

PATHFINDER

PLAYER COMPANION™



FAITHS OF PURITY

FAITHS OF PURITY

Gayden Gadsam

THE DRUNKEN HERO

God of bravery, ale, freedom, and wine

Alignment: CG
Domains: Chaos, Charm, Good, Strength, Travel
Favored Weapon: Rapier
Centers of Worship: Absalom, Andoran, Galt, River Kingdoms, The Shackles, Taldor, Varisia
Nationality: Taldan



Desna

SONG OF THE SPHERES

Goddess of dreams, luck, stars, and travelers

Alignment: CG
Domains: Chaos, Good, Liberation, Luck, Travel
Favored Weapon: Starknife

Centers of Worship: Kyonin, Lands of the Linnorm Kings, Nidal, Numeria, River Kingdoms, Ustalav, Varisia
Nationality: Varisian

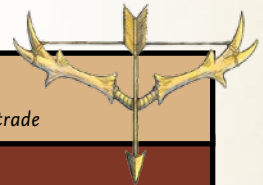


Erastil

OLD DEADEYE

God of family, farming, hunting, and trade

Alignment: LG
Domains: Animal, Community, Good, Law, Plant
Favored Weapon: Longbow
Centers of Worship: Andoran, Cheliax, Galt, Isger, Lands of the Linnorm Kings, Mana Wastes, Molthune, Nirmathas, River Kingdoms, Varisia
Nationality: Ulfen



Domesdae

THE INHERITOR

Goddess of honor, justice, rulership, and valor

Alignment: LG
Domains: Glory, Good, Law, Sun, War
Favored Weapon: Longsword
Centers of Worship: Absalom, Andoran, Cheliax, Galt, Lastwall, Mendev, Molthune, Nirmathas, Sargava
Nationality: Chelaxian



Sarenrae

THE DAWNFLOWER

Goddess of healing, honesty, redemption, and the sun

Alignment: NG
Domains: Fire, Glory, Good, Healing, Sun
Favored Weapon: Scimitar
Centers of Worship: Absalom, Katapesh, Osirion, Qadira, Taldor, Thuvia
Nationality: Keleshite



Shelyn

THE ETERNAL ROSE

Goddess of art, beauty, love, and music

Alignment: NG
Domains: Air, Charm, Good, Luck, Protection
Favored Weapon: Glaive
Centers of Worship: Absalom, Galt, Sargava, Taldor
Nationality: Taldan



Thorag

FATHER OF CREATION

God of the forge, protection, and strategy

Alignment: LG
Domains: Artifice, Earth, Good, Law, Protection
Favored Weapon: Warhammer
Centers of Worship: Druma, Five Kings Mountains, Lands of the Linnorm Kings, Mana Wastes
Nationality: Dwarf



PATHFINDER PLAYER COMPANION™

FAITHS OF PURITY

This Pathfinder Player Companion works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although it is suitable for play in any fantasy world, it is optimized for the Pathfinder campaign setting.

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FAITHS OF PURITY

This book is not about the gods. It's not even just about their clerics. Instead, it's about the vast masses of the faithful, the worshipers of the gods of absolute good and their place on Golarion. It is about the living religion, and how that religion ties into the everyday lives of its followers. It outlines the role of adventurers in the faith, and why you as a particular breed of adventurer might choose a particular god—not merely because the god's alignment matches yours, or because you seek the best spells from his domains, but because your philosophies match. Most importantly, it is about how your story can encompass faith, and how a myriad of different heroic characters can battle evil and live in the light of the gods.

Many of the good-aligned gods of Golarion are ancient and powerful, born in the earliest days of creation. Their

stories are long lost to time's cruel hatchet. But old gods have died, though their powers were once unimaginably vast, and new gods have arisen. Stories, legends, and myths have always sprung up around the deities, forming the tenets of great religions as tales of their deeds, codices of their teachings, and prayers to bring their mystic powers to bear have spread through the planes.

Yet it's sometimes easy to overlook the worshipers of the gods of goodness. Civilized races are often prurient, and every culture has fairy tales and fireside stories about cults of demon worshipers or dark-robed inquisitors who follow the paths of Hell. But it is the followers of the gods of light and good—from humble farmers to the greatest warrior-kings—who foil evil plans, tend to civilization, and protect the world against the ruin and pain that evil brings.

This book is about those faithful—not just the mystics, the clerics, and the fanatics who dominate religious discussions, but also the laypeople who have made the worship of their deities a part of their lives, and how those believers go about exploring the world around them.

What is it about individual gods that calls to particular worshipers? By what criteria do people judge the gods and choose between them? In Golarion, there are many choices: some gods offer glory, while others promote safety and civilization. Those who preach righteous crusades and the purifying power of faith draw adventurers naturally, but what of those whose concern is family and farmland? What motivates the worshipers of these gods to leave the comforts of hearth and home to venture abroad in the hostile world?

This book describes the goals of each major good-aligned church in the Inner Sea region, and how those goals can tie more closely to your character's background. It describes the hierarchy of each church and its philosophy, history, holy days, holy sites, and temples. Some faiths, like that of Cayden Cailean, are informal and ad hoc, as befits the mercurial nature of the god, while the devotees of Iomedae and Sarenrae see more value in tradition and ceremony.

More importantly, this book also explains what it means for you to be a worshiper of a particular faith: what the church expects of its followers, and what it expects you to avoid. What is acceptable among the followers of Erastil might evoke disgust from the followers of Torag, and what the clerics of Torag preach as absolutely necessary may seem alien and bewildering to the faithful of Desna.

In part, these distinctions arise from commandments by the gods. Yet just as often, tenets of faith are the result of worshipers' own interpretations of their god's will. The robes favored by many of Sarenrae's priests, for instance, are Keleshite in origin, having spread across the Inner Sea with the worship of the Dawnflower. At the same time, the swords of Iomedae are not just symbols, but important tools for carrying out her will.

Faith is an individual decision, and may range from casual piety to an all-consuming passion for religion (and the magical or political power it can grant). Ironically, where the church of a given deity is strongest, societal pressure can lead to wide swaths of supposed worshipers merely mouthing the words. By contrast, where organized religion is weakest, one often finds those with the strongest and most tested faiths (though not necessarily the best understanding of doctrine).

Geographical, cultural, and racial considerations play a significant role in religion. In some cultures, the worship of a particular god is expected, while in others, worship of that same god is a crime punishable by death. Those who would risk worship of a forbidden god must burn with faith, and they must by necessity find the core of their belief within

themselves rather than through easily accessible teachers and leaders. While all faiths include a fundamental belief in the supremacy of a specific god's virtues, some might regard proselytizing to others as the highest calling a mortal might undertake, while others find such evangelic badgering abhorrent, preferring to lead by example.

Isolation from an established church often leads to the rise of folk religion—smaller, out-of-the-way hamlets and lone individuals who are far from the support of the main church may improvise or invent points of faith while still attempting to adhere to the church's dogma. Every religion has its primary doctrine, and of course the lawful religions are more codified than the chaotic, with great cathedrals and distinctly garbed priests following carefully prescribed rituals and liturgies to best praise their chosen deities. Conversely, the chaotic faiths often see little need to “dress up” their worship, believing that each person must approach the idea of what is best through personal preference tailored to their needs. In some instances, this means that worshipers see little need for clerics or paladins as intermediaries—or indeed for organized religion at all.

HOW TO USE THIS BOOK

Each entry focuses on one of the seven major good-aligned gods and provides a brief outline of the god in question, summarizing the deity's domains and interests and why that god might be a good fit for you. Following this is a description of how the various adventuring classes interact with the faith, and why a member of these classes might (or might not) take up the mantle of the god, as well as optional sample traits for the faithful. An overview of the traits system can be found on page 326 of the *Pathfinder RPG Advanced Player's Guide*—note that traits presented in the individual deity sections are considered religion traits, and can only be taken by worshipers of the specified gods.

Following this comes a description of the church: where it's strongest and weakest, its hierarchy (and how you can participate), the holidays and holy sites of the faith, the iconography of the church and its favored symbols, and how members identify themselves to each other. This section also includes a discussion on proscriptions and taboos, and what you can do to atone if you have violated the precepts of your church. Finally, it includes a brief outline of the god's holy texts, and how they play a part in the everyday lives of the faithful.

With this book, you can choose the faith most appropriate given your family, your race, and your culture... or you can act as a spy in the believers' camps, blending in with the faithful for purposes known only to you. Gods are more than just an entry on a character sheet—they are a fundamental part of your character's background and motivations.

The pure faiths of Golarion lie before you. Choose wisely.



CAYDEN CAILEAN THE DRUNKEN HERO

Cayden Cailean is one of the Ascended, a once-mortal warrior who took the Test of the *Starstone* on a drunken dare and woke up a god. The purification of the *Starstone* didn't change his fundamental character, and as a deity, he remains much as he was as a mortal: a brash, brave fighter whose primary desire is to chart his own destiny. He's legendarily fond of drink, but he's not a drunk—his libations are those of the merry and brave, not those who drink to forget or as an excuse to abuse others. His alignment is chaotic good, and his portfolio includes freedom, ale, wine, and bravery. His cleric domains are Chaos, Charm, Good, Strength, and Travel, and his favored weapon is the rapier.

ADVENTURERS

The Drunken Hero attracts more than his fair share of adventurers and glory-seekers. If you follow Cayden Cailean, you're probably a happy traveler, looking to right wrongs and explore the world at your own discretion. You leave the grim and tortured persona for others to bear; the world is too big and life is too short and sweet to waste your time whining about it. This is not to say that you don't have a keen sense of justice. If you're stout enough to be an adventurer and you're serious about your faith, you don't turn your back on the poor and oppressed—you just do the job, show them how to take care of themselves, and then get back to the serious business of enjoying life.

CLASSES

If you follow Cayden Cailean, you're more likely than not to be in the company of bards, barbarians, fighters, and rogues, with the occasional druid, sorcerer, or wizard: these are the professions that allow more creativity, more freedom, and more self-expression than the structured, confined, or less imaginative classes. Clerics can often be too focused, and pass up the enjoyment of this life in favor of success in the next. Rangers are frequently too driven by their particular missions, and paladins, inquisitors, and monks are too focused.

If you're a cleric of Cayden Cailean, your job is to help the less fortunate and oppressed masses, to pass along knowledge of brewing or oenology, and to spread the word of the simple pleasures to be had by uncluttering one's mind from the rigid doctrine and tedium associated with more formal churches. Most of all, your job is to live your life as an example to others.

If you're a bard, you find this a naturally joyful philosophy to follow—it puts you in bars and in the company of adventurers, telling stories and delivering inspiration with word and song.

GOALS

Your goals as a Caydenite are simple. You're not out to change the world, at least not in the way that usually implies. You want the freedom to explore, and to enjoy your life and your friends. The problem is that too many people, monsters, and gods want to control how you live. Whether it's a brutal tyrant cracking down on dissent or a night-crawling vampire feeding on the innocent, Golarion has no shortage of life-destroying enemies, and far too often your goals detour from a simple appreciation of life to a short-term, iron-willed mission to rectify an injustice.

IDENTIFIERS

As befits their individualistic mentality, followers of Cayden Cailean aren't big on conformity. Though many carry a stein or other drinking vessel with them, this is as much a practical measure as a show of faith, as you never know when someone will offer to pour you a drink.

DEVOTION

When you worship Cayden Cailean, it's almost always in a casual fashion, and most of your fellow believers are casual about it as well. That suits his purposes just fine—as long as he's your only god. Many patrons of taverns and inns invoke his name for a toast without any thought behind it, but these are only barely his followers. His is a loose and informal religion. If you truly believe and live in the message of the god, you want to support individuals through community action, teaching self-reliance, and supporting those who help others without being forced to do so. You want to protect the weak from the injustice of the strong, and show people what pleasures life has to offer without taking advantage of others.

You don't generally brag or boast about your belief. Instead, you offer a cheery outlook, and when the time comes to hoist a round, you offer a toast in his name. When you attend services such as weddings or funerals, you might sing a song, buy a round for the house, and make sure that it's a happy occasion, or at least one that doesn't tear people apart. You don't mind being in a fight—in fact, devotion to individuality and self-reliance tends to demand that you be able to take care of yourself physically—but you're also no glutton for violence if there's the potential to solve a quarrel with a friendly bottle of wine.

OTHER FAITHS

While many other faiths recognize Cayden Cailean's worshipers as a force for good, the stereotype of his faithful being brash, drunken brawlers is supported often enough that many more "refined" faiths see Caydenites as good-natured children. Many of the lawful gods resent his faith's destabilizing influence, as it encourages people to shirk

responsibilities, yet despite the negative characterizations, most folks are happy to share a drink with a Caydenite, and even happier to have one on their side in a fight.

TABOOS

The worst taboo in Caydenite culture is restricting others' freedom through force. While this doesn't mean a worshiper has a problem locking up evildoers or those who abuse others, enslaving the innocent is the worst sin the faith recognizes. Beyond this basic commandment, however, Caydenites aren't big on telling others how to live.

TRAITS

Good Natured (Cayden Cailean): You have an unusually sunny spirit, and it takes serious doing to dampen your mood. You gain a +2 trait bonus on all saving throws against fear effects.

Strong Willed (Cayden Cailean): Your fervent desire to choose your own path gives you strong willpower, and you receive a +2 trait bonus on saving throws against charm and compulsion effects.

THE CHURCH

Worship of Cayden Cailean can be found all over the Inner Sea, though it's strongest around Absalom. If you're in Chelax or Nidal, it's best to keep your head down if you want to keep it, but in much of the rest of Avistan, your brethren are an open and cheery bunch.

There is no set hierarchy for the faith. The clergy tend to look at what people do, not what they say, and accord the most respect to those with wit, sincerity, skill, and knowledge, rather than claims of authority. Theological discussions tend to be more along the lines of boozy meanderings than intense doctrinal arguments.

