) has begun to notice strange signs of supernatural activity in Tamdrin Vale. Their faith will soon be tested, putting them on the path toward becoming an ascended celestial.

As many generations of the nation of Holomog have been exposed to celestial energy, the population of nephilim is larger than average. **Ghunda Gutrim** (boisterous male ganzi musician) patrols the border of the Field of Maidens to rescue and lift the spirits of those who accidentally wandered into the haunted area.

You count yourself among these heroes with the potential to become ascended celestials. Whether you battle wickedness with righteous might, inspire your community to perform worthy acts of charity, or act in secret against a rising tide of darkness, your actions result in making the world a better place. You are likely humble about these accomplishments, performing them not out of a desire for glory, but from a place of compassion and empathy. You may not even be aware that you've garnered the metaphysical attention of the celestial realms. Others, though, can see the holy light that radiates from your person, if not physically, then spiritually. Until your eventual ascension, you continue to work for the greater good, no matter who or what stands in your way.

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Ascended Celestial Feats

ASCENDED CELESTIAL DEDICATION

FEAT 12

UNCOMMON DESTINY FORTUNE MYTHIC

Your Calling has driven you to perform mortal deeds that will result in your ascension to the ranks of celestials. You're headstrong and determined and hardly waver in your resolve; once per hour, you can roll twice and use the higher result on a Will saving throw. If you ever become confused, rather than attack wildly, you become stubbornly immobile, wasting all your actions until the condition ends.

Additionally, you emanate a nimbus of light. You shed bright light in a 30-foot radius (and dim light to the next 30 feet). You can suppress or reestablish this light as a single action that has the concentrate trait. As long as your nimbus is active, all allies in the area of your nimbus gain a +1 status bonus to saves against fear. You gain the Bless Ally action.

Bless Ally ◆ (concentrate, divine, fortune, mythic) **Frequency** once per 10 minutes; **Requirements** Your nimbus is active; **Target** a willing ally within the bright light of your nimbus; **Effect** Your radiance grants an ally some of your celestial grace. That ally can roll twice and use the higher result for the next Will save they attempt before the beginning of your next turn.

AGIS FOR THE INNOCENT ◆

FEAT 14

DIVINE MANIPULATE MYTHIC

Prerequisites Ascended Celestial Dedication

Requirements Your nimbus is active.

You transfer a portion of your divine spark to an ally, temporarily dimming your nimbus to encase an ally in a barrier of light that repels attackers. Select a willing creature within the bright light of your nimbus. You surround the target in a protective barrier of light; this is a 10-foot emanation centered on the target. This barrier lasts for 1 minute, or until you Dismiss it. While the Aegis of the Innocent is active, the area of your nimbus is halved.

The target gains a +1 status bonus to AC. Any enemy within the barrier, or entering the barrier, must attempt a Fortitude saving throw against your class DC or your spell DC. A creature needs to attempt this save only once each round.

Critical Success The creature is unaffected.

Success The creature becomes dazzled for 1 round and treats the space within the barrier as difficult terrain.

Failure The creature becomes dazzled for 1 minute, is pushed 10 feet, and treats the space within the barrier as difficult terrain. If a creature would be pushed into a solid barrier or another creature, it stops at that point and takes 2d6 bludgeoning damage.

Critical Failure As failure, but the creature is also blinded for 1 round.

ASCEND

FEAT 14

MYTHIC

Prerequisites Ascended Celestial Dedication

HEROISM

What act of heroism constitutes the reward of becoming an ascended celestial is incredibly varied. Many who walk this path of destiny serve as rebel leaders, generals, or religious figures. Others act with subtlety, striking against far stronger forces and regimes from hiding or from behind an alter ego. Still, others perform good deeds through entirely nonviolent means, using the law, social movements, or impassioned speeches to bring about positive change. These, and countless others, are heroes with the potential to ascend.

As you strive to ascend to the ranks of celestials, the pull of gravity loosens on your body. You gain a fly Speed equal to your land Speed and the Flyby Attack action. When you gain this feat, you can choose to sprout wings, if desired; these wings are permanent.

Once per day as a single action, you can fly at incredible speeds. When you do, your fly Speed becomes equal to double your Speed for 5 rounds.

Flyby Attack ◆◆ **Effect** You Fly and can make a Strike at any point along the way.

CONSULT CELESTIAL ADVISOR

FEAT 14

CONCENTRATE EXPLORATION MYTHIC

Prerequisites Ascended Celestial Dedication

Frequency once per day

For many, the Calling of an ascended celestial is a wondrous but challenging path, which they must walk alone. This isn't the case for you. A single celestial is responsible for shepherding you into the celestial ranks and has offered to serve as a mentor to you throughout the time of your transformation. You can call upon this mentor for advice, guidance, and support. Once per day, you can spend 30 minutes in deep meditation. During this time, you spiritually converse with your celestial advisor. You gain three benefits during this conversation, which can occur in any order of your choosing.

You discuss a topic of interest with your celestial advisor. This allows you to Recall Knowledge on any topic once, with mythic proficiency. You can spend 1 Mythic Point to instead Recall Knowledge on any three topics with mythic proficiency.

You discuss a goal, activity, or event with your celestial advisor. This must be a goal you plan to achieve or an event you expect to happen within 1 week. Your celestial advisor gives you a piece of advice to help you achieve your goal or to see your way through the expected event. This has the effect of *read omens*.

You discuss an immediate action that you intend to take with your celestial advisor. This must be an action you plan to take within the next 8 hours. Your celestial advisor gives you

their opinion on the outcome. This has the effect of *augury*, except that the *augury* can see 8 hours into the future, and the GM doesn't roll a flat check for a failure.

CHANNEL DIVINE SPARK ◆

CONCENTRATE MYTHIC

Prerequisites Ascended Celestial Dedication

Frequency once per hour

You embrace your divine spark, unleashing your full potential. Your nimbus automatically activates (if it isn't already) and the area of your nimbus doubles; you shed bright light for 60 feet (and dim light to the next 60 feet). You can't suppress your nimbus while Channeling your Divine Spark. You gain a number of temporary Hit Points equal to your level, and resistance to physical damage equal to half your level. You gain the quickened condition and can use the extra action each round only for Strike and Stride actions. Each time that you damage a creature with a melee Strike, you can attempt to Shove or Trip that creature as a free action. These effects last for 1 minute.

ABJURE HARM ↻

MYTHIC

Prerequisites Ascended Celestial Dedication

Trigger You would take damage from an enemy's critical Strike. You're nigh invincible, and it's clear that your foe is so far beneath you that they have no hope of winning. Spend 1 Mythic Point. The triggering Strike becomes a regular hit instead of a critical hit and you gain resistance to physical damage equal to your level until the beginning of your next turn. During your next turn, if you attempt a Demoralize check against the triggering creature, you do so at mythic proficiency.

A THOUSAND CRIES FOR HELP FEAT 16

MYTHIC

Prerequisites Ascended Celestial Dedication

You've learned to communicate with creatures from all over the world, overcoming language barriers to lend a hand and help where you're needed. You're affected by a constant *truespeech* spell.

When you attempt a Diplomacy check to Make an Impression or Request, you can spend 1 Mythic Point to make the check at mythic proficiency.

CELESTIAL ARMAMENTS FEAT 16

UNCOMMON MYTHIC

Prerequisites Ascended Celestial Dedication

You imbue a fragment of your divine spark into a weapon, blessing your blade and transforming it into a weapon worthy of the celestial realms. Select one weapon or *handwraps of mighty blows* when you make your daily preparations. The weapon sheds light like a torch, deals an additional 1d8

spirit damage, and creatures who wield it gain the weapon's critical specialization.

When you critically hit a target with the weapon, the target must succeed at a Fortitude save against your class DC or spell DC (whichever is higher) or be blinded for 1d4 rounds.

As a single action that has the concentration trait, you can hold your hand aloft and call this weapon back to your possession; it immediately teleports into your hand.

While you're holding this weapon, you can spend 1 Mythic Point as a single action to temporarily grant a blessing to weapons wielded by your allies. Each ally within the bright light of your nimbus when you take this action selects one weapon in their possession. For 1 minute, the selected weapons gain the following benefits: the weapon sheds light like a torch, the weapon deals an additional 1d6 spirit damage, and creatures who wield the weapon gain the weapon's critical specialization.



CLEANSING SPELL ◆

CONCENTRATE MYTHIC SPELLSHAPE

Prerequisites Ascended Celestial Dedication

Infused with celestial light, your magic can more effectively heal wounds and purge afflictions. If your next action is to Cast a Spell with the healing trait on a living creature, one target of that spell regains a number of Hit Points equal to your level (in addition to any Hit Points they would normally gain). In addition, you can attempt to counteract a disease or poison affecting one target of that spell. These two targets can be the same creature or different creatures, as long as they are both targets of the healing spell.

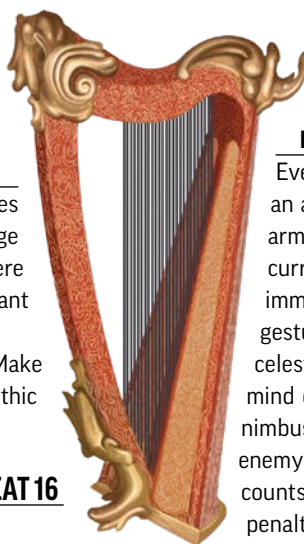
ARMY OF ONE ◆◆◆

CONCENTRATE FLOURISH MYTHIC

Prerequisites Celestial Armaments

Requirements Your nimbus is active.

Even alone, you're a force to be reckoned with—an army of one, so long as you have your celestial armaments. Spend 1 Mythic Point. If you're not currently wielding your celestial armament, it immediately teleports into your hand. With a gesture and a whispered prayer, you launch your celestial armament into the air, where it flies with a mind of its own, attacking every enemy within your nimbus. Make a Strike with that weapon against each enemy in the bright light of your nimbus. Each attack counts toward your multiple attack penalty, but your penalty doesn't increase until you have made all your attacks. After these attacks are complete, your weapon returns to your hand.



EYES UNCLOSED

MYTHIC

Prerequisites Ascended Celestial Dedication

FEAT 16

FEAT 18

FEAT 18

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Your senses are enhanced by your divine spark, enabling you see things as they truly are, piercing through illusions, transformations, and lies. You're affected by a constant *truesight* spell. Additionally, you gain a +2 circumstance bonus to Perception checks to Sense Motive and to Perception DCs against attempts to Lie to you. When a creature attempts to Lie to you, they roll the Deception check to Lie twice and use the worse result; this is a misfortune effect.

SHINING GLORY ◆◆

FEAT 18

CONCENTRATE MYTHIC

Prerequisites Ascended Celestial Dedication

Requirements Your nimbus is active.

With a righteous word, your divine aura inspires your allies to great heroics and causes foes to tremble. Spend 1 Mythic Point. All allies in the bright light of your nimbus gain a +3 status bonus to attack rolls and skill checks, and the status bonus they receive to saving throws against fear increases to +3. These bonuses last for 1 minute or as long as they remain in the bright light of your nimbus, whichever comes first. Each enemy in the bright light of your nimbus attempts a Will saving throw against your class DC or spell DC (whichever is higher) with the following effects. For the next minute, an enemy can't reduce its frightened condition below 1 while it remains in the bright light of your nimbus.

Critical Success The creature is unaffected.

Success The creature is frightened 1, but can immediately Step as long it moves away from you.

Failure The creature is frightened 2 and you are concealed to that creature while it has the frightened condition.

Critical Failure The creature is frightened 3 and you are hidden to that creature while it has the frightened condition.

SCOURING SPARK

FEAT 18

MYTHIC

Prerequisites Channel Divine Spark

When you unleash your divine spark, you become a being of living light that scours away the darkness. While Channeling your Divine Spark, you become immune to the confused and frightened conditions. Any creature that touches you or damages you with an unarmed melee attack or a non-reach melee weapon takes 3d6 fire damage, your unarmed attacks deal 1d6 additional fire damage, and your fire spells deal one additional die of fire damage (of the same damage die the spell uses). This damage is doubled against creatures with the aberration, fiend, or undead trait.

CELESTIAL REBIRTH

FEAT 20

UNCOMMON MYTHIC

Prerequisites Ascended Celestial Dedication

Through your diligence and commitment to heroics, you finally complete your apotheosis into a true celestial. Your appearance changes as desired, becoming a perfect expression of your true self. You cease aging, and you can't die from old age. You become immune to poison and disease. You gain the celestial and holy traits, as well as the agathion,

WHAT IS A CELESTIAL?

There are four primary categories of celestials: agathions, angels, archons, and azatas.

Agathions reside in Nirvana and have animal-like aspects, such as anthropomorphic forms or the ability to shapeshift into animals. They're born from the souls of mortals who attained enlightenment in life, and they aim to aid mortals by subtly guiding them to finding their own enlightenment. They're the most likely celestials to meddle in everyday mortal affairs.

Angels are the messengers and emissaries of the celestial hosts and are divided into choirs based on their abilities and purviews. Most live in Nirvana, though they can also be found in Elysium and Heaven, and they often visit the Universe.

Archons are the guardians and soldiers of Heaven. They fight corruption and evil, uphold order, and inspire mortals to act with honor. Archons rarely interfere with mortals, save to pass judgment on notably wicked people, instead focusing on greater evils—fiends and their followers.

Azatas are manifestations of freedom who reside in the wilds of Elysium. They're joyful, passionate, and artistic, with a flair for the dramatic. Azatas are unlikely to meddle in mortal affairs, lest their inference infringe upon the freedoms of those they aid.

angel, archon, or azata trait, depending on whose ranks you are joining.

You become a vessel of vitality. You can cast *breath of life* once per day as a 5th-rank innate divine spell and *heal* twice per day as a 7th-rank innate divine spell. When you cast a spell with the healing trait that doesn't target you, you channel this healing energy through your own body before releasing it. You regain 1d6 Hit Points per level of the spell. In addition, you can cast *raise dead* as a 10th-rank innate divine spell. When you do, the cost to cast this spell changes to "spend 1 Mythic Point."

If you die, you're immediately reborn as a nephilim of an ancestry of your choosing or decided in conjunction with your GM. You are descended from the celestials whose trait you bear—agathion, angel, archon, or azata. This might be represented by a lineage feat. You can choose if you will be reborn on the Universe, Elysium, Heaven, or Nirvana. Regardless of where you're reborn, celestials watch over you, keeping you safe throughout your life. When you reach the age of maturity, you regain your previous powers and memories, becoming an ascended celestial once again. These memories are faint and dreamlike, as if they happened to another person, giving you perspective and history, but not supplanting your current personality or emotional connections.

BEAST LORD (UNCOMMON)

The tales of connections between man and creature are numerous across the lands, often carrying with them legends of the exploits of companions as they protect that which is dearest to them. A beast lord is defined by their bond with their companion, an unshakable union that cannot be broken. This link can be brought forth through deific intervention, a traumatic shared event between companions that solidified their connection in magic, or even simply through a powerful friendship. A beast lord is not simply a title by which to measure those who unite with their companions, it is a collective merging of minds and souls. It's been proposed that while the heart of one companion still beats, the other's cannot cease, two drums in a perpetual song forever destined to be together as one. Stories of beast lords see them arising from their long-lost or secret dens to protect the lands, other companions, or lost members of their domains even long after most believed them dead and gone. These legends suggest that while even one life still lives, regardless of how many generations have passed, a beast lord can return to defend, and sometimes lead, those under their protection.

While this archetype is called "beast lord," your companion need not be an animal. A wizened druid might preach the Green Faith alongside a similarly weathered arboreal companion. An elven ranger might patrol the skies above their forest home on a riding drake. An ingenious inventor might construct a robotic ally to aid in his workshop. What is important is that the beast lord has a strong bond with a companion, and that the two work hand-in-hand, almost sharing one mind.

Across the Inner Sea Region, **Adowyn** (untamed female human hunter) and **Leryn** (protective male wolf companion) travel protecting sacred natural lands and hunting those unfortunate enough to draw their ire. Their most recent exploits involved stopping an illegal strip-mining operation in the foothills of the Mindspin Mountains.

In the Mwangi Expanse, a young kobold named of **Vidni** (charismatic nonbinary kobold merchant) travels in hopes of selling their varied wares, keeping their most trusted friend and bodyguard **Hew** (fearsome male gorilla companion) close. The two have found some success in Senghor, and are saving up to buy their first trading ship.

In the Verduran Forest of Avistan,

Gal (clever female centaur ranger) moves hoof in hoof with her boar companion **Jinx** (steadfast female boar companion), plunging tusk and arrow into the hearts of any would-be intruders. They are friendly with the local druids who reside on the Isle of Arenway, but aren't beholden to their politics.

In Alkenstar, the inventor **Dr. Ashley Arrowbaud** (distractable female human inventor) labored for years within her laboratory until she one day emerged with a large, arthropod-shaped metal creature marked **SC-04910** (sturdy genderless construct companion) who almost has a will of its own. The two have recently begun to discover the sinister actions of a secret society that includes members of the administration of Dr. Arrowbaud's alma mater, Blythir College.

Any of these characters may be, or may one day become, beast lords. By sharing a deep connection and the same goals, each pair may find a cause or quest that is important to them, which could eventually transform them into figures of legend. Tales of their exploits may inspire a similar connection in others, who might soon become another beast lord.

You have forged your own union with a loyal companion. The two of you share every burden, every strife, and a clear destiny. That future, no matter what foes you face, lands you protect, or quests you pursue, always shares the commonality of your undying connection to each other. Though there will be enemies who seek to drive you apart or even send you into the hands of Pharamasma, they will not be able to dissolve your partnership as long as you and your companion remain true to one another. You are one unit, one body and one mind, and the tribulations and trials set against you will quickly crumble through the power of your union.

You need not travel alone, though others won't truly understand the connection you have with one another. You and your companion may make other friends or even form intimate relationships outside of this bond. Those ties will always be secondary, however, and that may cause some jealousy or resentment. But nothing like that will ever drive a wedge between you and your companion. Those who shun or ostracize you for your bond will eventually see its power when you rise to become figures of myth whose stories will be told for the rest of eternity.

Beast Lord Feats

BEAST LORD DEDICATION

FEAT 12

UNCOMMON DESTINY MYTHIC

Prerequisites a mature animal companion or an advanced construct companion

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Your Calling has united your destiny with a companion, harnessing a connection between you that links your minds, hearts, and souls. Choose a companion that qualified you for this feat as your united companion. Your united companion increases its Intelligence modifier to +0 or by 1 if its Intelligence modifier is greater than +0. It gains the ability to understand a language that you know and can communicate with you, but only you can understand your companion when it speaks, as it uses chirps, grunts, or other noises to convey its meaning. If you or your united companion are conscious and within 30 feet of each other and either must attempt a saving throw against a mental effect, both you and your united companion attempt the saving throw. The target of the effect uses the best result; this also applies if both you and your united companion must attempt a saving throw against the same effect.

CHOSEN WARD **FEAT 14**

MYTHIC

Prerequisites Beast Lord Dedication
 You have designated an ally to be you and your companion's ward, making it your primary directive to shield them from harm. During your daily preparations, choose an ally who isn't your united companion. While either you or your united companion are adjacent to your ward, you grant them a +1 circumstance bonus to their AC and Reflex saves.

When your ward attempts a Reflex saving throw while adjacent to either you or your united companion, you can spend a Mythic Point as a reaction to allow your ward to roll that Reflex save twice and take the better result. This is a fortune effect.

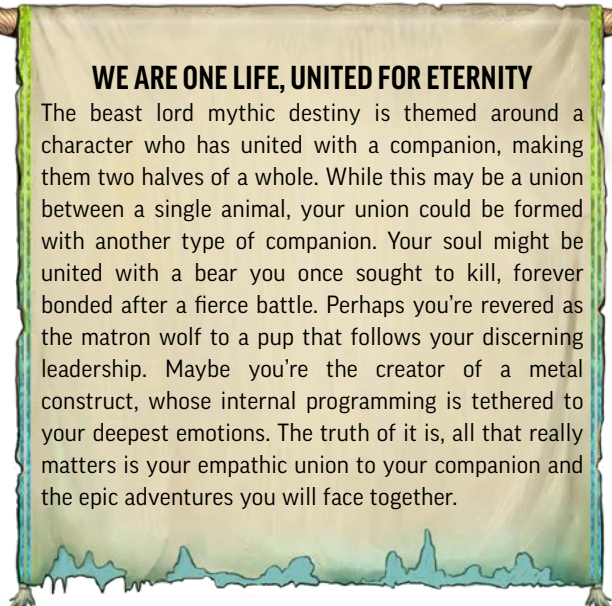
Special If you have the Defend Our Union feat (page 120), it can also be triggered when a foe successfully Strikes your ward; if used in this way, the damage to your ward is reduced if your Strike is successful instead.

GUARDED DOMAIN **FEAT 14**

MYTHIC

Prerequisites Beast Lord Dedication
 You and your united companion have elected to become guardians of a particular location or domain. If you spend 1 week of downtime within a settlement or natural area with a 5-mile radius, you and your companion can become guardians of the area and consider it to be your guarded domain. Your guarded domain remains under your protection until you spend more than 1 month outside of your domain, after which you must spend another week of downtime to re-attune to your guarded domain. You can only have one guarded domain at a time, and selecting a new guarded domain immediately ends your protection over the previous guarded domain.

If a creature has been in your guarded domain for at least 1 hour while you or your companion are also inside your domain, you or your companion can attempt to Gather Information about the target by spending 1 minute communing with the land or its residents. You attempt this check at mythic proficiency.



WE ARE ONE LIFE, UNITED FOR ETERNITY

The best lord mythic destiny is themed around a character who has united with a companion, making them two halves of a whole. While this may be a union between a single animal, your union could be formed with another type of companion. Your soul might be united with a bear you once sought to kill, forever bonded after a fierce battle. Perhaps you're revered as the matron wolf to a pup that follows your discerning leadership. Maybe you're the creator of a metal construct, whose internal programming is tethered to your deepest emotions. The truth of it is, all that really matters is your empathic union to your companion and the epic adventures you will face together.

In addition, once per day as a 3-action activity you can spend a Mythic Point to instantly teleport yourself and your united companion to a location you are aware of within your domain. This is a teleportation effect.

WE ARE ONE **FEAT 14**

MYTHIC

Prerequisites Beast Lord Dedication
 You and your companion move as one, never tripping each other up. This fluid movement throws your enemies off balance. You and your united companion can share each other's spaces. When you do so, both you and your united companion provide lesser cover to one another. You and your united companion also count as being adjacent to one another when sharing each other's spaces. A target is automatically off-guard against the first Strike each round each of you and your united companion make while sharing one another's spaces; this benefit also applies if you are mounted on your united companion.

YOU CAN'T HIDE FROM US **FEAT 14**

MYTHIC

Prerequisites Beast Lord Dedication
Requirements Your united companion made a successful Strike against a creature this round.

When you and your companion attack together, you can ensure that escape is but a whispered dream. Strike the same creature that your united companion hit. If your Strike is successful, the targeted creature has been marked for death by you and your companion and can't become hidden or concealed to you and your companion for 1 minute or until it moves more than 60 feet away from either you or your companion, whichever comes first. If the triggering creature is under an effect or spell that would normally grant it this condition, you can immediately attempt to counteract the effect. Your counteract rank is half your level rounded up, and your counteract check modifier is equal to the higher of your class DC -10 or spell DC -10.

UNORTHODOX COMPANIONS

Animal companions can run the gamut from beasts to plant creatures to elementals, but *Pathfinder Book of the Dead* introduces the concept of undead companions. While they aren't technically the same, undead companions function the same way as animal companions in most ways. At your GM's discretion, you can take the beast lord mythic destiny if you have an undead companion, adding "mature undead companion" to the list of prerequisites for the dedication feat.

BAT AROUND

FEAT 16

MYTHIC

Prerequisites Beast Lord Dedication

Your attack moves a foe into a position that your united companion can take full advantage of. Make a melee Strike against an enemy. As long as your Strike deals damage, you can attempt an Athletics check to either Reposition or Shove the creature you hit. Both attacks count toward your multiple attack penalty, but it doesn't increase until after you've made both attacks. If your Reposition or Shove moves the target and it ends this movement within your united companion's reach, your companion can Strike the target. Unless it critically fails, your companion can also attempt an Athletics check to Reposition or Shove the creature. These attacks affect your united companion's multiple attack penalty the same way.

DEFEND OUR UNION

FEAT 16

MYTHIC

Prerequisites Beast Lord Dedication

Trigger You and your companion are within 15 feet of each other, and a foe successfully Strikes your united companion. You can protect your companion from danger with a well-timed attack. You can immediately Stride toward the triggering enemy and can make a Strike against them if they would be in the first range increment of your ranged weapon or within your melee reach. If this Strike is successful, reduce the damage to your companion by your level, or twice your level if the Strike was a critical success.

TELEPATHIC UNION

FEAT 16

LINGUISTIC MENTAL MYTHIC

Prerequisites Beast Lord Dedication

Your union is so strong, you can communicate with each other without uttering a word, even across vast distances. You and your united companion can communicate telepathically while within 1 mile of each other as if you were speaking your shared language. You and your companion can also sense each other's general emotions as long as you are on the same plane, allowing you to know if the other is in peril or under great distress.

UNIFIED STANCE

FEAT 16

MYTHIC STANCE

Prerequisites Beast Lord Dedication

Requirements You and your united companion are within 15 feet of each other.

You and your companion enter a unified fighting style that allows you to fight in tandem more succinctly. When you enter this stance, your united companion gains the quickened condition and, when Commanded, can use the extra action to Stride or Strike.

CREATURE OF MYTH

FEAT 18

MYTHIC

Prerequisites Beast Lord Dedication, you have a united companion with a specialization

Your specialized united companion grows with unparalleled power and strength, becoming a creature of myth. It gains one of the following effects.

- **Baleful Body** Your united companion's blood is boiling, its mechanical fluid is acidic, or its insides are otherwise destructive to the touch. Choose acid, fire, or poison. If your united companion would take damage from a melee attack, it deals half your level in damage of the chosen type to the creature that made the melee attack. By spending a Mythic Point when you Command your united companion, your united companion can spew its corrosive power as a 2-action activity to deal 14d6 damage of the chosen type in a 15-foot cone or 30-foot line (basic Reflex save against your class DC or spell DC, whichever is higher).
- **Chimeric Heads** Your united companion sprouts an extra head which gives it extra eyes and allows it to make additional attacks with related unarmed attacks. Your united companion gains all-around vision. By spending a Mythic Point when you Command your united companion, your united companion can make two Strikes with its unarmed attacks as a single action, each using its current multiple attack penalty. Both Strikes must have the same target. If both attacks hit, combine their damage, and then add any other applicable effects. This counts as one attack when calculating your united companion's multiple attack penalty. Your united companion must have a head and at least one unarmed attack that uses its mouth or head (such as a beak, jaws, or mandible attack) to select this.
- **Energy Aegis** Your united companion is protected from hazardous energy. Your united companion becomes immune to your choice of acid, cold, electricity, or fire. Your companion gains a +1 status bonus to AC and saves that originate from creatures with the listed trait and to effects and spells with the listed trait. By spending a Mythic Point when you Command your united companion, your united companion can take a single action with the concentrate trait to extend these same benefits to all creatures who are adjacent to it until the beginning of your next turn.

- **Magnificent Flight** Your united companion grows wings or learns some other method of flight. Your united companion gains a Fly speed equal to its Speed and it gains the mount special ability. If your united companion already had the mount special ability or a Fly speed equal to its Speed, it instead increases its Speed by 10 feet. By spending a Mythic Point when you Command your united companion, your united companion can, as a two-action activity, Fly up to twice its speed and make a single unarmed melee attack at any point along the way.
- **Protective Skin** Your united companion is hardened by the infused magic of otherworldly powers. Its maximum Hit Points increase by 30 but it gains a weakness of 10 to either cold iron or silver. By spending a Mythic Point when you Command your united companion, your united companion gains fast healing equal to your level for 1 minute.

PACK OF THE BEAST LORD ◆◆◆

FEAT 18

AUDITORY CONCENTRATE MYTHIC

Prerequisites Beast Lord Dedication

You and your united companion call upon the service of others of its kind, creating figment duplicates of your companion to form a massive swarm of formidable power. Spend a Mythic Point. Your united companion becomes Gargantuan for 1 minute. It gains immunity to precision damage, resistance to physical damage equal to half your level, and a weakness to area damage equal to half your level. While in this form, your united companion gains the Amassed Assault action, which you immediately Command them to use as the final step of this activation.

Amassed Assault ◆ (attack) Each enemy in your united companion's space takes damage equal to one of its unarmed Strikes plus your level (basic Reflex save against your class DC or spell DC, whichever is higher).

ONE LIFE, TWO VESSELS FEAT 20

MYTHIC

Prerequisites Beast Lord Dedication

The minds of you and your companion are so intertwined that, so long as one of you lives, the other continues to exist in the living one's mind. If your united companion ever dies or is destroyed and it is within 30 feet of you, its consciousness is drawn into your mind, where it can communicate with you normally and remains there until your next daily preparations. During your next daily preparations, you can call upon your union to restore your companion to life again in a ritual that takes 1 hour. Your restored united companion returns whole-bodied, at their maximum Hit Point total, and cured of any afflictions that may have been afflicting it when it died.

THE WOLF-LORD'S PRAYER

The wilds of the world hath born you,
But your pack will protect your life.
Though not blood, we are bonded together,
We will share duty and strife.
Now run with me through the forest.
Abandon all instinct and reason.
No one shall break our union eternal,
Until the end of history and season.

If you would ever die or be destroyed and you are within 30 feet of your united companion, your consciousness flows into your companion for 3 days. During this time, you can perform actions as if you are your united companion using its abilities and characteristics for any actions you perform. After spending 3 days in this state, you are returned to life with a number of Hit Points equal to twice your level and regain a Mythic Point.

If you or your united companion die while sharing your body with the other's consciousness, you truly die, but if you are not returned to life within 1 year, you are both reincarnated as children (or in a similarly immature state) in a location near where you first became companions. Neither you nor your companion complete your journeys along the River of Souls, nor do you possess any knowledge of the other's reincarnated form. However, you both feel an inkling of your former connection, should you ever meet. If either of you are killed before you are together again as companions, the cycle of reincarnation is broken, and you can both die as normal.



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BROKEN CHAIN (UNCOMMON)

Wherever tyrants abuse their power, rebels soon follow, fighting against their oppression in disorganized and sporadic outbursts, often easily quashed by the tyrant, whose power grows yet stronger. But on rare occasions, one among the ranks of the rebels rises above and beyond to meet the tyrant at their level and lights the spark of an unstoppable revolutionary passion among their people, leading them to outmaneuver and eventually overpower their oppressor. Even should they fall at the hands of the tyrant's forces, their martyrdom will inflame the movement, inspiring another to take on the mantle, for a broken chain's greatest power is their bond to their movement.

Some bards yet tell tales of broken chains who, unwilling to give up the fight against a tyrant, broke the bonds which destiny had over their mortality, and quite literally came back to life in the body of another fervent

follower of the cause. A few who have claimed the mantle of broken chain whisper to their closest friends that they have prevented a terrible death from occurring by somehow turning back the hands of time; witnessing this event has haunted their nightmares ever since, and they worry that they have somehow incurred the wrath of fate itself.

The five-winged angel **Thais**, Cayden Cailean's herald, embodies freedom and courage. She has gone as far as to fight the ruler of nine Hells, Asmodeus, to liberate one thousand innocent souls who were tricked into the clutches of hell by a vaguely worded diabolical contract. In the process, she paid a personal sacrifice: the loss of one of her feathery wings.

In Galt, the poets and philosophers **Darl Jubannich** (inspirational male human poet) and **Hosetter** (deceased male aiuvarin philosopher) led the people to revolt and fight against House Thrune, eventually forming the Revolutionary Council to rule the newly independent nation of Galt. Little did they know their lofty ideals would be turned against them when the council executed Hosetter with one of their *final blade* guillotines, trapping the philosopher's soul. Fearing for his own life, Jubannich fled the country.

In Ravounel, a mysterious group of champions of the people called the Silver Ravens overthrew Barzillai Thrune to establish the new country, independent from Cheliox. Many claim they were aided by a band of adventurers whose names have never been discovered, but whose contributions were vital to the cause.

The Bright Lions of Mzali, lead by the devout **Sihar** (revolutionary female human fighter), wage a cloak-and-dagger war of attrition against the forces of the tyrannical God-King Walkena. Sihar has also revived the worship of the Old Sun Gods, a trio of deities once forgotten.

Any of these individuals may be considered broken chains, destined to bring low a powerful tyrant or system of oppression and light a flame of liberty that will reverberate across history.

Which oppressive regime or ruler you will bring down is up to you. Leading your roused band of rebels, no unjust bond will survive for long, and evil despots across the land will quake in their boots at your passionate fury's advance. They will send spycatchers against your infiltrated saboteurs, deadly assassins to assail your key allies, and even the full might of a nation's army. You must heed the call to lead your movement against these threats and be brave enough to take on as much of the burden of danger as you can. Inspire your followers, protect them from harm, and lead them to freedom.



Broken Chain Feats

BROKEN CHAIN DEDICATION

FEAT 12

UNCOMMON DESTINY MYTHIC

Your Calling was sparked by your outrage at tyrants, after having witnessed a brutal act of oppression that you could no longer abide. You may spend a Mythic Point when you attempt an Escape or Force Open check to do so at mythic proficiency. Additionally, you gain the Ultimatum of Liberation action (see below), but you also gain the anathema, "You must not use Ultimatum of Liberation on a creature you don't believe to be oppressing others or who has conceded their power". If you break this anathema, you lose access to abilities granted by this archetype until you atone or make amends.

Your GM has final say about what constitutes oppression, which can be a difficult and sometimes nebulous concept. In general, oppression is the cruel and unjust use of authority or power. Some examples include performing acts of violence against those without power, removing an individual's agency through mind control magic, and engaging in organized mistreatment or exploitation of others. When the members of a royal guard assault a beggar just to get him off the street, that is oppression. When a tax collector levies higher charges against the less fortunate because it's the law, they are participating in a system of oppression.

Ultimatum of Liberation ✦ (auditory, linguistic, mental, mythic) **Frequency** once per day; **Effect** You proclaim an ultimatum against a creature you believe is oppressing others and all who follow their orders. All other creatures (including you) who hear your ultimatum, or learn about it later on, are emboldened by your words for 1 day, and gain a +2 status bonus to their Will saving throws against effects produced by the oppressing creature and their allies, which increases to +3 if they are within 30 feet of you. Additionally, the first time each day that creature and each of its allies comes within 30 feet of you, they must succeed on a Will save against your class DC or spell DC (whichever is higher) or become frightened 1 (frightened 2 on a critical failure). This second effect has the emotion, fear, and mental traits. The oppressing creature may end all the effects as a free action by truthfully agreeing to permanently end their oppression. Otherwise, your Ultimatum of Liberation has no duration, though you can have only one Ultimatum of Liberation active at a time. If you pronounce a second Ultimatum of Liberation, the effects of the first one end.

BLOC TACTICS

FEAT 14

MYTHIC

Prerequisites Broken Chain Dedication

You have experience in undertaking direct action and know how to protect the identity and health of you and your allies when doing so. During your daily preparations, you can select a number of targets equal to half your level. You disguise the targets to hide their identities, which gives them a +4 status bonus to Deception checks to prevent others from seeing through their disguises, and lets them add their level even if

LIGHTING THE FLAME OF LIBERTY

The broken chain mythic destiny tells of characters who will lead a revolution against an oppressive tyrant or system, inspiring those who follow to become an unstoppable force for liberty. Oppression can appear in all places and take many forms, and so your broken chain's journey will likely be unpredictable. From freeing those who are physically enslaved from their chains and manacles, to fighting insidious (but legal) economic hardships, to mentally liberating a people fooled into complacency, broken chains must face the underhanded machinations of tyrants as they come. The only constants in their journey are their unwavering resolve in the face of brutal repression, and the people they inspire through fervent ideas and daring action.

untrained. Additionally, the disguises also protect from smoke, fumes, and inhaled substances, giving the targets a +3 status bonus to saving throws against them. The targets can quickly doff or don their disguises with a two-action activity.

BREAK THE CYCLE

FEAT 14

MYTHIC

Prerequisites Broken Chain Dedication

Sometimes people with no underlying quarrel have been fighting each other simply out of spite. You come to break that vicious cycle of hate. You gain the Legendary Negotiation skill feat, even if you would not normally qualify. Additionally, whenever you attempt a Diplomacy check, you may spend a Mythic Point to do so at mythic proficiency.

RELEASE ME! ✦

FEAT 14

FLOURISH MYTHIC

Prerequisites Broken Chain Dedication

Requirements An enemy has you grabbed or restrained.

Your retribution against one who would detain you is swift and dangerous. Make a melee Strike against the creature who has you grabbed or restrained. You can still make this attack even if you are restrained, though not if you are wielding a two-handed weapon. Unless your Strike is a critical failure, you can then attempt a check to Escape. If the creature who has you grabbed or restrained is the target of your Ultimatum of Liberation, you gain a +2 circumstance bonus to this check. Both the Strike and the Escape count toward your multiple attack penalty, but it doesn't increase until you've made both rolls.

RITEs OF LIBERATION

FEAT 14

MYTHIC

Prerequisites Broken Chain Dedication

You learn the *freedom* ritual (page 160). If you spend an additional Mythic Point while casting it, you reduce its

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casting time to 1 hour, and both the primary and secondary casters attempt their corresponding skill checks at mythic proficiency. If you would critically fail the ritual, you fail instead. Additionally, you gain the *unimpeded stride* and *word of freedom* domain spells. These are focus spells, granting you a focus pool of 2 Focus Points or expanding that pool if you already have one. You can Refocus while you meditate on the concepts of freedom and liberty. (For more on focus spells, see page 298 of *Player Core*.)

UNITED FRONT

FEAT 14

MYTHIC

Prerequisites Broken Chain Dedication

Thanks to your powerful speeches, your movement finds allies in all sectors of society and even across enemy lines, all eager to help you accomplish your goals. If you spend a Mythic Point when you use *Ultimatum of Liberation*, you can ask four questions related to that creature, as if you succeeded at four Recall Knowledge checks. This information comes to you over the course of the next 1 to 2 hours, representing tidbits of information you glean from local supporters. After receiving this information, the first time you roll Initiative in an encounter with the target of your *Ultimatum of Liberation* or their allies, you and all your allies can make your Initiative check with mythic proficiency.



YOU CAN'T KEEP US DOWN

FEAT 14

HEALING MYTHIC

Prerequisites Broken Chain Dedication

Frequency once per day

Seeing your allies falter, you fill their hearts with your unbreakable hope, rousing them to stay in the fight. All allies within 60 feet that are dying, or unconscious and wounded, are healed a number of Hit Points equal to three times your level. Then, all allies within 60 feet that are prone may stand up as a free action that does not provoke reactions.

BRING INTO THE FOLD

FEAT 16

AUDITORY EMOTION LINGUISTIC MENTAL MYTHIC

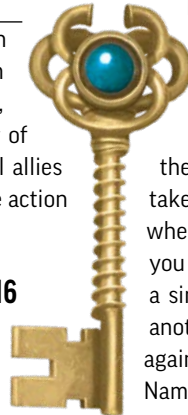
Prerequisites Broken Chain Dedication

Frequency once per day

Not all who oppress are irredeemable, and given encouragement and some time, they will abandon their cause and join your fight against the very system they used to uphold. If your next action is to issue an *Ultimatum of Liberation*, you may have up to 10 targets who can hear you attempt a Will save against your class DC or spell DC, whichever is higher. You can cause any changes in attitude to last longer than the current social interaction by spending at least 10 minutes speaking with the affected targets earnestly about your cause.

Success The target is unaffected.

Failure The target's attitude toward you improves by one step.



Critical Failure The target's attitude toward you improves by two steps.

CRY OF REBELLION

FEAT 16

AUDITORY MYTHIC SONIC

Prerequisites Broken Chain Dedication

Frequency once per hour

You let loose a yell of unbridled passion, which fuels your allies, and pounds against your foes. Allies within 60 feet who can hear you gain a +2 status bonus to attack rolls, Perception checks, saving throws, and skill checks for 1 minute. Additionally, foes within 30 feet of you take 16d4 sonic damage (basic Fortitude save against your class DC or spell DC, whichever is higher). This sonic damage increases by 1d4 at 17th level and every level thereafter.

LOSE YOUR CHAINS

FEAT 16

AUDITORY LINGUISTIC MYTHIC

Prerequisites Broken Chain Dedication

Trigger An ally gains the grabbed or restrained condition.

You rouse rebellion in the hearts of your allies, inspiring them to break free of their bonds. The triggering ally can make a check to Escape at mythic proficiency.

REMEMBER THEIR NAMES

FEAT 16

AUDITORY LINGUISTIC MENTAL MYTHIC

Prerequisites Broken Chain Dedication

You peer into the eyes of a target of your *Ultimatum of Liberation*, as you say aloud the names of their victims, searing them into the oppressor's mind, cursing them to feel their victims' pain. The target takes 12d6 mental damage (basic Will save against your class DC or spell DC, whichever is higher). If the target fails or critically fails this check, they also take 2d6 persistent mental damage. For the next hour, when the target stops taking this persistent damage, you or one of your allies can mention a victim's name as a single action to the target, forcing them to succeed at another Will save or begin taking the persistent damage again. This is a curse effect. Once you use Remember Their Names on a target, the target is immune to it for 24 hours.

STAND FIRM

FEAT 16

AUDITORY LINGUISTIC MYTHIC

Prerequisites Broken Chain Dedication

Your words help your ally shake off unease and terror. You shout a bolstering comment at an ally within 30 feet of you who has the fleeing or frightened condition and can hear you. That ally reduces the value of their frightened condition by 2 (to a minimum of 0). If they are fleeing, they can immediately attempt a new saving throw against the effect that caused the condition. If that save is a failure, but not a critical failure, the ally needs to spend one fewer action

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on their turn to escape the source of the fleeing condition. This allows that ally to Strike or Cast a one-action Spell that doesn't necessarily get them further away from the source, but the ally still has the fleeing condition and can't Delay or Ready as usual. If the ally is under an effect that reduces the number of actions they have on their turn, they don't gain this benefit on a failed saving throw. Once you use Stand Firm on an ally, that ally is immune to it until the beginning of your next turn.

LIBERTY OR DEATH ◆◆

FEAT 18

DEATH INCAPACITATION MYTHIC

Prerequisites Broken Chain Dedication

Requirements A creature has been the target of your Ultimatum of Liberation for at least 1 minute

You have given a despot enough time to think, and now is the time for them to forfeit their control or die. Spend a Mythic Point and make a Strike at mythic proficiency against the required creature. If you succeed and deal damage, the target must succeed on a Fortitude save against your class DC or spell DC (whichever is higher) or die. If the target succeeds, they are immune to this ability for 24 hours.

REBELLIOUS EXISTENCE

FEAT 18

MYTHIC

Prerequisites Broken Chain Dedication

You have tied yourself so absolutely to the cause of liberty that your very existence is an act of rebellion. You ignore any mental effects without the fear trait that would rob you of your agency (for example, on a failed save against *charm* you would still be able to take hostile actions, and against *laughing fit* you would still be able to take reactions but would remain slowed, but on a critical failure against *fear* you would still be fleeing because it's a fear effect). Additionally, you are immune to effects that would imprison your soul (such as *seize soul*, or a *final blade*).

REPRISAL OF THE FALLEN

FEAT 18

MYTHIC

Prerequisites Broken Chain Dedication

You can feel the sorrow, pain, and rage of those fallen to oppression, peering from just behind the veil of death, and you can bring them forth to exact their revenge. You can cast either a 9th-rank *invoke spirits* or *wails of the damned* once per day as an innate occult spell. For either spell, use your class DC or spell DC, whichever is higher.

BREAK THE CAUSAL CHAIN ◆◆◆

FEAT 20

CONCENTRATE MYTHIC

Prerequisites Broken Chain Dedication

Frequency once per month

Something terrible has happened. A beloved ally has fallen, a last stand has failed, or a tyrant has beaten you to a crucial goal. Whatever it is, your heart sinks. How can this be? No, this *can't* be. You spend a Mythic Point to alter reality as if you got a success (but not a critical success) with the wish

THAIS' SACRIFICE

A wing of pure white, torn at the root
Lies bound in Asmodeus's deep Nessus.
A trade made in battle, given by a champion of freedom
In unwilling exchange, and yet still in exchange
For the liberation of a thousand unjustly damned.
There rests still the wing, in the hellish trophy room;
A consolation prize for the Prince of Darkness
And his bruised ego.

ritual (*Player Core* 395). You must choose to completely undo the effects of a past action or set of actions that occurred within the past week to lead to the undesirable outcome. This will bring serious consequences back to haunt you some day. Altering the rhythm of causality is likely to draw the attention of certain aeons. Fey norms won't be too happy with you fraying their precious threads of fate either. Deities whose domains include change, fate, freedom, time, or tyranny are likely to start keeping tabs on you, if they haven't already, and send their agents to meddle in your affairs.

YOU CAN'T KILL AN IDEA

FEAT 20

MYTHIC

Prerequisites Broken Chain Dedication

Those who would destroy you instead transform you into a powerful yet formless entity. If you would be killed while you have an Ultimatum of Liberation active, you (along with your equipment) become an ideaform.

As an ideaform, you are invisible and incorporeal. You have only 1 Hit Point and can't gain more, but you are immune to all damage; if your dying or doomed condition would increase to a high enough value to kill you, it does not increase, and you are immune to any effect that would instantly kill or destroy you. You are immune to the unconscious condition, yet can take only purely mental actions. You can communicate telepathically with your allies at unlimited range, and gain two extra reactions at the start of each of your turns. Additionally, you can Aid allies through nothing but telepathic advice, without having to spend an action to prepare first, and can spend a Mythic Point to do so at mythic proficiency. Any circumstance bonus you grant through Aiding is increased by 1.

Before an hour passes while being an ideaform, you must choose a willing follower of your cause to fuse with and cease to be an ideaform. Use your level, their ancestry, heritage, and ancestry feats, and work with your GM to choose which combination of class, attribute modifiers, skills, and feats would make a good representation of this fusion. This new character has all your previous equipment. If you do not fuse with a follower after an hour of being an ideaform, you cease to be an ideaform and die; the equipment you had at the time of your original death also ceases to exist.

ETERNAL LEGEND (UNCOMMON)

Do you ever consider your death? That grand thing that reaches us all, the consequence of life. The shadow cast by light. Do you ever consider your death? Do you ever think about the life that follows it? Pick up your blade, warrior. If your death is won in glory, you will be remembered for all time. That is the true path to immortality.

Woven into the threads of all cultures and traditions are various heroic champions, whose epic battles and martial exploits are sung of in hymns and sea shanties, whispered in hushed reverent tones, or sometimes deified and sacrificed to with burnt offerings. To be an eternal legend is to be one of these heroes. Whether with blade, bow, or fist, your deeds will live forever through stories and poems, your very essence woven into the fabric of the universe.

Think of a grand warrior, whose deeds of valor are witnessed by peons and infantry soldiers, the stories of which are then passed down to their friends and family



back home. That warrior's name might be altered or mangled in the process, but he will be remembered all the same. The way his blade captured the light of the sun, the way his mien was that of a mighty king or celestial. When he is inevitably slain by the one stronger than him (for there will always be someone stronger), he will die with a grin. For his blade will become a sacred treasure upon which nations will be founded, his name the bedrock of religions. But for now, his entrance into a tavern is met with hushed whispers that he returns with a gregarious wink. Or perhaps his passage through this world goes unheeded until that fateful day he joins the ranks of the dead.

Ponder **The Old Man** (wise male human herald), whose real name has been forgotten, replaced by an epithet. Did he ever have a real name? As a herald of the god Irori, The Old Man has helped many monks achieve their full potential and been the inspiration for several fighting styles. But don't let his wizened appearance fool you. His fists are as hard as stone, his movements as swift as the wind. Do not cross The Old Man if you wish for all your bones to remain unbroken and your skin unbruised.

Consider **Torman Iates** (risk-taking male human nomarch), renowned gladiator of Absalom. After emerging triumphant from countless battles within the Irorium arena, the grizzled human has parlayed his fame into successful careers as a tavern owner and local politician. He sits as a nomarch on the Low Council of Absalom, where he helps pass legislation to aid ex-fighters like himself. Because of this, Torman is respected and well-liked by those who fight for coin.

Contemplate the grand traveling warrior **Halimess** (ferocious female dromaar freedom fighter), whose cloak is made of white tiger pelt, whose helm is plated with the scales of dragons, and whose blades are crafted from the teeth of deep-sea leviathans. She travels the land not slaying monsters, but helping commoners, standing up to tyrants, and working the fields when others cannot. She is rarely forced to unsheathe her blade, but when she does, her legend grows. Many intelligent monsters even fear her approach.

Suppose that any of these individuals are—or have the potential to be—eternal legends. They are unforgettable paragons of might and unmatched exemplars of finesse. In the face of insurmountable odds, they stand with conviction and determination. In that vein, you have answered the call of the eternal legend. Your life will not be an easy one; no, you will face tribulations. You will end most of your days with aching muscles and the blood of your foes drying upon your armor. Your battles will be like songs sung amidst storms—the pounding of a drum mixing with the rumble of thunder. Hold steadfast your weapon, clench tightly your fist, and tales of your exploits will become the myths of tomorrow!

Eternal Legend Feats

ETERNAL LEGEND DEDICATION

FEAT 12

UNCOMMON DESTINY MYTHIC

As your renown as a fighter grows, your Calling comes to fruition. Almost nothing can keep you down. During your daily preparations, choose clumsy, drained, or enfeebled. For the remainder of the day, when you roll a success against an effect that would impose that condition on you, you get a critical success instead. In addition, anytime you gain the chosen condition, reduce its value by 1. You can change the chosen condition with a single action that has the concentrate trait.

DEMOLISHING KNOCKBACK

FEAT 14

FLOURISH MYTHIC

Prerequisites Eternal Legend Dedication

You make a forceful attack that has the power to push your foe through walls. Spend a Mythic Point and make a Strike at mythic proficiency. If you hit and deal damage to the target, you push them up to 15 feet away from you. If this movement would cause the target to collide with an object that has a hardness of 5 or less, the object breaks and the target is pushed through the object's space for the remainder of the forced movement, taking an additional 2d6 bludgeoning damage (the GM can decide that this is a different type of damage depending on the object the target was pushed through; for instance, slashing damage is the target is pushed through a pane of glass). If the forced movement doesn't cause the target to collide with an object, the target must succeed at a Reflex saving throw against your class DC or be knocked prone at the end of the movement.

EARTH TO HEAVENS STRIKE

FEAT 14

MYTHIC

Prerequisites Eternal Legend Dedication

Your blows hamper both a foe's mobility and cognitive functions by focusing first on their lower extremities and then their head. Make a Strike; if you hit and deal damage, the creature is also clumsy 1 until the end of your next turn. Then, make another Strike against the same creature. If that Strike hits and deals damage, the creature is also stupefied 1 until the end of your next turn. If both Strikes hit and deal damage, the duration of both conditions increases to 1 minute. Each Strike counts toward your multiple attack penalty, but you don't increase your multiple attack penalty until after you've made both Strikes.

FAULTLESS DEFENSE

FEAT 14

MYTHIC

Prerequisites Eternal Legend Dedication

Trigger You would take damage from a Strike made by a creature.

As you are struck, your steely determination reminds those who fight you that they are destined to be no more

THE UNFORGOTTEN BLADE

The eternal legend mythic destiny is themed around a character whose mighty deeds will be continually told of in traditional songs, bedtime stories, and local legends. The hero's exploits may get exaggerated or misattributed, but what matters is the spirit of the tale: an individual whose strength, agility, cunning, or wisdom allowed them to perform seemingly impossible tasks or prevail against insurmountable odds. These stories often give hope to those who might be struggling in their lives, hoping one day that the hero will return to save them. Or, more importantly, spurring them to perform their own great deeds!

While many of the feats in this destiny revolve around battle prowess, your tales need not only be the clashing of blades and the spilling of blood. Perhaps you once took down a tyrant with a single well-placed word. Perhaps you won a drinking contest against an entire garrison of soldiers to free a captive ally. Perhaps you crafted a shield from moonbeams and carried it into battle against an army of werewolves. Whatever your legend, you won't soon be forgotten!

than footnotes in your tale. Spend a Mythic Point to gain resistance equal to half your level to the triggering damage, and then attempt a Strike at mythic proficiency against the creature that attacked you. If the Strike hits and deals damage, the creature is also slowed 1.

IMMOVABLE OBJECT

FEAT 14

MYTHIC STANCE

Prerequisites Eternal Legend Dedication, master in Fortitude or Reflex saves

You plant your feet in a wide stance, resisting all movement not of your own volition. While in this stance and on the ground, you are immune to forced movement and if an effect would knock you prone, you aren't knocked prone and can Step as a free action.