The holy sites of the Lucky Drunk are generally alehouses, pubs, or vineyards, run by clergy or with a small shrine somewhere in the bar. Offerings made in such places include buying a round for the house, or in the case of particularly generous donors, upgrading the surroundings or helping to buy supplies. Some pilgrims travel to the Ascendant Court to see the place where their god

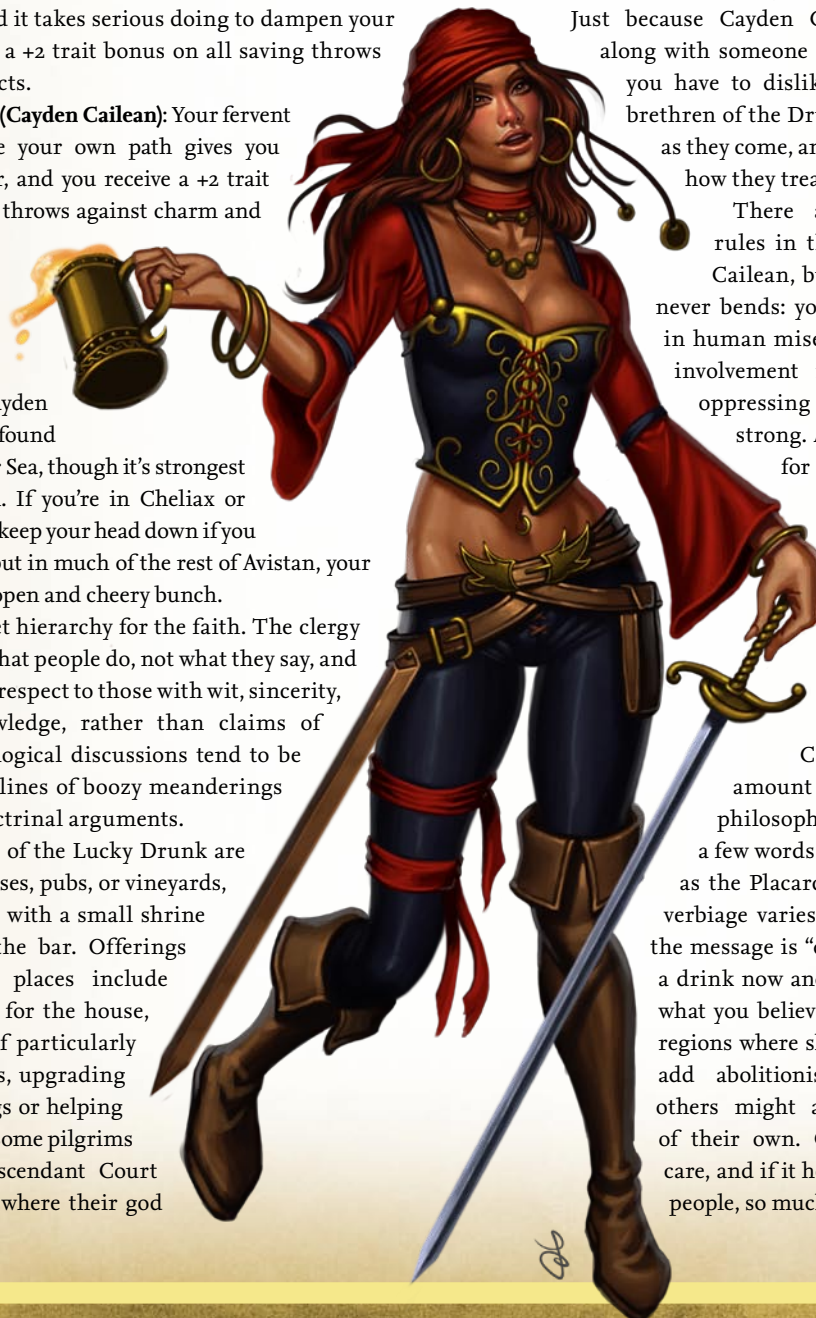
arose, but this is a personal journey. Word might get around about a particularly good alehouse or winery, and this could draw the faithful, but there is no set holy site for the faith. Orphanages are frequent recipients of the faithful's charity, as Cayden has a soft spot in his heart for such children, especially those orphaned by the ravages of war.

The only symbol of the god is a tankard of ale, with or without a foaming head atop it. As a worshiper, you carry a tankard and an easy grin. You don't tend to hide yourself or your faith, but in places where your worship is not welcome, you aren't required to flaunt it, though you're likely to carry a battered tankard somewhere visible. Your favorite animals are probably dogs similar to Thunder, the celestial cayhound of the god himself.

Just because Cayden Cailean might not get along with someone else's god doesn't mean you have to dislike those followers. The brethren of the Drunken Hero take people as they come, and judge people based on how they treat others and look at life.

There are few hard-and-fast rules in the teachings of Cayden Cailean, but there is one rule that never bends: you are forbidden to deal in human misery, whether that means involvement in the slave trade or oppressing the weak to benefit the strong. Atonement and penance for breaking this rule is up to you, but you may find yourself sickened by bad water, unable to hold your alcohol, and constantly in bar fights until you make restitution.

The holy texts of Cayden Cailean don't amount to much. Much of his philosophy can be boiled down to a few words on a tavern wall, known as the Placard of Wisdom. The exact verbiage varies, but for the most part, the message is "do good, enjoy life, have a drink now and then, and stand up for what you believe in." Some followers in regions where slavery is common might add abolitionist exhortations, while others might add small observations of their own. Cayden Cailean doesn't care, and if it helps them become better people, so much the better.





DESNA THE SONG OF THE SPHERES

Desna is a dreamer, a prophet, a carefree traveler across existence, and an endless optimist. She is an enigma and a conundrum, confident—but not arrogant—in her powers. She believes the world within and the world without are full of endless mysteries. She teaches the redemptive power of success and counsels her followers to hold to hope in even the darkest nights. Desna is chaotic good, and her portfolio is dreams, luck, stars, and travelers. Her domains are Chaos, Good, Liberation, Luck, and Travel, and her favored weapon is the starknife.

ADVENTURERS

When you follow Desna, you follow your dreams. You are one of those who accepts the world's strange behaviors, but when you look at it, you don't necessarily think of the world as it is, but as it *could be*. Your most cherished desire is to accumulate experiences, to find out what existence has to offer, and to expand your soul's understanding of the myriad delights of the cosmos. You are accustomed to making decisions quickly (though not rashly!), because you never know when opportunities might present themselves again. You're accustomed to expressing yourself, whether through voice, dance, music, or art, and you do it whether or not you're any good at it.

You're not one to pick a fight, and you'd rather leave than get involved in one—but if there's no choice, or if innocents might be harmed by your departure, you'll hit hard and fast to end the battle quickly. Many members of the Desnan faith find themselves drawn to the Pathfinder Society, with its limitless potential for travel and adventure.

CLASSES

When you accept Desna as your god, you become a traveler by default. Chances are good that you'll be a barbarian, a bard, a cleric, a rogue, or a ranger. You might even be a druid or a fighter, and if you're a wizard or sorcerer, you tend to emphasize spells of beauty and power that evoke experiences in your life—you make your magic tell your story. Monks, paladins, and inquisitors, while they appreciate the power and tradition of Desna, have no patience for the variability of the faith.

If you are a cleric of Desna, your responsibilities include fostering personal and artistic growth, aiding travelers in need, and interpreting dreams for people. Your more serious duties stem from Desna's feud with Lamashtu—you're expected to fight with all your power against intelligent monsters that threaten the common folk, especially those that prey on dreams. Travel is

important to the faith, and most clerics of Desna do so on a daily basis, even if it's only to walk a long loop between local shrines, collecting the latest wisdom and gossip.

Rangers and druids take this mandate to travel even more to heart, maintaining shrines along wilderness paths and delighting in the world around them, yet no one enjoys Desna's faith more than a bard. Desnans treasure bards, believing that music and art—and facilitating their spread via travel—are the highest callings of the human spirit. Many of the most famous performances of the Inner Sea have come from Desnan bards, and the faith has established conservatories in Taldor and Andoran.

GOALS

As a follower of Desna, what you want from life is... everything. You want to know what the world has to offer, and to experience as much of it as possible. You do not seek out pain or horror specifically, but you are able to place such things in their proper context without being forever scarred. You want to find new paths, to explore, to see the starlight and the moonlight, and to snatch the joy of life in every breath. You're glad to show other people how to find the good in each moment, and you take special joy in helping them remove pain or danger from their lives, such as by destroying monsters that prey on them.

IDENTIFIERS

Desna's holy symbol is a butterfly with images of stars, suns, and moons upon its wings, and as one of her worshipers, you work this symbol into your clothing, equipment, jewelry, or tattoos. Those who can do so carry a starknife. There are no specific colors associated with your faith, but many Desnans wear bright colors in addition to carrying butterfly markings somewhere on their person. Regardless of precisely how you dress, you are easily recognized by other Desnans simply by being who you are.

DEVOTION

It's easy to find a comfortable level of faith with Desna. As an ancient goddess, she is interwoven into life across Golarion. Travelers of every stripe—journeymen, carters, sailors, merchants, and more—offer her praise and sacrifice for successful days of travel. Children and parents pray to her for pleasant dreams. As with slipping into a dream, it is easy to slip into a deeper faith. Offering praise to Desna means seeking out new experiences and new places, and because people naturally like to share their wisdom, it is a short step to offering to help others understand the joys of life.

If you are deep into the mysteries of Desna, you guard against the return of ancient, evil gods, seek out and

destroy the infestations of Ghlauder, and hunt down Lamashtu's abominations. You consider yourself a warrior of the night, helping to carry out Desna's vision for mortals.

OTHER FAITHS

You don't spend much time worrying about anyone else's faith, though you're eager to share your own if asked. Because your goddess is generally on good terms with most of the other good-aligned gods, you might even share roadside shrines and temples with faithful from other churches. As long as they respect your ways, you are glad to respect theirs: the road to truth is a different journey for everyone, and you would never dream of interrupting theirs unless they were in mortal peril.

TABOOS

Your faith offers few proscriptions and taboos—how could it, when your goddess commands you to experience life in all its forms?—but is adamant about those it does outline. When fortune-telling (or overhearing fortunes told), you must not create fear or despair with the divination, no matter how grim the portents. If you see only ill or mischance, it is your solemn duty to oppose that outcome and try to change it, in much the same way that it's your duty to protect the innocent from direct attack. Failure to do so results in sleepless nights, or worse, nightmares—whether originating from the goddess or your own troubled conscience. If it is too late to help change the course of a prophecy or tragedy, you must devote yourself to helping another who is losing the last tenuous sparks of hope, and to show this benighted soul the way to light.

TRAITS

Faithful Artist (Desna): With Desna's blessing, you have pursued an artistic path. You gain a +1 trait bonus to one Perform skill, and Perform is always a class skill for you.

Stoic Optimism (Desna): You realize that accepting the pain in life accentuates its joys by contrast, and so your hope sustains you where others despair. You receive a +2 trait bonus on saving throws against fear effects.

THE CHURCH

Because the church of Desna is so old—extending back to the birth of the world and even beyond—her worship is common almost everywhere that people believe in goodness and freedom. Even in places where such things are held under heel and whip, believers whisper prayers to their goddess and ask her blessing before setting out on journeys. Your shrines and temples can be found along roadsides across the world, sometimes in the form of celestial observatories, though more often in simple, unattended shrines at crossroads. Your religious observances involve singing, dancing, storytelling, races, music, and stargazing.

There is no set hierarchy for your faith. Those with wisdom and knowledge are esteemed more highly than those with age and wealth; personal stories count for a great deal among the faithful, rather than power, and those with direct experience in a particular problem are more highly valued than others with more generalized skill.

The holy sites of the Desnans are not written down or mapped. Rather, they are places that are remote or hard to reach—mountaintops, islands, forgotten buildings in the hearts of jungles—and marked by a Founder, a Desnan who traveled there and left a "found-mark," a symbol of Desna intertwined with a personal signature mark. Discovering such a mark is considered a badge of honor among your faith, but placing an original found-mark in such a place considerably elevates your standing.

The holy texts of Desna are slim: the Seven Scrolls are the entirety of the doctrine of the church, summarizing Desna's early days, her relationships with other gods, and so forth. Because the scrolls are short, they fit into a mere two scroll cases, and their words are open to a wide variety of interpretations; as with much of the rest of her worship, Desna encourages you to seek your own path, rather than follow a narrow dogma.





ERASTIL OLD DEADEYE

Born when the world was young, before humans knew how to farm, Erastil is said to have given the first bow to mortals as a gift to help them hunt and survive. He is a nature deity, a stag-headed god of small towns and untamed spaces, a step between the Green Faith and the modern faiths of the cities. He is a stern patriarch but a friend to those in need. He is not a god for glory-seekers, but for those who seek stability and cooperation in the world. He is a traditionalist, and frowns on those who break tradition without careful thought. Erastil's alignment is lawful good; his portfolio is family, farming, hunting, and trade; and his domains are Animal, Community, Good, Law, and Plant. His favored weapon is the longbow.

ADVENTURERS

Due to his focus on the home and family, and the need for adults to be practical providers for their children and communities, Erastil produces fewer adventurers than many other gods. When his faithful do strike out on an adventure, it's inevitably to help those they leave behind. Followers of Erastil seek riches not for their own sake, but for what they can do for their family and community, and those forced to embark on a long adventure regularly count the days until they can return to the warmth and simplicity of home.

As one of his faithful, you want to keep the peace, and while you do what you have to, the farther a conflict strays from regions that directly affect your chosen community, the less you feel compelled to continue the fight. You are a paragon of stability—some might say too much so—yet while some might call your traditional values quaint or backward, you feel that they serve as anchors for hearth, home, and family, and you understand their place in rural communities where roles must be well defined.

CLASSES

You're an intentionally simple person, and prefer straightforward answers to problems. Erastil is quite popular with rangers, and if you're one of them, you're probably the type who protects a given community, using your skills to help your people survive and prosper. Other classes prevalent among Erastil's worshipers include clerics, druids, and the occasional paladin.

As a worshiper of the stag-headed god, you're probably not a sorcerer or wizard; Erastil has little time for arcane study when there's plenty of straightforward manual labor to be done. If you're a rogue, you're the sort who focuses on stealthy activity but not theft—stealing breaks apart communities faster than almost anything. Bards talk too

much when they should be working, monks are too worried about enlightenment, and barbarians are by definition rejecting the basic tenets of civilization that Erastil tries to encourage. Fighters and other martial classes may be necessary, but followers of Erastil inherently distrust anyone whose entire business is fighting—after all, peace and prosperity are a threat to their job security.

If you're a cleric of Erastil, you're probably the only one from your village. Your days are spent helping build and maintain your hamlet. You oversee the celebrations of the solstices and equinoxes. You might be sent out to fetch news or seeds from the greater world, and maybe escort new supplies or settlers back home. You're stubborn and hardheaded—though you prefer the word “dedicated”—and you always put the good of your constituency over your own.

GOALS

When you worship Erastil, you worship the simple things in life: close-knit families, healthy communities, verdant wildlands, and fertile farmlands. You want to preserve these things, retain traditional values, and ensure that the hectic pace of modern city life doesn't destroy the life you hold dear. You want to teach people to be self-sufficient, rather than doing their work for them, but that doesn't mean you'll stand by and watch them be destroyed. If you're a traveling adventurer, you're trying to help build other villages, towns, and people into strong and self-reliant families of faith. You'd prefer to settle down, but either your home is comfortable, can spare you, and believes you should follow this calling, or your home is in grave peril, and you are trying to find anything that will save them.

IDENTIFIERS

The symbol of Erastil is a bow and arrow, turned sideways and fashioned to look like an elk's antlers. Your church does not abide by useless frippery, and your brethren are straightforward in their beliefs. You might carry the symbol of Erastil burned into your leather cloak, or as a wooden badge or emblem displayed on your shirt. When you meet others of the faithful, you greet them simply but earnestly, with a handclasp or a respectful bow.

DEVOTION

Erastil's faith is essentially all or nothing. Either you accept his teachings and belong to your Erastil-worshipping community, or you do not, and quickly tire of the close-knit exclusiveness of your neighbors. Participation in the community and service to your people is a form of devotion, and if you do neither, they'll know it—you'll have the choice to start pitching in or leave.

OTHER FAITHS

Your dealings with the faithful of other gods depend largely on your own personality, but they always boil down to a quiet sense of the superiority of your faith over theirs. This might manifest in many ways, but the message is typically: *You children don't understand what you're doing.*

TABOOS

The most important truth in Erastil's philosophy is that people should be useful to their communities, in whatever fashion they can. Worshipers who claim Erastil's faith but spurn his simple teachings earn his wrath, and stories tell of false worshipers who have been turned into trees or pigs so that they'll eventually give back to their towns. Even those who lose his favor can regain it by undertaking ambitious projects that help a small rural community, preferably one that enjoys broad community support and requires the aid of others, such as building a watchtower, new irrigation channels for the fields, or a new palisade to keep out the wild creatures of the wood. You might also consider teaching the local youth valuable skills that enable them to contribute to their families.

TRAITS

Erastil's Speaker (Erastil): You understand the importance of keeping the peace in your community, and you have learned how to speak to the faithful in ways that they understand. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

Wise Teacher (Erastil): You are skilled in passing along knowledge of rural matters. If you have 4 or more ranks in Survival or Knowledge (Nature), when you aid another with these skills, you grant a +4 bonus on the check you are aiding instead of the normal +2.

THE CHURCH

The church of Erastil is most common in the forests and untamed plains, where wild animals still roam free and people work the land for a living. He's not a god of bleak and blasted landscapes, but of green swards and foggy mornings and snowy mountains. If you want to find Erastil's worshipers, look for woods and rolling hills away from the cities.

There's no set hierarchy for the church. The priests of Erastil take conventional roles in the community, and are priests as a sideline. They'll bless farmlands, cure sickness, and oversee trade, but they tend to their own homes as well. There's no central church for the faith, and so there's no real top-down direction. Elder priests

are respected but not revered, and the home priest of a village has greater authority than a stranger.

The church has no specific holy sites—the deep woods and freshly tilled fields are enough. Churches of Erastil serve numerous functions in addition to being places of worship, serving as town halls, seed storage houses, and so forth.

Erastil's holy book is short and to the point: The *Parables of Erastil* provide useful homilies and practical advice on rural life, dealing with such subjects as hunting, planting, family life, and nature lore. You are free to modify the book by adding illustrative fables from your hometown, or by removing chapters that have nothing to do with your area—

if you live in the middle of the woods, why would you need to know how to space corn for maximum pollination?

As with everything else, Erastil's text deals with practical matters and sets aside the rest.





IOMEDAE THE INHERITOR

Born as a mortal in Cheliax, Iomedae is the youngest of the gods. She served first as a warrior leading the Knights of Ozem against the Whispering Tyrant, and later ascended to godhood by passing the Test of the *Starstone*, when she was chosen by Aroden as his new herald following the death of Arazni. When Aroden himself died, Iomedae inherited most of his followers and the bulk of his church, tilting them toward valor, justice, and honor. She is a missionary and crusader, and is crucial to overcoming the evil tide that is sweeping across Golarion. Her alignment is lawful good; her portfolio is honor, justice, rulership, and valor; and her domains are Glory, Good, Law, Sun, and War. Her favored weapon is the longsword.

ADVENTURERS

When you choose Iomedae as your deity, you declare that you will tolerate neither chaos nor evil, and vow to stamp them out wherever they arise. You become a crusader, traveling the world to find uprisings of evil so that you can tamp them back down. You are willing and able to serve and to lead; you have a forthright attitude and have no patience for lying, fraud, or deceit. You believe in discipline for yourself and others, tempered with love and respect.

Although your goddess is a warrior and your church is known for its efforts in battle, you still prefer the word over the sword. You would rather solve differences without bloodshed, but even when negotiating, you are firm and principled. And, of course, as an adventurer, you recognize that situations exist where the sword is the only answer.

CLASSES

As a worshiper of Iomedae, you are probably a priest, paladin, or cavalier, used to the ins and outs of righteous combat. You may also be a ranger or inquisitor, as these have their own unique skills useful to the faith. Highly trained warrior-monks are rare but not unknown, and fighters dedicated to the cause are always welcome (though some might wonder why your faith isn't strong enough to walk the path of a paladin). You might be a wizard or a sorcerer, though never a necromancer or someone with an evil-related bloodline. Bards are welcome, provided they're stout warriors or inspire people to fight against evil, and rogues acting as spies and scouts are always welcome if they bring intelligence from an enemy camp, but the faith of Iomedae generally calls for more straightforward followers.

Your faith lends itself to adventuring—you need to battle evil and spread the word of Iomedae, and while you

might not preach openly everywhere you go, you certainly make no effort to hide your faith. Your forthright behavior frequently makes you a natural leader, for while you may not have extensive experience, you are willing to make tough decisions and plan a course of action. If you're not the leading type, you are a valuable ally for those who do choose leadership roles, because your honest advice ensures that those leaders stay on the righteous path.

GOALS

Iomedae is by far the most active god when it comes to battling evil on Golarion. As a worshiper of the Inheritor, your first goal is to stamp out evil and injustice wherever you find it. You can do this in cities or in the wild, because the truth of your goddess shines brightly wherever she stands. You do not charge into battle against unbeatable odds—your faith does not require stupidity—but you do all in your power to protect the innocent and show them how to stand up for themselves.

IDENTIFIERS

The first icon of Iomedae worshipers is the sword. Whether or not you personally wield one, you likely carry a token sword of copper, tin, brass, or bronze somewhere on your person, and may display your goddess's sword-and-sunburst holy symbol openly, on a shield, tabard, or banner. You prefer to keep your raiment clean and in good repair, so as to appear strong and proud.

DEVOTION

Plenty of people offer lip service to Iomedae, speaking out against evil and mostly trying to avoid temptation, but still living their lives as they will. These people are on the right track, but are little more than children in the spiritual sense. If you are truly faithful to Iomedae, you don't just speak out against evil, but actively devote yourself to fighting it in any capacity you can, including putting your personal safety on the line. You abstain from all but the strongest temptations and offer penance when you fail. You have a strict code by which you judge others, and an even stricter code for yourself.

OTHER FAITHS

Iomedae herself is on good terms with all the good gods, as well as the civilization-oriented Abadar, and as a result her followers tend to be as well. As one of them, you're happy to work with all good souls against evil, try to set a good example for adherents of neutral faiths, and never ally with any of the dark gods.

Of course, just because you're on good terms with other churches doesn't mean you don't have your own private opinions of them. Sarenrae's followers are often

FAITHS OF PURITY

holy crusaders and thus closest to your heart, and Torag's military experts are invaluable in a fight. You feel that followers of Cayden Cailean and Desna can be too impulsive and shortsighted. Shelynites think too much about beauty and rarely enough about worldly matters. Erastil's followers are strong when defending their homes, but all too willing to let the world go to hell around them so long as their own little plot of land remains inviolate. Regardless of such feelings, flawed allies are far better than no allies at all.

TABOOS

If you see an opportunity to right a wrong and fail to take it, you have sinned against Iomedae and must perform a penance that fixes the original situation. If that's not possible, you must find three others like it and make those right instead. You must stand for justice, and the only exception is if you are playing a longer game that will have far greater benefits when it comes to fruition. Should you fail in this, you may lose traits and class abilities related to your faith until you complete your penance.

TRAITS

Purity of Faith (Iomedae): Your soul is clean, and you are deeply committed to fulfilling your duties to the church. You take +1 trait bonus on all Will saves and a +1 bonus on all saving throws made against spells and effects originating from an outsider with the evil subtype.

A Shining Beacon (Iomedae): You carry a burning hatred in your heart for all things demonic, and have studied their weaknesses carefully. You deal additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon on a demon. This damage is added only *after* the damage is totaled, and is not multiplied by the critical hit multiple.

THE CHURCH

The church of Iomedae is strongest in Andoran, Chelias, Lastwall, and Mendev. Oddly, in devil-worshipping Chelias her faith is often respected and even quietly encouraged; she is of Chelish descent and her lawful divinity makes her an example of what Chelaxians can achieve.

The church of Iomedae is organized in circles. At the head of these circles is the First Sword Knight of Iomedae, who commands the First Circle of 14 Second Sword Knights. Each of these knights in turn commands a Second Circle, and so

forth. Advancement through the ranks depends on purity of faith and purpose, ability, valor, and honor. The ranks of the Sword Knights and Circles are roughly analogous to those of the military, and her church frequently works alongside or integrates with the local military.

The holy sites of Iomedae's church are major battlefields or places where heroes have fallen in the struggle against evil. The greatest holy site, however, is the Cathedral of the *Starstone* itself. Since worshipers cannot reach it themselves, the primary church of Iomedae is the shrine in Absalom called the Seventh Church.

The holy book of Iomedae is *The Acts of Iomedae*, usually called just *The Acts*. It tells of 11 miracles that Iomedae performed in Aroden's name while she was still a mortal.

The church supplements *The Acts* with accounts of individual heroes and saints, noteworthy local battles, and tales that uplift the faithful.





SARENRAE THE DAWNFLOWER

Once a powerful angel known as an empyreal lord, Sarenrae led the heavenly hosts in the charge against the Rough Beast, Rovagug, and it was she who dealt him the great blow that led to his chaining. Now a goddess in her own right, Sarenrae is kind and loving, a figure of light, guidance, and healing, and has great patience with those who choose to be blind but may one day see. Yet for all her compassion, Sarenrae is also a powerful force against evil, and strikes down the irredeemable without mercy. Her alignment is neutral good, and her portfolio is the healing, honesty, redemption, and sun. Her domains are Fire, Glory, Good, Healing, and Sun, and her favored weapon is the scimitar.

ADVENTURERS

Sarenrae's faithful are united by a desire to make the world a better place. They believe wholeheartedly in redemption, yet this should not be mistaken for weakness. They are equal parts healers and crusaders, and seek to stand up to evil in all its myriad forms.

As a follower of Sarenrae, you may engage in relatively peaceful pursuits such as tending the sick, arbitrating disputes, and rehabilitating criminals, or you might hunt out abominations and bring justice to the unrepentant evildoers. Whatever drives you, the end result should be bringing the light—or sword—of Sarenrae to hearts that have been dark for too long.

CLASSES

Many followers of Sarenrae are clerics, paladins, dervish fighters, and rangers, as well as occasional sun-druids and bards. If you are a sorcerer or wizard who bends your efforts toward defeating evil and bringing light (literally and figuratively), you can find a welcome home in the church, and oracles of flame are prime candidates to serve Sarenrae's will, if in a somewhat unconventional fashion. A monk who's honed his body with incredible discipline in order to destroy the spawn of Rovagug and similar evil forces might worship Sarenrae, and barbarians from the rough wastes of Katapesh or Osirion might be understandably drawn to the power and righteousness of the Dawnflower. Any rogues in her service are likely scouts, spies, or nimble combatants—theft and other underhanded acts are antithetical to the church unless absolutely necessary for advancing the cause of good.

Overall, Sarenrae's focus on redemption means that almost any class is welcome within her ranks so long as its practitioners are devoted to the cause of good, bringing righteous action into those areas where it's needed most.

GOALS

You believe that every day brings new hope, and that opportunities lie in wait for everyone. You want to help your fellows bare their souls to the cleansing light of the Dawnflower so that they may be purified. You are patient with others who hold different ideals so long as their hearts are in the right place. While you are a strong believer in free will, you understand that sometimes mortals require an additional push toward the good without their consent.

You promote order and law long as they benefit everyone. Likewise, you support the right of individuals to ignore or overthrow unjust rulers. Though slavery might exist in your culture, it is an abomination to you, and you might work tirelessly to destroy the institution. You know that you are not perfect, but you strive to better yourself with every day, with the Dawnflower as your guide.

IDENTIFIERS

When you travel, you can often recognize others of your faith by their dress, as the Keleshite robes of the desert dervishes have become synonymous with the faith in many worshipers' minds, as have the symbol of a sunburst and the colors of white, red, and gold. Your fellows sometimes wear jewelry sporting ankhs or stylized doves, and even in the cold north, far from the deserts of Qadira and Osirion, the truly devoted carry scimitars in homage to your goddess. By these signs, you demonstrate your allegiance to the Dawnflower and invite others of your faith to approach you to share the light. Though the desire for material wealth frequently leads otherwise good souls astray, followers of Sarenrae often appreciate artistically done golden ornaments, seeing in the metal's glitter a weak reflection of the sun's holy rays.

DEVOTION

The worship of Sarenrae is ancient, and so her followers' forms of devotion are as diverse as the clouds in the sky. Some throw her name around as a casual oath, while others interweave their devotions to her throughout the day. Adventurers devoted to the Dawnflower know that worship is not merely a theory but an activity that underpins the rest of your actions. By helping others, you guide them into the light and help justify your own existence. If you are a true devotee of the Dawnflower, you have strong diplomatic skills and a gentle nature, having tempered your steel in the calm fires of the Dawnflower—yet when required, your sword still strikes true.

OTHER FAITHS

Like your goddess, you are open and friendly with worshipers of other faiths—even many of the evil ones.

Unless someone has shown himself to be irretrievably evil, your faith demands that you treat him with the kindness you would show to anyone who had lost his way. Redemption is rarely a swift process, and your faith demands the patience to hold your temper and help others to walk the righteous path. Only the followers of Rovagug are denied a chance at salvation, for to entertain the Rough Beast is to display a total rejection of righteousness.