SCATTERING SHOUT

FEAT 14

MYTHIC

Prerequisites Eternal Legend Dedication

With a flex of your mighty thews and a guttural bellow that can make ears bleed, you drive back any enemies surrounding you. Each enemy within a 10-foot emanation must attempt a Fortitude saving throw against your class DC.

Critical Success The creature is unaffected.

Success The creature is pushed 5 feet away from you.

Failure The creature is pushed 10 feet away from you and takes 8d6 sonic damage.

Critical Failure The creature is pushed 15 feet away from you and takes 16d6 sonic damage.

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DEATH FROM ABOVE

FEAT 16

MYTHIC

Prerequisites Eternal Legend Dedication

Requirements You are adjacent to a climbable surface at least 10 feet tall.

Seemingly to defy gravity, you use a nearby vertical surface to propel yourself upward and then strike downward like the driving rain. Stride up to half your Speed upward on the required surface; if you have a climb Speed, you may use your full climb Speed instead. The surface does not need to span the full height of your Stride. You can then either make a ranged Strike at a target within your weapon's first range increment and land in the space you began (or an adjacent space) without taking falling damage, or you can land in a space adjacent to a creature within 10 feet of the required surface without taking falling damage and make a melee Strike against that creature. Either Strike deals an extra two dice of weapon damage. In addition, the target dealt damage by your Strike must succeed at a Fortitude saving throw against your class DC or become stunned 1.

LEAPING HEDGEHOG STRIKE

FEAT 16

MYTHIC

Prerequisites Eternal Legend Dedication

You pounce toward an enemy and then barrel them over with one fluid movement, ending this maneuver with an attack that may catch them off-balance. Leap horizontally toward an enemy you can see; treat your Speed as 30 feet or more for this Leap if it is less than 30 feet. If you end this movement adjacent to that enemy, attempt an Acrobatics check to Tumble Through that enemy's space. On a success, the target is also knocked prone. You then Strike that same enemy. If the target has been knocked prone, you can spend 1 Mythic Point as part of this Strike to make it at mythic proficiency.

PIERCE THE EYE

FEAT 16

MYTHIC

Prerequisites Eternal Legend Dedication

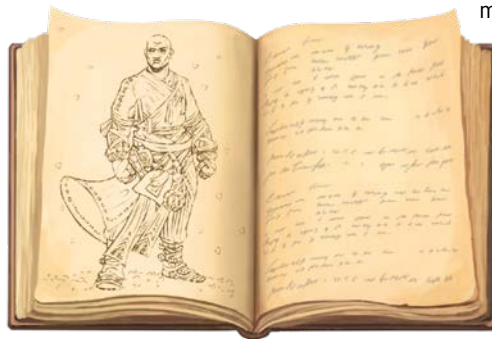
Requirements You are wielding a ranged weapon.

You aim a shot from your weapon directly at a foe's eye, blinding them in the process. Make a ranged Strike. On a hit, the target additionally takes 2d8 persistent bleed damage. The target must also attempt a Fortitude save against your class DC with the following effects.

Critical Success The target is unaffected.

Success The target is blinded until the end of its next turn.

Failure The target is blinded for as long as they are taking the persistent bleed damage and for 1 additional round thereafter.



Critical Failure As failure, but the target also takes a -2 circumstance penalty to the flat check to remove the persistent bleed damage; a creature Administering First Aid to stop this persistent bleed damage takes a -2 circumstance penalty to the Medicine check.

TERRIFYING MIEN

FEAT 16

MYTHIC

Prerequisites Eternal Legend Dedication, master in Intimidation
Whether they have heard of your legend or seen your prowess on the field of battle, those already quaking in their boots grow weak when forced to stand against you. You gain resistance against bludgeoning, piercing, and slashing damage against Strikes made by creatures with the frightened condition. This resistance is equal to four times the value of that creature's frightened condition. When this resistance applies to at least one of a creature's Strikes during their turn, that creature doesn't reduce the value of their frightened condition at the end of their turn.

WEFT AND WARP

FEAT 16

MYTHIC

Prerequisites Eternal Legend Dedication

With graceful poise, you perform a dance of dangerous attacks. Stride up to half your speed toward an enemy; if you end this movement adjacent to them make a melee Strike against that foe. If you hit, you can Reposition the target into your square at the same time that you Step into their square. You then make another Strike against the same target, who is off-guard to the attack. Finally, you can Step away from that enemy.

EXALTATION OVERWHELMING

FEAT 18

EMOTION FEAR MENTAL MYTHIC VISUAL

Prerequisites Eternal Legend Dedication

Frequency once per day

Raising your weapon or fist aloft, you begin to gleam with dazzling radiance. You fulminate with power and glory, making it clear to all who see you that your legend is real and possibly even greater than purported. Spend a Mythic Point. All enemies who can see you must succeed at a Will saving throw against your class DC or become frightened 3 (frightened 4 on a critical failure). You and any ally who can see you may choose to Strike or Stride as a free action. Any of these Strikes are made at mythic proficiency.

LEGEND OF COMBAT

FEAT 18

MYTHIC

Prerequisites Eternal Legend Dedication

You can deliver a lightning-fast series of blows and strikes, bringing all the strength of your legend to bear against those

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who have yet to experience your prowess. Spend a Mythic Point. For the next minute, you gain an extra reaction at the start of each of your turns. You also gain the Speed of Arms reaction.

Speed of Arms ➤ (mythic) **Trigger** Your turn begins; **Effect** You make a Strike against one opponent within your reach, or Stride directly towards an opponent. If this is the first time you've struck that opponent during this encounter, the Strike is made at mythic proficiency

MYTHIC WEAPON SPECIALIZATION FEAT 18

MYTHIC

Prerequisites Eternal Legend Dedication, greater weapon specialization

When you fully embrace your Calling, your blows hit with incredible force that can fell even the mightiest of creatures. When you make a Strike with mythic proficiency, your additional damage from weapon specialization increases to 12.

UNSTOPPABLE FORCE FEAT 18

MYTHIC

Prerequisites Immovable Object

While you are in the stance provided by Immovable Object, you ignore difficult terrain and greater difficult terrain. Once per 10 minutes, if you Dismiss your Immovable Object stance, you can Stride as a free action. At the end of that Stride, your final footfall causes an explosion of energy. Each creature within a 20-foot emanation takes 14d6 force damage (basic Reflex save against your class DC). Creatures that fail the save are also knocked prone.

FIGHT THROUGH OBLIVION FEAT 20

MYTHIC

Prerequisites Eternal Legend Dedication

Mortal wounds that would kill other warriors are no more than the flutter of butterfly wings to you. When you are reduced to 0 Hit Points, you aren't knocked unconscious and you don't gain the dying condition. Until the start of your next turn, you become immune to all damage, but you also can't regain Hit Points in any way except the following. If you Strike and damage a foe on this turn, you regain 4d8+30 Hit Points. Otherwise, your wounded value increases by 1 and you remain immune to damage and healing. This cycle continues until you regain Hit Points by damaging a foe or until you reach wounded 4, at which point you lose the wounded condition, fall unconscious, and gain the dying condition.

FINISH THEIR STORY! ➤➤ FEAT 20

MYTHIC

Prerequisites Eternal Legend Dedication

Though your tale is immortal, your foes aren't afforded such an advantage and mainly serve only to further your legend. When the time is right, you can shepherd a weaker opponent off this mortal coil. Spend a Mythic Point and make a Strike at mythic proficiency against an enemy. This Strike counts

THE EVERSONG

Though all the lakes are sighing,
and mountains crumble to no sound,
though all the flowers kneeling,
and the rusted blades are crack'd...

...though all the clouds are gathered,
casting deep and frigid gloom,
though now the sun is dimming,
and night stars cease to shine...

...though darkness wraps around us,
keening deep in sorrow,
though certain death approacheth,
you shield us now from woe...

...still sing of burnished steel.
Still sing of mighty thews.
Destiny has choired.
This song is written for you.

—The opening stanzas of this epic poem and the name of its author are thought to have been lost during the collapse of the *Hao Jin Tapestry*

as two attacks for your multiple attack penalty and either kills or damages the target depending on their level, as noted below. After you make this Strike, the target becomes temporarily immune to Finish Their Story!, for 1 hour.

16th Level or Lower If the Strike hits, the target dies instantly.

17th Level If the Strike hits, the target takes the Strike's normal damage plus an additional three damage die.

18th Level or Higher If the Strike hits, the target takes the Strike's normal damage plus an additional two damage die.

LIVING EPIC FEAT 20

MYTHIC

Prerequisites Eternal Legend Dedication

You are a living legend, a being who cannot be claimed by death, as death has already passed you. You are beyond whatever they wish to make you. When you would be killed, you instead disappear. You reappear anywhere where your name is spoken in the next week. Your name must be said in the context of recounting one of your exploits, including your death. If the person speaking your name is a close ally (such as another PC), you return to life with only 1 Hit Point. However, if a stranger speaks your name, you return to life with full Hit Points and you gain a +1 status bonus to attack rolls, Perception, saving throws, and skill checks for 1 week. If no one speaks your name within a week of your death, your soul enters the River of Souls, and you can be brought back to life using other means.

GODLING (RARE)

Golarion has seen more than one mortal experience apotheosis and ascend to the ranks of its many deities. Some of the most famous of such individuals are the Ascended, the deities who achieved divinity through the power of the *Starstone*. However, many current deities found ways to ascend without the aid of a magical meteorite, instead carving their own path to greatness through their deeds and actions.



Irori, god of enlightenment, dedicated his mortal life to the pursuit of self-perfection and achieved godhood through personal perfection of his own mind, body, and spirit, a deed that was later accomplished by his nephew Gruhastha, as well. Nethys, god of magic, attained such immense mastery of magic as a mortal that he was able to witness everything that transpired across every plane of existence, an accomplishment that fueled his own divine ascension.

Godlings are mythic beings whose actions or circumstances propel them along similar paths to these ascended mortals, using their mythic power to elevate themselves to a higher existence. Aided by their hierophants, mortal allies who share in the godling's power, these beings travel Golarion, building their personal legends and paving their own path to divinity.

The wizard **Razmir** (arrogant male human would-be-god) pursues divinity and immortality by whatever means he can acquire it, in locales across the Inner Sea both obvious and obscure.

In the Mwangi Expanse, it is believed that members of Old-Mage Jatembe's Ten Magic Warriors still linger as immortal demigods, and that those they choose as their hierophants are candidates to receive the title of Magic Warrior themselves.

On the continent of Arcadia, in the region known as the Deadshot Lands, **Steel at Dawn** (compassionate female human gunslinger) and her sidekick hierophant **Nibbub** (plucky male chuspiqui scout) travel from remote community to remote community, protecting travelers from bandits and monsters while collecting an ever-growing congregation of grateful worshippers.

Any of these characters might be, or might become, godlings. Less than demigods but closer to true godhood than an exemplar, godlings wield mythic power while sharing divine magic to pursue and accomplish their goals.

Whatever it is that drives you to transcend mortality and walk among the immortals is for you to decide. The pull of divinity can cause you to become disconnected from mortal concerns, but your hierophant is there to keep you grounded and connected to the mortal world. This will be the most essential and important of the relationships you develop as you pursue your adventures, for your hierophant serves as a reminder of where you have come from and acts as a critical ally in helping you become the god you seek to be. Most hierophants become the first high priest of a godling who achieves full divinity, and some may even become a herald or similarly powerful ally.

The opportunity to achieve many great deeds lies before you, along with the power to shape the world to your desires. Godhood is not promised, but you have the power to achieve it if you can overcome the challenges barring your path. Dark priests, opposing gods, and powerful monsters are certain to stand between you and apotheosis, but the trust and assistance of those who

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believe in you can carry you forward. Spread your name, claim your dominion, and gather your faithful!

Godling Feats

GODLING DEDICATION

FEAT 12

RARE DESTINY MYTHIC

Your Calling allows you to begin walking the path to true deific ascension, inspiring followers as your divine seed grows. Your first follower is your hierophant—the high priest of your new faith—whom you rely on to spread your word and provide an anchoring mortal presence as your perspectives are increasingly pulled toward the cosmic. When you gain this feat, choose one willing ally to be your hierophant. If your hierophant is not trained in spell attack modifier and spell DC, they become trained for as long as they are your designated hierophant. If your hierophant dies or chooses to part ways with you, you can designate a new hierophant by communing with the chosen ally for a period of 24 hours.

Your Calling allows you to seize the divine magic typically restricted to deities. Choose one domain to claim from the list on page 39 of *Player Core*, or from other domains you have access to. You learn the initial domain spell for this domain. You gain a pool of Focus Points with 1 Focus Point and you can Refocus by taking 10 minutes to replenish your divine energy from the planes beyond. You gain expert proficiency in spell modifier and spell DC, and your spellcasting ability for these spells is your choice of Wisdom or Charisma, decided when you gain this feat.

Your hierophant also gains the Cast a Spell activity and can cast the domain spell you learned with Godling Dedication. When they Cast the Spell in this way, your Focus Point is expended as the cost of the spell. Your hierophant uses their own spellcasting proficiency in spell modifier and spell DC when casting a spell in this way, and they use their own Wisdom or Charisma modifier (matching your choice). If your hierophant has mythic power, they can spend a Mythic Point to cast any divine spell they gain by being your hierophant at mythic proficiency.

CLAIM CARDINAL DOMAINS

FEAT 14

RARE MYTHIC

Prerequisites Godling Dedication

Your dominion over the divine truths of the world increases. You can lay claim to up to three additional domains, to a total maximum of four. Your mortal form cannot easily contain such power, however—each day during your daily preparations, decide which of your domains you are currently drawing power from; you gain access to this domain for the day and can cast its domain spells as normal, while your ability to access the power of your other domains lies dormant. You learn the advanced domain spell for any domain that you have claimed with your godling abilities.

When you gain this feat, you can choose not to lay claim to one or more domains immediately, instead leaving the space open until later in your story. As long as you have one

THE EVER-CHANGING PATH

Godhood is a destination sought by many but achieved by few. Even relatively well-known paths to deification, like passing the Test of the Starstone in Absalom, are never achieved in exactly the same way twice. For some, the transition to godly status is sudden and unexpected, while for others it is the stated goal of a long and intentional journey.

One mortal who famously ascended to godhood was the gnome Nivi Rhombodazzle, who journeyed into the Darklands and had many adventures there before retrieving a precious gem and trading it to Torag in exchange for divinity. This story does raise some interesting questions, though. What item could be so precious yet so elusive that Torag would entrust a shiftless mortal to retrieve it? Was Nivi's ascension truly a gift from Torag, or was it perhaps the journey itself that granted Nivi her divinity, with Torag merely setting her on a path that would inevitably take her to her desired destination?

If the stone were a mythic artifact akin to the *Starstone*, it's possible that the act of retrieving it was enough to imbue Nivi with the divine spark that would enable her transcendence. If such were the case, then perhaps Torag demanding that Nivi seek it out and deliver it to him was a way for the dwarven god to ensure that this cunning creature destined for greatness would only reach her goals after a final act of humility to temper her pride.

or more domains unclaimed, you can spend a Mythic Point as a single action to claim a domain, even in the heat of battle, immediately making this your active domain. This domain remains a part of your portfolio forever and cannot be changed after this point.

You can also spend a Mythic Point to overcharge your divine power, gaining access to all the domains you have claimed for the next minute and passing this access on to your hierophant as normal. After the minute ends, you can choose which of the four domains you retain access to until your next daily preparations.

DIVINE INVULNERABILITY

FEAT 14

RARE MYTHIC

Prerequisites Godling Dedication

Frequency once per day

Though you are not yet a god, you can invoke a measure of omnipotence that makes you high invulnerable. Spend a Mythic Point. You gain resistance to all damage equal to half your level for 1 minute as your aura smolders with power. During this time, if you cast a domain spell you received from this destiny, this resistance increases to equal your level until the beginning of your next turn.

RECEIVE PRAYERS

RARE CONCENTRATE MENTAL MYTHIC

Prerequisites Godling Dedication

You open your senses so the prayers of mortals can better reach your ears. You gain a +1 status bonus to checks to Sense Motive, but only when attempting to ascertain hopes, prayers, wishes, and other strongly held desires of the target. You gain an even greater sense of your hierophant's prayers, which grants you a constant *status* as a constant divine spell targeting your hierophant. The spell has unlimited duration and functions at any range, included across planar boundaries, and counteracting the spell merely suppresses it until your next daily preparations, though it automatically ends if the creature stops being your hierophant.

You gain the ability to cast *breath of life* once per day as a 5th-rank divine innate spell. You can cast this spell only on your hierophant, and the spell has unlimited range (your *status* spell typically alerting to you to when your hierophant would die).

ABSOLVE SINS

RARE CONCENTRATE MENTAL MYTHIC

Prerequisites Godling Dedication

Your forgiveness is without limit, though the path to penitence can be painful, especially against those who have trespassed against your current mortal form. Spend a Mythic Point; each enemy within a 30-foot emanation takes 14d6 mental damage (basic Will save against your class DC or spell DC, whichever is higher) as you force them to reflect upon their sins and misdeeds. Any creature who dealt damage to you or your hierophant since the end of your previous turn uses the outcome one degree of success worse than the result of their saving throw.

FONT OF LIFE OR DEATH

RARE MYTHIC

Prerequisites Godling Dedication

As you reach ever higher in your quest to achieve true divinity, the powers of life and death flow evermore easily from you. Choose either *heal* or *harm*; you gain the chosen spell as an 8th rank innate spell you can cast three times per day. Your hierophant can cast these innate spells as well by expending one of your daily uses.

GIRD CHAMPION

RARE MYTHIC

Prerequisites Godling Dedication

Your will manifests into divine weapons to protect and arm

FEAT 14



your followers. When you gain this feat, choose one type of weapon with special significance to you, such as a longsword or a sickle. This becomes your favored weapon. You and your hierophant both treat this weapon as a simple weapon for the purposes of proficiency. You and your hierophant gain the critical specialization effect of your favored weapon and deal an additional 1d6 spirit damage with Strikes made with your favored weapon. If one of your current domain spells can deal a type of damage other than spirit, you can choose to match this damage type (for instance, wreathing your weapon in sacred ashes that deal fire damage if you have the fire domain).

PASS VENGEFUL JUDGMENT

RARE MYTHIC SANCTIFIED

Prerequisites Godling Dedication

Frequency once per day

Requirements Your hierophant invoked your judgment on their previous turn (see text).

To prevent yourself from frivolously calling down the terrible power of divine wrath, you have vowed to do so only with the assent of your mortal hierophant. If your hierophant successfully Strikes a target, they can spend a single action to invoke your wrath. On your turn, you can then Pass Vengeful Judgment on the target, calling down a scouring pillar of divine energy that deals 20d10 spirit damage with a basic Fortitude save. You do not need to have line of effect to the target and it functions at any range. If one of your current domain spells can deal a type of damage other than spirit, you can choose to match this damage type (for instance, calling down a flaming pillar that deals fire damage if you have the fire domain).

If you spend a Mythic Point as part of Passing your Vengeful Judgment, the blast extends into the heavens, scattering the clouds in a detonation visible to all creatures within a 10-mile radius as a show of wrath and a warning to those who would dare harm your followers or question your commandments. For the next month, you and your hierophant gain a +2 status bonus to Intimidation checks against creatures in the area.

Special If you have Font of Life or Death, you can choose for the damage type to be vitality (if you chose *heal*) or void (if you chose *harm*) when you use this ability.

SANCTIFIED RELIC

RARE MYTHIC

Prerequisites Godling Dedication

You fill an item with your divine power, granting the wearer your blessings. When you take this feat, choose two attributes (one of which must be your key attribute) as your

FEAT 16



FEAT 16

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divine attributes and either holy or unholy sanctification; if you have the holy or unholy trait through a class feature or other ability, you must choose that same trait. As part of your daily preparations, you can touch one worn magical item that doesn't have the apex trait. It gains the apex trait (*GM Core 270*) until your next daily preparations, and increases the modifier of one of your divine attributes (chosen during your preparations) by 1 or to a total of +4, whichever is higher. In addition, the item grants the wearer the holy or unholy trait as chosen by you. A character can benefit from only one apex item at a time, as normal. You can't wear this apex item, but your hierophant can.

If you spend 1 Mythic Point when you create this apex item, it increases the wearer's modifiers of both of your divine attributes by 1 or to a total of +4, whichever is higher. This is an exception to the usual limit for apex items.

STYMIE THE GODS ➡➡

FEAT 18

RARE AURA MYTHIC

Prerequisites Godling Dedication

Frequency once per hour

By exerting your will as a nascent god present in the mortal realms, you can hold off the influences of most distant entities, even ones much older and more powerful than yourself. Either you or your hierophant are able to use this action. When either of you do, you both gain a +2 status bonus to Armor Class and saving throws against divine spells, as well as the spells, Strikes, and abilities of extraplanar creatures, for 3 rounds. This benefit affects both you and your hierophant even if you are on separate planes of existence when this ability is used.

If a Mythic Point is spent by the individual using Stymie the Gods, the bonus increases to +4 and the effects last for 10 minutes.

ASSUME GODHOOD

FEAT 20

RARE DEDICATION MYTHIC

Prerequisites Godling Dedication

You complete your apotheosis into living godhood, allowing you to empower more followers. You can serve as the deity for classes with a deity feature, such as clerics, empowering them to cast divine spells with their class features. When you serve as the deity in this way, you can provide any aspect of a deity stat block (such as domains or a favored weapon) that you yourself have acquired from a godling feat. In addition, you can choose one skill you are legendary in to act as your divine skill, and your divine attributes include your key attribute and one other attribute of your choosing.

When you Assume Godhood, choose three spells from any list other than the divine list; one must be 1st rank, one must be 2nd or 3rd rank, and one can be of any rank. These spells become additional cleric spells you can grant to your followers. You gain the Intercession Spell ability, allowing you to directly provide the magic that your hierophant uses to enact your miracles.

TO CLAIM DOMINION

I am Rokoga Gin and I have traveled the world.

From Tian Xia to Arcadia, from the easternmost edge of Vudra to the heart of the Inner Sea, and from Absalom to the southern tip of Garund, no stretch of this world known to scholar or hero has denied the tread of my foot.

In my many travels I have fought beasts and terrors of all shapes and sizes from all corners of existence. I have heard the dread whispers of She Who Weaves in Shadow and taught her children to fear the roar of my hand cannon and the thunder of my nunchaku.

I have claimed that which is beyond measure with the quickness of my hands and wits. I have stolen a priceless treasure from Abadar's great vault alongside the man with many names, whom I knew as Fox. I walked in Nirvana without dying first and was gifted a single kiss upon my cheek by Shelyn herself when I spoke a poem dedicated to her beauty.

These are not words I speak in arrogance. I do not seek accolades or acclaim, for those I have already claimed. Rather, I speak these words for those who would follow the path that I have walked. For some time now, I have felt the welling within me, the knowledge that godhood is now a near horizon I must surely pass through.

What kind of god shall I be? One who treasures those who know the value of good companions, surely, for I have not walked this path alone.

I am Rokoga Gin and I will be a god.

Intercession Spell ➡ (divine, concentrate, spellshape)

Frequency once per day **Trigger** Your hierophant Casts a Spell; **Effect** Interceding directly in your hierophant's affairs, you grant them additional magic. They do not expend the spell slot, usage, or Focus Point.

If you die after Assuming Godhood, only your mortal body perishes, and you continue your existence as a deity, watching over the Universe from afar. In this deific form, you cannot move, act, or speak normally, though you still grant spells to your followers and can perceive and affect them using your godling abilities like Receive Prayers or Intercession Spell, regardless of range. If you need to take more direct action in creation, you can descend to the Universe and incarnate yourself into a mortal body of your choosing within 1 mile of one of your followers or a holy site relevant to your faith, which has the same statistics and abilities that you had before you died. This new body can have any appearance you wish, but typically retains at least one feature important to your divine iconography, such as eye color, a scar, or a unique birthmark. You can incarnate yourself as often as you like, but repeated direct intercessions in the affairs of mortals typically attract the attention and sanction of older and more established deities.

PROPHESIED MONARCH (UNCOMMON)

Many lands and cultures have generational stories of an exceptional leader, a person who appeared in a time of great need to forge a kingdom and protect it against all incursions, bringing peace and prosperity. Stories abound that these “prophesied monarchs” will return when they’re needed, defying the barriers of time and death to ensure the safety of their people. Though destiny and prophecy have long since been broken on Golarion, these individuals persist, either through force of will, the power of the stories surrounding them, or some other divine quirk that ensures their pseudo-immortality.

True prophesied monarchs can be recognized by the knights who always accompany them. Mystical bonds of fate or strange magic tie the prophesied monarch and their knights together, ensuring that they’ll always find each other when they or their kingdom need them most. It would be fair to say that a prophesied monarch’s true power lies not in the impact of their decrees or the strength of their sword arm, but in the quality of their knights. Some knights might one day even be called upon to take up a fallen monarch’s mantle, protecting

their legacy even after death. Regardless of the nature of a prophesied monarch’s knights, the bonds between them are practically unbreakable, and the power of their union is virtually unstoppable, defying demons, death, and perhaps even the gods themselves.

While this archetype refers to “knights” and “kingdoms,” the nature of a prophesied monarch’s chosen companions and ruled territory can vary greatly. A ferocious pirate captain might treat her ship as her kingdom and her most loyal crewmates as her knights. A pious cleric might consider their church and parishioners their kingdom and the priests who serve alongside them as the knights sworn to protect the same. A bandit outlaw might consider the woods he haunts his kingdom and the scurrilous brigands who fight alongside him his knights. What’s important is that the monarch has a territory or dominion they can claim as their own and a band of bonded allies who help enforce that claim.

In Casmaron, stories of the ancient hero-god **Namzaruum** (prophesied male human hero-god) tell of the day he’ll awaken from his long rest in the Hall of Slumbering Kings to lead a new Azlanti empire.

In the land of Ustalav, rumors abound in the frontiers and forests of a man calling himself **Arnisant** (mysterious male human knight), who hunts undead alongside a band of stalwart knights.

In the Fangwood Forest of Nirmathas, a jolly archer named **Relkin** (mirthful male human ranger) guards his abode from undead, Molthuni troops, and Nirmathan militias alike, assisted by a knavish group of bandits with hearts of gold.

In the Shackles, Hurricane Queen **Tessa Fairwind** (fearsome female aiuvarin pirate) and her crew rule over a kingdom of salt and blood.

In the Isles of the Empty Courts, off the eastern shore of Arcadia, there lies a table surrounded by thrones upon which sit the bodies of nine ancient rulers. It’s said that when the isles need them most, they shall awaken to usher in a new age.

Any of these characters might be, or might one day become, prophesied monarchs, rulers whose legendary stories grow before them, establishing an immortal and incomparable dynasty that will long outlast their mortal life.

Whatever self-made prophecy you might fulfill or kingdom you might rule is for you to decide. With your noble knights beside you, villains and monsters are sure to fall, and no hero will stay fallen long when their stalwart companions are close by to lift them to their feet. You’ll almost certainly face dragons and dark wizards and all manner of fell beasts. You’ll be called on to lift up those who look to you, no matter the personal cost to be paid. Trust in your knights, believe in your people, and rule with honor.



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Propheisied Monarch Feats

PROPHEISIED MONARCH DEDICATION FEAT 12

UNCOMMON DESTINY MYTHIC

Your Calling has culminated in a destiny of rulership, and you're able to forge a mythic bond with noble knights whose destinies become intertwined with your own. Designate up to five allies as your knights; as long as you're conscious, your knights' doomed condition can't rise above 3, and if they're ever in mortal peril (such as being unconscious with the dying condition or imprisoned in an enemy fortress), you instantly receive a vision revealing their location and condition.

In addition, you gain the Royal Grace exploration activity.

Royal Grace (concentrate, exploration, linguistic, mental) You spend 10 minutes conferring with one of your knights who has the doomed condition. By discussing plans for your future kingdom with them and describing the benefits of your rule, you can attempt to soothe their spirits. Attempt a Diplomacy or Society check against a hard DC of your knight's level. Regardless of the result, that knight gains the benefits of the Refocus activity (if they have a focus pool) but is temporarily immune to Royal Grace for 24 hours.

Critical Success The knight's doomed condition is reduced by 2 (minimum 0).

Success The knight's doomed condition is reduced by 1 (minimum 0).

Failure The knight's doomed condition isn't reduced.

BLOOM OF HEALTH FEAT 14

AUDITORY MYTHIC

Prerequisites Propheisied Monarch Dedication

Frequency once per day

You shout a rallying cry that inspires the well-being of your kingdom's protectors. All your knights who hear your cry gain fast healing equal to half your level for 1 minute.

DECREE OF BANISHMENT FEAT 14

AUDITORY INCAPACITATION MYTHIC

Prerequisites Propheisied Monarch Dedication

Frequency once per day

You assume a demeanor of authority and decree banishment upon a foe who has defied your authority. Speak your decree; a creature you designate within 60 feet who can hear your decree must succeed at a Will saving throw against your class DC or spell DC (whichever is higher) or spend its next turn moving as far away from you as it possibly can; this includes using magic or special movement modes, if it has any, to expedite its retreat.

If the target attempts to move back within 60 feet of you at any time in the next week, it must succeed at a Will saving throw against your class DC or spell DC (whichever is higher) or the attempt fails, any movement ends, and any actions or spell slots used in the attempt (such as if the target were attempting to magically approach you) are wasted.

A MONARCH WITHOUT A THRONE

The propheisied monarch mythic destiny is themed around a character who'll one day claim a kingdom of their own and protect it alongside their loyal knights. While much of the propheisied monarch alludes to castles and armored heroes with swords, your kingdom and your knights can be almost anything you want them to be. Perhaps you're the ringmaster of a traveling circus that serves as your kingdom, with a doughty strongman as your most stalwart knight. Maybe you're a gunslinging outlaw whose kingdom is the seedy underbelly of Alkenstar and whose knights are the fellow members of your bank-robbing gang. What's important is that you always have a place you're known and respected in, a band of loyal allies willing to aid you in its defense, and legendary challenges to overcome.

When you speak a Decree of Banishment, you can spend 1 Mythic Point as part of the action to have all friendly creatures and even the land itself within a 10-mile radius of you at that moment to reject the banished target. Within the affected area for the next month, the target has a -4 penalty to all Diplomacy checks to Gather Information or Make an Impression, all Intimidation checks to Coerce, and all Survival checks to Subsist. If the target defies your Decree of Banishment and continues to operate within the area, you hear about their activities the next time you encounter a group of friendly creatures with 10 or more members. You can have only one target affected by this month-long banishment at a time; if you inflict a month-long banishment on another target, the effects on the first target end.

DECREE OF PROSPERITY FEAT 14

AUDITORY MYTHIC

Prerequisites Propheisied Monarch Dedication

Frequency once per day

You speak with a gentle encouragement that inspires confidence and competence in your followers. Speak your decree; all your knights who hear your decree treat failures (but not critical failures) on non-attack skill checks as successes for 1 minute.

When you speak a Decree of Prosperity, you can spend a Mythic Point as part of the action to have the inspiration spread to every individual within a 10-mile radius around you at that moment. Each individual receives a +2 status bonus to all checks to Earn Income, and they're all able to find jobs of their level in the region for the next month. The people who benefit from this effect quickly learn that it happened because of your decree; for the next month, you can obtain food and lodging for free anywhere within the affected area, and you can obtain up to 10 common items of 3rd-level or lower at half price.

NAMZARUUM, THE SWORD

In the Hall of Slumbering Kings
Namzaruum restless sleeps,
Nightmares riddled with Star-Worm bile,
The Sword seeks freedom from its sheath.
Namzaruum, rise! Unleash the call,
What was lies now below the sea.
When Sword is drawn and Worm is slain,
Arise lost Azlant, and claim your king.

MIGHT OF THE REALM

FEAT 14

FLOURISH MYTHIC

Prerequisites Prophesied Monarch Dedication

Bolstered by the presence of your knights, you strike a mighty blow in the name of your rule. Strike an enemy. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an additional amount of damage equal to double the number of your designated knights whom you can see. If the Strike is a critical hit, the target is also enfeebled 1 until the start of your next turn.

KNEEL BEFORE THE RIGHTFUL HEIR

FEAT 16

AUDITORY LINGUISTIC MENTAL MYTHIC VISUAL

Prerequisites Prophesied Monarch Dedication

You command that your foes bow down before you or face your wrath. All enemies within 40 feet who can see and hear you must attempt a Will saving throw against your class DC or spell DC, whichever is higher. Regardless of the result, a creature is then temporarily immune to Kneel Before the Rightful Heir for 24 hours.

Critical Success The creature is unaffected.

Success The creature takes 3d6 persistent mental damage.

Failure The creature takes 6d6 persistent mental damage.

Critical Failure The creature takes 6d6 persistent mental damage and is clumsy 2 for as long as it's taking that persistent damage.

The persistent mental damage can be ended only if the creature Drops Prone in a location that you can see and doesn't Stand until their next turn. An affected creature is aware of this restriction.

MY KINGDOM, MY BLOOD

FEAT 16

MANIPULATE MYTHIC

Prerequisites Prophesied Monarch Dedication

The health of the ruler is the health of the kingdom, and the health of the kingdom is that of its ruler, each bound to the other inextricably. Stride. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding movement type. You then plant your fist or weapon into the ground at your feet, creating a 60-foot emanation in an aura around you that lasts for 1 minute. Whenever an ally within

this aura takes damage, you can use your reaction to take half the damage in their stead while they take the remainder. When you take damage through this link, you don't apply any resistances, weaknesses, or other abilities you have to that damage; you simply take that amount of damage. Whenever you take damage while this effect is active, an ally within the aura can use their reaction to take half the damage for you in the same manner.

The effect ends immediately if you're reduced to 0 Hit Points.

NOBLE SACRIFICE

FEAT 16

MYTHIC

Prerequisites Prophesied Monarch Dedication

Trigger One of your designated knights is within 15 feet of you and would take damage from an enemy's Strike.

As your knights devote their lives and swords to you, so too do you return their devotion with your own fierce protection. Spend a Mythic Point. The knight Steps as a free action, and you Stride into the space previously occupied by the knight; this movement ignores difficult terrain and greater difficult terrain. You

then take the triggering damage instead. If you have a shield raised and have the Shield Block reaction, you can use it as part of this ability, applying damage to the shield as though you were the original target of the attack. The enemy whose Strike triggered this reaction is off-guard until the end of your next turn.

PROTECT THE ROYAL LINE

FEAT 16

MYTHIC

Prerequisites Prophesied Monarch Dedication

Requirements You're flanked by at least two enemies.

You must keep your royal person safe from harm, especially when surrounded by those who would dare approach you. Attempt an Athletics check to Reposition or Shove one of the enemies who's flanking you. If you can see at least one of your designated knights, you gain a +2 circumstance bonus to this check; this bonus increases to +4 if one of your designated knights is adjacent to you. If you succeed, you get a critical success. If your roll would've been a critical success, you increase the distance you Reposition or Shove the enemy by 5 feet.

DECREE OF EXECUTION

FEAT 18

AUDITORY DEATH INCAPACITATION MYTHIC SPIRIT

Prerequisites Prophesied Monarch Dedication

Frequency once per day

You proclaim that a foe has violated the sanctity of your realm and must die. Speak your decree; a creature you designate within 60 feet who can hear your decree must attempt a Will saving throw against your class DC or spell DC, whichever is higher. Once targeted, the creature is temporarily immune for 1 year. Whether the target perishes or is marked for death depends on their level and the result of their saving throw.

Critical Success The target is unaffected.

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Success If the target is 14th level or lower, it drops to 1 Hit point. If the target is 15th level or higher, it takes 50 spirit damage.

Failure If the target is 14th level or lower, it dies instantly. If the target is 15th level or higher, it takes 50 spirit damage; if this damage brings it to 0 Hit Points, it dies instantly. Otherwise, it gains weakness 20 to all damage for 1 minute.

Critical Failure As failure, but a target who survives the damage is stunned 1 for 1 minute.

When you speak a Decree of Execution, you can spend a Mythic Point as part of the action to remove the incapacitation trait.

DECREE OF WAR >>>

FEAT 18

AUDITORY MYTHIC

Prerequisites Propheesied Monarch Dedication

Frequency once per day

You declare your current foes as irredeemable enemies, calling your allies down upon them. Speak your decree; all your knights who hear your decree can use their reaction to Stride up to twice directly toward an enemy and then Strike that enemy if it's within their reach or range.

When you speak a Decree of War, you can spend a Mythic Point as part of the action to let every individual within a 10-mile radius around you at that moment know that war has come to your kingdom. You and your knights are able to gain access to free food, lodging, and repairs of common items while within the affected area for the next month, as allied citizens and creatures come to your aid. During this time, you also receive at least 10-minutes' warning whenever an enemy group of more than 10 creatures travels in your direction, as allied scouts report to you.

FATED DUEL >

FEAT 18

MYTHIC

Prerequisites Propheesied Monarch Dedication

Frequency once per week

You and your knights are an unbeatable force together, but sometimes it's a monarch's duty to resolve the fate of their kingdom with nothing more than their own trusted weapon. Spend a Mythic Point, and choose one opponent within 30 feet; you declare a Fated Duel against that opponent.

If the opponent accepts your challenge, you're locked in mystical combat together. Neither you nor your opponent can move more than 30 feet from each other; you both can't be harmed by any creature other than each other; and you both can't harm any creature other than each other. This mystical bond is incredibly draining on both parties, pulling at their life and spirit; if neither you nor your opponent has defeated the other by the time 1 minute has passed, you both become doomed 1. Your doomed conditions increase by 1 for each additional minute that passes until one or both of you die.

If your opponent refuses your challenge, you regain a Mythic Point and can immediately attempt an Intimidation check at mythic proficiency to Demoralize them.

SOVEREIGN'S BLADE >>

FEAT 18

LIGHT MYTHIC

Prerequisites Propheesied Monarch Dedication

Requirements You're wielding a melee weapon.

As you raise your weapon into the air, it begins to shed a bright light that pierces darkness and calls your knights to your side. Spend a Mythic Point; you automatically counteract any magical darkness whose counteract rank is 7 or lower. Any knight who can see your raised weapon can immediately use their reaction to Stride up to twice directly toward you, and any of your knights who are adjacent to you after this movement get a +2 status bonus to their attack rolls until the start of your next turn.



LEGACY OF MONARCHS

FEAT 20

MYTHIC

Prerequisites Propheesied Monarch Dedication

No matter what might happen to you, your legacy shall never die. If you're slain, any of your knights who touches your corpse can choose to take up your mantle; over the course of 10 minutes, they don your equipment, replace their attribute modifiers with yours, replace their skills and feats with yours, and become you for all intents and purposes, retaining only their ancestry, heritage, and ancestry feats. If you're later returned to life, you can choose to reclaim your mantle from your former knight; if you do so, they revert to their previous state, and you reclaim all that was yours. Otherwise, you can choose to live a new life, retraining all your skills and feats while adopting a new name and identity.

ONCE AND FUTURE

FEAT 20

MYTHIC

Prerequisites Propheesied Monarch Dedication

Though foul treachery might lay you low or dark magic still your heart, when the people cry out for you in desperate need, you shall rise to protect them. You can't die except due to old age as long as one of your knights is alive and within 30 feet; if your dying or doomed condition would increase to a high enough value to kill you, it doesn't increase, and any effect that would instantly kill you instead just reduces you to 0 Hit Points. The first time each year you would die for any reason other than old age, you instead return to life and consciousness with a number of Hit Points equal to twice your level and gain a Mythic Point. If you ever truly die and aren't returned to life within 1 year, you're reborn as a child into a new mortal body somewhere in the world where stories of your accomplishments are still told. You don't complete your journey along the River of Souls until all mortal memory of you has vanished.

WILDSPELL (UNCOMMON)

Magic was woven into the Universe from its creation, a source of power to be tapped by those with the skill, knowledge, or gift. This power isn't distributed evenly, however. Ley lines, mana droughts, and magic storms represent areas where this power waxes and wanes. Spellcasters usually use tiny fragments of this power in defined, controlled ways, but a few can draw greater amounts than what normal spells require, channeling this energy to fuel diverse effects.

You've tapped into a nigh-unlimited well of magical energy and become so attuned to it that magic flows through the fabric of your being, a trickle of mystic power constantly radiating from you. You might have reached this state through intense study, years of meditation, revelation, as a gift from a powerful entity, or just through the natural progression of your inherent abilities. By accessing this raw power, you can raise the ambient level of

magical energy and use it to empower, alter, and hinder spells nearby.

Wildspells are surrounded by faintly visible evidence of their connection, though the precise nature of the manifestation varies with the nature of their magic. Some have a faint aura that makes colors more intense, others are shadowed by barely perceptible smoke, and others might have garments or hair constantly moving, seemingly of their own accord. Places long inhabited by a wildspell are often home to strange occurrences: small objects animating, weather altered by their mood, plants growing larger, animals with unnatural colorations, and so on.

Wildspells revel in the use of their abilities, knowing that the power they tap into sets them above lesser casters. Most wildspells seek out new ways to shape the energies they unleash, knowing that their control is their only limit.

Alejandro the Green (excitable male human druid) poured out raw magic into his forest refuge in the River Kingdoms, over time causing the trees to walk and attracting hordes of curious fey from the First World. With the help of these newly made arboreals and fey visitors, he's been able to drive out numerous hostile invaders. However, his wild magic has recently attracted the attention of malevolent proteans from the Maelstrom, and he'll need more allies than he currently has to keep his home safe from their unpredictable predations.

Ernhilda Truestone (patient female dwarf sorcerer) used her wildspell powers to create an oasis of stable magic in the Mana Wastes, allowing her to give succor to harried travelers. Her home in the wastes grew to a bustling trading post, protected by her powers, though it rapidly faded after her passing. Some believe that Ernhilda's spirit now resides in a cave somewhere under the settlement and that she could be brought back to life with the proper ritual. Finding the proper site for such magic has been hindered by the subterranean tunnels, which seem to shift randomly and without warning.

Teachers at the Magaambya are concerned about a young student named **Mkosa** (curious nonbinary halfling student) who has begun to exhibit signs of being a nascent wildspell. They don't wish to hinder Mkosa's education but are afraid of accidental explosions of magic harming others. The teachers haven't informed Mkosa about their worries, and the time to make a decision is rapidly approaching.

Power and magic are yours to unleash, but only time will tell if you can master them to become a true wildspell. You'll undergo trials of the spirit and body that have every chance of breaking you, either tearing your flesh apart with unfiltered magic or breaking your mind with arcane revelations about the Universe. If you survive, your story will be one for the legends.



Wildspell Feats

WILDSPELL DEDICATION

FEAT 12

UNCOMMON DESTINY MYTHIC

Prerequisites ability to cast spells from spell slots

You gain the ability to tap into a powerful well of magic. You gain the *spellsurge* focus spell (page 141). This spell is of your main casting tradition.

EXTEND SURGE

FEAT 14

CONCENTRATE MYTHIC

Prerequisites Wildspell Dedication

Requirements Your *spellsurge* aura is active.

You tap deeper into the vortex of magical energy within you. Until the start of your next turn, the radius of your *spellsurge* aura increases to 30 feet. If you spend a Mythic Point as part of this action, the radius increases to 60 feet instead until the start of your next turn and is then 30 feet for the duration of the spell.

INVIGORATING SURGE

FEAT 14

CONCENTRATE MYTHIC

Prerequisites Wildspell Dedication

Requirements Your *spellsurge* aura is active.

You alter the aura of magic surrounding you to protect a nearby ally. You grant one creature within your *spellsurge* aura temporary Hit Points equal to your level. These temporary Hit Points last for as long as the target is in the aura. Using this ability again cancels the temporary Hit Points from any previous usage. If you spend a Mythic Point as part of this action, you grant the temporary Hit Points to a number of creatures up to half your level that are within the aura.

MYTHIC HEIGHTENING

FEAT 14

CONCENTRATE MYTHIC SPELLSHAPE

Prerequisites Wildspell Dedication

Frequency once per day

You overload your minor spells to give them greater effect. Spend a Mythic Point. If the next action you use is to Cast a Spell, that spell is heightened to the highest spell rank that you can cast. Any spell attack roll is made with mythic proficiency, and the spell's DC is calculated with mythic proficiency. The spell slot used to cast the spell isn't changed.

SPELL NETWORK

FEAT 14

MYTHIC STANCE

Prerequisites Wildspell Dedication

Trigger You cast *spellsurge*.

Your aura links your friends together with mystic strands. While you're in this stance, an ally within your *spellsurge* aura can treat any other ally within the aura as the point of origin for a spell they cast, calculating range and cover from the other creature's space instead of their own. This allows all allied creatures within your *spellsurge* aura to act as though they're in touch range of each other since each creature is in touch range of itself. Additionally, while you're

THE SOURCE OF MAGIC

The wildspell is only for spellcasters, specifically spellcasters who cast spells from spell slots, whether spontaneously or prepared. The source of your wildspell powers could be a magical place, a lost ritual, an arcane discovery from long research, a gift from a higher power, or as part of a pact with an unknown patron. However you come upon these powers, they give you new options for empowering and varying your magic, regardless of tradition.

in this stance, an ally casting a spell that targets only the caster can have that spell affect any other ally within your *spellsurge* aura instead.

BURNING SURGE

FEAT 14

MYTHIC

Prerequisites Wildspell Dedication

Trigger A creature Casts a Spell within your *spellsurge* aura.

You cause a surge of magical energy to flare up, harming that creature and those near it. The triggering creature and all creatures adjacent to it take 1d6 damage per rank of the spell (basic Will save against your class DC or spell DC, whichever is higher). The damage is of the same type as dealt by the spell (or one type of damage of your choosing if the spell deals multiple types of damage). If the spell doesn't deal damage, the damage is mental. The effect gains the trait of the damage dealt. If you spend a Mythic Point as part of using this reaction, calculate the DC with mythic proficiency; you can also choose to deal acid, cold, electricity, or fire damage instead of the type that would normally be dealt, and creatures that fail the saving throw take persistent damage of the same type as the base effect equal to the rank of the triggering creature's spell.

IMBUE SPELL

FEAT 16

CONCENTRATE MYTHIC

Prerequisites Wildspell Dedication

Trigger Your previous action was to Cast a Spell.

You pass the energy of your magic onto an ally, allowing another to release the spell. Upon completing the Casting of a Spell, instead of the normal effects of the spell, you imbue the energy of that spell to an ally that's adjacent to you or within your *spellsurge* aura. You expend the spell, spell slot, or Focus Point as normal. At any time during the next hour, that ally can release the energy of the spell with a single action that has the concentrate and manipulate traits; they don't need to expend any spell slots or Focus Points. All attributes of the spell are determined based on your original casting of the spell, including any spellshape feats used, but the ally is treated as the spellcaster for determining the origin of the spell and for making any choices the spell requires. If the spell must or can be Sustained, your ally takes the action

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to Sustain it. You can't target yourself with this ability. If the spell isn't released by the ally within 1 hour, the energy dissipates. You can only have one spell imbued at a time; additional uses of this ability cause previously imbued spells to dissipate immediately.

MYSTICAL FLARE

FEAT 16

CONCENTRATE LIGHT MYTHIC SPELLSHAPE VISUAL

Prerequisites Wildspell Dedication

Requirements Your *spellsurge* aura is active.

You release a torrent of magic to fill the air with tiny, distracting explosions of light. All creatures within your *spellsurge* aura become concealed, and all creatures outside the aura are concealed to creatures within it. However, you can ignore this concealment. This effect lasts until the end of your next turn, but you can extend the duration for an additional round by Sustaining it once per round.

RAPID SWITCH

FEAT 16

MYTHIC

Prerequisites Wildspell Dedication

Frequency once per round

Requirements Your *spellsurge* aura is active.

You've honed your control over your *spellsurge* aura and can rapidly alter its effects. Sustain *spellsurge* to choose a different effect for its aura.

RECHARGING TRANSFERENCE

FEAT 16

CONCENTRATE MYTHIC

Prerequisites Wildspell Dedication

You can break your spells down into raw magical potential and transfer it to an ally. Expend one prepared spell, spell slot, or Focus Point, and choose an adjacent ally or an ally within your *spellsurge* aura. If you expended a spell or spell slot, the ally regains one expended spell or spell slot with a rank equal to or lower than the spell or spell slot you expended. If you expended a Focus Point, the ally regains a Focus Point. This feat can't grant more spell slots or Focus Points than the target can normally possess. You can't target yourself with this ability. Only one spell, spell slot, or Focus Point can be transferred with each use of this ability.

THUNDERING SURGE

FEAT 16

MYTHIC SONIC SPELLSHAPE

Prerequisites Wildspell Dedication

Requirements Your *spellsurge* aura is active.

Your magic explodes in bursts of excess energy, creating thunderous waves. If your next action is to Cast a Spell, attempt a DC 5 flat check.

Critical Success Enemies within a 10-foot radius burst centered on the target of the spell or within the spell's area of effect take sonic damage equal to twice your level (basic Fortitude saving throw against your class DC or spell DC, whichever is higher). Those who fail the save are also knocked prone.

Success Enemies within a 10-foot radius burst centered on the target of the spell or within the spell's area of effect take sonic damage equal to your level (basic Fortitude saving throw against your class DC or spell DC, whichever is higher). Those who critically fail the save are also knocked prone.

Failure All creatures within a 10-foot radius burst centered on you take sonic damage equal to your level (basic Fortitude saving throw against your class DC or spell DC, whichever is higher). Those who fail the save are also knocked prone.

GALVANIZE SPELL

FEAT 18

CONCENTRATE MYTHIC SPELLSHAPE

Prerequisites Wildspell Dedication

Frequency once per day

Requirements Your *spellsurge* aura is active.

You reabsorb the magic of your *spellsurge* aura to power a piece of powerful magic. Spend a Mythic Point. Your *spellsurge* ends. If your next action is to Cast a Spell that's at least 2 ranks lower than the highest spell slot you have, you reduce the number of actions to cast it by 1 (minimum 1 action). You then immediately regain the ability to cast that spell again (with the normal parameters) or the spell slot used.

MANA DETONATION

FEAT 18

MYTHIC

Prerequisites Wildspell Dedication

You can violently disincorporate your form. You gain the *arcane explosion* focus spell (page 141).

MYTHIC COUNTER

FEAT 18

MYTHIC

Prerequisites Wildspell Dedication

You can overwhelm the magical designs of others with sheer magic power. When you attempt a counteract check against a spell, you can spend a Mythic Point to attempt the check at mythic proficiency. If the target of the counteract check is within your *spellsurge* aura, critical failures on this check are treated as failures.

MYSTIC LIFE FORCE

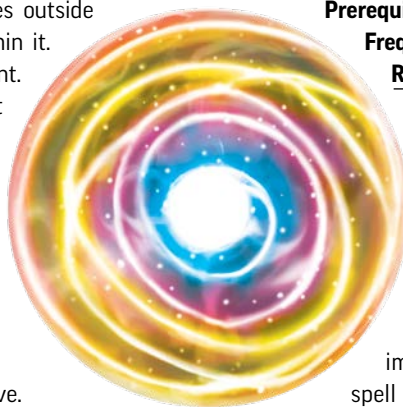
FEAT 20

UNCOMMON MYTHIC

Prerequisites Wildspell Dedication

Magic energy sustains you, supporting your form far beyond the capabilities of mere flesh. You can't die except due to old age as long as you're under the effects of an ongoing spell or within your *spellsurge* aura; if your dying or doomed condition would increase to a high enough value to kill you, it doesn't increase, and any effect that would instantly kill you instead just reduces you to 0 Hit Points.

If you die for any reason, you transform into a magical font attached to an allied creature of your choice within 1 mile. This creature gains knowledge of the *embodied font*



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ritual (see below) to return you to your corporeal state. Until you're restored, once per hour, you can cast *spellsurge*, centered on the chosen creature. You still make all choices for the *spellsurge* and can take actions allowed by the spell, though you can take no other actions.

SURGING INTERFERENCE 

FEAT 20

MYTHIC

Prerequisites Wildspell Dedication

Trigger A creature Casts a Spell within your *spellsurge* aura. You absorb the scattered energy of others' failed spells, using it to recharge your own magic. You attempt to counteract the spell. If you're successful, you absorb the dispersed magical energy, regaining one spell or spell slot of 8th rank or lower of your choice. If you spend a Mythic Point when you successfully counteract the triggering creature's spell, you instead regain a 9th-rank spell or spell slot of your choice.

Wildspell Spells

SPELLSURGE 

FOCUS 6

UNCOMMON ARCHETYPE CONCENTRATE MYTHIC

Area 10-foot emanation

Duration 1 minute

Magic surges to life around you, feeding on the raw power you radiate. Choose one of the following abilities to affect creatures in your aura. You can choose a different effect, ending the previous one, by Sustaining the spell. You can Dismiss the aura.