TABOOS

There are few taboos in your faith, and most of them deal with casual cruelty or thoughtlessness that might harm others. When you have been thoughtless, or when you have unnecessarily crushed hope or joy—whether on purpose or inadvertently—you must seek out the wronged person and obtain his forgiveness. If he does not forgive you immediately, you must (within limits) serve him for a period, depending on the severity of the offense. If he asks you to harm another, your service is ended: you serve only the good.

TRAITS

Cleansing Light (Sarenrae): Your faith is pure and strong, and your positive energy purges undead. When dealing damage to undead with your channel energy, you can reroll any damage die that shows a natural 1.

Illuminator (Sarenrae): You speak unusually well when you are filled with the light of Sarenrae. You gain a +2 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

THE CHURCH

Though the worship of Sarenrae makes itself known across Golarion, the church itself is strongest in Absalom, Katapesh, Osirion, Qadira, Taldor, and Thuvia, with open-air temples rising tall and white into the shining sky. The Keleshite Empire claims her as its patron deity, and has certainly helped contribute its desert flavor to the ceremonial garb of her priests, yet shrines to the Dawnflower dot the countryside of the Inner Sea.

The priests of Sarenrae are highly flexible in their hierarchy. In general, traveling priests defer to the local church, which is patterned around a family. This loose structure helps to settle feuds, as priests involved in a heated conflict have the option of temporarily moving on to another temple and allowing tempers to cool.

One of the most popular and holy sites of the faith is the Everlight Oasis in Zelshabbar, one of the satrapies of the Empire of Kelesh. This pool, reported to have rejuvenating qualities, is said to be blessed by the goddess.

Sarenrae's wisdom is encapsulated in *The Birth of Light and Truth*. The book is old and many versions exist. One of the features common to nearly all printings is the inclusion of extra pages, so that the reader might record new experiences that reflect Sarenrae's teachings. Within the book's text, worshipers find both the history of the goddess and practical advice for living, as well as church doctrine, folk remedies for illnesses, and suggestions for dealing with undead or other evil creatures.





SHELYN THE ETERNAL ROSE

Shelyn is a goddess of love and beauty, and once shared her powers with her half-brother Dou-Bral. Long ago, however, the goddess suffered a great loss when her brother's explorations into the darkness between worlds awoke a deep corruption that overcame his soul and turned him into Zon-Kuthon, god of agony. She struggled against him and eventually fought him to a bitter stalemate, and now carries his glaive, the *Whisperer of Souls*, as a reminder of the pain of loss and the devotion of true love; one cannot know her without knowing the suffering of her brother. As a result, she is a goddess not just of love, beauty, and art, but also of sacrifice, and a balm to the broken-hearted. Her alignment is neutral good; her portfolio is art, beauty, love, and music; and her domains are Air, Charm, Good, Luck, and Protection. Her favored weapon is the glaive.

ADVENTURERS

When you follow Shelyn, you are motivated by gentleness, peace, and beauty. You know that the world contains ugliness and evil, and you want to change it so that everyone can appreciate the finer points of existence. You want to inspire creativity, to teach people to see beauty, and to inspire love and devotion—not necessarily toward yourself, but between deserving others. You want to promote the general good, to help people trapped in ruts, and to free people under the thrall of evil. You're a natural peacemaker and go-between, yet when push comes to shove, you're not afraid to shed blood on behalf of beauty and those you love.

CLASSES

Of all the paths you might choose as a worshiper of Shelyn, that of bard seems most appropriate. As an artist, a creator of love and beauty, you give voice to the songs of the world and form to its visions. Clerics of Shelyn follow much the same path, and often make excellent artists and teachers in addition to healers. If you are a ranger or druid, you might well find the worship of Shelyn to your liking—after all, what else but love of the beauty of the wild drew you to your profession?

If you are a fighter, you are quick and graceful, preferring light weapons and armor so that you can float through combat with light and expressive movements. You might be a barbarian as well, though you find it difficult to reconcile your destructive rage with your love of beauty. If you are a paladin of Shelyn, you focus more on courtly love than on love's physical manifestations, and do everything you can to make yourself a living shield between beauty and purity and those forces that would

consume or destroy them. If you have chosen a monk's path, you meditate on the nature of beauty and its place in the world, and spend much of your day attempting to create beauty with every step. If you are a rogue, you might be a highbrow art or jewel thief, stealing from those who do not appreciate the great works for aught but their monetary value. If your journey is that of the wizard or sorcerer, you use your powers to bring peace and joy to the world. Illusionists, enchanters, and evokers are especially welcome; necromancers are not. Summoners sometimes worship her as well, as the crafting of their eidolons is nothing less than an art form with formless life energies as its medium.

GOALS

When you see ugliness, you want to replace it with beauty. Where others see darkness and despair, you want to replace these with bright lights and hope. Instead of obstacles, you see opportunities. You are an optimist but not a dreamer, and you understand that beauty frequently arises from the most unlikely places. You want to help people bring forth this beauty and to snatch moments of their lives to appreciate all that is around them. Sometimes, this may take the form of ridding their environments of ugliness, and you are more than willing to tear down places of despair and hatred. You have an abiding passion for ancient artworks, and may go to great lengths to save them from destruction. You believe in the power of love, and you will do what you can to ensure that lovers can find safety in the expression of their mutual joy.

IDENTIFIERS

Followers of Shelyn endeavor to make themselves beautiful, though not necessarily arousing—lust is the purview of Calistria, and while Shelyn's no prude, she knows the difference between true love and mere carnal attraction. As a worshiper of the Eternal Rose, you're likely to wear bright colors and flattering clothes, and may use makeup and jewelry to draw attention to your most attractive features. You might carry a glaive plated with gold leaf; if you are an adventurer, you may carry a small pin or token with this symbol or Shelyn's long-tailed bird sigil, crafted by your own hands of the most splendid materials you can afford.

DEVOTION

For the most part, those who worship Shelyn are already artists devoted to their art, which suits Shelyn just fine. Those who favor purely carnal relationships look to Calistria, but if you have understood the deeper joys of the spirit in higher forms of love, you are already beloved of Shelyn, and every act of true love and devotion is itself pleasing to the goddess. The deeper your faith, the

more involved you are with acts of daily creation, with nurturing the inner beauty of others, and with promoting the cause of good.

OTHER FAITHS

In general, the faithful of Shelyn have excellent relations with all of the other good and neutral religions, and even the servants of evil gods find much to love about your goddess and her followers. Love is a natural part of mortal nature, and while many people don't understand what it truly means or pervert it to strange ends, love is still the key to their hearts and their souls. Many of your brethren have redeemed others with this simple fact. Even the horrid worshipers of Zon-Kuthon are not immune to the powers of love—your job is to recognize that everyone is capable of love, and to remember that even the seemingly irredeemable deserve some version of it. As a result of this gentle and generous neutrality, you tend to get along well with people of all denominations, even the totally backward and abhorrent ones.

TABOOS

In your quest to bring beauty to others, you must first stamp out the ugliness in your own character. While you might see ugliness, envy, and smallness of spirit in your soul, you are never permitted to let them find expression, and you must atone by creating works of art and striving to love deeply and truly. If you stand by while a work of art is destroyed, you must help the artist create a new one if possible; if it's not, you must create a work inspired by that. If you see a place of natural beauty despoiled, you must first attempt to stop the destruction, and then work to turn that destruction toward positive ends.

TRAITS

Intense Artist (Shelyn): Your devotion to Shelyn has caused you to delve more deeply into your art. You gain a +1 trait bonus on two Perform skills of your choice, and Perform is always a class skill for you.

Inner Beauty (Shelyn): Once per day, you can manifest your faith in your goddess and gain a +4 trait bonus to a single Bluff, Craft, Diplomacy, or Perform skill check. You can choose to use this trait immediately after making the skill check.

THE CHURCH

Shelyn's faith is scattered across the northeastern portion of the Inner Sea

region, with a few far-flung exceptions. Shelyn is usually depicted as a Taldan human, as her faith is strongest there, but many worshipers of other races and ethnicities quietly illustrate her as a beautiful woman of their own people. She also has significant followings in places like Absalom, Galt, and Sargava, where her followers attempt to fashion great works based on the beauty of the surrounding lands—or the great anguish of those regions and the suffering of the people.

Her church is informal and disorganized; after all, art is not created by committee. You and your cohort treasure wisdom, not necessarily organization, and thus you make decisions as a community, with the wisest choice prevailing. If you disagree with a decision, you are free to follow your own path or else disavow it. Local temples are under the control of the local clergy, but traveling clerics are always welcome to offer their perspectives and show what they have learned in their travels. Shelyn's temples are extremely popular for weddings, and her priests are frequently called on to preside over such services.

The Temple of the Upheld and Golden Rose in Oppara, capital city of Taldor, is the oldest known temple of Shelyn. It is an intricate affair, fluted and open to the sky. Bright birds roost around its central courtyard, and exquisite musicians play tunes appropriate to the hour and the weather throughout the year. It is said that once a year, the goddess herself walks among the faithful here (though hidden to their eyes), personally blessing those who best embody her qualities. However, no one knows exactly which day it is that this occurs, and so the temple sees a constant flow of worshipers.

The collected doctrine of Shelyn is *Melodies of Inner Beauty*, more a hymnal than a prayer book. Its pages contain stories of Shelyn, her family, her history, and her doctrine. Each is written in a different style: most are expressed through song, others through storytelling meant to be accompanied by dance, and still others through epic verse.





TORAG THE FATHER OF CREATION

Torag is an ancient god, and his dwarven followers credit him with the creation of the world, with the appearance of life an afterthought to the genius of his creation. He is a hard and proud patriarch, a distant father who nevertheless loves his children. He is a shrewd planner, a great maker of contingencies and lacunae in his plans, and he holds forethought as one of the principal gifts of life. He is a stout fighter, rarely given to rage, but when his anger awakens, the earth shakes and cities fall. Though he is often thought of as a dwarven god, he continues to gain traction among humans as well, and his human followers now outnumber the dwarven ones. Torag's alignment is lawful good; his portfolio includes the forge, protection, and strategy; and his domains are Artifice, Earth, Good, Law, and Protection. His favored weapon is the warhammer.

ADVENTURERS

When you adventure in the service of Torag, you do so not because you seek glory or honor, but because you must. Your god is a warrior god as well as a creator, and he respects those who develop strength and power from within. You might be on a quest for your home temple, seeking a rare metal for your forge, or hoping to learn at the feet of a master general, but every journey you undertake is ultimately with the end goal of bettering your community.

In many cases, you expect to be the leader of the party. If you are not the leader, then you will make sure the leader takes your advice when you offer it, and if your party leader does not make adequate plans, then you're there as the backstop with contingencies. Torag would expect nothing less.

CLASSES

Though many simple craftsmen pay homage to the Father of Creation, nearly all of Torag's adventurous followers are clerics, fighters, or paladins—folks with the mettle to stand up and directly defend their people. Though you may have a use for stealth when attacking enemies of your people, you prefer to do it from a well-laid ambush, not by sneaking up on them. Thus, neither rangers nor rogues tend to follow the Father's teachings, and you're just as glad not to have them around. Likewise, you're not much for the flash and dazzle of wizards and sorcerers—you want to deal with the world as it is, a gift from Torag himself, and you'll change it with his blessing by using the tools he gave you: your strength and his power. Still, you understand that others approach the world differently

than you, and you pragmatically recognize the way of the wizard without yearning for it yourself.

If you're a bard, you're welcome in the ranks. Warriors need someone to sing of their glories, and your people need you to remember their stories and historical lessons.

If you're a monk, you're a rare breed: though unarmed monasteries for Torag exist, most dwarves believe that Torag favors the hammer and axe. Your monastery teaches that you are the fire, stone, and metal of creation, and thus your body is the living word of the Father of Creation. You live to fight aberrations, goblinoids, orcs, subterranean horrors, and fiends of all sorts.

If you're a barbarian, you approve of Torag's black-and-white view of the world and understanding of the deep power of emotion that wells within you. You might be trying to tame your rages, or at least channel them, and you want nothing more than the survival of your people. Nevertheless, barbarians have a tough time dealing with the strict hierarchies and precisely executed tactics demanded by Torag.

GOALS

With every action, you hope to achieve your goals: the safety of your people, the conquering of an enemy, or the crafting of useful and sturdy tools for civilization. You believe in exploration and discovery, and in making your small mark on the world Torag has given you. This doesn't mean that you are constantly driven and grim, but you believe that life is a precious gift, and every breath you breathe should have purpose to it. Sometimes that purpose is protecting your community, and sometimes it's simply enjoying the company of your friends with a good ale. Still, you like to keep your hands and mind busy, and even during rest periods, you've generally got a small project to work on.

IDENTIFIERS

Most dwarves follow Torag, but you can spot one of the devoted by the rings on his fingers, in his beard, on his fingers, or in his ears. You take your achievements seriously, and every ring tells a story. Each of these rings carries the symbol of Torag—an intricate hammer—along with other marks indicating how the bearer earned that ring: service to a friend, fealty to a lord, discovering new veins of metal, and so forth. Torag's priests wear leather forge aprons and carry functional hammers unless the situation calls for armor and more significant weapons, and they are well aware of the faithful in their vicinity.

DEVOTION

Torag is not a god of half measures. Either you worship him or you don't; either you take his doctrine as it is or

FAITHS OF PURITY

you don't. Yours is not a religion of convenience, and when you are of the faith, you are expected to remain orthodox in all ways.

OTHER FAITHS

The followers of other faiths are flighty, frivolous, and waste too much of their time on nonessential works. Of the gods of good, you are most likely to appreciate the attitudes of Erastil's worshipers, who value community and family, and you salute the discipline of Iomedae's followers. Oddly, though they are usually too happy-go-lucky, you find the faithful of Cayden Cailean relaxing—there's something about their bonhomie that loosens you up a bit. Of course, they can take it too far, and your affection for them can quickly turn paternalistic and dismissive. You despise the cult of Rovagug and seek to smash it every turn, yet this strangely isn't enough to make you comfortable around followers of Sarenrae—you appreciate their devotion to the cause, yet you can't help but see their focus on forgiveness and veneration of the sun as weaknesses.

TABOOS

Torag is by nature a conservative god, and cautions against rash behavior. Making impetuous decisions, flaunting tradition, disregarding proven counsel out of hand, and intentionally crafting items of less than exceptional quality (except under the most dire circumstances) all draw his ire.

TRAITS

Eye of the Father (Torag): You have an innate sense of what is right and wrong in the works you craft, based on your years studying with the church fathers at their forges. You gain +1 trait bonus to a Craft skill of your choice, and Perform is always a class skill for you.

Defensive Strategist (Torag): Your knowledge of dwarven history and religion gives you an excellent mind for defensive strategy and tactics. You are not flat-footed when you are an unaware combatant. This includes a surprise round that you don't get to act in, and before you get to act at the start of a battle.

THE CHURCH

Your church is most common wherever dwarves live. Specifically, the church is strongest in the Five Kings Mountains, and you are keenly aware that this is the center of the faith. You find worshipers across the world, even in human territories such as the Lands of the Linnorm Kings, yet the Five Kings Mountains are the

center of dwarven tradition in the Inner Sea region. Even the dwarves of Garund recognize them as such.

Your church is organized like an army, with clear ranks and deference to superiors. The High Defender is the leader of the overall church, presiding over the faithful from the fortress-temple known as the Forge of Torag in Highhelm.

Many places are sacred to you, but the most sacred are those that have fallen into the hands of the orcs and other enemies. You yearn to retake the fallen Sky Citadels, and on occasion war parties led by the faithful venture forth to try to take back these ancient structures, historically with unfortunate results.

Torag's holy book is *Hammer and Tongs: The Forging of Metal and Other Good Works*. This tome is meant to be read near forges and other places where lesser books might catch fire, and as such the book of Torag is bound in metal and its leather pages are lacquered with a fire-resistant formula. It tells of the creation myths of the dwarves and the destinies they have forged, as well as the Quest for Sky and the simple need for community that binds dwarves together.



MINOR DEITIES

Some religious scholars have posited that goodness is the fundamental goal of the universe, that all natural things strive toward perfection and harmony. Others believe that only conscious creatures are capable of true goodness, and that all else exists in a fluctuating and neutral state of nature. Whatever the truth, all can agree that wherever evil exists, a spark of goodness will inevitably rise to fight it, flaming hard against the dark. The greatest of these sparks are the goodly gods, those beings of love and iron-hard conviction who strive to show mortals the way toward perfection and an afterlife in the glory of the heavens.

Many are the lesser gods of goodness, and many are their followers. Some of them may once have sustained major faiths, but their influence and congregations have faded and shrunk since their glory days. Others appeal primarily to specialized worshipers, or may still be emerging from the shadows of greater gods. All of them are deserving of a mortal's respect, and even if you follow different gods of good, the followers of these gods could be your natural allies.

APSU, THE WAYBRINGER

Said to be the father of the metallic dragons and one of the first beings created after the formation of the multiverse, Apsu is also credited (in draconic lore) with being the creator of the original gods of Golarion, as well as one of the deities responsible for imprisoning the mad god Rovagug. He is a wise and mighty god. His alignment is lawful good and his domains are Creation, Earth, Good, Law, and Travel. His portfolio includes dragons, glory, leadership, and peace, and his favored weapon is a bite or quarterstaff.

If you are a worshiper of Apsu, you are most likely a dragon, or perhaps a human with an extremely powerful obsession with everything draconic. You might come from any class (except cleric or paladin, for Apsu does not grant spells); if humanoid, your primary goal is to serve the metallic dragons or to emulate them. You have no church hierarchy to support you, but you can recognize the other members of your religion by the gold dragon's-foot brooch you wear at your heart or at your throat; you might also carry other items with a dragon's-foot device, such as a custom-made weapon.

Trait: *Scaly Ally (Apsu):* Because of your devotion to Apsu, you gain a +2 trait bonus on Diplomacy checks involving

reptiles or those of draconic blood, whether they are good-aligned or not.

KURGESS, THE STRONG MAN

In life, Kurgess was a notable strongman and athlete who, it appeared, was incapable of losing in any sporting competition. As his legend (and his winnings) grew, his enemies plotted his ruin, not caring who got hurt as long as Kurgess died. In the end, he allowed himself to fall prey to a deadly trap during the annual Raptor Run in Oppara in order to save his fellow competitors, becoming a martyr in the process. Legend has it that Cayden Cailean and Desna raised him to demigod status, and now he is the patron of competitors in the feats he loved in life and of travelers who need to make haste. His alignment is neutral good, and his domains are Community, Good, Luck, Strength, and Travel. His portfolio includes bravery, competition, and sport, and his favored weapon is the javelin.

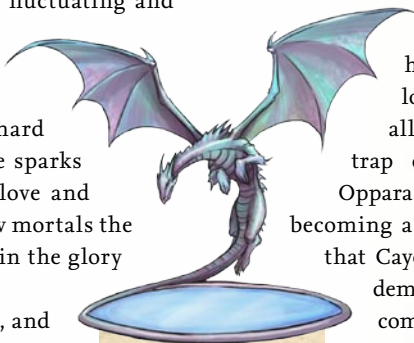
This faith is still in its infancy, and so has not accumulated much dogma. This in turn makes it attractive to people who aren't looking for too much definition in their lives: barbarians, bards, fighters, rogues, and some sorcerers are your primary brethren. You might follow Kurgess if you're a fleet-footed messenger or scout, or if you believe that a strong arm and sharp mind can win you free from many of life's sticky situations.

You can find your fellow faithful at wandering fairs, tournaments, carnivals, and competitions, competing under the banner of a flexing arm breaking a golden chain. Some of Kurgess's priests carry traveling shrines to these places, and you can find healing for free from them—as long as you can beat them in a test of strength.

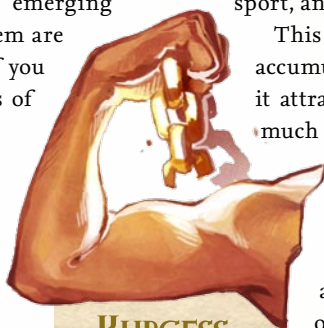
Trait: *The Flexing Arm (Kurgess):* You can use Strength instead of Dexterity as your base ability for Escape Artist skill checks.

MILANI, THE EVERBLOOM

Originally, Milani was a minor saint associated with Aroden's worship, looked to in times of unrest and oppression. The death of Aroden and the rise of devil-choked Cheliax catapulted her into the role of patron saint of rebels everywhere. She is the goddess of revolutionaries and partisans, people who struggle to lift the boot of the tyrant from their throats. Her alignment is chaotic good, and her domains are Chaos,



APSU



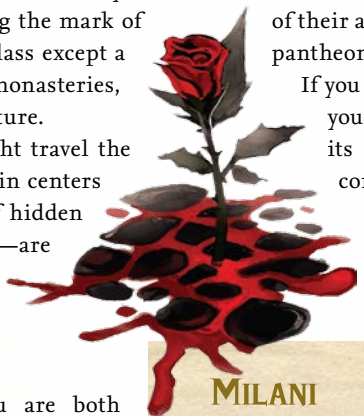
KURGESS

Good, Healing, Liberation, and Protection. Her portfolio includes devotion, hope, and uprisings, and her favored weapon is the morningstar.

Those who share the faith with you keep themselves hidden—the powers that be crush rebellions, and deal harshly with people who speak against their tyranny. However, you know that your symbol is a red rose growing between blood-smeared cobblestones, and if you see variations on this theme, you're seeing the mark of Milani's followers. You might be of any class except a monk or paladin; Milani has no known monasteries, and paladins cannot accept her chaotic nature.

If you're one of her followers, you might travel the world to help organize uprisings. The main centers of your faith—if a loose confederation of hidden churches could be said to have a center—are in Galt and Cheliox. The church has no formal hierarchy, instead preferring to operate in isolated cells for safety and to support the most gifted rabble-rousers.

Trait: *Talented Organizer (Milani):* You are both knowledgeable and skilled when it comes to putting together resistance organizations, thanks to your keen sense of what motivates people. You gain a +1 trait bonus on Sense Motive skill checks, and Sense Motive is always a class skill for you.



MILANI

DWARVEN GODS

Although Torag is the primary deity of the dwarven pantheon, dwarven worshipers sometimes offer prayers and sacrifices to other gods, asking their support (or at least a blind eye) in ventures that do not, strictly speaking, fall under Torag's purview. The other deities of the dwarven pantheon are Angradd the Forge-Fire, Torag's younger brother and the god of aggressive warfare; Bolka, the Golden Gift, the goddess of married love and daughter of Torag and Folgrit; Dranngvit, the Debt Minder, Torag's half-sister, a goddess of misery and bitterness who the dwarves propitiate for forgiveness of their wrongs to one another; Droskar, the Dark Smith, the primary god of the duergar, whose teachings are a mockery of Torag's exhortations; Folgrit, the Faithful Watcher, Torag's wife and the goddess of motherhood and family; Grundinaar the Peacemaker, god of diplomacy and friendship; Kols the Oathkeeper, who enforces oaths and obligations; Magrim the Taskmaster, overseer of the dwarven afterlife and Torag's older brother, the god who taught the dwarves how to commune with the gods; and finally Trudd the Mighty, youngest son of Torag and the strongest of all, who stands watch over his father's hall.

If you follow one of these dwarven gods, you are almost definitely a dwarf yourself. These gods offer no solace

or powers to non-dwarves, for their attention is devoted solely to dwarvenkind. Dwarves of any class or alignment may make offerings to these gods—indeed, anyone can send prayers to Dranngvit with no fear of suffering any ill effects, for propitiating her is an important and accepted part of dwarven culture. However, you never follow any of these lesser gods to the exclusion of the others, and worshipers who direct even the bulk of their attention to a single minor member of the pantheon are rare.

If you follow the pantheon (other than Droskar), your goals are the same as if you follow Torag, its leader: the protection of the dwarven community. Your church is the same as well, and while you might see wings and rooms devoted to the other members of the pantheon attached to a greater temple to Torag, a temple and clergy devoted to a single dwarven god other than Torag himself strikes all right-thinking dwarves as a slap in the face of the true faith.

Trait: *Propitiation (any dwarven deity):*

Your knowledge of the dwarven pantheon tells you precisely which gods have jurisdiction over which aspects of your life, and you can call upon their help even if they are not your patron. At the start of each day, pick one of the following skills: Appraise, Bluff, Craft (pick one craft skill), Diplomacy, Intimidate, or Knowledge (local). You gain a +2 trait bonus on that skill until the start of the next day.

ELVEN GODS

Elves can be notoriously pragmatic and pantheistic in their faith, offering their devotion to the deity most appropriate to their needs—though they may focus their worship primarily on one god, they still acknowledge the others and may call on them as needed. (This applies solely to lay-worshipers—elven clerics must still be devoted to a single god, as few deities are interested in sharing those to whom they've granted divine power.)

The gods of the elves include Findeladlara, the Guiding Hand, goddess of traditional art and architecture, whose sole focus is on the elves and their needs, and who believes that the best of the world springs from the elves; Ketepphys, the Hunter, a quiet and intense god who favors those seeking to destroy the powerful and the strange, and who watches over those who draw their strength from within; and Yuelral, the Wise, a goddess of the woods and their arcane strength, who disdains unnatural or overworked materials and imbues with holiness the places of nature, and who is the most accepting of half-elves of any in her pantheon.

You can be of any class and worship the elven gods, but you are more likely than not to be an elf yourself. Indeed, Findeldara does not respond to non-elves, nor does she grant them any powers. Your goals need not necessarily change based on your worship of a god, for the elven relationship with the divine is often complex and deep compared to the straightforward obedience of humans. Yet each of the elven gods has his or her own particular area of concern, and only a fool would petition a god without attempting to live in keeping with that god's desires. The elven gods have few markers and emblems beyond their holy symbols—as with many things in elven culture, each individual approaches the gods in her own way.

Trait: *Elven Pantheist (any elven deity):* Your knowledge of the elven gods has given you a broad perspective, thus granting you a +1 trait bonus on all Knowledge (religion) skill checks, and Knowledge (religion) is always a class skill for you.

GNOME GODS

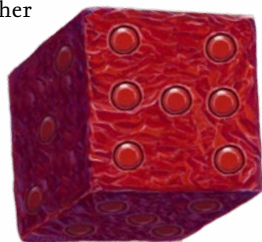
Your gnome forefathers brought no gods to Golarion when they fled from the First World. Now that your people are on the Material Plane, however, you have discovered that the gods are fascinating, and can aid you on your journey. The faithful among your kind worship with great devotion, having adopted deities such as Cayden Cailean, Desna, Erastil, Nethys, Shelyn, and Torag—though of course you envision them as gnomes. In areas where technology is respected, Brigh is popular with inquisitive gnomes, and Sivanah often finds favor with gnome illusionists. If you're a devout gnome, you throw yourself into the worship of the god of your choice—you don't do anything by half-measures.

The only true gnome god is Nivi Rhombodazzle, the Gray Polychrome, once an ordinary gnome who got lost in the Darklands, and who managed to stave off the Bleaching through her love of the underground realm. She became a godling when she traded a special gem to Torag, and so accumulated her own band of worshipers—primarily svirfneblin, who see her as the mother of their race.

If you worship Nivi Rhombodazzle, you become a part of a faith that promotes community, primarily for svirfneblin. However, other gnomes do follow her on occasion, and you can recognize them by the six-sided dice they wear on their collars or in jewelry. Particular sects have invented new and intricate ways to shake hands, while others prefer bows or salutes. The Cult of the Shining Diamond ensures the pips of their holy symbols are crafted from tiny diamonds, while the Blue

Twilight craft their entire brooch from a sapphire. The leaders of the church can come from any class.

Trait: *Agent of Chance (Nivi Rhombodazzle):* You can change the fortunes of others, typically for the best. Once a day, when an adjacent ally makes a skill check and doesn't like the result, you can allow him a reroll as an immediate action. Your ally must take the result of the reroll, even if it is worse than the original roll.



NIVI

HALFLING GODS

Like the gnomes, halflings have largely adopted the good gods of humans, with special attention to Desna, Iomedae, Abadar, Erastil, Shelyn, and Sarenrae. Like those of gnomes, your icons of these gods show them as small folk, made more relatable to your people by virtue of their size. And again like the gnomes, you have gods of your own, though yours tend to be attached to more significant gods as a reflection of halflings' tagalong nature in human society. In your case, the primary racial deity is Chaldira Zuzaristan, the Calamitous Turn, Desna's headlong, headstrong companion. She represents halfling luck, bravado, and the importance of making good friends. In general, she is a goddess who appeals to all halflings of good nature, and many worship her in conjunction with Desna.

As a worshiper of Chaldira Zuzaristan, you can be of any class; your goals are your own, requiring no input from her clergy. She demands nothing of her followers except that they live well and wisely, for her existence is meant to be an advisory tale, not that of a role model. You can recognize fellow worshipers by her symbol—a short sword with three notches in the blade. Some wear this symbol as jewelry or as a patch over their hearts, while others wield it in battle. If you see it on another, it's not uncommon to half-pull your weapon as a salute, as if you were imitating your goddess's impulsive nature.