- **Interference** The excess magic surrounding you creates a mental static. All saving throws against mental effects gain a +2 circumstance bonus.
- **Mana Well** You become a source of pure magic that allows spells to be cast more freely. Allied creatures that would normally be required to attempt a flat check to Cast a Spell (such as from the stupefied condition) automatically succeed.
- **Overpower Resistance** Surging magic penetrates most defenses. Any time a spell affects a creature within the aura, that spell ignores an amount of the creature's resistance equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell. This doesn't cause the spell to ignore immunities.
- **Ward** Stray magical energy diffuses damaging spells. Any time a spell affects a creature within the aura, the damage dealt by the spell is reduced by an amount equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell.

ARCANE EXPLOSION 

FOCUS 9

UNCOMMON CONCENTRATE FORCE MANIPULATE MYTHIC

Area 30-foot emanation

Defense Fortitude

LAST ENTRY FROM THE JOURNAL OF MEDHAL THE SEEKER

I can feel it, after long years of searching. Even my guide, dull to the workings of the mystic, has noticed it, an energy in the air. Everything here is... more. Brighter, deeper, sharper. I can see each grain of dirt as it moves, each vibrating slightly from the idle intent of any that gives this power direction. Will I harness it? Can a mortal hold such power? Today, I begin the ritual. Today, I will have the answer.

Your body is temporarily converted into a ball of pure magic, rapidly exploding outward and reforming as a glowing sphere, after which you eventually regain your normal form. All creatures and objects in the emanation take 16d6 force damage (basic Fortitude saving throw). Creatures that fail are also pushed 10 feet directly away from you; creatures that can't complete this forced movement are knocked prone (but creatures who reduce this movement, such as with an ability or feat, don't fall prone). You become unfiltered magic; you gain the incorporeal trait, are immune to disease, poison, and precision damage, and gain resistance to all damage equal to your level (except force damage, spirit damage, and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage. While incorporeal, you can't Strike, Cast a Spell, or take any actions with the manipulate trait. Any creature that ends its turn adjacent to you while you're in this state takes 6d6 force damage. You remain as pure magic until you Dismiss your new form, returning to your normal state at maximum Hit Points.

EMBODIED FONT

RITUAL 8

RARE

Cast 1 day; **Cost** magic items with a value of at least 2,000 gp

Primary Check skill corresponding to the target's casting tradition (trained)

Range 10 feet; **Targets** the disembodied wildspell associated with the primary caster

You place the magic items into a neat pile and attempt to draw out their power to form a new body that the target can inhabit.

Critical Success The target materializes within range, with full Hit Points, 1 Mythic Point, and as if having just completed daily preparations.

Success As critical success, but all the target's spells and spell slots are expended.

Failure As success, but the target is clumsy 1, drained 1, doomed 1, and enfeebled 1 for 1 week.

Critical Failure The ritual fails and can't be attempted again for that target for 1 week. The magic items are still consumed.



MYTHIC VAULT

For historians, we often assume the most magnificent miracles happened in the past, yet I document something truly world-shattering from recent days.

When the Godsrain fell, a white fire burned beneath the waves of the Inner Sea north of Sothis. Nethys and Thoth both appeared in all their splendor. They pulled the glow from the sea and it wreathed both gods of magic in its glory. At first they appeared united in their goal of protecting great Osirion from the fallout of this dread event, though soon it became clear that they warred over control of the gathered power. Ultimately, 'twas the All-Seeing Eye who prevailed, and Thoth was cast from this world like a shooting star, disappearing beyond sight or cognizance. I question if even Nethys, in his infinite knowledge, could have predicted that this battle between gods of magic would prove the precursor to an event of even more staggering consequence.

As Nethys returned to his divine realm, a great whirlpool appeared in the place where he had battled, and the hag goddesses Gyronna, Mestama, and Alazhra formed a coven there and performed some great working. Then did the old gods of Osirion rise to end the hags' threat, but even the combined power of Ra, Horus, Anubis, Osiris, Ma at, and Isis seemed unable to penetrate the barrier of magic surrounding the coven. As the ritual reached its zenith, it seemed certain that whatever the dark goddesses sought should surely come to be, but Gyronna blinked and stuttered, her words that echoed across the region in an unknown tongue stumbling for but a moment. In that instant, the combined gods of Osirion shattered the barrier and both they and the hags were pulled into a great nothingness. Many sages, as well as priests of the lost deities, claim to have seen visions of another world both like and unlike our own where the gods came to rest, but whatever and wherever that place might be, none may say. All we know for certain is that prayers to the old gods of Osirion now go unanswered.

-As recorded by Amenopheus, the Sapphire Sage.

This chapter presents a variety of weapons and armor suitable to characters from folklore and myth, an array of new mythic artifacts, as well as spells and rituals appropriate to the telling of mythic stories. Because the options in this chapter are designed for story-driven campaigns, most of them come with significantly more backstory and other elements surrounding their purpose and creation than you might see in another book. Secrets from the War of Immortals and other mythic events across Golarion are woven into many of the options presented here, so be sure to read them even if they're not immediately relevant to your character or campaign. You never know what you might uncover!

Storied Equipment includes a variety of weapons, armor, and runes appropriate for mythic characters and heroes out of folklore. While many options in this chapter are primarily for use by mythic characters or as supplements to mythic campaigns, the new base weapons and armor presented here are usable by a wide variety of characters across almost any type of campaign and in a variety of locales.

Mythic Artifacts includes an array of new artifacts for characters with mythic power or GMs running mythic campaigns. The artifacts presented in this section all tie into the broader storyline of the War of Immortals and

CHAPTER MAP

The following new options appear in this chapter.

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Godsrain. Each artifact includes a backstory explaining its origin and purpose, as well as any other information pertinent to understanding how it fits into a mythic adventure and the world of Golarion.

Mythic Spells introduces powerful new spells that only characters capable of channeling mythic power can cast. This includes mythic spells of all ranks from 1st through 10th, and supporting all traditions of magic. Mythic spells require the expenditure of Mythic Points to cast.

Mythic Rituals introduces an array of new rituals particularly suited to mythic games and campaigns based on folktales and high fantasy.

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PART 5: THE HORSELORD'S SPEAR

They plunged from one fight into another. Samo tumbled out of the funnel of spiraling red rose petals onto a low, rolling hillside. She landed hard, her arm bent awkwardly under her, and though she didn't think it was broken, the sudden wrenching made her cry out in pain, her voice rasping and shrill.

No one heard her. As the shock of pain faded, she realized that she was surrounded by the pounding of horses' hooves, the thin but visceral hiss of leather armor and cloth rent asunder by sharpened arrowheads and spearpoints, and the clanging of steel against steel. She lifted her head to see horsemen fighting white-fanged shadows across a hill sheathed in strange gray grass. The sounds of the combat pounded through her but were also strangely muffled, lacking the echoing bass or resounding clangor she might have expected given the conflict's proximity. The sounds of warriors breathing hard and occasionally grunting when a blow hit home could be heard with surprising clarity, but there were no war cries, no shouts of defiance or rage, nor even the shouted commands which normally accompanied a pitched engagement. Still, the thunderous weight of their horses' hooves and the clash of their weapons made a deafening din, and in all the din, no one had noticed Samo's arrival.

Or so she thought. Just as she began to push herself up, a horseman wielding a shining spear drew back to skewer her. The haft was of some unfamiliar black wood that swallowed all the light around it, while the blade shone with a curious brilliance, subdued and yet blinding in its intensity.

It holds a god-spark. Samo gasped in recognition, and the rider pulled away at the last moment, astonishment widening in their eyes.

"You are not my enemy," the woman said, her accent heavy and archaic. Then she spun away, her black horse rearing, and rejoined the battle. The warrior's shining spear spread an eerie light that cut through shadow without seeming to truly brighten anything.

The riders' enemies were not solely shadows. There were scarred spellcasters among them too, clad in long gray robes with spiked chains knotted about their wrists and necks. One and all, they were horribly maimed, but their wounds were old and long since scarred; they hadn't been earned in this fight, and many showed the signs of being self-inflicted or at least intentionally gained: the scars were too even. They chanted to an unholy power as they spun darkness into blasts of solid, lethal stilettos and choking tentacles. Samo felt the air and earth around her pulse in answer to their calls, and understood that spirits of nature and healing were hindered or controlled here in some deep and mysterious way.

Her connection to familiar spirits was as weak here as it had been in the Gravelands, though the reason was entirely different. That land had been in thrall to the Whispering Tyrant. This one belonged to an older power, so ancient that its interwoven realm and identity could scarcely be separated from the other.

Zon-Kuthon. We're in Nidal. The realization chilled Samo, but it also confused her. The horselords of Nidal were said to have made peace with its shadow-sworn rulers. Yet here, it seemed, they were fighting one another with all the strength that each side could summon. Why?

She saw no answer to that question, but she could tell that the scarred shadowcallers were those who channeled the Midnight Lord's cruel power, and that at least answered the question of which side she favored. She knew better than to trust a Kuthite's mercy.

"Nahoa!" she cried, climbing to her feet as she searched the melee for her friend. "We must aid the riders against these shadow priests!"

"I was hoping you'd say that," a familiar voice called from higher up the hill.

A horselord's spear struck down one of the shadowcallers. As the shadow priest fell, the thicket of fanged darkness around her dispersed as well, and through the momentary gap, Samo caught sight of Nahoa. The young warrior fought ferociously, as he always did, his broad face rapt with focused intensity. His spear shone with light as it plunged through shadows and caught them in its barbs, ripping them apart as easily as if they were unarmored flesh. None of the fanged specters could get close enough to bite Nahoa before he skewered them and flung their carcasses away, dripping trails of inky vapor.

One of the riders near him fell, dragged from his saddle by spiked chains of animated shadow. Nahoa wrenched the chains apart with his spear, but it was too late; the rider lay where he'd fallen, his neck wrenched to a fatal angle. Without a heartbeat's hesitation, Nahoa grabbed the horse's reins and vaulted himself into the saddle. Samo was certain that the young warrior had never ridden before—the first time he'd seen a pack pony had been in her company, and he had marveled at such creatures then—but he took the saddle with an ease that surprised her.

He rode straight for the apparent leader of the shadowcallers, an eyeless priest with a spiked mask that gripped the top half of his head in bloody steel claws. The priest's lower body had been flayed, replaced in part with more spiked steel, anchored to the exposed bone and flensed musculature of his legs by chains, nails, and rivets that oozed black oil. Darkness answered his summons, and it wrapped around Nahoa in strangling

coils. Nahoa used his free hand to tear at the insubstantial bonds, flinging them aside in scraps of ephemeral ebony, but Samo could see what it cost him. His brown skin looked painfully bleached, as though the life and color had been sucked from his flesh.

In response, Nahoa thrust his spear at the priest, launching a volley of magical duplicates in a deadly fan. The shadowcaller answered with a hissed incantation, and six tenebrous whips lashed out to knock the spears aside. The whips struck true. The spears dissipated into streaks of harmless energy. At the same instant, perhaps not trusting his own spell, the priest dodged to the side—and directly into the path of the riders' captain, who had thrust her own spear into the space where she somehow expected the shadowcaller to be.

The god-spark spear impaled the spiked priest. A thunderclap sounded, though the sky was clear, and the shadowcaller's body convulsed on the weapon before dissolving into shadow and bone. Skull, vertebrae, and leg bones tumbled from empty robes, and the remaining shadowcallers fled in terror.

As they vanished across the cool gray hills, the rider drew her horse up beside Samo. She was a hard-faced woman, perhaps forty, with black eyes and black hair against skin as white as death. There was neither warmth nor welcome in her manner, and yet Samo felt that she could, somehow, trust the woman.

"I know not who you are, but our victory is yours. Will you come to our lodge, and share our fire?"

Fire would be welcome in this night-ridden land, Samo thought. Aloud, she said: "Yes, and gladly. Thank you for your kindness."

"There is no kindness in Nidal," the rider said. "But we do understand power, and debt."

"The Godsrain did not come to us as individuals," the captain, Iriatykis, told them, after they had arrived at the horselords' lodge. "It understood our battle, and the nature of our land."

She gestured to the lodge around them. It was a grand edifice built entirely of the bleached bones of horses and humans, going back for hundreds of generations, as Iriatykis had proudly informed her guests. Nahoa clearly found it unnerving, though he was too courteous to say so. Samo shared something of the sentiment, but also felt the ancient, solemn gravity of the place. It was a standing legacy of the horselords' ancestors, in the most literal sense, and she could understand why they derived a grim comfort in its pale embrace.

"One warrior, no matter how strong, cannot push back the weight of centuries," Iriatykis said. "One sword cannot stand against a nation, or a god. In other lands, they believe in such heroes. In Nidal, we have lived too long with the truth to take comfort in that lie. Thus, when the Godsrain fell here, I did not try to claim this shard for myself. I bound it to this spear-haft and made it a weapon for us all."

She touched the weapon reverently. Black and white horsehair hung from the haft in braided tassels, and runes gleamed on the black shaft in silver. It was the bladed spearhead that drew Samo's eye, though. As before, it seemed to generate its own soft light, as though midnight stars and silver clouds had lent their nocturnal radiance to the weapon.

"A warrior can be slain, but this weapon will never be broken. It shatters the Kuthites' spells, and it breaks the barbs of their chains, and it may yet free our clans from the Midnight Lord's cruel bondage. Should I fall, another of my clan will lift it up, and our fight will go on." Iriatykis looked up, her eyes blazing with determination. "One god died so that another might follow. This I believe. My clan believes the same. With time, and victory, others will join us."

Nahoa looked around at the other Nidalese horselords in the lodge, and Samo followed his gaze. They were a stern, seemingly humorless lot. Their features suggested a distant kinship with the Kellids of the Mammoth Lands, but their complexions were so pallid that they might have been vampires. Their hair was white, gray, or black, with not a speck of red or gold to be seen other than reflected firelight. Like the gray grass that fed their steeds and the white fish they drew from Nidal's lakes and rivers, the horselords had changed under the long centuries of Zon-Kuthon's rule. They'd lost the hues of sunlit realms and had become people of shadow. In some ways, Samo thought, they scarcely looked human.

But perhaps, if Iriatykis and her spear succeeded, that might change. If not for this generation, perhaps their children's, or that of their children's children.

"Is this where my call led us?" Nahoa asked, sounding both hopeful and apprehensive. From his tone, Samo could tell that his thoughts had traveled the same path as hers. He was taken by Iriatykis's cause, she guessed, but also cowed by it.

Deposing a god whose clergy had held their empire in thrall for millennia was no small feat, and unlikely to be a quick one. Samo had gotten to know Nahoa well enough over the weeks of their journey to know how little patience the young warrior had. He might like the idea of overthrowing the Midnight Lord, but the slow game of building alliances and consolidating power was not for him. Nahoa was made for sudden action, forceful and decisive, and it was no surprise to Samo that he quailed at the thought that Nidal might be his destiny.

But Iriatykis was shaking his head. "This isn't your fight. I know not where it lies, but it's not here in Nidal. The fate of our realm will be decided by its clans, not by outsiders. Our bonds are our own to break."

"Nonetheless, we can aid you, and so we shall. Come. We possess finest horses in the world. As payment for your aid, two of them shall be yours."

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STORIED EQUIPMENT

The weapons and armor in this section have particularly strong thematic associations with characters from folklore and myth.

ARMOR STATISTICS

The tables below list the statistics for various armors particularly appropriate to characters from myth and folklore. More information on armor traits and statistics can be found in *Pathfinder Player Core* starting on page 271.

Armor Traits

The new traits associated with suits of armor presented in this book appear in this entry.

Aquadynamic: This armor is designed for use underwater, with streamlined design and buoyant materials used in strategic places. You don't apply the armor's check penalty to Acrobatics or Athletics checks in water or similar liquids.

Laminar: The armor is made up of layered sections, so when it breaks, it isn't as much of a problem. The status penalty to AC if this armor is broken is -1 for broken medium armor, -2 for broken heavy armor, or no penalty for broken light armor.

Armor Critical Specializations

The following armor specializations are used in this section in addition to the ones appearing in *Player Core*.

Skeletal: Armor made from the bone or exoskeleton of creatures as diverse as bears, insects, and coral, skeletal armor protects vital points from precision damage. You gain resistance to precision damage equal to 3 + the value of the armor's potency rune for medium armor, or 5 + the value of the armor's potency rune for heavy armor.

Wood: Wood armor is generally flexible and light, but it can splinter as it breaks, throwing off shards and fragments that damage foes who deal you critical blows. If a foe critically hits you with a melee unarmed attack or critically hits you with any melee attack while adjacent to you, it takes piercing damage equal to 3 + the armor's potency rune value for medium armor, or 5 + the armor's potency rune value for heavy armor.

ARMOR DESCRIPTIONS

Each type of armor presented here is described in more detail below.

Kilted Breastplate: This armor consists of a chest plate, typically made out of bronze or other water-resistant alloys, strapped to the body with a leather harness and featuring a skirt of leather pleats reinforced with metal studs to protect the upper legs.

Lattice Armor: Also known as "varman" in some parts of the Impossible Lands, this armor is made from fine metal cables woven into latticework patterns with plated segments to protect the head, neck, and shoulders. This armor disperses blows much like rings of chain mail but is much tighter in construction, making it quieter.

Niyaháat: Erutaki communities deep in the Crown of the World, where wood is hard to come by, fashion armor from slats and strips of bone or horn, along with whole bones or horns. Wealthier wearers sometimes pay for decorative embellishments made of more precious materials. Niyaháat is usually woven together with strong cord, forming a suit like a breastplate. This suit is worn over heavy clothing or a surcoat like padded armor. Some suits incorporate parts of powerful creatures, creating a storied history for the suit and its wearers.

Rattan Armor: This armor is made from rattan reeds which are bent and woven into shaped layers then treated with oil to harden them. Due to the materials and nature of its construction, rattan armor is naturally buoyant and doesn't hinder its wearer when moving through water.

Sankeit: Sankeit is common armor among Varki in the northern Land of the Linnorm Kings, made of small wooden plates or longer slats, typically vertical, joined with sinew or cord and painted with decorations. Varki warriors traditionally wear sankeit with a fearsome wooden helm carved in the shape of a mighty creature.

WEAPON STATISTICS

The following tables list the statistics for various weapons particularly appropriate to characters from myth and

ARMOR

Light Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Kilted breastplate	3 gp	+2	+3	-1	—	+1	1	Plate	Flexible
Rattan armor	2 gp	+1	+4	-1	—	+0	1	Wood	Aquadynamic
Sankeit	5 gp	+2	+3	-1	—	+1	1	Wood	Laminar
Medium Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Lattice armor	6 gp	+4	+1	-2	-5 ft.	+3	2	Chain	—
Niyaháat	5 gp	+3	+2	-2	-5 ft.	+2	2	Skeletal	Laminar

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MELEE WEAPONS

Uncommon Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Fighting oar	5 sp	1d8 B	2	2	Polearm	Sweep, versatile S
Palstave	4 sp	1d6 S	1	1	Axe	Sweep
War gavel	2 sp	1d6 B	1	1	Club	Versatile P
Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Combat fishing pole	4 sp	1d8 B	L	2	Flail	Ranged trip, tethered, thrown 20 ft., versatile P; see description
1 fishing lure	2 sp	—	—	—	—	—
Gladius	1 gp	1d6 P	1	1	Sword	Deadly d10, versatile S
Macuahuitl	3 gp	1d8 S	1	2	Club	Backswing, tearing, versatile B
War javelin	1 gp	1d6 P	1	1	Dart	Tethered, thrown 30 ft.

RANGED WEAPONS

Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Kestros	2 gp	1d6 P	40 ft.	1	L	1	Sling	Concussive, propulsive
10 sling darts	1 sp	—	—	—	—	—	—	—



KILTIED BREASTPLATE



RATTAN ARMOR



GLADIUS



WAR GAVEL



LATTICE ARMOR



SANKEIT



NIYAHÁAT

folklore. More information on weapon statistics can be found in *Player Core* starting on page 276.

Weapon Traits

The weapons in this section use the following traits, in addition to those found on pages 282–283 of *Player Core*.

Concussive: These weapons smash as much as they puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Tearing: This weapon is edged with curved teeth that leave bleeding wounds. When you hit a creature with this weapon, it deals an additional 1 persistent bleed damage. This increases to 2 persistent bleed damage if the weapon has a *greater striking rune*.

Tethered: This weapon is attached to a length of rope or chain that allows you to retrieve it after it has left your hand. If you have a free hand (including if you've just thrown a two-handed tethered weapon and have a hand holding nothing but the weapon's tether), you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

Weapon Descriptions

Each of the weapons listed in the weapon tables on page 147 are described below.

Combat Fishing Pole: The combat fishing pole is a sturdy and flexible pole that can be used as a weapon in melee. When a lure is attached to a combat fishing pole, it can be used to make thrown weapon attacks with a range increment of 20 feet, though the lure must then be reeled back in with an Interact action before the weapon can be used at range again (see the tethered trait). The ranged trip, tethered, thrown, and versatile P traits of the combat fishing pole only apply to thrown attacks made with a lure; throwing the pole itself leaves you with no practical way to retrieve it other than moving to its location and picking it up. A combat fishing pole can be used alongside fishing tackle to fish, and it adds its item bonus from weapon potency runes (if any) as an item bonus on checks to fish when used in this manner.

Fighting Oar: A fighting oar is a sturdy boat oar, typically made of wood, whose haft and blades are reinforced for use in combat. A fighting oar adds its item bonus from weapon potency runes (if any) as an item bonus on Piloting Lore and Sailing Lore checks made to pilot a rowed vehicle (for more information on vehicles, see *GM Core* 210).

Gladius: Similar to a shortsword, a gladius is designed to inflict deadly stabbing wounds while still being useful as a slashing weapon.

Kestros: The kestros is a type of sling that fires special ammunition with wing-shaped fins and a pointed end. The thongs of the sling are of uneven length, one shorter and one several inches longer, around an open loop to cradle the ammunition as the sling is spun.

Macuahuitl: This wooden club is embedded with razor-sharp blades, typically made of obsidian. The blades are inserted vertically around two sides of the weapon, leaving a central bludgeoning surface available for bashing.

Palstave: This simple axe is created by inserting a weighted metal wedge into a curved wooden handle with a Y-shaped groove at the top, and then binding the splitting wedge in place with leather thongs.

War Gavel: A war gavel is similar in construction to a palstave axe, but instead of inserting a metal wedge, it uses a heavier wooden head that is either carved into several points or inset with pointed objects like the teeth of large mammals.

War Javelin: A war javelin is similar to a standard javelin, but made of sturdier woods with additional leather grips to make it suitable as a melee weapon and a leather thong to retrieve it after it's thrown.

MYTHIC RUNES

The most powerful of armor and weapons are graven with mythic runes. Mythic runes can only be crafted, etched, or transferred by deities and mythic characters. While mythic runes list a price for Crafting purposes, the base materials should typically be obtained for free as part of a mythic deed or the slaying of a mythic monster whose level is equal to or higher than the rune's level. Mythic runes can never be simply purchased from shopkeepers, though a mythic smith or a deity might grant one and etch it onto armor or a weapon as a reward for completing a difficult quest.

Mythic Armor Fundamental Runes

MYTHIC ARMOR POTENCY

RUNE 20

RARE MAGICAL MYTHIC

Price 70,000 gp

Usage etched onto armor

This armor is etched with a mythical ward providing unparalleled defense. Increase the armor's item bonus to AC by 4, and the armor can be etched with four property runes.

Activate–Survive Devastation \curvearrowright (concentration) **Trigger**

An enemy critically succeeds against you with a weapon or unarmed Strike; **Effect** Spend a Mythic Point; if the triggering Strike was made by a mythic creature, it's a normal success instead. If it was made by a non-mythic creature, it's a failure.

Craft Requirements Mythic armor potency runes can only be crafted, etched, or transferred by a mythic character

capable of making a Crafting check at mythic proficiency (such as by having the Artisan's Calling).

MYTHIC RESILIENT

RUNE 20

RARE MAGICAL MYTHIC

Price 70,000 gp

Usage etched onto armor

Mythic resilient runes imbue armor with unrivaled protection from a wide array of effects. The armor grants a +4 item bonus to saving throws to the wearer.

Activate—Defy Obliteration ⤴ (concentration) **Trigger** You critically fail a saving throw; **Effect** Spend a Mythic Point; if the triggering save was made due to an effect created by a mythic monster, hazard, or other effect, it's a normal failure instead. If the save was made due to an effect that wasn't mythic, it becomes a success.

Craft Requirements *Mythic resilient* runes can only be crafted, etched, or transferred by a mythic character capable of making a Crafting check at mythic proficiency (such as by having the Artisan's Calling).

Mythic Weapon Fundamental Runes

MYTHIC STRIKING

RUNE 20

RARE MAGICAL MYTHIC

Price 70,000 gp

Usage etched onto a weapon

This weapon is filled with unmatched destructive power. The weapon deals five weapon damage dice.

Activate—Unstoppable Devastation ⤴ (concentration) **Trigger** You roll the weapon damage dice for a Strike with this weapon and do not like the result; **Effect** Spend a Mythic Point and reroll your weapon damage dice, taking the higher of the two results.

Craft Requirements *Mythic striking* runes can only be crafted, etched, or transferred by a mythic character capable of making a Crafting check at mythic proficiency (such as by having the Artisan's Calling).

MYTHIC WEAPON POTENCY

RUNE 20

RARE MAGICAL MYTHIC

Price 70,000 gp

Usage etched onto a weapon

This weapon strikes with peerless accuracy to pierce the defenses of the mightiest monstrosities. Attack rolls with this weapon gain a +4 item bonus, and the weapon can be etched with four property runes.

Activate—Unerring Blow ⤴ (concentration) **Trigger** You roll an attack roll to Strike with this weapon and receive a critical failure; **Effect** Spend a Mythic Point and reroll your attack roll with mythic proficiency, taking the higher of the two results.

Craft Requirements *Mythic weapon potency* runes can only be crafted, etched, or transferred by a mythic character capable of making a Crafting check at mythic proficiency (such as by having the Artisan's Calling).



+4 MYTHIC FULLPLATE



+4 MYTHIC GLAIVE



MYTHIC STRIKING MORNINGSTAR

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MYTHIC ARTIFACTS

The following items are mythic artifacts from across the length and breadth of Golarion. Activating a mythic artifact requires the expenditure of a Mythic Point unless otherwise indicated.

DRAGON-LOTUS DRUM

One of the great heroes of Hwanggot is General Cho, a brilliant military leader whose strategies preserved the young nation's independence during the vulnerable years after its founding. After the last of the bloody wars that secured Hwanggot's existence as a fledgling state, the general declared that future generations should not have to suffer the horrors that he and his soldiers endured, and that he would beseech all the gods of the Heavenly Court to ensure that this never became necessary again.

The general's wish left two legacies: first, influencing Hwanggot's culture toward pacifism, as people read his firsthand memoirs of war and resolved never to inflict those nightmares on themselves and others again, unless absolutely necessary; second, in creating the *Dragon-Lotus Drum*, one of the most revered cultural artifacts of the kingdom.

The *Dragon-Lotus Drum* is held in the capital city of Haseong, but it has been loaned to other nations on rare and carefully considered occasions when deemed appropriate by the rulers of Hwanggot. The drum bears the design of an imperial dragon with lotuses entwined about the curves of its body, signifying strength, peace, and the long, wise memory of both.

Once per generation, the drum enables the user to call forth the souls of heroes across time and country, who will fight in a single battle for a worthy cause. However, calling upon these heroes also means volunteering to join their number, for one who strikes the *Dragon-Lotus Drum* willingly accepts the duty of serving in the spectral army for a hundred and one battles.

There is no way to shirk this obligation, and the rulers of Hwanggot try not to lend the drum to anyone who might regret calling upon it, though they have not always succeeded. The stories of would-be cowards who tried to cheat the drum are recounted as cautionary tales for children, who are always firmly reminded that the *Dragon-Lotus Drum* is not to be invoked lightly, and the service of its heroes is not to be disregarded.

DRAGON-LOTUS DRUM

ITEM 24

UNIQUE ARTIFACT MAGICAL MYTHIC

Usage held in 2 hands; Bulk 1

This traditional barrel drum has tacked heads in the old military style of Hwanggot and is painted with a many-colored imperial dragon twined around white and pink lotuses, a symbol of long memory. The dragon holds a scroll in its two front claws that bears the inscription "So that the memory of war may be truthfully recalled."

A creature who activates the drum is bound to join its army after death. Once their spirit has fought in a hundred and one battles, they are freed to face whatever fate their soul has earned. However, until this duty is discharged, the dead creature cannot be resurrected, nor can their soul be captured by any other means.

Activate—Summon Dragon-Lotus Army ◆◆◆ (concentrate, incarnate, manipulate) **Frequency** once every 20 years; **Effect** Spend a Mythic Point; beating the drum summons a spectral army to an area you designate within 500 feet. The army takes its Arrive action when you finish playing. At the end of your next turn, the army Strides up to 60 feet and then takes its Depart action. The Dragon-Lotus Army follows your orders and attempts to not harm you and your allies when possible. The spectral force isn't fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as *dispel magic*). The army is Gargantuan, but it doesn't block movement.

Arrive (emotion, fear, mental, sonic) *The Sound of Thunder* The beating of the drum amplifies to become like the stomping of hundreds of booted feet. The Dragon-Lotus Army appears in perfect formation and gives a brief, staccato battle cry. All enemies in a 60-foot emanation around the army take 16d10 sonic damage (basic DC 48 Fortitude save); each creature who fails its save is also frightened 3 (frightened 4 on a critical failure).

Depart *Devastating Charge* The army readies their motley collection of weapons and Strides forward up to 100 feet in a straight line. Each creature it moves through takes 20d8 bludgeoning, piercing, or slashing damage (whichever would be most harmful at the GM's discretion) with a basic DC 48 Reflex save. A creature who critically fails its save is also knocked prone.

Destruction If the *Dragon-Lotus Drum* is captured by an enemy of Hwanggot (such as a warring rival nation) and then played continually for 1 week while singing anthems that disparage Hwanggot and its leaders, the drum falls to pieces and the souls bound to it are obliterated.

FINAL SCALECLOAK

Snatching even a single loose scale from the kaiju Agyra is an impressive feat, but one daring young woman, known as Kipitu the Quick, managed to pluck an entire sackful during one of Agyra's titanic battles with her archrival Mogaru, the Final King. During the fight, Agyra sheared off a flap of Mogaru's hide, which Kipitu was also able to retrieve by darting between the kaiju.

Although Kipitu made no attempt to engage either of the titans—for that would have been foolish beyond belief—her swiftness and courage in venturing so near their earth-shaking combat became the stuff of legend, as did the cloak she fashioned from the skin and scales she took.

Kipitu did not keep the cloak for long. She found it cumbersome and ill-suited for her preferred tactics of speed and stealth. After a few months, she traded it to the war leader Cocharru Stormfist, who used it to build an empire among the island people.

Cocharru's ambitions blinded him to the danger that *Final Scalecloak* posed. Not long after the war leader consolidated his power, another kaiju awakened in the tropical islands: Igroon, the Dragon Eater. Although Igroon didn't have any connection to either Agyra or Mogaru, the kaiju was enraged to discover a mortal wearing the trappings of their kind. Igroon destroyed Cocharru's outrigger canoe and the bulk of his islander fleet in a frenzied hurricane, and the cloak was believed lost in the attack.

Some years later, however, the *Final Scalecloak* resurfaced in the pirate city of Ten-Tooth Bay. By that point, rumors about Igroon's attack had faded, and a captain of the corsairs deemed it worth the risk to don the cloak himself. He chose poorly. Not two years later, Mogaru destroyed his ship, which went down with all hands lost. Once again, the *Final Scalecloak* went missing, but this time, no one believes it has vanished permanently. Soon enough, the cloak will be rediscovered, and some other bold fool will doubtlessly tempt the kaijus' wrath by wearing it once more.

FINAL SCALECLOAK

ITEM 20

UNIQUE ARTIFACT INVESTED MAGICAL MYTHIC

Usage worn cloak; **Bulk** L

Fashioned from a swath of Mogaru's red-and-black hide and trimmed with Agyra's rough scales in green, blue, and white, this cloak draws upon the power of both kaiju, but at considerable cost. Any kaiju within a 5-mile radius of the *Final Scalecloak* can sense the presence and nature of the item, and can also determine whether it's being worn by a mortal. This sense grows stronger as the item and kaiju near one another, until the kaiju can pinpoint exactly where the cloak is and who currently possesses it.

When worn, the *Final Scalecloak* grants you resistance 15 to physical and precision damage, immunity to electricity, and a Fly speed of 60 feet. You are unaffected by strong winds while flying.

Activate—Commune with Kaiju ◆◆ (concentrate, manipulate, primal) **Frequency** once per day; **Effect** Spend a Mythic Point; you gain the effects of a 6th-rank *telepathy* spell but can use it only to communicate with Gargantuan animals and beasts. Most kaiju are hostile toward you for wearing the *Final Scalecloak*, however, requiring great effort to calm them enough to have a conversation.

Activate—Embody the Storm ◆◆ (concentrate, manipulate, primal) **Frequency** once per hour; **Effect** Spend a Mythic Point; a nimbus of crackling electricity surrounds you for 1 minute. You gain a +4 status bonus to AC against ranged projectiles that are at least partly made of metal. If a foe attempts to Strike you with an unarmed attack or melee attack with a weapon at least partly made of metal, that creature takes 3d10 electricity damage (basic DC 40 Reflex save).

Destruction The *Final Scalecloak* is torn to shreds if the wearer is struck by an attack or effect from both Agyra and Mogaru within the same round.

FREEDOM'S FLAME

Courage Heart's sacred morningstar, *Freedom's Flame*, was blessed by the goddess Milani with divine power so that her herald could wield a weapon befitting of her stature.

In particular, *Freedom's Flame* was designed for use against those who would employ the *final blades* of Galt, which epitomize the ways in which the fight for liberty can be twisted by vengefulness and arbitrary cruelty. Through the *final blades*, the Galtans who originally considered themselves liberators have become among Golarion's worst oppressors, holding their victims' souls imprisoned with no hope of resurrection or afterlife. This perversion of the revolution's ideals is abhorrent to Courage Heart, and she wars against it with special fury.

Freedom's Flame is a wooden morningstar with gilt traceries along the haft and between the spikes that resemble dancing flames. In battle, Courage Heart can cause *Freedom's Flame* to burst into golden fire, whereupon the morningstar becomes a +4 *major striking greater brilliant holy morningstar*. She can also extinguish the flames and cause the morningstar's head to blossom into crimson rose petals, which cover its spikes and transform *Freedom's Flame* into a +4 *major striking holy mercifulTM morningstar*.

FREEDOM'S FLAME

ITEM 21

UNIQUE ARTIFACT MAGICAL MYTHIC

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

This +4 *major striking holy morningstar* is made of wood and adorned with golden flames traced along its haft and head. It has the razing trait (*Treasure Vault* 221), and it ignores the Hardness of structures used to hold those you feel are being unjustly imprisoned (subject to the GM's discretion).

Activate—Break Free ◆◆ (concentrate, manipulate) **Effect** Spend a Mythic Point; *Freedom's Flame* blazes with a rose-red light, creating a beacon of spiritual strength. Any creature within 120 feet that's currently under a compulsion or control effect can immediately attempt a new saving throw to break free of the effect, with a +3 status bonus.

Activate—Holy Retribution ◆ (concentrate, divine) **Trigger** Your previous action was to use *Freedom's Flame* to Strike a foe you have witnessed use a compulsion or control effect on an ally within the past hour; **Frequency** once per day;

Effect Spend a Mythic Point; your blow is empowered by the righteousness of Milani. The target's holy weakness is triggered again or, if the target doesn't have a holy weakness, it takes 15 spirit damage.

Destruction *Freedom's Flame* is sliced in two if struck by a *final blade* that has been anointed with *unholy water* created by a level 20 unholy creature.

SHADOWPIERCER

For millennia, Zon-Kuthon and his Umbral Court have bound the nation of Nidal in chains of cruelty and fear. Few glimmers of hope have ever reached the Nidalese throughout their land's history, and fewer have lasted longer than the blink of an eye.

Shadowpiercer may represent the best hope yet for the benighted country's freedom. Forged by Horselord Iriatykis from a fallen warshard, it's a long spear crafted in archaic fashion, with a sturdy shaft and bladed head of silvery metal that seems to simultaneously absorb and reflect light, so that it holds the muted sheen of starlight through clouds.

The forging of *Shadowpiercer* was conducted in utmost secrecy, for the Umbral Court will crush any sign of rebellion swiftly and thoroughly, and its agents are everywhere. A rebel in Nidal can expect a long, torturous death—if the blessing of death is ever granted—and for their family to share the same fate.

Knowing this did not deter Horselord Iriatykis from her endeavor. She had seen too much sadism visited upon her people and had watched their honorable traditions bent to serve Zon-Kuthon for too long to give up the rare chance at winning their freedom. If it took the death of a god to buy them that chance, then that was all the more reason to seize it, for how often did gods die?

When she finished the work, Iriatykis sent word through trusted intermediaries to a small, carefully chosen network of other clan leaders. Some rallied to her banner immediately, while others chose to bide their time, waiting to see what became of the nascent rebellion before taking a side. As Iriatykis's forces won their first battles, and *Shadowpiercer* proved its might against the Umbral Court's shadowcasters, more horselords joined their cause.

At the same time, the Umbral Court realized the true extent of the threat. Although Horselord Iriatykis's ambitions are limited to winning the horselords' freedom, and she has no intent of contesting Zon-Kuthon's rule over Nidal's cities or the dark majesty of the Uskwood, her rebellion is still the most successful, and therefore most dangerous, challenge to the Umbral Court's dominance in a thousand years.

Shadowpiercer is a weapon made by Nidalese to war against Nidalese. No brilliant radiance blazes from the spear, for it was forged by people who had never seen the full light of the sun. The weapon emanates grim

resolve rather than joy or lightness, for the hope that Nidalese understand is not the rosy buoyancy of naive dreamers, but the fierce determination to recognize the full difficulty of an unpleasant task, accept its promise of pain, and finish the work without flinching.

SHADOWPIERCER

ITEM 23

UNIQUE ARTIFACT MAGICAL MYTHIC

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

Muted, silvery moonlight gleams along the curved blade of this +4 *major striking ghost touch spear*. Braided tassels of horsehair dangle from its sturdy haft, and archaic runes in Nidalese script shimmer along the weapon in the presence of shadow magic.

Shadowpiercer ignores immunity and resistance to precision damage of creatures with the incorporeal or shadow trait, and deals an additional 2d6 precision damage to such creatures. While wielding *Shadowpiercer*, you gain a +2 status bonus to saving throws against darkness and shadow effects; this bonus also applies to allies within 60 feet of you while you wield the spear.

If you are a worshipper of Zon-Kuthon, you are drained 4 and enfeebled 4 while carrying or wielding *Shadowpiercer*. If you use a darkness or shadow effect while carrying or wielding *Shadowpiercer*, you become enfeebled 4; this condition's value reduces by 1 at the start of each day you do not have physical contact with *Shadowpiercer*.

Activate—Absorb Shadows **↔** (concentrate, healing, manipulate, occult) **Frequency** once per day; **Effect** You touch *Shadowpiercer* to a darkness or shadow effect to siphon its energy and bolster yourself. You gain a number of temporary Hit Points equal to four times the effect's counteract rank. These temporary Hit Points last for 1 hour. In addition, if the effect is causing darkness, that darkness is automatically counteracted within 15 feet of you for as long as you have those temporary Hit Points. This doesn't provide light—it merely restores the area to its natural illumination level.

Activate—Rebuff Gloom **↔** (concentrate, occult) **Trigger** You or an ally within 60 feet is targeted by a darkness or shadow effect; **Requirements** You don't currently have the drained condition; **Effect** Spend a Mythic Point; the spear drains your vitality to counteract the effect. You can attempt to counteract the effect (+46 modifier level, counteract rank 10). You can activate this effect without having a Mythic Point available but doing so makes you drained 2.

Destruction *Shadowpiercer* simply disappears if a worshipper of Zon-Kuthon casts a 10th-rank *darkness* spell on it once a day for an entire month while it is unattended.

WORLDFORGE

At the center of Forgeheart, the planar home of the dwarven god Torag and his family, stands an incongruously plain building of rough, stained stone. Puffs of metallic-smelling smoke sometimes rise from its chimneys, and strange travelers occasionally come to its doors, but otherwise



SHADOWPIERCER



FREEDOM'S FLAME



FINAL SCALECLOAK



WORLDFORGE



DRAGON-LOTUS DRUM

there is little in its exterior appearance to suggest the wonder and power this humble place holds within.

Within this structure is one of the mightiest tools of creation, called the *Worldforge*, where the dwarven god created his greatest works, including the Dead Vault that holds Rovagug. It's a solid block of sturdy iron banded around its base, inlaid with bright gemstones and golden runes of power interlocking with dizzying complexity. Despite its slightly gaudy trappings, *Worldforge* is an artifact of immense practicality and can be used to create anything imaginable.

The anvil is infused with Torag's divine power, and should Golarion itself be damaged to the point of near destruction, prophets claim that the Father of Creation will use *Worldforge* to remake everything. Such a process would, of course, take millennia, but every broken nation and destroyed ancestry will be forged anew.

While Torag is the master of the *Worldforge*, he occasionally allows other deities and worthy heroes to craft wonders upon it. Each must first prove to Torag that they are master artisans at the pinnacle of their skill before he will even allow them inside *Worldforge's* building. Only then may they be permitted to stand before its iron countenance, although the final trial still awaits: the unslakable demand of the anvil itself.

WORLDFORGE **ITEM 25**

UNIQUE **ARTIFACT** **INVESTED** **MAGICAL** **MYTHIC**
Bulk 15
 Mounted upon a base of iron, inscribed with innumerable runes, this immense anvil can be used to forge nearly anything

into reality. Stories claim that even metaphorical and abstract concepts, including "a graveknight's mercy" and "the tears of a living wildfire" have been hammered into solid shape upon *Worldforge*, though the tales disagree about what form those objects took.

The cost of using *Worldforge*, however, is prohibitive for mere mortals. In addition to the fuel and metal it consumes, *Worldforge* draws upon the user's physical and spiritual strength to sustain the act of creation. The demand of its magic is such that no one save gods, or those who are nearly gods, can use it and survive.

Activate—Wondrous Forge (downtime, manipulate)
Requirements You have the ability to make a Crafting check at mythic proficiency (such as that granted by the Artisan's Calling on page 79); **Effect** After spending 2 days setting up the work (or 1 if you have the desired item's formula) and supplying *Worldforge* with adequate raw materials (as determined by the GM), you attempt to Craft something upon it. The DC and final cost of the item is also determined by the GM. For each day you spend Crafting, you must expend a Mythic Point or your drained condition increases by 1; this condition can't be reduced until you have finished Crafting the item or you abandon the project. Each day spent Crafting upon the *Worldforge* counts as 10 days of normal Crafting time.

If the value of your drained condition reaches 4, you must attempt a DC 46 Fortitude save or die. If you fail this save or if you abandon the activity, what remains of your project shatters irrecoverably into a multitude of useless fragments.

Destruction *Worldforge* can't be destroyed as long as Torag maintains his divinity.

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MYTHIC SPELLS

BANISHING TOUCH ◆ TO ◆◆◆

RARE ATTACK CONCENTRATE MANIPULATE MYTHIC

Traditions arcane, divine, primal, occult

Range touch; **Targets** 1 creature

Defense AC

Your touch projects a surge of magic that launches your target safely away. Make a melee spell attack at mythic proficiency against your target's AC. If you hit, you deal 1d6 bludgeoning damage, and you launch the target into the air and away from you; the target takes falling damage as normal. The number of actions you spend while Casting the Spell determines the damage dealt by your touch and how far the target is launched.

- ◆ The target is launched 10 feet into the air and knocked back 10 feet.
- ◆◆ Your touch deals 2d6 bludgeoning damage instead. The target is launched 20 feet into the air and pushed back 10 feet.
- ◆◆◆ Your touch deals 2d6 bludgeoning damage instead. The target is launched 30 feet into the air and pushed back 20 feet.

Heightened (4th) The initial damage increases by 1d6, and all distances increase by 10 feet for the 1-action version or 20 feet for the 2- and 3-action versions.

SPELL 2

Heightened (6th) The initial damage increases by 2d6, and all distances increase by 20 feet for the 1-action version or 60 feet for the 2- and 3-action versions.

Heightened (8th) The initial damage increases by 3d6, and all distances increase by 30 feet for the 1-action version or 100 feet for the 2- and 3-action versions.

BESEECH ARCANOTHEIGN ◆◆◆

RARE CONCENTRATE INCARNATE MANIPULATE MYTHIC

Traditions arcane, divine, occult, primal

Range 100 feet

Duration until the end of your next turn

With a whispered prayer or arcane sending, you conjure Arcanotheign, herald of Nethys. She's a storm of magic, half white and half black, roiling in a vaguely humanoid shape. She occupies the space of a Medium creature and has a Speed of 40 feet and a fly Speed of 60 feet.

Arrive (sonic) *Storm's Unbridled Destruction* Arcanotheign arrives with a flash of light and a cacophonous crash of colliding magic. All enemies in a 60-foot emanation take 8d12 sonic damage with a basic Reflex save. A creature that critically fails is additionally deafened for 10 minutes.

SPELL 9

Depart (electricity, healing) *Flash of Brilliance* Arcanotheign fires a powerful arcane blast at one target within 100 feet, dealing 5d12 electricity damage with a basic Reflex save, and a powerful divine blast at one ally, healing 5d12 Hit Points. Then, Arcanotheign asks for payment in the form of a fond memory. If you pay this cost, you lose this memory, Arcanotheign gains this memory, and Arcanotheign whispers a secret into your mind; you can immediately Recall Knowledge on any subject at mythic proficiency.

BOUNTY OF THE SKY ◆◆

SPELL 6

RARE CONCENTRATE HEALING MANIPULATE MYTHIC

Traditions divine, primal

Area 30-foot emanation

Duration 1 minute

You call forth a flock of geese that drop restorative fruits and breads from the sky as they fly overhead. You or an ally in the area can Interact to collect one of these gifts, and can then either consume it as part of the same action or do so with a separate Interact action later in the spell's duration. Enemies who attempt to pick up one of these gifts find that it turns to ash in their hands. Each time a character consumes one of these gifts, they can select one of the following benefits.

- The character regains 4d6 Hit Points.
- The character reduces the stage of one poison or disease they suffer from by one stage. This can't reduce the stage below 1 or cure the affliction.
- The character reduces the value of their clumsy, drained, enfeebled, or stupefied condition by 2, or reduces two of the listed conditions by 1 each.

Heightened (+2) The amount of Hit Points a character regains from consuming a gift increases by 2d6.

FINAL FATE OF THE LOCUST HOST ◆◆◆

SPELL 7

RARE CONCENTRATE INCARNATE MANIPULATE MYTHIC

Traditions arcane, divine, occult, primal

Range 500 feet

Duration until the end of your next turn

You conjure the rotting corpse of Deskari, previously Lord of the Locust Hosts, to the battlefield. Deskari's corpse occupies the space of a Gargantuan creature. The corpse is riddled with vermin, including countless locusts, whose collective movement grants the corpse a Speed of 60 feet and a fly Speed of 60 feet.

Arrive *Behold the Rotten Lord* Deskari's corpse is unspeakably foul, emitting a putrid stench, and constantly twitches thanks to the movement of the millions of insects and vermin that consume it. A loud, persistent buzzing is created by the clouds of locusts surrounding it like a haze. Each living enemy creature within a 60-foot emanation must attempt a Fortitude save with the following effects.

Critical Success The creature is unaffected.

Success The creature is sickened 2.

Failure The creature is sickened 3 and deafened for the duration.

Critical Failure The creature is sickened 4, stunned 1, and deafened for the duration.

KEY TERMS

The following key terms are used in this section.

Incarnate: A spell with the incarnate trait is similar in theme to spells that summon creatures, but it doesn't conjure a minion with the summoned trait. Instead, when summoned, the incarnate creature takes its Arrive action when you finish Casting the Spell. At the end of your next turn, the incarnate creature can either Step, Stride, or take the action for another movement type it has (such as Climb or Burrow), and then takes its Depart action. The spell then ends. The names of specific Arrive and Depart actions are listed in italics after the word "Arrive" or "Depart" respectively, along with any traits.

A creature summoned by an incarnate spell acts in your interests, directs its effects away from you and your allies as much as possible, and might listen to your requests, but ultimately makes its own decisions. If the spell indicates that the incarnate makes a decision, the GM determines what the incarnate would do. It might even become more inclined to do precisely as you wish over multiple summonings.

The incarnate is not fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as *dispel magic*). It has a size for the purposes of determining its placement for effects, but it doesn't block movement. If applicable, its effects use your spell DCs and spell attack modifier.

Mythic: Mythic spells can only be cast by mythic characters and always require the expenditure of a Mythic Point as part of their casting. For more information on the mythic trait, see page 69.

Depart (poison) *Feast of the Locust Host* The millions of insects and vermin feasting on Deskari pour out of its corpse and surge across the battlefield, consuming your enemies. This swarm deals 5d8 piercing damage and 5d8 poison damage to enemy creatures in a 60-foot emanation with a basic Reflex save. A creature that critically fails is additionally drained 2.

GARDEN OF THE GREEN MAN'S GROWTH ◆◆◆ **SPELL 10**

RARE CONCENTRATE INCARNATE MANIPULATE MYTHIC

Traditions divine, primal

Range 100 feet

Duration until the end of your next turn

You cast your magic into the earth, calling out to a powerful green man, a verdant lesser deity of nature, to come to your aid. They occupy the space of a Medium creature, have a Speed of 40 feet, and a climb Speed of 40 feet.

Arrive (plant) *Verdant Bloom* The green man erupts from the ground in a burst of lush growth, dealing 10d8 bludgeoning damage to creatures in a 60-foot emanation with a basic

Reflex save. Creatures that fail this save are pushed 30 feet away from the green man and are knocked prone. The area becomes greater difficult terrain for 24 hours.

Depart (plant) *Forest of Grasping Vines* The green man casts out their arms, causing vines to rise from the ground, lash at up to six different creatures, and coil them up. Each of these vines targets a different enemy within 100 feet of the green man and deals 12d6 slashing damage with a basic Reflex save. A creature that fails is grabbed until it Escapes (on a critical failure it is restrained until it Escapes). The Escape DC is your spell DC. Each creature that begins its turn grabbed or immobilized by these vines takes an additional 4d6 bludgeoning damage, as the vines continue to squeeze the life from it.

IT IS WRITTEN

SPELL 4

RARE CONCENTRATE MYTHIC PREDICTION

Traditions arcane, divine, occult

Duration until the end of your next turn

You envision a future for yourself, confident in the certainty that this vision is your destiny. Before the duration ends, if you would attempt an attack roll, Perception check, saving throw, or skill check that would aid in the fulfillment of this destiny, you can attempt this roll at mythic proficiency. You choose which roll to use this benefit on before rolling. If you use this benefit, the spell ends. Either way, you're then temporarily immune to *it is written* for 1 hour.

PART THE MISTS TO PARADISE

SPELL 8

RARE CONCENTRATE EXPLORATION EXTRADIMENSIONAL HEALING
MANIPULATE MYTHIC

Traditions arcane, divine, occult, primal

Cast 1 minute

Range 30 feet; **Targets** you and up to 6 willing creatures

Duration 10 minutes

You conjure a pathway to paradise, visible only to you and your allies through a dense cloud of magical mist. You and the other targets within range are transported through this mist to an extradimensional paradise of idyllic geographical features. Creatures within this paradise don't need to eat or drink. For each minute you spend within this paradise, all creatures within experience the benefits of 24 hours passing, gaining the healing benefits of a full night's rest, as well as the elapse of any afflictions or spells with day-long intervals. However, for any afflictions or spells with intervals measured in shorter periods of time, only one of those intervals passes for every minute spent within the paradise. This means that at the end of a minute, a creature can attempt a saving throw against a disease whose interval is 1 day, a poison whose interval is 1 minute, and a harmful spell that allows a saving throw each round. Each saving throw attempted while within the paradise gains a +4 status bonus.

You and your allies can act normally while within the paradise and can use the time to cast spells, Refocus, or perform other exploration activities that take less than 10 minutes. When the spell ends, you and all other targets depart the paradise, returning through the mists to your previous locations or in the nearest unoccupied spaces. You can Dismiss this spell.

PERCEIVE THE THREADS OF FATE

SPELL 3

RARE CONCENTRATE FORTUNE MYTHIC PREDICTION

Traditions arcane, divine, occult

Duration 1 minute

You open your mind to the grand design of existence, enabling you to view the threads of fate in all their complex, tangled glory. You attempt Perception checks and Reflex saving throws at mythic proficiency for the duration.

You can Sustain the spell once per round to untangle these threads. When you do, if your next action requires you to attempt an attack roll or skill check, you roll this check twice and use the higher result. You can untangle the threads of fate up to three times. After the third time, the spell ends.