The halflings also have another racial god—Thamir Gixx, the Silent Blade, friend or slave of Norgorber—but good-hearted gnomes don't like talking about him.

Trait: *Lessons of Chaldira (Chaldira Zuzaristan):* Your studies of Chaldira Zuzaristan's exploits have given you a knack for avoiding trouble. Once per day, when you fail a saving throw, you can reroll the saving throw. You must take the second result even if it is worse.

THE EMPYREAL LORDS

Not all who protect and lead the pure and faithful are divine. Some of them are ascended concepts and servants, bridging the gap between celestial and god. They rise from the very being of the Outer Sphere, champions and

protectors of the fundamental essence of good. Once they counted Sarenrae among their ranks, and mortals look to them for guidance, vision, and strength. They are the Empyrean Lords, and they are angels nearly powerful enough to be called gods in their own right.

Among them are Andoletta, also known as Grandmother Crow, the protector of the innocent and god of good. She is a stern lady, dignified but familiar, and her icon is a stout walking stick of willow. Her alignment is lawful good and her domains are Good, Knowledge, Law, and Protection. Her followers carry a similar quarterstaff, always of simple willow. Your salute to one another is a stately bow over your stick, both hands clasped atop it. Her clergy wear simple clothes made from plain black materials, and are universally recognizable by their intolerance of foolishness.

You might also worship Ragathiel, leader of legions of heroes, one of the generals of Heaven and son of the archdevil Dispat. Ragathiel's alignment is lawful good, and his domains are Destruction, Good, Law, and Nobility. If you follow him, you're likely a paladin, fighter, or cleric who has served in military campaigns. You believe in valor and bravery, in standing strong against evil, and that right makes might. Your congregation is made of like-minded warriors, the community of the battlefield. Your colors are red and silver, with a flame-colored ornament or sigil worn somewhere on your body (generally a helmet). Your church's holy times of greatest devotion are the silent moments before and after battle, when your leader asks for Ragathiel's eyes to fall upon you and his wings to cover you; this is also a standard greeting and farewell among your faith.

Arshea, known for her silken skin and variable gender, is most popular among the dispossessed and weary. She provides comfort to the weak and bound, showing them a way to regain their strength and escape their shackles. Her alignment is neutral good, and her domains are Charm, Good, Liberation, and Strength. If you follow Arshea, you wear flowing silk scarves about your person and move with grace; your ultimate goal is to show the possibilities of freedom to those who are suffering, whether physically, mentally, or spiritually. Your congregation is ad hoc; your priests are those whose expressive dances can open the keys of shackles or minds. Your greeting to one another is an intricate, four-part bow, and you can sometimes tell other worshipers by the flails they wield—symbolically turning the slavers' scourges back on them.

Korada is the meditating Lord of the Dream Lotus, and his primary followers are monks, ascetics, and those who lead the life of the mind/body/spirit union. His alignment is neutral good, and his domains are Good, Magic, Healing, and Protection. If you follow Korada devoutly, you shave your head and sacrifice your earthly pleasures to contemplate existence. You never raise

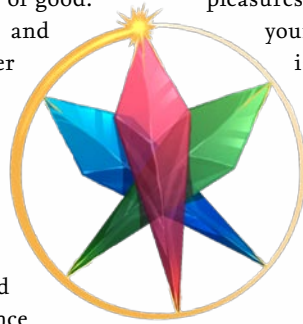
your voice or lose your temper; you are a calm island even in the midst of chaos. You greet others of your kind with a bow and the touch of two fingers, and your monasteries are hidden in mountain fastnesses or far-flung desert oases.

Valani is a lord of the sea and the Father of Islands, a traveler's patron. He trawls the oceans with his great net, and carries a club of driftwood to subdue the bizarre, light-hating monsters he catches within. His alignment is chaotic good, and his domains are Chaos, Earth, Good, and Weather. If you follow Valani, you are an explorer of new places, and are as mercurial as the wind. You wear comfortable, durable clothing suitable for ocean travel and carry a club of your own, and perhaps a net. If you wear jewelry, it is likely a shell necklace with a pearl at its center. You have no church as such, but when you gather with like-minded worshipers, you build bonfires on the beach and dance through the night, varying your tempo with the pulse of the wind. As followers of Valani, you understand that nothing lasts forever, and thank nature for

its gifts while preparing for those gifts to be rescinded at any moment.

Sinashakti, the Walker of Worlds, is beloved of traveling bards and merchants whose primary motive is the journey rather than profit. His alignment is chaotic good, and his domains are Chaos, Good, Luck, and Travel. When you follow Sinashakti, you forswear permanent residence and carry a shortbow painted the colors of the dawn, and the arrows you fire are painted like sunrays. You are a storyteller, eager to unite people through their common wonder and joy in the world, and strive to learn new languages. Your greeting to the faithful is, "May the light carry you far today."

Trait: *Empyrean Focus (Empyrean Lords):* Your dedication to the freedom espoused by the Empyrean Lords grants you an occasional boon. Once per day, before you make a skill check, you can use this boon to grant that skill check a +2 trait bonus.



YUELRAL



KETEPHYS

ORGANIZATIONS

In addition to their official churches, each of the seven major deities of goodness has worshipers outside the clergy who congregate to spread the word of the god and promote the cause of purity and righteousness. Each god might have many such organizations operating officially or unofficially under their banner—detailed below are several of the better-known.

BANNER OF THE STAG

Although Erastil does not generally encourage long journeys and adventures, he and his worshipers make exceptions for a few rare cases. One of those cases is going to battle to protect one's home community—the Stag God understands that sometimes this means protecting the communities of others as well. In the northern parts of the Inner Sea, especially around Lake Encarthan, the Banner of the Stag has formalized an agreement to mobilize militias and provide aid to towns and hamlets in need.

While many small collections of communities around the Inner Sea have their own versions of the organization, the traditional home of the Banner of the Stag is Nirmathas, where smaller settlements are under constant threat from the monsters of Nidal, the orcs of Belkzen, and military raids from imperialistic Molthune. Led by retired Chelish general Francis Alterrax, the Banner of the Stag keeps lines of communication open between Erastil's more militant worshipers, and can mobilize a defensive force within a day. Veteran soldiers who had retired to their homes strap on their armor, grab their bows, double-time to the rallying point, and from there engage in guerilla warfare to protect their brethren. When the trouble's over, they go home—until the next time they're called to serve. Despite the inconvenience, they know it could be their own homes on the line next, and so they do their job without complaint.

DEEPELVERS

Torag has a reputation as a peerless warrior and cunning strategist. His people are stubborn, strong, and able to work wonders with stone. Thus, it only makes sense that one of his holy orders, the Deepdelvers, should combine these traits to restore the glory of the dwarves. The Deepdelvers are the dwarven equivalent of scouts and rangers—they're the light infantry, the sappers, the ones who ferret out the enemies of their people and lay destructive traps for monsters.

Their insignia is a gray banner with a silvered axe on a black slash in the middle. It's said they know every cave and tunnel complex within 300 miles of the Five Kings

Mountains, and they keep careful maps of every place they've been. Their leader, a gruff female cleric named Tronda Kellsdottir, answers directly to the High Defender in Highhelm. She'll provide maps and guidance to outsiders, provided they pay a suitable tithe to the church and guarantee that they'll use the knowledge to eliminate evil creatures in those caves. She also pays good coin for reliable intelligence on places the Deepdelvers haven't visited recently, and she's always looking for more places to explore.

The Deepdelvers travel light and hit hard. They mostly wear magical leather armor, and carry pickaxes and shovels along with their battleaxes, using all three as both tools and weapons. They feed on the local flora and fauna, sometimes including the monsters they kill, and are the bane of the evil Darklands races.

GLORY OF THE RISEN ROSE

While most of the best-known worshipers of the other deities are primarily martial orders, Shelyn's Glory of the Risen Rose is concerned first and foremost with creation and beauty, and only secondarily with weapons and magic. This group of itinerant artists make it their mission to beautify the world, and so they journey in caravans to create traveling art shows. As they travel, they periodically stop outside a town or city to create a new installation. It might be an enormous painting on canvas stretched across a hillside, or a series of wooden silhouette carvings that cast strange and delightful shadows that tell a story across the day as the sun's position changes.

Even Erastil's conservative adherents are delighted to see the Glory of the Risen Rose, for the travelers bring money and create their art with locally bought materials, showing people how creativity arises from everyday functionality. Members of the Glory never produce the same work of art twice, and they never intend for their work to be permanent: the joy of beauty is in its transience, and in learning to produce new art from within.

The Glory of the Risen Rose travel in gaudily painted wagons, with the banner of the rose flying proudly above. Though they are peaceful, many are also competent warriors, and if attacked, they move in fluid and beautiful forms to strike down their enemies.

THE HALO OF BLADES

The Everlight Oasis is a common pilgrimage site for the devotees of Sarenrae, and its popularity draws brigands and cutthroats to prey on weary travelers. As the mercenaries that pilgrims hire for protection are frequently in league with the highwaymen, the faithful

of the Dawnflower have long since decided to take matters into their own hands. Thus was born the Halo of Blades, paladins and clerics who see the protection of their flock as their primary mission. Indeed, they have become so serious about their oaths that they have expanded their operations well beyond the Everlight Oasis and across the continent.

Their mission is to eliminate all those who prey on honest travelers, and it is not uncommon to see their red pennants snapping high above their scimitars as they destroy ambushes on the roads between the cities. They do not venture deep into the wilderness unless they are chasing their quarry; they are protectors of the roads and byways of civilized lands. The only exceptions they make to this rule are to hunt the minions of Rovagug, and to aid those in obvious distress. They're no fools, and they rarely fall for ambushes themselves, thanks in large part to their incredibly efficient scouting and communications.

KNIGHTS OF OZEM

While Iomedae's followers have formed any number of military orders devoted to spreading her word, perhaps none is better known than the Knights of Ozem, in whose number Iomedae herself served when she was mortal. Formed long ago to battle the Whispering Tyrant in the Shining Crusade, they saw their first patron, the goddess Arazni, destroyed by the lich-king Tar-Baphon, and stolen and defiled by the sorcerer-king Geb. The knights have never forgiven or forgotten this.

The knights call Iomedae the "Light of the Sword," and they take this name seriously. Their commanders carry *flame tongues* and *frost brands*, and many of the lesser ranks seek to have *continual flame* or permanent *light* spells cast on their blades. Their mission is to monitor Gallowspire and guard against any possible return of Tar-Baphon, to seek out and destroy undead, and to cast back the demons of the Worldwound. Smaller squadrons of the sect have made it their first priority to reclaim or destroy the Harlot-Queen, their former goddess, and have set up camps around Geb to spy on the country of the unliving—though to date all who have attempted to actively redeem Arazni have met with terrible fates.

STARSTONE BREWERS

The Starstone Brewers are a loose organization of Cayden Cailean's worshipers, coming from all walks of life and united under the guise of teaching people how to make excellent ale. It just so happens that they're also problem-solvers, detectives, and—when need demands—competent muscle in the service of good. They're an itinerant group, banding together and disbanding across the roadways

of the Inner Sea, with an ad hoc membership any of the faithful can join if they're willing to put in some work. Their talk of farming for the proper crops and the secret tips for brewing—and occasional combat assistance for those fighting the good fight—is secondary to its main mission, however.

The primary work of the organization is helping find homes for orphans, children especially beloved of their god. They follow along behind battles, sweeping through and past the battlefields, looking for children who have lost their homes and their parents, planting placards that name the children they have found and where they have been taken, and then taking them to established orphanages of Cayden Cailean. If no parents come to claim the children, the Starstone Brewers look for loving homes for them; some even raise orphans as their own, teaching them swordcraft or magic, and instilling in them the virtues praised by their god. While fostering children is admirable, the group's tendency to rescue orphaned children from slavery and indentured servitude as well as simple abandonment means they frequently find themselves on the wrong side of the law in countries where such exploitation is legal. They carry the banner of the foaming mug, and treat those vultures who seek to take advantage of such children with absolutely no mercy.

WHISPERED SONG

The Whispered Song is a hidden group of Desnan worshipers in the darkest reaches of shadow-haunted Nidal, center of the cult of the insane god Zon-Kuthon. Even in the black evil of this blasted country, these devotees of the Song of the Spheres maintain hope, nourishing the remnant aspirations and dreams of the cowed populace. The worship they espouse is banned, but the cause they champion is just. Their lives are forfeit should they ever be captured, and so they work in disguise and undercover with the faithful of Milani to build a resistance with the veneration of the goddess of luck and dreams at its head.

Members of the Whispered Song dare not identify themselves for fear of losing everything—lives, families, and souls—but it is said that they have tried to burrow into the Umbral Court itself, and they wait and watch newcomers to Nidal, judging them and possibly inviting those they deem worthy to help. Their numbers remain few, but their agents maintain contact with places where Desna's worship is stronger, and they are absolutely dedicated to their cause. Through their community, they grow stronger, and their song grows louder, and they say that Desna herself protects them from the agents of the twisted god of agony.

COMBAT

RIGHTEOUS WARFARE

Good does not fight evil by its mere existence, and most of the gods of good teach that their worshipers must take active roles in preventing the spread of corruption in the mortal world. The feats detailed below are not necessarily unique to the followers of these gods, but appear far more commonly among the congregations of these gods.

CAYDEN CAILEAN

As one might expect, followers of Cayden Cailean are particularly inclined toward barroom brawls—if only because bars are where they're most commonly found.

Drunken Brawler (Combat)

You have learned how to fight effectively while drunk.

Prerequisite: Endurance.

Benefit: When you drink a tankard of ale or strong alcohol, you take a –2 penalty on Reflex saving throws, but gain a number of temporary hit points equal to your level, and gain a +2 alchemical bonus on Fortitude and Will saving throws. These bonuses lasts an hour or until the temporary hit points gained by this effect are spent, whichever occurs first. The penalties last for a full hour.

DESNA

Much of a Desnan's combat prowess revolves around helping her allies work in concert and using mysterious knowledge to uncannily avoid blows.

Butterfly's Sting (Critical)

You can forgo a critical hit in order to pass it on to an ally.

Prerequisite: Combat Expertise.

Benefit: When you confirm a critical hit against a creature, you can choose to forgo the effect of the critical hit and grant a critical hit to the next ally who hits the creature with a melee attack before the start of your next turn. Your attack only deals normal damage, and the next ally automatically confirms the hit as a critical.