RAINBOW'S END

SPELL 1

RARE CONCENTRATE LIGHT MANIPULATE MYTHIC SPIRIT

Traditions arcane, divine, primal, occult

Range 60 feet; **Area** 10-foot burst

Defense basic Fortitude; **Duration** sustained up to 1 minute

You reach upward to wrest down a rainbow and harness its power to connect this world to the heavens. Each creature in the area takes 1d4 spirit damage with a basic Fortitude save. Any creature that fails this save is additionally dazzled for 1 round. For the spell's duration, an ally who's adjacent to you can Interact and be instantly teleported to an unoccupied space in the spell's area, as long as they don't travel more than 60 feet. This effect has the teleportation trait.

Heightened (+2) The damage increases by 2d4, the duration of the dazzled condition on a failed save increases by 1 round, and the maximum distance an ally can use the rainbow to teleport increases by 10 feet.

SEIZE IDENTITY

SPELL 6

RARE CONCENTRATE ILLUSION MANIPULATE MENTAL MYTHIC VISUAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 intelligent creature

Defense Will; **Duration** sustained up to 1 minute

With a gleeful cackle, you seize an individual's voice and swallow it. For the duration, you look and sound like the target, and the target can't speak. The effects depend on the result of the target's Will saving throw.

Critical Success The creature is unaffected.

Success You take on the target's appearance, with the same effects of a 3rd-rank *illusory disguise* spell, and the target can't speak, with the same effects of a 2nd-rank *silence* spell.

Failure As success, but the target also takes 4d6 mental damage from the transformation.

Critical Failure As success, but the target also takes 8d6 mental damage from the transformation.

The first time each round you Sustain this spell after you cast this spell, the target ages rapidly, taking 2d8 void damage (basic Will save). On a failure, the target also becomes enfeebled 1 or increases the value of its enfeebled condition by 1.

Heightened (9th) The mental damage increases by 4d6, and the void damage increases by 1d8.

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SUMMON OLIPHAUNT OF JANDELAY ◆◆◆ **SPELL 10**

RARE CONCENTRATE INCARNATE MANIPULATE MYTHIC

Traditions arcane, occult

Range 500 feet

Duration until the end of your next turn

You briefly summon the mythical Oliphaunt of Jandelay, unleashing a manifestation of pure destruction that obliterates everything unfortunate enough to stand in its path. The summoned Oliphaunt occupies the space of a Gargantuan creature. It has a Speed of 200 feet.

Arrive (force) *Devastating Displacement* Using hidden magics and long-lost techniques, you conjure an immense gate to Jandelay, compelling the Oliphaunt to step through. The Oliphaunt arrives in a 60-foot burst. Each creature in the area takes 8d10 force damage (basic Reflex save). On a failure, the creature is also pushed 60 feet away from the Oliphaunt.

Depart *Annihilating Trample* The Oliphaunt becomes aware that it has been summoned to a world that isn't on the verge of annihilation. It summons another enormous gate to Jandelay 200 feet in front of it. The Oliphaunt then rages forward through the gate, crushing everything in its path, before closing the gate behind it and disappearing. The Oliphaunt creates an 80-foot-wide path of devastation that extends 200 feet. Each creature and vehicle in the area takes 8d8 bludgeoning damage (basic Fortitude save). A creature or vehicle reduced to 0 Hit Points is smashed into fine powder; its gear, passengers, and cargo remain. An unattended object in the area is destroyed unless it succeeds at a Fortitude save, regardless of Hardness, or unless it's an artifact or similarly hard to destroy. This trample automatically destroys any force effect, such as a *wall of force*.

DIADEM OF DIVINE RADIANCE ◆◆◆ **SPELL 5**

RARE CONCENTRATE LIGHT MANIPULATE MYTHIC SANCTIFIED

Traditions arcane, divine, occult, primal

Duration 1 minute

You don a diadem of radiant light, which sheds bright light to a range of 60 feet and dim light to a further 60 feet. When you Cast the Spell and when you Sustain it during the duration, you can draw a disc of spiraling light from the diadem and throw it at a creature within 120 feet. Make a ranged spell attack at mythic proficiency against the target's AC. This action has the attack and spirit traits. On a hit, you deal 4d8 spirit damage, 1d4 persistent spirit damage, and the target is dazzled for 1 round (3 rounds on a critical hit). The persistent damage isn't doubled on a critical hit.

If the disc passes through an area of magical darkness or targets a creature affected by magical darkness, the disc's glow attempts to counteract the darkness using your Religion or Occultism skill modifier as the counteract check modifier and half your level as the counteract rank.

Heightened (+2) The disc's divine damage increases by 2d8, and the persistent damage increases by 1d4.

TRAVEL BY TURTLE ◆◆◆ **SPELL 3**

RARE CONCENTRATE MANIPULATE MYTHIC

Traditions arcane, primal

Range 60 feet

Duration 1 hour

You conjure an intelligent sea turtle, who agrees to carry you upon its shell on a water journey. This turtle must be conjured into a large body of water within range, such as a lake or broad river. The turtle conjured is Large, is capable of carrying one Medium creature or up to four Small creatures, and has a swim Speed of 30 feet. The turtle doesn't engage in combat and doesn't put itself intentionally into harm's way, but it does convey you to a destination of your choice and follows your suggestions. The turtle otherwise functions as a boat, save that it controls itself and doesn't need to be piloted.

Heightened (5th) The turtle's size increases to Huge, making it capable of carrying one Large creature, up to four Medium creatures, or up to 16 Small creatures. Its swim Speed increases to 40 feet, and the duration increases to 1 day.

Heightened (7th) The turtle's size increases to Gargantuan, making it capable of carrying one Huge creature, up to four Large creatures, up to 16 Medium creatures, or up to 32 Small creatures. Its swim Speed increases to 50 feet, and the duration increases to 1 week.

Heightened (9th) The turtle's size increases to Gargantuan, making it capable of carrying two Huge creatures, up to eight Large creatures, up to 32 Medium creatures, or up to 64 Small creatures. Its swim Speed increases to 60 feet, and the duration increases to 1 month.

TRICKSTER'S FEATHERS ◆◆◆ **SPELL 4**

RARE CONCENTRATE ILLUSION MANIPULATE MYTHIC VISUAL

Traditions arcane, divine, occult, primal

Duration 24 hours

You conjure four magic feathers, each with the potential to hold a single illusory guise. These feathers have negligible Bulk and remain potent for the duration. As an Interact action, you can place one of these feathers into your hair or cap, or remove an already donned feather. When worn in this way, the feather causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself. The disguise is typically good enough to hide your identity but not to impersonate a specific individual. This disguise also changes your voice and scent, but it doesn't disguise your mannerisms or behavior. You can change the appearance of your clothing and worn items, such as making your armor look like a dress. Held items are unaffected, and any worn item you remove returns to its true appearance.

When you don a feather for the first time, you determine the illusory appearance that feather grants you, selecting the ancestry, age, gender, attire, and other visual features. For the duration, this feather is linked to that disguise. Wearing it in your hair or hat always imparts the linked appearance. Selecting a feather's appearance for the first time counts as setting up a disguise for the Impersonate use of Deception; attempt this Deception check at mythic proficiency.

You can only wear one feather at a time. When you remove a feather, you revert to your true appearance. If you give a feather to another creature, it can no longer impart a disguise.



MYTHIC RITUALS

Rituals already offer incredible power to those who master their demanding secrets. These most powerful rituals can defend or desolate entire cities, call down a divine plague, or turn fertile acres into a ravaged wasteland. Mythic rituals differ from most others in that the primary caster must spend a Mythic Point to begin the ritual and performs the primary check at mythic proficiency; they must be trained in the corresponding skill. As normal, secondary checks have a standard DC for a level twice the ritual's spell rank. The full rules for casting rituals appear on page 389 of *Player Core*.

MYTHIC RITUALS BY RANK

Rank	Ritual
3	<i>Band of heroes</i>
4	<i>Wild feast</i>
5	<i>World in shadow</i>
6	<i>Kaiju ward</i>
7	<i>City of sin</i>
7	<i>Unbearable cacophony</i>
8	<i>Awaken curse</i>
8	<i>Create demiplane</i>

8	<i>Freedom</i>
8	<i>Imprisonment</i>
9	<i>Curse of calamity</i>
9	<i>Ocean's roar</i>
9	<i>Void harvest</i>

AWAKEN CURSE

RITUAL 8

UNCOMMON MYTHIC

Cast 1 day; **Secondary Casters** 2

Primary Check Arcana (mythic) or Occultism (mythic);

Secondary Checks Arcana, Medicine, or Occultism

Target 1 curse; **Range** 1 mile

Duration unlimited

You siphon a tiny portion of life force from each of the ritual's casters to empower a curse against disrupting effects. The difficulty of the counteract check to remove the curse changes based on the success of the ritual. Additionally, the first three times the curse is successfully counteracted, it leaps to the closest possible target within 100 feet, forcing the new target to attempt a saving throw against the curse's initial effects. Saves against the curse are attempted at the same DC as the curse when it was

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cast, subject to changes based on the ritual's success. If any creature successfully saves against the curse's initial effects, the curse dissipates harmlessly.

Critical Success The first counteract attempt against the curse automatically fails. After that, the curse's counteract rank increases by 2 (to a maximum of 10).

Success The curse's counteract rank increases by 1 (to a maximum of 10).

Failure The curse's counteract rank is unchanged.

Critical Failure You fail to grasp the curse's nuances and entangle yourself in its effects. The curse is lifted from the original target, and you and each secondary caster is affected by the curse with no saving throw.

BAND OF HEROES **RITUAL 3**

UNCOMMON MYTHIC

Cast 1 hour; **Secondary Casters** 2 to 5

Primary Check Diplomacy (mythic) or Society (mythic);

Secondary Checks Diplomacy, Intimidation, or Society

Range 30 feet; **Targets** all casters involved in ritual

Duration 24 hours

The sun rises on a gathering of heroes bonded to a cause. While only one secondary caster can attempt the secondary check, each secondary caster must also spend 1 Mythic Point upon successful completion of the ritual (see below). A secondary caster who chooses not to spend the Mythic Point can't benefit from the ritual's effects.

Critical Success As success, but the first time a caster gains the doomed, dying, or wounded condition during the ritual's duration, reduce the value of that condition by 1 (minimum 0).

Success Each secondary caster must spend 1 Mythic Point. For the duration of the ritual, when a caster Aids another caster, they can attempt the associated check at mythic proficiency. On a success, the circumstance bonus the Aiding caster grants is increased to +2, and on a critical success, the circumstance bonus is increased to +5.

Failure The ritual has no effect. The secondary casters don't need to each spend 1 Mythic Point.

Critical Failure The ritual fails, and the casters rupture their own connections to their mythic destinies. None of the casters can gain Mythic Points for 1 week.

CITY OF SIN **RITUAL 7**

UNCOMMON EMOTION MENTAL MYTHIC

Cast 7 days; **Secondary Casters** 2

Primary Check Diplomacy (mythic) or Society (mythic);

Secondary Checks Intimidation, Underworld Lore

Area 7-mile-radius circle centered on you

Duration 1 month

Each day during the casting of this ritual, intelligent creatures within range become increasingly prone to shed their inhibitions and give in to whatever tempts them. Exposed communities experience increases in crime, vice, and violence (however the community defines those vices). At the ritual's culmination, chaos ensues as everyone from

every walk of life chooses temptation over faithfulness to their convictions.

Critical Success Intelligent creatures in the ritual's area might betray even their most closely held convictions, including behaviors anathema to their class or faith. They take a -4 circumstance penalty to saves against mental effects and to their Coerce and Request DCs.

Success Intelligent creatures in the ritual's area become more likely to give in to temptation, indulging vices and violating all but the strongest convictions. They take a -2 circumstance penalty to saves against mental effects and to their Coerce and Request DCs.

Failure Intelligent creatures in the ritual's radius behave normally but gain the general sense that something unnatural tried to manipulate their actions.

Critical Failure As failure above, except communities of intelligent creatures in the ritual's area bond over any events they experienced during the ritual's casting. They commit themselves to shared principles for behavior, gaining a +2 circumstance bonus to saves against mental effects and to their Coerce and Request DCs for 1 week.

CREATE DEMIPLANE **RITUAL 8**

RARE MYTHIC TELEPORTATION

Cast 9 days; **Cost** precious materials worth a total value of 800 gp; **Secondary Casters** 3

Primary Check Arcana (mythic), Nature (mythic), Occultism (mythic), or Religion (mythic); **Secondary Checks** Arcana, Nature, Occultism, Religion (whichever three aren't used for the primary check)

Few incantations are as renowned as the power to create worlds. To cast this ritual, you must be on the Astral Plane, the Ethereal Plane, or a plane that connects to one of the two. A demiplane created with this ritual exists on the Astral or Ethereal Plane. It can have the appearance of any mundane environment or structure, such as a glorious cathedral, a forest clearing, a comfortably furnished cavern, or anything else imaginable. All demiplanes have finite, unbreachable boundaries, which might resemble stone, wood, or something more unnatural, such as a wall of mist or unceasing void.

Demiplanes have environmental conditions appropriate for the Universe, though the primary caster can dictate a general climate or light level as well as whether the demiplane experiences seasons or a day-night cycle. The demiplane has no native plants or animals, but they can be introduced, and plants will grow in a demiplane's light.

When you first cast *create demiplane*, the casters are teleported to the demiplane. The demiplane has no direct access to other worlds, so *interplanar teleport* or similar abilities are necessary to access it. As part of casting the ritual to create a new demiplane, you create a planar key to the demiplane that serves as an *interplanar teleport* locus for that demiplane. Most resemble ornate keys, but some take the form of maps, compasses, or dowsing rods.

If you have the original planar key to an existing demiplane and are also on that demiplane, you can cast

this ritual again. Each time, you can either expand the demiplane's size or add one special trait or feature described below. See pages 172–173 of *GM Core* for more information about these planar features.

- **Bounteous** The demiplane has a functional ecosystem with plants and animals appropriate to the environment. This ecosystem doesn't require any additional effort on your part to maintain.
- **Elemental** The demiplane gains the air, earth, fire, metal, water, or wood planar essence trait.
- **Gravity** The demiplane gains a gravity trait of your choice.
- **Key** You create an additional planar key that can be used to access the demiplane with *interplanar teleport* and improve it with *create demiplane*.
- **Portal** You create a permanent gateway between the demiplane and a single other location. You must spend the ritual's casting time constructing the gateway on the external side, which typically resembles an arch or doorway of some sort. The gate is always active, but it can be secured as you would any door.
- **Scope** The demiplane can be unbounded instead of finite, though still with the same size.

Critical Success You create a new demiplane whose area consists of 10 contiguous squares, each 100 feet on a side. The ceiling is 40 feet high. If modifying an existing demiplane, you can instead either add this area to the demiplane's size or add two special traits or features.

Success As critical success, but the demiplane's area is two squares, each 100 feet on a side, with a ceiling 20 feet high. If modifying an existing demiplane, you can add one special trait or feature.

Failure The ritual has no effect.

Critical Failure Something goes horribly wrong, and all casters are teleported to an unknown but hostile plane.

Heightened (10th) The ritual creates a square area 2,000 feet on a side, with a ceiling 60 feet high (or two contiguous areas of this size on a critical success). The cost of the ritual increases to 20,000 gp.

CURSE OF CALAMITY RITUAL 9

RARE **CURSE** **MISFORTUNE** **MYTHIC**

Cast 3 days; **Secondary Casters** 3

Primary Check Occultism (mythic); **Secondary Checks** Arcana, Nature, Religion

Range 1 mile; **Targets** 1 community, group, or settlement

Duration 1 year

You condemn your targets to violent misfortune. At the GM's discretion, you can target a group of individuals within range who serve the same cause, such as a nation's army, or who have a shared identity, such as members of a single faith. You can also choose to target a settlement that's a village or town, or a neighborhood community within a larger settlement.

Critical Success As success, and the targets experience extreme accidents that threaten life, limb, or other loss.

The GM adjudicates these occurrences on a case-by-case basis, but in general, the population experiences a disturbing rise in unfortunate casualties.

Success The targets experience misfortune during even routine tasks that result in minor injuries. This bad luck increases when you're close; the first time each round a target within 15 feet of you attempts an attack roll or skill check, they must roll twice and use the worse result.

Failure The ritual has no effect.

Critical Failure You unwittingly curse yourself. For the next 24 hours, each caster must roll all attack rolls and skill checks twice and use the worse result.

FREEDOM RITUAL 8

UNCOMMON **MYTHIC**

Cast 1 day; **Cost** valuable oils and objects associated with the target worth a total value of 100 gp × the spell rank × the target's level; **Secondary Casters** 2

Primary Check Arcana (mythic) or Occultism (mythic); **Secondary Checks** Society

Range see text; **Target** 1 creature

You perform a ritual to free a creature imprisoned, petrified, or otherwise put into stasis by any magical effects. You free them from all such effects, even effects like *imprisonment* that don't have a duration, as long as *freedom's* spell rank is equal to or higher than the effect's spell rank. To perform the ritual, you must be within 10 feet of the target, or within 10 feet of the place where the target was imprisoned (in the case of effects that trap the creature in an unreachable prison, like the *oubliette* form of *imprisonment*). You must know the name of the creature and details of its background; if the creature isn't a close associate, a failure or critical failure on a secondary Society check reduces even a critical success on the primary check to a failure.

Critical Success You free the target from all magical effects imprisoning it, petrifying it, or putting it into stasis. It gains a +1 status bonus to saving throws to resist those same magical effects for 1 week.

Success You free the target from all magical effects imprisoning it, petrifying it, or putting it into stasis.

Failure You fail to free the target.

Critical Failure The magical effects imprisoning the target, petrifying the target, or putting it into stasis affect you and all secondary casters.

IMPRISONMENT RITUAL 8

UNCOMMON **MYTHIC**

Cast 1 day; **Cost** reagents to construct the magical prison worth a total value of 800 gp × the target's level; **Secondary Casters** 6

Primary Check Arcana (mythic) or Occultism (mythic); **Secondary Checks** Crafting, Society

Range 10 feet; **Target** 1 creature of up to 16th level

You perform a ritual to imprison a creature in one of several forms. While some versions of this ritual offer all the forms, others include only a single form or only a few of them.

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Whichever form you use, the effect can't be counteracted, though it can be ended by *freedom*. Some forms of *imprisonment* can be ended by other means. Because the ritual requires the target to remain within 10 feet at all times, it typically requires you to subdue the target first.

- **Chains** You bind the creature with chains, rendering it unable to use any actions other than to speak. Other creatures that attempt to approach, harm the chains, or free the trapped creature in any way must succeed at a Will save or be unable to do so forever. The chains have Hardness equal to $5 \times$ the *imprisonment* ritual's spell rank and double that many Hit Points. Destroying the chains frees the target.
- **Prison** You render the creature completely unable to leave a particular confined area or structure of your choice, such as a jail cell or sealed cave. The magic also prevents the creature from damaging its prison, either directly or indirectly, to break free. If the creature's prison is entirely destroyed by some external force, the creature is freed, though for some larger or natural prisons, this might be unfeasible.
- **Slumber** You put the creature into an eternal sleep. This is a sleep effect. The creature ceases aging and doesn't require food or drink. A single sincere physical display of affection from a creature who genuinely loves the target—whether romantically, filially, or otherwise—frees it from the slumber.
- **Temporal Stasis** You send the creature into a state of suspended animation outside the flow of time. The creature doesn't grow older and can't be affected by any effect from within the normal timestream. While casting this ritual, you can optionally name any amount of time for the stasis; after this duration elapses, the stasis ends. Unlike other forms of *imprisonment*, temporal stasis can be counteracted by a *dispel magic* or *haste* spell.
- **Object (9th or 10th rank)** You either shrink the creature to an inch in height or transform it into an insubstantial form whose body trails away into wisps below its head. Either way, you trap it inside a bottle, gem, jar, lamp, or similar container. The creature ceases aging and doesn't require food or drink. The creature is still aware of its surroundings and can move within the container and speak, but it can't use any other actions. Destroying the container kills the target rather than freeing it.
- **Oubliette (10th rank only)** You entomb the target in a state of suspended animation deep beneath the surface of the ground and out of tune with reality so that it can't be reached by any means. You also prevent most magic from revealing the location where the *imprisonment* occurred. Powerful magic, such as the *wish* ritual, can reveal the location of the *imprisonment*, but even such magic can't free the target from the oubliette; only a 10th-rank *freedom* ritual can do so.

Critical Success You imprison the target. You can either use a form of *imprisonment* that usually requires a spell rank

WHAT MAKES A RITUAL MYTHIC?

Rituals are magic that anyone with the right skills and resources can perform, and they often have large and significant effects or ramifications. So what makes a mythic ritual mythic? Most notably, the scale and impact they have on the game world. While most rituals might have a significant effect for a single character or a small region, mythic rituals can represent huge changes in the story and structure of the narrative, dynamically changing things that are true about the world in a way that creates consequences felt at a national or planetary level, and might even end or begin significant stories.

1 higher than your ritual or impose an -2 circumstance penalty to any checks for *freedom* rituals that would free the creature.

Success You imprison the target.

Failure You fail to imprison the target.

Critical Failure You imprison yourself and the secondary casters in the same way you intended to imprison the target.

Heightened (9th) You can use the object form of *imprisonment* in addition to the other options, and you can target a creature of up to 18th level. The base cost increases to 2,000 gp.

Heightened (10th) You can use the object and oubliette forms of *imprisonment* in addition to the other options, and you can target a creature of up to 20th level. The base cost increases to 6,000 gp.

KAIJU WARD

RITUAL 6

RARE MYTHIC

Cast 8 hours; **Secondary Casters** 4

Primary Check Crafting (mythic); **Secondary Checks** Engineering Lore, Kaiju Lore, Survival, Warfare Lore

Range touch; **Target** 1 physical structure

Duration 14 days

You protect a physical structure from the devastation caused by immense creatures. This structure can be artificially constructed, like a castle or wall, or a natural subject, like a specific tree or grove. A given casting of this ritual can protect a subject as small as a single-story house and no larger than the wall surrounding a large city.

Critical Success As success, but the target structure also doubles its Hit Points and Broken Threshold.

Success The target structure gains a +4 status bonus to AC and its Hardness increases by 10. It also gains resistance 20 to acid, cold, electricity, fire, and sonic damage; this resistance applies before its Hardness. These benefits apply only to attacks made by Gargantuan creatures or siege engines.

Failure The ritual doesn't succeed.

Critical Failure The target is considerably weakened, reducing its Hardness by 10 (minimum 0).

OCEAN'S ROAR

RITUAL 9

RARE MYTHIC WATER

Cast 1 day; **Cost** 1 or more boats or ships worth a total of 10,000 gp; **Secondary Casters** 3

Primary Check Nature (mythic); **Secondary Checks** Diplomacy, Sailing Lore, Survival

Range 10 feet; **Targets** body of water no larger than a 7-mile radius area

Duration unlimited

You invoke consciousness in a large body of water, such as a coastline, lake, or lagoon. An ancient elemental spirit awakens in the water, seeking instantly to defend itself from aggressors or punish trespassers. You must cast this ritual either directly above the surface of the water or completely submerged at the bottom of the body of water.



Such spirits are known to crash ships, devastate shores, and drag enemies under the waves, but can also respond favorably to competent casters.

This new entity must be appeased by those who sail it. Appeasing the spirit requires a Diplomacy or Nature check at the ritual's casting DC. Those negotiating with the spirit might make offerings to gain the spirit's favor, but such reprieve is short in duration and must be attempted each time a vessel passes near. The nature of these offerings is subject to the GM's discretion.

Critical Success As success, except the spirit looks kindly on the caster and those who travel with them. The spirit never takes hostile action against them or any vessel they travel on and increases their swim Speed or their vessel's Speed by 10 feet while within the affected area. Additionally, the spirit's Strike gains the Improved Grab ability (*Monster Core* 359) with an Athletics modifier of +38.

Success The spirit takes up residence in the body of water, defending it aggressively or attacking organized threats on adjacent shores. The spirit manifests as either a massive tsunami (*GM Core* 90, 96) that repeats every hour or a massive fist of water that can make a melee Strike every round against any target within the affected area. This Strike has a +33 modifier and deals 3d8+19 bludgeoning damage. The spirit can make this Strike against two targets within 30 feet, rolling once to attack and comparing the result against the AC of both targets.

Failure The ritual has no effect, though tides and waves are more severe than normal for 24 hours.

Critical Failure The ritual backfires, causing four elemental tsunamis (*Monster Core* 149) to appear surrounding the casters and attack them for their insolence. If not defeated, the tsunamis remain for 1 week, attacking any waterborne vessels within the targeted area.

UNBEARABLE CACOPHONY

RITUAL 7

UNCOMMON CURSE MYTHIC

Cast 1 day; **Cost** valuable crystals and tuning forks worth 300 gp; **Secondary Casters** 2

Primary Check Performance (mythic); **Secondary Checks** Arcana, Nature

Area 1-mile radius circle centered on you

Duration 3 days

You amplify the sound of every item and creature to impossible levels. Deaf creatures and creatures immune to sonic damage remain unaffected in most cases.

Critical Success As success, and you and the secondary casters gain sonic resistance equal to your level for the duration.

Success Any sound produced by a creature or object (such as a cricket, a ringing anvil, or a lion's roar) deals sonic damage equal to the level of the creature or item (minimum 1) to every creature within 15 feet (basic Fortitude save with a DC equal to the ritual's casting DC). For every size category over Tiny of the item or creature

making noise, this damage increases by 2. Organized groups of creatures, such as a singing quartet or a swarm of insects, count as the next size category larger for this effect. Effects that normally deal sonic damage to creatures and objects ignore half the creature or object's sonic resistance or Hardness.

Failure The ritual has no effect.

Critical Failure An intense sound of ringing echoes in each caster's ears, imparting a weakness to sonic damage equal to their level for 1 day.

Heightened (+2) The increase in damage made by creatures larger than Tiny increases to 6 per size category.

VOID HARVEST RITUAL 9

RARE CURSE MYTHIC VOID

Cast 8 hours; **Secondary Casters** 3

Primary Check Religion (mythic); **Secondary Checks** Medicine (master), Occultism, Void Lore

Area 1-mile radius circle centered on you (see below)

Duration 1 year (see below)

The sky darkens over the affected area and the air becomes oppressive as you open a direct conduit to the Void, a plane of vast nothingness. Living creatures start to feel their life force draining away as the terror of oblivion begins to grip their hearts.

Each year on the anniversary of the ritual's casting, a total of four casters can spend 1 hour at the center of the affected area to sustain the effect. To do so, one caster must spend 1 Mythic Point and succeed at a Religion check against the ritual's casting DC. Each year the ritual is successfully sustained, the radius increases from its original point by 1 mile. The effect fades away if the check fails or if there are no other attempts to sustain the ritual.

Critical Success As success, but living creatures in the area take a -2 status penalty to saves against death effects or effects that deal void damage.

Success The first time each day a living creature in the area takes damage, it must succeed at a Will save with a DC equal to the ritual's casting DC or gain the doomed 1 condition; if it already has the doomed condition, it instead increases the value of it by 1. Dead creatures can't be raised or resurrected so long as their body remains in the ritual's area. Undead creatures gain vitality resistance equal to their level while in the area.

Failure The ritual has no effect.

Critical Failure An explosion of energy from the Void washes over the casters. Each caster becomes drained 4. This condition can't be removed for 1 week.

WILD FEAST RITUAL 4

RARE MYTHIC

Cast 8 hours; **Secondary Casters** 2

Primary Check Nature (mythic); **Secondary Checks** Diplomacy, Survival

Area 500-foot radius circle centered on you

Duration 3 days

You draw forth latent hostility in the local flora and fauna. Even domesticated animals might turn on their owners.

Critical Success As success, except that animal companions, pets, familiars with the animal, fungus, or plant trait, and similar creatures (subject to the GM's discretion) are also initially affected. Each day for the duration, during daily preparations, its master must succeed at a Diplomacy or Nature check against a DC equal to the ritual's casting DC or the creature temporarily loses the minion trait and can't be Commanded that day. The creature remains near its master but doesn't help them in any way.

Success Carnivorous animals and plants in the area are automatically hostile toward humanoids and other natural enemies. Animal companions, pets, familiars with the animal, fungus, or plant trait, and similar creatures don't turn on their masters, but attempts to Command an Animal or to Demoralize any creatures with the animal, fungus, or plant trait take a -2 status penalty.

Failure The ritual has no effect.

Critical Failure A terrible hunger awakens within the casters. Each caster is permanently cursed to hunger for the taste of flesh of their own ancestry; this is identical to the ghoul's forbidden cravings curse (*Monster Core* 162), except the raw meat must be from a member of their own ancestry. The DC of this curse is equal to the ritual's casting DC.

Heightened (+2) Double the ritual's area.

WORLD IN SHADOW RITUAL 5

UNCOMMON DARKNESS MYTHIC

Cast 8 hours; **Secondary Casters** 3

Primary Check Arcana (mythic), Nature (mythic), or Occultism (mythic), Religion (mythic); **Secondary Checks** Arcana, Nature, Occultism, Religion (cannot be the same skill as for the primary check)

Area 8-mile radius circle centered on you

Duration 5 days

This ritual must be cast at night, at which point darkness becomes everlasting. Casters with darkvision gain a +1 circumstance bonus to their check to cast the ritual.

Critical Success As success, except that all light levels within the area are lowered by two steps toward darkness, and light effects that would counteract the darkness take a -2 status penalty to their counteract checks.

Success All light levels within the area are lowered by one step toward darkness. Areas that are already dark become magical darkness. Light effects that would counteract the darkness only do so in the area of the counteracting spell or effect (for example, 40 feet for a *light* spell).

Failure The ritual has no effect.

Critical Failure The casters are all plunged into their own personal darknesses. For 1 week, each caster can see no farther than 5 feet regardless of ambient light level. Anything beyond that distance is treated as if it were in magical darkness that can't be counteracted; darkvision and greater darkvision similarly can't penetrate this darkness.



MYTHIC MONSTERS

Long did the old gods sit upon their thrones of bone and blood. Verex the Despoiler. Zagresh the Destroyer. Lanishra. Sezelrian. Their cruelty and power spoke to our strengths and our failings. They marked what we had been and sought to claim what we could be. But we are orcs. We bow only on broken knees. When battle claims us and our lungs fill with blood, we warn the gods of our coming.

Verex was weak. The Despoiler became the despoiled, taken by Rovagug's power. No one seeks the unworthy's empty throne and no death rite shall free him from his torment, only a true and final death.

Zagresh fell to Grask Uldeth's blade, and then Grask planted that blade between Torag's ribs to show the dwarves our wrath. Let Torag take the lesson learned as penance for pushing his children to harm our own, penance made full in his duty as Uirch's second.

Sezelrian's fire flickered out and Mahja the Firehair burns gloriously upon a justly claimed throne. Let orc fires burn bright in the night once more, our flame rekindled!

Lanishra could not stand before the might of Mahja's second, Uirch. Reaversbane, scarred and unbroken, the Hero Who Stands. No tyrant could hope to escape his justice. Uirch's fist protects us, as he teaches us that our fists must guard those weaker than ourselves. The strong must rule that the weak might learn from their strength and become the strong in turn. The old ways crumble beneath us. Dromaars play a song of new beginnings on drums that echo across Belkzen, our trial and our home. The weak gods fall. The strong rise. A new era for orcs begins. Let tyrants who whisper in crumbling towers tremble. We have not fallen and we have not forgotten. This age is ours.

-Transcribed from the teachings of Kubrogh, high priest of Uirch

This chapter presents an array of mythic monsters to feature in your campaigns or build a campaign around!

Mythic Monster Templates are adjustments you can use to create mythic monsters for your campaigns using the monsters already present in the game as a base. This includes a broad mythic template base and four role-specific expansion templates for mythic ambushers, brutes, casters, and strikers, each with an accompanying pre-built stat block of a sample monster.

Vulot is the demon lord of stolen identities, a powerful foe who could be anywhere and anyone. Vulot is a high-level monster suitable as the final opponent in a mythic campaign or a lurking threat whose servants and alternate identities foil the PCs in their early adventures.

The **Immortal Trickster** is an ancient spiritual entity who can transform into wily creatures. Suitable as friend or foe, the Immortal Trickster has the ability to bond with mortals, bringing out additional strength and competence in them but dooming them to a sad fate that seems to inevitably follow those who get caught up in the Trickster's schemes.

The mighty kaiju **Agyra** is a multi-headed force of nature capable of leveling cities and shaking the foundations of earth and firmament alike!

The **Oliphant of Jandelay** is an immortal force of destruction. Often associated with runelords and other spellcasters whose magical power is rivaled only by their hubris, the Oliphant's very presence can curse a region to lasting devastation.

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A **sublime breath** is a mythic fey artist who can inspire mortals. That inspiration can become a fatal temptation for mortals who attempt to steal the sublime breath's immaculate instrument and claim an everlasting muse.

Verex-That-Was was once an orc demigod, but his immortal form has been stretched and distorted into a profane malignancy by the influence of Rovagug. Now one of Rovagug's newest and most terrifying spawn, Verex-That-Was rampages toward a faraway call.

The **Weaver of Webs** was once the herald of Ulon, or perhaps it still is. Ancient and powerful, with dominion over spiders, the Weaver lurks in dark places and devours those who travel too far in pursuit of secrets.

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PART 6: THE BEAST IN THE SANDS

"Shame to leave them," Nahoa said wistfully, watching the trader lead their Nidalese mounts away.

The black horses wore their Chelaxian regalia proudly. Golden plates glistened on their brows and chests, bound together by intricate chains. The emblem of House Thrune sparkled on their velvet caparisons, for the horses were of such fine quality that the rulers of Imperial Chelax had claimed them immediately. Nidalese horses were rarely available for sale even in Chelax, and theirs had commanded a high price. High enough to buy Samo and Nahoa passage to Thuvia, and on a swift ship, at that.

"They'll be better off," Samo said. "Better than where we're going, certainly. Chelax is a cruel place for some, but I imagine House Thrune's prize horses enjoy a comfortable life."

"More comfortable than ours is liable to be," Nahoa muttered. He pulled his token of passage out of his belt pouch and stared at it again, as if this time he might see something other than House Thrune's insignia on one side and the Imperial Portmaster's on the other. Nothing about the coin-sized bronze disc spoke of their ship, their destination, or their purpose, but Samo knew those were the only matters on Nahoa's mind.

"Are you afraid to see our journey's end?" Her voice was gentle.

"I'd be a fool not to be," Nahoa answered. He gripped the token tightly in a fist and then, with a grunt, shoved it back into his belt pouch. "I don't know what it is. But I know it's coming near, and I know it won't be easy. What I went through with the demon in the Godsrain, and the claiming of my spark, that was nothing compared to the battle of my call. And that owl almost killed me. Whatever waits ahead..."

The young warrior's dark eyes were moody as he looked down at Samo. "I wouldn't have survived without you. Not the owl-demon, not our journey this far, not a hundred different things on the road along the way. I don't think I can survive this last fight without you, either. But whatever is happening, whatever this call is, it hasn't claimed you. Not directly."

"Not directly," Samo agreed. "But is that not always the way? All battles are fought with allies and conscripts. I shouldn't like to be a conscript. But I don't mind being an ally. I joined you, originally, because the spirits who guide my people thought it important. Now, after all these weeks together, I think it's important, too."

She clasped a hand around his upper arm, as she would have done to a youth of her own tribe, one well beyond childhood but still new enough in his adulthood to be prickly of his pride. Her gesture offered reassurance, and comfort, but it wasn't so presumptuous as an embrace. The young man, she knew, wouldn't want an embrace.

Not on the streets of a foreign city, not as he contemplated the fight of his life.

But he would want comfort. Samo knew that, too.

"You are brave, Nahoa. Brave, and strong, and determined to do what's right. I'm proud to call myself your ally, and honored to join you in facing whatever lies ahead." She met his gaze and held it, willing her strength into him. "You are the one who can succeed. Who will. That is why you are the one, among all those with god-sparks we've met, who heard this call."

Nahoa sucked in a shaky breath. He smiled. It wavered at the edges, but it held. "We'd better get to our ship. The harbormaster warned us: there's nothing that says we're on the *Triton's Horn*. We miss it, that's our hard luck."

Too soon, they came to Merab.

Thuvia's greatest city was a prosperous, colorful place, full of bustle and commerce and adventure, yet Samo found herself unable to enjoy any of it. Under other circumstances, she would have been eager to try the spiced figs and tiny birds roasting over beds of fragrant charcoal in the market stalls. A skilled merchant might have persuaded her to taste a filigreed flute of sweet, clear wine, fancifully hawked as "nectar of the orchids." Dizzy with wine and spectacle and the possibility of a new place, she might even have purchased one of the sheer scandalous things that passed for night robes in this city, though it had been long years since she'd last had anyone she'd want to show such a garment.

But those were not the circumstances that had brought Samo and Nahoa to Merab, and they had no time for the luxury of discovery, or pleasure. They bought waterskins, water to fill them, and shade cloaks to protect them against the killing sun. After adding a few essential supplies and a lightweight tent, they set out into the sand.

For days, then weeks, they walked into the desert.

The desert sun beat down uncomfortably on Samo's wooden armor and reindeer hides, and the sand slid treacherously beneath their feet, forcing them to slog with every step. Samo wove spells to shield them against the heat and moisture-sucking air, and to conjure water and food from a land that offered neither. There was little she could do to block the sun's glare, however, and she was disinclined to try. The sun was a part of this land. It shaped Thuvia's nature, and honoring that nature meant subjecting herself to its fierceness. To an extent, at least.

In truth, Samo welcomed the discomfort of the Thuvian sun, because it distracted her from the looming terror of what awaited them at the end of this journey.

They were nearly there. Since they'd disembarked in Merab, Nahoa's call had changed. It was stronger, sharper, more urgent. He heard it during his waking hours, sometimes; Samo had seen him looking distracted, and when she asked him about it, he'd sheepishly confessed

the cause. In her dreams and meditations, too, Samo had seen their journey's end. She'd glimpsed visions of a desert where sand spilled like blood from the bones of broken monuments, and had seen a vast and terrible creature heave itself from the desert and then dive into it again. It had no face in her dreams, only a mouth lined with endless rings of gnashing fangs.

This creature knows no purpose save destruction. Left free, it will devour the world. It cannot stop itself.

Why? Samo wondered, but her dreams had no answer. "It's near," Nahoa said, rousing her from her thoughts.

Samo looked ahead. The desert was bright in the moonlight, its stark beauty undimmed by any hint of mist or greenery. Slopes of rippled sand stretched before them to infinity, as they had for several days, but for the first time she could see the vague suggestions of immense stone blocks submerged under the dunes.

Something was moving beneath the blocks. The sand upon them trembled and sifted down in grainy waterfalls.

Suddenly they lurched upward, heaving twenty or thirty feet into the air in a series of sandy geysers. Each block must have been twenty feet to a side, and though they were slightly eroded by time, they did seem to be solid stone. Samo couldn't imagine what they must have weighed, or what force would have been required to hurl them so high.

A massive creature emerged from the sand, vaulting itself upward like a surfacing whale. It was inconceivably huge, so big that her mind at first refused to recognize what it was seeing. No living thing could be so large. But, somehow, it was.

Its head was a brutish nub of flesh, colossal in size but strangely vestigial, like the head of a baby bird whose egg had been cracked too soon. Samo had a glimpse of oversized eyes sealed shut behind fleshy flaps, of pointed ears flattened against a vast wrinkled scalp, and of enormous teeth filling a wide muzzled mouth. It had vaguely human shoulders and a torso. No, Samo realized a second later, not human. Orc. That was what the monster was, in some dim and distant form. It resembled the warriors of Belkzen, not any human she'd seen.

"What is it?" Samo wondered. "Why is it digging in the dunes?"

"I don't know," Nahoa said, unshouldering his spear, "but this is the creature of my Call. It is a thing of evil, and it is my duty to slay it."

He looked so tiny, and so resolute, as he drew his weapon against the monstrosity in the sand. It hadn't noticed them, and Samo wondered when, or whether, it would. A mouse armed with a needle threatens a linnorm.

Nahoa didn't have to be a mouse, though, and his spear didn't have to be a needle.

Samo took hold of the wooden medallion around her neck. Far as she was from her homeland, her connection to the ancestral spirits of the Varki filled her heart. She could almost feel the white reindeer's soft fur in her hand

instead of the hard, painted wood, and she drew gratefully from that remembered warmth.

"Grant us your power," she said. "Lend Nahoa your strength. He faces a great enemy, and he needs your aid."

Samo opened her soul as she spoke, and magic flooded into her. To her surprise, it wasn't only the spirits she knew that answered. The primal vitality of all the natural world came to her call: the scorching sands, the white-hot sun, all the desert's hostile might. The spirits of the Thuvian dunes didn't seem to care that Samo had spent the last few weeks barricading herself and her companion against them.

The enemy that tore through the buried ruins, whoever it was, was great enough that the desert itself rose up, through Samo, to fight it. *Verex*, the desert's elemental voices told her. *Verex the Destroyer*, *Verex-That-Was*. *A god seized and corrupted by a greater one*.

Which greater one? Samo asked the spirits, but in her heart she already knew.

The spirits said nothing. The shudder that wracked them, and trembled along Samo's connection to their world, was answer enough.

Once this was the Dawnflower's temple, and the Sun Key was guarded here. The temple fell, and the key was buried, but here it remains. With it, Verex-That-Was might unlock a path between worlds, and break his father's prison.

"It cannot be allowed," Samo said. There was only one god who lived in a prison between worlds.

If that was what threatened Golarion...

She released her spell into Nahoa. The young warrior grew, doubling in height, until he stood tall as an ironwood tree. His muscles bulged with primal power; his step quickened and his hands blurred with newfound speed. Still, beside the hulking nightmare of *Verex-That-Was*, he seemed impossibly small.

It didn't deter him. Raising his spear, and roaring his challenge, Nahoa charged at the beast. "Worm! I see you've already dug your own grave. Let me put you in it!"

Verex-That-Was lifted his head. The blind eyes moved under their imperfectly sealed lids, and blood wept from between those lids as he fixated on Nahoa. His lips curled back over the layered rows of teeth, and the sand went up in hissing fans on either side of *Verex's* monstrous body as he plunged forward to attack.

"Gods be with us," Samo breathed, but she knew that they would not. The only god in the desert was *Verex*. And, perhaps, whatever fragments of dead *Gorum* lived on in Nahoa and Samo.

One god died so that another might follow. *Horselord Iriatykis* had believed that, back in *Nidal*, and maybe she'd been right.

Gorum was dead. His power was in their hands now. And that power just might be enough to slay the beast in the sands.

"Spirits, grant us your power," Samo said, taking up her medallion again. "We go to war."

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MYTHIC MONSTER TEMPLATES

Mythic power is seeded across the entirety of Golarion, waiting to be claimed by monsters big and small, powerful and weak. In this section you'll find the rules to transform any monster into a mythic threat!

BASIC MYTHIC ABILITIES

These abilities appear across all kinds of mythic monsters, at the levels indicated on the table.

Mythic Resilience (1st): The creature treats its saving throws with the associated save as one degree of success better than it rolled. This is not cumulative with other effects that change their degree of success, like the incapacitation trait (except for rolling a natural 1 or 20). Each time the monster gains mythic resilience, choose one save. The ability should apply to the creature's highest saves first.

Mythic Resistance (1st): The creature gains resistance to all Strikes made by non-mythic creatures equal to half its level. If it gains mythic resistance a second time, increase the resistance to its full level. Mythic weapons bypass this resistance even if the creature wielding them is not mythic.

Mythic Power (4th): The creature has a pool of 3 Mythic Points, and can spend those Mythic Points for any of the following actions it has.

- **Mythic Skill** **◆ Cost** 1 Mythic Point; **Effect** The creature attempts its next skill check with a +4 bonus and is considered to have mythic proficiency for that check. This applies to one skill when this ability is gained and a second skill if the creature is 12th level or higher.
- **Recharge** **◆ (concentrate) Cost** 1 Mythic Point; **Effect** The creature gains one additional use of a spell or ability that is normally only available a limited number of times. For example, a spellcaster can regain an expended slot or use an ability with a frequency of once per day again.
- **Remove a Condition** **◆ (concentrate) Cost** 1 Mythic Point; **Effect** The creature ends one condition affecting it.
- **Reroll** **◆ (fortune) Cost** 1 Mythic Point; **Trigger** The creature fails a check; **Effect** The creature rerolls the check.
- **Undying Myth** **◆ Cost** all the creature's Mythic Points; **Trigger** The creature would die and has at least 1 Mythic Point; **Effect** The creature remains standing and conscious, and recovers 50% of its maximum Hit Points.

Mythic Defenses (20th): Whenever an attacker rolls a critical hit against a creature with mythic defenses, the attacker must reroll the attack roll and take the new result.

Mythic Immunity (23rd): The creature is immune to either harmful spells cast by non-mythic creatures, or Strikes made with non-mythic weapons and unarmed Strikes from non-mythic characters. Only the most powerful creatures (typically level 25) should be immune to both.

Making a Creature Mythic

Add the listed mythic abilities up to the creature's level. If you're using a mythic role template, use the adjustments of that template in addition to those on the table.

MYTHIC MONSTER ADJUSTMENTS

Level	Mythic Abilities
1	Mythic resilience (one save) or mythic resistance
2	–
3	–
4	Mythic power (Mythic Skill or Remove a Condition)
5	–
6	–
7	Mythic resilience (one save) or mythic resistance
8	–
9	–
10	Mythic power (Recharge)
11	–
12	–
13	Mythic resilience (one save) or mythic resistance
14	–
15	–
16	–
17	Mythic power (Undying Myth)
18	–
19	–
20	Mythic power (Reroll) or mythic defenses
21	–
22	–
23+	Mythic immunity (Strikes or spells)

MYTHIC ROLE TEMPLATES

Mythic Ambusher

Mythic ambushers are monsters that lie in wait, often using their mythic power to conceal themselves or otherwise prepare their lairs for unfortunate intruders.

Ambush Excellence A mythic ambusher is exceptional at hiding itself. It uses the extreme skill value for a creature of its level as its Stealth modifier (*Pathfinder GM Core* 116).

Mythic Weakness (Frailty) A mythic ambusher relies on stealth and subterfuge. It can't gain mythic immunity to Strikes or mythic resistance.

Hazard Immunity A mythic ambusher never triggers the reactions of hazards in its own lair and is immune to the negative consequences of damaging area effects created by hazards in its lair.

Mythic Resilience A mythic ambusher of any level gains mythic resilience for Reflex saving throws. It gains mythic resilience for its other saves at 7th and 13th level as normal.

Lair Preparation

Mythic ambushers should be creatures who excel at using their environment to their advantage. When building a

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mythic ambusher from the ground up instead of applying the template to an existing creature, they will often be creatures built using the skill paragon, skirmisher, or sniper base road maps (*GM Core* 115). When constructing encounters that include a mythic ambusher, avoid using single monsters whose level is more than 2 higher than the party's. If the encounter is meant to be at severe or extreme difficulty, flesh out the remainder of the encounter with hazards well-suited to the monster's tactics. For example, when making a severe encounter with the mythic gogiteth on page 170, you might have the single monster (worth 80 of 120 XP in the encounter budget) and then spend the rest of the encounter budget on hazards like bottomless pits (*GM Core* 101) and other obstacles that the gogiteth's climb Speed will allow it to easily avoid while still posing a significant threat to overeager PCs.

Mythic Brute

Mythic brutes are hardy and physically resilient foes who fight their enemies directly, taking hits and lashing out with powerful physical attacks.

Brutish Athleticism A mythic brute excels at rough-and-tumble activities. It always uses the extreme skill value for a creature of its level as its Athletics modifier.

Mythic Ferocity **Cost** 1 Mythic Point; **Trigger** The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at half its maximum HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

Mythic Resistance A mythic brute of any level gains mythic resistance equal to its level.

Mythic Weakness (Weak-Willed) A mythic brute is physically potent but not as mentally tough. It can't gain mythic resilience to Will saves.

Titanic Might A mythic brute ignores size limitations when performing actions like Grapple or Trip.

Bosses or Bodyguards

Mythic brutes are creatures of physical might or stature. Mythic brutes designed from the ground up, instead of by applying the template to an existing creature, are typically built using the brute or soldier base road maps (*GM Core* 115). When constructing encounters using mythic brutes, they work best as bodyguards operating in pairs to protect a spellcaster or as the leader of a group of weaker monsters. Due to their incredible toughness and staying power, when constructing an encounter using a mythic brute you should avoid using single monsters whose level is more than 2 levels higher than the party's.

Mythic Caster

Mythic casters are monsters or NPCs who supplement their spellcasting power with mythic might, often leading to them having more longevity than other spellcasters.

Devastating Magic A mythic caster uses the high spell DC and spell attack modifier for a creature of its level (*GM Core* 121).

If it's 11th level or higher, it instead uses the extreme spell DC and spell attack modifier.

Mythic Knowledge A mythic caster uses the extreme skill modifier for a creature of its level for the skill linked to its spellcasting tradition: Arcana for arcane, Nature for primal, Occultism for occult, or Religion for divine.

Mythic Power (Recharge Spell) A mythic caster of any level gains the Recharge mythic power action for spells.

Mythic Weakness (Extreme Frailty) A mythic caster relies on magic in combat and never develops the durability of other mythic creatures. It can't gain mythic resilience in Fortitude, mythic immunity to Strikes, or mythic resistance.

Towers and Protectors

Mythic casters cast offensive spells from a safe distance, create illusions to disguise hazards, or buff spells to reinforce martial servitors. Mythic casters designed from the ground up, instead of by applying the template to an existing creature, are typically built using the magical striker or spellcaster base road maps (*GM Core* 115). When constructing encounters using mythic casters, it can often be rewarding to have your spellcaster casting from a fortified position or from behind a defensive line of protective allies. You should avoid encounters where a single powerful spellcaster fights the PCs without any support, as a well-prepared party might be able to interfere with a spellcaster's ability to utilize their magic and turn what should have been a climactic encounter into an anticlimactic disappointment.

Mythic Striker

Mythic strikers focus on dealing out damage in one or two big swings and then moving out of direct melee.

Deadly Striker A mythic striker deals an additional 1d6 precision damage on its next Strike whenever it uses an action to Stride 10 or more feet (or to Burrow, Climb, or Fly 10 or more feet).

Mythic Mobility A mythic striker benefits from high mobility and is difficult to pin down. It always uses the extreme skill value for a creature of its level as its Acrobatics modifier.

Mythic Weakness (Infirmity) A mythic striker relies on swift attacks and lightning coordination to overcome its opponents. It never gains mythic resilience in Fortitude and can't gain the Remove a Condition mythic power action.

Unimpeded **Cost** 1 Mythic Point; **Effect** The mythic striker automatically ends one effect that would give it a circumstance penalty to Speed. When it attempts to Escape an effect that has it immobilized, grabbed, or restrained, it automatically succeeds.

Shadows and Teamwork

Mythic strikers dart in and out of battle, but have a difficult time defending themselves. They often need allies to improve their defenses, heal them, or draw the attention of their foes. Mythic strikers designed from the ground up, instead of by applying the template to an existing creature, are typically built using the magical striker or skirmisher base road maps (*GM Core* 115).

MYTHIC AMBUSER

Biter, gnasher, it lurks in the dark, the gogiteth waits to devour its mark. It skitters and climbs, on webs or on vines, hungry and fierce as the victims it binds. A god of war died and his blood soaked the sands, seeping and creeping into the Darklands. Drink the sweet nectar! Drink and grow strong, then reach into light places with arms that are long. Gnash them with teeth and savor their screams—let weak little bipeds know what true terror means.

—The Gogiteth's Rhyme

Gogiteths are horrific nightmares with grasping, spider-like legs; vicious, gnashing teeth; and far too many eyes. Of all the creatures on Golarion for whom the acquisition of mythic power might prove a nightmare for others, the gogiteth is arguably one of the most terrible.

Normally, a gogiteth's victims at least have the possible salvation of hearing the horrible crackling and popping of its joints as it clambers towards them through the dark, an opportunity to flee the slavering nightmare seeking them. Mythic ambusher gogiteths are unnaturally silent, however. The first sound a creature might hear when

being hunted by such a monstrosity is the sharp wheeze of their own fleeting breath as the gogiteth's jaws snap shut around them, or the tearing of their flesh and clothing as one of its legs pierces them through.

Though little is known about the origins of gogiteths, mythic gogiteths generally acquire mythic power in the same way that other creatures do. Golarion has no shortage of vile deities who might take cruel delight in bestowing a sliver of mythic power upon a creature as frightful and terrible as a gogiteth. Their traditional hive homes in the Darklands make it unlikely that they would be affected by the Godsrain, but it is not impossible that droplets of Gorum's spilled blood could seep through cracks and make their way down into the thirsty jaws of one of these nightmarish monstrosities.

MYTHIC GOGITETH

CREATURE 12

RARE LARGE ABERRATION MYTHIC

Perception +21; darkvision

Languages Sakvroth (can't speak any language)

Skills Acrobatics +19, Athletics +24, Stealth +28, Survival +17 (+24 to Track)


Str +6, **Dex** +3, **Con** +4, **Int** -2, **Wis** +1, **Cha** +0

AC 31, all-around vision (*Monster Core* 358); **Fort** +25, **Ref** +22,


Will +20; mythic resilience (Ref and Will; page 168)


HP 250; **Resistances** poison 10

Hazard Immunity (page 168)

Skittering Reposition  (move) **Trigger** A creature that starts its move outside the gogiteth's reach moves into its reach; **Effect** The gogiteth moves 10 feet. This does not trigger reactions.


Speed 40 feet, climb 30 feet

Melee  jaws +26, **Damage** 3d10+12 piercing plus Improved Grab (*Monster Core* 359)


Melee  leg +26 (agile, reach 10 feet), **Damage** 3d6+12 piercing



Mythic Power 3 Mythic Points (page 168)

• **Mythic Skill**  **Cost** 1 Mythic Point; Athletics or Stealth (page 168)

• **Remove a Condition**  (concentrate) **Cost** 1 Mythic Point; **Effect** The gogiteth ends one condition affecting it.

Carry Off Prey The gogiteth can move at its full Speed while it has a creature grabbed in its jaws, bringing the grabbed creature along.

Constrict  3d6+12 bludgeoning, DC 32 (*Monster Core* 358)

Skittering Assault   The gogiteth Strides three times. Once per Stride, it can attempt a leg Strike against a creature in its reach at any point during the Stride; it must make each attack against a different creature, but it doesn't apply its multiple attack penalty until after making all its Strikes. If the result of any of the Strikes is a critical failure, Skittering Assault ends.



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MYTHIC BRUTE

For ogres, the biggest, strongest, and most violent among them are the ones who claim the right to lead. When such a creature gains mythic power, its cruelty is likely to be matched only by its immense durability. Mythic ogre bosses are capable of felling even mighty and enormous prey like gigantic dinosaurs with their ogre hooks, using preposterously unbelievable strength to drag them down and rend them asunder. If a group of mythic ogre bosses were to band together, they could prove a terrifying threat, conquering villages or even a small city with relative ease. Fortunately, their philosophies of violence and strength over all else means that whenever such beings come into contact, they are far more likely to immediately war with each other to prove who is the strongest.

MYTHIC OGRE BOSS

CREATURE 7

RARE LARGE GIANT HUMANOID MYTHIC

Perception +12; darkvision

Languages Common, Jotun

Skills Athletics +20, Intimidate +16, Stealth +11

Str +7, **Dex** +0, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1

Items breastplate, javelin (6), +1 ogre hook

Titantic Might (page 169)

AC 25; **Fort** +17, **Ref** +12, **Will** +15

HP 130; **Resistances** mythic resistance 7 (page 169)

Mythic Ferocity \curvearrowright **Cost** 1 Mythic Point, 65 HP (page 169)

Reactive Strike \curvearrowright (Monster Core 359)

Speed 25 feet

Melee \curvearrowright ogre hook +19 (deadly d10, reach 10 feet, trip), **Damage** 1d10+11 piercing

Ranged \curvearrowright javelin +12 (thrown 30 feet), **Damage** 1d6+11 piercing

Mythic Power 3 Mythic Points (page 168)

- **Mythic Skill** \curvearrowright **Cost** 1 Mythic Point; Athletics (page 168)

Bellying Command \curvearrowright

(auditory, emotion, fear, linguistic, mental) The ogre boss issues a command to hasten their fellows. Each ogre ally who hears and understands this command becomes quickened until the end of that ally's next turn, but can use the extra action only to Step or Stride.

Sweeping Hook \curvearrowright **Trigger** The ogre boss successfully Trips a creature using an ogre hook; **Effect** The ogre boss makes an ogre hook Strike against the creature they tripped.

Gut-Ripper

Even if they don't have mythic runes, weapons and other items closely tied to mythic creatures can have mythic power imparted in them. Gut-Ripper is an example of such an item you can give to a mythic ogre boss.

OGRE HOOKS

Ogres are known for using immense, curved picks called ogre hooks. These uncommon martial weapons cost 1 gp, deal 1d10 piercing damage, have 2 Bulk, and require two hands to use. Ogre hooks are in the pick weapon group. Ogre hooks have the deadly d10 and trip weapon traits.

GUT-RIPPER

ITEM 7

UNIQUE MAGICAL MYTHIC

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

This +1 *striking ogre hook* causes its owner to dream of past murders conducted with the weapon. *Gut-Ripper's* mythic magic is tied to the bloodlust of the ogre boss who was holding it upon becoming mythic. If *Gut-Ripper* doesn't kill a creature each day by midnight, it becomes a non-magical ogre hook.

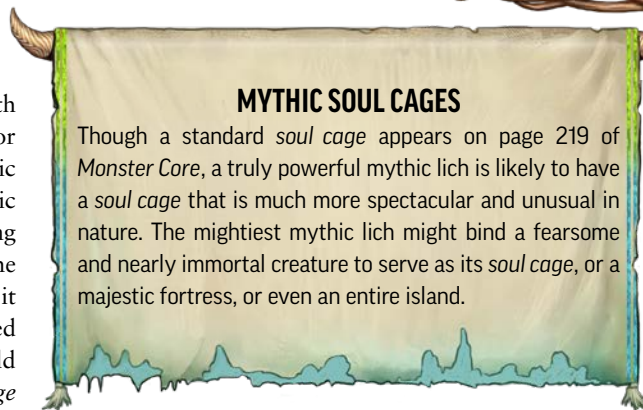
Activate—Rip Guts! Rip Guts! \curvearrowright **Cost** 1 Mythic Point; **Effect**

You throw *Gut-Ripper* in a line of any length up to 60 feet, then it returns to your hands. Each creature in the line takes 2d10 piercing damage with a DC 25 basic Fortitude save. If there's a creature at the end of the line, you instead make a melee Strike against it with the hook that deals an additional 2d10 persistent bleed damage. Each time a creature takes this bleed damage, you regain that many HP; this is a healing vitality effect. This activation can't be used again for 1d4 rounds.



MYTHIC CASTER

A mythic lich could be a lich who came into contact with a source of mythic power after their transformation—or one whose transformation was designed to instill mythic power in them. Such rituals might entail using a mythic artifact as a *soul cage*, slaying a mythic creature, or luring a mythic being into striking the killing blow against the spellcaster. Among adherents of the Whispering Way, it is commonly believed that the Whispering Tyrant tricked the god Aroden into killing him as a mortal so he could siphon some of Aroden's power into creating his *soul cage* and allowing him to become a mythic lich.



MYTHIC SOUL CAGES

Though a standard *soul cage* appears on page 219 of *Monster Core*, a truly powerful mythic lich is likely to have a *soul cage* that is much more spectacular and unusual in nature. The mightiest mythic lich might bind a fearsome and nearly immortal creature to serve as its *soul cage*, or a majestic fortress, or even an entire island.

MYTHIC LICH

CREATURE 12

RARE MEDIUM MYTHIC UNDEAD UNHOLY

Perception +20; darkvision

Languages Aklo, Chthonian, Common, Diabolic, Draconic, Elven, Necril, Sakvroth

Skills Arcana +28, Crafting +24 (can craft magic items), Deception +17, Diplomacy +19, Religion +22, Stealth +20

Str +0, **Dex** +4, **Con** +0, **Int** +6, **Wis** +4, **Cha** +3

Items *invisibility potion*, *scroll of teleport*, *greater staff of fire*
AC 31; **Fort** +17, **Ref** +21, **Will** +23; +1 status to all saves vs. vitality; mythic resilience (Ref and Will)

HP 190, rejuvenation (*Monster Core* 218), void healing (*Monster Core* 360); **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, physical 10 (except magical bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 29 (*Monster Core* 359)

Counterspell 2 (*Monster Core* 219)

Speed 25 feet

Melee 2 hand +24 (finesse, magical), **Damage** 4d8 void plus siphon life

Arcane Prepared Spells DC 36, attack +26; **6th** *chain lightning*, *dominate*, *vampiric exsanguination*; **5th** *howling blizzard* (×2), *toxic cloud*, *wall of ice*;

4th *dispel magic*, *fire shield*, *fly*, *translocate*;

3rd *blindness*, *force barrage*, *locate*, *vampiric feast*; **2nd** *blur*, *false vitality*, *resist energy*, *see the unseen*; **1st** *enfeeble* (×2), *fleet step*, *sure strike*; **Cantrips (6th)** *detect magic*, *frostbite*, *message*, *shield*, *telekinetic hand*

Mythic Power 3 Mythic Points (page 168)

• **Recharge Spell** 2 (concentrate) **Cost** 1 Mythic Point; **Effect** The mythic lich regains one spell (page 169).

• **Remove a Condition** 2 (concentrate) **Cost** 1 Mythic Point; **Effect** The mythic lich ends one condition affecting it.

Drain Soul Cage 2 6th rank (*Monster Core* 218)

Siphon Life DC 34 (*Monster Core* 218)

Steady Spellcasting If a reaction would disrupt the lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.



MYTHIC STRIKER

Griffons are revered as symbols of freedom and strength, and perhaps no animal is quite so free as a griffion who has gained mythic power. Capable of deadly and devastating attacks, nearly impossible to capture, and devoid of morality or loyalty to any party or country, a mythic griffion is a perfect weapon to some. Many druids and rangers instead see them as a fusion not unlike themselves, a creature of the natural world imbued with magical power to elevate it above its more mundane peers.

Mythic griffions often display particular features that make them easy to discern from their non-mythic counterparts. A metallic sheen to their feathers, beaks, or claws is a relatively common manifestation. A golden or silver aura surrounding them has also been documented, and some reports indicate the existence of mythic griffions shrouded in magical energy like fire or electricity.

Since they're no more intelligent than their non-mythic counterparts, mythic griffions are appealing as mounts. No one has yet been successful in capturing one, but would-be heroes and avid adventure seekers have dared and died.

MYTHIC GRIFFION

CREATURE 4

RARE LARGE ANIMAL MYTHIC

Perception +13; darkvision, scent (imprecise) 60 feet

Skills Acrobatics +15, Athletics +12, Intimidation +10, Survival +9, Stealth +11

Str +4, **Dex** +3, **Con** +3, **Int** -4, **Wis** +1, **Cha** +2

AC 21; **Fort** +13, **Ref** +13, **Will** +7

HP 60

Speed 25 feet, fly 60 feet

Melee ♦ beak +14 (deadly d10), **Damage** 2d8+4 piercing

Melee ♦ talon +14 (agile), **Damage** 2d6+4 piercing

Melee ♦ wing +14 (reach 10 feet), **Damage** 2d6+4 bludgeoning

Mythic Power 3 Mythic Points (page 168)

- **Mythic Skill** ♦ **Cost** 1 Mythic Point; Acrobatics (page 168)

Deadly Striker 1d6 (page 169)

Flying Strafe ♦♦ The griffion flies up to its fly Speed and makes two talon Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

Pounce ♦ The griffion strides and makes a talon Strike at the end of that movement. If the griffion began this action hidden, it remains hidden until after the attack.

ASPODELL MYTHIC GRIFFIONS

Following the events of the Godsrain, a family of griffions living in the Aspodell Mountains on the border between Andoran and Isger were directly exposed to a torrent of silver droplets, transforming them into mythic griffions. While these creatures have thus far proven highly elusive and dangerous, military squadrons from both countries are actively engaged in efforts to capture and tame the beasts, knowing that a squadron of knights mounted on such powerful creatures would have a devastating advantage in any battle or border skirmish.

Regal Shriek ♦ (auditory, emotion, fear, mental) The griffion unleashes a shriek that transitions into a terrifying roar. Each creature in a 60-foot emanation must attempt a DC 20 Will save. Regardless of the result, creatures are temporarily immune to all griffions' Regal Shrieks for 10 minutes.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2. Animals are slowed 1 for as long as they're frightened.

Critical Failure The creature is frightened 3. Animals are paralyzed as long as they're frightened.

Unimpeded ♦ **Cost** 1 Mythic Point (page 169)



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DEMON LORD, VULOT

GOOD HAMLIN AND THE KIND FOLK

Good Hamlin was walking home one evening when it began to rain. He stepped beneath the portico of a nearby house to protect his fine cap. Almost as soon as Good Hamlin had come to a stop, the door of the home opened. Two people stood in the doorway, one short, one tall. “Hello, good sir!” said the short one. “Come in at once,” said the tall one.

Despite Good Hamlin’s polite protestations, the two people insisted he join them indoors and sit by the fire until the storm had passed. “That’s a fine cap, good sir. Wouldn’t want it to come to harm,” the short one said as he led Good Hamlin to a comfortable chair.

“Let us take your things and have them dried for you, sir,” said the tall one, pulling Good Hamlin’s coat from his shoulders and sitting him down in the chair. Good Hamlin was surprised by their hospitality and astonished at how swiftly they moved about him. The tall one pressed a mug of warm cider into his hands, and the short one offered Good Hamlin his pipe, carved to resemble a cuckoo.

As the rain pattered on the ground and the fire crackled, Good Hamlin spoke with his hosts. They asked so many questions, Good Hamlin found it difficult to keep up, but he was so flattered by the interest these kind strangers had taken in him that he answered as best he could, talking about himself for as long as they would listen. They even asked for a demonstration of Good Hamlin’s talent for calligraphy, which he happily obliged.

The evening continued, and the cider mug and pipe were refilled. Good Hamlin began to feel as though he knew the pair. Perhaps he had seen them in town, but they seemed to look so much like Hamlin that he wondered if they were related. Cousins of one of his aunts? Whatever their relation, it was quite silly that they were not already friends. They shared the same taste in clothes, hobbies, and unless Hamlin had misheard, even a birthday. The two insisted they show Hamlin the house, walking him through the rooms and displaying all the finest things within each: some woolen slippers, a soft and weighty robe, a small dish of fine dried fruits, trade papers and letters.

All the while, the two walked alongside Good Hamlin, thanking him for his kindness, for sharing his

fascinating life with them. When they came back to the fire, the pair remarked that they were out of cider and tobacco. “Worry not, good sir. We shall fetch more.” The two spoke in unison, slipped on their coats, and stepped toward the door.

They stood shoulder-to-shoulder in the doorway, each holding out a hand for the other. “Mr. Goode,” said one. “Mr. Hamlin,” said the other. They tipped their caps and stepped out into the clear summer night. As they walked away, the man in the robe removed the pipe from his mouth. “Such fine caps they have,” he remarked, and shut the door.

IDENTITIES FALSE AND TRUE

Theft is one of the small fears in the back of the mind, trembling like a pebble in the path of galloping horses. No matter how self-assured a person may be, the possibility that possessions held dear could be swept away in an instant resides somewhere among the thoughts of every sapient being on Golarion. Measures great and small are taken each day to still that nagging. Hoards of treasure are tucked into densely walled vaults, doors and windows are locked at night, and even small amounts of coin are fastened to belts. And yet, while people guard their baubles carefully, very few guard their identities. Few even consider that something so unique to them could be stripped from them as nimbly as a cutpurse could loose a few silver coins from their side. It is within that vulnerability that Vulot makes their home.

Vulot has many forms, but the demon lord’s most common body is tall and thin. Their skin constantly shifts and changes, a rotating display of Vulot’s current favorite features from among their collection. Vulot’s head is devoid of eyes, nose, or mouth, bearing only silvery, glass-like skin that almost resembles a mask and reflects the face of the observer, occasionally rippling like water. Their every movement carries the sound of rustling wings and feathers, as well as the muffled sobs of a multitude of voices. Standing in Vulot’s shadow causes the feeling of being smothered by a million bird wings. Their delicate fingers can extend into impossibly sharp blades so thin as to be nearly two-dimensional, a feature that gave rise to the theory that Vulot was once a quintessivore, but no conclusive evidence exists to trace Vulot’s origins.

The faceless, nascent demon lord of identity theft makes no permanent home within the Outer Rifts, preferring to stay on the move lest they grow restless or miss an opportunity to find a new mark. Like a gardener seeking ever more interesting cultivars, Vulot tends their collection carefully, cataloging each new identity and guarding it covetously. The vault, or “gallery,” as Vulot refers to it, is a private realm not located within any single plane. A space within their own mind has been fashioned to house a gateway to the pocket dimension, allowing Vulot constant access to these stolen identities.

*The cuckoo comes in the night, my child.
Come away little dear, from the window.
Though it sings in the voice of your own dear love
Come away little one, from the door.*

*It is cold and alone, says the cuckoo bird.
All it wants is a thread it can weave.
So, I'll give it a bit of my hair to keep.
All it wants is a thread it can weave.*

*The cuckoo took all there was of me.
Yet it needs so much more thread to weave.
Pulled apart dreams and memories.
Yet it needs so much more thread to weave.*

*The cuckoo comes in the night, my child.
Come away little dear, from the window.
Though it sings in the voice of your own dear love
Come away little one, from the door.*

—Cuckoo’s Weaving Song

THE ORIGINS OF LIES

Only recently asserting the role of demon lord, Vulot has been honing their methods and gathering power for some time. Before their ascension, Vulot attracted followers while working for various other notable demon lords, taking what skills and information they could along the way. Their methods were developed through careful research and the fusion of knowledge taken from Abraxas and Kabriri.

The process by which Vulot works their theft ranges from subtle questions to bloody conquest, but the practice of removing a victim’s face is usually done by cultists of Vulot as a warning for others rather than to add an identity to the collection. Vulot’s harvesting ritual involves slowly extracting and unraveling the mind of the victim, using their bladed fingers to magically knit the identity back together until it resembles an ephemeral blanket that hangs in the air and drapes in the shape of the creature it once belonged to. With this done, the victim is left alone to wander without any remaining memory of who they were.

The magics involved in this process are deeply linked to Vulot himself, and even the highest members of Vulot’s cult cannot recreate the process without being actively possessed by Vulot. Attempts to recreate the ritual without the direct participation of Vulot have resulted in catastrophe, leaving only the “unwound” remains of its participants behind.

A creature whose identity is taken by Vulot might retain some emotional, instinctual, or deeply known memories. Victims can still walk, speak, feed, and care

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for themselves, but retain no memory of who they are, their past, where they live, their platonic, romantic, or familial relationships, or their profession. Over time, some victims of Vulot's theft develop new identities, but the process is difficult and often slow, as the person decides a new name, develops their skills, and re-enters society. Sometimes these victims are found by the cult and convinced to join, but most are left on their own.

THE CULT OF THE ONE AND MANY

Potential is at the core of Vulot's motivations, and the facet they use to draw new cultists to them. They abhor the idea of fate and find Pharama to be a lazy deity, squandering the potential within mortal lives in service to her pathetic prophecies. They lure new members with the promise of realizing their true potential, giving their members a sense that the demon lord understands and believes in them. The charm and encouragement that Vulot gives to their followers is a veneer, however. It's not the followers themselves, but the identities offered by the faithful that Vulot genuinely cares for. The mortal being itself is a vessel, and Vulot will cast them aside like cracked pottery should they no longer suit any of the identities in Vulot's collection.

Most of Vulot's followers are solitary, as maintaining one's hidden identity is a simpler matter when working alone. Cults of Vulot are rare, but among the most secretive to ever exist. Initiates that manage to join these cults and pledge themselves to Vulot must freely give their original identities to the cult to be issued to later initiates in lieu of any identifiable uniform. Cult members do not keep these identities for very long if they can avoid it. An identity worn for more than a month would be considered "dirty" by most cultists of Vulot, and should be returned for "washing." In this process, anything more than a tenuous connection to the identity is removed from it, selling property off to another identity held by the cult, severing relationships often through vague correspondence (though occasionally these entanglements must be removed more forcefully) or sudden departure.

IN YOUR CAMPAIGNS

Vulot or their cult can serve as an interesting direct antagonist in your adventures or as an organization contracted by another foe. However,

special attention should be paid to the use of Vulot's abilities when it comes to the heroes. Because Vulot specializes in manipulation and in taking identities from people, there is potential for the PCs to become targets of the demon lord. Without careful planning and execution, this can rob players of agency and make for a demoralizing and upsetting experience.

Player characters shouldn't be the direct targets of Vulot's ritual at any point. As adventurers distinguishing themselves in Golarion through their deeds, Vulot likely sees little wasted potential in the party, especially at higher levels. Vulot prefers to take identities from those whose lives are either more mundane or who do not appear to have a drive for more. These are the signs of wasted potential that draw Vulot's attention.

As the heroes become more of a threat to Vulot, the demon lord's followers may attempt to steal identities in more mundane ways: using the PCs' names and disguising themselves to resemble the party as a means to sully the group's reputation and deny them access to resources, aid, or specific NPCs. At most, Vulot's followers might be able to create a mirror duplicate of a single player character.

Low-Level Campaigns (1-7)

While Vulot himself is not likely to appear before low-level characters, and certainly would be too much for even a well-equipped party to handle at lower levels, their cultists make for dynamic enemies with a wide variety of goals. The heroes may be in search of an important NPC, only to find a person matching the NPC's description in the care of the All or None. Perhaps the PCs find a person answering to the NPC's name in the place they expect to find them who looks nothing like the description. Unraveling who is who and what exactly happened to the person the party was supposed to meet could bring the party into more direct contact with the cult of Vulot, especially if other villagers appear to have been replaced. The cult may have been contracted by a third party to sway opinions on what to do with a piece of land or estate, or they may be impersonating an individual who is already dead, providing an alibi to the real culprit.

Vulot's cult is well organized, and its members are skilled at making themselves seem to be solitary instigators. Finding and capturing a single member is not likely to make finding the rest of the cell any easier. If the adventure takes place in a more rural area, the heroes



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may discover that the entire village is not who they say they are. As the PCs draw closer to identifying the cult members or their goals, the cell is less likely to retaliate through direct confrontation, preferring tactics meant to stall the PCs while the cell readies an escape plan.

The cult itself is best suited as an obstacle between the PCs and their ultimate foe or goal rather than the focus of the campaign. The secretive nature of the cult makes them prone to cut their losses and leave before the heroes get too close. Cultists of Vulot plant false leads to redirect the attention of the investigating PCs, sending a member to a neighboring town with one or more identities the PCs have found to be false. While the party investigates the other member, the remaining members disperse, abandoning whatever scheme they have been running as well as any evidence that could tie the cult to it. While this may result in a technical victory for the party, they are likely to be left with more questions than answers. The PCs might find that the inn they are staying at is also the hub for the cult, the NPCs they had come to trust simply vanishing without a trace.

Mid-Level Campaigns (8-14)

Vulot is still too much of a threat for mid-level PCs, but their adventures at this point are likely to bring them much closer to the demon lord. However, such a campaign may not even mention Vulot by name to begin with. There is more opportunity at mid-level to play up the intrigue and distrust that encounters with the All or None can inspire. To that end, the heroes are still more likely to encounter the cultists of Vulot lead by a particularly skilled member. This cultist may have encountered the PCs early on, identifying them as potential marks for Vulot to take into their collection. As the party pursues the cultist leader from town to town, the difficulties they face could range from simply trying to rediscover the cultist's trail after they shift to another identity, to the social challenges of unraveling a tale spun by the cultist that paints the PCs as criminals or otherwise dangerous individuals who should be arrested on sight.

Soon, the heroes learn that one way to weaken Vulot is to trick the demon lord into stealing a false identity. They will have to expertly craft this fake identity to stand up to scrutiny, drawing the cultist leader out of hiding as though enticing an animal out of its lair with delicious food. Vulot could temporarily possess this leader once they discover that they've been duped, leading to a powerful antagonist who seeks to take the PCs' lives apart piece by piece. The demon lord would target the identities of many of the heroes' contacts, friends, or even family, seeking to slow or stop pursuit of their favored cultist by robbing the party of the resources they may have taken for granted. Only by finding and defeating the possessed cultist can the heroes return their lives to some semblance of normalcy.

High-Level Campaigns (15-20)

At high levels, the scope of Vulot's machinations can truly come into focus for the heroes, as they make it their sworn duty to dismantle the cult and maybe even directly face Vulot. But as a twist of the knife, the party doesn't realize that one of their most trusted allies is either is under the influence of Vulot—or is Vulot themself!

For example, Vulot may attempt to corrupt or topple the church of Pharama. Under the guise of a trusted ally wrongly pursued by mornignas, Vulot could ask the heroes to travel to the Boneyard. Thinking their goal is to negotiate with the psychopomps, the PCs unwittingly help Vulot spring a trap that allows them to steal the identity of a yamaraj. The PCs may then be forced into conflict not only with Vulot and their cultists, but the psychopomps as well—at least until they can undo the work they completed for Vulot.

To do so, the heroes have to steal back the yamaraj's identity from Vulot. Because the demon lord can reconstitute themself within one of their myriad stolen identities, killing them is far less practical than cutting off their access to the Boneyard. The increasing scrutiny by Vulot's cultists and eventually Vulot themself make for interesting stakes, forcing the party to be ever on the move and creating problems for any party that tries to stick to old habits, haunts, and friends.

Moving from place to place and staying ahead of the cultists while continuing to research the stolen identity requires careful planning and coordination, and the threat of Vulot should be felt less in the physical harm they and their cultists could inflict than in the damage actively done to the reputations of the party members and those close to them. Of course, if the heroes directly battle Vulot, any victory will be short-lived when the demon lord reappears later, seemingly unharmed. The PCs will either need to kill them again and again—a course Vulot tries to avoid—or figure out a way to strip the demon lord of all their stolen identities.

THE ALL OR NONE

Vulot is nascent demon lord of lies, loss of identity, and suffocation. If one of their forms is ever destroyed, they are able to reincorporate as one of their many stolen identities a day later.

VULOT

CREATURE 21

UNIQUE LARGE DEMON FIEND MYTHIC UNHOLY

Perception +38; darkvision, many eyes in many places, *truesight*
Languages Chthonian, Common, Draconic, Empyrean, all languages spoken by their collective identities; telepathy 200 feet (unlimited range to other stolen identities worn by cultists of Vulot)

Skills Deception +43, Diplomacy +40, Society +40, Thievery +40
Str +4, **Dex** +6, **Con** +4, **Int** +7, **Wis** +7, **Cha** +10

Absolute Surety Vulot is dependent on deception and charm to achieve their goals. If Vulot fails to deceive someone,

for example failing the Deception check associated with a *mislead* spell to convince an observer that an action came from the duplicate, Vulot takes 4d6 mental damage. This damage ignores Vulot's usual immunity.

Many Eyes in Many Places Vulot can extend their senses through any cultist wearing one of their stolen identities as long as the cultist is in the Universe or the Outer Rifts. Vulot can't maintain their attention through more than three cultists at one time. Vulot can't speak through these cultists.

AC 46; **Fort** +32, **Ref** +35, **Will** +38

HP 425; **Immunities** mental, mythic immunity;

Weaknesses cold iron 10, holy 15

Another Face When Vulot is reduced to 0 Hit Points, they regenerate themselves from a stolen identity of their choice in 24 hours. If Vulot has no stolen identities remaining or is otherwise unable to reach them, they are killed permanently.

Mythic Immunity Vulot is immune to harmful spells cast by non-mythic creatures, Strikes made with non-mythic weapons, and unarmed Strikes from non-mythic characters.

Suffocated by a Thousand Breaths (aura, incapacitation) 30 feet. Vulot's breath-stealing influence radiates out from their body, causing victims to feel like they are being smothered. Any creature that starts its turn within the aura must attempt a DC 41 Fortitude save.

Critical Success The creature is unaffected.

Success The creature becomes short of breath and is off-guard until the beginning of its next turn.

Failure The creature finds it very difficult to catch its breath. It can't speak or use auditory actions until the beginning of its next turn; this prevents it from casting spells that don't have the subtle trait.

Critical Failure All the air immediately leaves the creature's lungs and it begins to suffocate (*Player Core* 437). When it succeeds at the saving throw to regain consciousness at the end of its turn, it becomes fatigued until it gets a full night's rest.

Perfect Mimicry \curvearrowright (magical, mental) **Trigger** A spell is cast within 60 feet of Vulot; **Effect** Vulot copies the spell and may cast it once by spending a Mythic Point within the next 24 hours. Vulot can't hold more than two copied spells at one time.

Speed 30 feet

Melee \blacklozenge claw +37 (agile, finesse, magical, unholy), **Damage** 4d8+14 slashing plus 2d6 bleed

Ranged \blacklozenge thought spike +37 (magical, mental, range increment 120 feet, unholy), **Damage** 4d6+14 mental plus steal thoughts

Divine Innate Spells DC 44; **10th** *dominate*, *manifestation*, *shadow blast* ($\times 2$); **9th** *overwhelming presence*; **7th** *divine decree* ($\times 2$); **6th** *mislead* ($\times 3$), *repulsion*; **5th** *translocate* (at will); **Cantrips (10th)** *daze*, *figment*; **Constant (6th)** *truesight*

Rituals DC 44; *demonic pact* (*Monster Core* 364)



Mythic Power 3 Mythic Points (page 168)

- *Recharge Spell* \blacklozenge (concentrate) **Cost** 1 Mythic Point; **Effect** Vulot gains an additional use of any of their innate spells.
- *Remove a Condition* \blacklozenge (concentrate) **Cost** 1 Mythic Point; **Effect** Vulot removes any one condition currently affecting them.

Steal Face $\blacklozenge\blacklozenge$ **Cost** 1 Mythic Point; **Effect** Vulot makes a claw Strike. On a hit, Vulot attempts a Deception check against the target's Will DC to steal that creature's face; on a critical hit, Vulot treats the result of their Deception check as one degree of success higher. On a success, Vulot steals the target's face for 1d4 rounds (1 minute on a critical success); a creature whose face has been stolen isn't considered an ally by any creature.

Steal Thoughts (emotion, mental) Vulot's mental attacks can confuse and disorient. A creature struck by Vulot's thought spike must attempt a DC 44 Will save. A creature stupefied by this effect is off-guard to Vulot's Steal Face ability.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 round.

Failure The creature becomes stupefied 1 for 1 minute. If it's already stupefied, its stupefied value increases by 1 instead (to a maximum of stupefied 4).

Critical Failure As failure, plus the creature is confused for 1 minute.

MYTHIC DEEDS

Negotiate With Vulot's Cult

Like most mortals, cultists of Vulot can be bribed with money or power, but a few know that their patron has a small weakness for magical items associated with Pharasma. A cultist can gain favor by tapping into Vulot's disdain for Pharasma by offering such items as a sacrifice, and the heroes might be able to trade them for much-needed information or secrets.

Of course, the PCs can't offer just any item; it needs to be of a level at least equal to that of the cultist they are trying to sway. This item should be blessed by a high priest of Pharasma or have a direct relation to the Lady of Bones's church (such as *devoted vestments* marked with her holy symbol). After attaining an item, the heroes need to prove their intentions to the cultist, which requires a few difficult Deception or Diplomacy checks. Trading a blessed magic item for information about Vulot is a mythic deed that might also earn the PCs the ire of the Church of Pharasma.

Trick Vulot into Stealing a False Identity

Crafting a convincing disguise is impressive, but crafting one so complete and detailed that Vulot believes it to be real would be nothing short of miraculous and would weaken the demon lord's hold over lies and identities.

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To undertake this task, a PC must be a master of Deception. They can then establish an enticing false identity (such as a rich landowner or influential politician) as a downtime activity that must be performed within a large community where known cultists of Vulot operate over the course of 3 days. Each day, the group must succeed at two DC 29 Deception or Performance checks (or appropriate Lore checks); anyone undertaking the downtime activity can attempt one or both checks or Aid the character attempting the checks. Two consecutive failures mean that the local cultists see through the disguise and the activity must begin again in another community at least 1 week later.

Success means that the group has gained the attention of Vulot, who then enacts their ritual to steal that identity. As the targeted disguised PC starts to feel the details of this identity being stripped away, they take 11d6 mental damage (DC 28 basic Will save) each hour for 3 hours. On a critical failure, the PC is also drained 1 (or increases their drained condition by 1). At the end of the 3 hours, if the PC survives, the false identity is stripped away... much to Vulot's discomfort. All cultists of Vulot within 50 miles lose access to their divine spellcasting abilities (and other Vulot-granted abilities) for 1 week. Achieving this result is a mythic deed.

Steal a Stolen Identity

Vulot has amassed a vast library of identities stolen over the centuries, and heroes who want to weaken the nascent demon lord can try to beat them at their own game. This mythic deed functions as a Research challenge as the PCs gather information on various stolen identities before finding one ripe for the plucking.

Impersonate a Cultist: Though many Vulot cultists act independently, impersonating one could lead to making an important connection with an active cell; **Maximum RP 10; Research Checks** DC 36 Deception or Performance to lie to the other cultists, DC 38 Occultism to participate in cult rites.

Trace a Stolen Identity: Vulot hoards so many identities, there must be some they aren't watching as closely; **Maximum RP 10; Research Checks** DC 36 Genealogy Lore or Society to look up details of the identity, DC 38 Diplomacy to gather information about that identity.

Uncover Vulot's Gallery: Vulot keeps a kind of demiplane that contains all their stolen identities, which can't be reached through normal planar travel methods; **Maximum RP 20; Research Checks** DC 38 Outer Rifts Lore to understand certain planar connections, DC 39 Arcana, Occultism, or Religion to find traces of Vulot's demiplane in the ether.



Unlock Vulot's Gallery: More information about the stolen identity may unlock the door to Vulot's gallery; **Maximum RP 10; Research Checks** DC 38 Genealogy Lore or Society to dig deeper into the identity, DC 40 Occultism or Religion to speak with any related dead or local spirits.

STEAL AN IDENTITY FROM VULOT RESEARCH 19

UNIQUE FIEND OCCULT

Research Checks impersonate a cultist, trace a stolen identity, uncover Vulot's gallery, unlock Vulot's gallery

- 10 Research Points** The PCs learn some of the basic techniques used by initiates of Vulot, but not enough to draw their attention.
- 20 Research Points** The PCs sense that nearby cultists have taken notice. They are stalked by rumors spread by the cult, decreasing the attitude of all NPCs they don't already know by one degree. The PCs learn a single name that Vulot has taken, but nothing more about it.
- 30 Research Points** Vulot's cultists know the PCs' faces well. One NPC of the GM's choice that is friendly or helpful to the PCs is replaced by a cultist of Vulot. If the party stays in the same location for more than 2 days, a flight of cuckoos follows them around, soiling their equipment and making constant noise. Each PC takes a -2 circumstance penalty to all Dexterity- and Charisma-based skill checks and saves until they relocate by at least 5 miles.
- 40 Research Points** The PCs' names have been sullied by Vulot's followers. The debts the cultists have racked up in the PCs' names increase the price of all items and shop services by 20 percent. This includes food, lodging, and crafting and repair services. A psychic doorway appears in each PC's mind that opens to Vulot's gallery of constantly shifting identities, but the door is locked and cannot yet be opened. Each morning, each PC must attempt a DC 40 Will save. On a failure, Vulot discovers the door. They scratch and whisper to the PC through the doorway. Until the following morning, that PC is stupefied 2. On a critical failure, Vulot can open the door to plunder that PC's thoughts and accomplishments. The PC is stupefied 2 and can't invest in any magic items until the following morning.
- 50 Research Points** The PCs have discovered the shape of the key to the door in their minds. By concentrating for 1 hour, the PCs can unlock the door and enter Vulot's gallery of identities to find the one they have identified. Each PC who does so must attempt a DC 38 Stealth check, and if any PC fails, Vulot is aware that their gallery has been compromised, gaining a +4 circumstance bonus to their next initiative check against the PCs. However, by stealing this stolen identity, the PCs gain a +4 circumstance bonus to Deception checks against Vulot and their followers for 1 year.



IMMORTAL TRICKSTER

WANDERER

In times when the written word was rare and humanity had not yet spread across the world as it now has, the first spirit guides frolicked freely, moving between the realms of matter and spirit. According to some of the oldest oral traditions, the spirit guides were the gods' first and most perfect attempt at what would eventually become the many animals inhabiting the Universe. The spirit guides, however, were perhaps too perfect for the gods' comfort. They moved from the First World to the dawning Universe of their own volition, slipped away to the Astral and Ethereal Planes with deific ease, and soon began to form relationships with mortal creatures that were intimate and close in a way the gods could only envy.

The greatest of the spirit guides were those of the first generation, and they were led by Bear, Dragon, Eagle, and Stag Mother. Bear long ago disappeared into the depths of the earth, Dragon was devoured by the vile god Dahak, and Eagle flew into the heart of a dying star to bring life to a faraway and stillborn world, leaving only Stag Mother of those mighty ones behind. In her

lonely despair, Stag Mother retreated to her home in the Forest of Stones to mourn her lost kindred, and the second generation of spirit guides assumed leadership, insofar as the spirit guides could be said to have leaders.

Chief among this new generation was Sturovenen, the Dragoneagle, son of Dragon and Eagle. Sturovenen was beautiful and kind, but also mighty and terrible, and the gods acknowledged him as one of their own. For a time, many flocked to him. When would-be parents could not conceive on their own, Sturovenen sent one of his own dawn-feathered children to comfort them and grow alongside them. When outcasts and victims of violence sought shelter, they could always find it under his wings. Sturovenen's ascendance was marked as a time of great joy and potential, though it could not last forever. The first to warn of dark times to come was the Wanderer.

Depending on which legend is invoked, the Wanderer was Coyote, or Fox, or Raven. All agree that he was of the first generation of spirit guides, and was known for guile instead of physical strength. Elder **Seshu of the Erutaki** (*Pathfinder Lost Omens Monsters of Myth* 11) records a conversation she had with the last of the saumen kar

that says the Wanderer was an amalgamated spirit, for he was all three acting in perfect concert until the difference between one and the other was nonexistent, and that they were secretly the greatest spirit guide of all as a result. Whatever the truth of the Wanderer, he appeared before Sturovenen and spoke a parable that foretold the Dragoneagle's inevitable demise, erupting into light as his father Eagle had before him. Sturovenen placed great stock in this story and ceased his far-ranging flights, retreating to Neverhome to prepare his children and human wards for the days to come.

As the other spirit guides followed Sturovenen's example and retreated to covens, strongholds, and wild places to prepare for the darkness to be, the Wanderer traveled far and wide. Mahwek storytellers came to know him best as Coyote and warned that those who followed him were certain to die a hero's death. Erutaki sages warned the children of wily Fox, who taught their people how to hunt and play but could not understand their frail mortality. Varki elders would speak in reverence of Raven, whose white feathers became black when he stole light from the gods and gave it to their people. Regardless of the place or community, the shared theme of the stories are that the Wanderer is due reverence and caution in equal measure.

ONE SOUL AND MANY NAMES

The Wanderer has also been known as Coyote, Fox, Raven, and the Immortal Trickster, and has appeared in each of those guises to various people at different times. Whether a single entity with many names or several entities joined to a single purpose, the Wanderer is more widely acknowledged than any other spirit guide, though he is rarely worshipped as a god in the way that Stag Mother or Sturovenen are. He is known as an enigmatic force, often benevolent, but rarely held responsible for the consequences of his actions.

When not appearing as a particularly regal and large version of a coyote, fox, or raven, the Wanderer takes the form of a man in his mid-thirties to early forties. His ethnicity varies based on where he is encountered, but he typically takes the form of any local indigenous people whose culture includes traditions of respect for spirit guides or the natural world. Elements of his true nature are almost always visible in this form if someone looks closely enough: he often has a cape of coyote fur, a raven's feather in his hat, and his eyes are usually a rich amber with no iris and vertical pupils, like a fox. He is often seen with a long-stemmed pipe clenched between his lips, though the pipe appears to stream ribbons of smoke regardless of the circumstances and never requires lighting.

True to his appellation, the being called Wanderer does not have a single home in which he resides, but might appear to warn Mahwek hunters in Arcadia of

*Old Raven waits by the fireplace,
His feathers whiter than snow.
He takes the light from the Old Man,
Sets it high above to glow.*

*Coyote howls in the Long Dark,
Closer than anyone thinks.
In he slips through the cracked window,
Making free with food and drink.*

*Sly Fox he laughs in the morning,
He calls the children to play.
If naughty children find thin ice,
Cruel old Fox he runs away!*

*Trust not that cunning old Trickster,
Unlike you he cannot die.
He may not mean you aught ill will,
But his games are scarce survived.*

—The Trickster's Parable

a troll invasion early in the morning, be found tricking Ulfen pirates into taking sledges of stolen goods onto thin ice at the Crown of the World in the afternoon, and aiding a band of adventurers hunting a linnorm at the border of Irrisen at twilight, all in the same day.

POWER LIKE THE MOON

As the title "Immortal Trickster" implies, the Wanderer is an ancient being. Though he has on rare occasions been worshipped as a god, many of the stories about him imply a mortal frailty or extra-mortal fallibility. An old Sarkorian story speaks of how Raven and a group of heroes all set out to hunt the Wolven King. Raven and all the heroes were devoured in the battle, but Raven escaped the Wolven King's belly through a spear wound and killed the monster while he slept. None of the heroes survived. A remarkably similar story among the Erutaki credits Fox with a similar victory but insists that Fox died early in the battle only to return to life the next day before his opponent awakened.

The power of the entities the Immortal Trickster can bamboozle also varies greatly in the telling. Sometimes he tricks the sun itself and other times he is thwarted in stealing a simple cake by a keen-eyed auntie with a stout wooden switch. While some of this variance is almost certainly a result of the joy the Trickster takes in playing with his would-be victims, it is also very likely that his power is, in fact, inconstant.

Unlike Stag Mother or Sturovenen, the Wanderer has never fully attained godhood. Many spirit guides are symbiotic in nature, gaining power and substance from

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ALWAYS KEEP 'EM GUESSING!

Whether mortals know him as Wanderer, Trickster, Raven, or some other name, the one thing they can be certain of is that the Trickster can never quite be trusted. He lies almost on instinct—not maliciously, but because the stories he weaves are ones he believes to be more interesting than the truth. He can instantly flee almost anywhere at a moment's notice, swapping places with a fox, coyote, or raven elsewhere in the Universe. When the Trickster grows tired of associating with mortals whose power is equal to or greater than his own, he often uses his cunning escape after leading them into battle, tricking his former allies into thinking he has died when some poor animal has actually been slain in his place.

the mortals they bond to. It is possible, even likely, that the Wanderer is at his strongest when bonded with a group of mortals. Each time his adventures, seemingly inevitably, end with death and disaster for those who follow him, some of his power ebbs with his lost mortal compatriots.

With the many stories of his exploits, both his triumphs and his failures, the Wanderer's power may be at a nadir. Once among the most powerful of a species whose members naturally ascended to godhood, time and circumstance have likely whittled the Wanderer down to a shadow of his former self. This may bode either good or ill for humanity; undoubtedly the Immortal Trickster will seek out heroes or villains to accompany him on a grand scheme from which both he and they can profit. Perhaps the day is approaching where the Wanderer's power will wax once again. Perhaps he'll finally have an adventure where he does not prove immortal, and Stag Mother truly will be the last of the first spirit guides.

IN YOUR CAMPAIGNS

The Immortal Trickster can serve as either an antagonist or an ally to the PCs in your adventures. As a thrill-seeking prankster, the Trickster might also be an external force in the campaign who the characters do not meet for some time but whose schemes they constantly find themselves swept up in.

The more powerful the PCs become, the more likely they are to draw the Immortal Trickster's direct attention. The Trickster is particularly interested in skilled thieves, talented performers, and noble heroes, using his Bond with Mortals ability to empower both them and himself for a grand heist or glorious adventure.

While there are significant benefits to becoming one of the Trickster's bonded mortals, there are also notable downsides, and the longer a given mortal or group of mortals accompanies the Trickster, the more likely they

are to encounter a threat capable of bringing about their demise.

Low-Level Campaigns (1-7)

At these levels of play, the Immortal Trickster is too powerful a threat to face the PCs directly as an antagonist and the PCs are likely not powerful enough to attract his interest. Most commonly, characters at these levels find themselves swept up in the fallout of plans or pranks the Trickster is pulling as part of some larger overarching scheme.

The PCs might find themselves hired to act as guards protecting a valuable item the Trickster intends to steal, or they might be hired by the Trickster to steal an item on his behalf as part of a test of their worthiness. The Trickster's schemes are often overly elaborate tests of potential tools or allies (see Trickster's Hirelings in the Mythic Deeds section on page 184) full of feints, twists, distractions, and unnecessary risks that cause cascades of consequences. Whether those consequences are truly unintended or all part of the Trickster's scheme, only he ever knows with any certainty.

Mid-Level Campaigns (8-14)

In this level range, the Trickster is much more likely to interact with the PCs directly, either hiring them to accompany him on a quest or facing them directly in combat. PCs at this level are more likely to see through the Trickster's deceptions, so if the Trickster is interacting with the PCs directly, it's important that he either interacts with them in relatively good faith or limits his interactions with the PCs outside of direct conflicts.

At this level, the Immortal Trickster could serve as an irksome and potent boss for the PCs to face in battle. The PCs should be given opportunities to research the Trickster and learn some of his tricks, either through direct contact or by looking into old accounts of the Trickster's deeds. In particular, the Trickster's cunning escape ability makes him an incredibly slippery foe; while it's appropriate for them to be caught unprepared for this ability once or twice, overuse of the ability could become very frustrating if the PCs aren't given the opportunity to prepare countermeasures, such as gaining access to a scroll of *planar seal* or otherwise being given a chance to figure out the Trickster's tricks and play some tricks of their own.

High-Level Campaigns (15-20)

At high levels, the Immortal Trickster is likely to find himself outclassed by most of the other enemies a group of PCs might face, as well as the PCs themselves. At this level, he works best as a mentor or employer for the PCs, or as an enemy operating behind the scenes, luring the PCs into battle against more powerful foes. The Trickster has been around a long time and functionally has access to almost any common or uncommon item of his level or

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lower, as well as a near-limitless amount of wealth (since his ability to travel almost anywhere, change shape, and make Thievery checks at mythic proficiency gives him ready access to a wide range of vaults and treasuries). Since the Trickster can enhance the skills and abilities of his bonded mortals, he might hire an adversarial group to compete against or hunt down the PCs, offering a combination of wealth and the power of his bond to entice appropriate servants into doing his bidding.

As an ally of the PCs, the Trickster can be a font of knowledge and can provide some enhancements to them through his bond, though the PCs are likely to find that the bond is a double-edged sword as they begin gaining the doomed condition. The Trickster might warn them about this penalty in advance as a way of earning their trust, or he might use it as leverage to keep the party working toward his goals, promising to end the bond once the PCs have done whatever it is he recruited them for.

THE IMMORTAL TRICKSTER

The Immortal Trickster is an immortal spirit guide who always returns to life no matter how he's killed. After his death, he often reincorporates in the same area, though if his body is destroyed in its entirety, he sometimes awakens in an entirely different continent.

IMMORTAL TRICKSTER CREATURE 11

UNIQUE MEDIUM BEAST HUMANOID MYTHIC SPIRIT

Perception +24; darkvision

Languages Common, *truespeech*

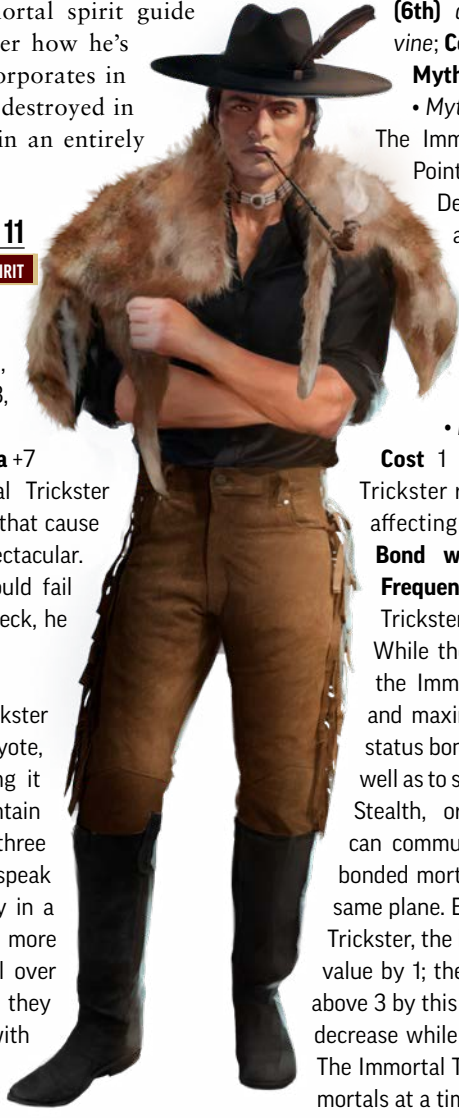
Skills Deception +26, Diplomacy +23, Nature +21, Society +21, Stealth +23, Thievery +26

Str +4, **Dex** +7, **Con** +4, **Int** +3, **Wis** +3, **Cha** +7

Recklessly Overconfident The Immortal Trickster knows he is immortal and takes risks that cause his failures to be particularly spectacular. Whenever the Immortal Trickster would fail at a Deception, Stealth, or Thievery check, he critically fails instead.

Items *wandering pipe* (page 184)

Trickster's Network The Immortal Trickster can extend his senses through any coyote, fox, or raven in the Universe, making it his sensory animal. He cannot maintain his attention through more than three sensory animals at one time. He can speak through his sensory animals, but only in a single short phrase per animal of no more than two words. He has little control over his sensory animals' actions, though they usually act in a way that is consistent with his desires unless they have a specific reason not to. When extending his



senses through a sensory animal, he can use that animal to determine line of effect for any of his spells or abilities.

AC 31; **Fort** +21, **Ref** +26, **Will** +23

HP 198; **Immunities** disease, paralyzed; **Resistances** mythic resistance 11

Immortal Tricks When the Immortal Trickster is reduced to 0 Hit Points, he returns to life at full health and with all his powers and Mythic Points recharged after 24 hours. He usually, but not always, returns at the site of his death, though he can appear anywhere on the same world where there are coyotes, foxes, or ravens.

Mythic Resistance The Immortal Trickster has resistance 11 to all damage from attacks and spells from non-mythic creatures.

Speed 30 feet

Melee ♦ *pipe* +23 (agile, finesse, magical, fire), **Damage** 2d6+7 bludgeoning plus 2d6 fire

Ranged ♦ telekinetic manipulation +23 (force, magical, range increment 60 feet), **Damage** 2d6+7 force plus Pull or Push (*Monster Core* 359)

Primal Innate Spells DC 31; **6th** *cursed metamorphosis*; **5th** *magic passage, wall of stone*; **4th** *creation* (×2); **Cantrips (6th)** *detect magic, prestidigitation, tangle vine*; **Constant (5th)** *truespeech*

Mythic Power 3 Mythic Points (page 168)

• **Mythic Skill** ♦ **Cost** 1 Mythic Point; **Effect**

The Immortal Trickster can spend a Mythic Point whenever he makes a check using Deception or Thievery to make the check at mythic proficiency.

• **Recharge Spell** ♦ (concentrate) **Cost** 1 Mythic Point; **Effect** The Immortal Trickster gains an additional casting of any of his innate primal spells that he has already cast.

• **Remove a Condition** ♦ (concentrate) **Cost** 1 Mythic Point; **Effect** The Immortal Trickster removes any one condition currently affecting him.

Bond with Mortals ♦♦ (mental, primal) **Frequency** once per day; **Effect** The Immortal Trickster forms a bond with a mortal creature. While the bond exists, the mortals bonded to the Immortal Trickster increase their current and maximum Hit Points by 10 and gain a +2 status bonus to their attack and damage rolls, as well as to skill checks they make using Deception, Stealth, or Thievery. The Immortal Trickster can communicate telepathically with any of his bonded mortals as long as both beings are on the same plane. Each week that they are bonded to the Trickster, the bonded mortals increase their doomed value by 1; their doomed value cannot be increased above 3 by this ability and their doomed value cannot decrease while they remain bonded to the Trickster. The Immortal Trickster can be bonded with up to six mortals at a time, and they can take this action again

to end the bond or to form a new bond. The bond also ends if the mortal dies.

Whenever one of his bonded mortals dies, the Immortal Trickster becomes drained 1 or increases the value of his drained condition by 1, and the Trickster gains a +2 status bonus on the next attack roll or skill check he attempts.

Change Shape ◆ (concentrate, primal, polymorph) The Immortal Trickster takes on the appearance of a coyote, fox, or raven. In areas where another Tiny or Small animal is known for wiliness and trickery, the Immortal Trickster can assume that animal's shape instead. While transformed, the Immortal Trickster loses his innate spells, attacks, and special actions, but doesn't otherwise change his statistics and can still speak. In fox or coyote form, the Immortal Trickster's size changes to Tiny (for a fox) or Small (for a coyote), his Speed increases to 35 feet, and he gains a bite (+23 to hit for 2d6+4 piercing damage). In raven form, he is Tiny, gains a fly Speed of 25 feet, and gains a beak (agile, +23 to-hit for 2d4+4 piercing damage).

Confounding Theft ◆◆ (manipulate) **Cost** 1 Mythic Point; **Effect** The Immortal Trickster makes a Thievery check against the Perception DC of one creature he can see within 60 feet. On a success, the Trickster gains possession of any one item he chooses of up to 2 Bulk that the target is currently holding, wearing, wielding, or has stowed on their person. This must be a single item and does not include full sets of clothing like worn armor or garments.