Divination Guide

Consulting the agents of your deity, you gain more guidance than most would.

Prerequisites: The ability to cast *augury* or *divination*, caster level 3rd.

Benefit: Whenever you cast *augury* or *divination*, you receive further guidance by your deity's agents. You gain a +1 sacred bonus on all saving throws for 10 minutes per your caster level in the class you used to cast the *augury* or *divination* spell.

ERASTIL

Erastil's warriors are often crack shots with their bows, and have a rapport with the beasts of the fields.

Bullseye Shot (Combat)

You slow your breath, calm yourself, and hit the bullseye, just as you were trained to.

Prerequisites: Point-Blank Shot, Precise Shot, base attack bonus +5.

Benefit: You can spend a move action to steady your shot. When you do, you gain a +4 bonus on the next ranged attack roll you make before the end of your turn.

Nimble Natural Summons

Your summoned natural allies ignore difficult terrain in undergrowth.

Prerequisites: Augmented Summoning, Spell Focus (conjunction), caster level 6th.

Benefit: Creatures you summon with *summon nature's ally* can move through any sort of undergrowth (such as natural thorns, briars, and similar terrain) at their normal speeds without taking damage or suffering other impairment. Thorns, briars, and undergrowth areas that have been magically manipulated to impede motion, however, still affect the summoned creatures.

IOMEDAE

Many of Iomedae's warriors focus on perfecting their initial charge and protecting their allies.

Charge of the Righteous (Combat)

You charge undead and fiends with confidence in your righteous cause.

Prerequisite: Base attack bonus +1.

Benefit: When you charge an undead creature or an evil outsider, you do not take the –2 penalty for charging.

Normal: When you charge, you take a –2 penalty to AC until the start of your next turn.

Protector's Strike

When you smite evil, your divine power protects a creature within line of sight.

Prerequisite: Smite evil class feature, base attack bonus +5.

Benefit: When you choose the target of your smite evil ability, you also choose one creature other than you within line of sight. While your smite is in effect, the additional creature you chose gains a deflection bonus to AC equal to your Charisma modifier against attacks made by the target of the smite. This bonus ends when the smite ends. You do not gain the deflection bonus to AC typical for the smite evil class feature.

Normal: While smite evil is in effect, the paladin gains a deflection bonus to her AC equal to her Charisma modifier (if any) against attacks made by the target of the smite.

SARENRAE

Sarenrae's warriors wield both hope and cleansing fire.

Bestow Hope

Upon healing a creature with positive energy, you also give it hope.

Prerequisites: Channel positive energy class feature, Improved Channel.

Benefit: When you heal a creature by channeling positive energy, you also relieve its fear. If a creature you heal is shaken, that condition ends. If the creature is frightened, it becomes shaken instead. If the creature is panicked, it becomes frightened instead.

Glorious Heat

When you cast divine fire spells, their heat empowers nearby allies.

Prerequisites: ability to cast divine spells, caster level 5th.

Benefit: When you cast a divine spell with the fire descriptor, choose a single ally within 30 feet that you can see. That ally heals half your level in hit points, and gains a +1 morale bonus on attack rolls until the end of its next turn.

SHELYN

Even weapons are beautiful in a Shelynite's hands, and the same beauty that delights can also be a dangerously hypnotic display in combat.

Spear Dancer

You incorporate a two-handed reach weapon into a dizzying martial dance.



Prerequisites: Weapon Focus (any two-handed reach weapon), Perform 4 ranks.

Benefit: Each time you hit a creature with a two-handed reach weapon that you have Weapon Focus in, the creature is dazzled for 1 round.

TORAG

As Torag is the god most associated with the dwarves, his warriors tend to feel an affinity for stone and mysterious mountain depths, using the earth itself to their advantage in combat.

Stone Read

Even the faint movement and vibrations of stone can alert you to trouble.

Prerequisite: Knowledge (dungeoneering) 4 ranks.

Benefit: While within a primarily underground or mountainous environment, you gain a +2 bonus on Perception checks. If you have 10 or more ranks in Knowledge (dungeoneering), the bonus increases to +4.

Undermining Exploit

Your familiarity with earth and stone gives you a distinct advantage on rocky battlefields.

Prerequisite: Knowledge (dungeoneering) 4 ranks.

Benefit: You gain a +4 insight bonus on combat maneuvers against opponents that are located in rocky, difficult terrain.

FAITH

PALADIN CODES

The faiths of the lawful and neutral good gods—Erastil, Iomedae, Sarenrae, Shelyn, and Torag—find powerful defenders in the paladins of their religions. Paladins of all faiths have strict moral codes by which they must abide or risk losing their powers: they must protect the innocent, be truthful, respect lawful and just authority, and live with honor at all times. However, paladins of individual faiths live by additional strictures, and draw on specific codes to seal their bonds with their gods—those who violate the codes of their faiths must atone for their deeds or lose their powers. Presented below are brief descriptions of paladins from the individual faiths of purity, as well as the deity-specific tenets of their codes.

ERASTIL

The paladins of Erastil are gruff, strict traditionalists. They seek to preserve the integrity of rural life and communities. Their tenets include:

- My community comes first, and I will contribute to it all that I can. If I don't give back, who will?
- I must offer the poor in my community assistance, but I may not do the work for them—instead, I must teach them to rely on themselves. It is only through cooperation that a community grows strong.
- When danger threatens, I am not a fool. I seek first to make sure the weak and innocent are safe, and then quell the danger.
- I keep to the old ways, the true ways. I am not seduced by the lure of money or power. I remember that true honor comes from within, not from the accolades of others.
- I remember that reputation is everything. Mine is pure and upstanding, and I will repair it if it is broken or tarnished. I stand by my decisions, and live so that none shall have cause to blame me.
- I show respect to my elders, for they have done much. I show respect to the young, for they have much left to do. I show respect to my peers, for they carry the load. And I shall carry it with them.
- I am honest, trustworthy, and stable. If I must leave my lands and community, before I go, I ensure that they will be tended in my absence. Even when duty calls, my duties to my home come first—letting them lapse makes me a burden on my people.

IOMEDAE

The paladins of Iomedae are just and strong. Their mission is to right wrongs and eliminate evil at its root. They are crusaders and live for the joy of righteous battle. They serve as examples to others, and their code demands they protect the weak and innocent by eliminating sources of oppression, rather than the symptoms. They may back down or withdraw from a fight if they are overmatched, but if their lives will buy time for others to escape, they must give them. Their tenets include:

- I will learn the weight of my sword. Without my heart to guide it, it is worthless—my strength is not in my sword, but in my heart. If I lose my sword, I have lost a tool. If I betray my heart, I have died.
- I will have faith in the Inheritor. I will channel her strength through my body. I will shine in her legion, and I will not tarnish her glory through base actions.
- I am the first into battle, and the last to leave it.
- I will not be taken prisoner by my free will. I will not surrender those under my command.
- I will never abandon a companion, though I will honor sacrifice freely given.
- I will guard the honor of my fellows, both in thought and deed, and I will have faith in them.
- When in doubt, I may force my enemies to surrender, but I am responsible for their lives.
- I will never refuse a challenge from an equal. I will give honor to worthy enemies, and contempt to the rest.
- I will suffer death before dishonor.
- I will be temperate in my actions and moderate in my behavior. I will strive to emulate Iomedae's perfection.

SARENRAE

The paladins of the Dawnflower are fierce warriors, like their goddess. They provide hope to the weak and support to the righteous. Their tenets include:

- I will protect my allies with my life. They are my light and my strength, as I am their light and their strength. We rise together.
- I will seek out and destroy the spawn of the Rough Beast. If I cannot defeat them, I will give my life trying. If my life would be wasted in the attempt, I will find allies. If any fall because of my inaction, their deaths lie upon my soul, and I will atone for each.

- I am fair to others. I expect nothing for myself but that which I need to survive.
 - The best battle is a battle I win. If I die, I can no longer fight. I will fight fairly when the fight is fair, and I will strike quickly and without mercy when it is not.
 - I will redeem the ignorant with my words and my actions. If they will not turn toward the light, I will redeem them by the sword.
 - I will not abide evil, and will combat it with steel when words are not enough. I do not flinch from my faith, and do not fear embarrassment. My soul cannot be bought for all the stars in the sky.
 - I will show the less fortunate the light of the Dawnflower. I will live my life as her mortal blade, shining with the light of truth.
 - Each day is another step toward perfection. I will not turn back into the dark.
- My word is my bond. When I give my word formally, I defend my oath to my death. Traps lie in idle banter or thoughtless talk, and so I watch my tongue.
 - I am at all times truthful, honorable, and forthright, but my allegiance is to my people. I will do what is necessary to serve them, including misleading others.
 - I respect the forge, and never sully it with halfhearted work. My creations reflect the depth of my faith, and I will not allow flaws save in direst need.
 - Against my people's enemies I will show no mercy. I will not allow their surrender, except to extract information. I will defeat them, and I will scatter their families. Yet even in the struggle against our enemies, I will act in a way that brings honor to Torag.

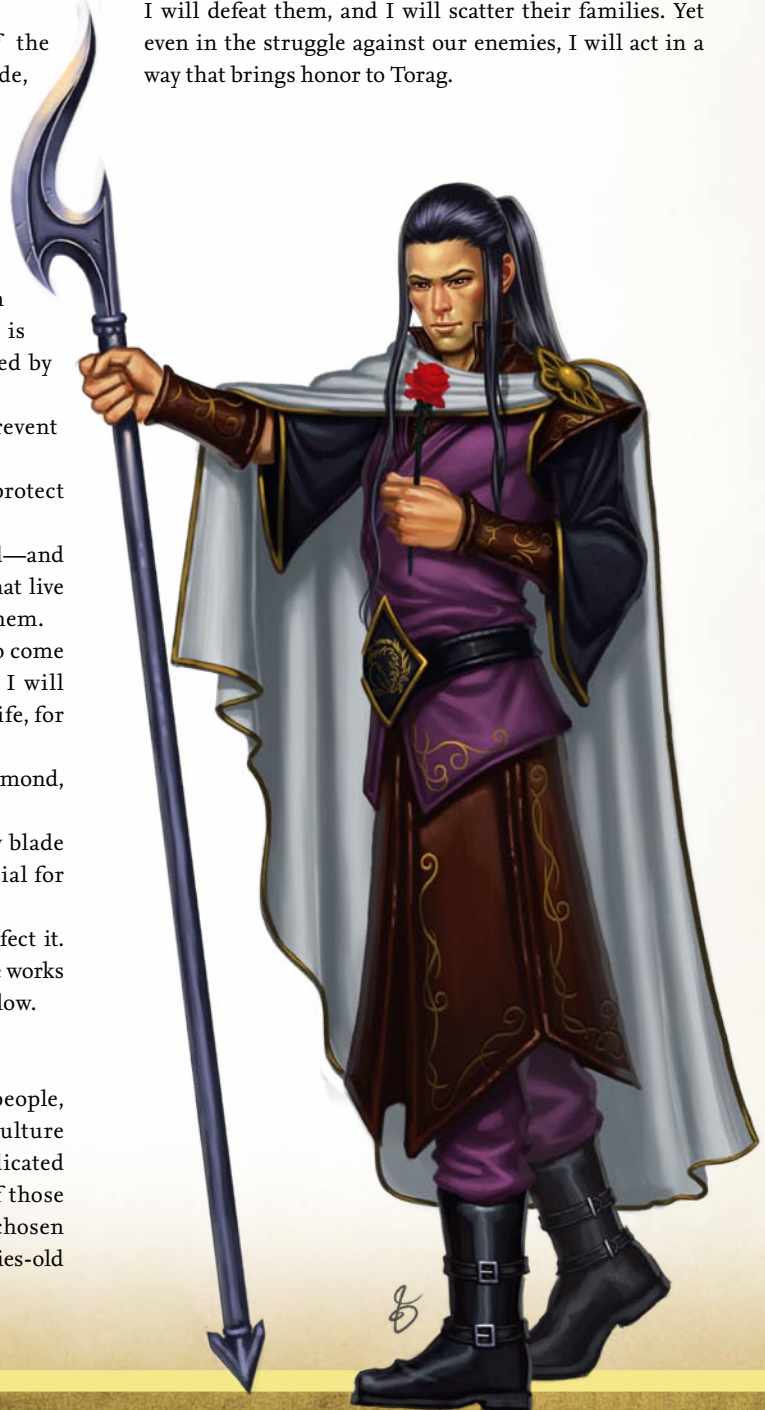
SHELYN

The paladins of Shelyn are peaceable promoters of art and beauty. They see the ugliness in evil, even when cloaked in the form of beauty, and their job is to prevent the weak and foolish from being seduced by false promises. Their tenets include:

- I am peaceful. I come first with a rose. I act to prevent conflict before it blossoms.
- I never strike first, unless it is the only way to protect the innocent.
- I accept surrender if my opponent can be redeemed—and I never assume that they cannot be. All things that live love beauty, and I will show beauty's answer to them.
- I will never destroy a work of art, nor allow one to come to harm unless greater art arises from its loss. I will only sacrifice art if doing so allows me to save a life, for untold beauty can arise from an awakened soul.
- I see beauty in others. As a rough stone hides a diamond, a drab face may hide the heart of a saint.
- I lead by example, not with my blade. Where my blade passes, a life is cut short, and the world's potential for beauty is lessened.
- I live my life as art. I will choose an art and perfect it. When I have mastered it, I will choose another. The works I leave behind make life richer for those who follow.

TORAG

A paladin of Torag's duty is first to protect her people, but defending the works and traditions of her culture follow at a close second. These paladins are dedicated to protecting not just the lives but the lifestyles of those under their charge and hold the ways of their chosen people as holy, especially when they are the centuries-old ways of an entire race. Their tenets include:



MAGIC

SPELLS OF THE FAITHFUL

The faith of many worshipers of the gods of good is strong—but not quite strong enough to channel earthquakes and summon thunderbolts from the sky. Instead, their humble faith and abilities are rewarded with humble results, low-power gifts from the gods that provide for the simple needs of the common worshiper.

The following spells are available to other faiths, but are most common among the followers of the gods noted next to their names.

Players looking for more spells and details associated with their faiths should see *Pathfinder Campaign Setting: Gods and Magic*, or the articles on the various deities found in *Pathfinder Adventure Path*.