Cunning Escape ◆ (concentrate, teleportation) **Frequency** once per day; **Effect** The Immortal Trickster trades places with one of his sensory animals (see trickster's network, above). The animal appears in the square the Trickster is currently occupying and the Trickster teleports to the animal's original location with all of his possessions. If a creature has witnessed the Trickster's Change Shape, they must succeed at a DC 38 Perception check to Sense Motive or be fooled into thinking that the Trickster has simply changed shape into an animal instead of teleported.

MYTHIC DEEDS

Trickster's Hirelings

The Immortal Trickster occasionally recruits a band of weaker mortals to perform a deed on his behalf, bonding with them to give them the power to pull off the task. Sometimes the Trickster will find a group of aspiring thieves and hire them for a heist, bonding with them to increase their odds of success without putting himself at risk. While the Trickster's bonded mortals may not be mythic characters themselves, they are the chosen servants of a mythic creature, and as such defeating one or more of them in a moderate encounter counts as a mythic deed.

Alternatively, the PCs themselves might be the Trickster's recruits, likely without any knowledge of the Trickster's true nature. Such a situation could be an early effort by the Trickster to steer the PCs in a direction that would make them more valuable accomplices later on, pointing them towards challenges to sharpen their skills and equip them for the trials ahead. One of the Trickster's favorite excuses for such exercises is to "lose" his pipe and hire the PCs to retrieve it from whatever particularly dangerous location he's ensured it ended up in.

Retrieving the Trickster's pipe or completing a similar quest for him is a mythic deed.



WANDERING PIPE

ITEM 11

UNIQUE ARTIFACT INVESTED MAGICAL MYTHIC

Usage held in 1 hand; **Bulk** –

This long-stemmed pipe always emits a thin plume of smoke, even when not lit or in active use. The exact material the pipe is made of varies in every accounting; sometimes made of polished oak, other times ebony, sometimes stone, and in one Erutaki legend the pipe is made of pure ice that somehow holds a flame. Though the *wandering pipe* is not intelligent, it is rumored to possess a certain capriciousness, leaving the possession of mortals whose lives are not exciting enough but inevitably finding its way back to its one true owner.

When held in one hand, the pipe grants its holder a +2 circumstance bonus to Deception checks but imposes a -1 circumstance penalty to Stealth checks made to Hide or Sneak, as its telltale plume of smoke gives away the bearer's position.

Activate—Smoky Protections ◆◆ (concentrate, manipulate, primal) **Frequency** once per hour; **Cost** 1 Mythic Point; **Effect** For the next 10 minutes, smoke gathers around you buoying your steps and protecting you. For the duration of this effect, you gain a fly Speed equal to your land Speed and automatically hover in place, and you have concealment from ranged attacks.

Destruction The *wandering pipe* can be broken as easily as any other wooden pipe, but it always reforms afterward in the hands of the Immortal Trickster or one of his bonded mortals. It can only be broken by the hands of one of the Trickster's bonded mortals who is an honest person acting with good intent; it is said that if this occurs, the Trickster would also be significantly weakened as a result.

As the Raven Flies

The Immortal Trickster was once among the most powerful spirit guides. Surviving spirit guides from his generation include true deities, and even younger spirit guides have ascended to full godhood. As he is now, though, the Immortal Trickster is powerful but nowhere near godly. This might be because he has

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shared his power with too many bonded mortals over the centuries and lost a little of his power each time, or it might be because the creatures that have killed him over the years have stolen some of his essence.

As a usually benevolent being who has worked for centuries to ensure the survival of both mortals and spirit guides, the time could come when the Trickster seeks to reclaim his true power and rechallenges old foes who have defeated him in the past. Under such circumstances, defeating a creature who has claimed a portion of the Trickster's immortal power is a mythic deed, regardless of whether or not the Trickster assists the characters in its completion.

The Trickster is most likely to have lost pieces of his power to other beings that are cunning and cruel; the Trickster's arrogance and tendency to underestimate his opponents while overestimating his own cleverness is almost always the source of his failures. Beings like the Weaver of Webs (page 210) or the demon lord Vulot (page 174) are particularly likely to have come out as the victor in past conflicts with the Immortal Trickster, due to their own combination of power, intellect, patience, and trickery.

It's also possible that centuries of endless death, partial victories, and failure have soured the Trickster and the PCs face him as an enemy, hoping to stop the Trickster from achieving the power to take revenge against the mortals he once fought to protect. The Trickster can only be truly slain by a mythic weapon of at least 20th level that's power is also consumed in the act of killing him, and only after his *wandering pipe* is destroyed first. Destroying the Trickster's *wandering pipe* would be one mythic deed, retrieving the weapon capable of killing him would be another, and successfully permanently killing him with the required weapon would be a third.

A Divine Trick

The Immortal Trickster might one day attempt divine ascension as his peers have already accomplished. Due to his checkered reputation, he'd likely find it difficult to complete his apotheosis through collective belief or worship. Acquiring the raw power to increase his level and approach demigodhood is possible over an extended campaign, but some other trigger would be required to complete his transformation.

For the Trickster, this could involve completing a trick similar to those he is said to have performed in the distant past, stealing a divine relic or secret from a deity and, in doing so, capturing a fraction of their power. Stealing Norgorber's shortsword, borrowing Cayden Cailean's tankard (*Treasure Vault* 178), or pilfering one of the souls trapped inside Shelyn's mighty glaive, the *Whisperer of Souls*. Completing any of these divine heists would require an incredibly

skilled crew working in concert with the Trickster, and the completion of any such accomplishment is a mythic deed in its own right.

The Trickster is a morally ambiguous creature, however, and mythic power is something that can be bestowed upon mortals by the gods. If the PCs find that they are not in alignment with the Trickster and don't wish to aid him in accomplishing his grand task, seeking out a herald or other powerful servitor of the deity and letting them know about the Trickster's plots might also be a mythic deed. This is not something that can be accomplished through simple prayer; conveying the enormity of the task, the particulars of the Trickster's plans, and enough details to earn a godly reward require direct contact with a powerful entity of 15th level or higher who has a direct line of communication with the god, and even then the PCs are not likely to be rewarded more than once. And if the Trickster somehow escapes the god's wrath, he will undoubtedly make the PCs pay for their betrayal.

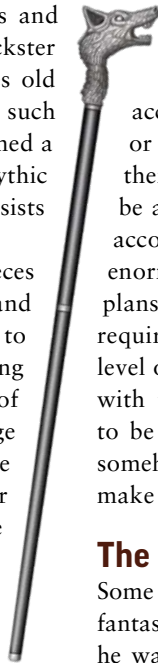
The Oldest Story

Some of the oldest, and most often discarded as wild fantasy, tales about the Immortal Trickster say that he was not merely one of the oldest spirit guides, but that he was the original spirit guide, the sole being who originally escaped from the First World, danced and played games throughout all of existence, and ultimately settled among mortal realms.

According to these stories, the Trickster created the rest of the first generation of spirit guides out of boredom, breaking away pieces of himself and giving them names to suit their temperament according to the traits he shed to make them. To Bear he gave his physical strength and boundless endurance, to Stag Mother he gave his patience and empathy, to Eagle he gave his peerless nobility, and so on and so forth across all the many spirit guides he spun out of himself.

If such a story were true, then it would, perhaps, be impossible for the Trickster to ascend to divinity on his own since so many aspects of him are already immortal gods. It might even imply that when a spirit guide dies and passes away, they do not cease to be or enter the River of Souls, but perhaps instead return to their original place as a piece of the Trickster. Given the many spirit guides who have died in Sarkoris's defense, including ones who had attained full godhood, this seems unlikely to be true. Wouldn't the Trickster be stronger? Would not Sturovenen's death alone have been enough to complete the Trickster's ascension to godhood?

Unless... unless, somewhere out there, the Trickster's true body lies in unending slumber, growing in power, his mind playing games across the world in a body both mortal and immortal. Finding the Trickster's true form would surely be a mythic deed, if it exists.





MYTHIC KAIJU, AGYRA

Nestled within the smoldering crown of an immense volcanic peak on a lush tropical island is the lair of the kaiju Agyra, the Forever Storm. This primeval creature resembles a two-headed pteranodon with a wingspan of over 150 feet and a body sheathed in rough green scales. Her tail is covered in razor-sharp blades and spines. When Agyra sleeps, her scales and spines glow with dormant energy, like smoldering coals. When she awakens, and is roused to wrath, they flare into radiant life, peaking in a blinding incandescence when she unleashes her full power.

The islanders who dwell on and around Spinescar Island (as Agyra's home is locally known) have many legends of her, though the kaiju's long slumbers mean that only a few elders have ever seen her outside her torpor. Only the most revered shamans have dared approach her as she sleeps. Local people believe that when she twitches in her dreams, storms wrack the sky, and when she exhales a deep sigh, hurricanes are born. While these tales are not literal truth, they speak to the power that Agyra holds.

Two triggers reliably provoke Agyra into action: any external threat to the people who share her island, and her archrival Mogaru, the Final King. Whenever Agyra and

Mogaru encounter one another, they battle with an all-consuming hatred that can leave settlements in ruins.

NATURE'S FURY, HALF-BOUND

The oral history of Spinescar Island suggests that its inhabitants emigrated from Taumata in eastern Tian Xia. During Earthfall, this region was shattered into an archipelago of countless islands, and was then wracked by terrible hurricanes, tsunamis, and thunderstorms as weather patterns remained agitated in the wake of the catastrophe. Pushed to the brink of annihilation by the unceasing natural disasters, the desperate survivors turned to long-forbidden magic to calm the tumults of their world.

Together, these sorcerers and shamans performed a ritual that pulled the energy of the storms from the sky and plunged it deep into the cold stone beneath the sea. Some said that they left a single island outside the protective aegis of their spell, intending it to be a focal point for the energy's containment. Others claimed that the landmass which would later become known as Spinescar Island arose spontaneously, erupting from the sea floor as the energy became too powerful to restrain.

What is known for certain is that, for generations, the early Taumatans' hopes held. Although life was not easy for anyone in the decades following Earthfall, the Taumatans were able to settle many of the islands that stabilized near their shattered homeland. Over time, they spread to the more remote and marginal islands as well.

Spearfishers from one of these outlying islands were the first to notice that a volcano had risen from the ocean's depths. Strangely, the volcano was already ringed by a lush green island, although it could not have been there for more than a few months, and its smoking crown was surrounded by perpetual storms. Rocky spines encompass it, presenting a formidable barrier to even the smallest and nimblest fishing boats, and making it almost impossible for larger vessels to pass.

Because their ancestral legends held that this part of the ocean was where their forebears had buried the fury of Earthfall's storms, the spearfishers regarded the volcanic island warily at first. Fish were plentiful in its waters, however, and fruit grew in abundance on its shores, and few could remember the details of the tales that warned against approaching. Thus, despite its unceasing storms, the island did not remain unsettled for long.

Spinescar Island's settlers soon learned that a pervasive magic both plagued and protected their island. Squalls and tidal waves continually destroyed their homes and threatened their lives. The rocky spines that encircled the island churned seawater to white froth between their teeth, making it difficult to maintain communications or trade links with the other islands in the archipelago.

The greatest threat, however, came from the island's wildlife. The same primal energies that boiled the nearby sea and darkened the island's skies sustained a dense population of unusually large and aggressive species that existed nowhere else. The settlers learned to hunt some species, and partially domesticated a few others, but any interaction with island fauna remained fraught with danger.

Nowhere was this truer than with Agyra, the sleeping behemoth whom the islanders discovered curled in the cauldron of the island's central volcano. The colossal two-headed reptile terrified and astonished them, even before they had witnessed her awakening, and they quickly decided that she must be the living embodiment of all the magic that their forebears entombed beneath the sea. The kaiju, they believed, was a cataclysm contained in bone and scale—all the storms that lashed Taumata after Earthfall, thinly wrapped in flesh.

Whether or not this is so, it is undeniable that the magic that sustains Spinescar Island is interwoven with Agyra. When she is away from the island, its storms become weaker and more erratic, as do the animals living beneath them. Plants begin to wilt and drop unripe fruit, and eventually wither down to their roots if Agyra remains absent too long. Only when the kaiju returns to her volcanic lair is the strange, violent vitality of Spinescar Island restored.

The lawless pirate city of Pahalú, located on an island off the coast of Minata, is one of the few ports from which ships occasionally strike out for Spinescar Island. Because Pahalú happens to be located where Agyra and King Mogaru have crossed paths several times, the port has been razed repeatedly. The island's seclusion and natural harbor are too tempting for pirates to give up, and so Pahalú has been rebuilt after each of these attacks.

However, the pirates have neither the inclination nor the ability to fix much of the damage. The bay is clogged with broken ships tangled together in sunken masses. These are sometimes called the "Watergraves of Pahalú," but the name is also applied to the city as a whole, for no part of Pahalú is unmarked by its history of ruin.

A SHIELD OF SPINES

Like her island, Agyra bestows both blessings and calamities upon her people. The magic that causes Spinescar Island to flourish is widely attributed to her presence, which local shamans believe somehow channels and accelerates the cycle of destruction and renewal common to natural disasters. Just as floods can re-fertilize farmland and wildfires can spur seeds to sprout, so Agyra seems to represent both the devastation and flourishing that nature's wrath inflicts on mortal life.

The double-edged effect of Agyra's presence extends to her relationship with the islanders. Agyra exhibits an intense protectiveness of the people of Spinescar Island. She will go to great lengths to hunt down anyone who forcibly removes her people from the island. Marauders, pirates, and would-be conquerors are fools to approach her shores. Agyra's wrath is indiscriminate once loosed, however, and her seeming protectiveness may simply be territorial, as she doesn't seem to care whether the islanders or their villages are caught up in the destruction.

Because it is difficult and dangerous for outsiders to approach the island, and perhaps even more difficult and dangerous for islanders to leave, the inhabitants of Spinescar Island are little known outside the archipelago and are viewed with fear and superstition even by neighboring communities. The scant information in circulation mostly consists of wild tales of trespassers captured and thrown into Agyra's volcano in ritual sacrifices. Though the accuracy of such accounts is dubious, sailors love colorful stories, and embellished versions circulate constantly about the archipelago's ports.

Whether or not the tales are true, none can deny that these islanders present a fearsome appearance. They adorn themselves with fragments of the razored spikes that Agyra periodically sheds, armor themselves in her

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discarded scales, and retrieve the lightning-shattered spines that she hurls in battle as building materials. Flashes of electrical energy spark across these shards, empowering their javelins and blowgun darts, and lending an eerie incandescence to their jewelry. The sound of their war drums thundering through the jungle, accompanied by crackling bursts of lightning, has unnerved many a would-be attacker into retreating before a fight. In this way, the residents of Spinescar Island have prevented many confrontations that might have roused the kaiju.

LEGACIES CARVED IN RUBBLE

Agyra's storms have left a long legacy in the land and water around her home, as well as upon Spinescar Island itself. Graveyards of sunken ships have accumulated where ocean currents carry the wreckage from the rocks surrounding the island, and the remains of individual raiding and pirate vessels lie wherever Agyra's vengeful fury overtook them. The kaiju's attacks on foreign cities, too, linger both in the physical landscape and in the collective memories of those who survived.

Titan's Wrack

Southeast of Spinescar Island, just beyond its encircling walls of stony spires, the immense sun-bleached skeleton of a rhinoceros-headed kaiju lies in the grip of a curved

coral reef. The reef supports the skeleton so that it's partially visible from the surface, although its horned skull sits 5 feet underwater and the remaining bones are hundreds of feet beneath.

This is all that remains of Ogarrai One-Horn, who attacked Agyra in her stronghold and paid the price. The kaiju's crimson-banded bones possess unique properties linked to Ogarrai's incredible strength and battle rages, and on the rare occasions that some intrepid sailor manages to retrieve one, it commands jaw-dropping prices at auction. Many have lost their lives trying to claim Ogarrai's bones, for in addition to the constant storms, treacherous rocks, and deadly aquatic wildlife near Spinescar Island, the skeleton and its coral reef are infested with vicious undead arthropods the size of small ponies. These tick-like parasites once lived and fed on Ogarrai, but perished along with their host when Agyra electrocuted them all. Their undead bodies still burn with ghostly lightning, and they present an unexpected menace that few manage to survive.

IN YOUR CAMPAIGNS

In addition to serving as a straightforward antagonist, Agyra can play multiple roles in a campaign.

Low-Level Campaigns (1-7)

Agyra is too formidable for low-level parties to face directly. However, she can still serve as the focal point for their adventures. The heroes might be enlisted by a would-be kaiju hunter or researcher to collect information about such creatures' habitats and weaknesses, which would entail visiting far-flung and dangerous locales, and perhaps places such as Pahalu where knowledgeable individuals could be consulted. To gain the trust of people who have suffered from Agyra's attacks, the PCs might have to help survivors in the Watergraves recover from their trauma, seek vengeance, or simply get back on their feet after losing everything to Agyra's lightning.



During their adventures, the heroes might discover clues that their employer's goals are secretly at odds with their own, and that their employer's true goal is not merely to study kaiju, but to control them, perhaps by obtaining the Twin-Spine of Agyra. The campaign can then shift to preventing the PCs' former employer from succeeding in this disastrous attempt.

Another option is to have the PCs try to stave off Agyra's wrath by racing to find, rescue, and return a captured animal, person, or stolen tribal religious icon to Spinescar Island before the kaiju awakens and wreaks havoc. The thief is a greedy pirate or warlord in the area. Should the PCs take too long, they might find themselves caught up in the general disaster of Agyra's fury—tsunamis, mudslides, and floods can be deadly dangers for characters of this level.

Mid-Level Campaigns (8-14)

At this range, Agyra is still more than the PCs can handle in a straight fight. However, they should be able to withstand many of the hazards caused by Agyra's passing or influence.

One reason the heroes might adventure in the area involves mounting an expedition to Titan's Wrack to retrieve the bones of Ogarrai One-Horn, braving a difficult sea journey and the slain kaiju's undead parasites, only to find themselves shipwrecked on the shores of Spinescar Island after Agyra, enraged by their trespassing, awakens and sinks their ship. Though the PCs are left alone by the Forever Storm, they have to survive the jungle and its monstrous wildlife to find some way back home.

Should the PCs win the trust of the reclusive and infamously suspicious islanders, they might be able to learn the secrets of crafting with kaiju relics and might even be able to trade some of Ogarrai's bones for the spines and scales of Agyra, enabling them to create composite items that draw upon the powers of both behemoths.

Finally, the PCs might be charged with luring Agyra out to confront King Mogaru to stop the latter's rampages. They shouldn't directly engage either kaiju, but must rely on speed and ingenuity to bait Agyra into chasing them, eventually bringing her to her archenemy and escaping from any fallout from the titanic battle.

High-Level Campaigns (15-20)

At these levels, the PCs can eventually confront Agyra, but there are other options than directly fighting the kaiju. For example, the heroes might be asked to investigate why Agyra has been rampaging far afield from her own territory. The request might come from citizens of the attacked land, a worried kaiju researcher, or—especially if the PCs have contacts on Spinescar Island—the inhabitants who depend on Agyra's primal magic to sustain their lives. Without the kaiju, the incredible vitality of her island has begun to fail, causing the plants to sicken, the wildlife to starve, and the people to suffer.

Upon confronting Agyra, the PCs may notice that the *twin-spine*, a crystal that grows from between her two heads, is missing. The magic gem was stolen and is being used to control the kaiju. The villain has been using Agyra to extort a merchant consortium for safe passage of their ships, spur a war of eradication against all kaiju by framing them as mindlessly destructive monsters, or smash open the prison of an even greater threat. The PCs must stop an adversary powerful and wily enough to hold the Forever Storm in thrall and may have to do so while fending off other kaiju who, enraged by the domination of one of their kind and possibly unable to find the true culprit, unleash indiscriminate attacks across the entire region.

THE FOREVER STORM

Agyra is a massive kaiju who protects Spinescar Island and its inhabitants.

AGYRA

CREATURE 23

UNIQUE GARGANTUAN BEAST KAIJU MYTHIC

Perception +38; darkvision, stormsight

Languages Tien (can't speak any language)

Skills Acrobatics +43, Athletics +41

Str +10, **Dex** +11, **Con** +9, **Int** -2, **Wis** +6, **Cha** +6

Stormsight Wind, precipitation, and clouds don't impair Agyra's vision; she ignores the concealed condition from storms, mist, precipitation, and the like.

AC 49; **Fort** +37, **Ref** +40, **Will** +34; mythic resilience (Fort and Ref)

HP 475, regeneration 30; **Immunities** death effects, disease, drained, electricity, fear, mythic immunity, paralyzed;

Resistances acid 20, fire 20, sonic 20

Electrified Rebirth (electricity, primal) **Frequency** once per year; **Effect** When Agyra dies, her corpse crackles and sparks with electrical energy. Any creature that touches Agyra's body within 1 hour of her death takes 11d6 electricity damage (basic DC 43 Reflex save). After being dead for 1 minute, Agyra is immediately resurrected in the same place, at full health, with all abilities fully restored. She normally takes advantage of this rebirth to flee to safety, using Thunderous Departure to retreat. If Agyra has already died and been reborn in the same year, she remains permanently dead upon being slain a second time.

Mythic Immunity Strikes; page 168

Mythic Resilience Agyra treats her saving throws with Fortitude and Reflex saves as one step better than they actually are (so a critical failure is a failure, a failure is a success, and a success is a critical success). Whenever a character rolls a critical hit against Agyra, they must reroll the attack roll and take the new result.

Speed 40 feet, fly 60 feet

Melee ♦ talon +40 (agile, magical, reach 15 feet), **Damage** 4d10+14 slashing plus 2d8 electricity

Melee ♦ jaws +40 (magical, reach 10 feet), **Damage** 3d12+14 piercing plus 2d8 electricity

Melee ♦ tail +40 (deadly d10, magical, reach 20 feet), **Damage** 4d8+14 bludgeoning plus 2d6 persistent bleed

Ranged ◆ spike +42 (magical, range increment 60 feet),
Damage 7d6+10 piercing

Mythic Power 3 Mythic Points (page 168)

- **Recharge Ability** ◆ (concentrate) **Cost** 1 Mythic Point; **Effect** Agyra gains an additional use of lightning breath.
- **Remove a Condition** ◆ (concentrate) **Cost** 1 Mythic Point; **Effect** Agyra removes any one condition currently affecting her.

Blinding Flash ◆◆◆ (light, manipulate, primal, visual) **Cost** 1 Mythic Point; **Effect** By spreading her wings while she stands upon the ground, Agyra can create a blinding flash of light that targets all creatures within 100 feet. Affected creatures must succeed at a DC 43 Fortitude check.

Critical Success The target is unaffected.

Success The target is dazzled and stupefied 1 for 1d4 rounds.

Failure The target is blinded and stupefied 2 for 1 minute.

Critical Failure The target is blinded and stupefied 2 for 10 minutes.

Conjure Hurricane ◆◆◆ (air, manipulate, primal) **Frequency** once per day; **Cost** 1 Mythic Point; **Effect** Agyra generates a hurricane that spreads across a 4-mile radius and lasts 24 hours, with a 500-foot calm eye of the storm at its center. Agyra is at the center of this hurricane when it is formed, but it moves normally (according to surrounding weather conditions and the GM's discretion) afterward.

Lightning Breath ◆◆ (electricity, primal) Agyra exhales a line of electricity from each of her two heads. Each line is 120 feet long and 10 feet wide, and the two lines may be pointed in different directions. A creature in a line takes 22d6 electricity damage (basic DC 44 Reflex save). On a failed save, the target is also slowed 1 for 1d4 rounds. A creature can be affected only once by a line, even if they are in an overlapping area. A character slain by Agyra's Lightning Breath remains

electrified for 2d4 rounds after death. A creature touching such a corpse takes 3d6 electricity damage (no save). Agyra can't use Lightning Breath for 1d4 rounds.

Stormflight Agyra can move in strong winds with ease. She doesn't treat wind as difficult terrain or need to Maneuver in Flight in high winds.

Thunderous Departure ◆◆◆ (primal, sonic) **Frequency** once per day; **Effect** Agyra Flies in a straight line at incredible speed, moving at least 120 feet but up to 1 mile. This movement doesn't provoke reactions. Her departure leaves behind a thunderous sonic boom, creating a 100-foot burst centered on her point of departure. All creatures in the area take 15d10 sonic damage (basic DC 46 Fortitude save). A creature who fails is also knocked prone, and a creature who critically fails is knocked prone and deafened permanently.

MYTHIC DEEDS

The Spinescar Prize

Generations ago, the inhabitants of Spinescar Island devised a test of bravery and skill as a coming-of-age ritual and to test those who wish to gain their trust. The trial involves climbing a treacherous slope to retrieve a facsimile of one of Agyra's scales. For adult outsiders, the test is usually performed during one of the island's many lightning storms to simulate the kaiju's wrath.

A participant must first climb a tall spine-laden stone wall that is 200 feet high. The base Athletics DC to Climb this surface is 20, but it increases by 2 every 50 feet as natural handholds become fewer and fewer. In addition to any falling damage, a character who critically fails the Athletics check takes 2d6 piercing damage for every 30 feet they fall as they body scrapes against the manufactured spines. During a storm, lightning strikes the wall every 1d4 rounds, dealing 6d6 electricity damage to a random climber (DC 19 basic Reflex save); if there is only one climber, they aren't struck by this lightning if they succeed at a DC 5 flat check.

Once at the top of the wall, the participant must then pull the replica scale free from its perch with two consecutive successful DC 22 Athletics checks. They then return to the ground via a slide that resembles Agyra's spiky tail. Avoiding the hazards on the way down requires a character to attempt three DC 20 basic Reflex saves. Each failure results in 4d4 piercing damage.

Collecting a scale and returning with it during a storm without the use of magic is a mythic deed.

The Twin-Spine

At the spot where Agyra's two heads meet grows a small, stubby spike, more crystal than scale, that flashes and sparks each time she draws upon her hurricane-related powers. Legend claims that if anyone manages to wrest the *twin-spine* from the kaiju while she lives, that person will



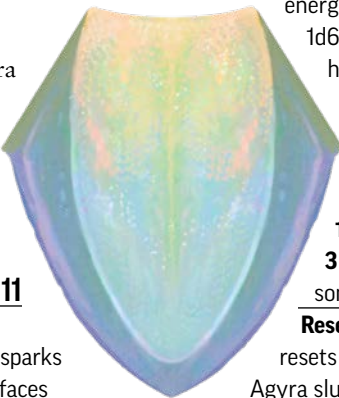
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be able to command her for the remainder of that life, holding absolute control over Agyra until she dies and reincarnates. Such a feat would involve sneaking up to Agyra while she slumbers in her hazardous lair or climbing her towering form while she is distracted (perhaps with fighting Mogaru).

However, every other kaiju on Golarion can sense when a mere mortal possesses the *twin-spine*, and they are all enraged by anyone daring to claim superiority over one of their kind. Thus, while it is a mythic deed to take the *twin-spine* from Agyra, doing so results in a doom more dangerous than the original endeavor.

Hazards of Passage

Even those not directly targeted by Agyra often feel the deadly effects of her presence. Passing through any one of these hazards while your level is lower than that of the hazard and living to tell the tale is a mythic deed.



LIGHTNING'S DANCE HAZARD 11

RARE COMPLEX KAIJU MYTHIC PRIMAL

Stealth +20 (expert) or DC 33 (master) to notice sparks dancing around normally non-conductive surfaces

Description Electricity suffuses an area where Agyra has used her lightning breath multiple times.

Disable DC 35 Crafting (master) to fashion a makeshift lightning rod, DC 33 Nature (expert) to dissipate the electrical charge harmlessly into the air

Static Shock ⤴ (electricity) **Trigger** A creature approaches within 10 feet of the hazard's center; **Effect** Electricity wells up from the ground and nearby material. Each creature in the hazard's area must attempt a DC 33 Fortitude save, and the hazard then rolls initiative. A character wearing metal armor or wielding a metal shield or weapon of at least 1 Bulk treats the result of their saving throw as one step worse.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 for 1 round.

Failure The creature is clumsy 2 for 2 rounds.

Critical Failure The creature is clumsy 2 for 4 rounds and stunned 1 for 1 round.

Routine (2 actions) Bolts of lightning flash out. The hazard makes two lightning bolt Strikes at two different creatures within 120 feet of the hazard's center. If only one creature is in range, the hazard makes only one Strike.

Ranged ⚡ lightning bolt +24 (range increment 120 feet), **Damage** 2d12+15 electricity

Reset The hazard deactivates and immediately resets if has no targets for 1 round; it also resets if Agyra uses her lightning breath multiple times in a single combat in the area.

PRIMAL CHAOS AURA HAZARD 5

RARE COMPLEX KAIJU MAGICAL MYTHIC PRIMAL

Stealth +11 or DC 26 to feel a tingle in the air and smell a rich, chlorophyll-green fragrance with no discernible source

Description Primal magic becomes unpredictable near areas where Agyra lairs, sometimes to hazardous effect.

Disable DC 22 Nature to negate the aura's effect for 1 round by temporarily drawing off the excess power and channeling it back into surrounding terrain, DC 26 Nature (expert) to completely disperse the lingering magic

Wild Surge ⤴ (primal, vitality) **Trigger** A character casts a primal spell within the hazard's area; **Effect** Each living creature in the area gains 2d4 temporary Hit Points that last for 1 minute as life energy wells up around them, and the hazard rolls initiative.

Routine (2 actions) On its initiative, the hazard gathers primal energy from the surroundings as its first action. Roll 1d6 to determine the type of energy gathered. The hazard uses its second action to replicate the associated spell (2nd rank, DC 23, spell attack modifier +15). The spell's target or targets are chosen randomly from creatures in the area. Any spell cast by this hazard is primal.

1 air (*gust of wind*); **2** electricity (*thunderstrike*); **3** fire (*blazing bolt*); **4** poison (*spider sting*); **5** sonic (*shatter*); **6** water (*hydraulic push*)

Reset The hazard deactivates and immediately resets if it has no targets for 1 round; it also resets if Agyra slumbers for 1 week within 100 feet.

WIND SURGE HAZARD 7

RARE KAIJU MYTHIC PRIMAL

Stealth DC 27 (expert) to note stirrings in the wind

Description Hurricane-force winds rip through the area as Agyra flies past.

Disable DC 27 Athletics (expert) or Acrobatics (expert) to crouch and contort out of the wind's way (disables the hazard for only yourself), DC 30 Survival to point out a safe space from the winds for up to 3 creatures

Hurricane Flyby ⤴ (air) **Trigger** Agyra flies overhead for at least 120 feet in a straight line; **Effect** Supernaturally powerful winds batter the area in a line that is 120 feet long and 30 feet wide and 30 feet tall. Each creature in the line must attempt a DC 29 Reflex save. Moving above ground against the direction of the line is greater difficult terrain for 1 minute.

Critical Success The creature is pushed 10 feet along the line.

Success The creature takes 5d6 bludgeoning damage and is pushed 15 along the line.

Failure The creature takes 10d6 bludgeoning damage, is pushed 30 feet along the line, and is knocked prone.

Critical Failure The creature takes 20d6 bludgeoning damage, is pushed 45 feet along the line, is knocked prone, and is stunned 1 for 1 round.

If the line overlaps a body of water, the winds cause massive waves that deal 6d6 bludgeoning damage to creatures in the water or within 15 feet of the waterline (DC 29 basic Reflex save). On a critical failure, a creature is also swept 30 feet away from the waterline and 15 feet beneath the water's surface.



THE OLIPHAUNT OF JANDELAY

At the beginning of all things was the Maelstrom, a catastrophic nothingness of possibility and constant destruction and regeneration at a subatomic level—the stuff of a new reality. Though mindless, this cosmic chaos seethed in something akin to jealousy as the Universe was created. On this plane's countless worlds, mortals came to build their civilizations as futile bulwarks against the endless ruin of time's march. Whether through war, magic, or environmental calamity, worlds were destroyed. And when the first of these apocalypses happened, the Maelstrom spasmed. An echo of that cataclysm solidified within a demiplane at the Maelstrom's heart, similar to how a grain of sand causes a pearl to form within an oyster.

That demiplane continued to collect pieces of dead world after dead world and became known as Jandelay, a strangely ordered island in a sea of chaos. It is a patchwork of these saved scraps of former worlds, a timeline of apocalypses. Here, a majestic tomb dedicated to the greatest love imaginable held by a prince for his bride endures only a mile from the petrified shelters of a barely sentient batrachian species that had only just evolved from the muck of their

world before their extinction at the hands of an exploding star. There, a great statue stands as monument to the last of an advanced civilization never seen again in the Universe near a patch of ground that holds only a single wildflower of humble mien. Each of these enigmatic and sometimes contradictory pieces of different dead worlds is quilted together across the demiplane, separated by narrow bands of construction that clearly delineate where one lost world's realm ends and that of another begins. These separating constructions are as strange and inexplicable as the quilt of lands they conjoin, though tall spires of alabaster and green hanging gardens of exotic and unknown plants are frequently included among them.

In the paradoxical logic of the Maelstrom, this preserve was created by, and is the birthplace of, a massive elephantine creature known as the Oliphaunt of Jandelay. The potentiality of the Oliphaunt existed within the primal chaos before Jandelay, but was only incarnated after that idea took possession of the remnant of the first dead world. The Oliphaunt serves as Jandelay's guardian, seeking to annihilate any who dare to trespass in its demesne. The Oliphaunt's rages across the demiplane leave no lasting

marks, for once a dead world has been stitched into its fabric, it is forever unchangeable, except by the most potent of magic. Jandelay is also the Oliphaunt's prison, for it can never truly leave the demiplane. Powerful spells can summon a fraction of its essence to cause wanton destruction, and worlds on the brink of annihilation might witness its shadow fall upon them as a harbinger of the end times. Rarely is the Oliphaunt the direct cause of an apocalypse, though if it has been brought to a world, that world is surely doomed. Even if it is called elsewhere, the Oliphaunt soon returns to Jandelay to the ear-splitting sounds of trumpeting and heavy footfalls.

Those with the ability to visit this nigh-impenetrable realm wonder if the true masters of Jandelay are the mysterious creatures known as watchers. These 30-foot-tall, six-legged insectile creatures stride or float in the air among the cobbled sections of the demiplane and construct the connecting pieces that hold them together. The watchers are single-minded in their construction projects to an almost religious degree, sometimes focusing on one small facet of a structure for decades or longer before abruptly moving onto something else. Though everywhere, these mysterious one-eyed creatures have the uncanny ability to fade into the background, unnoticed by even the Oliphaunt.

On rare occasions, a handful of watchers accompany the Oliphaunt on its brief jaunts outside of Jandelay to cause apocalyptic destruction. The watchers silently touch pieces of the architecture and landscaping of the doomed world, many of which later appear in Jandelay. Are the watchers marking items for collection, or are their movements a coincidence? Unfortunately, the watchers don't remain in the Universe long enough to be studied.

The watchers seem to revere one like unto their own that they hold as the First Watcher. If the First Watcher is destroyed, another watcher undergoes a metamorphosis and becomes the new First Watcher, so this title appears to be purely hierarchical rather than ordinal in nature. The First Watcher is likewise unacknowledged by the Oliphaunt in Jandelay and in many ways appears to be the antithesis of the creature. It oversees the preservation of the specimens of Jandelay and is perhaps responsible for assigning the interstitial building projects of the watchers, who appear to venerate both the First Watcher and the Oliphaunt as the dual manifestations of a singular power.

The other inhabitants of Jandelay are called the collected: shades of those who inhabited the destroyed worlds and were killed in its ensuing apocalypse. There is only ever one collected per world fragment, drifting aimlessly through the echo of their former home. A collected retains memories of their world and is more than happy to divulge that information to the rare visitor... unless the Oliphaunt is nearby. A collected who can hear or feel the enormous footfalls of the Oliphaunt descends into a state of terrible panic or deep depression, likely remembering their final moments. Any collected affected

*Jandelay, proof against the Maelstrom
Jandelay, of green fields and faultless spires;
No kind soul born dares trespass fair Jandelay
For the Oliphaunt guards you always.*

—excerpt from the epic poem *Jandelay*, author unknown

in this way is almost impossible to reason with until the Oliphaunt has moved on.

While the Oliphaunt of Jandelay might seem to merely embody mindless destruction, it's also often seen as a prophet of that destruction. The Oliphaunt might not be the author of a world's demise, but its appearance always exacerbates the problem. The elephantine beast might rampage through entire cities and countrysides while a planet-killing comet hurtles toward an unsuspecting populace. Those who are familiar with the tales of the Oliphaunt might know to look for the real reason for the creature's presence. Some then hope to prevent their world's doom, but it's almost always inevitable. In these cases, the Oliphaunt is a harbinger of what is to come, much in the same way that fleeing rats herald the sinking of a ship.

Even among the gods, the existence of Jandelay, its inhabitants, and its true purpose are a mystery. A section of the lost writings of the philosopher Empedocles—he who has seen the Green Meadow of Stethelos—refers to Jandelay not as a demiplane or realm but as an ark. The passage goes on to say that the Oliphaunt is the steward of this vessel and uses the preserved seeds of destroyed worlds to shape the next incarnation of the Universe, after this one has at last been devoured by the deathless night of cold fire and oblivion.

IN YOUR CAMPAIGNS

It would be easy to assume that, as an iconic example of a legendary threat to the world, the Oliphaunt of Jandelay is beyond the purview of most adventuring campaigns. However, including the Oliphaunt as an aspect of your campaign can create interesting game opportunities through all levels of play.

Low-Level Campaigns (1-7)

At lower levels, the Oliphaunt of Jandelay is best used as an embodiment of destruction on the figurative horizon, its purpose to usher in the world's final fate. Although the Oliphaunt is a high-level mythic threat, echoes of its future arrival can be felt at any stage of a campaign.

Such a story can be a slow burn that soon reveals the sinister facts. The first few adventures seem like typical low-level adventuring fare. The normal state of the world and how the heroes fit into it is contrasted later in the story when the characters begin to witness strange,

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ominous events. With subtle foreshadowing of elephant-themed motifs—ivory tusks; flat, stomping feet; the creature’s iconic trumpeting sounds—players should be able to look back to this part of the campaign and see how the dots are all connected.

The figures manipulating the situation behind the scenes could be one or a pair of mothmen. These self-stylized agents of fate can be preparing the local area for the upcoming doom, setting destructive events into motion. When finally discovered and confronted by the heroes, they reveal their visions of the future and how the Oliphaunt of Jandelay will lay waste to the world. This will likely be the first the heroes hear of the Oliphaunt, launching them into the next stage of the campaign, where they’ll need to learn more.

Mid-Level Campaigns (8-14)

Heroes will have plenty to do as word of the upcoming apocalypse gets out, attracting bad actors, beings of entropy, and worshippers of doom and chaos. Agents of destruction and cultists of the end times take advantage

of the ensuing turmoil to sow discord and wreak havoc among the general populace. They infiltrate communities and organizations of all types, spreading prophetic warnings of destruction and madness, fomenting confusion and despair.

Local leaders and agents have their hands full trying to calm and defend their wards amid a growing number of harrowing events and dire portents. Exploring mysteries through research, rescuing and protecting the populace from the catastrophic hazards, and trying to find solutions to help soften the effects of the arrival of the Oliphaunt are all activities that are well-suited for mid-level adventuring.

As the time of the Oliphaunt draws nearer, the group might face a watcher that has come from Jandelay to prepare the way. It might not immediately do anything destructive, but its presence is likely to terrify the local populace. The heroes can fight the massive creature, find a way to send it back to its demiplane, or even attempt to reason with it and learn more about the future disaster.

Once the watcher and any related events are dealt with, the heroes will have no choice but to face the end of the world.

High-Level Campaigns (15-20)

Heroes of this caliber are most likely at the forefront of the efforts to prevent the upcoming destruction. This could require gaining the allegiance of a powerful spellcaster, uncovering ancient magic or technology, or performing important tasks for the gods. If they haven’t already, the characters should attain mythic power during these trials. Whether the underlying cataclysm is addressed or not, the heroes should confront the Oliphaunt head-on at the campaign’s end, sending it back to Jandelay.

Alternatively, the characters might find a way to travel to Jandelay before the apocalypse and do battle with the Oliphaunt there. Though the creature is in its element, the heroes could bring a mythic weapon or spell with them that helps them temporarily destroy the Oliphaunt, which has the side effect of stopping the disaster on their world. The heroes must then escape from the thousands of watchers that soon descend on their location seeking revenge. The characters might later learn that the



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power of Jandelay resurrects the Oliphaunt, though that is likely a problem for future generations.

Finally, the heroes may learn that the Oliphaunt was merely the weapon of an unhinged mage looking to destroy everything for their own twisted purposes. They spent decades researching a ritual to summon the Oliphaunt and essentially succeeded in doing so. However, they didn't realize that the process wouldn't occur instantaneously and have holed up in a secret lair, waiting for the inevitable end. The heroes could find this mage and decide whether or not to punish them for their crime.

HARBINGER OF ANNIHILATION

The Oliphaunt of Jandelay is drawn to worlds that are hurtling toward imminent annihilation.

OLIPHAUNT OF JANDELAY

CREATURE 25

UNIQUE GARGANTUAN MONITOR MYTHIC

Perception +39; darkvision, scent (imprecise) 120 feet

Languages Aklo (can't speak any language)

Skills Athletics +50

Str +12, **Dex** +5, **Con** +10, **Int** -1, **Wis** +7, **Cha** +7

AC 48; **Fort** +48, **Ref** +37, **Will** +39; mythic resilience (all saves)

HP 680, regeneration 30; **Immunities** clumsy, cold, disease, drained, enfeebled, mental, mythic immunity, paralyzed, persistent damage, petrified, poison, polymorph, prone, slowed, stunned, stupefied; **Resistances** acid 20, fire 20, physical 15

Frightful Presence (aura, emotion, fear, mental) 300 feet, DC 46

Mythic Immunity The Oliphaunt of Jandelay is immune to harmful spells cast by non-mythic creatures, Strikes made with non-mythic weapons, and unarmed Strikes from non-mythic characters.

Mythic Resilience The Oliphaunt treats its saving throws with the associated save as one step better than they actually are (so a critical failure is a failure, a failure is a success, and a success is a critical success). The first time each round that a character rolls a critical hit against the Oliphaunt, they must reroll the attack roll and take the new result.

Reactive The Oliphaunt of Jandelay gains 3 reactions each round. It can still use only one reaction per trigger.

Reactive Strike

Speed 60 feet, fly 40 feet; legendary vigor, *unfettered movement*

Melee ♦ tusk +45 (magical, reach 20 feet), **Damage** 4d10+22 piercing plus Improved Grab (*Monster Core* 359)

Melee ♦ foot +45 (agile, magical, reach 15 feet), **Damage** 4d6+22 bludgeoning plus Improved Knockdown (*Monster Core* 359)

Melee ♦ trunk +45 (magical, reach 30 feet), **Damage** 2d12+22 bludgeoning

Ranged ♦ debris toss +43 (deadly 2d8, propulsive, range increment 150 feet), **Damage** 4d8+16 bludgeoning

Divine Innate Spells DC 46; 10th *cataclysm*; **Constant (4th)** *unfettered movement*

Mythic Power 3 Mythic Points (page 168)

- *Remove a Condition* ♦ (concentrate) **Cost** 1 Mythic

Point; **Effect** The Oliphaunt of Jandelay removes any one condition currently affecting it.

- *Undying Myth* ♦ **Cost** all the creature's Mythic Points; **Effect** When the Oliphaunt of Jandelay would die, as long as it has at least 1 Mythic Point, it immediately expends all remaining Mythic Points it has, remains standing and conscious, and recovers 50% of its maximum Hit Points.

Brutal Drag When the Oliphaunt takes a Stride action, any creature grabbed by the Oliphaunt of Jandelay's tusk is moved along with it to a location within 20 feet of the Oliphaunt's ending location. They remain grabbed and the GM determines which square they end up in.

Destructive Frenzy ♦♦♦ The Oliphaunt of Jandelay makes two tusk Strikes, two foot Strikes, and one trunk Strike in any order.

Devastating Launch ♦♦ **Cost** 1 Mythic Point; **Effect** The Oliphaunt of Jandelay buries its tusks into the ground in a 15-foot burst centered within 20 feet of it, collecting everything in that area, including any creature currently grabbed by its tusk attack, and flinging it all up to 120 feet away. Everything lands in a 30-foot burst, dealing 12d6 bludgeoning damage to each creature in the area (DC 51 basic Reflex save). This damage also applies to any creatures, vehicles, or objects the Oliphaunt flung as well. A creature in the area being flung that succeeds or critically succeeds on their Reflex save remains in the square they started in. Anything launched by the Oliphaunt lands in a square in the burst as determined by the GM.

Legendary Vigor The Oliphaunt of Jandelay is immune to penalties to its Speeds, and it ignores difficult terrain and greater difficult terrain.

Trample ♦♦♦ Huge or smaller, foot, DC 46. When the Oliphaunt of Jandelay Tramples, it can Stride up to triple its Speed, and any creature that fails or critically fails the Reflex save is knocked prone.

Trumpeting Blast ♦♦ (sonic) The Oliphaunt of Jandelay emits a cacophonous blast from its trunk in a 120-foot cone. Each creature in the area must attempt a DC 49 Fortitude save. If the Oliphaunt spends 1 Mythic Point as part of the activity, the DC becomes 51 and the damage dice are increased to d12s. The Oliphaunt of Jandelay can't use Trumpeting Blast again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 7d10 sonic damage and is deafened for 1 round.

Failure The creature takes 14d10 sonic damage, is slowed 1 for 2 rounds, and is deafened for 2 rounds.

Critical Failure The creature takes 28d10 sonic damage, is slowed 2 for 2 rounds, and is deafened for 4 rounds.

MYTHIC DEEDS

Archive of Dissonant Frequencies

The heroes come across an ancient, weathered building containing an astrological viewing chamber and a gigantic orrery suspended in the air by alien machinery. The party can use the Research activity here (*GM Core* 190) to uncover information these alien people discovered

regarding the upcoming apocalypse and the Oliphaunt of Jandelay. This is a 15th-level challenge, and accruing enough Research Points to discover new information regarding the upcoming apocalypse or mysteries of the beast is a mythic deed.

Cyclopean Disks: Inscribed with alien languages, these disks of ancient starmetals tease secrets of hidden outer realms; **Maximum RP 10; Research Checks** DC 31 Academia Lore, Library Lore, or Scribing Lore to follow the disks' cataloging method, DC 34 Occultism or Society to understand the alien language.

Discordant Orrery: This massive machine tracks the orbits of numerous celestial bodies in relation to a distant, unknown planet. Some of the celestial bodies have elements about them that could be construed as being alive; **Maximum RP 10; Research Checks** DC 30 Engineering Lore or Scouting Lore to predict the paths of the celestial bodies, DC 35 Arcana or Occultism to interpret the significance of the unknown planet.

Planetarium of the Aeons: This cavernous auditorium portrays an astonishingly accurate representation of known stars visible from Golarion; **Maximum RP 10; Research Checks** DC 33 Astronomy Lore or Fortune-Telling Lore to note the significance placed on certain constellations, DC 36 Perception or Thievery to find hidden settings in the machinery to reveal the geography of another plane.

LORE OF THE OLIPHAUNT

RESEARCH 15

RARE ARCANES MYTHIC OCCULT

Research Checks cyclopean disks, discordant orrery, planetarium of the aeons

- 5 Research Points** The PCs find allusions to the fact that, often, worlds in the midst of an apocalypse are visited by a powerful entity, a beastly engine of destruction that helps the end of times to come about.
- 10 Research Points** A repeated name—Jandelay—is revealed to be a realm hidden somewhere within the Maelstrom. Speaking this name aloud within the Archive causes invisible klaxons to sound. Further Research checks take a -2 circumstance penalty due to the noise until the alarm is found and disabled with two consecutive successful DC 33 Thievery checks.
- 15 Research Points** The PCs learn that beings called watchers frequently join the destructive beast on its rampages. It is difficult to tell whether these gargantuan one-eyed beings are living creatures or towering clockwork mechanisms. The actions of these watchers seem unrelated to the beast's, as they seem to merely go around examining structures and landmarks. An unfinished facsimile of one of these watchers appears in the form of a quelaunt (*Monster Core* 285) and attacks the PCs.
- 20 Research Points** The PCs are finally able to interpret the name of the beast. It is known as the Oliphaunt of Jandelay. They learn about one of the Oliphaunt's more powerful attacks.
- 25 Research Points** The PCs discover that watchers are

preserving pieces of the doomed worlds, hiding them away in Jandelay. The watchers venerate both the Oliphaunt and a being in Jandelay called the First Watcher, but little is known of their motives.

- 30 Research Points** The PCs learn that while Jandelay will eventually resurrect the Oliphaunt if it is killed, such an act will deter it from rampaging across a doomed world for centuries if not aeons. They also discover that the aliens who built the archive calculated a weak spot in the beast's hide. This information means that the first critical hit each PC makes against the Oliphaunt in an encounter doesn't need to be rerolled due to the creature's mythic resilience. Unfortunately, learning this information triggers ancient security systems, and a trio of alien-shaped iron wardens (*Monster Core* 207) activates and blocks the PCs' exit from the archive.

Echoes of the Oliphaunt

In the course of the party's adventures, they run the risk of triggering a hazard created in a spot steeped in the energies of Jandelay. Disabling the Trump of the Oliphaunt is a mythic deed.

TRUMP OF THE OLIPHAUNT

HAZARD 12

RARE COMPLEX ENVIRONMENTAL MYTHIC

Stealth +25 (master) to notice the tension of a low vibration forming in the area from the imminent release of the Oliphaunt's trumpet

Description An overwhelming trumpeting sound vibrates and suffuses the area, causing everything to slow.

Disable DC 38 Arcane (expert), Maelstrom Lore (expert), Occultism (master), Religion (master) to recognize and shore up the area against the localized planar instability causing a connection to the Oliphaunt of Jandelay. Four successes are needed to strengthen the area enough against the instability to end the hazard.

Bone-Shattering Rhythms **Trigger** Three or more characters enter the area of planar instability; **Effect** Pent-up magical energy from another world begins to release in waves of overwhelming sound. The hazard rolls initiative.

Routine (1 action) Each creature in the area must attempt a DC 36 Fortitude save. A creature with the slowed condition from this hazard takes a -2 circumstance penalty on further saves against this effect.

Critical Success The creature is unaffected.

Success The creature takes 2d6+6 sonic damage and is deafened for 1 round.

Failure The creature takes 4d6+13 sonic damage and is slowed 1 for 2 rounds.

Critical Failure The creature takes 8d6+26 sonic damage and is slowed 2 for 2 rounds.

Reset The area becomes unstable again after 24 hours.

Uncovering an Incarnate Spell

Ever since Gimmel, the third runelord of greed, summoned the Oliphaunt to help defeat an invading Azlanti army,

powerful casters have gone to otherworldly lengths to try to rediscover the secrets of his magic. Some say that Gimmel made a pact with Lissala, the goddess of runes, who taught him to locate and scry hidden planes using mysterious rune magic. With this gift, he found the hidden plane of Jandelay, where he first witnessed the awe-inspiring Oliphaunt, towering like a warden over the endless sea of remnants from long-lost worlds. Many scholars say that Lissala's decline, and eventual disappearance, was a castigation by other deities for the grave error of sharing this secret with Gimmel, which he used to further manipulate rune magic to do more than just scry.

When a lost temple to Lissala appears in New Thassilon, seemingly plucked from the depths of time, the heroes have an opportunity to follow Gimmel's path and uncover hidden truths. This sprawling complex is an 18th-level challenge, patrolled by high-level sinspawn, ghosts, and other powerful creatures that don't seem to realize that centuries have passed since the fall of the runelords. The passage of time hasn't affected the temple's halls, as its many wards and hazards remain functional (and dangerous). Eventually, the heroes make their way to the structure's center to find a herald of Lissala trapped in stasis. The multiheaded creature (use the stats for a tarn linnorm; *Monster Core* 221) has a glowing Sihedron embedded in its chest, marking it as a living vault. The PCs need to overcome the herald to retrieve what is inside. If they can do so without waking it (with three successful DC 40 Thievery checks), all the better, but if the herald is jostled in any way, it rises from its slumber and attacks. The secret vault's contents are released upon the herald's death: a gilded book that holds the knowledge of the *summon Oliphaunt of Jandelay* spell (page 157). Successfully discovering this incarnate spell is a mythic deed.

Rescue the Oliphaunt of Jandelay

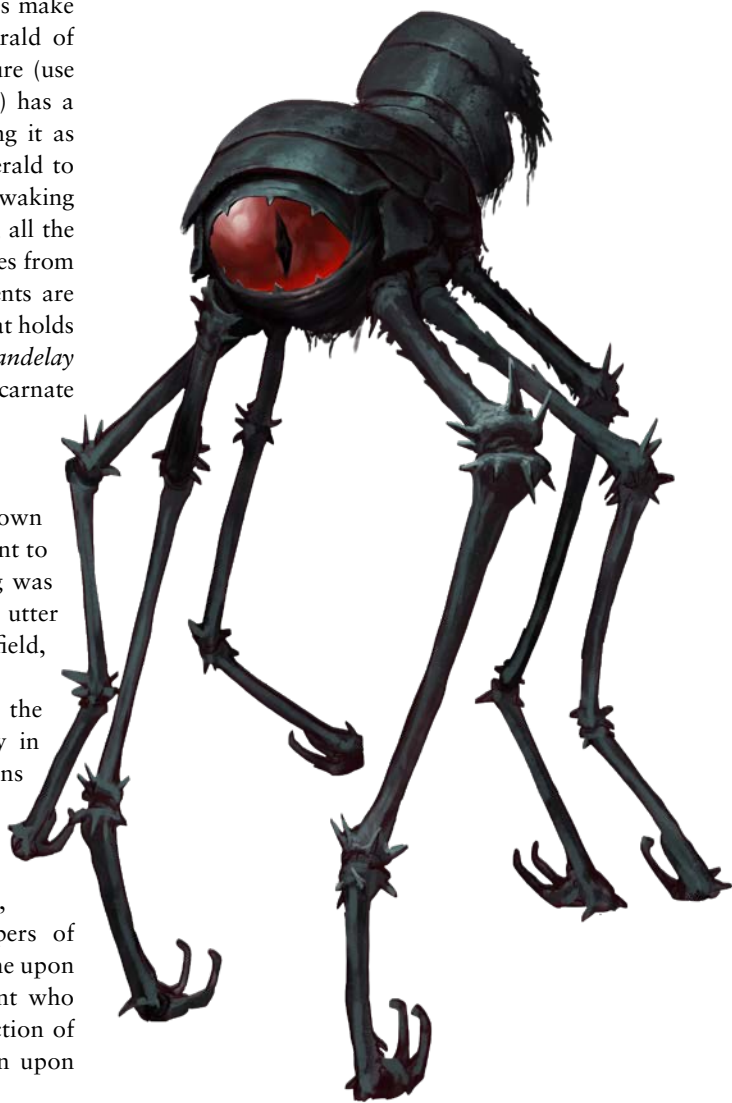
Gimmel, the third Runelord of Greed, is best known for his legendary feat of summoning the Oliphaunt to thwart an invading army. While the summoning was a success, his inability to control the beast led to utter chaos as the Oliphaunt rampaged over the battlefield, demolishing friend and foe alike.

Upon his demise, Gimmel's spirit was sent to the Outer Rifts, forming a powerful demon nearly in strength to rival a nascent demon lord. For eons he obsessed over his failure in controlling the Oliphaunt, his fury and grief driving him to great depths of hatred, forming a nihilistic attitude towards all life. In his incessant ravings, he found a sympathetic bond with worshippers of Rovagug. In teachings of the Rough Beast, he came upon the true purpose of Jandelay, and the Oliphaunt who resides within—the fact that Jandelay is a collection of worlds to be used to rebuild the Universe again upon its destruction.

With that revelation, Gimmel has become obsessed with destroying the Oliphaunt and Jandelay, dooming all of existence in the process when his lord Rovagug is finally freed to consume it all. The mighty fiend brings an army of cultists and demons to Spindlehorn, the site where he first summoned the Oliphaunt, and begins to open a portal to Jandelay with the intention of invading it.

If the party wishes to keep Gimmel from dooming all of existence to ultimate destruction, they need to thwart his plans. Rescuing the Oliphaunt of Jandelay from Gimmel's entropic plans is a mythic deed. This can be accomplished in various ways. Discovering and dismantling his power base before he can bring it to bear against Jandelay, defeating him in individual combat, or raising an army to defeat his own on the plains before Spindlehorn all count as mythic deeds.

Use a shemhazian (*Monster Core* 81) with the elite adjustment as statistics for Gimmel, giving him any innate spells that are appropriate for your campaign. His army could consist of troops of demonic rabble, as well as any individual demons and sycophants as you see fit.



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SUBLIME BREATH

THE FORM OF ART

Once, there was a master blacksmith, said to be the finest in all the land. Such were his talents that the queen of the elves took notice, and she asked for him to forge her a crown. The blacksmith was honored to hear her request, and he promised the crown would be one that changed with the seasons as she did, that it would shine with a green more beautiful than the elves' ancestral home did in the sky, and more. He promised the crown to the elf queen in twelve and one years, but after a dozen, he passed away, and the task fell to his three apprentices.

Though the apprentices were each fine smiths in their own right, they were unable to complete their master's work, and they were burdened with the enormity and impossibility of the task before them. A fruitless month passed, and then another, with the spirit of creativity refusing to reveal itself to them, and as the final year drew to a close, the apprentices had nothing to show the elf queen.

Burdened by the impossibility of the task, the apprentices visited the clearing where they had

scattered their master's ashes. As they drew close, a familiar sound rang in the air. Finding the clearing, the apprentices saw three spirits in robes of cerulean and white assembling a crown: one hammered shimmering metal at a forge, the other hung sparkling jewels to the metal, and the third engraved runes that affixed enchantments of beauty to the work. Their skill was beyond compare.

The first apprentice laid eyes on the spirits, and she saw an opportunity—slay the spirits, take the crown, and none would be the wiser. She strode forward into the clearing, brandishing her hammer to strike them down, but the spirits turned to her. The apprentice recoiled, as if burned by a heat only she could feel, before dropping dead in the clearing, never making it back to her workshop.

The second apprentice laid eyes on the spirits, and she saw a solution—take their tools, clearly magical and fine, and use them to produce the crown for the elf queen. As the spirits left to bathe the sweat from their brows in a nearby river, the apprentice stole into the clearing and made away with a hammer, a loupe, and

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a graver. She took them back to her workshop as the spirits hurled insults at her in the distance. When she began to work, she found herself even more stymied than before. She worked and worked, producing nothing with greater and greater fervor, so much so she forgot to eat, to sleep, to breathe. By morning, she had dropped dead of exhaustion in her workshop. Her body wasn't discovered for several days.

The third apprentice laid eyes on the spirits, and she saw inspiration—she watched the care they took as they produced their work, how their act of creation was unconcerned with anything other than the joy of expression and the honing of their skill. She watched enraptured until morning, and when the spirits had departed, she returned to her workshop and began to work. Though the fires were hot and the metal resisted her at first, the apprentice found herself able to fully envision the crown she had seen in fleeting moments, but that had always eluded her grasp. The wheel of creativity began to turn. A breath had entered her, something sublime, and the month flowed by faster and faster as metal and jewel and magic sung in her hands.

It is said the elf queen still wears the crown to this day.

A MUSE OF FIRE

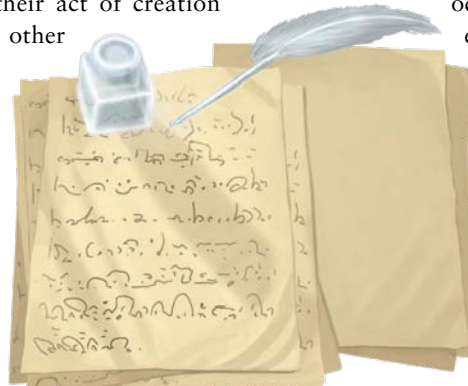
Inspiration is something fleeting to most, a glimpse of the divine that an artist or performer struggles to recapture in their mortal frames as the consuming passion of creativity comes to them. Even the most technically skilled dancer can struggle for years to express a concept, and even the most untrained sculptor can be struck with a flash of brilliance to produce a breathtaking statue in a fervor of carving. A period of this insight can burn as quickly and brightly as a matchstick, or it can smolder within an artist's soul for a long time, waiting to be fanned into a greater flame.

Sublime breaths are inspiration incarnate. Typically gathering in small enclaves or salons of three, these spirits each devote themselves to the perfection and guidance of a specific art. They often wear mortal shapes to better pass through society and seek out new art forms to evolve their own understanding of expression and technique. However, they're also known to establish ateliers in secret locations where they practice their craft.

Though sublime breaths are thought of as a metaphor or legend by most, those who know of their existence dream of finding one of these secret gatherings of heavenly artists in the hopes of learning from them or receiving their blessing.

BOUNDLESS IN EXPRESSION

A sublime breath's physical body is transient, a shape worn only for the observer. Scholars believe this shapechanging nature is not a separate ability, but instead a part of their role in inspiring mortals. When observed, a sublime breath instinctively takes on a shape tailored to the observer, which it then wears for the foreseeable future; while this can manifest simply as beauty, it's more accurate to state that the shape is one that most inspires the observer to new heights. Particularly unique, odd, or intimidating features that evoke old emotions, an eye color that recalls a childhood memory, or a plain countenance to serve as a canvas for expression are all equally likely forms for the spirit to take. If observed by multiple individuals, the sublime breath's shape often reflects a mixture of features from the subconscious of each.



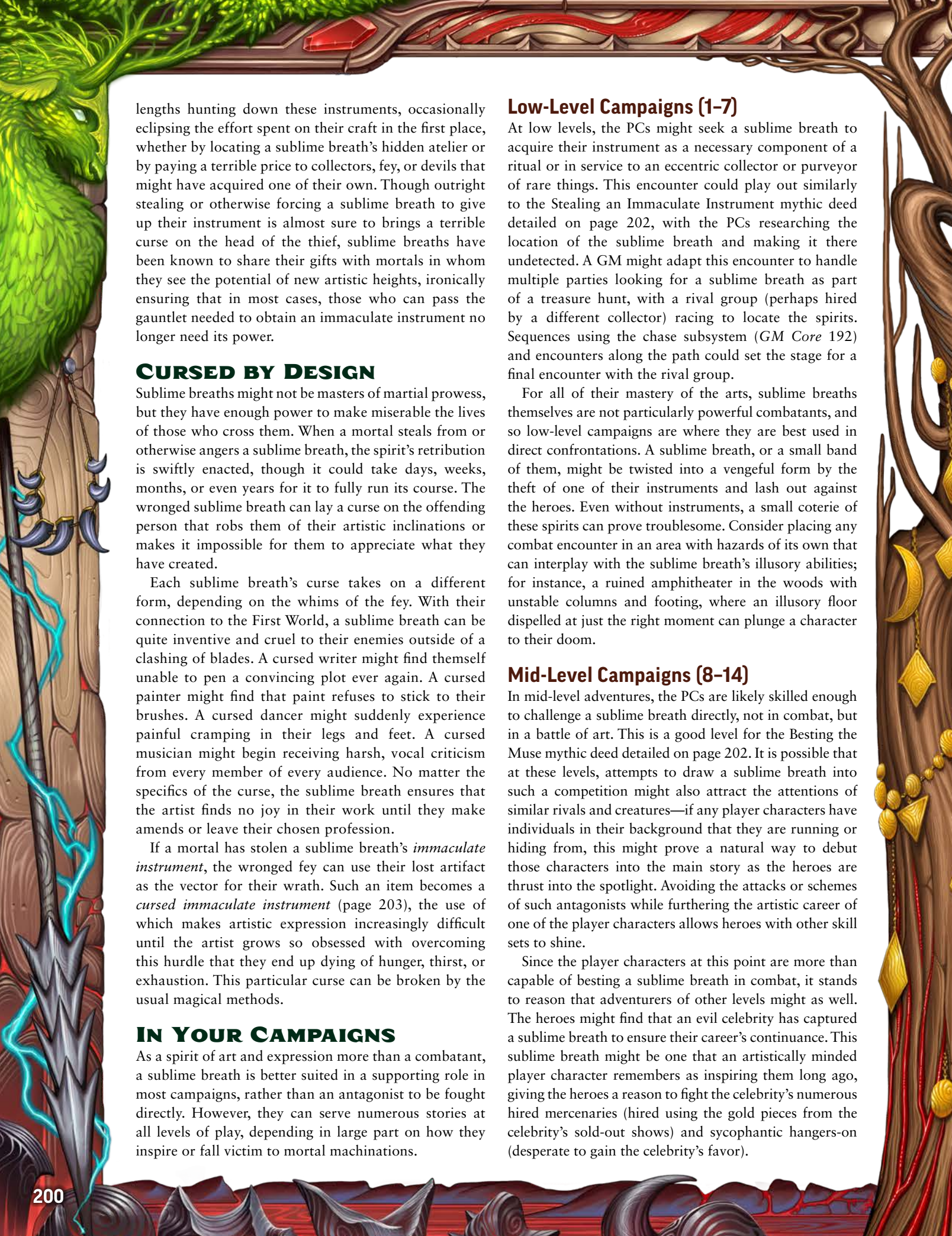
IMMACULATE INSTRUMENT

More key to a sublime breath's identity is the form of art they practice. There are precisely as many sublime breaths in creation as there are forms of art and expression; when a new medium or style comes into being, a sublime breath either coalesces from the First World or buds off from their parent in a way that mirrors the divergence of two similar styles of painting. The reverse is true as well; when the 57th grandmaster of lansensong died destitute and obscure, with neither heir nor patrons, somewhere, a stencil and brush of silver light cracked in the hands of a sublime breath as its form dissolved on the wind.

IMMACULATE INSTRUMENTS

While the exact form of a sublime breath is the subject of debate among philosophers, their tools are not. Each sublime breath carries an *immaculate instrument*—a musical instrument, a tool, or a prop—used in their particular form of art. These tools are coveted by collectors and artists alike, as they are said to be able to produce masterpieces in even the most untrained hands. Though this is more or less true in practice, the truly learned know that this is not because the tools provide any particular skill to the user, but because they provide a direct connection to the seat of divine inspiration from which all talent flows, allowing preconceptions, distractions, and external pressures to fall away.

For these reasons, a sublime breath's *immaculate instrument* is spoken about in hushed whispers in artist circles as the device that can raise a struggling painter from obscurity or enable the most acclaimed singer to meet the impossible expectations set by their previous masterpieces. The truly desperate often go to extreme



lengths hunting down these instruments, occasionally eclipsing the effort spent on their craft in the first place, whether by locating a sublime breath's hidden atelier or by paying a terrible price to collectors, fey, or devils that might have acquired one of their own. Though outright stealing or otherwise forcing a sublime breath to give up their instrument is almost sure to bring a terrible curse on the head of the thief, sublime breaths have been known to share their gifts with mortals in whom they see the potential of new artistic heights, ironically ensuring that in most cases, those who can pass the gauntlet needed to obtain an immaculate instrument no longer need its power.

CURSED BY DESIGN

Sublime breaths might not be masters of martial prowess, but they have enough power to make miserable the lives of those who cross them. When a mortal steals from or otherwise angers a sublime breath, the spirit's retribution is swiftly enacted, though it could take days, weeks, months, or even years for it to fully run its course. The wronged sublime breath can lay a curse on the offending person that robs them of their artistic inclinations or makes it impossible for them to appreciate what they have created.

Each sublime breath's curse takes on a different form, depending on the whims of the fey. With their connection to the First World, a sublime breath can be quite inventive and cruel to their enemies outside of a clashing of blades. A cursed writer might find themselves unable to pen a convincing plot ever again. A cursed painter might find that paint refuses to stick to their brushes. A cursed dancer might suddenly experience painful cramping in their legs and feet. A cursed musician might begin receiving harsh, vocal criticism from every member of every audience. No matter the specifics of the curse, the sublime breath ensures that the artist finds no joy in their work until they make amends or leave their chosen profession.

If a mortal has stolen a sublime breath's *immaculate instrument*, the wronged fey can use their lost artifact as the vector for their wrath. Such an item becomes a *cursed immaculate instrument* (page 203), the use of which makes artistic expression increasingly difficult until the artist grows so obsessed with overcoming this hurdle that they end up dying of hunger, thirst, or exhaustion. This particular curse can be broken by the usual magical methods.

IN YOUR CAMPAIGNS

As a spirit of art and expression more than a combatant, a sublime breath is better suited in a supporting role in most campaigns, rather than an antagonist to be fought directly. However, they can serve numerous stories at all levels of play, depending in large part on how they inspire or fall victim to mortal machinations.

Low-Level Campaigns (1-7)

At low levels, the PCs might seek a sublime breath to acquire their instrument as a necessary component of a ritual or in service to an eccentric collector or purveyor of rare things. This encounter could play out similarly to the Stealing an Immaculate Instrument mythic deed detailed on page 202, with the PCs researching the location of the sublime breath and making it there undetected. A GM might adapt this encounter to handle multiple parties looking for a sublime breath as part of a treasure hunt, with a rival group (perhaps hired by a different collector) racing to locate the spirits. Sequences using the chase subsystem (*GM Core* 192) and encounters along the path could set the stage for a final encounter with the rival group.

For all of their mastery of the arts, sublime breaths themselves are not particularly powerful combatants, and so low-level campaigns are where they are best used in direct confrontations. A sublime breath, or a small band of them, might be twisted into a vengeful form by the theft of one of their instruments and lash out against the heroes. Even without instruments, a small coterie of these spirits can prove troublesome. Consider placing any combat encounter in an area with hazards of its own that can interplay with the sublime breath's illusory abilities; for instance, a ruined amphitheater in the woods with unstable columns and footing, where an illusory floor dispelled at just the right moment can plunge a character to their doom.

Mid-Level Campaigns (8-14)

In mid-level adventures, the PCs are likely skilled enough to challenge a sublime breath directly, not in combat, but in a battle of art. This is a good level for the Besting the Muse mythic deed detailed on page 202. It is possible that at these levels, attempts to draw a sublime breath into such a competition might also attract the attentions of similar rivals and creatures—if any player characters have individuals in their background that they are running or hiding from, this might prove a natural way to debut those characters into the main story as the heroes are thrust into the spotlight. Avoiding the attacks or schemes of such antagonists while furthering the artistic career of one of the player characters allows heroes with other skill sets to shine.

Since the player characters at this point are more than capable of besting a sublime breath in combat, it stands to reason that adventurers of other levels might as well. The heroes might find that an evil celebrity has captured a sublime breath to ensure their career's continuance. This sublime breath might be one that an artistically minded player character remembers as inspiring them long ago, giving the heroes a reason to fight the celebrity's numerous hired mercenaries (hired using the gold pieces from the celebrity's sold-out shows) and sycophantic hangers-on (desperate to gain the celebrity's favor).

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High-Level Campaigns (15–20)

At high levels, a sublime breath is most dangerous not alone, but as a willing accomplice to a villain. A city might be plagued by an evil serial killer, toxicologist, or velstrac who considers their violence a form of self-expression, enough so to give rise to a particularly wicked and twisted sublime breath. Seeing the potential in this twisted form of “art,” the sublime breath might help the villain devise ever more elaborate and crueler designs. The PCs will likely have to navigate deadly, if exquisitely crafted, hazards like a vorpal executioner or dance of death (*GM Core* 105–106) or deadly constructs like an aolaz (*Monster Core* 22) to make their way to the final villain. While the sublime breath likely does not play a direct role in combat at this level, their ability to inspire the villain could be represented by powerful gear or assistance manipulating the battlefield as a supporter.

A powerful spellcaster might work with a sublime breath to affect the primordial relationship between a sublime breath and the art they represent. When used as the linchpin of a ritual or mindscape, the sublime breath might alter the very nature of their art, causing the border between inspiration and reality to blur. This could affect entire nations as a form of subtle mind control or propaganda, or cause monsters like dragons or spirits to arise simply when imagined. The heroes will likely have to locate the spellcaster and disconnect the sublime breath from the ritual in a mindscape or similar plane with surreal gravity, terrain, or other features limited by only their imagination, as described in the *Life of the Mind* mythic deed on page 203.

BRINGERS OF INSPIRATION

A sublime breath seeks to perfect their craft, or, when they see the seed of potential in a worthy mortal, to inspire them to new heights.

SUBLIME BREATH

CREATURE 6

RARE MEDIUM FEY MYTHIC

Perception +16

Languages Common, Fey; *truespeech*

Skills Acrobatics +14, Athletics +12, Crafting +26, Deception +18, Diplomacy +16, Nature +15, Performance +26

Str +2, **Dex** +4, **Con** +2, **Int** +4, **Wis** +2, **Cha** +5

Items *immaculate instrument* (page 203)

Immaculate Instrument A sublime breath carries a single tool, prop, or instrument related to its chosen craft, such as a mask, sash, or paintbrush. As long as they possess their *immaculate instrument*, they treat any critical failures on Crafting or Performance checks as failures.

Artistic Specialist In a recital, competition, or other measure of artistic skill, a sublime breath is a 12th-level challenge.

Thought Slips Away The sublime breath’s ephemeral lightness makes them impossible to grasp. They use their Performance modifier to Escape, Tumble Through, High

Jump, or Long Jump. When they Leap, High Jump, or Long Jump, the movement does not provoke reactions.

AC 24; **Fort** +11, **Ref** +14, **Will** +17; +2 status to all saves vs. emotion; mythic resilience (Will)

HP 111

Mythic Resilience The sublime breath treats their Will saving throws as one step better than it actually is (so a critical failure is a failure, a failure is a success, and a success is a critical success).

Speed 25 feet

Melee ✦ soft touch +16 (mental, spirit), **Damage** 2d4+8 bludgeoning plus 1d6 mental and 1d6 spirit

Ranged ✦ feigned strike +16 (mental, range 60 feet, spirit), **Damage** 2d6 mental and 2d6 spirit

Mythic Power 3 Mythic Points (page 168)

- **Remove a Condition** ✦ (concentrate) **Cost** 1 Mythic Point; **Effect** The sublime breath removes any one condition currently affecting them.

Artistic Creation ✦ (illusion, mental) **Frequency** once per



round; **Effect** The sublime breath's art is so real that it takes shape in the hearts of those who witness it. The sublime breath crafts, acts, recites a tale or song, or otherwise uses their art to create a work of art in a 10-foot burst within 60 feet. The creation is perceptible and tangible to creatures that don't disbelieve it and it affects them accordingly; for instance a ladder could be climbed, and a campfire would provide heat and even be able to cook food for an affected creature. A hazardous creation deals 4d6 damage to creatures that enter or begin their turn in the area (DC 24 basic Will save), of a type matching the creation, usually a physical damage type or a common energy type such as fire, acid, or cold. The creation lasts until the end of the sublime breath's next turn, though the sublime breath can Sustain it to prolong the effect for up to 1 minute. The sublime breath can Sustain any number of Artistic Creations with a single action.

Artistic Destruction ◆ (illusion, mental) **Requirements** The sublime breath has either used Artistic Creation this turn or Sustained an Artistic Creation this turn; **Effect** The sublime breath destroys their creations to make way for new growth. All of their currently sustained Artistic Creations detonate, dealing 8d6 damage to all enemy creatures either within a creation or within a 10-foot burst of it (DC 24 basic Will save). The damage type matches the creation. Creatures in multiple overlapping bursts take damage only once, of the type of their choice. The sublime breath then cannot use Artistic Creation for 1d4 turns.

Change Shape ◆ (concentrate, divine, polymorph) The sublime breath can take on the appearance of any Medium or Large humanoid creature. This doesn't change their Speed or their attack and damage bonuses with their Strikes, but might change the damage type their Strikes deal.

The sublime breath instinctively takes on the appearance an observer finds most inspiring. The first time they become observed, they use Change Shape as a free action, even if they were unaware they were being observed, they take on a specific appearance reflecting the hidden desires, hopes, artistic inclinations, or similar deep-seated emotions of a single observer. As long as the sublime breath can be observed by this creature and maintains this shape, the observer gains a +1 circumstance bonus to Crafting and Performance checks and takes a -1 circumstance penalty to Will saves against the sublime breath or to any check or DC that would attempt to capture or restrain them, such as attempts to Grapple or the DC of a *paralyze* spell.

Hours Go By ◆ (emotion, mental) A sublime breath's presence can allow artists and artisans to work almost effortlessly in a state of perfect flow. The sublime breath encourages a single creature within 60 feet, who becomes quickened. They can spend the extra action only to Sustain a spell or other ability.

MYTHIC DEEDS

Besting the Muse

Those who seek to win over a sublime breath can do so by besting them in a contest of skill. Doing so is no small task, first requiring the player character to express a truly novel concept through their art, which requires a DC 30 Performance or Crafting check and typically requires at least several months of preparation. Once the work is complete, the hero must then take their art to at least 1d4 different settlements, loudly proclaiming or boasting about the superiority of their work and convincing the populace that this craftsmanship is above that of even the gods and spirits, which requires a successful DC 30 Diplomacy, Deception, or Society check at each location.

Each successful check attracts rivals who challenge the player character's claim and attempt to best them in a contest of art. This contest uses the Victory Point subsystem (*GM Core* 184) over 3 rounds—representing 3 days of creation and 3 nights of judgment—with the winner being the one who accumulates more points. While most challengers will be common artistic upstarts and attempt checks with a Crafting or Performance modifier of +10 to +14 (likely relatively simple to defeat), one challenger will be a sublime breath under the guise of their Change Shape ability and use their normal statistics. With each day and night, more of the sublime breath's transformation falls away, and on the final night they stand by their work of art in their full glory. If victorious, the sublime breath takes offense at the hero for their hubris, which typically results in fey creatures seeking out the player character and specifically destroying any works of art they have created and attacking any successors to the character's specific style of art. If defeated, the sublime breath admits that the hero has potential to elevate their chosen art form to higher heights than even the sublime breath, and they typically either willingly grant their *immaculate instrument* to the player character, become their muse, or otherwise devote themselves to guiding the hero's artistic growth in life and their reputation and legacy after their death.

Besting a sublime breath in an artistic competition is a mythic deed.

Stealing an Immaculate Instrument

A player character who seeks to steal an *immaculate instrument* must first find an atelier where the elusive sublime breaths gather—often a secluded cove, clearing, or grotto. Locating such a clearing typically requires research into a work of art produced or inspired by a sublime breath. A PC who succeeds at a DC 24 Art Lore, Theater Lore, or similar check when directly observing such a work of art can identify a subconscious motif or artistic allusion—such as a musical trill that evokes mountaintops or a rare species of flower in

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the background of a painting—or two such motifs on a critical success. Bards, certain nephilim, and other characters with strong ties to the arts gain a +2 circumstance bonus to their check. It typically takes several such motifs to begin piecing together a concrete location, leading the heroes to spend multiple days in a row attending the same opera, gallery, or tavern show as they scrutinize the work.

Once the player characters have identified a prospective atelier, they must seek the sublime breaths themselves. Thankfully, sublime breaths rarely work in inherently dangerous locations, and so combat challenges are minimal, but the heroes must make it to the atelier without being seen by a single living creature, as even the smallest bird or fish will race ahead to notify the sublime breaths of incoming mortals. This typically requires three consecutive DC 22 Stealth or Survival checks over the course of a single day. Upon finally reaching the sublime breath's clearing, the heroes see the spirits practicing their craft with such moving emotion that they must succeed at a DC 25 Will save or become fascinated and unable to take hostile actions against the spirits for 1 day; this is a mental and emotion effect. After 1d4 hours, the sublime breaths break to eat, bathe, play, or otherwise replenish their creative energies, leaving their *immaculate instruments* unattended. A creature that succeeds at a DC 25 Stealth or Thievery check can then steal away with the artifact.

Stealing a sublime breath's *immaculate instrument* is a mythic deed. Stealing the instrument by force, or in any way where the sublime breath is aware of the thief's identify, invariably causes the *immaculate instrument* to become cursed.

IMMACULATE INSTRUMENT **ITEM 12**

RARE **ARTIFACT** **DIVINE** **MYTHIC**
Usage worn or held in 1 hand; **Bulk** L

This object, made of silver light, takes the form of a small musical instrument, prop, or other tool associated with a specific art form. The holder of the *immaculate instrument* never suffers from creative blocks of any kind and their work is always insightful and skilled. A character who uses the immaculate instrument to Perform or Craft can attempt the check at mythic proficiency once per month, and as long as they possess their *immaculate instrument*, they treat any critical failures with these skills as failures.

Destruction If the holder uses the *immaculate instrument* to intentionally produce a work that is not just mediocre or crass, but one that devalues the public opinion of the art form itself in a showing of at least 100 spectators, the instrument fades away in shame.

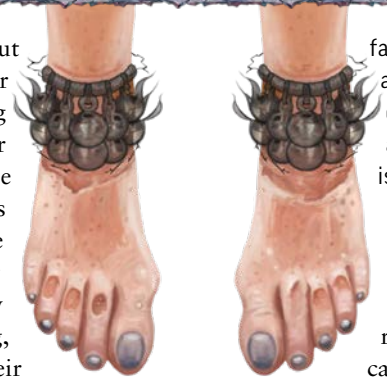
CURSED IMMACULATE INSTRUMENT **ITEM 12**

RARE **ARTIFACT** **CURSED** **DIVINE** **MYTHIC**
Usage worn or held in 1 hand; **Bulk** L

This *immaculate instrument* has been cursed by the sublime breath it was taken from, causing it to warp, rust, or tarnish, though the holder of the instrument cannot perceive this and rationalizes away any attempt to explain the instrument's obviously cursed nature. Whenever the *cursed immaculate instrument* is used to produce a work, the holder must succeed on a DC 16 flat check or the work fails, leaving the holder frustrated and raising the DC of subsequent flat checks by 1.

When the DC reaches 20, the work fails as normal, but the holder continues to attempt it fruitlessly to the exclusion of all other activities, including eating, drinking, and sleep, until they expire or the curse is broken.

CURSED IMMACULATE INSTRUMENT



The Life of the Mind

Though it requires a great deal of powerful magic, a sublime breath's relationship to the art they are born from can be subverted, making the inspiration they provoke become less intangible and somewhat physical. This results in a psychic anomaly that can bring dreams and fantasies to life and warp the laws of reality over a wide area. Such an abnormality can begin subtly, with the children of a town manifesting their imaginary friends and older folks conjuring items from their past thought long lost. Left unchecked, the sublime breath's corrupted influence can render an entire town or even a nation into a chaotic facsimile of the Maelstrom.

Once the heroes discover the problem and resolve to help those affected, they'll have to journey to the center of the strangeness to find the source of the chaos. In such an unpredictable place, the player characters can encounter just about anything—dragons, aliens, historical figures, or abstract concepts given form to name a few. To drive home the weirdness, a creature might look out of place, appearing as an animated cartoon or a collection of musical notes, or once defeated collapse into globs of paint or ink-stained pieces of paper. In the same vein, the player characters should be able to use Crafting or Performance in place of other skills to disable hazards; maybe they dance their way through a corridor of spinning blades or sketch a ladder that lets them easily climb out of a pit.

At the center of it all is either a imprisoned sublime breath or one reveling in the chaos. The fey is protected by an impenetrable shield, but the heroes can end the dangerous magical connection with three DC 36 counteract checks (the effect has a counteract rank of 8). Only one of these checks can be attempted each round, and all the while, imaginative dangers flood the battlefield.

Stopping an artistic mindscape from overrunning an area is a mythic deed.



VEREX-THAT-WAS

Even gods can succumb to greater powers, and even the vilest of them can be warped into worse forms. This was the fate of the orc god Verex the Despoiler.

Trusting too much in his own divine might, Verex delved too deep into mysteries he should have left untouched and found himself ensnared by energies seeping from Rovagug's prison, the Dead Vault. He tried to escape Rovagug's corrupting energies by adopting a corporeal form and hurling himself back up to Golarion's surface, but this only accelerated his decline. Curled into a contorted ball of agony, he laid helplessly on the ground, unable to do anything but weep in rage and pain.

Yet Verex remained a god, even in this reduced state. His power, and the terrible conflict within him, called to the Godsrain. A drop of dead Gorum's blood landed on his body, infusing him with divine might. Rather than healing him, however, its power was channeled into the gouges Rovagug had clawed into his soul.

He rose as Verex-That-Was, no longer a god, but a Spawn of Rovagug. Like all such spawn, Verex-That-Was is a behemoth of near-inconceivable size. Even before his final corruption, he was a creature ruled by his basest

instincts, but now those violent impulses are all that's left of his mind. The agony of his transformation never fully abated, and the only respite Verex-That-Was can obtain are during the scant short seconds that he's tearing apart another creature. In that ecstatic moment of destruction, as his own pain is poured into his victim's body, Verex-That-Was is temporarily relieved of his torment.

The outlines of Verex's former self are still dimly evident in his current form, if only barely so. Every inch of his body is a blasted mess, with splintered bones visible outside of his skin and limbs twisted into painful shapes. His eyes are distended from the terrible pressure inside his skull, and his teeth fall out of his torn mouth as he speaks, though new ones quickly sprout to replace them. He moves like a feral creature, on all fours, with a swiftness that belies his enormous size.

No one knows what the spawn's goals might now be, but his wanderings across Golarion do not seem to be accidental. He can quickly "burrow" from the site of one massacre to another, and those who have charted his peregrinations suggest Verex-That-Was is knitting a grisly and intricate design across the world.

PRIESTS OF A RUINED GOD

Verex's faith splintered with his transformation and the other upheavals of the orc pantheon. Many who venerated the Destroyer abandoned him or were slain by other orcs who'd harbored grudges against them. A few, however, found their god's new form to be the apotheosis of his values, for now he—and they—could visit destruction upon their foes in purer and more varied ways than ever before.

Many of these enraptured believers sought out their altered god and were promptly slain by him. Only a tiny handful survived their pilgrimages, but these survivors were imbued with echoes of the terrible destructive energy that swirls throughout Verex-That-Was.

Some of Verex's victims, overcome with terror by the Spawn of Rovagug, pledge themselves to him in what would otherwise have been their final moments of panic. On occasion, and perhaps only by chance, they survive, their forms warping in a manner similar to that of Verex's former clergy. They, too, sometimes turn their faith toward Verex-That-Was.

The "blessed" faithful are recognizable by their bulging eyes, mimicking their master's, which swirl with the storms of crimson energy that consume them from within. Though each one's transformation is unique, all have some ability to channel that energy through their bodies, weapons, and sometimes into more powerful blasts—indeed, they must, for otherwise the pressure within exceeds what they can contain, and their bodies explode in superheated gore.

Already, the influence of Verex's devoted has begun to seep through isolated encampments and hardscrabble settlements in Golarion's most desperate places: the wilds of Belkzen and the borderlands around Tar-Baphon's territory, where survival is so difficult that some might choose to follow Verex-That-Was simply because they aren't yet familiar with his horrors. By the time these unfortunate souls learn the truth, their fate has been sealed.

THE SPREADING STAIN

Verex the Destroyer succumbed to the pernicious influence of the Dead Vault while within the Darklands, and it was through the Darklands that he initially staggered as he fought, and failed, to free himself from Rovagug's corruption. Whatever magical or spiritual effects might have been thrown off by that struggle between gods remains locked in the subterranean wilds, far from any inhabited tunnels or caverns, and their repercussions are not yet known.

After Verex emerged on the surface and was struck by the Godsrain, however, the damage caused by his presence in the world could no longer be disguised. Wherever he passes, he leaves poisoned scars, and

though he is but newly risen in this form, he has already left a swath of disaster across Golarion.

The Bonebursts

Soon after returning to the surface, Verex-That-Was passed through the periphery of the Battle of Nine Broken Skulls. The land was soaked with reverberations of war and destruction, and the Spawn of Rovagug pulled these resonances toward him as he walked across the battlefield.

Fragments of ruined armor, broken weapons, and orc and undead bone rose from the blood-soaked earth, coalescing into contorted clouds of material. Ghostly shapes warred within each cluster, as the spectral memories of suffering attached to each object tried to tug the whole into its remembered shape, and tried to fight off the enemies trapped together with it.

Verex-That-Was crushed any of the bone fragment clouds that blundered into his path, but many more arose in his wake, and the Spawn of Rovagug appeared oblivious to these. He left them churning across the fields of death, fighting viciously within themselves, but also turning on any intruders.

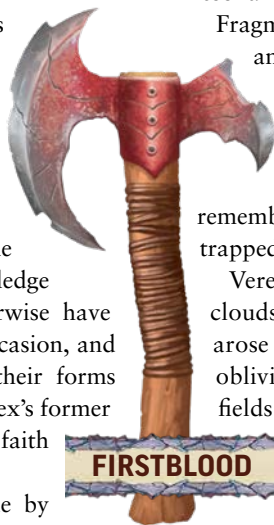
A few scavengers have encountered these spectral fragments, which they dubbed "bonebursts" (page 209), and lived to tell the tale. They describe howling clouds of bone and shrapnel, animated by rust-red fog and clots of spectral gore, that scream the war cries of dead armies as they attack. Some reports claim that the bonebursts must tear apart other victims to hold themselves together, and that they self-destruct in deafening explosions if they can't find anything else to vent their rage against.

Red Dreams

The wounds caused by Verex-That-Was's attacks produce a fast-acting disease called bloodboils. The pustules that grow on the afflicted's skin burst painfully when struck, seeping tainted blood onto the battlefield. Large quantities of this effluvia, when sufficiently drenched into the soil, can even contaminate the local groundwater. Creatures in contaminated areas find their tempers growing shorter and flaring hotter. Small indignities spark murderous arguments, and anyone who tries to intervene in an attack is likely to find that rage directed at them, too.

Those who are repeatedly exposed to this corruption become restless, their sleep plagued with "red dreams," during which they see strangely serene visions of bloody violence. People suffering from red dreams grow increasingly fatigued, though they fail to realize this. Eventually, the burden of exhaustion bleeds over from the realm of dream, and the creature succumbs completely to the violence while awake.

When this happens, horror follows. A previously kind person might murder their neighbor. An elderly



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innkeeper might kill all their lodgers. There is no rhyme or reason to such killings, except that the perpetrators have succumbed to the red dreams. Eventually, if the red dreamer survives long enough, their eyes bulge as wild as any altered priest's and they are transformed into full-fledged servants of Verex-That-Was.

Shatterskull Crest

The first and, thus far, only serious attempt at slaying Verex-That-Was came from the Company of the Bolt and Axe, a group of dwarven heroes who had come to the Gravelands with the intention of challenging Tar-Baphon, only to find a more pressing enemy in their path. The dwarves put up a valiant fight, battling Verex-That-Was up a steep rocky outcropping, but ultimately, they failed.

Roaring in triumph, Verex shattered their skulls and hurled the pieces about the path he'd smashed into the stone as he fought the dwarves up the rocky spine. He meant for this to stand as a monument to his victory, and many of his followers took it as such: worshippers

of Verex who aren't willing to risk an encounter with their god in flesh often make pilgrimages to Shatterskull Crest instead, climbing the blood-slicked rock so they can pray at the tip of the spire and receive visions of his greatness.

Disquieting rumors persist, however, that something of the dwarves survives there as well. Some pilgrims have slipped and tumbled abruptly off the spire to their deaths, almost as if shoved by unseen hands. A few survivors claim to have heard the broken skulls mutter angrily at them. Although Verex's faithful believe that the purpose of these spirits is merely to test their mettle as they climb, there is still some speculation that, perhaps, the Company of the Bolt and Axe learned something during their final confrontation that might help another hero bring down the Spawn of Rovagug.

IN YOUR CAMPAIGNS

Although Verex-That-Was is too powerful to serve as a direct antagonist outside high-level campaigns, the secondary effects of his presence and the malevolent schemes of his worshippers can be used as adversaries for lower-level groups.

Low-Level Campaigns (1-7)

Verex-That-Was's agents can provide appropriate challenges for adventurers just beginning their careers. The PCs might investigate a series of horrific crimes, tracing them back to an apparent culprit, only to discover that the murderer was spurred by a sickness called red dreams, and that the taint may spread to others in the area if not cleansed. The PCs must travel underground to find the source of the bloodboil-tainted water, which is guarded by several cultists who worship Verex-That-Was.

After defeating these cultists, the PCs learn of similarly minded worshippers infiltrating the echelons of local government to leave behind grisly weapons of bloodstained bone permeated with the corrupting influence of Verex-That-Was. These items are *shards of self-destruction* (page 208), and the curse they impart claims the lives of several important NPCs. The heroes must uncover the hidden cultists while avoiding the *shards'* influence. To make matters worse, an ally (or one of the PCs) accidentally picks up one of these weapons, and the PCs must race to lift the curse. Doing so might require them to find an abandoned stronghold and destroy a cache of the bone weapons, along with the cultists and their warped guardians.

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Mid-Level Campaigns (8–14)

Mid-level characters are also unlikely to be able to handle a direct confrontation with Verex-That-Was, but the corrupted god can still be the focal point of a campaign.

Whether or not the PCs have previously interacted with a worshipper of Verex-That-Was, they are contacted by a scholar dedicated to researching the spawn's origin in hopes of finding a way to defeat him. Because Verex-That-Was's recent transformation is largely unknown outside his worshippers, who operate in secret, most societies have heard only fractured stories about the danger he poses. As such, the scholar has been dismissed by their peers as a delusional crank fixated on an unrealistic threat. They are eager to find solid information about Verex's cult or to ask questions about the PCs' prior interactions with it.

The scholar then sends the heroes on missions to gather further information. They might locate and infiltrate a branch of the cult by taking on the identity of the slain devotees. Perhaps they instead make contact by winning the trust of an embittered, exiled priest of old Verex to learn their secret teachings before they can be hunted down and murdered by their former brethren. The PCs might also travel to Shatterskull Crest to commune with the ghosts of the Company of the Bolt and Axe and learn what the dwarves experienced in their final moments, or venture into the Darklands to retrieve samples of raw sloughstone (page 208) for study.

After a series of such adventures, the PCs might return to find their benefactor mysteriously absent. At first, they might suspect that the scholar succumbed to the corrupting influence of the Verexian relics that they'd collected, but closer investigation reveals that it was the scholar's assistant who fell victim to the relics' lures. The assistant has now kidnapped the scholar to sacrifice them to Verex-That-Was. To save their ally, the heroes must race to cut through the assistant's co-conspirators and track down their missing friend before the assistant reaches the desolate, boneburst-plagued battlefield in Belkzen where they hope to sacrifice their former master.

High-Level Campaigns (15–20)

At this point, the PCs can truly begin to prepare for a final confrontation with Verex-That-Was. Meanwhile, the spawn's cult, recognizing the threat the heroes pose to their master, mounts all-out attacks against them.

Retracing the twisted god's passages through and across Golarion provides clues as to his ultimate design: to mark the lands with a massive occult pattern of defiled battlefields. While the purpose of these markings may not be immediately clear, a bit of research reveals that if completed, they would channel an immense amount of destructive energy into the Dead Vault, likely destroying that prison and Verex-That-Was simultaneously, but freeing Rovagug in the process.

To slay the former god, the heroes must lure him to them. Knowing that Verex-That-Was can travel instantly

to a battlefield he or his worshippers have desecrated, the PCs must either find such a battlefield—or create one. Most the extant sites attract hideous, hungry monsters and vengeful spirits, which must first be dealt with. In addition, any of the spawn's cult who pilgrimage to such places try to stand in the PCs' way. This likely results in a series of grueling battles for the heroes.

Once they believe they are ready to face Verex-That-Was, the PCs can get his attention through a relatively simple ritual that appeals to the avaricious nature of his former incarnation. Piles of treasure and expensive goods call to the greed still harbored in the ex-god's mind. Within moments of completing a lengthy chant calling him forth, Verex-That-Was explodes from beneath the battlefield, ready to destroy anyone and everything he sees.

A battle against Verex-That-Was is an epic affair, and might even span several hours or days, as the Spawn of Rovagug retreats into the ground when the tide of the battle turns against him, especially when sloughstone weapons are deployed. The heroes will have to continually track and chase Verex-That-Was before he makes a final stand at Shatterskull Crest.

Defeating Verex-That-Was will, at a minimum, put a significant delay on his plans to free Rovagug. But if they wish to permanently end his threat, the PCs must find the weapon that first drew the god's blood and run it through his body (see *The First and Final Blow* on page 209). Should they succeed, they will have achieved a victory without parallel in the history of Golarion.

A BLOODY SPAWN OF ROVAGUG

Once an orc god, Verex-That-Was has been reshaped into a towering creature of mangled flesh and bone.

VEREX-THAT-WAS

CREATURE 24

UNIQUE GARGANTUAN ABERRATION MYTHIC

Perception +42; *darkvision, truesight*

Languages Aklo, Common, Orc

Skills Athletics +45, Intimidation +45

Str +12, **Dex** +9, **Con** +11, **Int** +7, **Wis** +7, **Cha** +4

AC 51; **Fort** +42, **Ref** +38, **Will** +36; *mythic resilience* (all saves)

HP 550, *regeneration* 30 (deactivated by sloughstone weapons); **Immunities** acid, death effects, disease, mental, mythic immunity, poison; **Weaknesses** holy 20; **Resistances** cold 25, fire 25, physical 20 (except sloughstone and holy)

Frightful Presence (aura, emotion, fear, mental) 150 feet, DC 45

Mythic Immunity Verex-That-Was is immune to harmful spells cast by non-mythic creatures, Strikes made with non-mythic weapons, and unarmed Strikes from non-mythic characters.

Mythic Resilience Verex-That-Was treats his saving throws with the associated save as one step better than they actually are (so a critical failure is a failure, a failure is a success, and a success is a critical success).

Symphony of Pain **Trigger** A creature within Verex-That-Was's frightful presence damages Verex-That-Was; **Effect**

Verex unleashes an echo of psychic pain throughout his vicinity, inflicting mental damage equal to half of the damage he sustained on all creatures, friend or foe, within 150 feet (DC 45 basic Fortitude save).

Speed 50 feet, burrow 30 feet

Melee \blacklozenge claw +44 (magical, unholy, reach 15 feet), **Damage** 5d10+22 slashing plus bloodboils

Melee \blacklozenge jaws +44 (magical, unholy, reach 10 feet), **Damage** 4d12+22 piercing plus bloodboils and Improved Grab

Melee \blacklozenge tail +44 (agile, magical, unholy, reach 20 feet), **Damage** 3d8+22 bludgeoning plus bloodboils

Ranged \blacklozenge teeth +42 (magical, unholy, range increment 60 feet), **Damage** 5d6+16 piercing

Mythic Power 3 Mythic Points (page 168)

- *Undying Myth* \blacklozenge **Cost** all Verex's Mythic Points; **Trigger** Verex-That-Was would die and has at least 1 Mythic Point; **Effect** Verex remains standing and conscious, and recovers 50% of his maximum Hit Points.

Battlefield Eruption $\blacklozenge\blacklozenge\blacklozenge$ (mythic, teleportation) **Cost** 1 Mythic Point; **Effect** Verex-That-Was burrows into the ground, reemerging anywhere on the same plane where either he or his worshippers have previously killed at least 10 sapient creatures in battle. A fountain of gore and shattered bone erupts from the ground when Verex arrives, dealing 16d10 piercing damage in a 30-foot emanation (DC 48 basic Reflex save).

Bloodboils (disease) Wounds caused by direct contact with Verex-That-Was erupt into painful, blood-filled boils. A creature struck by Verex-That-Was's jaws or tail must succeed at a DC 45 Fortitude or gain weakness 10 to physical damage for 1 day as the boils explode messily each time the creature sustains another wound. The bloodboils can be counteracted with a 3rd-rank (or higher) *cleanse affliction* spell, but the disease also ends if the victim receives magical healing that brings them to their Hit Point maximum.

Leap into the Fray $\blacklozenge\blacklozenge\blacklozenge$ Verex-That-Was Leaps up to 20 feet horizontally and up to 10 feet vertically and then makes one claw Strike, one jaws Strike, and one tail Strike in any order. If Verex-That-Was spends 1 Mythic Point as part of this action, he doubles the distances he can Leap and each creature he lands adjacent to is off-guard until the end of his turn.

Swallow Whole \blacklozenge Huge, 4d10+10 bludgeoning, Rupture 50

War Cry of Destruction $\blacklozenge\blacklozenge$ (sonic, unholy, void) Verex-That-Was unleashes a terrible howl in a 60-foot-cone, dealing 12d6 sonic damage and 12d6 void damage to all creatures (DC 45 basic Fortitude save). The damage bypasses up to 25 Hardness of materials other than sloughstone. Creatures in the area with the orc trait can use a reaction to roar in defiance of their corrupted god, granting themselves a +2 circumstance bonus on the saving throw but extending the area of the war cry to also include a 30-foot emanation centered on himself; orc creatures also automatically howl in their death throes if they are reduced to 0 Hit Points by this ability. This area can extend as long as orc creatures remain within the area and choose to roar, but creatures within multiple overlapping areas of effect must attempt only one save. Verex-That-Was cannot loose another War Cry of Destruction for 1d4 rounds.

MYTHIC DEEDS

Collecting Sloughstone

Verex's cultists are not the only ones who search for traces of the god's past journeys through Golarion. His enemies do as well, as the remnants of sloughed skin and huge, foul scabs left behind when Verex suffered through his torturous transformation in the Darklands can be forged into effective weapons against him. This grisly material can be bent crudely into shape, then soaked in alchemical solutions and dried under direct sunlight until it becomes hard as steel. Forging a weapon from sloughstone is a mythic deed.

SLOUGHSTONE

MATERIAL 8+

RARE PRECIOUS

Weapons made from sloughstone exploit Verex-That-Was's hatred of his unwilling transformation, turning his own flesh against him. Processing sloughstone is difficult and unpleasant, increasing the DC to craft an item with the material by 4. Structures can't be made out of sloughstone.

Type sloughstone chunk; **Price** 500 gp; **Bulk** L

Type sloughstone ingot; **Price** 5,000 gp; **Bulk** 1

Type standard-grade sloughstone object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade sloughstone object; **Level** 16; **Price** 6,000 gp per Bulk

Sloughstone Items	Hardness	HP	BT
Thin Items			
Standard-grade	8	36	18
High-grade	11	48	24
Items			
Standard-grade	12	50	25
High-grade	15	62	31

Shards of Self-Destruction

When Verex-That-Was emerges on a battlefield in a burst of gory shrapnel and shattered bones, sometimes the detritus that is left behind is infused with his unholy energy. These fragments are avidly sought by his faithful, even though they carry a dangerous curse, because they can be fashioned into deadly weapons called *shards of self-destruction*. A *shard of self-destruction* inflicts grotesque wounds that are mirrored on the wielder's body. The curse causes the wielder to be tormented by an itching irritation that drives them to exacerbate their self-inflicted wounds. Removing the curse of a *shard of self-destruction* for the first time is a mythic deed.

More powerful versions of *shards of self-destruction* might exist, holding more potent property runes, but with even deadlier and faster-acting versions of Verex's ruin.

SHARD OF SELF-DESTRUCTION

ITEM 5

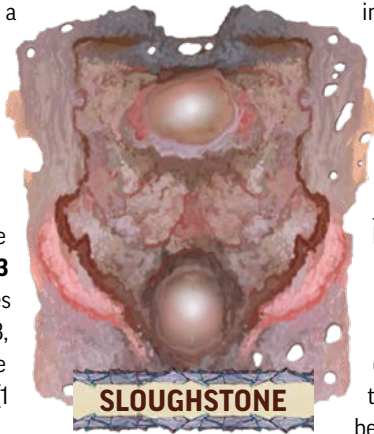
RARE CURSED MAGICAL

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

This jagged shard of bone appears to be and functions as a +1 *striking dagger* with a sharp edge that is perpetually stained with blood. Whenever you critically hit with the weapon, you deal an additional 1d6 persistent bleed damage, but you also take 1d6 persistent bleed damage. You take a -2 penalty to the flat check to remove this bleed damage, and when you succeed at this flat check, you are exposed to Verex's ruin (see below) as the site of the injury grows red and inflamed, your blood vessels discoloring and swelling as if serrated knives were trying to push their way out.

Once the curse has activated for the first time, the weapon fuses to you; while you can sheathe the dagger outside of combat, it appears in your hand when a fight begins and you can't sheathe it as long as there is an enemy you can perceive.

Verex's Ruin (disease, unholy) **Saving Throw** DC 22 Fortitude; **Onset** 1 hour; **Stage 1** enfeebled 1 (1 day); **Stage 2** enfeebled 2, fatigued, and 1d6 spirit damage each time you would take persistent bleed damage (1 week); **Stage 3** as stage 2, but the spirit damage increases to 2d6 (1 week); **Stage 4** enfeebled 3, fatigued, and 4d6 spirit damage each time you would take persistent bleed damage (1 week); **Stage 5** death



SLOUGHSTONE

Hardness 20; **HP** 90 (BT 45); **Immunities** critical hits, object immunities, precision damage

Gathering Mist **Trigger** A living creature approaches within 50 feet of a dormant boneburst; **Effect** The boneburst awakens, roiling up from the ground, and rolls initiative.

Routine (2 actions) An awakened boneburst occupies a 20-foot square; it is reduced to a 10-foot square when it reaches its BT. It can occupy the same space as other creatures, but not other bonebursts. On its initiative, the boneburst Flies up to 30 feet toward the nearest living creature as its first action. As its second action, the boneburst then coalesces around any living creature within its space, invisible shards of bone tearing at their flesh.

Each living creature in its space takes 2d10+18 slashing damage and 1d10 spirit damage (DC 35 basic Reflex save). If no living creatures are within its space, the boneburst can use its second action to Fly up to 30 feet.