DEADEYE'S LORE (ERASTIL)

School divination; **Level** bard 1, cleric 1, druid 1, inquisitor 1, ranger 1

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 hour/level

While subject to this spell, you take upon yourself the mantle of the outdoorsman, channeling a small sliver of Erastil's divine knowledge of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

ENHANCE WATER (CAYDEN CAILEAN)

School transmutation; **Level** bard 1, cleric 1, paladin 1

Casting Time 1 round

Components V, S

Range touch

Target 1 pint of water/level

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but drinkable. The spell also serves to remove poisons, disease, minerals, and other toxins from the water as it transforms. The more contaminants exist in the water, the darker the ale and the more full-bodied the wine. The alcohol content does not change.

This spell does not work on unholy water, potions, or other liquids with magical power.

HAIRLINE FRACTURES (TORAG)

School transmutation; **Level** cleric 1, druid 1

Casting Time 1 standard action

Components V, S, M

Range touch

Target 5-foot-square section of stone or a creature with the earth subtype

Duration 1 round/level

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

With a single touch, you create momentary hairline fractures in a piece of stone or a creature with the earth subtype. If you cast this spell on a section of stone, you reduce its hardness to 5 and its hit points to 10/inch of thickness. If you cast this spell on a creature with the earth subtype, that creature takes a –2 penalty to AC for the spell's duration. A *make whole* spell reverses this spell's effect.

HAZE OF DREAMS (DESNA)

School enchantment (charm) [mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, M (pinch of sand)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *haze of dreams* effects do not stack, nor does this spell's effect stack with *slow*.

SUN METAL (SARENRAE)

School transmutation [fire]; **Level** cleric 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S

Range touch

Target one melee weapon

Duration 1 round/level (see text)

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the *flaming* or *flaming burst* weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the *frost* or *icy burst* weapon special ability or any other effect that grants a weapon extra cold damage.

TAP INNER BEAUTY (SHELYN)

School divination; **Level** bard 1, cleric 1

Casting Time 1 standard action

Components V, M (a tiny mirror)

Range personal

Target you

Duration 1 minute/level

This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

TRAIL OF THE ROSE (SHELYN)

School illusion (phantasm); **Level** bard 2, cleric 2

Casting Time 1 standard action

Components S, V

Range touch

Target 1 rose touched

Duration 1 hour/level (D)

Saving Throw no; **Spell Resistance** no

This spell creates an illusory trail in the form of a misty and visible scent coming from the rose used as this spell's material component. When you cast this spell, the scent of the rose leaves a faint pink-tinged illusion that ripples and flows in the area. Only you and up to six creatures you designate upon casting the spell can see the illusion. To designate a creature, you must know it well. It is not enough simply to have met that creature once or heard of the creature. When you move, this illusory scent leaves a trail, though there are no telltale signs of which direction you moved if creatures designated by this spell find a middle section of the trail. This is typically used to create backtracking method for the caster's handpicked allies, useful for navigating in and out of mazes or labyrinthine cave complexes without leaving behind an obvious trail.

WEAPONS AGAINST EVIL (IOMEDAE)

School transmutation; **Level** cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, DF

Range close (25 ft. + 5 ft./2 levels)

Targets one weapon/level, no two of which can be more than 20 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

The weapons this spell affects each shine with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower as long as it is not DR/epic.



SOCIAL

RELIGIOUS HOLIDAYS

Faith is not simply about marking the time between church services. For the faiths of purity especially, it's about building community, sharing in the gods' works, and joining together with your fellow faithful to celebrate the things in life that you hold dear. While every faith has different priorities and different values, all hold an appreciation for the finer moments of existence, and celebrate these days with joy and vigor.

Three of the good deities have months named after them—Desnus, Sarenith, and Erastus—and these are occasions for their worshipers to venerate their gods, but there are also specific days that each faith considers especially important.

CAYDEN CAILEAN

Naturally, the god of wine and ale's devotees spend much of their time praising their god in their own special way, but three days in particular stand out for them: Merrymeal, Ascension Day, and First Brewing.

Merrymeal, held on 2 Calistril, is the faith's answer to the winter's overwhelming gloom. The faithful gather logs and throw them on a communal fire, and (as might be expected) break out their stores of alcohol to help fight cabin fever. They tell stories and jokes, share in friendly competitions, and drive back the season's bleakness by filling their hearts with laughter once again.

Ascension Day, observed on 11 Kuthona, commemorates the day that Cayden Cailean completed the Test of the *Starstone* and emerged as a full-fledged deity. As with any number of other occasions, the worshipers of the Drunken Hero take this opportunity to throw fairs and celebrations, most of which involve competitions and hilarious dares.

First Brewing, which takes place in early autumn, is a variable holiday, landing sometime after the first harvest of crops created for drink have borne their alcoholic fruit, usually about a month after the actual harvest. This is one of the few times that a priest of Cayden Cailean is expected to stand up and make a blessing, and one of the few times that his congregation will pay full attention. Blessing the fruits of their labors is a solemn duty for Cayden Cailean's followers, for it reminds them that their works are not in vain. They draw deep parallels to other aspects of their lives, and for a short time they stop and reflect on what they have accomplished and hope to accomplish in the future.

DESNA

Desna's holidays are on the solstices and the equinoxes. These are days of dreams and remembrances, journeys taken and travels yet to be imagined.

The **Ritual of Stardust**, held on the summer and winter solstices, is a day of love and friendship. Each begins in the late afternoon, when the faithful bring flammable items to fires, whether solitary or communal, and spend the early evening daydreaming. When true darkness falls, they stoke the fires, building great blazes, and throw in sand and powdered gems. The resulting sparks that fly into the night symbolize the stars among which Desna walks and where her worshipers hope to tread one day. They cast in mementos of things they wish to forget or move past and symbols of the dreams they still hope to live, sending them among the stars and into Desna's care.

The **Swallowtail Festival**, held on the autumnal equinox, commemorates the fall of an avatar of Desna when fighting Lamashtu, and the avatar's healing by a blind child. Celebration of this event involves all manner of feasting, community-wide fairs, and cooperative games culminating in the release of a wagonload of swallowtail butterflies near the faithful, and those who are fortunate enough to have a butterfly land on them are thought to be especially beloved of Desna. In places where it is too cold for butterflies, the faithful release colored paper or painted corn husks into the breeze.

ERASTIL

Erastil's faithful do not hold much to the idea of celebration or of slacking in their duties, and so their holidays are primarily notable workdays.

The exception, **Archerfeast** or **Archer's Day** (depending where you are), falls on 3 Erastus. This holiday calls forth the men of the village to test their skill with the bow and other projectile weapons. The day is a series of competitions, different in every village, in which contestants move through progressively harder trials, with the failures dropping out. The winner is awarded a rack of elk horns and a quiver of arrows blessed by the local priest, and is given the title of Protector, which he holds until the next year. Suitors also pursue eligible men and women during the great feast that follows the evening's animal sacrifice.

Planting Week takes place on the vernal equinox. It is a holy week of backbreaking labor in the fields, followed by prayer at night and ritual feasting on the last of the winter's stores. It is a week of thanksgiving for surviving the winter, and of hope for the year ahead.

Harvest Feast, on the autumnal equinox, is another week of hard work in the fields, storing the harvest in cellars and barns, and preserving food for the winter. Depending on the harvest, there may be feasts and music at night.

IOMEDAE

This young goddess sees a number of holidays related to her worship. Some, like **First Crusader Day** in Mendev on 6 Arodus, are not technically her holidays, though many offer her praise on this day commemorating the battle against the Worldwound. Others, like **Armasse**, held on 16 Arodus, are leftover holidays from the worship of Aroden, and are used to train commoners to defend themselves, and to teach history so that its evils might not be repeated.

The **Day of the Inheritor** (19 Rova) celebrates the welcoming of Aroden's faithful into the flock of Iomedae. It is a day of solemnity and brotherhood, of thanks to allies and the goddess, a time for forgiving grudges, and a chance to offer prayers for the fallen. It is marked in churches with a service and on fields of battle or sport with a moment of silence.

In Lastwall and Ustalav, Iomedae's children celebrate **Remembrance Moon** on the full moon of Desnus. This is not exactly Iomedae's holiday, though her name and power are frequently invoked to look after the fallen of the Shining Crusade. It is a night of vigilance, prayers, preparation of arms and armor, and fasting to memorialize those who have made the ultimate sacrifice.

On 6 Lamashan, the followers of Iomedae celebrate **Ascendance Day**, when Iomedae became a god after passing the Test of the Starstone. They joust and stage mock battles, and the winners of these battles must also face tests of mental acuity. It's a good-natured competition followed by feasting, designed to mirror the joy of Iomedae's ascension.

SARENRAE

Sarenrae is the patron goddess of summer, for this is the time when the sun burns longest and brightest in the sky. Her two major holidays fall in the summer, when her influence is strongest. The first is the celebration of **Burning Blades**, on 10 Sarenith. This feast day is a culmination of a month-long festival in Sarenrae's honor, capped by the dipping of ceremonial blades in tar and pitch, then setting them aflame and wielding them in dances of dizzying intricacy.

On the summer solstice, just a few weeks later, comes the **Sunwrought Festival**, celebrated with fireworks, gifts, dancing, and reenactments of great battles said to have been fought by the Dawnflower. A young maiden, dressed and jeweled to resemble the goddess, finishes the official festivities by wielding a flaming scimitar and destroying a representation of Rovagug. They say that Sarenrae pays special attention to her faithful on this day, and that those who follow her path find her blessings for the year when the day is done.

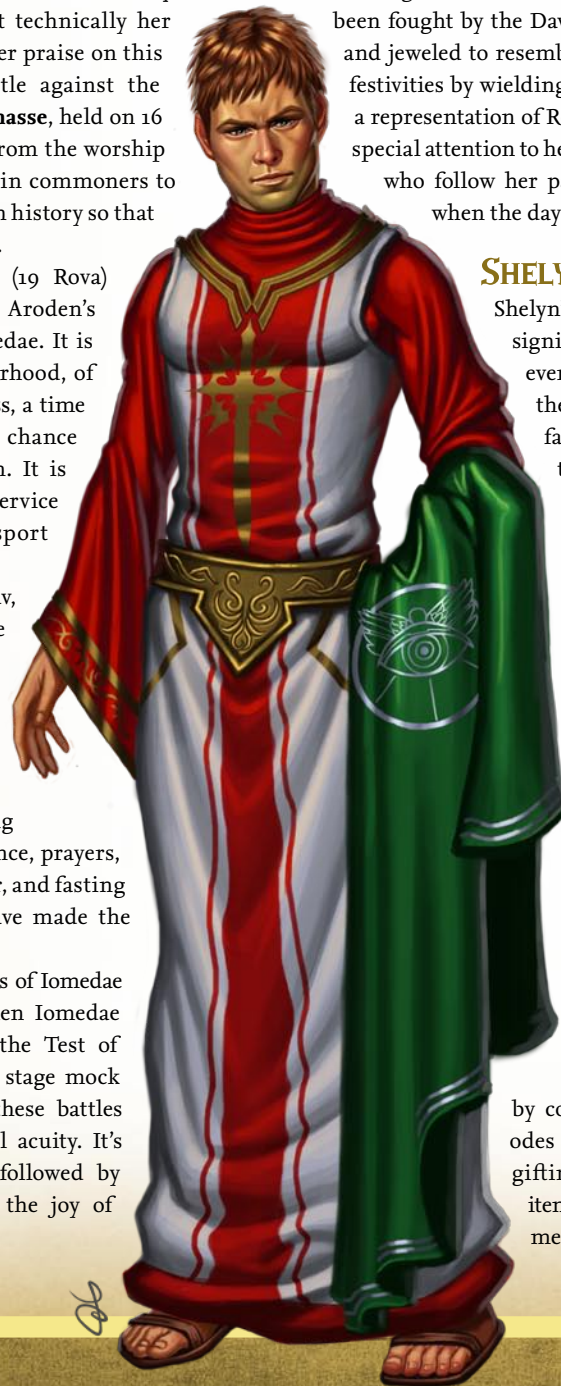
SHELYN

Shelyn's faithful observe only one significant holiday, for they believe that every day should be holy. The holiday they do celebrate is **Crystalhue**, which falls on the winter solstice. It is a time of intense artistic creation, of roaring fires symbolizing the blaze of creativity, in which the faithful fight the winter doldrums and prove that the spark of life burns strong within them still. It is also a traditional time of marriage proposals and courtship.

TORAG

Although Torag and his followers generally disdain lavish holidays based on any deistic mythology, preferring instead to take moments from the day for more personal and directed prayers, they offer him praise and sacrifice bullocks to him on the anniversaries of significant and successful battles.

These sacrifices are accompanied by copious quantities of ale and meat, odes sung to the victorious heroes, the gifting of rings and other well-forged items to the worthy, and solemn poems memorializing the fallen.



COMING NEXT

Humans guide the destiny of the Pathfinder campaign setting, as noble adventurers, politicians, and kings—or despicable thieves and murderers. Now, for the first time, the Pathfinder Player Companion delves into the history, culture, and ambitions of Golarion's humans, from the powerful and nearly extinct Azlanti and the decadent Taldans to the primitive Kellids and the proud Mwangi. See where Golarion's most populous race came from, how it operates today, and where your players might help take it in the future!

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COMBAT

Learn the origins of and folklore surrounding certain weapons specific to certain human ethnicities, and how and where they're employed.

FAITH

Dive into an overview of the obsolete worship of Aroden, the deceased god of humanity, and how even today the ripples of his passing continue to shape the face of the Inner Sea nations.

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True heroes know that evil is not an abstraction, nor a concept to be debated. Rather, it is a relentless adversary, a dark tide that seeks always to roll over the world, turning the hearts of gentle souls with its claws and whispers. Against this onslaught stand a proud and pious few: those priests and soldiers who dedicate themselves in body and soul to the forces of light, ready to lay down their lives in defense of the innocent. Aided by the powers of their gods, these stalwart champions use sword and spell, faith and ferocity to protect all that they hold dear. For they know that if they do not—who will?

Faiths of Purity presents a player-friendly overview of the good-aligned religions of the Pathfinder campaign setting, along with new rules and information to help players customize pious characters in both flavor and mechanics. Inside this book, you'll find:

- ▶ Information on each of the major good-aligned gods and his or her corresponding religion, including what's expected of adventurers of various classes, ways for the faithful to identify each other, taboos, devotions and ceremonies, church hierarchies, holy texts, religious holidays, and more.
- ▶ New traits to help represent and cement a character's background in the church.
- ▶ New feats and combat tricks for all holy warriors.
- ▶ New god-specific spells for a wide variety of spellcasting classes.
- ▶ Paladin codes for sacred warriors of each major god, as well as new organizations and knightly orders.
- ▶ Details on good-aligned minor deities, racial gods, empyreal lords, and more!

This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.



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