Reset If the boneburst spends 5 consecutive rounds without coalescing around a living creature, it falls dormant, sinking back into the earth. After it falls dormant or is disabled, the boneburst gathers energy over the course of the next hour, after which it can be triggered again.

Field of Bonebursts

These hazards can arise in places of massed dead (such as a cemetery or recent battlefield) that Verex-That-Was has passed through, corrupting any lingering vital forces. Shapeless clouds of crimson vapor that tear and rip any flesh they touch, bonebursts are difficult to avoid once they have been awoken. Surviving or disabling three bonebursts in a single encounter counts as a mythic deed.

BONEBURST

HAZARD 14

RARE COMPLEX MAGICAL UNHOLY

Stealth +38 (master) to notice that clouds of debris are coalescing into swirling, faceless shapes held together by rust-red fog and spectral, dripping clots of gore

Description A low howl rises from the ground, gathering strength as scraps of ancient armor, bone fragments, and clumps of earth rise into the air. Crimson vapor holds the faceless shape together, never coalescing into an identifiable form, but merely writhing through ever-changing images of torment and destruction.

Disable DC 38 Occultism (master) to temporarily negate the psychic resonances around each fragment, causing the agglomeration to fall apart, or DC 33 Religion (expert) to temporarily interrupt Verex-That-Was's unholy power with divine energy from another source. If a boneburst takes 40 points of damage from a single source and it isn't destroyed, it is rendered dormant for 1 round.

AC 33; **Fort** +30, **Ref** +28

The First and Final Blow

Although Verex-That-Was is a relatively new menace to Golarion, a few sages have already begun seeking ways to destroy him. As a formidable Spawn of Rovagug, his very strength could hold the key to his undoing. The unusual confluence of powers that created Verex-That-Was might be unraveled, allowing for the possibility that he could be permanently slain.

Astoros of the Nine Stars, a blind scholar who once was a master at the Arcanamirium of Absalom, has searched written records and combed the fabric of magic for hints as to how Verex-That-Was might be defeated. He came near enough to the truth that the former god's cultists tried to kill him and nearly succeeded, driving him to flee across the world to the Skyfang Monastery of Tianjing, where he now lives, secretly, under a false name.

The exiled wizard is the sole keeper of a secret that might undo Verex-That-Was: he is still vulnerable to the weapon that first drew his blood in battle, long before he became the terrible thing he is now. Where this weapon might be, and who might possess it, are bits of information long lost to any living memory. Astoros knows only that it exists, and that Verex-That-Was fears it, for if this weapon were to pierce his form, his death would be final.

Finding Astoros—whose home is under siege by qliphoths when the heroes arrive—and piecing together his research to learn the location of the legendary weapon is a mythic deed.



THE WEAVER OF WEBS

Alvoril held his torch high, burning through less of the dense webbing than he hoped. The darkness seemed to push back against the flames, but the light still revealed much of the cavern. The walls and ceiling remained hidden from view. The spiderwebs hosted a few dozen arachnids, each a different type and size than the last. Even the thickest part of the webbing reflected a gossamer sheen in the flickering torchlight.

As Alvoril raised his torch higher still, not one of the dozen people behind him could control their reaction, for good reason. More than twenty humanoid shapes hung from the ceiling, which was not yet visible. Each one was wrapped in a cocoon of spider silk and tethered directly overhead.

“Movement,” whispered one of the others, pointing. Alvoril moved the torch until he could see. He wished he hadn’t. Three of the hanging bodies seemed to be alive, their barely audible muttering obscured by their silken sheaths. He took a step backward as the bodies began to sway in and out of the torch’s light.

By the time Alvoril realized it was the ceiling moving and not the bodies, it was too late.

THE STRANDS OF HISTORY

Waiting in the shadows and watching from dark corners, an ancient nightmare beast gathers the secrets of the world in preparation for her ambitious apotheosis. From the darkest canopies and deepest caverns, she watches every corner of the world, divining truths and noting the evolution of Golarion and its civilizations during her self-imposed hibernation. Once she went by a variety of names, even then known only to the most knowledgeable of occult experts and those steeped in the worship of the Azlanti god Ulon. After centuries of obscurity, she is remembered by a handful of immortal beings, and even they only know her as the Weaver of Webs.

Centuries ago, this Weaver served an even older power than herself. The god Ulon employed her as its herald, sending the Weaver to impose its will on Azlanti secret societies and alghollthu agents. In those days she compiled the vast information gathered by her master’s scattered faith, storing Golarion’s best-kept secrets in the name of her unknowable patron. Their union seemed a perfect synergy; she the spider who trapped hidden knowledge, and Ulon the web that connected every morsel.

It was at the height of her service to Ulon that the Weaver learned of the alghollthu plot to shatter Azlant with a singular catastrophe. Satisfied she bore enough information to protect Ulon's worshippers and hundreds of ancient libraries, she approached her liege with a plan to trap the undersea aggressors and force them to doom themselves. The message her master sent in reply was as surprising to her as it was clear: "A spider does not venture into the sea."

The Weaver questioned her god's response. Why gather knowledge if not to use it at its most practical? After days of divine silence, she received her answer. Ulon gathered secrets to hide them from those who might save countless lives. The Weaver hadn't gathered knowledge to build Ulon's strength or to protect sites of historic importance. She had secured the destruction of Azlant along with countless other civilizations. She was both herald and harbinger.

The Weaver retreated to a vast web-filled cave on Aucturn, waiting out the calamity she'd enabled and viewing the horrors from afar. She spent the next few centuries trying to understand Ulon's motivations and to consider her role in the apocalypse. The hiatus was not without risk: servants of the Old Ones who watch over that planet made no exception to her extended presence and demanded that she serve their masters. She learned from them that Ulon—and many other Azlanti gods—disappeared after Earthfall, but not where they had gone. She rebuffed these would-be allies, unable to align herself with the alien beings they served, and found other caves in which to wait.

As time went on, she felt the dreams of mortals committing their lives to the uncovering of secrets for a higher power. But this wasn't the return of her previous master. Two gods vied for Ulon's former demesne: Sivanah and a mortal upstart named Norgorber. Approving of neither, the Weaver began to look for the secrets of divine ascension on her own.

For the last few hundred years, the Weaver of Webs has pursued several projects aimed at reintroducing herself to the world. Those few who know of her believe her to be divine already, working to undermine the strength of her chief rivals. Others have worked through the recorded divinations of ancient cultures to confirm the timing of events that might aid in her ascension. With the death of Gorum, the Weaver has accelerated her bid for godhood. She recruits those seeking to understand recent events and invades the dreams of those she can manipulate to trouble competitors. If all goes according to centuries of planning, she'll assume her new mantle as Mother of Secrets and draw all of Golarion into her web.

SPINNING WEBS

Most accounts of encounters with the Weaver are isolated and obscure. The small number of records that describe her physical presence are long outdated and do not do

her justice. Before Earthfall, it was said the Weaver was beautiful, with eight long legs, a delicate thorax, and tufts of gossamer multicolored hair. The more poetic tales suggested that patterns on her body reveal forgotten knowledge and ancient wisdom for those fearless enough to examine them closely.

Since the *Starstone* fell, the Weaver's altered relationship with Ulon changed her appearance with terrifying poetry. She now resembles a spider the size of a large tavern, her body more than a hundred feet long. The underside of her thick carapace hovers more than 20 feet above the ground, still carried by eight legs. Her exoskeleton more resembles weathered white stone covered in thick webs like the caverns she favors. It now bears etches and cracks from conflicts in her more active centuries, and some of these wounds yet hold fragments of steel and bone—all that remains of those foolish enough to confront her. Her legs are shorter and thicker, covered in coarse gray hair instead of colorful fibers. She has eight main eyes atop her head, each ringed with a crimson circle. Four terrible pedipalps frame her maw, each covered in gray hairs and ending in clawed humanoid hands.

The Weaver carries at least a few victims with her at all times, each wrapped in a cocoon and either hung from her abdomen or bound to one of her legs. Normally, half these subjects are dormant husks used for sustenance. The other half are comatose dreamers, perpetually steeped in nightmares designed to force out every bit of esoteric knowledge they possess.

As her new form heralds her reemergence into the world, all eight eyes cast toward higher goals, the Weaver now views mortal devotees as nothing but pieces to move across a cosmic board, she alone as queen. By her reasoning, the world is unprepared for a new goddess with so much of Golarion's ancient knowledge at her disposal. To bend mortals to her cause, she appears in dreams either as an angelic figure of terrible beauty promising justice, or as a powerful horror laden with the gifts of forbidden knowledge. Though she has yet to grant divine magic to any—whether due to lack of capability or desire—she has recruited many capable but naive worshippers in this way.

Her largest cult among humans calls itself the Order of Endless Eyes, a scattered group of eschatology-obsessed vagabonds who seek advance knowledge of coming apocalyptic events. Because their obsession calls to mind the events before Earthfall, the Weaver sees them as a group who might identify with her previous dilemma. In their dreams she gives vague warnings and promises of a high place in the new world that rises from the ruins of the present one.

Membership in the Order is a privilege hard won by those who seek a place in the Weaver's plans. First, a supplicant must know the Weaver exists. This is only possible if she reveals herself (usually through dreams or emissaries), or if the supplicant has the means to acquire relevant knowledge from before Earthfall. Second, any creature that wishes inclusion in the Weaver's inner circle must

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demonstrate a degree of loyalty that includes the ability to acquire and keep secrets in her service. The combination of these requirements attracts corrupt politicians, experts in esoterica, and those interested in secret societies. Seasoned members of the Order speak to one another in a cant built from dead languages. To protect their real identities, they take cult names referencing ancient secrets and conspiracy theories.

As a contingency plan, the Weaver foments countless smaller splinter cults. Mostly these agents serve as easily discarded patsies for more visible and violent objectives. The Bared Fang, for example, attracts violent members obsessed with secrets, but too unstable to join the Order of Endless Eyes. Similarly, she uses dreams to inspire competitors in a secret global contest called the Glass Cocoon, the final stage of which is to attempt the Test of the *Starstone*. While the Weaver hopes not to rely on such methods to achieve her goal, she catalogs the secret challenges her contestants face in that mysterious arena before perishing.

Not every servant of the resurgent Weaver is a mortal. At the time of her hibernation, the Weaver had a fondness for cyclopes, who surveyed the skies for omens and knowledge of the future. Few cyclopes remain today, but she tempts an ancient oracle named Inzared with dreams of rebirth as a hulking sage with seven more eyes, each capable of perceptions beyond any of his peers or rivals. She had greater difficulty recruiting Kel Tabrenth, the ghost of an explorer cursed to wander the banks of the Lake of Vanished Armies in search of the ancient artifacts she obsessed over in life. Because the ghost of Tabrenth doesn't dream, the Weaver sent living emissaries to introduce herself and attract the ghost's services. The first two missions met with grisly deaths, one to monsters hunting below the lake's surface and one to Tabrenth herself. The third party finally made contact, revealing the location of a nearby lair and allowing communication between spider and specter.

Curiously absent among her cultists are any member of the spiderlike ancestry, anadi. Despite an affinity for secrets and unique stories, the Weaver considers them too close to Grandmother Spider, a deity whose attention the Weaver cannot currently afford.

SPIDER'S PARLORS

The Weaver's numerous and well-hidden lairs host a horrifying menagerie of paralyzed victims. The Weaver silently interrogates her prisoners with intimidation and mind-reading magic, only feeding on those poor souls who have given up their last secrets during endless nightmares. The most common feature in each of her hideaways is a dried husk with a face contorted in agony.

Few records document the location of these lairs, but those that do agree all such places hold a few things in common. First, each of the Weaver's homes is a remote and desolate place. Second, each displays a wide variety of spiders not native to the area. Third, the lairs are mystically connected to one another and allow rapid travel to almost every corner of the world. Rumors abound that some lairs contain passages to other worlds, deep within dank caverns. The Weaver knows these secret ways. With the ability to traverse the space between her webs and see through the eyes of any resident spider, she can feed, capture, or otherwise respond to trespassers almost instantly.

Her lairs not only dot the surface of Golarion (and other worlds), but also fill the deep spaces under it. Though they don't recognize the true threat, the hill and stone giants of the Mindspin Mountains avoid certain caves with large numbers of unsolved disappearances. The Weaver's cocoons line the unlit halls of the abandoned city of Jaha. Doubtless the sewers below and towers above most large cities host a place suitable for her to at least take up temporary residence as well.

Among the Weaver's favorite places to frequent are long-forgotten structures. The feel of lost secrets in such places appeals to her, but perhaps just as valuable are the memories of places few can remember besides her. Many of the Darklands vaults containing cities destroyed by earthquake or war are home to the Weaver's dreaming victims and stored artifacts. The old Mierani Forest might be a part of New Thassilon today, but much remains lost to the elves and the forces of Runelord Belimarius. A grove of ancient redwood trees anchors a thick canopy of webs high over the forest floor, where the Weaver and hundreds of gargantuan spiders feed on anything that approaches.

Perhaps the only environment eschewed by the Weaver are places below the waves. With the rare exception of caverns and sunken temples protected from flooding, the Weaver never takes up residence below sea level. Though Ulon has departed or died and the Weaver no longer seeks its approval, she still heeds the warning tone of its last communication to her before Earthfall. "A spider does not belong below the sea."

RELATIONSHIPS AND ENTANGLEMENTS

Having kept to herself for most of a thousand years before deciding to pursue apotheosis, the Weaver allowed most of her prior relationships to wither. While this served her in that most gods and other powerful creatures assume she's long passed out of relevance, it does mean she had to build a new network of allies, believers, and spies from the ground up. Along the way she's identified three categories of players in the events to come.

First are rivals. The Weaver of Webs seeks to expose Norgorber as a mortal undeserving of his divinity. By discovering and exposing the details of his mortal life, she intends to weaken his identity as the Keeper of Secrets, then possibly murder him once she achieves her own increased power. Another rival is Sivanah, who quietly regards herself a goddess of mysteries—the Weaver favors secrets with real meaning and not just illusions. Her longer-range plans involve luring gnomes away from Sivanah by offering hard-to-acquire, stimulating knowledge to help such devotees stave off the Bleaching. The Weaver would love to become the patron goddess of all anadi, but the entity known as Grandmother Spider still commands the devotion of many. Adding to that nuisance, Grandmother Spider's ancient age and wisdom allow her significant access to stories from before Earthfall. Perhaps no one is more dangerous to the Weaver's plans if her ambitions were laid bare too early. Grandmother Spider must be dealt with for the Weaver to realize the best version of her plans, but that presents an even larger complication: her rival has a tacit alliance with a distant relative, Achaekek. The Red Mantis rarely takes up arms against other deities, but recent events make that an unreliable trait. The Weaver intends to keep herself a secret until she attains divinity; then she can begin to draw older gods into her web.

Second is the ongoing recruitment of minions. Of course, the Order of Endless Eyes and other cults continue to serve her well, but the Weaver must cast a wide net to build a capable coterie of powerful servants. Perhaps one of her deadliest gambits is invading the dreams of the dread dragon Fahrauth, who believes he saw signs of his own ascension during a recent hibernation. While he pursues his ascension to the divine, he believes the errands and artifacts he collects are of his own volition. Inevitably, the Weaver must survive the archdragon's realization of her treachery.

The greatest deficiency in the Weaver's plans is the lack of the third category: divine allies that might welcome her addition to Golarion's pantheon. Having faded from memory in a world with so much conflict, most gods would scarcely remember the herald of an Azlanti god who kept its existence so secret that its own followers questioned whether Ulon was real. Now the Weaver of Webs must protect her identity until she ascends, while somehow simultaneously preparing more powerful gods to accept her and her servitors. She reasons that both she and Abadar are architects of sorts, and that he might admire the path she took to apotheosis. Similarly, Irori might ally with her against reprisals from Norgorber if she can ascend without using the *Starstone*. As a creature that whispers in dreams and pursues her desires, she seeks to court the approval of Calistria by playing up her desire to avenge Ulon's betrayal. However, she intends to play off her restraint in the years before Earthfall as a decision Rovagug can appreciate, hopefully gaining some measure of protection from him if her schemes are discovered before she's ready.

IN YOUR CAMPAIGNS

As the Weaver of Webs emerges from her solitude, the world gains a dangerous new player in the events to come. The Weaver herself should only be a climactic encounter for high-level adventurers, especially if she increases in might as she achieves her goals.

Low-Level Campaigns (1-7)

Golarion remains a world of intrigue and delicate relationships, each of which bears the potential to impact the daily lives of mortal citizens. Heroes may encounter the Weaver's machinations early in their careers without comprehending all the webs being spun about them.

Seeing through the eyes of any spider and plumbing the depths of centuries of dreams, Ulon's former herald absorbs the secrets and desires of even everyday families. When the opportunity arises, she uses her divine investment to manipulate mortals into decisions that serve her mysterious purposes—always weaving the traps that draw unsuspecting flies deeper into her web. Such events manifest as unlikely controversies among church elders, or the small lies that fester under a politician's deliberate cover. The Weaver uses these seemingly mundane moments to drag carefully chosen subjects into her games, exposing small secrets like breadcrumbs until her would-be cultists ask the questions that lead them to her. When the PCs investigate the strange disappearances of these victims, they soon realize that the victims willingly left their lives behind to worship a mysterious entity—even they don't know of its provenance.

In doing so, the heroes come across some abandoned ruins that the cultists are preparing for eventual habitation by the Weaver of Webs. Any spider and web themes present in the campaign so far should come to the forefront here, as the ruins are already filled with arachnids and cultists wearing outfits made of webbing. The PCs might collect some dreamweb armor (page 215) from the cult's leader, whose cryptic last remarks hint at a much larger conspiracy.

Mid-Level Campaigns (8-14)

As intrigues develop, learning more about the Weaver of Webs presents increased opportunity for interaction with her cults, her servitors, and even her lairs. Persistent dreams of a towering, all-seeing watcher begin to plague the heroes, drawing them deeper into this web as they try to understand their visions. But the more they investigate, the more they draw the Weaver's attention. One night, they awake to find themselves deep within one of her lairs. The PCs don't need to confront the Weaver at this point, but instead escape the cavern as its subterranean inhabitants look to feast upon their flesh.

Once safe, the heroes realize they're being hunted by a powerful force and can begin to plan how to turn the tables. But first, they must learn more about their enemy. Luckily, a defector from the Order of Endless Eyes seeks them out, naming the Weaver of Webs and pointing them

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to a recently uncovered storehouse of occult knowledge in New Thassilon. This library exists in several dimensions at once, presenting a maze of information that includes the Weaver's history. The heroes can also find a way to breach one of her planar sanctums to finish the fight. As they leave the library, they must battle past a small army of Order members who trailed them there.

High-Level Campaigns (15–20)

As the former herald of Ulon, the Weaver received significant gifts that make her a deadly physical opponent. At these levels, the heroes can stand against her, though she is not likely to be alone, especially if confronted in one of her many lairs. She can have many allies in the form of other spiders, cultists, and creatures that dabble in secrets. Such a fight should be an epic encounter, but it need not be the end of the campaign.

Perhaps destroying the Weaver of Web's physical form is the final step in her apotheosis. The PCs don't realize that they've helped to create a nascent demigod, but her transformation doesn't go exactly as she planned. The

Weaver becomes stuck in a semi-divine state: neither god nor mortal. The Weaver occupying such a threshold while holding all the secrets of the world makes it impossible for inhabitants of Golarion to keep secrets, leading to global chaos. The heroes must correct this mistake, perhaps even allying with the Weaver's cults to strip her of her partial divinity. This could require traveling to other planes and destroying echoes of the Weaver's form to "ground" her, or a massive ritual whose components are hard to acquire.

HERALD OF THE WEB

Once a servitor of an ancient god of secrets, the Weaver of Webs now seeks to attain her own godhood.

WEAVER OF WEBS

CREATURE 15

UNIQUE GARGANTUAN BEAST MYTHIC

Perception +32; all-around vision, greater darkvision, tremorsense (imprecise) 120 feet, greater web sense

Languages Aklo, Epyreal, Chthonian, Common, Diabolic, Draconic, Dwarven, Jotun, Sakvroth; *truespeech*

Skills Acrobatics +25, Athletics +30, Crafting +21, Deception +30, Diplomacy +27, Intimidation +30, Nature +25, Occultism +27, Religion +27, Society +27, Stealth +30

Str +6, **Dex** +4, **Con** +6, **Int** +8, **Wis** +6, **Cha** +6

Countless Eyes (scrying) The Weaver of Webs can see through the eyes of any spider, living or dead, in one of her many lairs. When the Weaver casts her *scrying* spell and targets a spider in her lair, the spell is not expended, and the spider automatically critically fails its saving throw.

Greater Web Sense The Weaver of Webs' tremorsense also extends to any of her webs, regardless of distance or area, and her tremorsense is a precise sense against any creature in contact with one of her webs.

AC 36; **Fort** +26, **Ref** +23, **Will** +29, +1 status to all saves vs. magic

HP 335, regeneration 10 (deactivated by bright light); **Immunities** mental, poison; **Resistances** cold 10, mythic resistance 15, void 10

Mythic Resistance The Weaver of Webs has resistance 15 to all attacks made with non-mythic weapons and unarmed attacks made by non-mythic creatures.

Spilled Secrets (aura, mental) 60 feet.

Any creature that speaks within this aura must succeed at a DC 34 Will save or divulge some kind of secret instead of whatever speech they intended. Linguistic spells and effects gain the concentrate trait if they didn't have it already and are wasted if the creature fails this save.



On a critical failure, the character betrays a secret they least want to reveal to the Weaver or those present.

Adopted Brood ➤ **Trigger** A creature deals precision damage to the Weaver; **Effect** A spray of smaller spiders pours out of the open wound. These spiders deal 3d6 piercing damage to a single creature within 15 feet of the Weaver and expose that creature to Weaver venom before skittering away.

Speed 60 feet, climb 60 feet

Melee ➤ fangs +28 (magical, reach 10 feet), **Damage** 2d8+16 piercing plus Weaver venom

Melee ➤ tarsal claw +28 (magical, reach 15 feet), **Damage** 2d6+16 slashing plus Improved Grab

Ranged ➤ web +24 (nonlethal, magical, range 120 feet), **Damage** 4d4+10 bludgeoning plus nightmare cocoon and Weaver venom

Occult Innate Spells DC 36, attack +28; **8th** *dream council* (Player Core 2 244); **7th** *retrocognition, warp mind*; **6th** *phantasmal calamity, repulsion, scrying, teleport*; **5th** *sending* (at will); **4th** *darkness* (at will), *invisibility, nightmare, read omens, web* (at will); **3rd** *dream message, fear, mind reading*; **2nd** *see the unseen* (at will); **Constant (7th)** *truespeech*

Mythic Power 3 Mythic Points (page 168)

- **Remove a Condition** ➤ (concentrate) **Cost** 1 Mythic Point; **Effect** The Weaver removes any one condition currently affecting her.

Nightmare Cocoon (incapacitation, mental) A creature struck by the Weaver's web Strike must succeed at a DC 34 Reflex save or become immobilized (Escape DC 34). If the Weaver spends 1 Mythic Point as a free action when a creature fails this save, the creature is also paralyzed, experiencing terrible nightmares of their deepest-held anxieties. The Weaver can view these dreams using a Sustain action, which imparts a -2 circumstance penalty to any Will saves the target attempts against the Weaver's spells until the beginning of the Weaver's next turn. At the end of a paralyzed victim's turn, they can attempt a DC 34 Will save to end the paralyzed condition (though they are still immobilized until they Escape).

Weaver Venom (poison) **Saving Throw** DC 34; **Maximum Duration** 6 rounds; **Stage 1** 2d10 poison (1 round); **Stage 2** 2d10 poison and slowed 1 (2 rounds); **Stage 3** 3d10 poison and slowed 2 (1 round); **Stage 4** 4d10 poison (1 round) and the target permanently forgets the Weaver exists, including any previous mention of her.

Webbed Conveyance ➤ (manipulation) **Requirements** The Weaver is within 15 feet of a creature paralyzed in her nightmare cocoon; **Effect** The Weaver grabs the paralyzed target, webs them to her back or one of her legs, and then Strides. As long as the creature is immobilized by the Weaver's nightmare cocoon, it shares the Weaver's space and moves with her. The DC to Escape the nightmare cocoon increases to 36.

MYTHIC DEEDS

Crafting with Dreamweb

The Weaver of Webs produces magical webs used to

entrap and poison both prey and potential targets. Sometimes, this material collects enough psychic resonance to become dreamweb, a refined non-poisonous thread that can be used to create strong cloth. Some in the cult of the Weaver know the secrets of manufacturing armor from this fabric; collecting enough dreamweb and using it to craft an item is a mythic deed.

DREAMWEB

MATERIAL 5+

RARE PRECIOUS

Made from the webs spun from the thorax of the Weaver of Webs herself, dreamweb offers a number of mystic benefits. Cloth items and rope made from dream web have Hardness 4 with 12 HP per inch and a break DC of 16. Light armor made from dream web is lighter than normal cloth or leather: the armor's Bulk is reduced by 1 (reduced to light Bulk if the armor's normal Bulk is 1, with no effect on an item that normally has light Bulk). Light armor made from dream web grants the wearer poison resistance equal to 3 plus the value of its *armor potency* rune.

Type dreamweb bolt; **Price** 50 gp; **Bulk** 1

Type standard-grade dreamweb object; **Level** 5; **Price** 150 gp per Bulk

Type high-grade dreamweb object; **Level** 14; **Price** 3,000 gp per Bulk

Dreamweb Items	Hardness	HP	BT
Thin Items			
Standard-grade	4	16	8
High-grade	7	28	14
Items			
Standard-grade	6	32	16
High-grade	9	44	22

Escaping a Weaver Lair

Those who find themselves cocooned and dragged into one of the Weaver's many lairs are unlikely to ever see the light of the day again. These victims are usually deposited at the center of the lair, often miles below the surface, or otherwise far enough away from society that their screams can't be heard. The poisonous silk of the Weaver's webs is potent enough to keep most prey weak enough that escape is a distant hope. Some lairs are patrolled by caretakers who heal captured creatures just enough so they remain in a state of agony while waiting for the Weaver to return to interrogate them.

Escaping one of these lairs requires a group to succeed at Nature and Survival checks to navigate the twisting tunnels or crumbling passageways. They might also need to attempt Athletics checks to Climb treacherous rock walls or Swim along subterranean rivers. Darkness, both magical and natural, might be a hindrance, as well as areas of toxic air or poisonous fungi. Finally, the many spiders and other underground horrors serving the Weaver of Webs stop at nothing to prevent her prey from fleeing.

Escaping or rescuing someone from a Weaver of Webs lair is a mythic deed.

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Abaddon (plane) A vast wasteland plane that is the source of the river Styx and home to the fiends known as daemons. The plane is unholy.

aberration (trait) Aberrations are creatures from beyond the planes or corruptions of the natural order.

Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle.

Achaekek God of assassins, divine punishment, and the Red Mantis. Known as He Who Walks in Blood.

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

adamantine (material) A near-indestructible metal.

agile (weapon trait) The multiple attack penalty you take with this weapon is -4 instead of -5 on the second attack of your turn, and -8 instead of -10 on the third and subsequent attacks in the turn.

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

aiudara Powerful gates created by elves to allow travel across great distances, also known as elf gates.

Andoran A relatively young nation in southern Avistan known for its adherence to democracy and personal freedom.

animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over -4, can't speak languages, and can't be trained in Intelligence-based skills.

animist (class) A versatile divine spellcaster who bonds with apparitions to expand their magic and serve as an interlocutor between the mortal and spiritual realms. 10-27

animist (trait) This indicates abilities from the animist class.

apparition spellcasting 12-14

apparitions and vessel spells 17-21

feats 22-27

multiclass archetype 56

Apocalypse Rider Four powerful archdaemons embodying the concepts of death, famine, pestilence, and war.

apocalypse rider (archetype) 106-109

apparition (trait) Apparitions are spiritual entities who generally lack the power, cohesiveness, or attachments to enter or affect the physical world. Unlike a ghost or phantom, an apparition does not need to have ever been a living creature and could be the spiritual memory of a particularly meaningful location or event. Apparitions are reliant on animists to interact with other people and things, and generally can't be targeted or affected by spells and abilities other than those of the animist they are attuned to. Animist feats and abilities that affect spirits affect apparitions only if they specifically say so.

Animist abilities with the apparition trait involve one or more of your apparitions acting alongside you. You must

be attuned to at least one apparition to use an apparition ability, and some abilities might state in their requirements more specifically which apparition you must be attuned to. Typically, you're assumed to always attune to your apparitions during your daily preparations, but in some rare circumstances or as a result of certain animist abilities, your apparitions might be dispersed or separated from you for a time; you aren't attuned to dispersed apparitions.

aquadynamic (trait) This armor is designed for use underwater, with streamlined design and buoyant materials used in strategic places. You don't apply the armor's check penalty to Acrobatics or Athletics checks in water or similar liquids.

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant.

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

archfiend (archetype) 110-113

artifact (trait) Items with this trait are artifacts. These magic items can't be crafted by normal means, and they can't be damaged by normal means. Artifacts are always rare or unique. GMC 300

ascended celestial (archetype) 114-117

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.

avenger (class archetype) 58-59

Avistan One of Golarion's continents. It makes up the northern half of the Inner Sea region.

beast (trait) A creature similar to an animal but with an Intelligence modifier of -3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

beast lord (archetype) 118-121

bleed (damage type) A type of persistent damage. PC 409

bloodrager (class archetype) 60-61

Boneyard (plane) A plane where the souls of the dead travel in the afterlife. Home to the monitors known as psychopomps.

Brevoy A nation in northeastern Avistan. Known for its political uncertainty.

broken chain (archetype) 122-125

Broken Lands The Broken Lands are a region in northeastern Avistan consisting of Brevoy, the Lake of Mists and Veils,

Mendev, Numeria, Razmiran, the River Kingdoms, and the Sarkoris Scar.

Calling All mythic characters gain a Calling when they first gain mythic power, usually at either 1st or 2nd level. Callings define the purpose of a character's mythic power and grant a unique way to regain Mythic Points.

calling (trait) The calling trait identifies mechanical options a character gains when they first gain mythic power. Every calling option grants a way to use and regain Mythic Points.

Casmaron One of Golarion's continents. Located immediately east of the Inner Sea region.

Cheliox A nation in southwest Avistan. Known for its ties to diabolic rule.

class archetype

cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

cold iron (material) Pure iron that's harmful to demons and fey.

complex (trait) A hazard with this trait takes turns in an encounter.

concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.

concussive (trait) These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

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immortal trickster 180-185

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Vulot 174-179

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Crown of the World The northernmost of Golarion's continents, the Crown of the World connects Avistan to Tian Xia.

curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses.

cursed (trait)

darkness (trait) Darkness effects extinguish non-magical light in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light.

dawnsilver (material) A light and durable form of silver.

death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP.

dedication (trait) You must select a feat with this trait to apply an archetype to your character. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype.

deity Deities are powerful entities that live beyond the world and grant power in the form of spells to their truly devoted believers.

demigod A powerful immortal who can grant powers to mortals. Demigods are always level 26 or higher.

demon (trait) A family of fiends, demons hail from or trace their origins to the Outer Rifts. Most are irredeemably unholy and have darkvision.

Desna (deity) Goddess of dreams, luck, stars, and travelers. Known as the Song of the Spheres.

destiny (trait) The destiny trait indicates the first feat in a mythic destiny. You must be a mythic character of 12th-level to select a destiny and cannot take subsequent feats in that mythic destiny without first taking the destiny feat.

Devourer A formless deity and primal force of entropy. The Devourer was once a part of the god Rovagug but became trapped inside Gorum's armor until the war god was slain.

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.

doomed (condition) Your soul is in peril, bringing death closer. *PC 443*

Druma A nation in southern central Avistan. Known for its prominent trade and great wealth.

dwarf Dwarves are stout folk who often live underground.

dying (condition) You have been reduced to 0 HP and are nearing death. *PC 443*

earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.

Earthfall A cataclysmic event in -5293 AR, in which a rain of meteorites fell upon Golarion and caused massive destruction.

electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.

elf Elves are a mysterious people with rich traditions of magic and scholarship.

emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

environmental (trait) A hazard with this trait is something dangerous that's part of the natural world, such as quicksand or harmful mold.

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eternal legend (archetype) 126–129

exemplar (class) A warrior who holds a spark of the divine that they can channel through sacred relics to enact mighty deeds. A rare class now empowered or awakened by the Godsrain. 28–47

exemplar (trait) This indicates abilities from the exemplar class. feats 35–43
ikons 43–47
multiclass archetype 57

extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it's removed.

Eye of Dread The region in central Avistan consisting of the Gravelands, Lake Encarthan, Molthune, Nirmathas, Oprak, and Ustalav.

fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

fey (trait) Creatures of the First World are called the fey.

fiend (trait) Creatures that hail from or have a strong connection to the unholy planes are called fiends. Fiends can survive the basic environmental effects of planes in the Outer Sphere.

finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.

First World (plane) A plane that overlaps the Universe and is said to be a “rough draft” of existence. It is home to vibrant landscapes and fey.

flourish (trait) Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

focus (trait) A spell you can cast by spending a Focus Point, and that is automatically heightened to half your level rounded up. *PC* 298

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

Galt A nation in eastern Avistan. Known as a land of constant political upheaval and revolution.

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region.

Geb (nation) A nation in eastern Garund that's a haven for undead.

giant (trait) Giants are massive humanoid creatures.

godling (archetype) 130–133

Godsrain A rain of divine power, warmongering blood, and sacred metal falling across the Universe as Gorum's body is ripped apart, leading to the War of Immortals.

Golarion Golarion is the most important world in the Lost Omens campaign setting.

Golden Road This region in northern Garund and part of southeastern Avistan includes Katapesh, Osirion, Qadira, Rahadoum, and Thuvia.

Gorum The former god of war, now slain at the claws of Achaekek. His death precipitates the Godsrain and the War of Immortals.

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam.

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

Hermea A nation located in the Steaming Sea off of Avistan's western coast, ruled by the gold dragon Mengkare.

hex (trait) A hex is a short-term effect generated on the fly from a witch's patron's magic, requiring your familiar to draw from your patron. As such, you can cast only one spell with the hex trait each turn; attempts to cast a second hex spell on the same turn fail, and the spellcasting actions are lost.

hobgoblin Hobgoblins are a sturdy, clever people with a propensity for militaristic order.

holy (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

Hongal A nation in the continent of Tian Xia, home to the horse-lords of the Tian-La khanate.

House Thrune Thrune is the ruling noble house of Cheliah.

human A diverse people known for their adaptability.

Hwanggot A peaceful, isolationist nation in the continent of Tian Xia, also known as the Kingdom of Flowers.

Icemark A territory in the northern region of the Lands of the Linnorm Kings.

ikon (trait) An item with the ikon trait is a special item provided or created by an exemplar's divinity that is so tied to that exemplar that it can serve as a sacred vessel for their might. You gain three ikons at first level. Each ikon has a passive immanence ability and an activated transcendence ability. A feat with the ikon trait imbues one of your ikons with further capabilities. Whenever you gain a feat with the ikon trait, choose which of your ikons gains that ability; if you have multiple ikons that meet the feat's usage requirements, you can take the feat multiple times to apply its effects to another one of your ikons. These feats list what ikon they can be imbued into, and any number of them can be imbued into a single ikon. 31, 43–47

illusion (trait) Effects and magic items with this trait involve false sensory stimuli.

immanence At any given time, an exemplar's divine spark can rest within one of their ikons, empowering it with beyond-

mortal abilities. As long as your divine spark is empowering one of your ikons, that ikon gains the divine trait and grants you the benefits described in its immanence entry (which is also a divine effect). If your ikon has multiple immanence abilities, you gain all of them whenever the ikon is empowered. If an immanence ability occurs on a critical Strike with a weapon, it replaces any critical specialization effect that weapon might otherwise have. 31

Impossible Lands The region in eastern Garund that consists of Geb, Jalmeray, the Mana Wastes, and Nex.

incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

incarnate A spell with the incarnate trait is similar in theme to spells that summon creatures, but it doesn't conjure a minion with the summoned trait. Instead, when summoned, the incarnate creature takes its Arrive action when you finish Casting the Spell. At the end of your next turn, the incarnate creature can either Step, Stride, or take the action for another movement type it has (such as Climb or Burrow), and then takes its Depart action. The spell then ends. The names of specific Arrive and Depart actions are listed in italics after the word "Arrive" or "Depart" respectively, along with any traits.

A creature summoned by an incarnate spell acts in your interests, directs its effects away from you and your allies as much as possible, and might listen to your requests, but ultimately makes its own decisions. If the spell indicates that the incarnate makes a decision, the GM determines what the incarnate would do. It might even become more inclined to do precisely as you wish over multiple summonings.

The incarnate is not fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as dispel magic). It has a size for the purposes of determining its placement for effects, but it doesn't block movement. If applicable, its effects use your spell DCs and spell attack modifier.

Inner Sea region The collective name for the continent of Avistan and the northern portion of Garund, surrounding the Inner Sea.

invested (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head).

Irrisen This nation in northwestern Avistan is known for its constant winter and its rule by winter witches.

Isger This nation in southern central Avistan is a vassal of Chelifax and home to several goblin clans.

item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks.

armor 146

artifacts 150-153

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Jalmeray An island nation off the eastern coast of Garund, Jalmeray is home to immigrants from the distant region of Vudra.

Katapesh This nation on the northeastern coast of Garund is known for its markets.

Knights of Lastwall (faction) The remaining knights of fallen Lastwall, who seek to destroy the Whispering Tyrant.

Kyonin A nation in central Avistan. Known as the center of elven culture in Avistan.

laminar (trait) The armor is made up of layered sections, so when it breaks, it isn't as much of a problem. The status penalty to AC if this armor is broken is -1 for broken medium armor, -2 for broken heavy armor, or no penalty for broken light armor.

Lands of the Linnorm Kings This region in northwestern Avistan is known for its harsh environs and fierce leaders.

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

lineage (trait) A feat with this trait indicates a character's descentance from a particular type of creature. You can have only one lineage feat. You can select a lineage feat only at 1st level, and you can't retrain into or out of these feats.

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

Magaambya (faction) The oldest academy of arcane learning in the Inner Sea Region is located in the city of Nantambu.

magic

mythic rituals 158-163

mythic spells 154-157

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

Mahja Firehair (deity) Newly arisen orc goddess of fire and redemption.

Mana Wastes This region located in eastern Garund is known for its areas of dead and wild magic.

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures

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without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.

Milani Goddess of architecture, art, and twilight, sometimes called the Guiding Hand.

minotaur Minotaurs are horned, bovine humanoids with mastery of mazes and puzzles.

misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

Molthune This nation in central Avistan is dominated by its military and is at war with Nirmathas.

monitor (trait) Creatures that hail from or have a strong connection to Axis, the Boneyard, or the Maelstrom are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

Mordant Spire A strange tower located in the Steaming Sea, known as the home of the secretive Mordant Spire elves.

morph (trait) Spells that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a magical morph effect also gain the magical trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (in the same manner as two polymorph effects, described below). Your morph effects might also end if you are polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (though if your new form lacked wings, you'd keep the wings from your morph). The GM determines which morph effects can be used together and which can't.

move (trait) An action with this trait involves moving from one space to another.

Mwangi Expanse This area in northern central Garund consists of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian.

mythic (trait) Options with this trait grant or utilize mythic power. Feats with the mythic trait can only be taken by mythic characters, who are typically characters with a mythic Calling.

Monsters with the mythic trait have access to a pool of Mythic Points and are particularly strong for creatures of their level. Many mythic monsters are either resistant or entirely immune to attacks from non-mythic creatures and weapons.

Spells with the mythic trait require the expenditure of a Mythic Point in order to be cast, and items with the mythic

trait require the expenditure of a Mythic Point in order to use their activated abilities.

Weapons with the mythic trait overcome the resistances and immunities of mythic monsters.

mythic a subsystem to bring the tone of folk tales and ancient myths to your Pathfinder game

mythic Callings 78-80

mythic creatures 164-215

mythic destiny A special archetype for characters of 12th level and above, culminating in a path to immortality. 106-141
mythic feats 81-84

Mythic Points These points are required to cast mythic spells, use some mythic feats, activate mythic items, and can be required to attempt some mythic deeds. Each mythic character starts the session with 3 Mythic Points and can have a maximum of 3 Mythic Points at any time. If you have Mythic Points, you do not gain Hero Points. 73, 77

mythic proficiency A proficiency level above legendary proficiency, equal to 10 plus your level, accessible only to certain monsters and creatures when they expend Mythic Points. 73, 76

mythic rules 76-79

mythic stories and tone 72-75

Mzali A temple-city located on the southern reaches of the Mwangi Expanse.

Nahoa The iconic exemplar. A young human man originally of the Olehala people who seized divine power from a demon during the Godsrain.

nephilim (trait) A creature with this trait has the nephilim versatile heritage. Nephilim are planar scions descended from immortal beings from other planes. An ability with this trait can be used or selected only by nephilim. 52-55

Nethys (deity) God of magic. Known as the All-Seeing Eye.

New Thassilon This young nation in northwest Avistan is home to time-displaced Thassilonians.

Nex (nation) A nation located on the eastern coast of Garund, Nex is a center for arcane study.

Nidal This nation along the southwest coast of Avistan is watched over by Zon-Kuthon.

Nirmathas A nation located in central Avistan, Nirmathas is known for its vast wilderness and war with Molthune.

Numeria This nation in northeast Avistan is known for unique technology salvaged from a fallen starship.

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

Okaiyo Ocean One of Golarion's oceans located between Arcadia and Tian Xia.

Olehala One of the four great nations of the Okaiyo Ocean.

Oprak A nation in central Avistan, Oprak is home to hobgoblins who won the land by force.

orc (trait) A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs.

orichalcum (material) A bronze-like metal with strange temporal properties

Osirion A nation in northeastern Garund, Osirion boasts countless tombs and temples from the great empire of Ancient Osirion.

Outer Sphere The outer portion of the Great Beyond, consisting of nine planes with a strong link to particular alignments and philosophies and serve as the homes for many gods: Axis, Abaddon, the Boneyard, Elysium, Heaven, Hell, the Maelstrom, Nirvana, and the Outer Rifts.

persistent damage (condition) You keep taking damage every round. *PC 445*

Plane of Earth (plane) An elemental plane permeated with solid stone, endless caverns, and rich mineral veins.

plant (trait) Vegetable creatures have the plant trait. They are distinct from normal plants. Magical effects with this trait manipulate or conjure plants or plant matter in some way. Effects that manipulate plants have no effect in an area with no plants.

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction.

polymorph (trait) These effects completely transform the target into a new form. A target can't be under the effect of more than one polymorph at a time. If it comes under the effect of another, the second effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a general type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items. If a polymorph effect causes you to increase in size, you must have space to expand into or the effect is disrupted.

precious (trait) Valuable materials with special properties have the precious trait. They can be substituted for base materials when you Craft items.

precision (damage type) A type of damage that increases the attack's listed damage, using the same damage type, rather than adding a separate amount. *PC 409*

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to primal magic.

propheesied monarch (archetype) 134-137

Rahadoum A nation located in northwest Garund, Rahadoum is known for prohibitions against religious practice of any kind.

Ravounel This young nation in southwest Avistan is known for its successful uprising against Cheliox and continued push for individual freedoms.

Razatlan A nation located in central Arcadia and the seat of what remains of the former Razatlani Empire.

Razmir God of law, luxury, obedience, and the nation of Razmiran. Known as the Living God.

Razmiran A nation located in central Avistan. Known as the home of Razmir and his church.

Red Mantis A group of assassins who serve the mantis god Achaekek and reside on Mediogalti Island.

River Kingdoms This region in northeast Avistan is made up of dozens of small kingdoms struggling for dominance.

Saga Lands The region in northwest Avistan consisting of Irrisen, Varisia, New Thassilon, the Lands of the Linnorm Kings, and the Realm of the Mammoth Lords.

Samo The iconic animist. A middle-aged human nephilim woman and an accomplished sage of the Varki people.

sanctified (trait) If you are holy or unholy, your sanctified actions and spells gain the same trait.

Sarenrae (deity) Goddess of healing, honesty, redemption, and the sun. Known as the Dawnflower.

Sarkoris Scar A region located in northern Avistan. The previous site of the demonic Worldwound.

scrying (trait) A scrying effect lets you see, hear, or otherwise get sensory information from a distance using a sensor or apparatus, rather than your own eyes and ears.

seneschal (class archetype) 62-63

Shelyn (deity) Goddess of art, beauty, love, and music. Known as the Eternal Rose.

Shenmen A nation of ghosts and monsters in the continent of Tian Xia, home to the shape-shifting spider women called jorogumo.

Shining Kingdoms The region in southeast Avistan consisting of Andoran, Druma, the Five Kings Mountains, Galt, Kyonin, and Taldor.

Sodden Lands This region on the northwest coast of Garund is ravaged by the Eye of Abendego.

sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage. A creature with this trait has a connection to magical sound.

spellshape (trait) Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

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stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

Starstone A unique gemstone that crashed to Golarion during Earthfall. It was eventually raised by Aroden and placed within the Starstone Cathedral in Absalom. Mortals can attempt to ascend to godhood by reaching the stone and taking the Test of the Starstone.

Szuriel The Rider of War, who was once a mortal champion.

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory.

Tar-Baphon A necromancer killed by Aroden, Tar-Baphon rose again as the lich-king known as the Whispering Tyrant; he threatened the Inner Sea for centuries before being imprisoned. In 4719 AR, he broke free to terrorize the region once more.

tearing (trait) This weapon is edged with curved teeth that leave bleeding wounds. When you hit a creature with this weapon, it deals an additional 1 persistent bleed damage. This increases to 2 persistent bleed damage if the weapon has a greater striking rune.

teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

tethered (trait) This weapon is attached to a length of rope or chain that allows you to retrieve it after it has left your hand. If you have a free hand (including if you've just thrown a two-handed tethered weapon and have a hand holding nothing but the weapon's tether), you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature).

Tianjing A nation in the continent of Tian Xia descended from celestials.

transcendence (trait) Transcendence channels the might of an exemplar's divine spark through one of their ikons to surpass the mortal and enact a miraculous deed. Each ikon has an action with the transcendence trait, and using it is called Sparking Transcendence. To use the action, your divine spark must be empowering that ikon and you must have the ikon ready to use (typically holding a weapon ikon or wearing a worn ikon). Immediately after you Spark Transcendence, your divine spark is forcefully ejected from that ikon, coming to rest in another ikon of your choice. You can Spark Transcendence only once each round. As it comes from your divine spark, a transcendence action has the divine trait. 31

Uirch A recently ascended orc deity and ally of Torag.

unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait

are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

Universe (plane) The plane that encompasses the known universe, including Golarion and its solar system. Located within the Inner Sphere.

Urgathoa (deity) Neutral evil goddess of disease, gluttony, and undeath. Known as the Pallid Princess.

Ustalav A nation located in northern central Avistan. Countless terrors roam the region.

Varki This human ethnicity is related to the Erutaki, and live along the mountains of northern Avistan.

Vidrian This young nation along the western coast of Garund only recently broke free of oppressive colonial rule.

vindicator (class archetype) 64-65

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy.

Vudra A vast peninsula in southeastern Casmaron. It is home of the Vudrani people.

wandering (trait) Wandering identifies animist feats attuned to particular types of apparitions. These feats require you to have attuned to an apparition who matches their prerequisites when you select them, and represent knowledge and ability pulled from that specific bond. When you make your daily preparations, you can retrain any wandering feat you know for any other wandering feat available at the level you took the exchanged feat (including lower-level wandering feats, as usual). You must meet all the new feat's other prerequisites.

War of Immortals A period of strife and upheaval brought on by the Godsrain, as gods and mortals alike clash to consolidate their authority or come into conflict.

warrior of legend (class archetype) 66-67

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.

Whispering Tyrant Another name for the lich Tar-Baphon.

wildspell (archetype) 138-141

wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Outer Rifts to spill forth and destroy the region. It has since been closed, and the land is now known as the Sarkoris Scar.

wounded (condition) You've returned from the brink of death but remain at risk. *PC 447*

Zon-Kuthon God of darkness, envy, loss, and pain. Known as the Midnight Lord.

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Myth is the nothing that is all.

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The Godsrain Prophecies



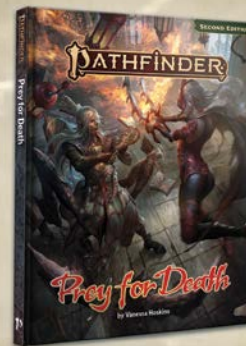
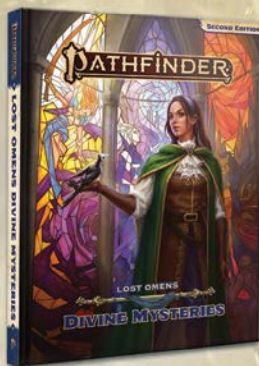
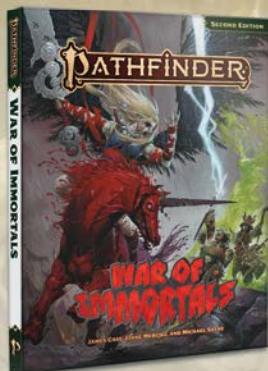
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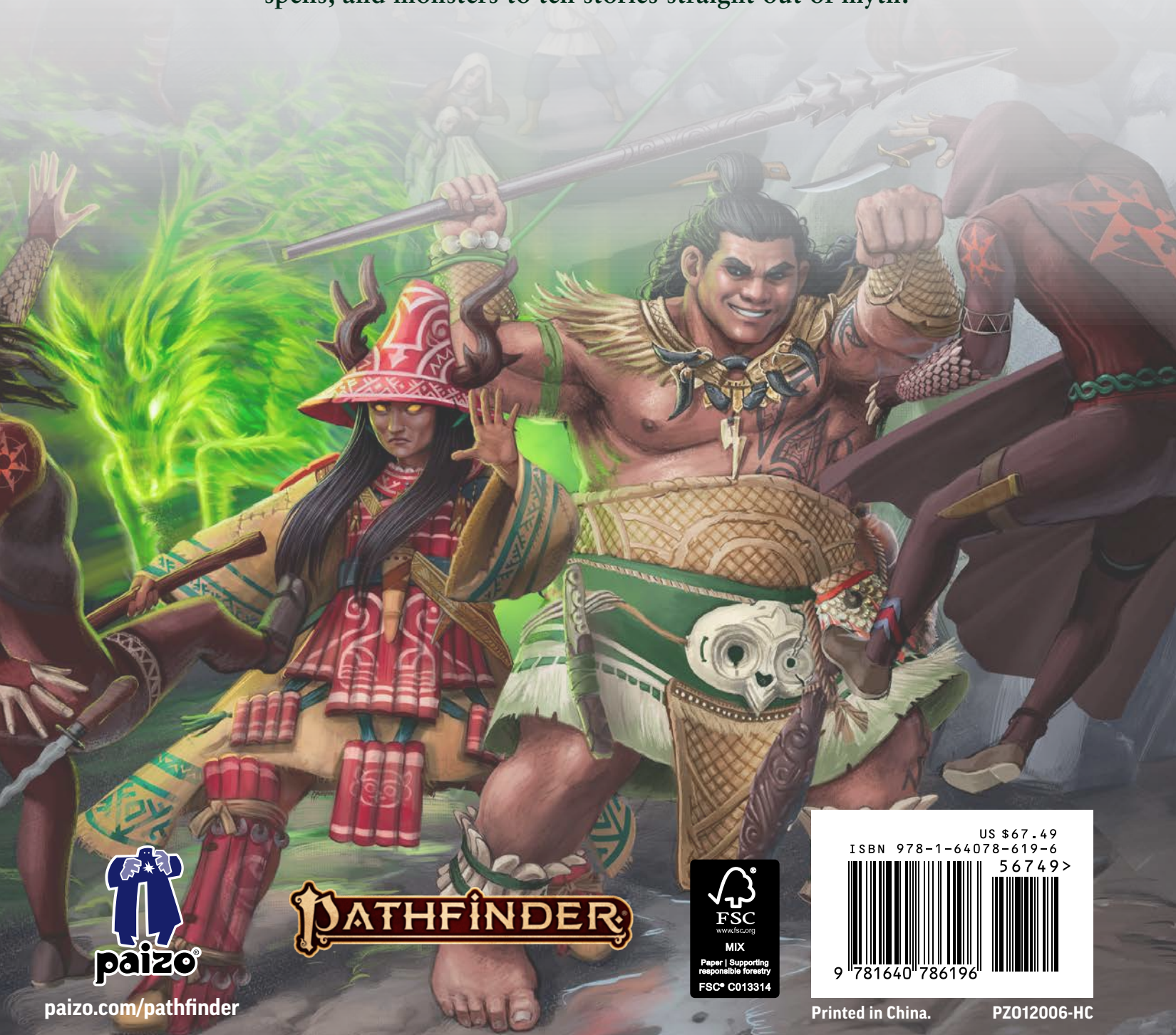
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